Animation – Text growing along a path by Skinnyhouse
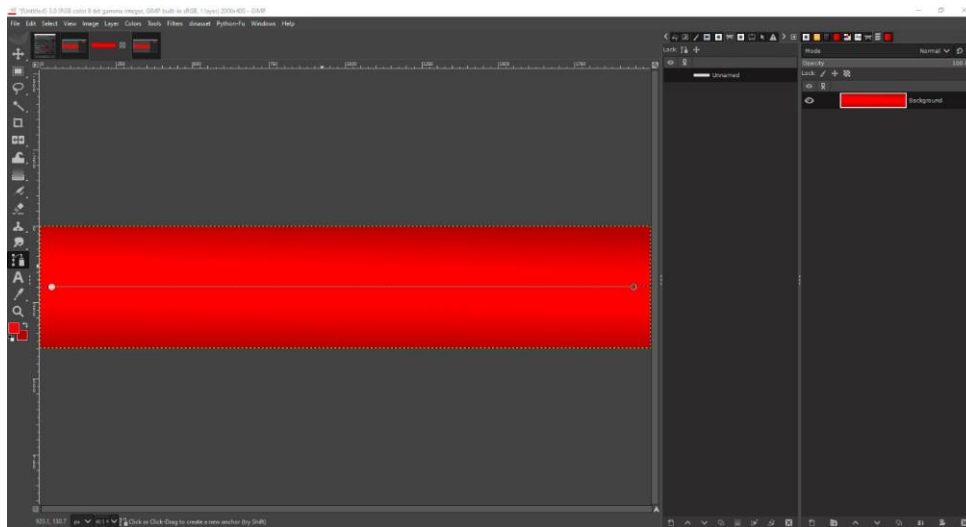
How:

Using FontSlab to create characters that grow along a path

Add a new image to Gimp (mine is 2000x400 px).

File>>New… (Ctrl + N)

