

Custom Font Paths to Layers version 0.11 Tabbed

This update fixes an issue when stroking a path with the currently selected brush; it now adds a brush mark at the very end of each stroke (which occasionally used to go missing) and adds a new tab to the plug-in dialog for colour options.

The resources folder contains a copy of the plug-in, a custom paths file with a limited number of characters for testing purposes and a folder with some gold brushes for you to play with.

Download and extract the folder.

Place the plug-in in your user plug-ins folder and place the custom paths file in a suitable location. The brushes can be copied from the gold brushes folder to your user brushes folder. Start up Gimp after doing this.

For people new to custom paths (skip to the next page for seasoned users)

The plug-in converts a file of custom paths into a set of custom font characters by stroking the paths with the currently selected brush. Open the custom path file from the resources folder (there are also quite a few for you to use now on GimpChat) and select a suitable brush from the brush tool dock.

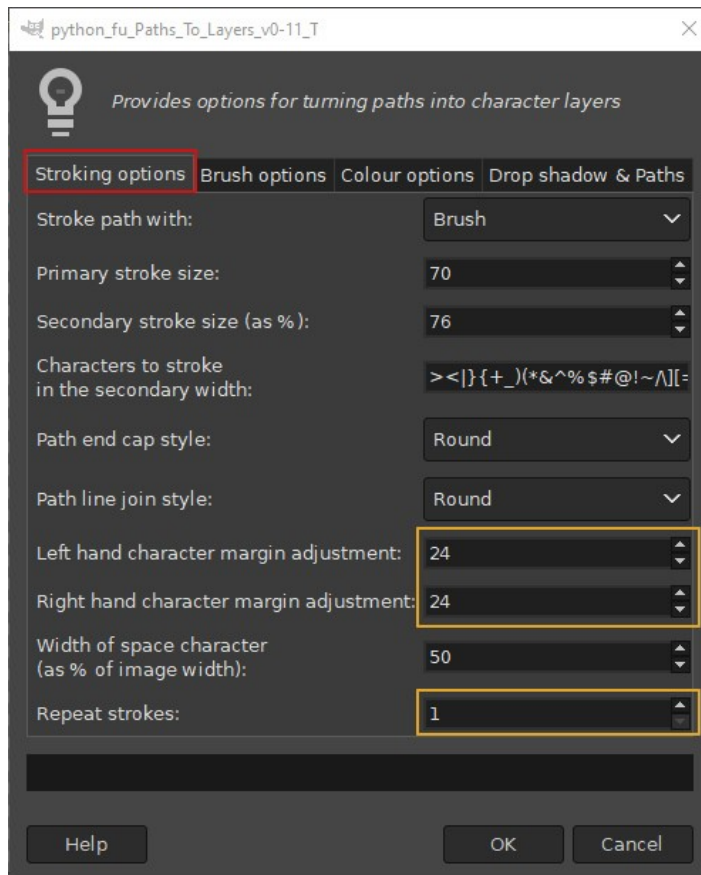
If you choose an ordinary 'greyscale' brush it will add brushstrokes in the current foreground colour. If you choose a brush that looks like an object then it will stamp copies of itself along the character path. An animated or pipe brush consists of multiple images that may be stamped randomly or in order.

Open the plug-in dialog:

Filters>>Custom Fonts>>Constructing Tools>>Custom Fonts Paths to Layers v.0.11 Tabbed

Click 'OK' to get a rough idea of what the filter will do. A more detailed look at each tab of the filter dialog will provide you with a better idea of the filter possibilities.

