BIFANA STUDIO

TYPOGRAPHY SYSTEM

Sora for expression. Inter for clarity.

SMALL TEAM. STRANGE IDEAS.

Production specification / ES + EN / v1.0

TYPE FAMILIES

Sora

Primary display family

Sora carries the personality of Bifana Studio. Use it for large headlines, campaign statements, game announcements and brand moments. Keep it bold, spacious and confident. Do not use it for dense interface copy.

Small team.
Strange ideas.

Inter

Secondary / product / UI family

Inter is the operational typeface: body copy, navigation, buttons, labels, metadata and product UI. Its job is to stay quiet and readable while Sora carries the brand voice.

Games for curious people.

GAMES / ABOUT / NEWS / DEVLOG

DESKTOP HIERARCHY

DISPLAY XL · 72/76 · 800

Small team. Strange ideas.

H1 · 56/60 · 800

Games for curious people.

H2 · 40/44 · 700

A new world starts here.

H3 · 32/38 · 600

Behind the game

H4 · 24/30 · 600

Development notes

Body L - 20/30: editorial intros, campaign explanations and large supporting copy.

Body M - 16/24: default reading size for web pages and game/studio descriptions.

Body S - 14/20: secondary information only. Never use below 14px for normal UI.

RESPONSIVE / MOBILE

Headlines stay bold.

On small screens, reduce scale without changing personality. Keep the same family and weight hierarchy. Do not compress letterforms, reduce weight, or replace Sora with a generic UI face.

DISPLAY-XL 48/52	**Strange ideas.**
DISPLAY 44/48	**Strange ideas.**
H1 40/44	**Strange ideas.**
H2 32/36	**Curious games.**
H3 24/30	**Curious games.**
H4 20/26	**Curious games.**

MOBILE RULE

Body M remains 16/24px. Do not shrink core reading text to create space; adjust layout instead.

Inter owns the interface.

Navigation, CTAs, filters, metadata and utility copy should be fast to scan. Reserve Sora for branded moments or prominent section headings.

BUTTON	EXPLORE OUR GAMES
NAV	Games About News Careers
LABEL	GAME 01 / NARRATIVE
CAPTION	Available on PC and mobile

GAME PAGE / EXAMPLE

Villamuda

A strange story from Jaén, 1971. A small town, a few secrets, and one long summer.

VIEW GAME

One hierarchy. Two languages.

Spanish and English use the same typography system. Do not create a visually secondary Spanish version or compress copy to force identical line breaks.

Small team.
Strange ideas.

Equipo pequeño.
Ideas raras.

Latin Extended check

á é í ó ú ü ñ ¿ ¡ ç ã õ â ê €

Use real punctuation and accents. Never replace Spanish opening question/exclamation marks or strip diacritics for stylistic reasons.

Typography must remain playable.

52–64ch Preferred measure for paragraphs. 68ch hard maximum.

16px Default minimum for body copy on web.

14px Minimum routine UI size; captions may use 12px selectively.

1.5× Body line-height target: 16/24, 20/30.

NO COLOUR TRICKS Long text stays Charcoal on Off White or Off White on dark surfaces.

DO

- Use large, confident Sora headings.
- Use Inter for long reading and UI.
- Allow copy to reflow naturally between ES/EN.
- Use hierarchy and whitespace before adding decoration.

DON'T

- Stretch or condense letterforms.
- Use Sora for dense tables or long paragraphs.
- Set paragraphs in all caps.
- Use Red Orange or Lavender for normal body copy.

Production handoff

The package includes design tokens for engineering. Use the CSS variables or JSON tokens as the single source of truth. Do not hardcode a separate type scale in product code.

```
:root {
  --font-display: "Sora", "Inter", system-ui, sans-serif;
  --font-text: "Inter", system-ui, sans-serif;
  --type-h1-size: 3.5rem;
  --type-h1-line: 3.75rem;
  --type-body-m-size: 1rem;
  --type-body-m-line: 1.5rem;
}
```

FILES IN THIS MODULE

- BIFANA_Typography_Spec_v1.0.pdf
- BIFANA_Typography_Specification_v1.0.json
- BIFANA_Type_Tokens.css
- BIFANA_Type_Tokens.json
- BIFANA_Typography_QuickReference.md

Font binaries are intentionally excluded. Source and license the current official Sora and Inter releases separately.