

DUNC / REPERTOIRE SELECTION

A B C D E F G
H I J K L M N
O P Q R S T
U V W X Y Z
0 1 2 3 4 5 6 7 8 9

! " # \$ % & ()

* + , - . / : ;

< = > ? @ []

{ } _ ~

Regular 1.003 / 157 mapped code points / uncase display

This selection shows the Latin forms, figures and core marks.

Legacy accented mappings use unaccented forms.

Full encoded inventory and size tester: specimen.html

Original design © 2020 Dré Labre. Utypeia edition, 2026.

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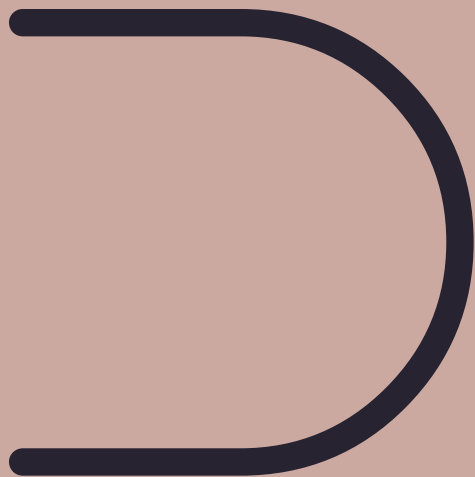
A font by Dré Labre

DUNC

OPEN HORIZONS



ONE HORSESHOE / FOUR ORIENTATIONS



D / THE OPENING LOOKS LEFT



U / THE OPENING LOOKS UP

TURN
AGAIN



S / Z: A CURVE CAN CHANGE ITS COURSE



The idea began with the typography for Dune.

Dré chose one horseshoe shape for D, U, N and C,
turning it to face four different directions.

The rest of the alphabet extends that open, rounded voice.

This edition keeps the original outlines and revises spacing.

Lowercase input uses the same capital-form design.

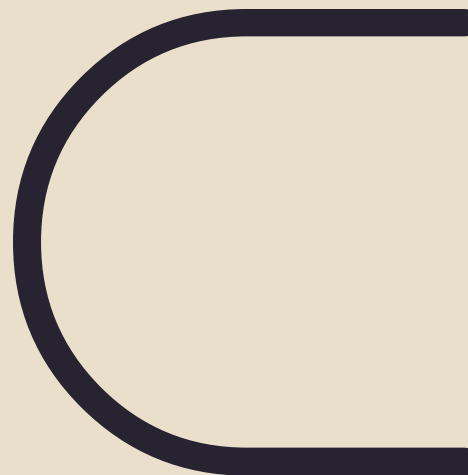
A SIGNAL IN THE SAND

Thin lines.
Wide horizons.
A little distance
from the ordinary.

DUNC



N / THE OPENING LOOKS DOWN



C / THE OPENING LOOKS RIGHT

A FICTIONAL EXPEDITION / INVITATION

OPEN HORIZONS



FOLLOW THE CURVE

An imagined night journey across the paper desert.
A setting for Dunc, not a real event or destination.

DUNC / OPEN HORIZONS

04 / DEPARTURE

OPEN HORIZONS / FIELD CARD

ROUTE 04

STATION

LOCAL TIME

DUNE GATE

17:40

LOW RIDGE

18:25

SALT ARC

19:10

NIGHT CAMP

20:00

ONE WAY / FOUR STOPS / FICTIONAL TIMETABLE

Figures and punctuation use the actual Regular font.

DUNC / OPEN HORIZONS

05 / FIGURES IN USE