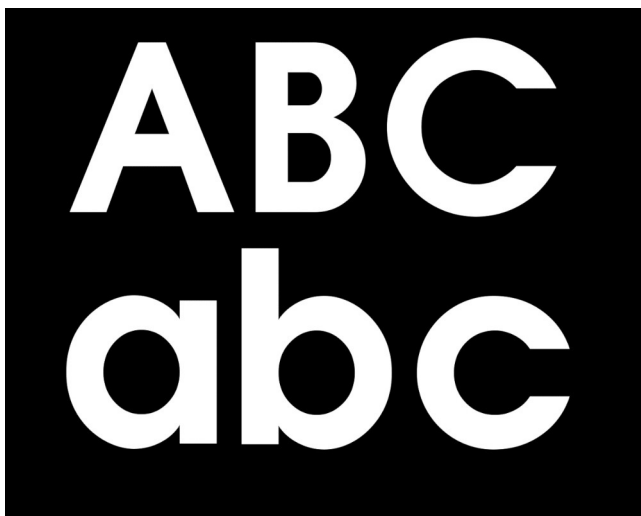
Tab 1: Stroking Options



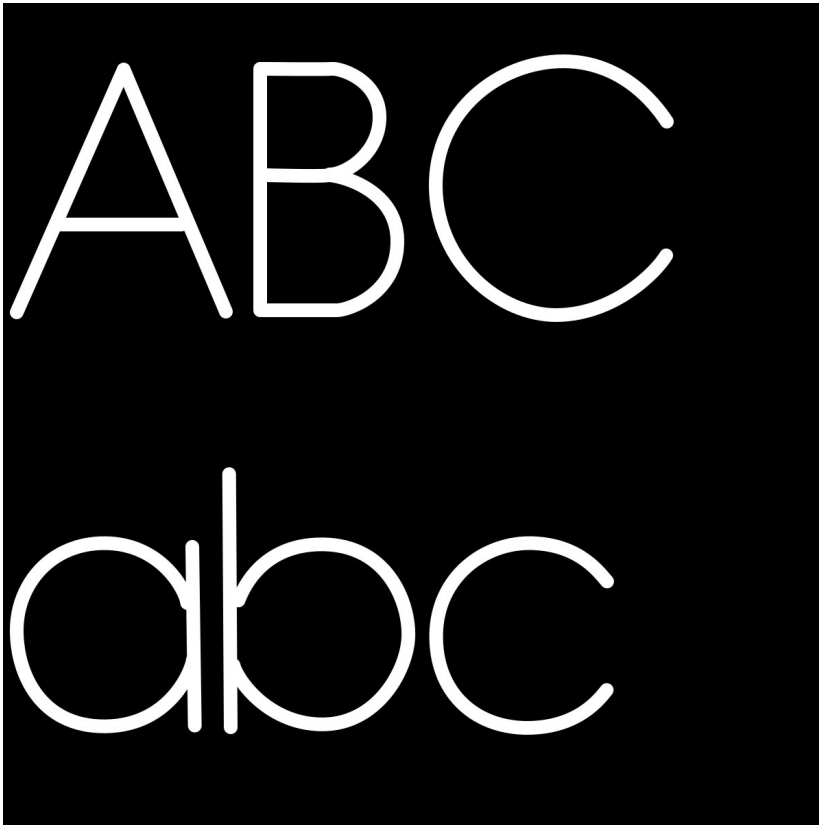
This tab remains almost unchanged; the highlighted values are the changes to the defaults used in previous versions.

Although the filter is primarily intended for use with a brush it can also use the line tool to stroke the paths (first option on this tab). This can be useful if you want to create a version of a custom font in a different weight; this can be used as a base for decorating with other custom font tools.

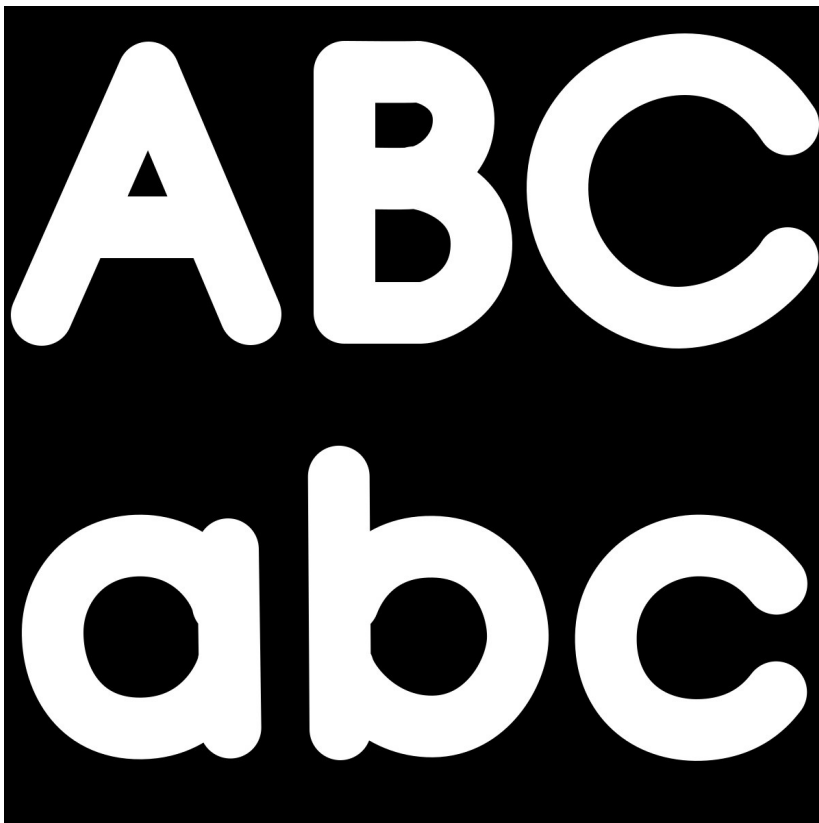
Take, for example, the Atlanta Custom font characters shown below.