Create a suitable background but bear in mind the colour of the characters that you wish to add.
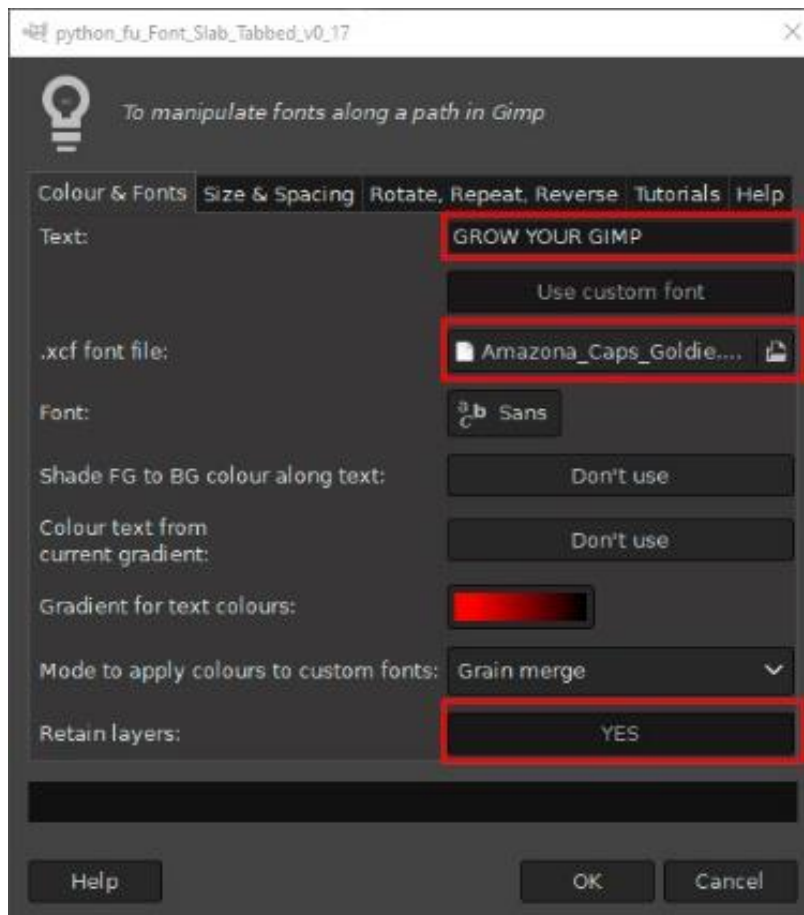
Add a path to the image *(Ctrl + B)*; you can add a gently curving path if you wish. I added a guide and used this to help create a straight path.
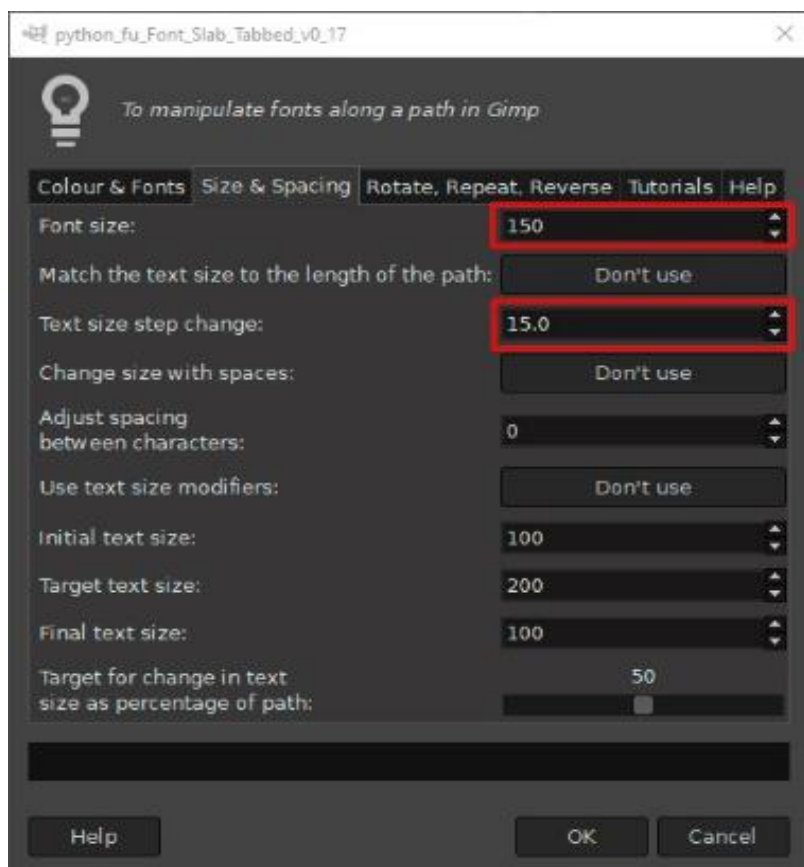

Call up the FontSlab plug-in:

Filters>>Custom Fonts>>Using Tools>>Font Slab Tabbed v0.17…

Use the first tab to select the custom font (you could use a normal font) to use and enter your text. Set the 'Retain layers:' option to 'YES'.

python_fu_Font_Slab_Tabbed_v0_17

To manipulate fonts along a path in Gimp

| Colour & Fonts | Size & Spacing | Rotate, Repeat, Reverse | Tutorials | Help |

Text: `GROW YOUR GIMP`

`Use custom font`

.xcf font file: `Amazona_Caps_Goldie....`

Font: `a,b  Sans`

Shade FG to BG colour along text: `Don't use`

Colour text from current gradient: `Don't use`

Gradient for text colours:

Mode to apply colours to custom fonts: `Grain merge`

Retain layers: `YES`

`Help` `OK` `Cancel`

Use the second tab to set the initial font size and the size step change.

python_fu_Font_Slab_Tabbed_v0_17

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Font size: `150`

Match the text size to the length of the path: `Don't use`

Text size step change: `15.0`

Change size with spaces: `Don't use`

Adjust spacing between characters: `0`

Use text size modifiers: `Don't use`

Initial text size: `100`

Target text size: `200`

Final text size: `100`

Target for change in text size as percentage of path: `50`

`Help` `OK` `Cancel`

I want to place my custom font text ('GROW YOUR GIMP') along this path so that the characters will increase in size from left to right.

Click on the dialog 'OK' button to test out the settings.

NB You could also leave the 'Retain layers' option set to 'NO' to see the effect of your choices and then undo the filter results before re-applying the settings with the option set to 'YES'.

