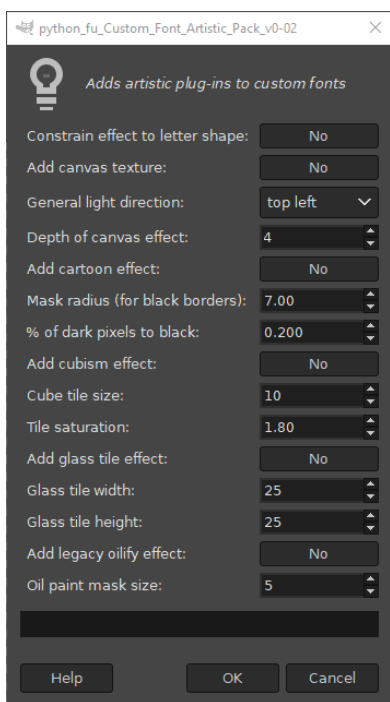## Section 3: Decorating Tools

These tools apply various filters to all the character layers in a custom font file to hopefully add something extra to the font's appearance. You can of course apply filters manually one layer at a time – if you have the will-power.

Custom Font Artistic Pack:

This tool provides a quick way of applying some of Gimp's Artistic filters to all the character layers namely the Canvas filter, the Cartoon filter, the Cubism filter, the Glass Tile filter and the Oilify legacy filter.

Most of the filters have a number of options available for customising the effects for the size of font.
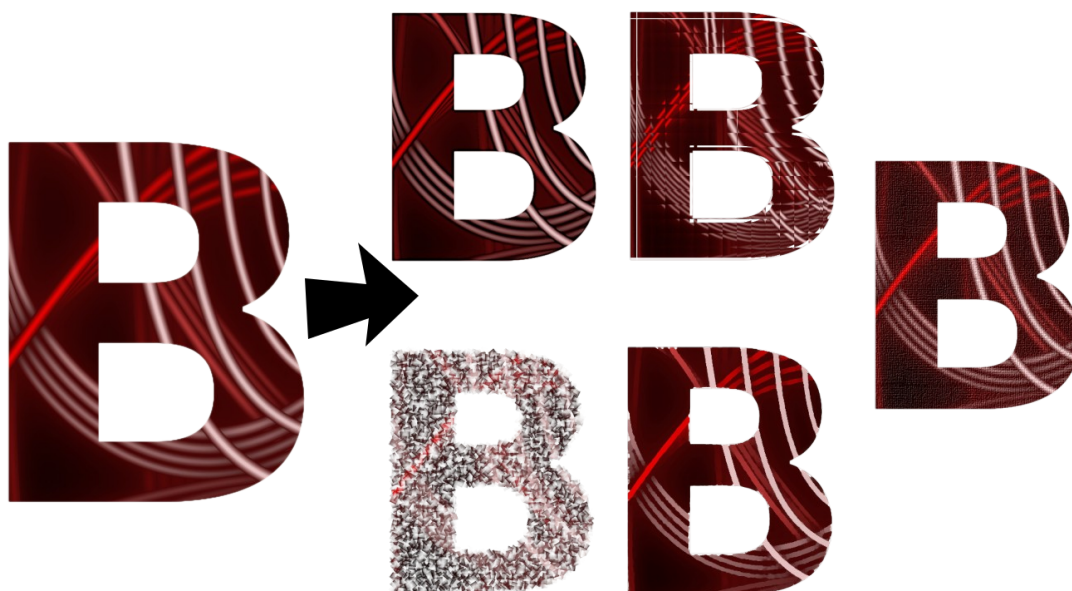
Custom Font Bevel Reflect 1.6

This tool requires the additional installation of the MLBevelReflect plug-in (which does all the hard work) and is, basically, a Python interpretation of the original script by GnuTux. It produces wonderful highlighted characters using an environment map layer (emap).
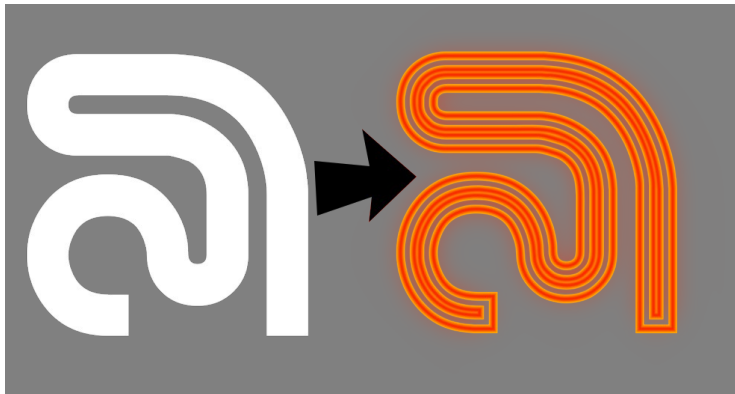
Contour options bug fixed in Version 1.12
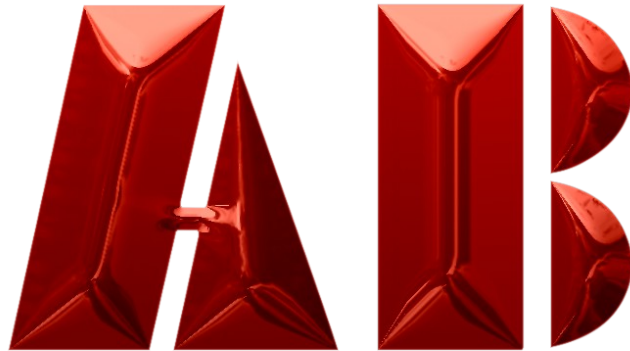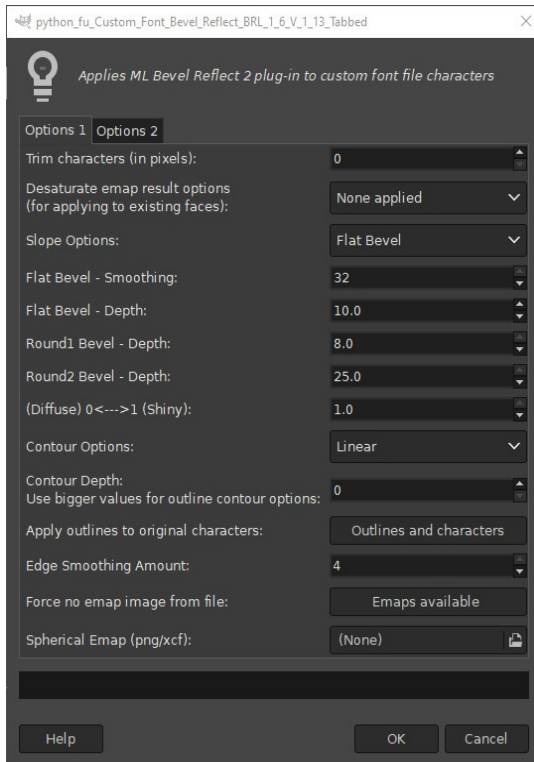
More details can be found in the guide with this link:

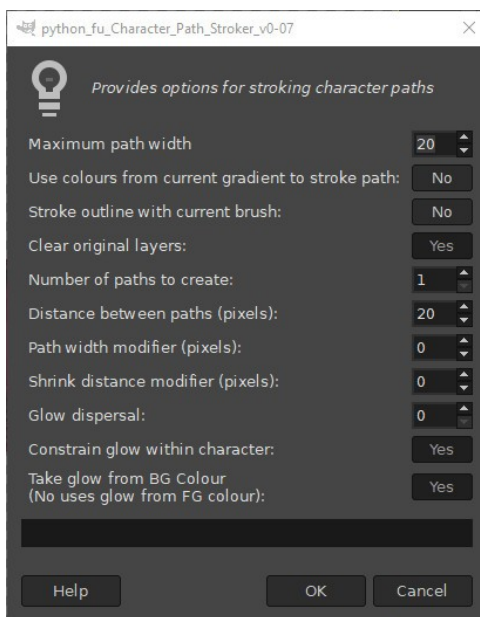**Guide to original Bevel Reflect Version**
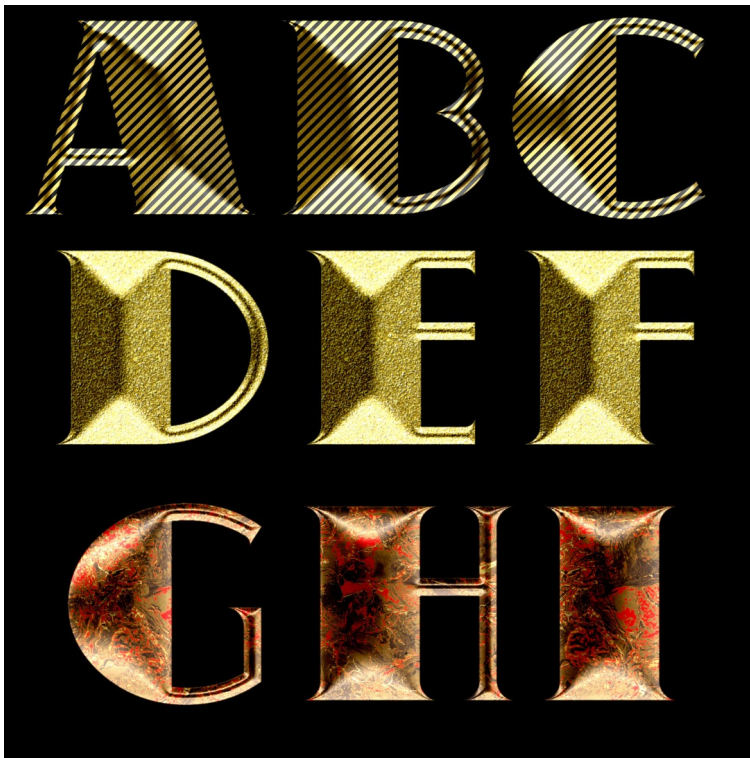
Custom Font Character Path Stroker

Use this tool to turn a plain font face into a font face made up of a number of stroked paths.