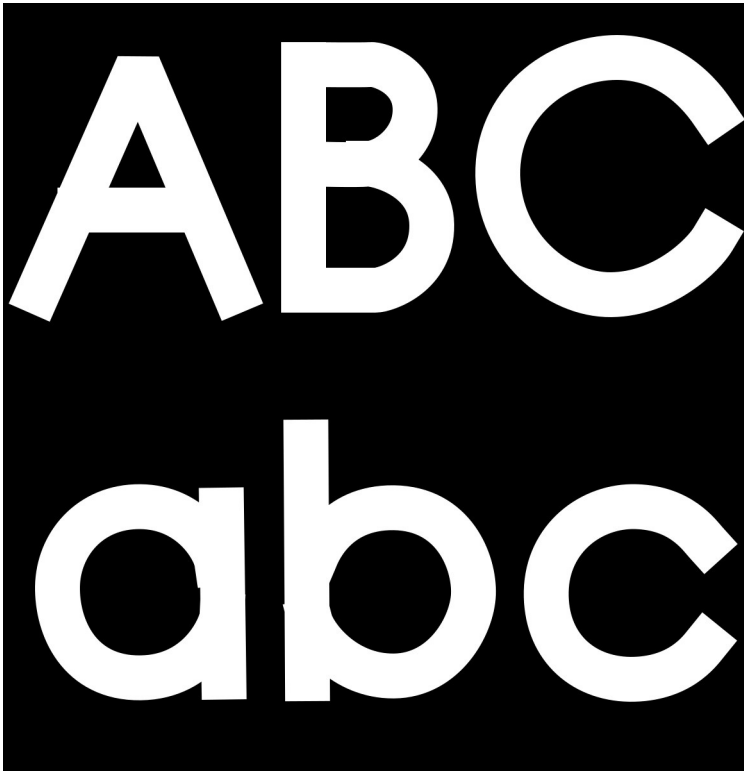
The Atlanta style custom paths in white with a stroke width of 20.



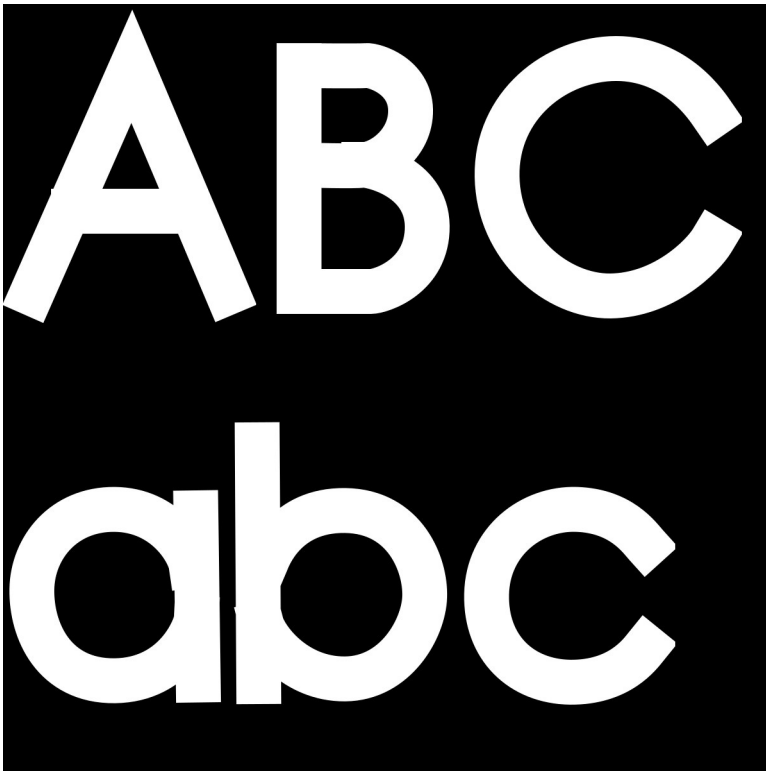
And with a stroke width of 90.