The results of the filter with my settings; you can see the background layer and all twelve distinct character layers (Fontslab obviously doesn't render the space character).
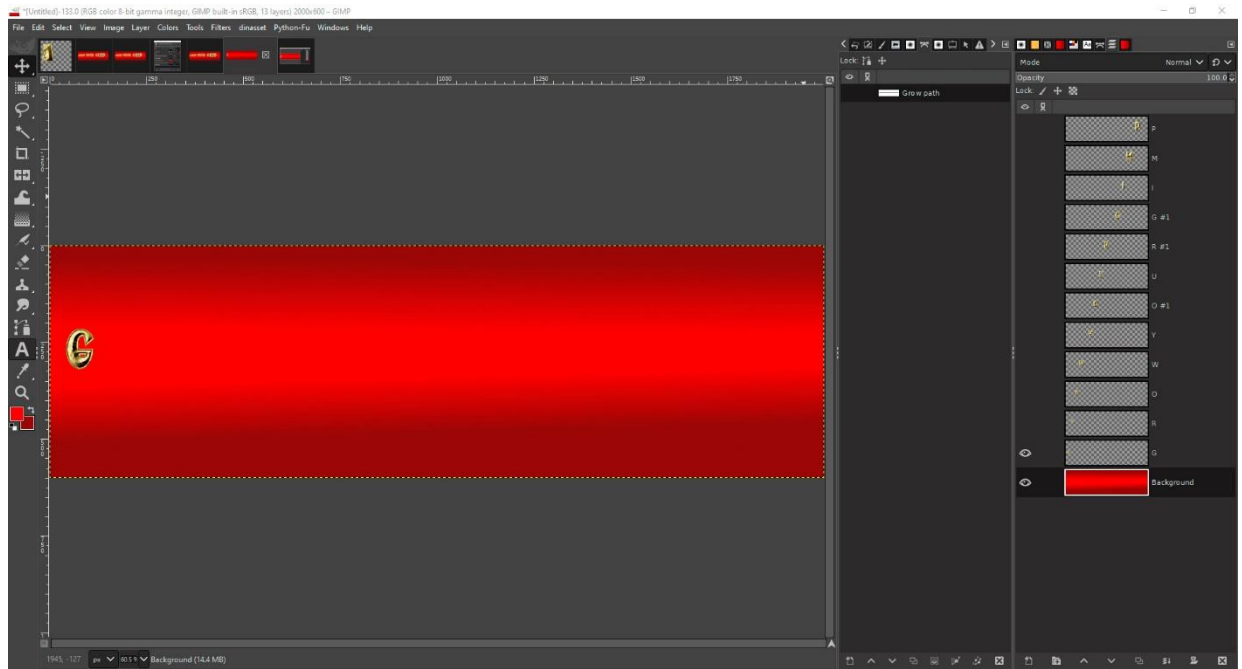
Step 1

Since I am going to use these layers to create a Gif animation, I need to combine a copy of the background layer with each of the character layers before running the animation.

SHIFT select the background layer over its 'eye' to make it the only layer visible.
Make the first character layer visible by clicking over that layer's eye in the layers tool dock.

Select the first character layer by calling the menu with the pointer over that layer

