

Version 0.03 Custom Font 3D Wordy Help

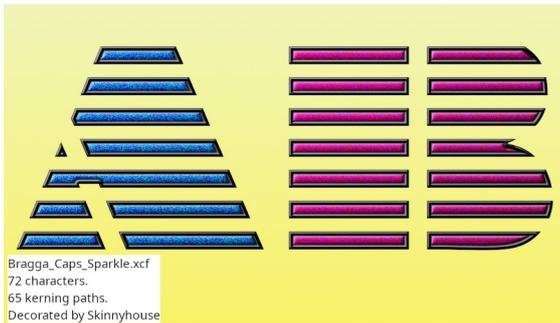
This version adds a number of new options to support rotated characters.

Download, extract if necessary, and install to your user plug-ins folder.

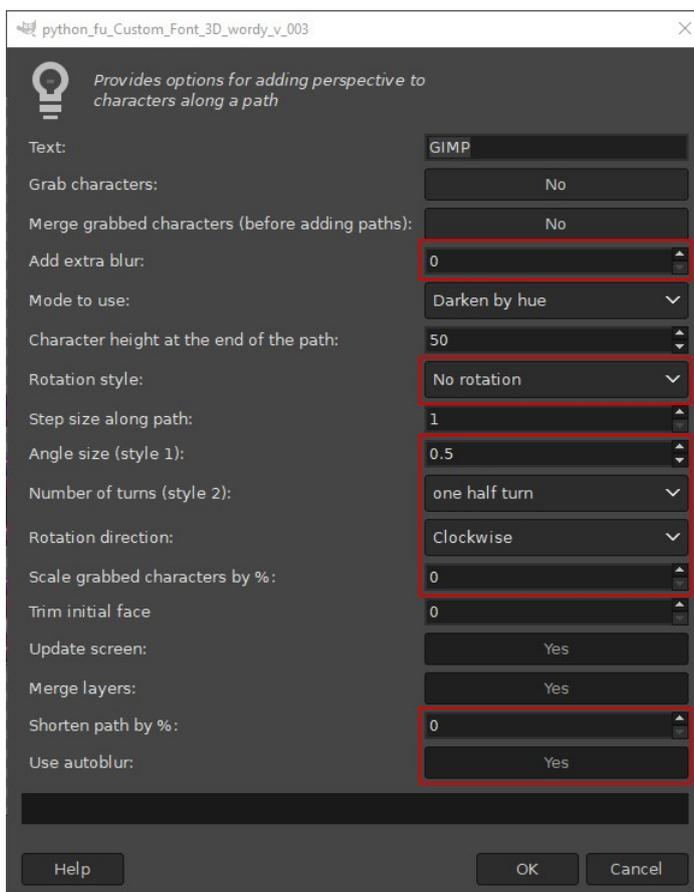
The filter can be located using the menu path:

Filters>>Custom Font Tools>>Custom Font 3D Wordy v.0.03...

Since the basic premiss is to open a custom font file to use the plug-in with, (although this is not strictly necessary) I have added some files for you to play with.



The default dialog with the new options highlighted in red:

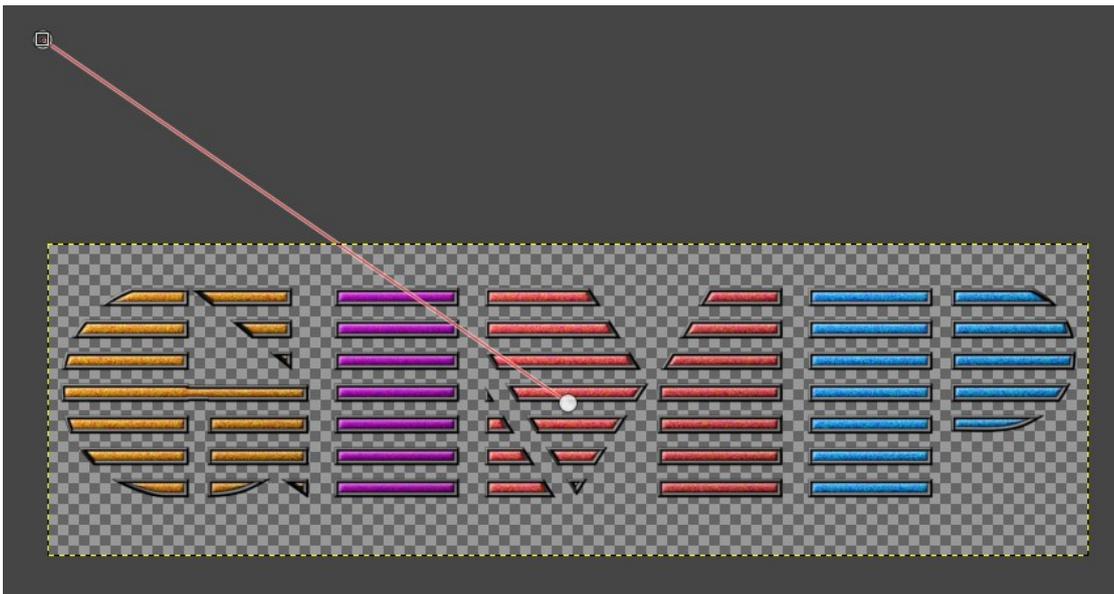


The new options mainly deal with rotating the chosen layer along a path added by the user.

