

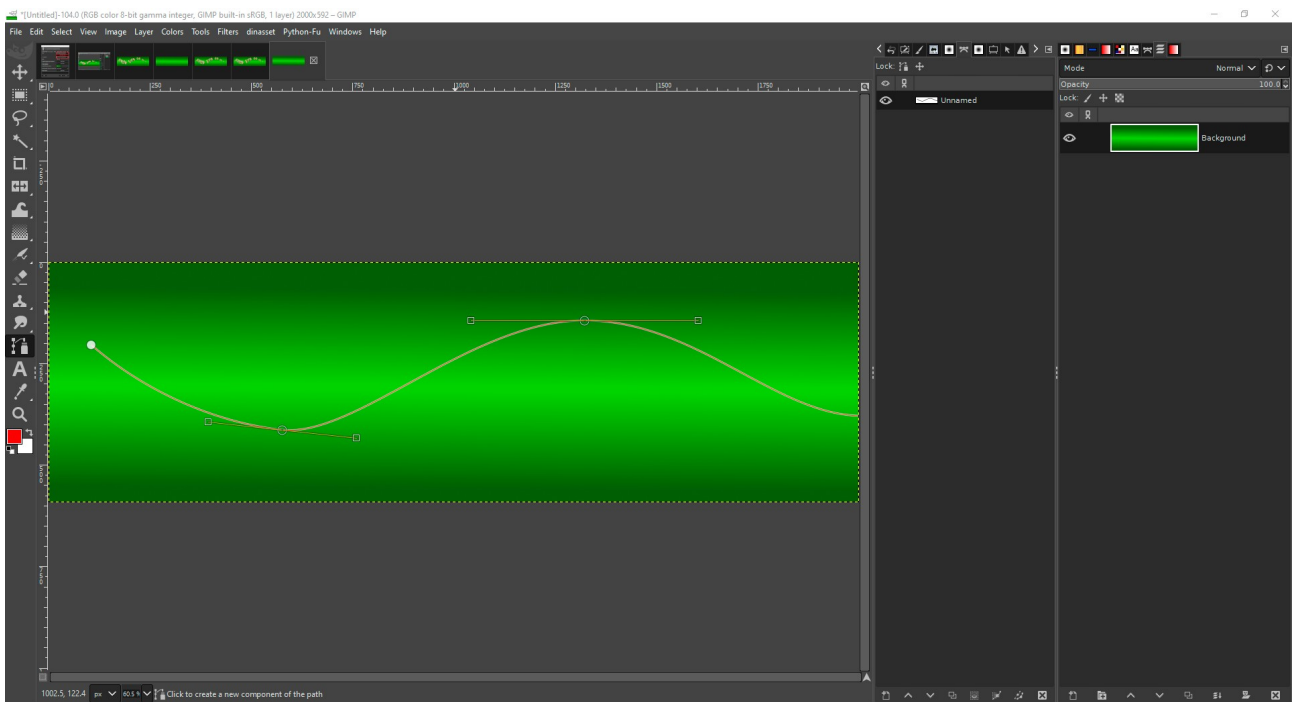
Using Custom Font FontSlab to Create Rotating Text

This animation style adds custom font characters that decrease in size and rotates all characters along a path through 360 degrees; I have added a slight pause before the animation continues.

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

File>>New... (Ctrl + N)

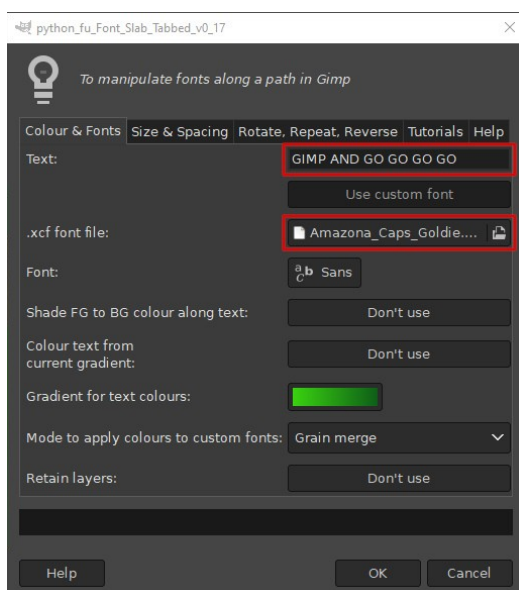
Create a suitable background and add a path for the letters to move along (I used a curving path).



