

Custom Font Highlights v0.1

A filter for adding (subtle) highlights to existing custom fonts.

From this...

The image shows the letters 'A', 'B', and 'C' in a large, bold, red serif font. The letters have a smooth, glossy finish with a subtle gradient from a darker red at the top to a lighter red at the bottom. They are set against a plain white background and cast soft, dark shadows beneath them, giving them a three-dimensional appearance.

To this...

The image shows the letters 'A', 'B', and 'C' in the same large, bold, red serif font as above. However, these letters have a grainy, metallic texture. They feature bright, white highlights along the top edges and curves, and a darker, more textured red on the lower parts, creating a more pronounced 3D effect with a rougher surface.

The filter is located at:

Filters>>Custom Fonts>>Decorating Tools>>Custom Font Highlights v0.1 Tabbed...

Some examples of recent custom fonts with highlights.

ABC

DEF

GHI

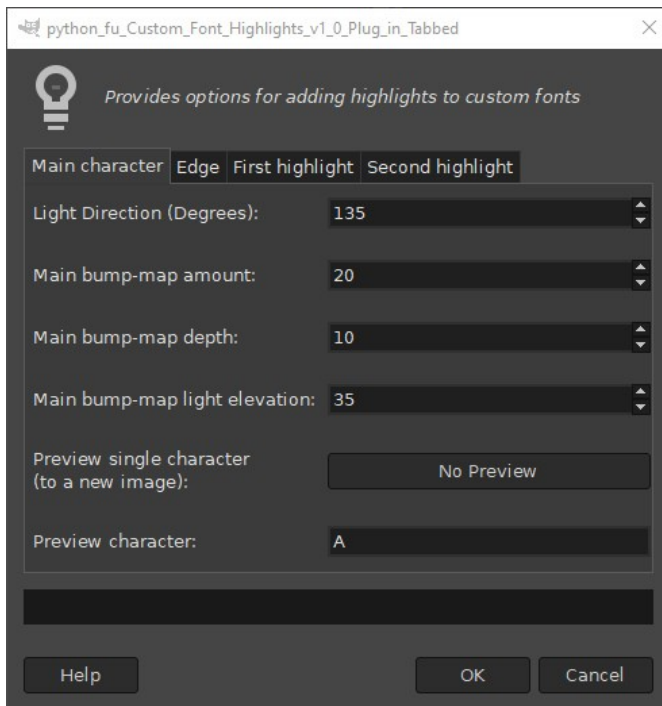
ikl.

The plug-in works better with characters that have a consistent thickness.

There are four dialog tabs each of which can be used to add layers of effects.

The following examples use a plain font face to show more clearly the effects of the filter output.

Tab 1 Main Character



This tab can be used to make small changes to the initial bump-map effect applied to the main character. The default output:

