

Custom Font Paths to Layers

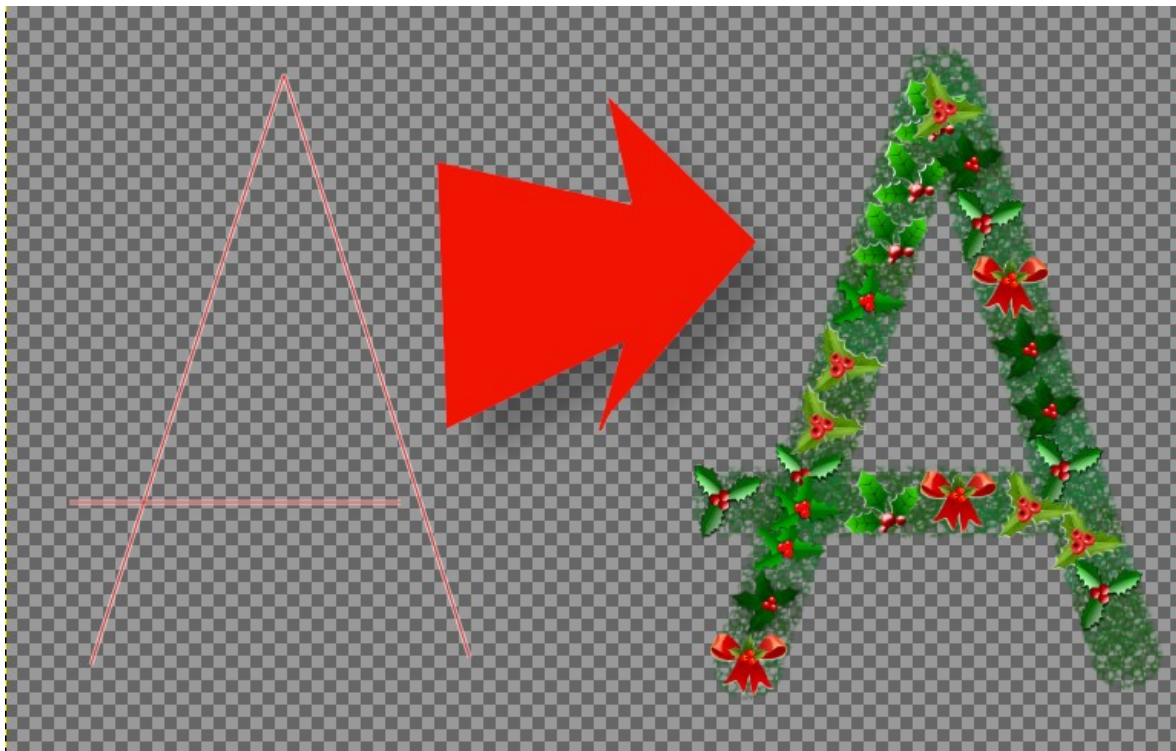
Current version: 0.10 Tabbed

If you are new to the wonderful world of custom paths the plug-in allows you to create a set of character layers (i.e. custom fonts) from appropriately named paths using the brush tool or the line tool.

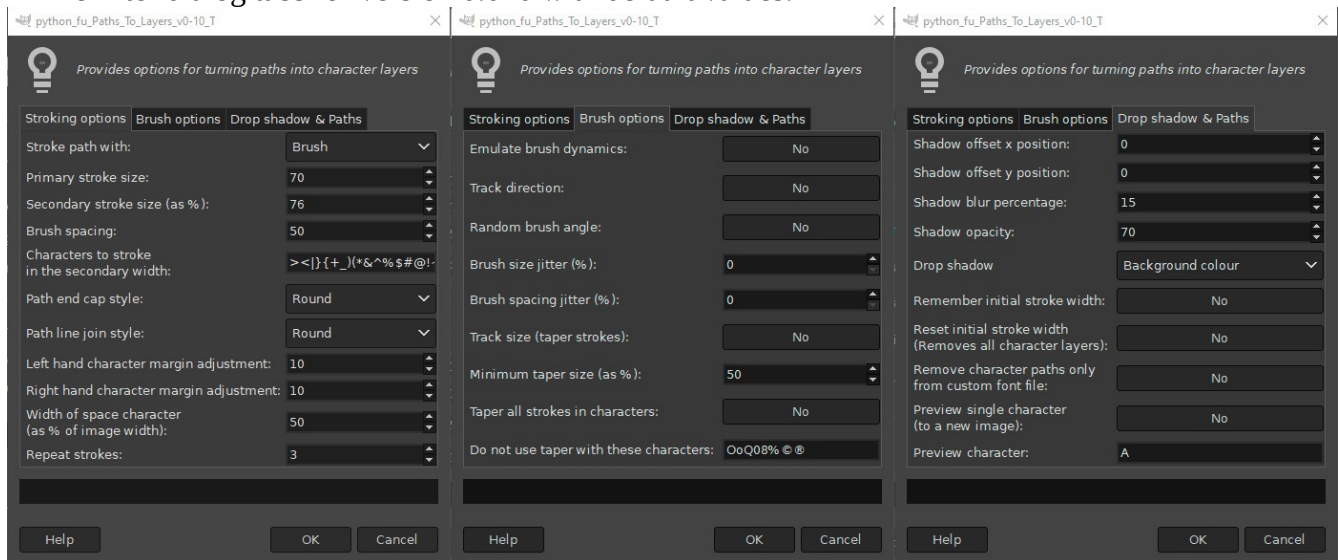
The filter can be used to create a base custom font for modifying with other custom font tools...