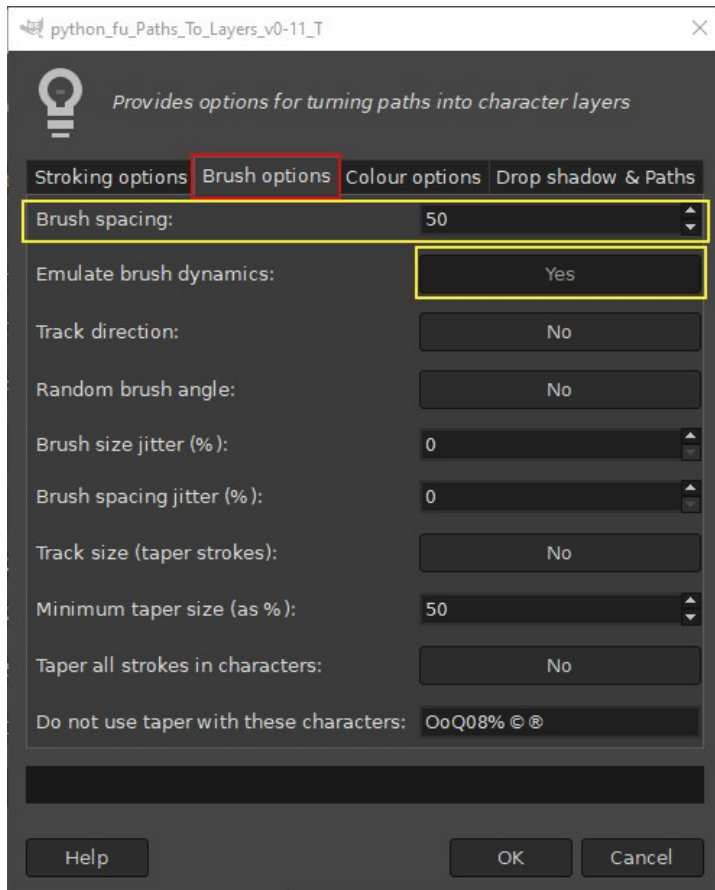
The line join and end caps also have different options which can be set to modify the style. Below using square end caps and bevel for the line joins (although small adjustments to some characters may need to be made).



And below using mitre line join style.

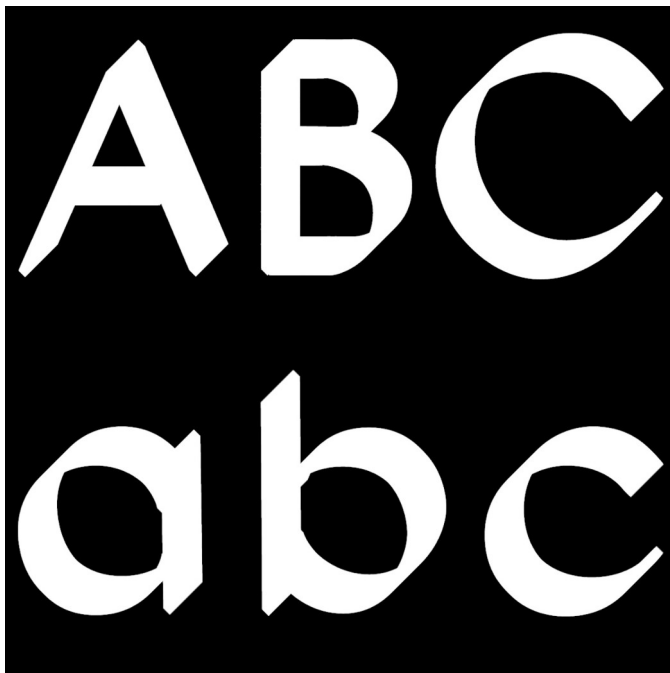


Tab 2 Brush Options:



The Brush spacing option used to live on the first tab and the 'Emulate brush dynamics' option has a new default option of 'Yes'.

