

Using Custom Font FontSlab to Create Text with a Tremor

This animation style adds custom font characters that appear to shake or quiver.

Add a new image to Gimp (1000x500 px).

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

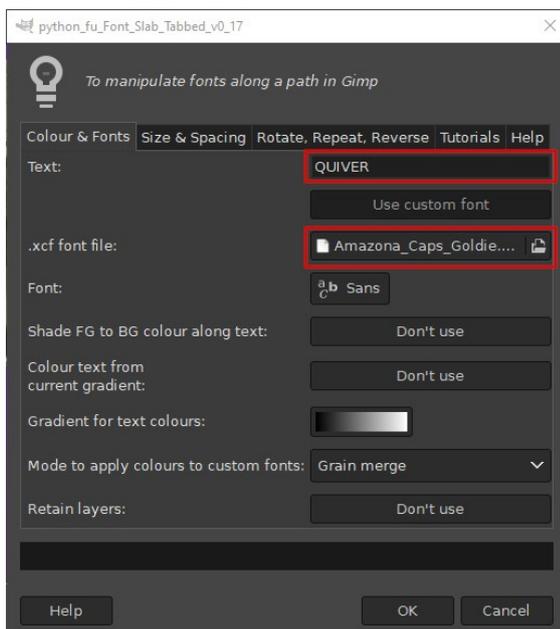
Create a suitable background and add a path for the letters to use with this effect. I used two paths but only want to use the effect to a word consisting of larger characters. My background layer:



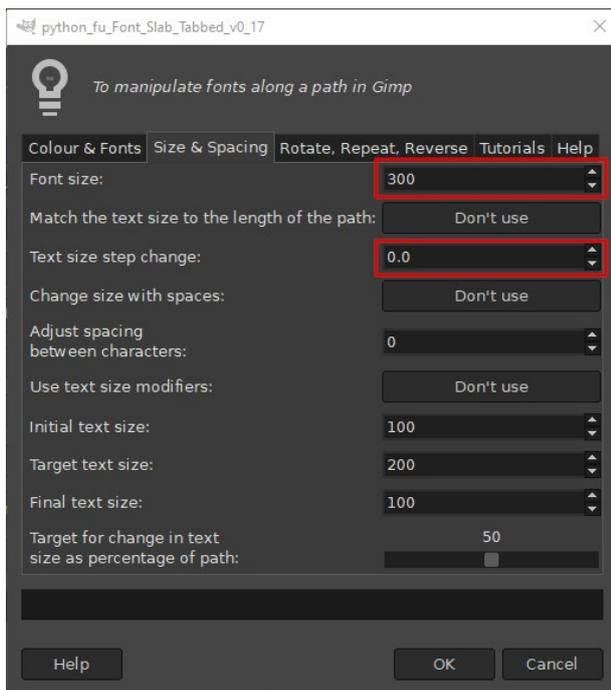
Call up the FontSlab plug-in:

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

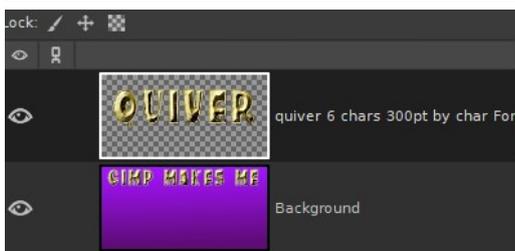
Use the first tab to select the custom font to use and enter your text.



Use the second tab to enter the size to use for your custom font word. I didn't use any text size step change – but you could if you wish.



Click on 'OK' to create the new layer with the custom font characters. At this point the image consists of two layers.



Make a 'New from visible' copy of the two layers, ready for animating later on.

The screenshot below shows this new composite layer in the layer dock.

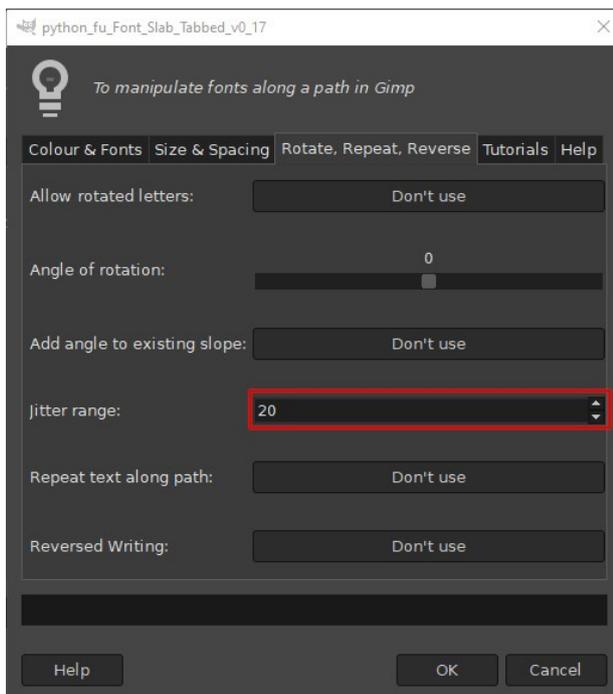


Now for the 'tremor': Make only the background layer visible before continuing.

Call up the FontSlab plug-in again:

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

Open the third tab on the filter dialog and set the 'Jitter range' amount:



The value of 20 will allow the filter to set a random angle between +/- 10 of the original character angle on the path. This should provide a gentle tremor effect. If you want a violent shake, increase the value of the jitter option.

Create more layers with exactly the same filter settings (Repeat Last) to make the tremor last as long as you wish. Remember to create a 'New from visible' copy of the new layer and the background layer as you go to speed up your workflow.

I repeated the filter six times and then made a copy of the original layer (the one without the jitter) and moved it to the top of the layer stack.

The screenshot below shows a portion of my layer dock; at the top you can see a couple of the custom font layers, then the ‘New from visible’ layers and at the very bottom you can see my background layer.



To prepare for the animation, delete the unwanted background layer and all of the custom font character layers.

I added a frame delay of (1000ms) to the top layer name and (50ms) to the remaining layer names: I left the very bottom layer name as it was (Gimp will insert the default frame delay of 100ms).



Save the animation with

File>>*Export As...*

option using the gif extension.

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