Typography 3
You will design UI of a new mobile weather app.
Create typographic hierarchy with the following set of rules:

- Use Comic Sans, Georgia, and Helvetica as typefaces
- Use scale
- Use **weight**
- You may use rotation of text
- Background is white and figure is black
- No gray scale (only black or white)
- No images/photos/illustrations
- No italics
- Screen size is 750 × 1334px
- Use all the copy below:

  February 23, 2015
  Berkeley, CA 94720
  Monday Clear
  Precipitation: 0%
  Humidity: 62%
  Wind: 7mph
  68°F
  Tuesday 64
  Wednesday 64
  Thursday 66
  Friday 66
Version 1
Typographic Hierarchy

Version 1 should focus on typographic hierarchy (i.e., help a user understand information through a logical and meaningful journey).

Here I used both Helvetica and Georgia to be able to distinguish information that changes and information that stays constant over time. Georgia was applied for static information and labels, whereas Helvetica was for quantifiable values. I also added weight to add extra emphasis that these change over time and pay attention to that.
Version 2

Emotional: Content

Version 2 in contrast, should play with possible emotional aspects of interaction with a weather app (e.g., funny, nostalgic, angry, etc.). You are free to interpret the possible emotional aspects. However, the same rules apply to this version. You should use the same emotion you used for Type 1.

Here, the aim was for the emotion of content to be expressed and done so by having each group of information have a natural flow or sense of direction.
Typography 3

Version 1

Version 2

<Content>