

Custom Font Tools; a guide to selecting the most appropriate tool for your purpose

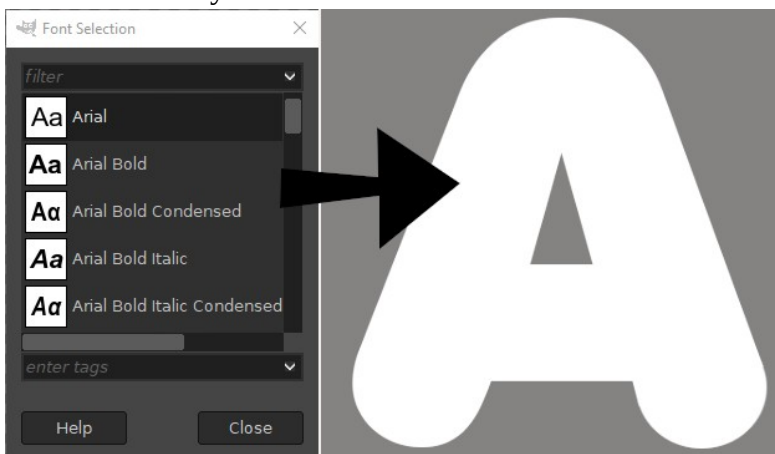
There are now so many tools that some users may feel at a loss to know which one to use. This guide will, I hope, help people to choose the right tool for the task they have in mind.

The current tools as of Release 7:

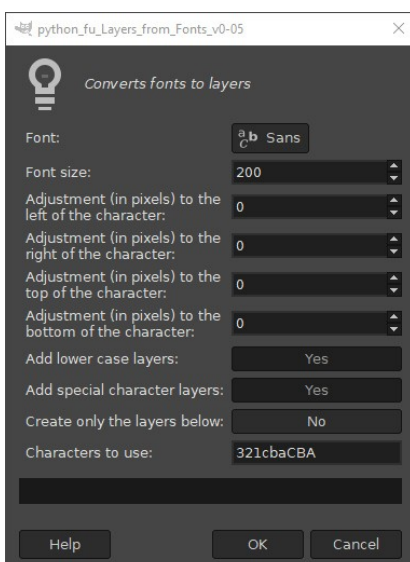
Custom Font Layers from Fonts  
Custom Fonts Face Maker  
Custom Font Paths to Layers  
Custom Font Character Path Stroker  
Custom Font Outlines Only  
Custom Font Effects Only  
Custom Font Artistic Pack  
Custom Font Distortion Packs  
Custom Font Light Effects GT Style (New to Release 7)  
Custom Font Noise Effects Only  
Custom Font Layer Utilities (Updated in Release 7)  
FontSlab

Most of the tools have help-sheets or tutorials and it is recommended that users view these guides by searching on [gimplearn.net](http://gimplearn.net) for more detailed information.

Custom Font Layers from Fonts:



Use this if you want to turn an existing font into a set of character layers



This tool converts any font (True Type etc) used by Gimp into a series of plain filled character layers that can then be worked on in Gimp and saved as an XCF custom font file.

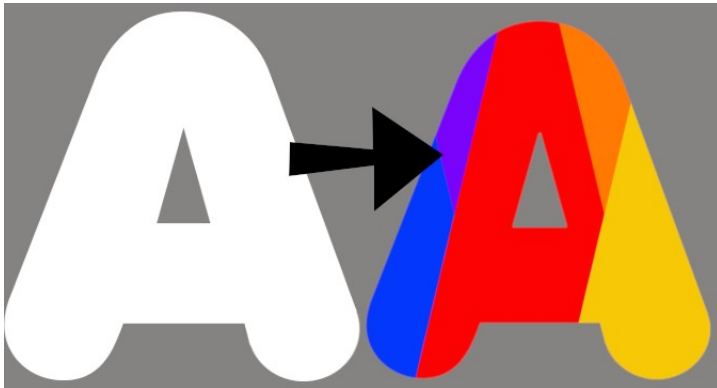
It provides options for adding or removing padding space around the characters within the layers.

There are also options for choosing groups of characters to convert into layers.

## Custom Font Face Making Tools

Use these tools turn a plain font character into a decorative font character.