The default style however is to add perspective without any rotation.

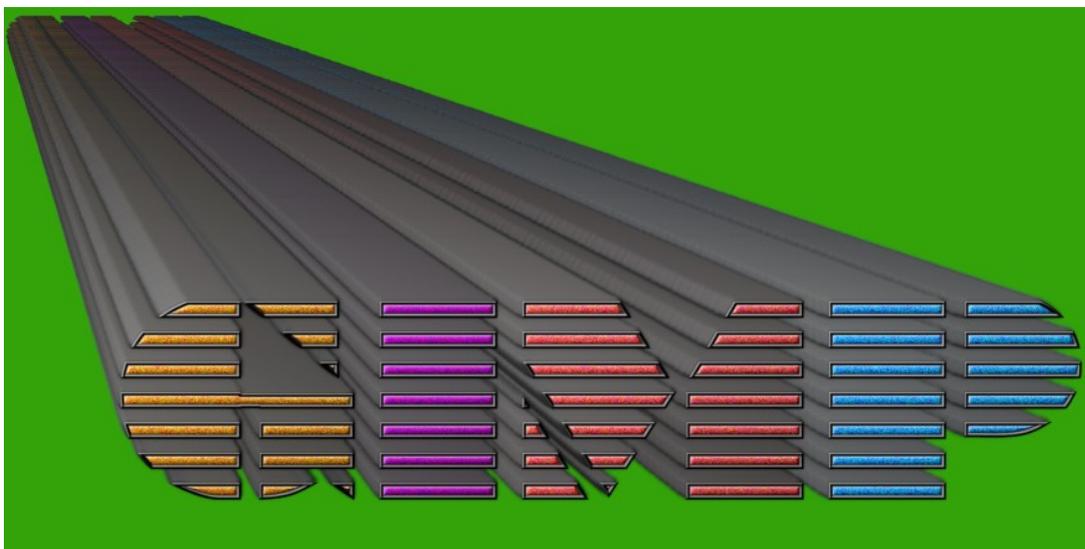
Open a custom font file in Gimp and run the filter with 'Grab characters' and 'Merge grabbed characters' set to 'Yes' to create a single layer with the chosen characters. Set the 'Scaled grabbed characters' option with a value of 60 percent. This will create a smaller image which will be quicker to render with perspective layers: Leave the other options at the default settings and click on 'OK when ready'.

Add a path to your image with the Path Tool to define the line of perspective for the characters to follow.



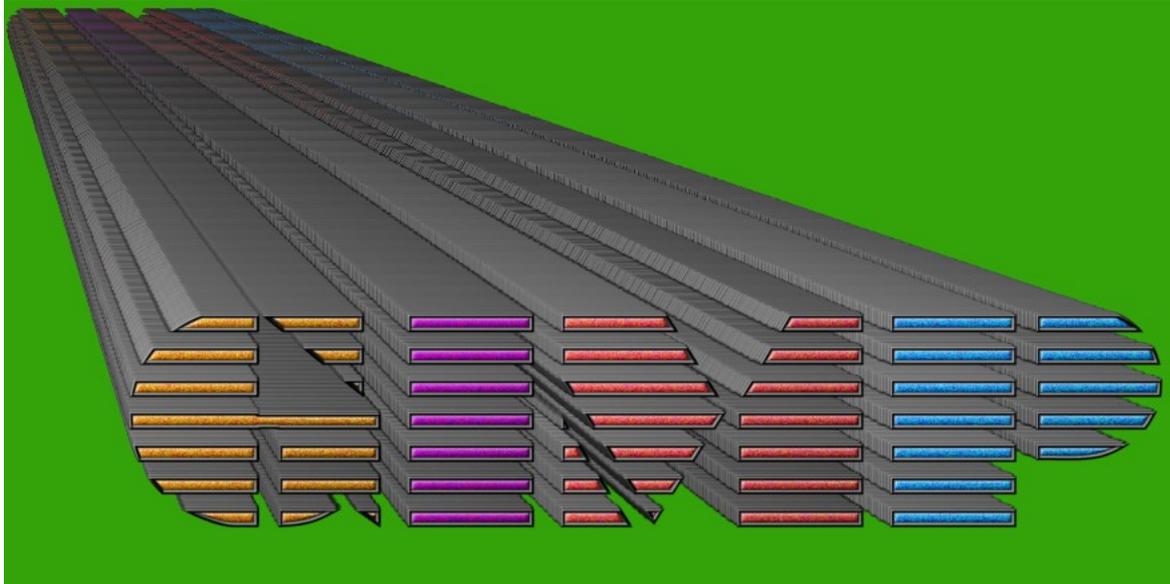
(There is more information about adding paths on GimpLearn with earlier versions of 3D Wordy.)
Apart from adding background layers to my perspective result examples, no other editing has been done to the images.