Link to more information here:
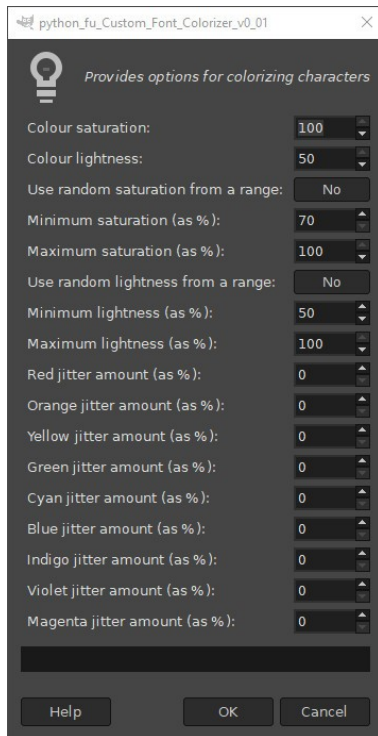https://gimplearn.net/viewtopic.php?f=3&t=2257

This tool creates a path from a character and strokes the path with colours taken from the current foreground and background, the current gradient or the brush tool.

It can be used to outline characters but there are also options to create multiple paths and to add a glow effect.
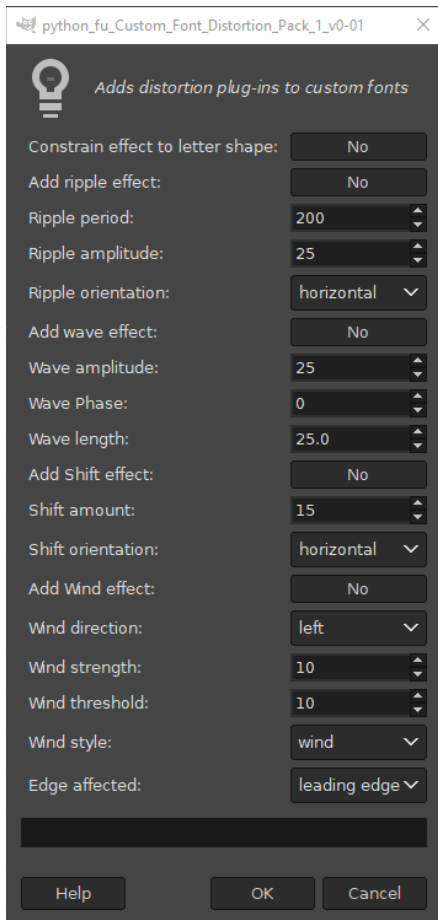
Custom Font Colorizer

This simple plug-in allows you to apply colour ranges to the characters in a custom font file according to the choices made from the filter dialog.

Link to help on GimpLearn

https://gimplearn.net/viewtopic.php?f=10&t=3062

Custom Font Distortion Packs 1 & 2

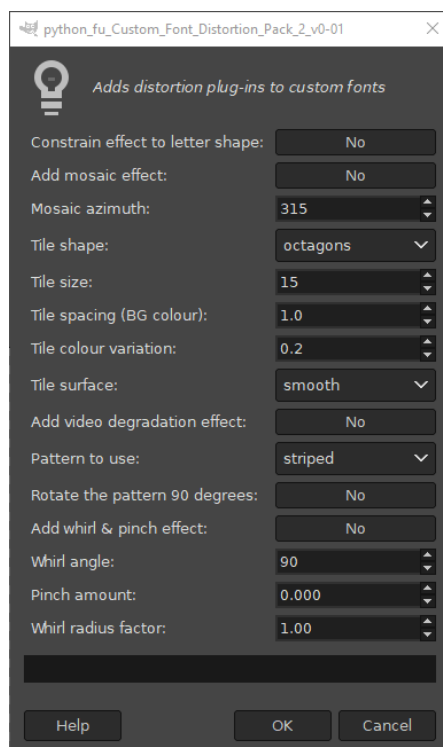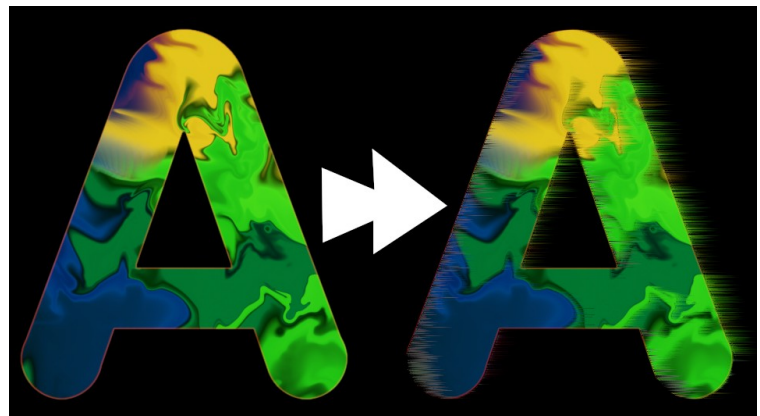Pack 1 adds options for applying ripples, waves, shifts and wind distortion effects to each character.

More information here:
https://gimplearn.net/viewtopic.php?f=3&t=1907

Wind effect added below:

Pack 2 adds options for applying mosaic, video degradation and whirl and pinch effects to custom fonts.

Whirl and Pinch added below:
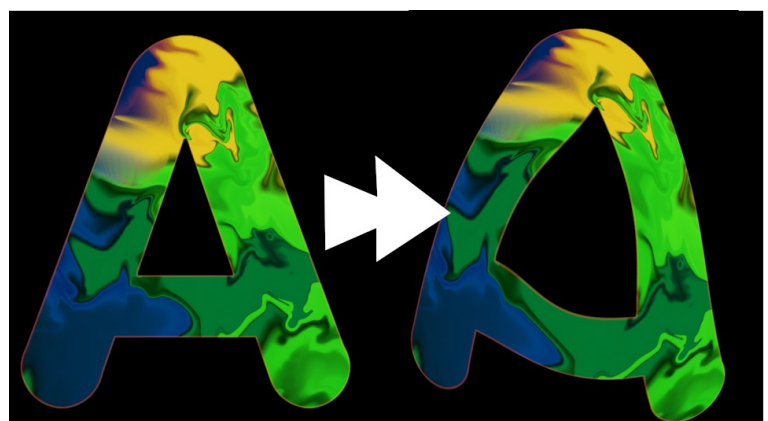
Custom Font Edger
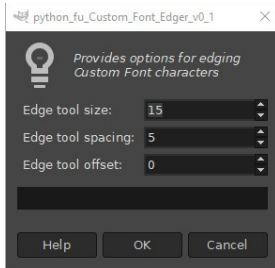
This plug-in uses the currently selected brush or eraser to remove sections of characters. It was initially created to improve the appearance of hair and fur edges on custom font characters but can be used in many different ways.

Link to Edger help

https://gimplearn.net/viewtopic.php?f=3&t=2982
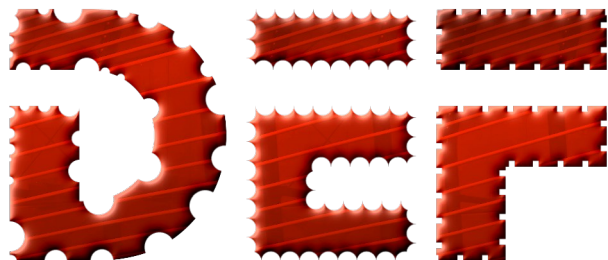
Custom Font Effects Only
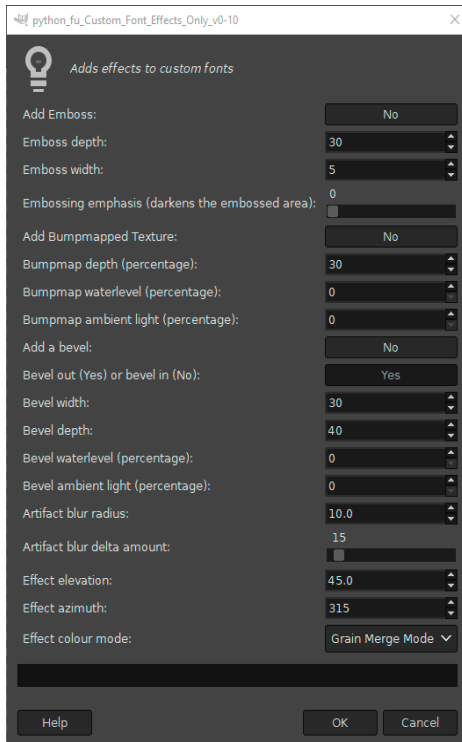
This has options for applying an emboss, a bumpmap (taken from an additional layer) and a bevel to every character in a custom font.