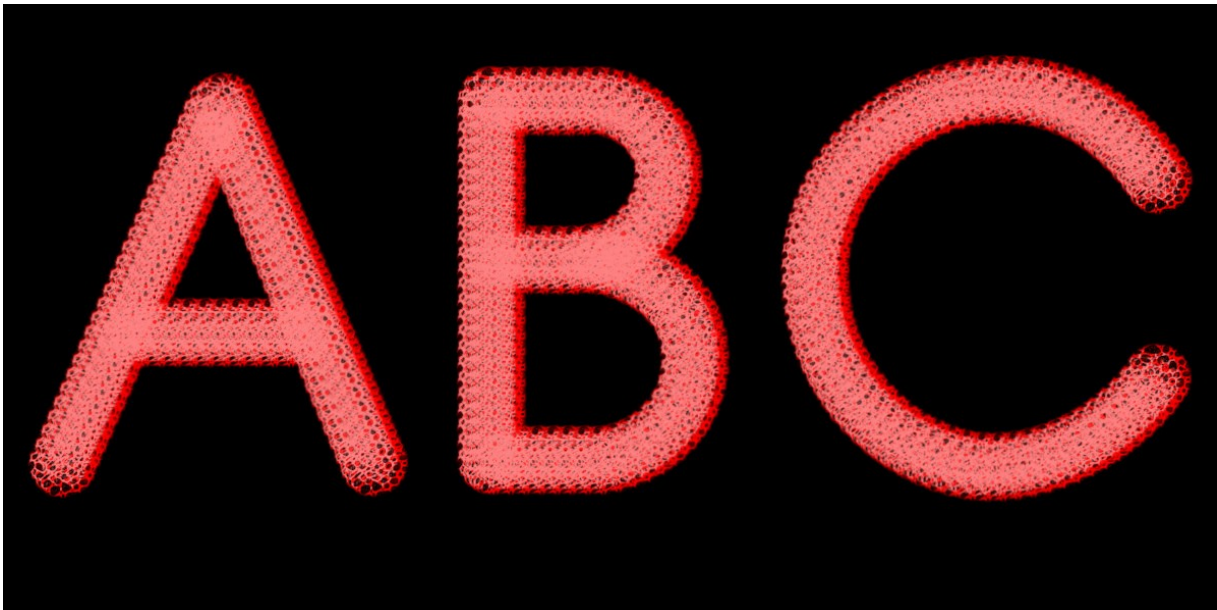
You can use an italic shaped brush to create an italic whitebase version of a custom font: The spacing will need to be set really low (at one or two) to produce a smooth set of characters.



Use a greyscale brush (they usually look black or grey in the brushes dialog) to apply colour and texture to custom paths. The example below uses a cell style brush with the default settings.



You can always apply texture with a greyscale brush to an existing custom font usually with reduced brush opacity and with an appropriate mode. The example below strokes the same characters with the same brush using a reduced stroke width in the background colour and with the default Grainmerge mode.



You can use an animated brush to paint objects along a custom path with the appropriate spacing. The breakfast dish example below uses the random rotation option to add an element of variety to the characters.



And then with a grilled tomato brush applied at 100 percent opacity in Normal mode. I won't bother with the sausages or the grilled mushrooms brushes.



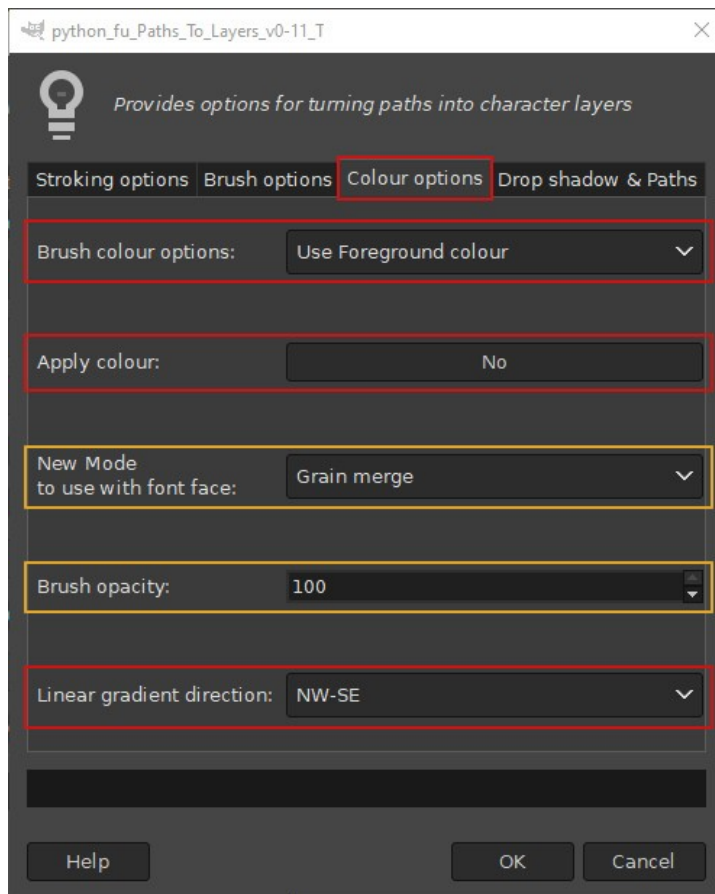
It makes sense to use the track direction option with some brushes.