Select 'Copy visible' from that menu.
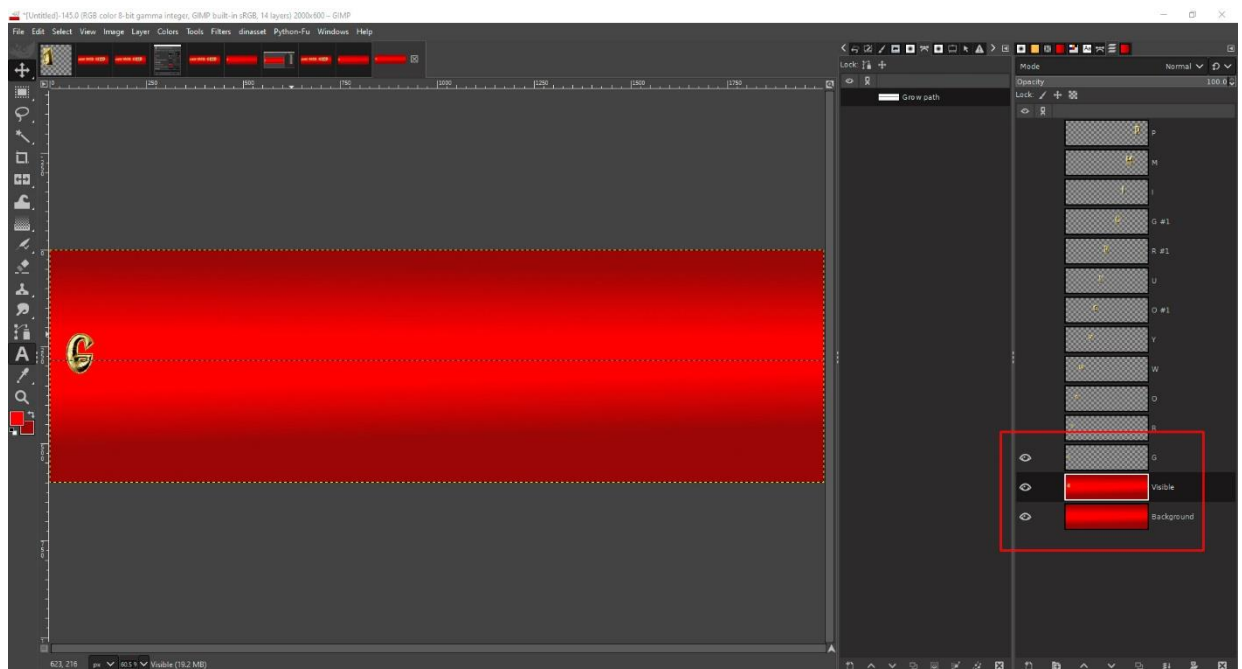
You can speed up your workflow by using a keystroke combination to create a new layer from the visible layers.

Turn off the visibility of the first character layer by clicking on its 'eye' and make the second character layer visible instead.

Use this process to add a new visible layer for each character and the recently created visible layer. The idea is to create a new layer that shows one more letter than the previous layer.

At the end of the process I had my twelve layers containing the characters and the background layer.
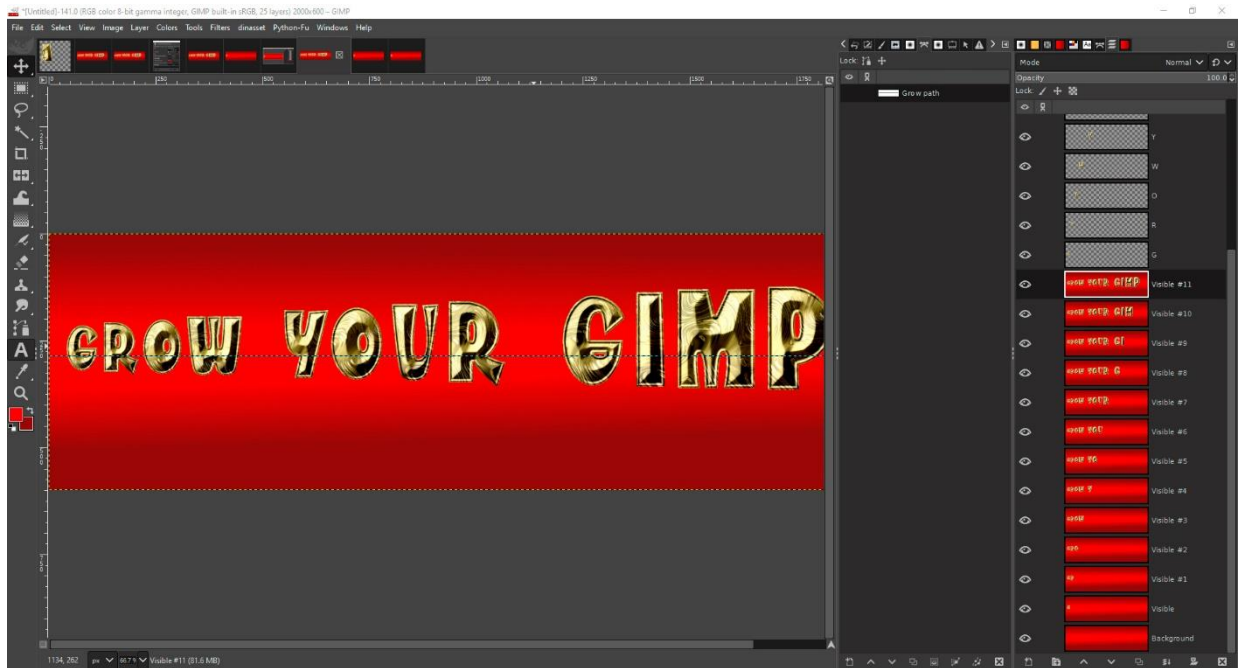
The next step is to delete the unwanted character layers without a background and end up with a more manageable list of layers to work with.