The effects can be applied in any combination – but of course multiple effects add to the time taken to complete the process.
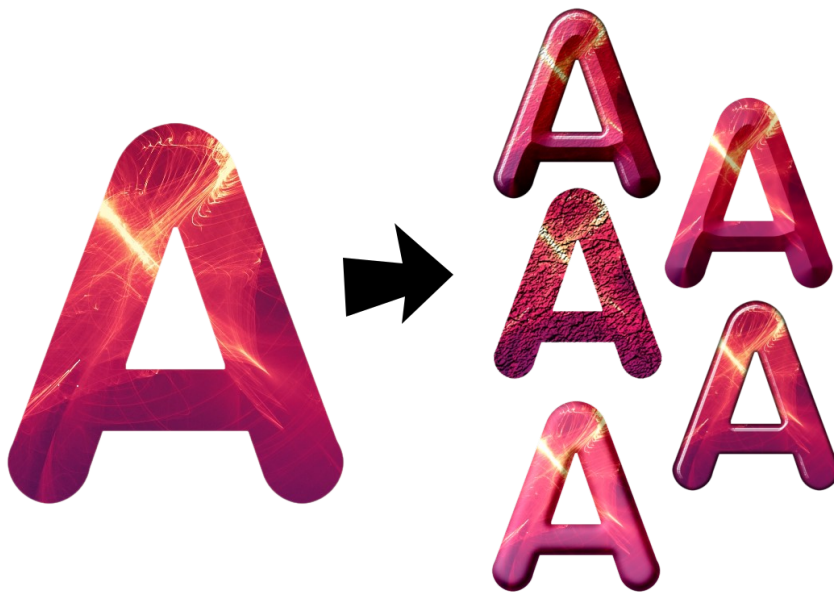
Link to more information (please note the Shine option detailed there has been moved to the Sheen N Shine plug-in):

https://gimplearn.net/viewtopic.php?f=3&t=1907

Custom Font Face Maker
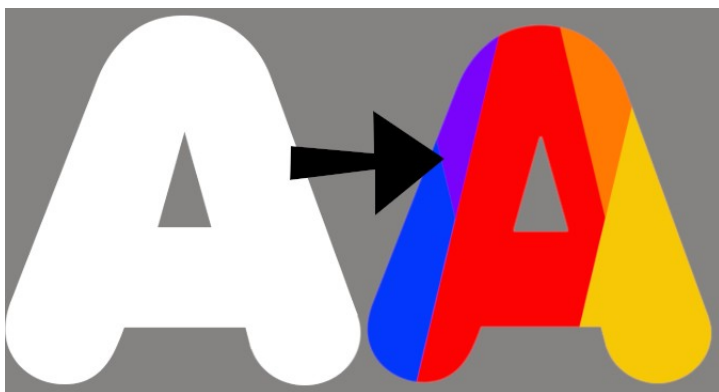
Now updated to version 0.13. Use this tool to turn plain character faces into more interesting character faces.

Link to more information (or search for recent updates):

https://gimplearn.net/viewtopic.php?f=3&t=2303
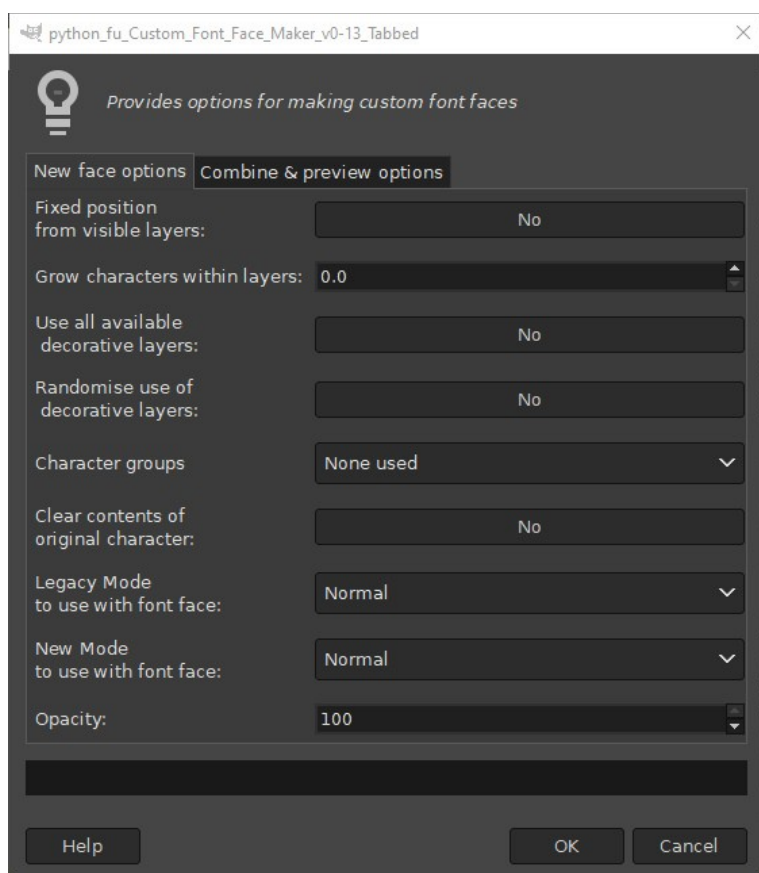
This is the tool that most users will use most of the time.

This basically adds a new look to existing font faces by copying a visible layer or layers onto each character in turn. Use of layer modes is also provided.

It also provides an option to combine two custom fonts, which can be useful when you have characters with holes in (think mesh style) that require an added outline to make them more legible.

Preview mode and shadow options have been added to the recently tabbed dialog.

Custom Font Inner Glow

This is my take on adding an inner glow to custom font characters.

Original Character   Foreground Glow   Background Glow

Current Gradient
(Fg - Bg RGB)