This option can also produce some interesting results with abstract/shaped brushes. Gold is a current theme!



Tab 3 Colour Options:



This is a new tab with three new options (and two existing options re-located here), highlighted in red, that affect how colour is applied to the strokes.

The example below has repeated the same brush with the default colour settings to strengthen the metallic effect with Grainmerge mode.



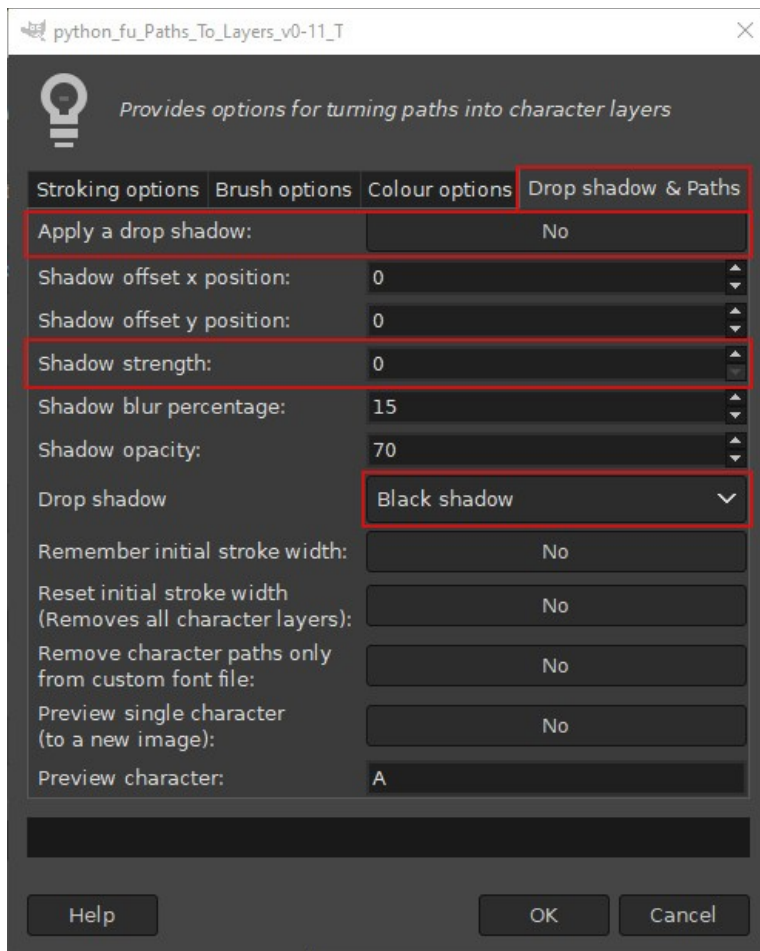
You can apply colour to an existing set of characters using that option and an appropriate mode. Here a shade of red has been used with Grainmerge mode and a reduced opacity setting.



You can also apply a coloured gradient (linear) to existing characters: E-W used here with a Green-Red FG to BG RGB gradient. Choose one from the gradients dialog in Gimp.