Call up the filter again and set the 'Grab characters' option to 'No' before clicking on 'OK'.



You can see the results of the 'Autobblur' option which attempts to smooth out the edges of the layers used to create the illusion of perspective. You can increase this effect by increasing the value of the 'Add extra blur' option. Alternatively if you wish to make these layers clearer, set the 'Autobblur' option to 'No' and use the 'Add extra blur' value on its own.

Here, the 'Add extra blur' value was set to 5. Set it to zero (without autobblur) to display the layers without using any blur.

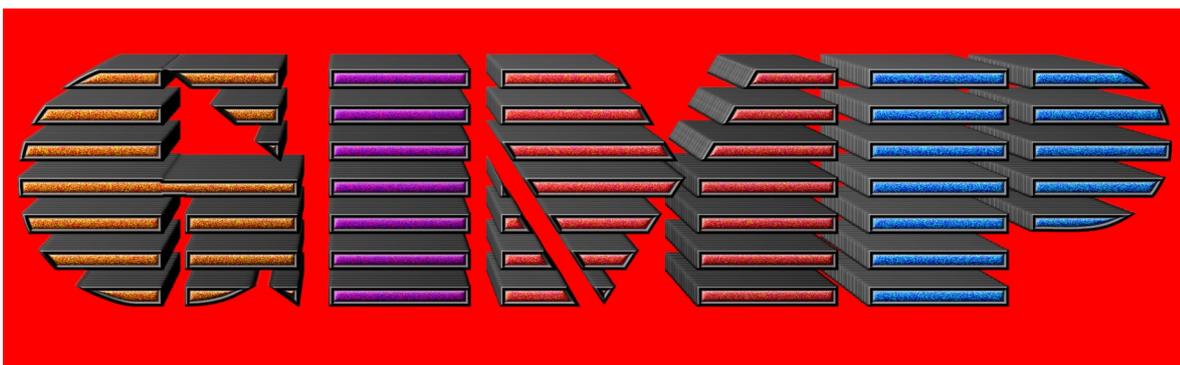


I have added an option to shorten the length of the path used. This can be useful to assess the effect of the blur used as well as providing an alternative way of creating 3D lettering.

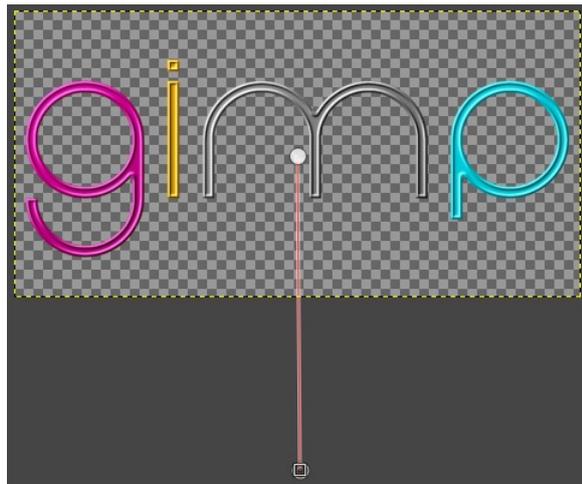
In the example below the value of the 'Shorten path by' option was set to 90 (with autobblur on).



And the same 'Shorten path' value setting without any blur.



I have added two rotation styles.

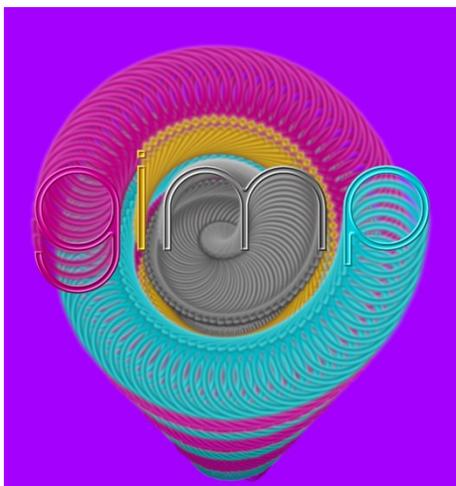


Use 'Rotate by angle' to rotate layers along the added path using finer increments and 'Rotate by turns' for larger angle increments. Below my custom font generated characters with the path I used.