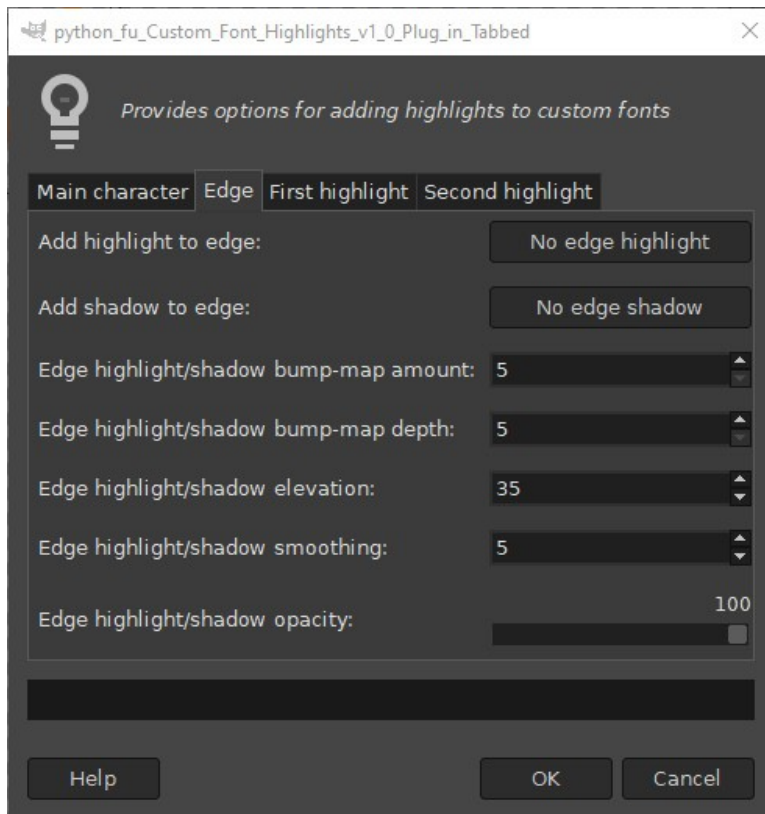


Increase the bump-map depth value to add more emphasis (increased below to 30).

ABC
ABC

Use the 'Preview' option on this tab to gauge the outcome of any changes before committing to a whole set of characters.

Tab 2: Edge



If you only wish to add highlights and/or shadows to the edges of characters use this tab. You can modify the outcome by altering the option values. Defaults values for highlights shown below:

ABC

ABC

Defaults values for shadows shown below:

ABC
ABC

Setting the bump-map depth to 30 to emphasize the darker edges:

ABC
ABC

Here the bump-map depth has been set to 30 and the smoothing option has been reduced to 2 for both highlights and shadows:

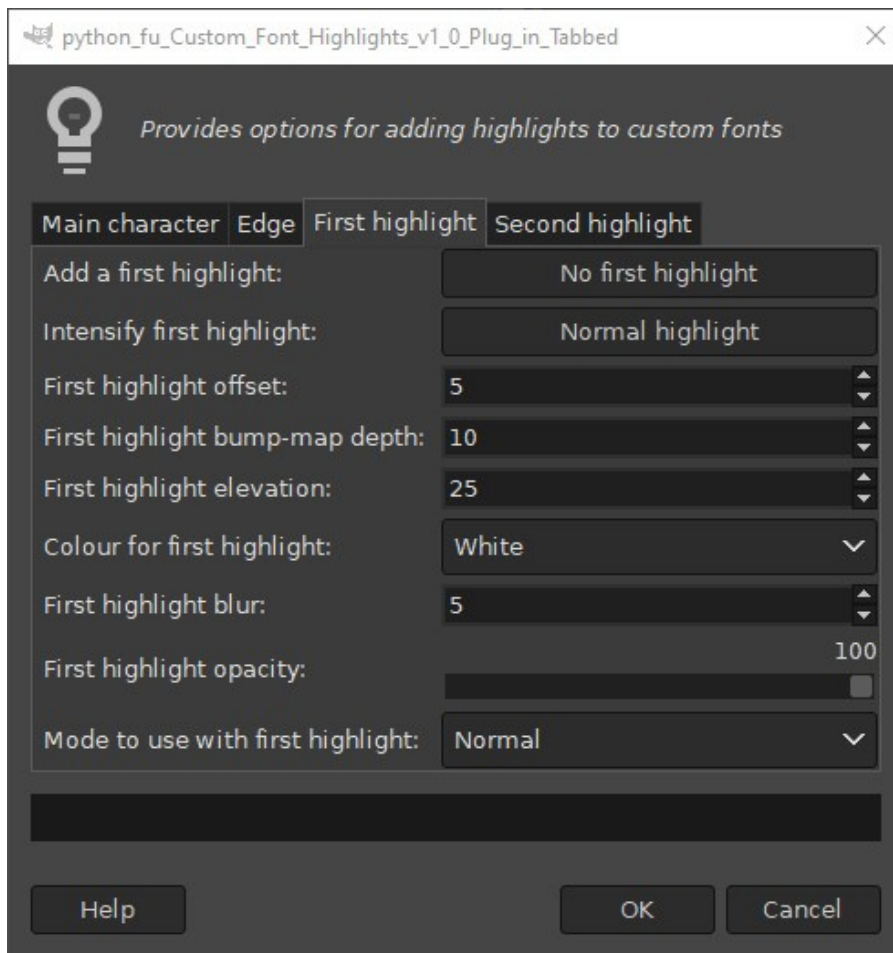


A similar effect was achieved below using a bump-map depth of 20 and an opacity value of 60.