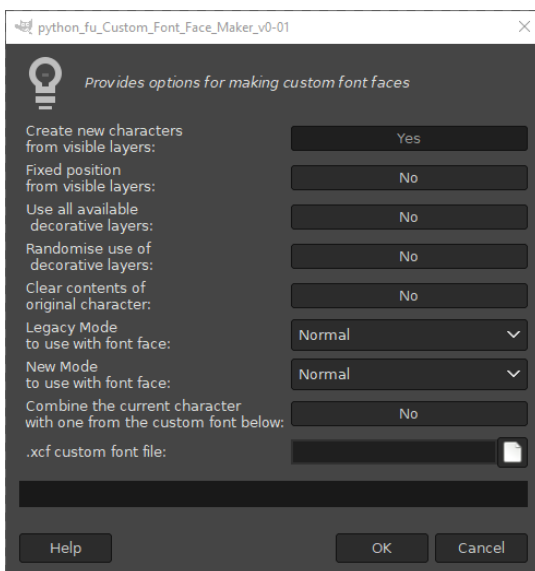
### Custom Fonts Face Maker:



Use this tool to turn plain character faces into pretty character faces.

Link to more information:

<https://gimplearn.net/viewtopic.php?f=3&t=2303>

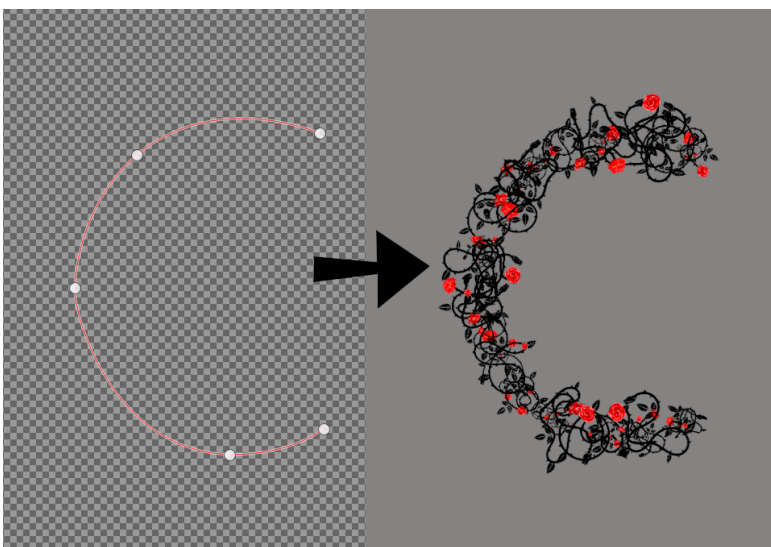


This is the tool that most users will use most of the time.

This was originally a part of Custom Font Layer Utilities. It basically adds a new look to existing font faces by copying a visible layer or layers onto each character in turn. Use of layer modes is also provided.

It also provides an option to combine two custom fonts, which can be useful when you have characters with holes in (think mesh style) that require an added outline to make them more legible.

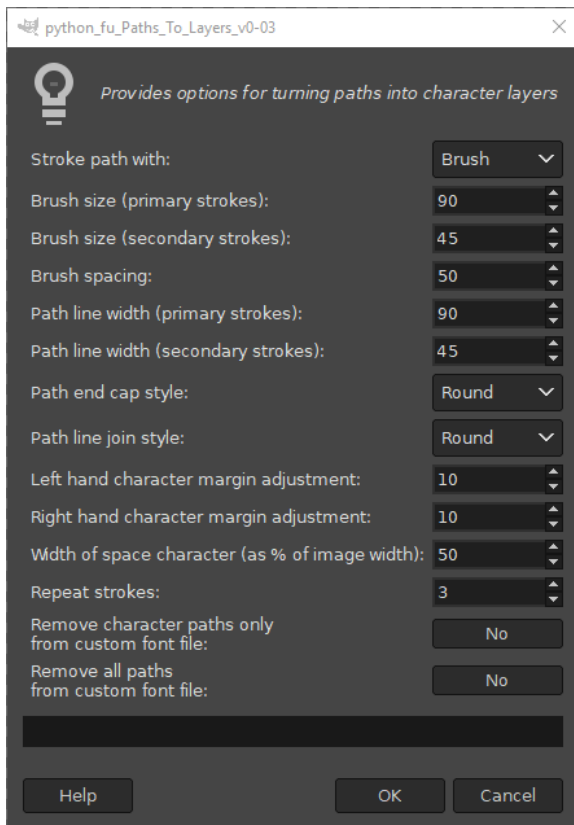
### Custom Font Paths to Layers:



Use this tool to turn skeleton character paths into a custom font.