Current Pattern
Size 20

Character Copy
Size 20
Blur 15

Foreground Glow
Add Noise

Foreground Glow
Add Noise
Clear Character

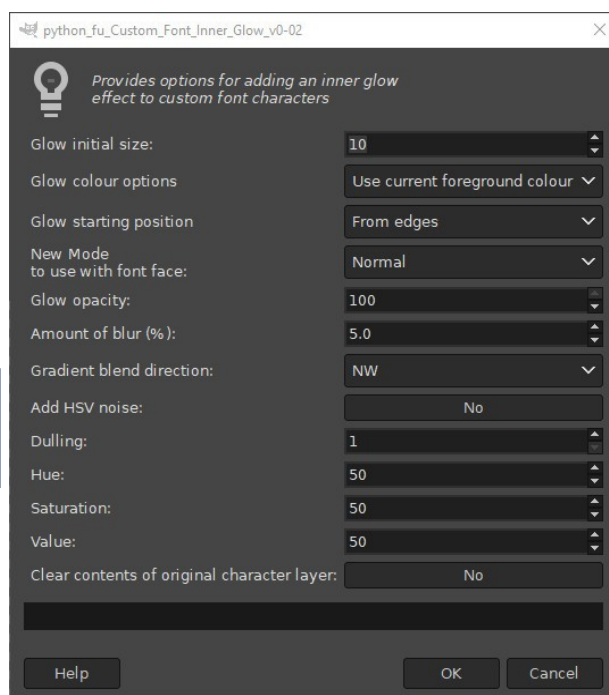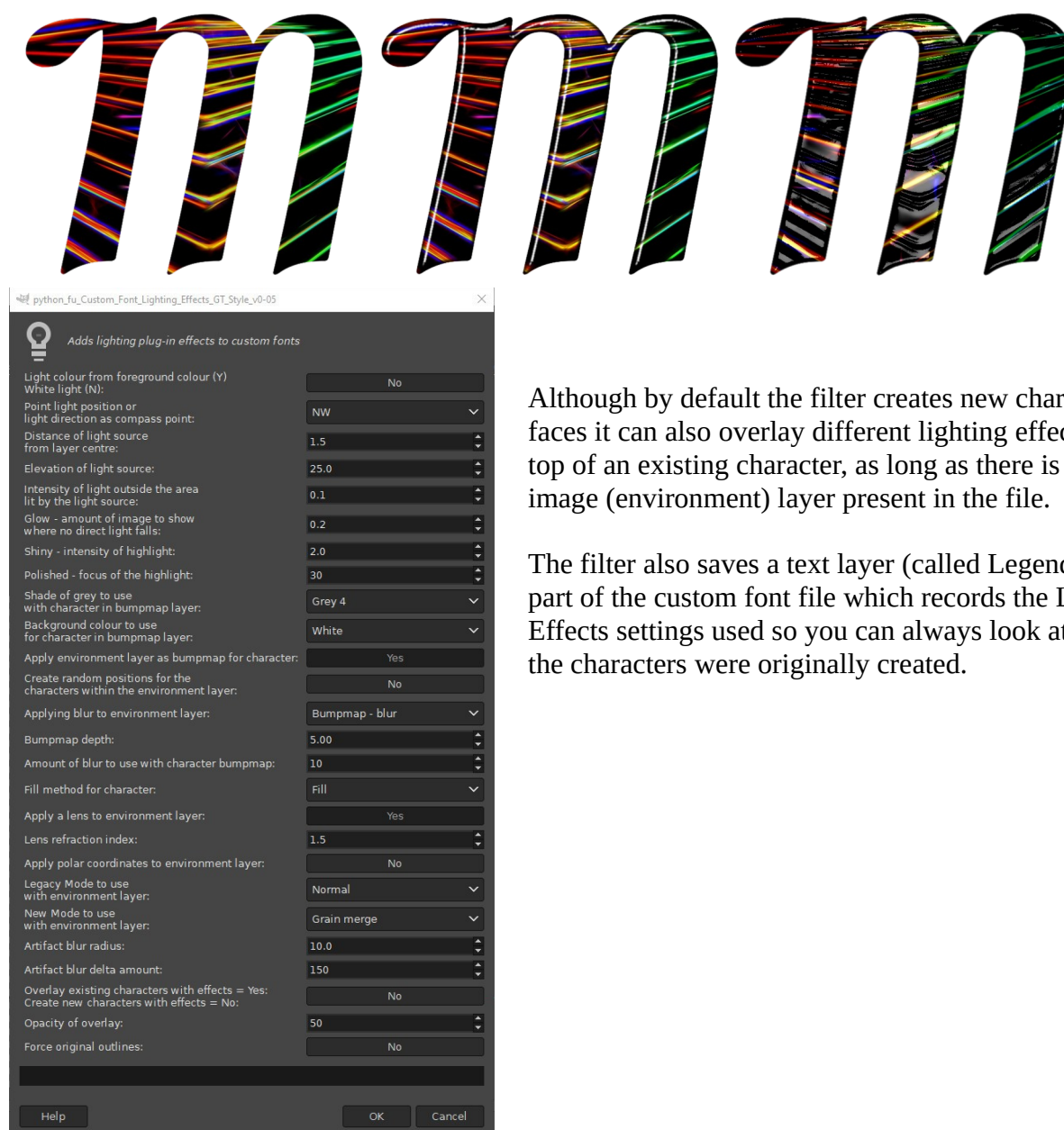| python_fu_Custom_Font_Inner_Glow_v0-02	
Provides options for adding an inner glow effect to custom font characters	
Glow initial size:	10
Glow colour options	Use current foreground colour
Glow starting position	From edges
New Mode to use with font face:	Normal
Glow opacity:	100
Amount of blur (%):	5.0
Gradient blend direction:	NW
Add HSV noise:	No
Dulling:	1
Hue:	50
Saturation:	50
Value:	50
Clear contents of original character layer:	No
Help	OK Cancel

23

Custom Font Lighting Effects GT Style

This plug-in applies the Lighting plug-in to all the characters in a custom font file. Since the Lighting plug-in does not work properly when called from another plug-in, this implementation works in a slightly different way.

The default settings offer a good basis to start experimenting with but I highly recommend reading the filter guide to become familiar with its principals and differences when using lighting effects in this way.

Link to the help guide here:
https://gimplearn.net/viewtopic.php?f=3&t=2372

The image below, beginning from the left, shows a character without any extra effects, then the same character using the shine effect and bumpmap from the Effects Only filter and, lastly, the same character using the Lighting Effects filter.

python_fu_Custom_Font_Lighting_Effects_GT_Style_v0-05	✕

💡 Adds lighting plug-in effects to custom fonts

|	
Light colour from foreground colour (Y) White light (N):	No
Point light position or light direction as compass point:	NW
Distance of light source from layer centre:	1.5
Elevation of light source:	25.0
Intensity of light outside the area lit by the light source:	0.1
Glow - amount of image to show where no direct light falls:	0.2
Shiny - intensity of highlight:	2.0
Polished - focus of the highlight:	30
Shade of grey to use with character in bumpmap layer:	Grey 4
Background colour to use for character in bumpmap layer:	White
Apply environment layer as bumpmap for character:	Yes
Create random positions for the characters within the environment layer:	No
Applying blur to environment layer:	Bumpmap - blur
Bumpmap depth:	5.00
Amount of blur to use with character bumpmap:	10
Fill method for character:	Fill
Apply a lens to environment layer:	Yes
Lens refraction index:	1.5
Apply polar coordinates to environment layer:	No
Legacy Mode to use with environment layer:	Normal
New Mode to use with environment layer:	Grain merge
Artifact blur radius:	10.0
Artifact blur delta amount:	150
Overlay existing characters with effects = Yes: Create new characters with effects = No:	No
Opacity of overlay:	50
Force original outlines:	No

Help   OK   Cancel

Although by default the filter creates new character faces it can also overlay different lighting effects on top of an existing character, as long as there is an image (environment) layer present in the file.

The filter also saves a text layer (called Legend) as part of the custom font file which records the Light Effects settings used so you can always look at how the characters were originally created.
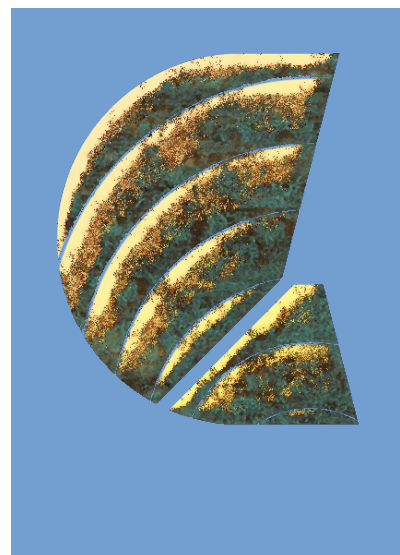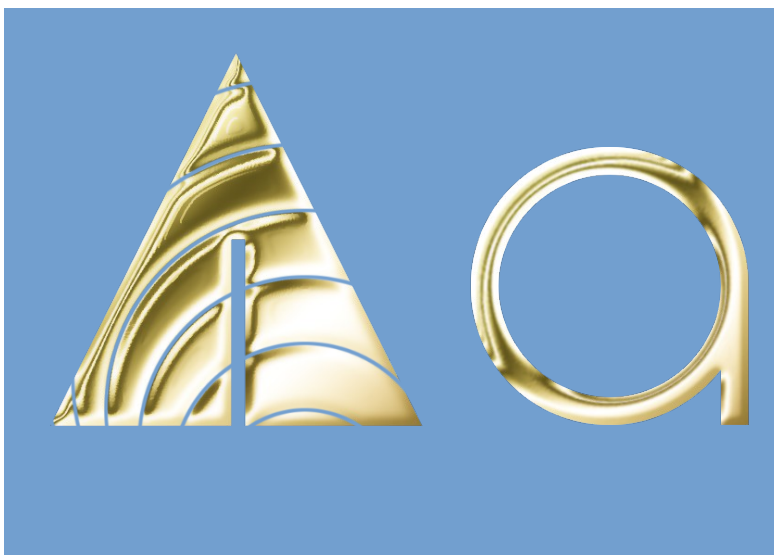
Custom Font Metallic Effects