Mode	Normal ∨	↻ ∨
Opacity		100.0
Lock: / ✛ ▓		

👁	epow your GIMP	Visible #11
👁	epow your GIM	Visible #10
👁	epow your GI	Visible #9
👁	epow your G	Visible #8
👁	epow your	Visible #7
👁	epow you	Visible #6
👁	epow yo	Visible #5
👁	epow y	Visible #4
👁	epow	Visible #3
👁	epo	Visible #2
👁	ep	Visible #1
👁	e	Visible
👁		Background

If you prefer to work on a copy of the file, just in case of mistakes, you can always do this with:

Image>>Duplicate (Ctrl +D)

Note the renaming of the top layer by adding (1500ms) to the layer name in order lengthen the playback time used for this frame layer:

Lock: / ✛ ▓

|		
👁	epow your GIMP	Visible #11 (1500 ms)
👁	epow your GIM	Visible #10

Time to play the animation with:

Filters>>Animation>>Playback

This provides an idea of how the animated banner will run, although the file really needs optimizing to reduce it in size, before saving as a gif.

To reduce the filesize of the gif use:

Filters>>Animation>>Optimize (for GIF)

The layer dock below gives an idea of the changes made by optimizing.
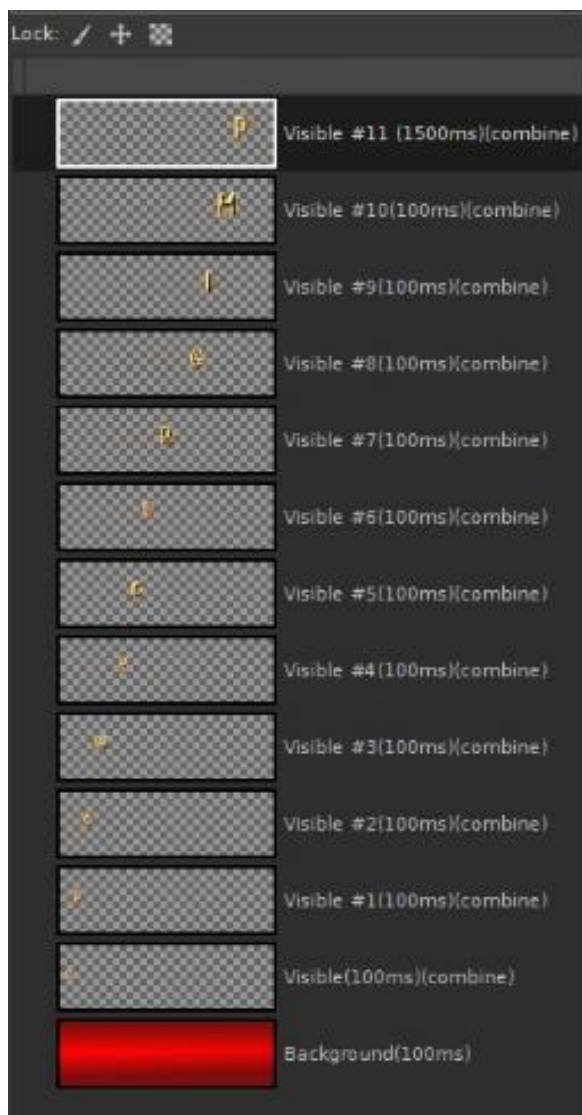
Finally you can save the file as a gif by using the *File>>Export As...* option using the gif extension. Remember to check the 'As animation' option on the save dialog.

By Skinnyhouse.