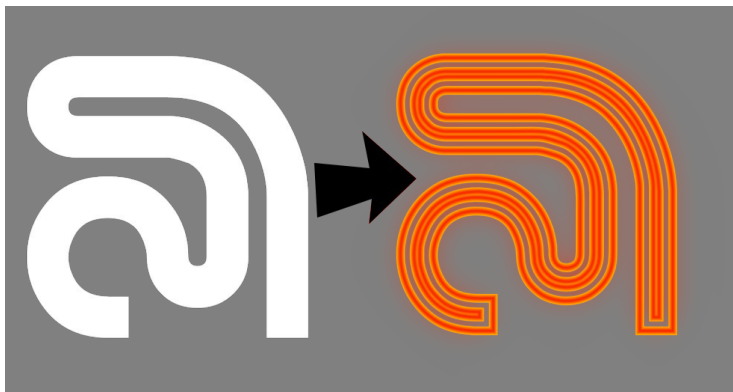
Link to more information

<https://gimplearn.net/viewtopic.php?f=10&t=2090>



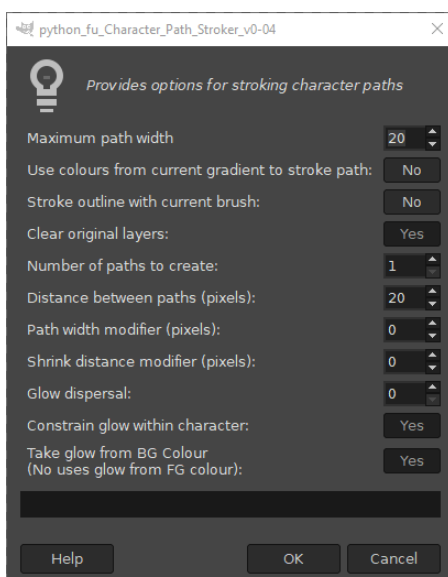
This is a rather specialised tool intended to produce custom fonts with a more natural and/or open style. It requires a series of character shaped skeleton paths which it strokes with the brush tool to create character layers. These effects often benefit from the sympathetic use of brush dynamics.

#### Custom Font Character Path Stroker:



Use this tool to turn a plain font face into a font face made up of stroked paths.

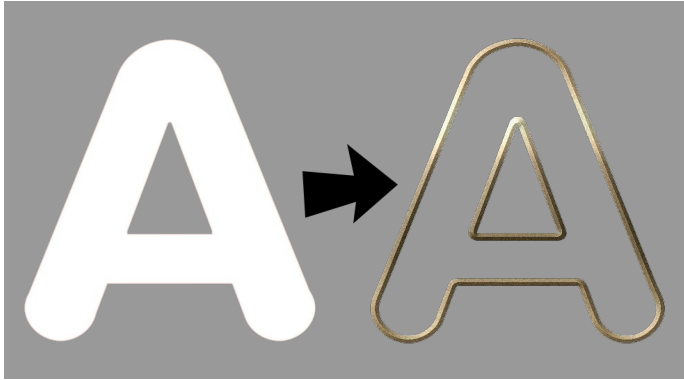
Link to more information here:  
<https://gimplylearn.net/viewtopic.php?f=3&t=2257>



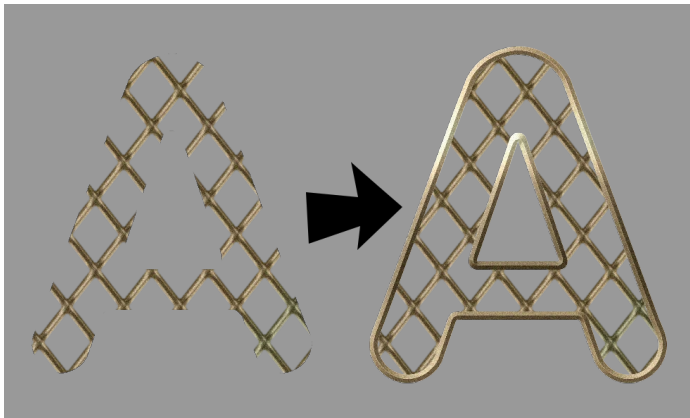
This tool creates a path from a character and strokes the path with colours taken from the current foreground and background, the current gradient or the brush tool.