Call up the FontSlab plug-in:

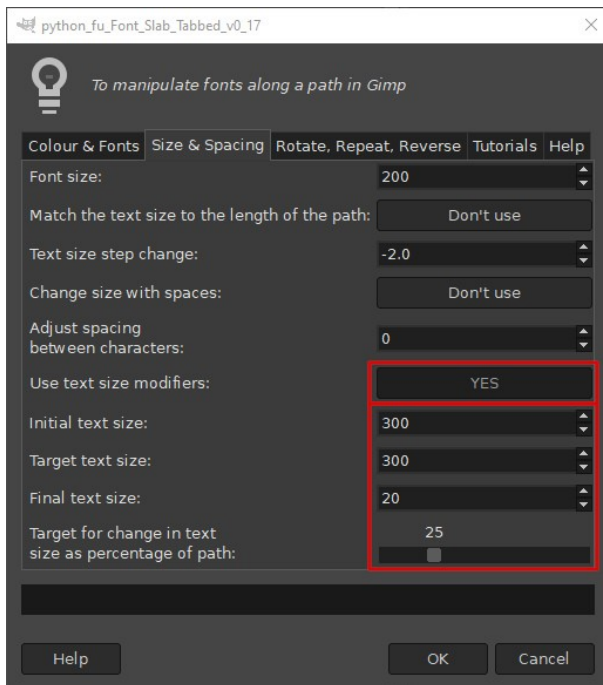
Filters>>Custom Fonts>>Using Tools>>Font Slab Tabbed v0.17...

Use the first tab to select the custom font (you could use a normal font) to use and enter your text.



Use the second tab to set the font size options: I want to control the final size used for the last character so I need to use text size modifiers. You will probably need to adjust these values to accommodate the length of the path and the custom font you use.

The values I used simply mean start with a size of 300 (initial text size), move along the path until you reach the target for change point (set at 25% of the path here) and reach the target size (300 in my case) and then gradually reduce the size to 20 (the final text size).



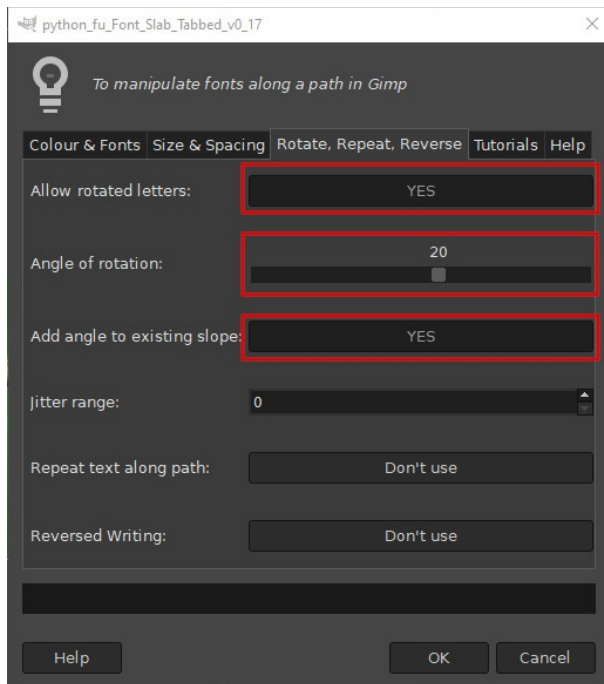
Click on 'OK' to run the filter.



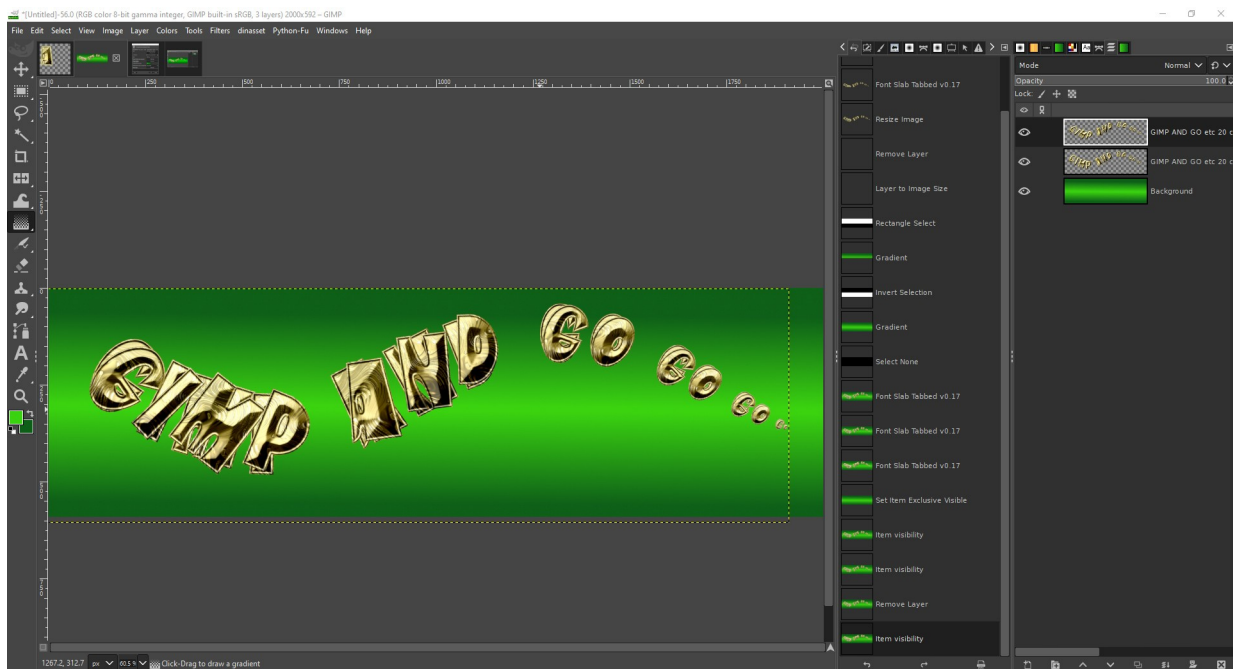
You can see that the text size does not begin to reduce until it reaches the target position – I wanted to keep the letters in the word 'GIMP' at the larger size.