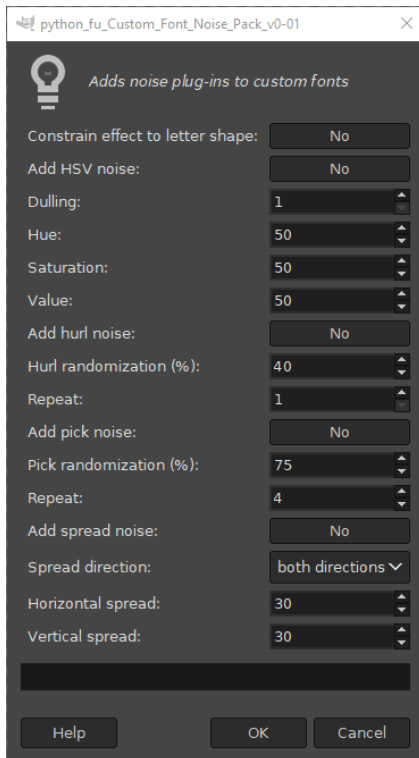This plug-in can apply a range of metallic effects to an existing plain, or patterned, custom font.
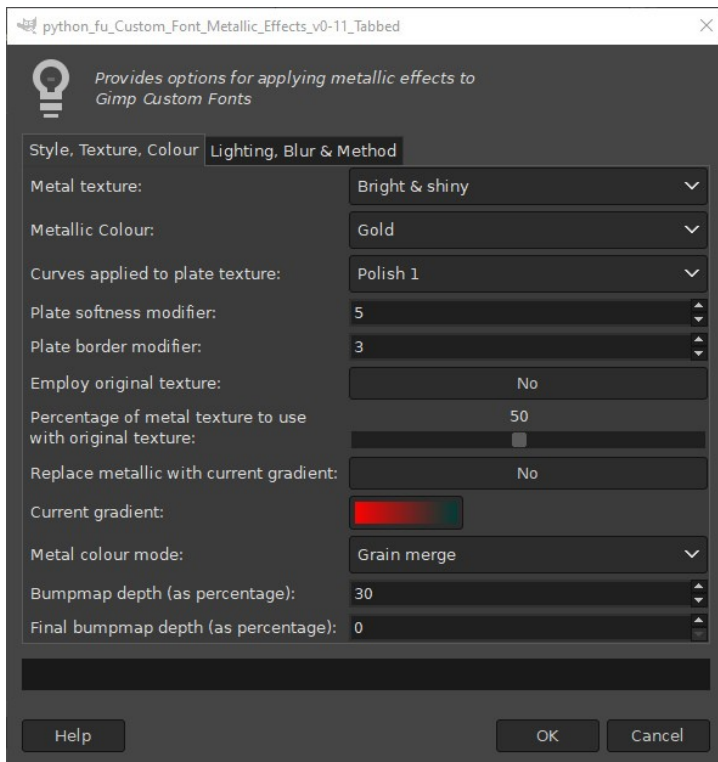
Further details can be found on GimpLearn:

https://gimplearn.net/viewtopic.php?f=3&t=2577
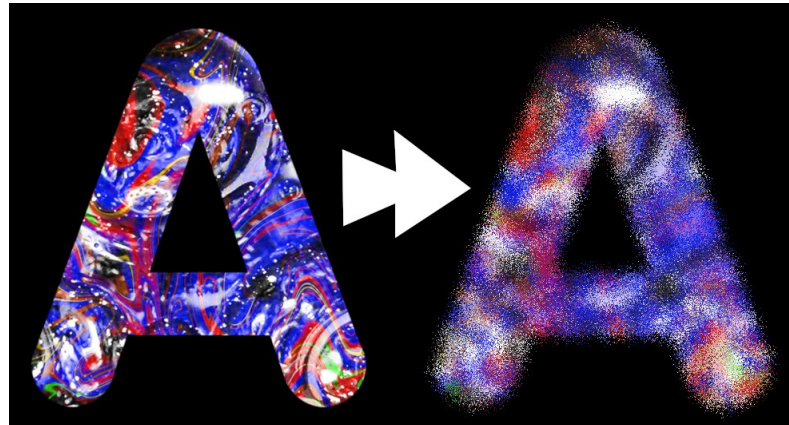
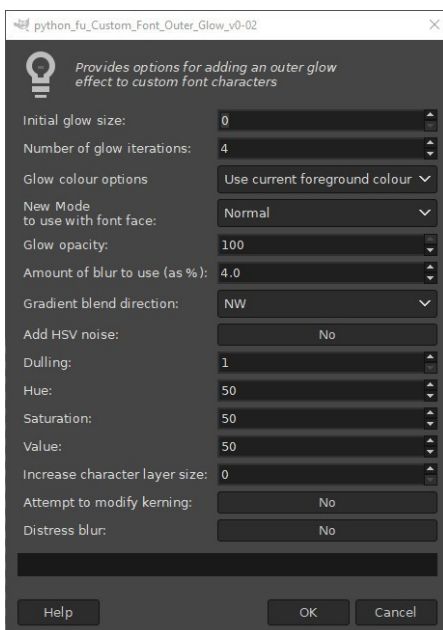A couple of example outputs:

Custom Font Noise Pack

This tool provides a quick way of applying some of Gimp's Noise filters to character layers to add texture and interest to character faces. Think glow, grunge and magic dust.

https://gimplearn.net/viewtopic.php?f=3&t=1907

Spread Noise added below:

Custom Font Outer Glow

This is my take on adding an outer glow to custom font characters. It provides options for adding the glow in different colours and thicknesses (you may need to increase the size of the layer to accommodate changes) and for adjusting existing kerning path information.

Custom Font Outlines Only
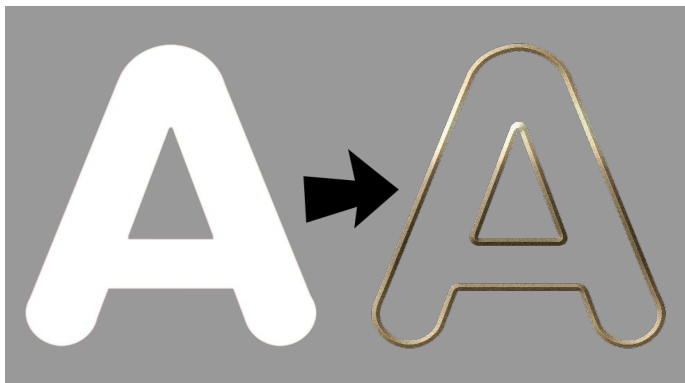
Use this tool to turn a font face into an outline only font...
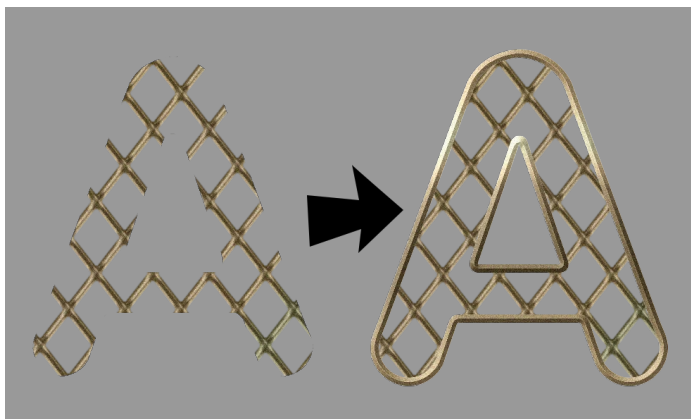
...or add an outline to an existing custom font.
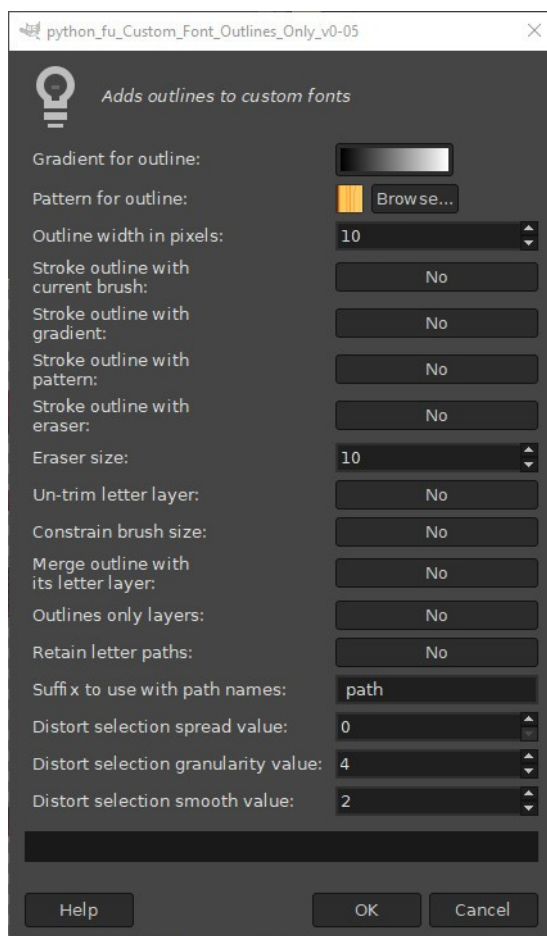
This tool creates an outline for a custom font character using the current foreground colour, brush, gradient or pattern. The resultant outline can be added to the existing character or used as a new outline custom font character.
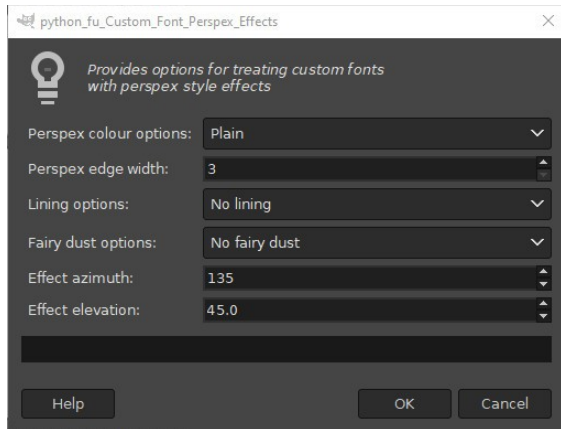
There are options to distort the outline.