It can be used to outline characters but there are also options to create multiple paths and to add a glow effect.

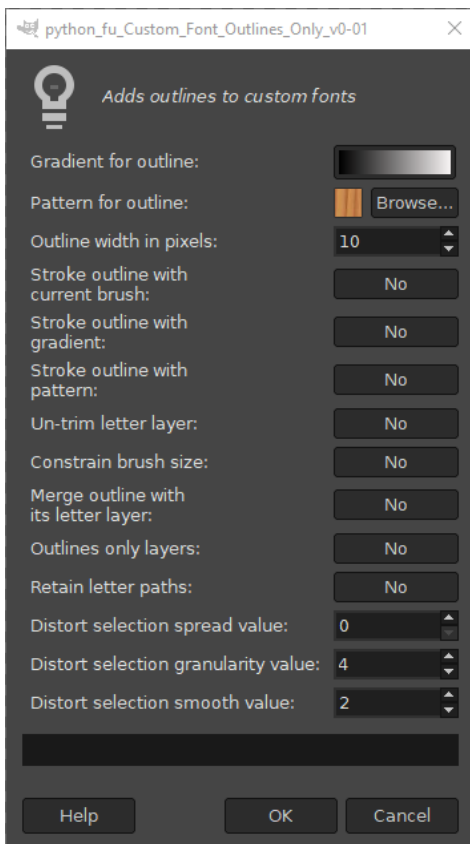
## Custom Font Outlines Only:



Use this tool to turn a font face into an outline only font...



...or add an outline to an existing custom font.



This tool creates an outline for a custom font character using the current foreground colour, brush, gradient or pattern. The resultant outline can be added to the existing character or used as a new outline custom font character.

There are options to distort the outline.

If you need a set of custom font character paths you can also do it by using an option in this tool.

More outline examples



## Custom Font Light Effects GT Style

This plug-in applies the Lighting plug-in to all the characters in a custom font file. Since the Lighting plug-in does not work properly when called from another plug-in, this implementation works in a slightly different way.

The default settings offer a good basis to start experimenting with but I highly recommend reading the filter guide to become familiar with its principals and differences when using lighting effects in this way.

Link to the help guide here:

<https://gimplearn.net/viewtopic.php?f=3&t=2372>

The image below, beginning from the left, shows a character without any extra effects, then the same character using the shine effect and bumpmap from the Effects Only filter and, lastly, the same character using the Lighting Effects filter.



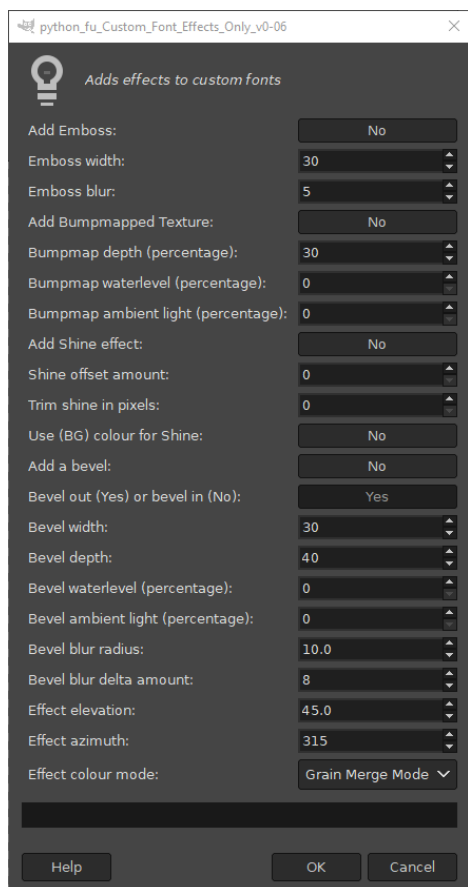
Although by default the filter creates new character faces it can also overlay different lighting effects on top of an existing character, as long as there is an image (environment) layer present in the file.