Below I set the 'Rotation style' to 'Rotate by angle' and used an 'Angle size' value of 0.5.

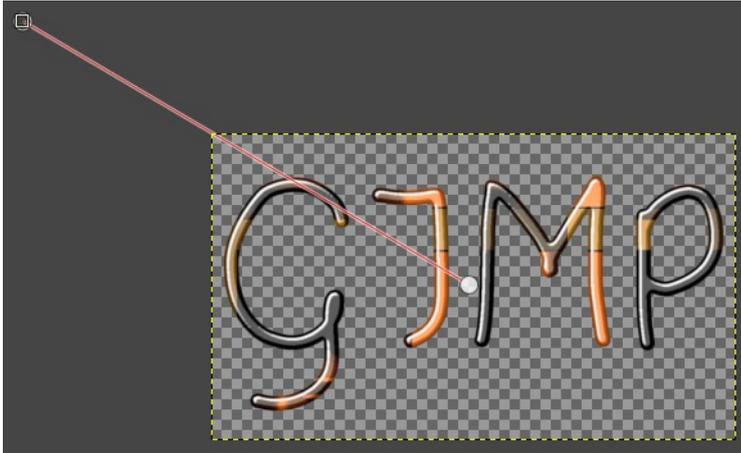


And here, with the same path, I used an angle size of 5.0.

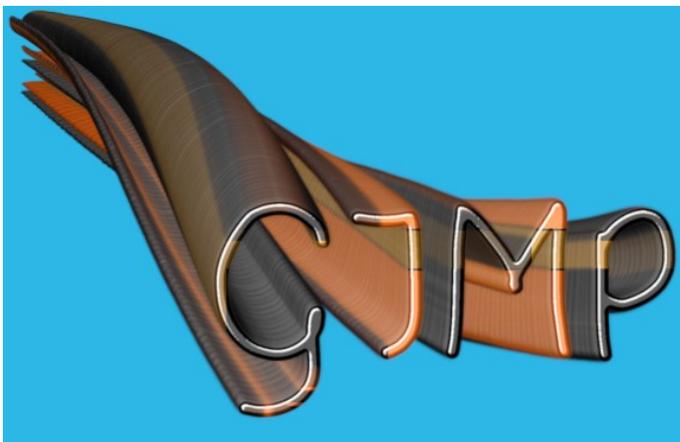


Note the bigger gaps between the layers are quite visible here. The only way to avoid this is to use a longer path (or smaller angle size) which will generate more layers (and take longer to render).

Example path for the Rotate Style set to 'Rotate by turn'.



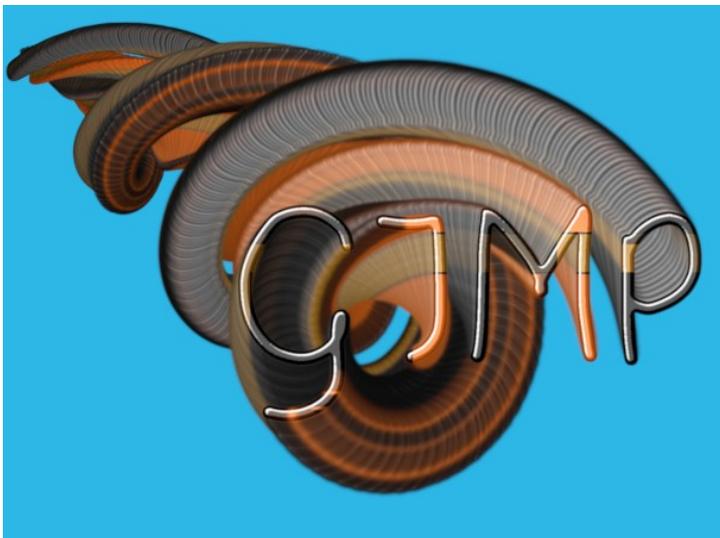
The option will calculate the angle required to achieve the amount of turn at the end of the path used.



And below, the same path with the 'Rotation direction' set to anticlockwise.



In the examples below I used the 'Number of turns' value of 'one and a half'.



When you are happy with the results at a smaller size, you can always set the scaling to zero for the grabbed characters, hit 'OK' and go and put the kettle on (or walk the dog) while your machine is busy.

You can always use any layer with an alpha channel, instead of grabbing custom font characters, with a path if you prefer.

Anyway – lots of room for play with this one I think. Have fun!