Tab 3: First highlight

The real fun starts when you use the ‘Add a first highlight’ option.



The default options add a highlight to the bevelled edges nearest the light source:

ABC

A B C

Change the mode to something like Grainmerge to add softer edges to the highlights.

ABC

A B C

Hardlight mode has been used with each of the characters below adding a yellow, then orange, then red foreground colour for the highlight.

ABC

ABC

Increase the offset value to move the highlight closer to the middle of the characters.

ABC
ABC

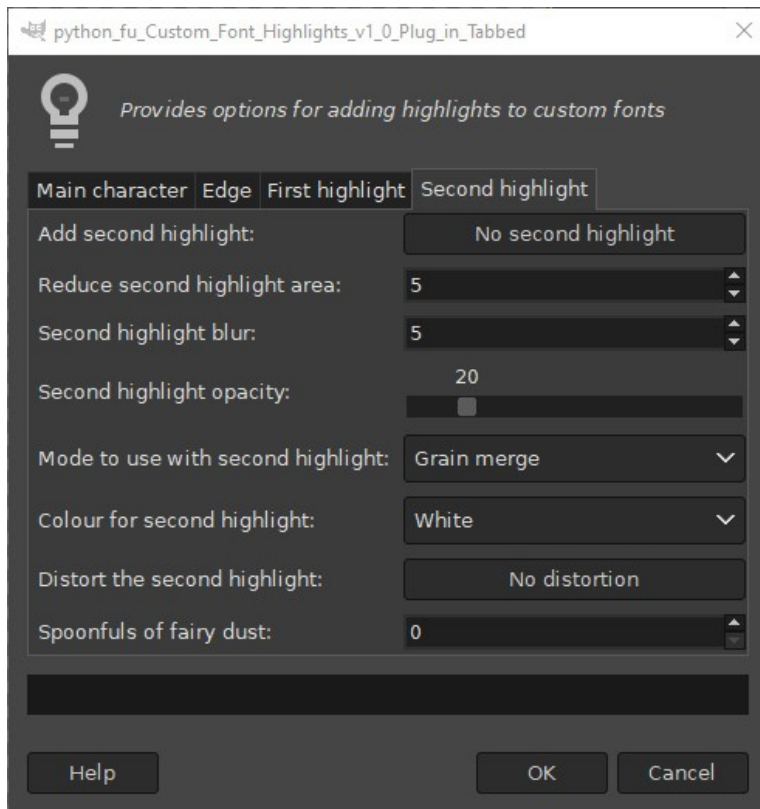
ABC
ABC

ABC
ABC

Note that the last image above was pushed just a little too far. There is an option to intensify the highlight in situations like this – but it is probably better to just reduce the offset value again.

ABC
ABC

Tab 4: Second highlight



This option provides a way of broadening the effect of the first highlight; it will have no effect if the first highlight is off. Increase the value for the 'Reduce second highlight area' option to narrow the area used for the second highlight.

The image below shows the output of the first highlight tab before adding a second highlight...

ABC
ABC

... and with the default second highlight and the foreground colour set to yellow:

ABC
ABC

The value for the reduce area option has been increased below to 20.

ABC
ABC

Here the value for the blur option has been decreased to 1.

ABC
ABC

The distort option can be used with the second highlight. The split view shows how the highlight would appear without any blur and with blur.



And I have also provided an option to add noise (fairy dust) to the highlight for those who like a little bit of sparkle.



If the 'reduce area' amount is too small then no second highlight can be applied.