Tab 4 Drop Shadow & Paths:

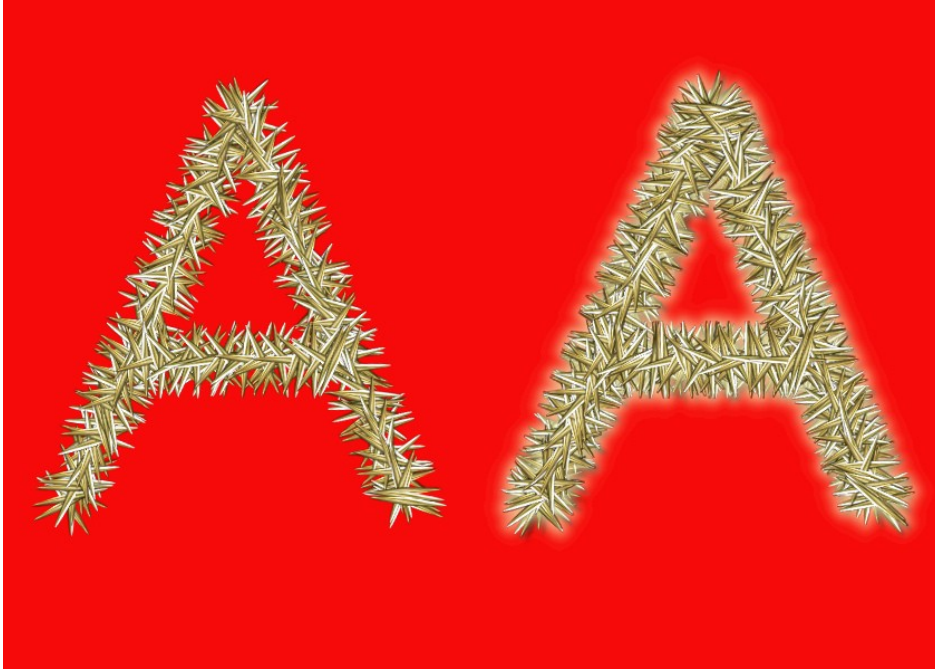


The new options are again highlighted in red.

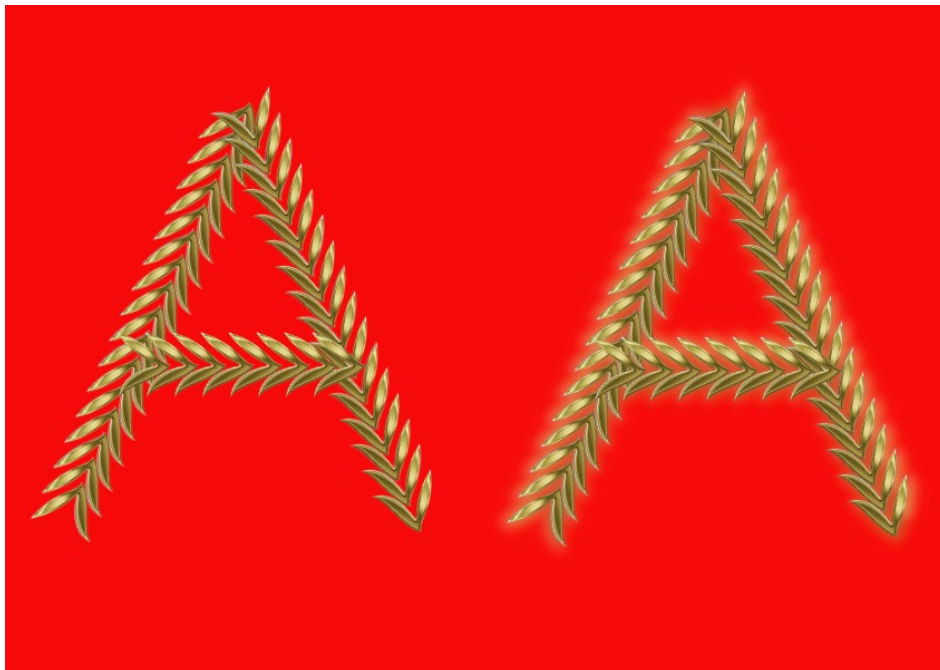
A black shadow option has been used below with an offset of 4 for both x and y positions.



You can create a glow effect if you use zero for the x and y offsets with a suitable colour:



Or you can use a 'Layer copy' for the 'Drop shadow' option to add a more subtle version of a glow: The 'Shadow strength' option has been increased to heighten the effect below.



Quick review of the remaining options on the fourth tab:

You can remove the custom paths used to create the characters from the file if required; just make sure that you do this as part of the last use of the plug-in with custom paths. You can also use the preview to see the effects of the plug-in on a single character (creates a new image to do this).

The ‘Remember initial stroke width’ option can be used if you want to use the filter to centre a number of strokes with different widths on each character. The example below (from version 0.06) illustrates a character without and with this option in line stroking mode.