...or for making characters with a more natural, open look, such as those that use plant based images using animated (or pipe) brushes.



The filter dialog tabs for version 0.010 with default values:



Both brush and line use the current foreground colour to paint character paths.

Using the line options:

‘Stroke path with’ should be set to Line.

Set the Primary stroke size to the value required to adjust the width of the characters.

Set the end cap and join styles as required.

Set ‘Repeat strokes’ to 1.

Use the preview option on the third dialog tab to view the settings before committing to the full set of characters.

This offers a useful way of adjusting the width or weight of a custom font – but testing is always recommended.

Using the brush options:

Stroking a path with an ordinary brush can be used to add italic strokes to custom path characters; use any angled solid rectangle brush.

Reduce the brush spacing to 1 to paint with a continuous stroke.



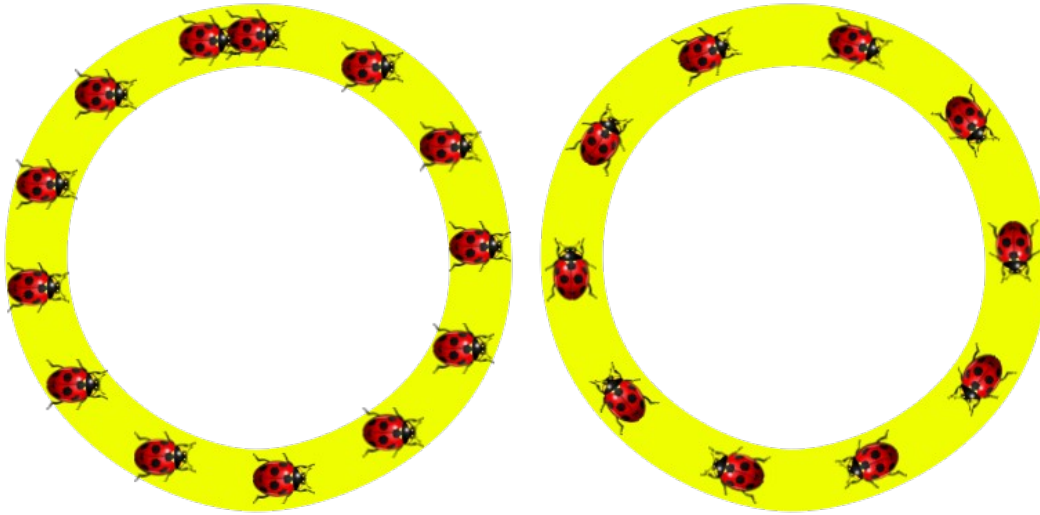
The real fun starts when using pipe brushes with the filter. You can use brush dynamics options from the paintbrush tool dock to add variety and interest when stroking a character path but I have added some effects to the second tab of the filter dialog.

To use these effects make sure that you set 'Emulate brush dynamics' to 'Yes' and of course you will need to have chosen a pipe brush from the brush tool dock.



Brush Option Examples (Without and with the option):

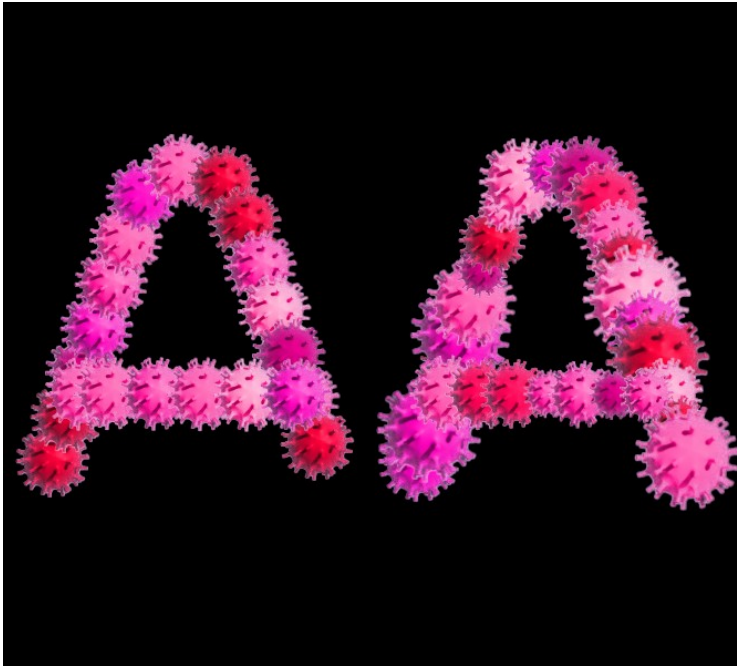
Track Direction:



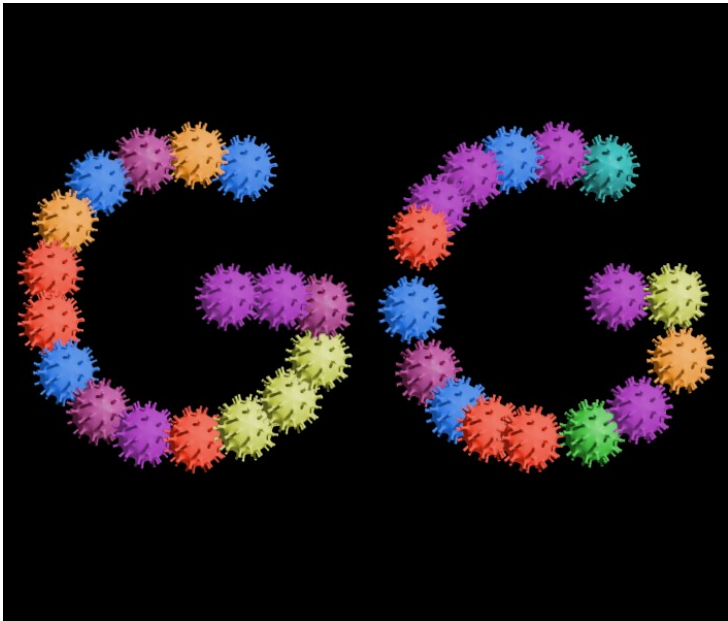
Random brush angle:



Brush Size Jitter:



Brush Spacing Jitter:



Track Size (Taper strokes):

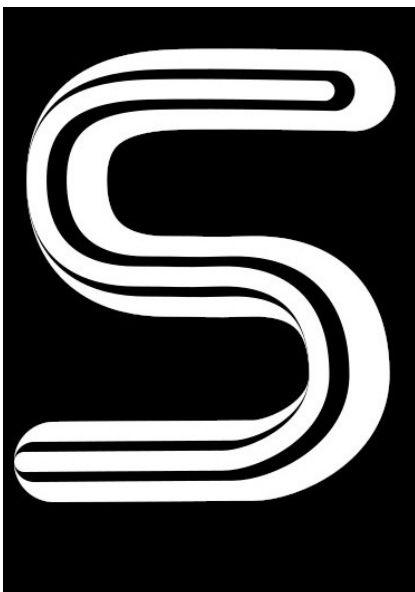


These options can be combined to add a random element to the appearance of the characters.

The initial stroke option (requested by Krikor)

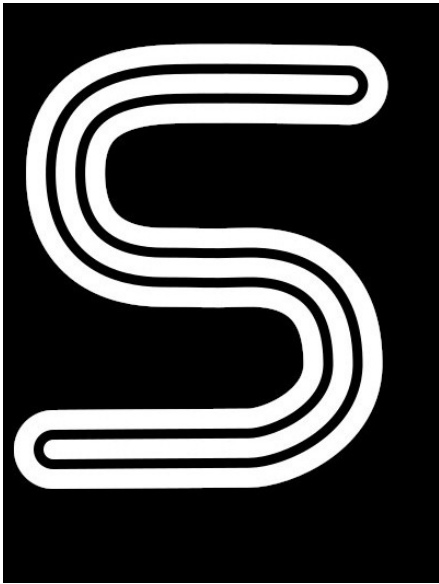
This option allows the user to use different sized brushes, correctly positioned over the character path. If absolute accuracy is required ensure that the original brush/line size is a multiple of the final brush size.

The example below shows what happens when three different sized strokes are used without using the initial stroke. The position of the character, with its three different widths (80, 40 and 20), are all fixed to the left-hand margin.

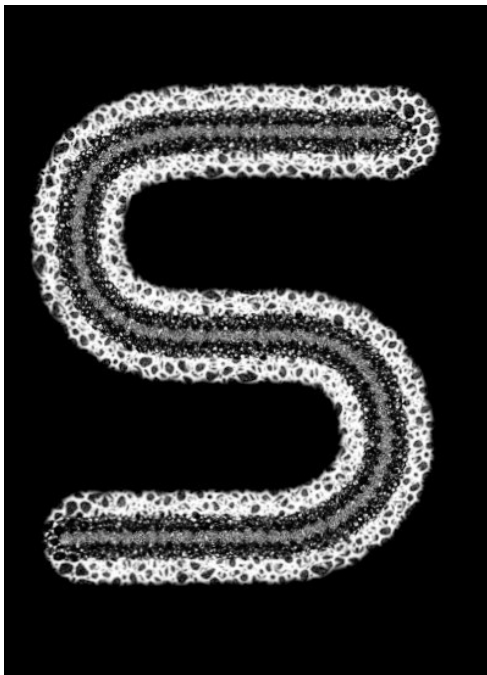


initial stroke option set to 'Yes':

Using the same stroke widths the three differently sized characters are now evenly spaced.



Another example using the paintbrush with the random brush angle also applied:



If you want to start from the very beginning again with different initial stroke sizes or without using the initial width option, use the reset option at the bottom of the filter dialog together with the initial stroke width option.