The filter also saves a text layer (called Legend) as part of the custom font file which records the Light Effects settings used so you can always look at how the characters were originally created.

## Custom Font Face Modifying Tools

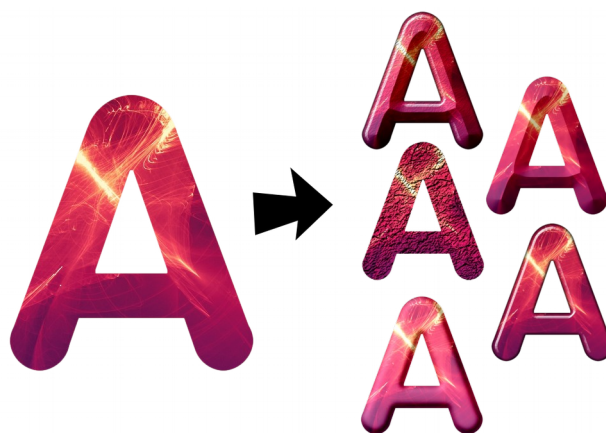
These tools apply various filters to all the character layers in a custom font file to hopefully add something extra to the font's appearance. You can of course apply filters manually one layer at a time – if you have enough will-power.

### Custom Font Effects Only:



This is probably the most useful tool. It has options for applying an emboss, a bumpmap (taken from an additional layer), a shine and a bevel to every character in a custom font.

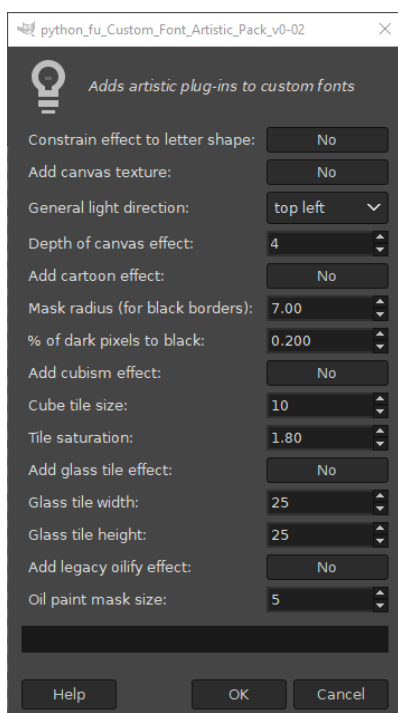
The effects can be applied in any combination – but of course multiple effects add to the time taken to complete the process.



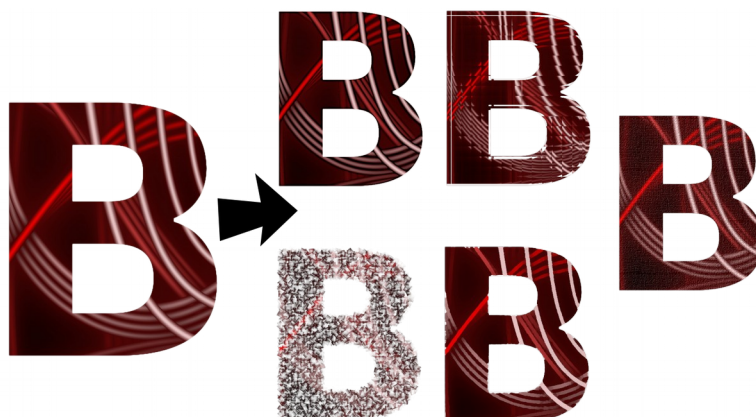
Link to more information:

<https://gimlearn.net/viewtopic.php?f=3&t=1907>

### Custom Font Artistic Pack:



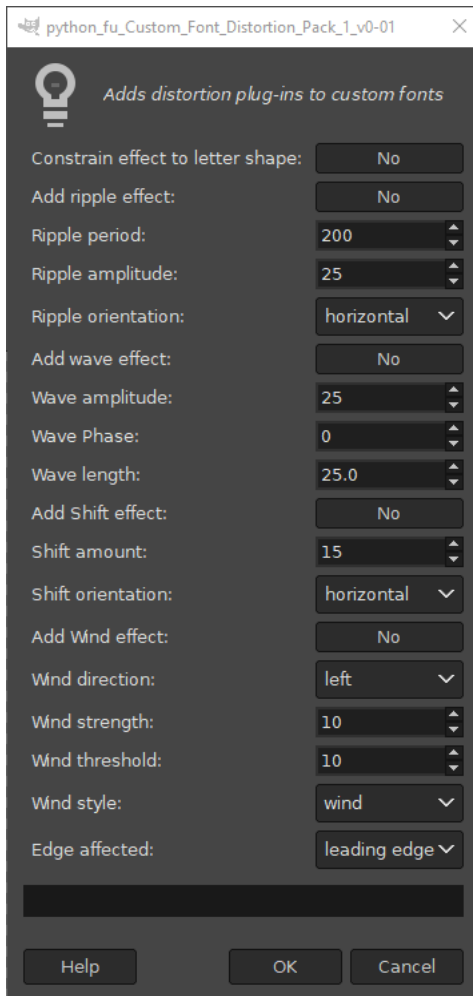
This tool provides a quick way of applying some of Gimp's Artistic filters to all the character layers namely the Canvas filter, the Cartoon filter, the Cubism filter, the Glass Tile filter and the Oilify legacy filter.





Most of the filters have a number of options available for customising the effects for the size of font.

### Custom Font Distortion Packs 1 & 2:

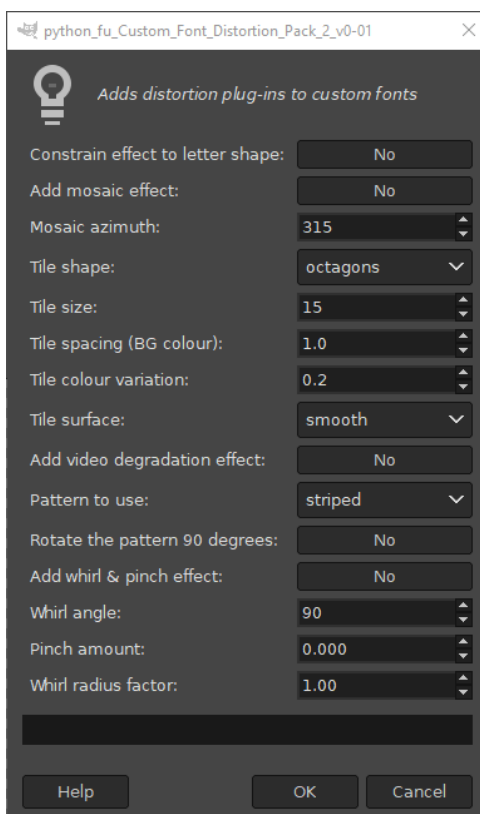
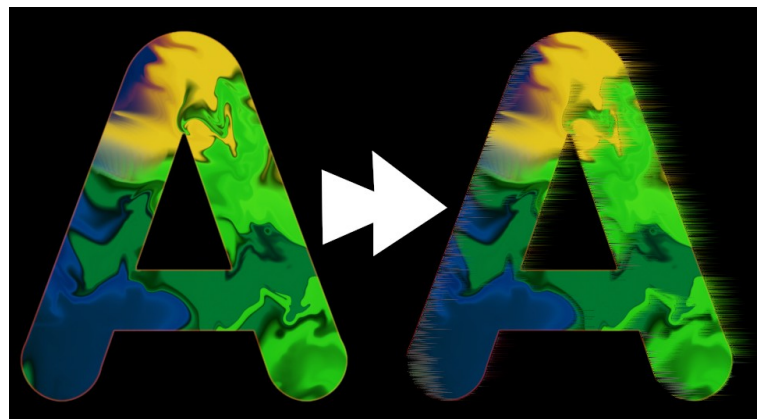


Pack 1 adds options for applying ripples, waves, shifts and wind distortion effects to each character.