Next I want to begin to add some rotation to the characters.

Use the third tab to set the amount of rotation for the text. Use the ‘Add angle to existing slope’ option (new to version 0.17) to update the angle from it’s original value on the path.

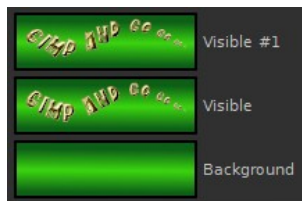


Click on ‘OK’ to run the filter.



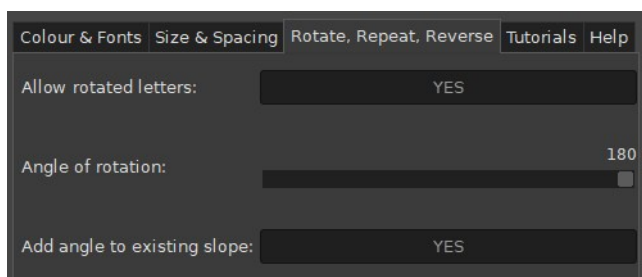
You can see the effect of the rotation angle change in the image – before I create a copy of each character layer on the background layer using a copy of the selected visible layers (as with the previous styles).

The screenshot below shows how these layers looked after this process in the layer dock:

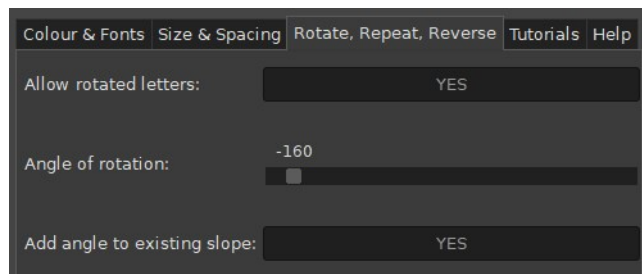


Now it is a matter of repeating the rotation step: I am incrementing the angle size by 20 degrees each time so the values I enter will be 20, 40, 60 etc until I get to 340 degrees. To improve your workflow make a visible copy of each new text layer and the background as you go along.

NB. One point to note is that the dialog spinner for the 'Angle of rotation' will only go up to 180 degrees (a hang over from its use with the jitter option).



To continue rotating past this point (my next value would have been 200 degrees) switch to using negative values (-180 and 180 give the same outcome). So my next value will now need to be set to -160 degrees; then values of -140, -120, -100 etc.



If you want the animation to keep rotating, without pausing, then you can stop at this point and delete all the unnecessary character layers without a background as well as the background layer.

Try viewing the animation:

Filters>>Animation>>Playback...

Save the animation:

My layer dock showing the layers at this point:



If, however, you want to introduce a pause after each rotation of 360 degrees, make a duplicate of the very first layer and move it to the top of the layer stack.

Then rename the new top layer by adding '(2000ms)' to the name to make this frame display for 2 seconds. (Use other values if you prefer.) The screenshot below shows this new, renamed layer now at the top of the stack.



Save the animation with

File>>Export As...

option using the gif extension.

Remember to check the 'As animation' option on the save dialog.

I also adjusted the playback speed of the animation from the 'Export as...' gif dialog, entering the speed of 50 milliseconds to replace the default setting for unspecified layers.