If you need a set of custom font character paths you can use an option from this tool to create paths.

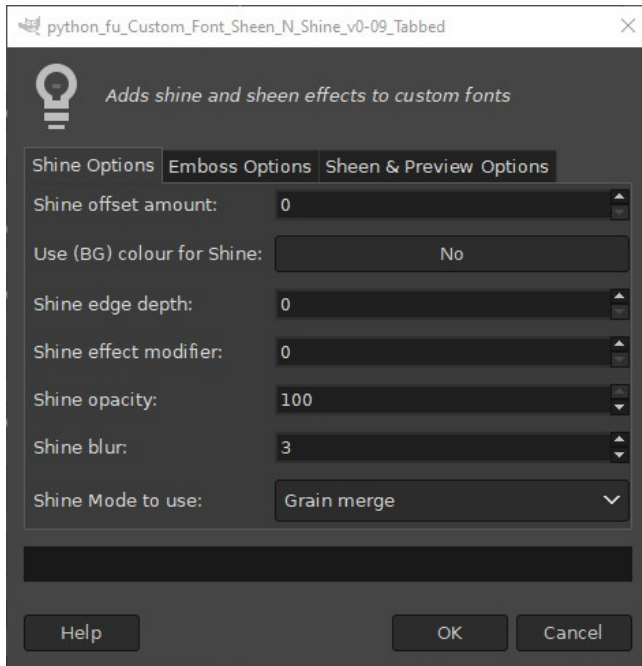More outline examples

Custom Font Perspex Effects

This filter, based on KWard1979's Glass script, has options for adding colour, lining and fairy dust (noise) to character layers in the style of perspex sheet lettering.

Some example outputs with a filled circle behind the character to show the translucent nature of the effect:
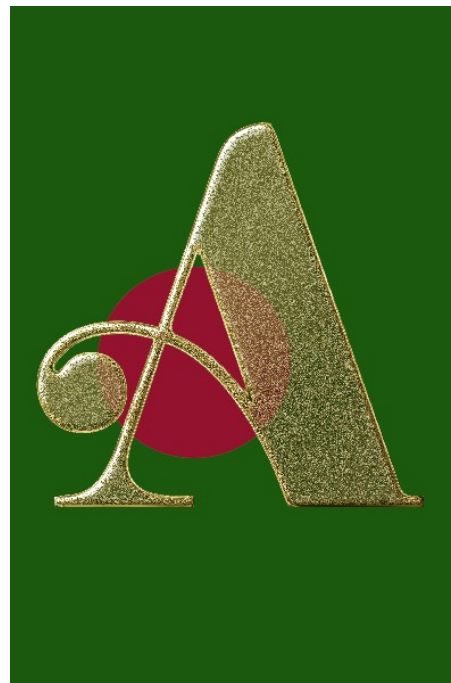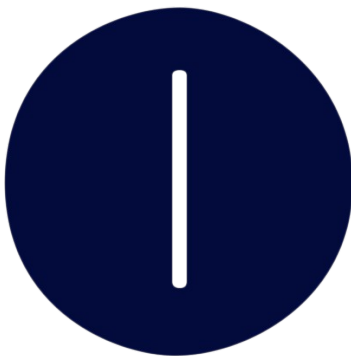
Custom Font Sheen N Shine

This filter is the home for the Shine effect that used to be part of the Effects Only plug-in.
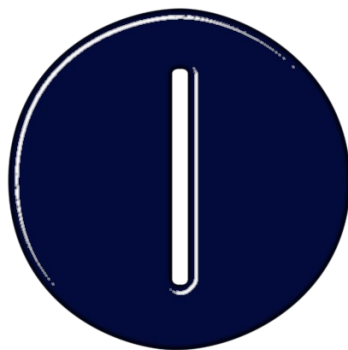
It provides an option to add a delicate sheen effect to the surface of each character.

This version also provides more user control when applying the shine.

Example outputs:

*Character without effect* *Shine effect applied* *Shine and Sheen applied*

Section 4: Kerning Tools (updated)

This is a set of three filter tools (upper-case filter shown here) that can be used to generate custom font kerning path pairs. Please note that you need to have FontSlab installed for these to work properly.

More detailed information can be found here:

https://gimplearn.net/viewtopic.php?f=3&t=2553

There is also a utility for adding accented character kerning pair paths to a file with existing kerning paths.
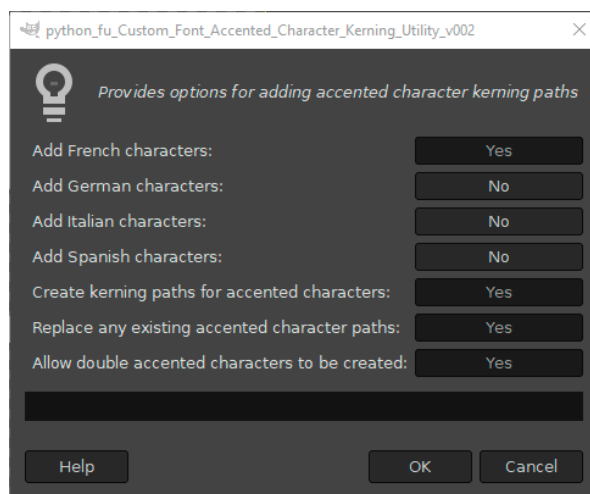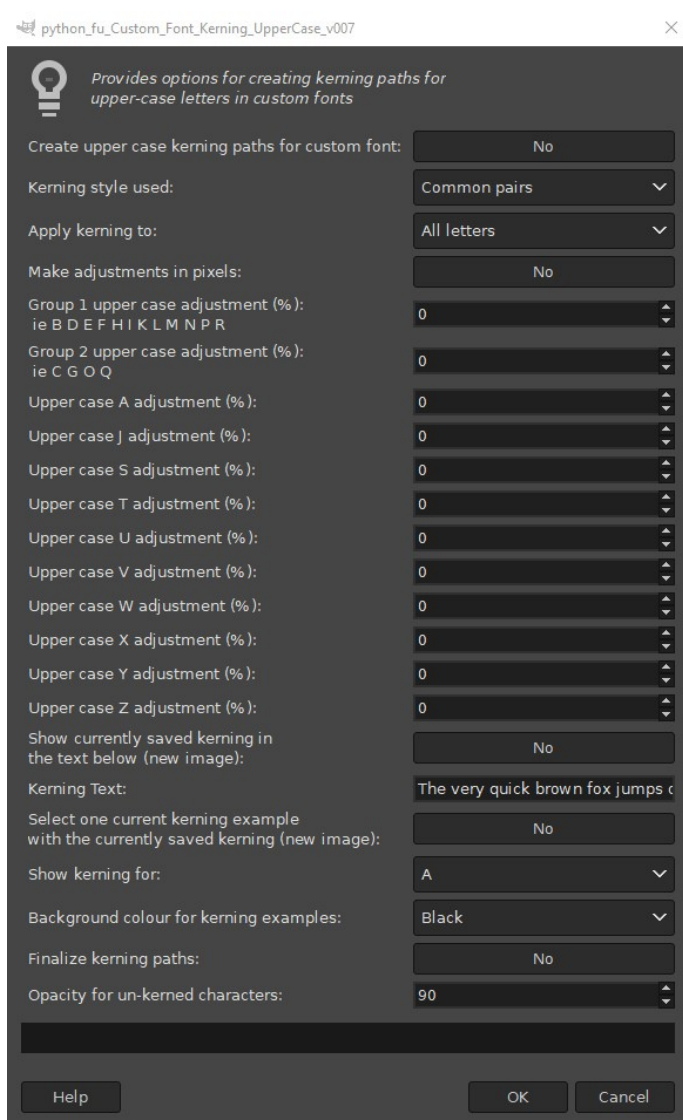
Section 5: Using Tools

FontSlab Tabbed(updated)

This tool provides the options for writing text along a path using both normal and custom fonts.

It provides a number of options for doing this:
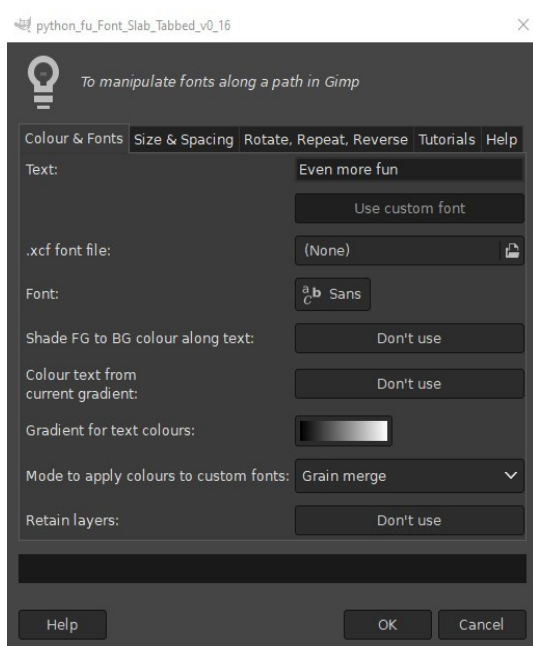
Colouring normal fonts
Changing the size of text along the path
Altering the space between characters
Reversing text along the path
Repeating text along the path
Rotating characters

I made a series of five tutorials for Version 0.02 of FontSlab that cover these options and are still relevant to the latest version. Search gimplearn.net for this FontSlab Version 0.02 for Gimp 2.10 Tutorial.