More information here:

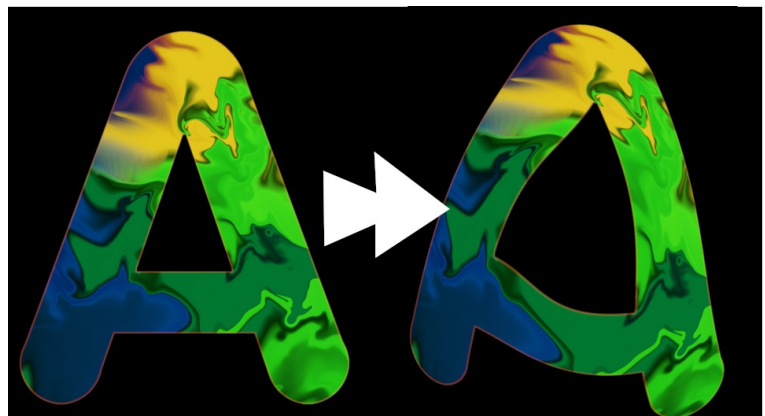
<https://gimplearn.net/viewtopic.php?f=3&t=1907>

Wind effect added below:

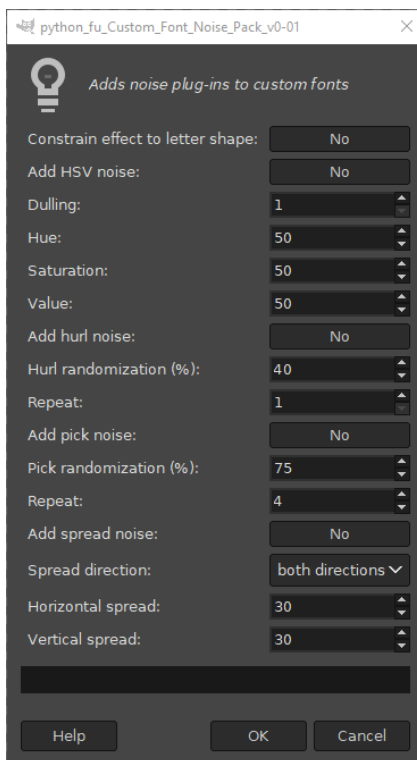


Pack 2 adds options for applying mosaic, video degradation and whirl and pinch effects to custom fonts.

Whirl and Pinch added below:



