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).

Describe your design in this text box space.

I decided to right align all the information that was pertinent to today and left align everything else. That created a clear differentiation. There was a parallel in the temperature represented and the day of the week below it. The temperature for today was the only item on the left, which emphasizes and draws attention to it. The details of the day and the weather were presented to the right.
Version 2

Emotional

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.

What is your emotion? Describe your design in this text box space.

My emotion was fear. However, I think this was more successful in showing hierarchy than the emotion. The only way I showed fear was using Comic Sans and making the size of the font become smaller and smaller. I also bolded the tens digit to show a somewhat more emphasized version.
Typography 3

Version 1

Version 2

<feare>