Version 0.14 added a tabbed dialog (thanks to the work of the amazing MareroQ) which now makes the filter laptop size display friendly.

Below: FontSlab effects applied to a range of custom fonts

Custom Font Paragrapher

Paragrapher was made at the request of Pat625 – a great source of encouragement and support to all at GimpChat and GimpLearn. It writes text onto a series of lines in the chosen custom font and is suitable for greeting cards, verses and song lyrics etc.
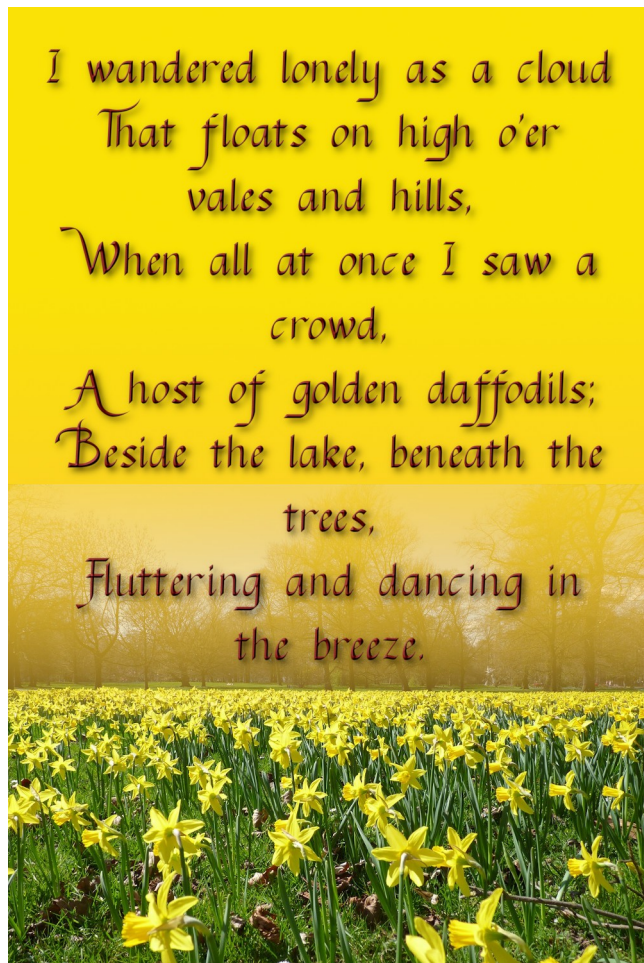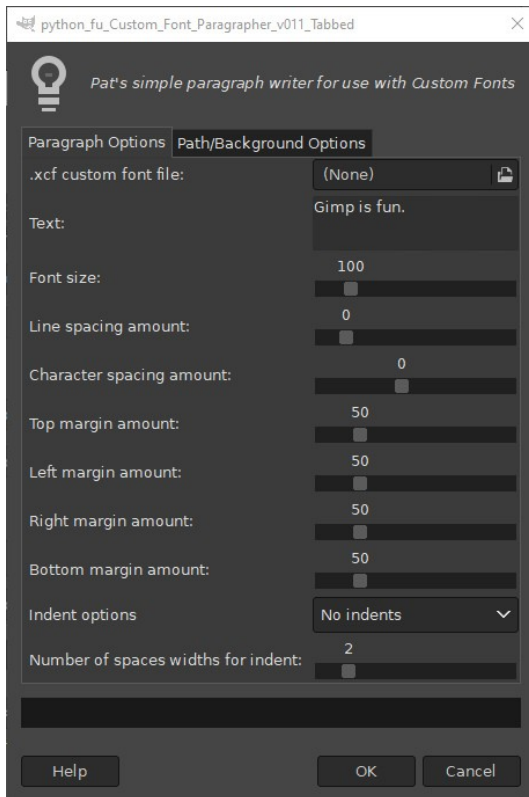
Custom Font Wordwall

This filter creates a wall of words, using the text provided, in a range of sizes from the nominated folder containing custom fonts.


More information at https://gimplearn.net/viewtopic.php?f=3&t=2638
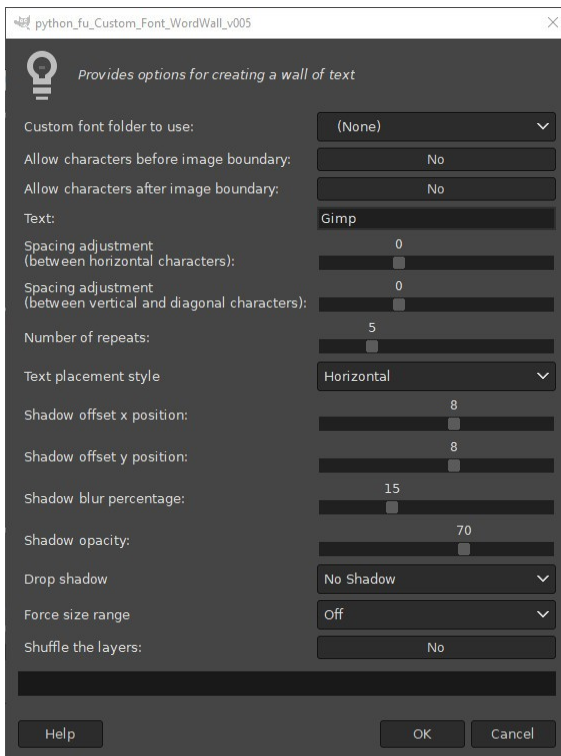
## Section 5: Utility Tools

Custom Font Breaker

Use this utility plug-in to break up an existing custom font file into smaller parts. If, for instance, you have a full custom font containing upper and lower cases with kerning paths this plug-in can extract smaller sets of characters for you together with the relevant kerning paths.
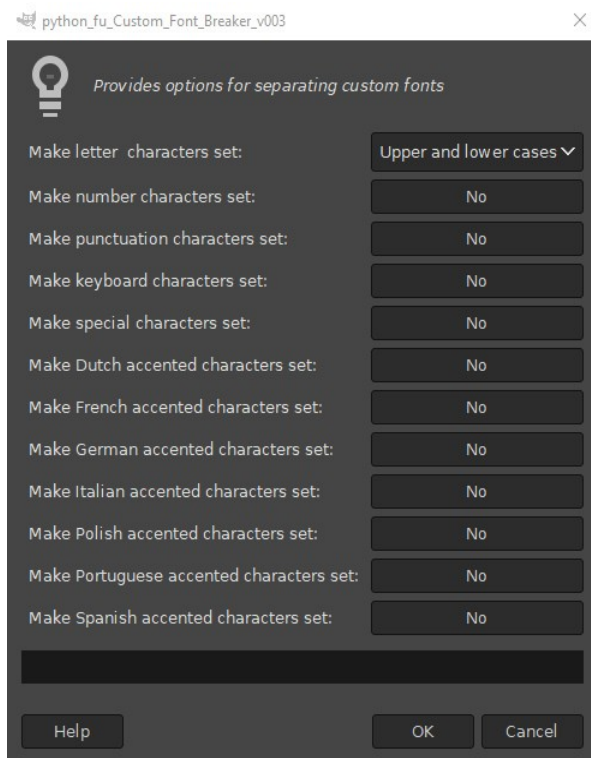
In the example below, the full custom font set (below left) consists of 175 character layers. Setting the options to Upper case only and French accented characters would be generated as new images (below right).
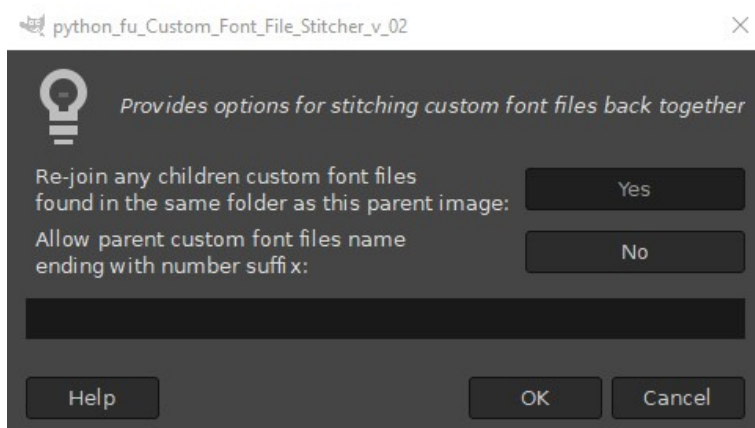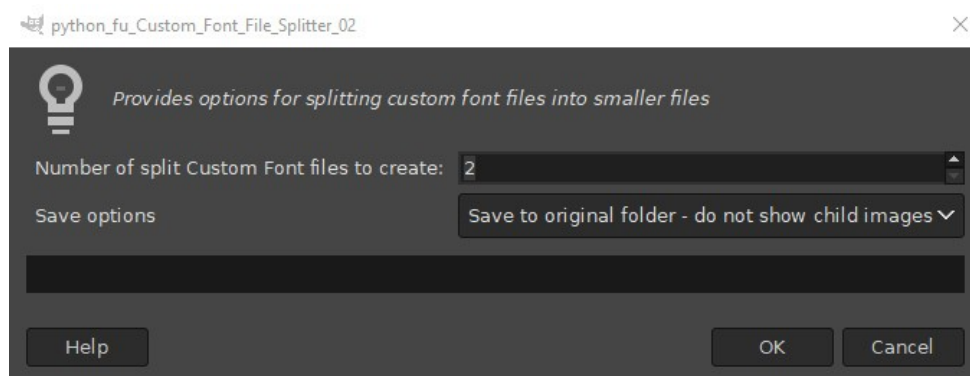
The original set of 566 accompanying kerning paths would be reduced to 167 (attached to the first newly generated image).