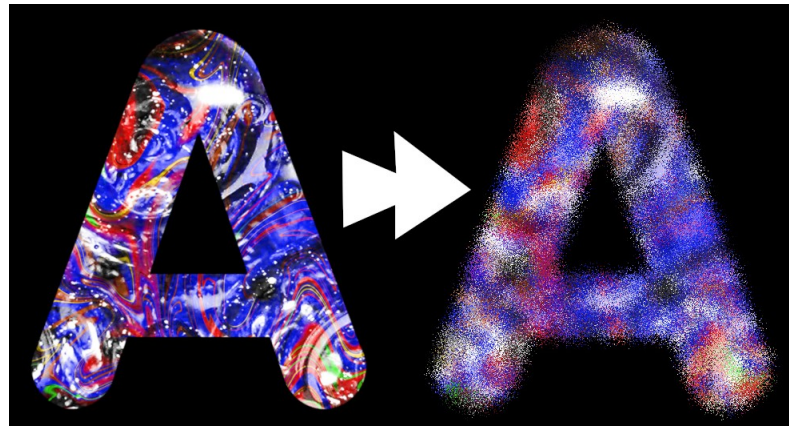
## Custom Font Noise Pack



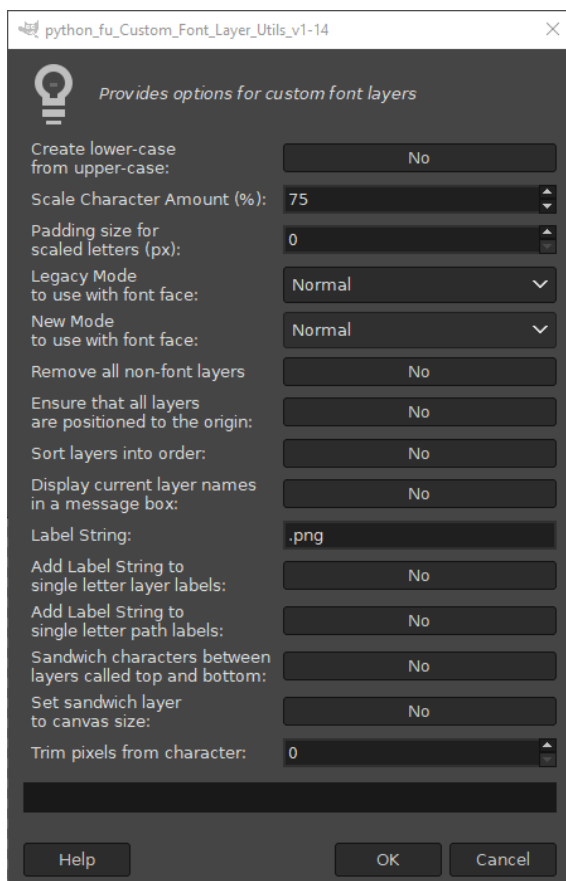
This tool provides a quick way of applying some of Gimp's Noise filters to character layers to add texture and interest to character faces. Think glow, grunge and fairy dust.

<https://gimplearn.net/viewtopic.php?f=3&t=1907>

Spread Noise added below:



## Custom Font Layer Utilities:



This tool mainly provides a set of utilities for working with character layers in order to speed up the process of creating custom fonts rather than altering the appearance of the characters.

Most of the options are self-explanatory.

The option to create a set of lower-case letters does require an additional path (base\_line.png) to be first added to the custom font.

More information about sandwich layer characters like this:

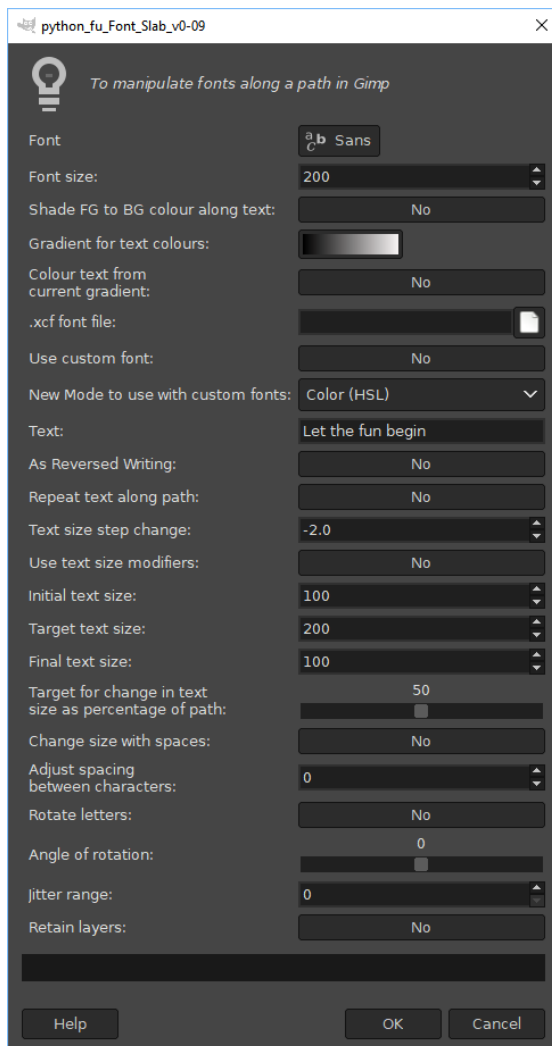


<https://gimplearn.net/viewtopic.php?f=3&t=2032>



## Custom Font using Tools

### FontSlab



This tool provides the options for writing text along a path using both normal and custom fonts.

It provides a number of options for doing this:

Colouring normal fonts

Changing the size of text along the path

Altering the space between characters

Reversing text along the path

Repeating text along the path

Rotating characters

I did a series of five tutorials for Version 0.02 of FontSlab that cover these options and are still relevant to the latest version. Search [gimplearn.net](http://gimplearn.net) for FontSlab Version 0.02 for Gimp 2.10 Tutorial.

Below: FontSlab effects applied to a range of custom fonts

