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

I wanted to draw attention first of all to the current temperature. I used the different fonts to differentiate the metric from the measurement. Comic Sans numbers were awful. So I decided to use Helvetica for the measurement and Comic Sans for the metric.
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? I guess I wanted to portray caos or simply some overall level of stress. There is no distinction in the use of fonts or weights.
Typography 3

Version 1

Monday
February 23, 2015

68°F

Clear

Humidity 62%
Precipitation 0%
Wind 7 mph

Berkeley, CA 94720

Version 2

<label your emotion>

Berkeley

94720

<...........>