The two generated images can be reassembled using File>>Open as Layers as a single new custom font file.
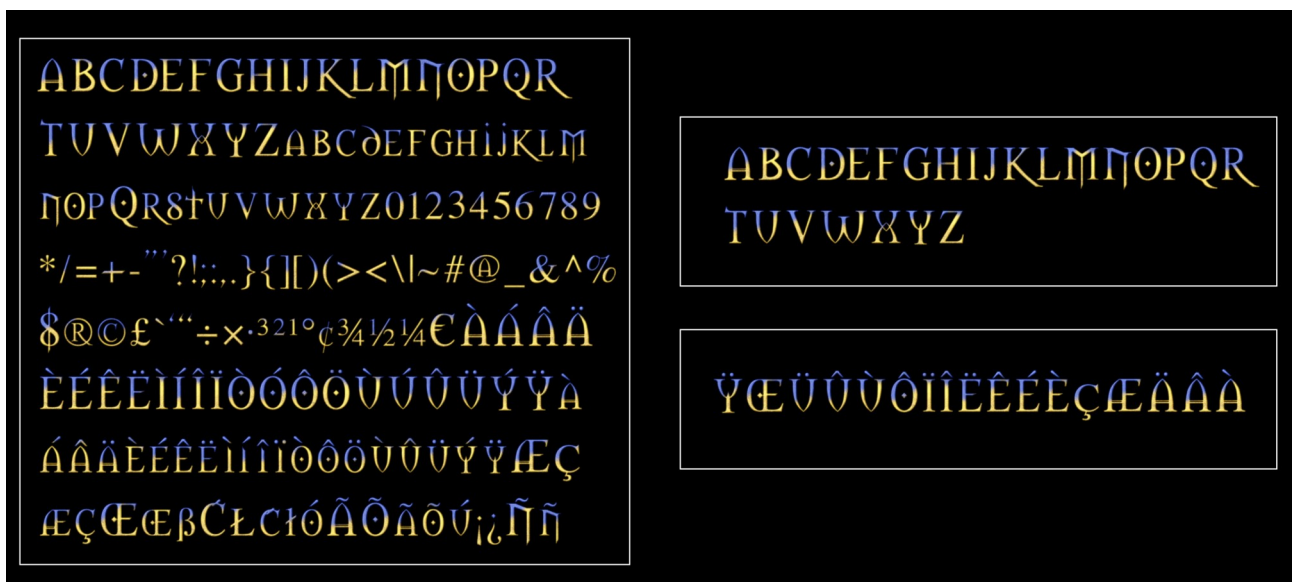
Custom Font Splitter and Custom Font Stitcher (New to Release 16)

These two plug-ins can be used to split a custom font into smaller files for uploading to websites and for re-assembling i.e. stitching, after downloading from websites.


More information can be found here:

https://gimplearn.net/viewtopic.php?f=3&t=3361&p=43428#p43428

Custom Font Folder Thumbnails (updated)

This is a small plug-in that can be used to create a thumbnail image (in png format) to accompany each custom font file in a named folder. The latest release has options for displaying information about non-English accented characters.
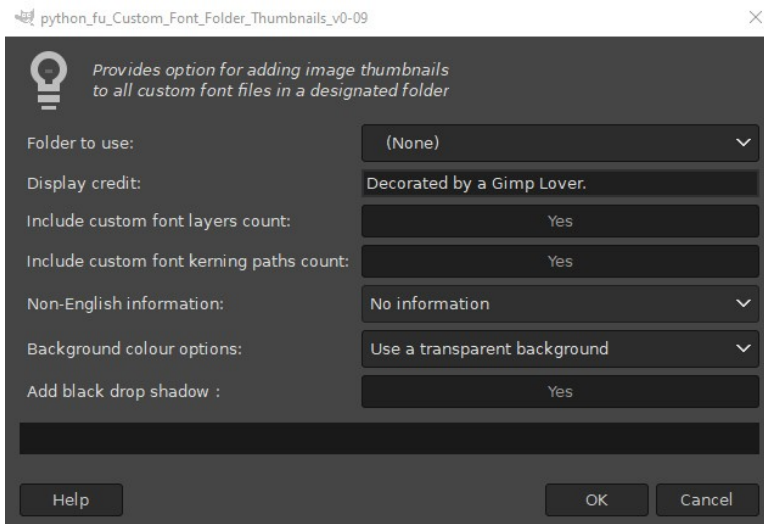
Custom Font Layer Utils (updated)
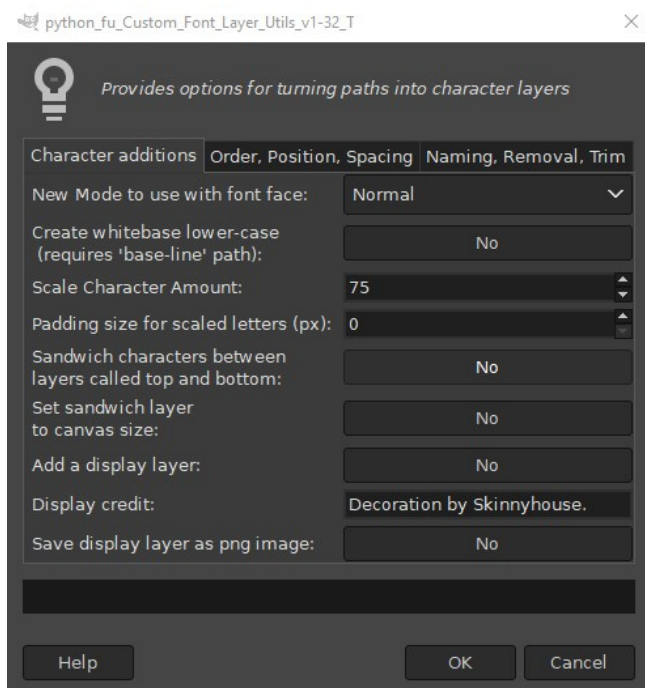
This tool mainly provides a set of utilities for working with character layers in order to speed up the process of creating custom fonts.
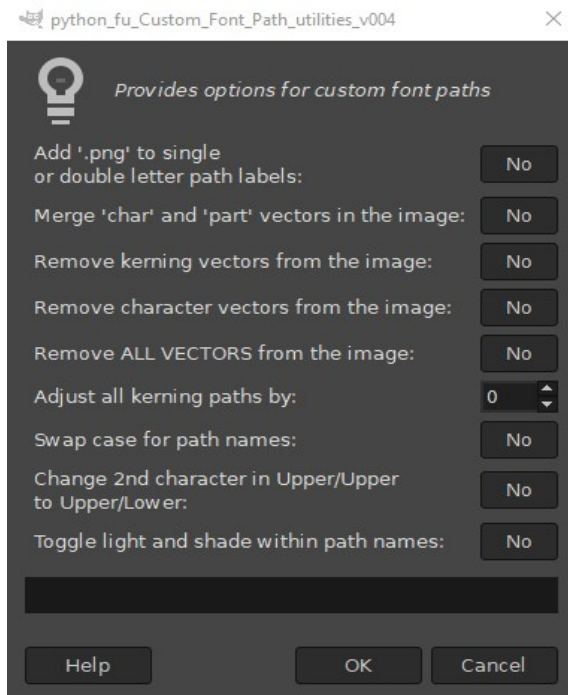
Most of the options are self-explanatory.

The option to create a set of lower-case letters does require an additional path (base_line.png) to be first added to the custom font.

More information about creating sandwich layer characters like this can be found here:

https://gimplearn.net/viewtopic.php?f=3&t=2032

Custom Font Path Utilities (updated)

Some path options – mainly removed from the Layer Utils plug-in – which can be applied to all the paths in a custom font or custom path file. If you need them – you need them!