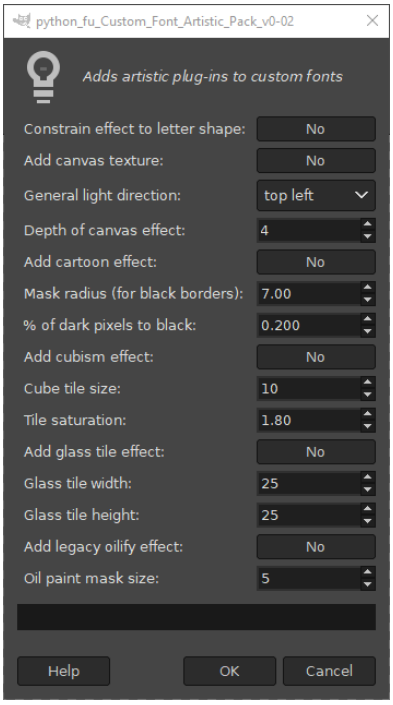
Section 3: Decorating Tools

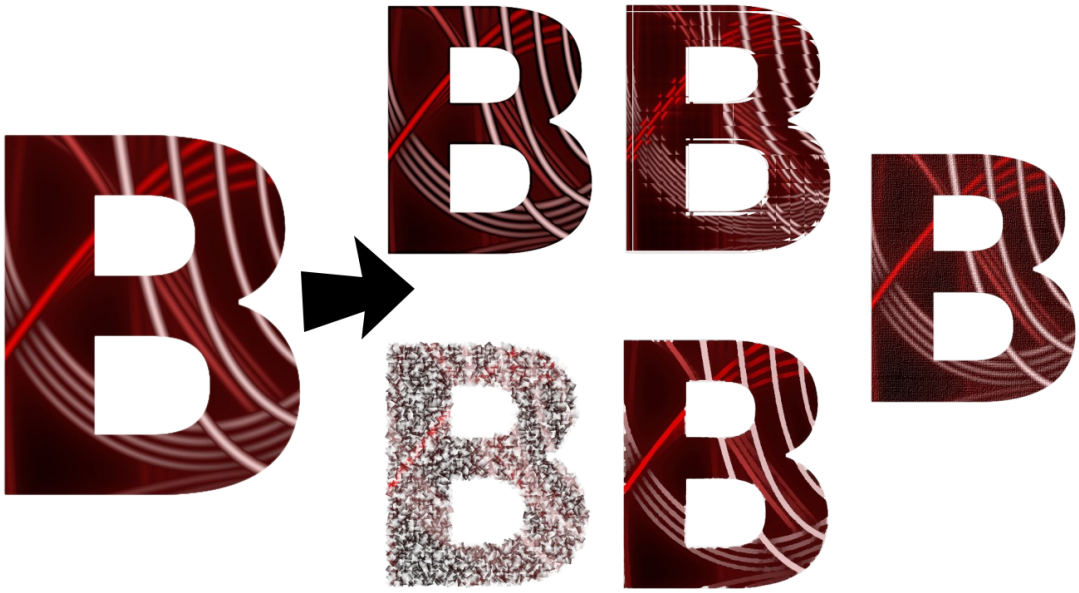
These tools apply various filters to all the character layers in a custom font file to hopefully add something extra to the font's appearance. You can of course apply filters manually one layer at a time – if you have the will-power.

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.

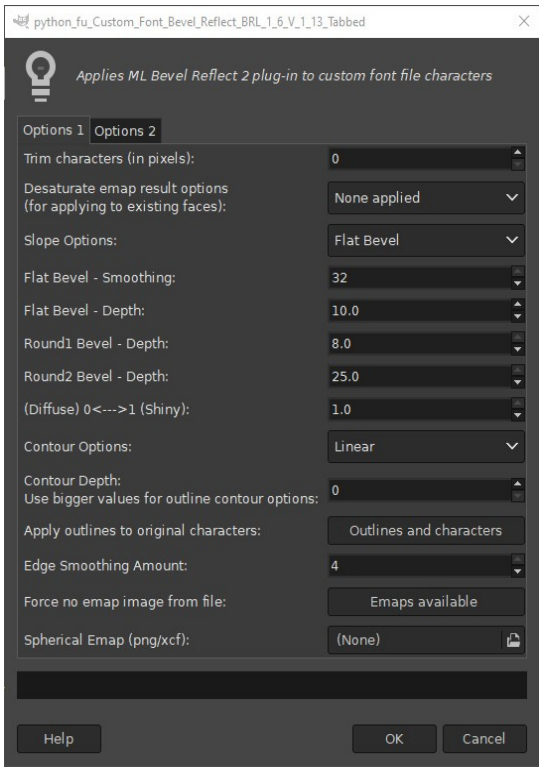
Most of the filters have a number of options available for customising the effects for the size of font.

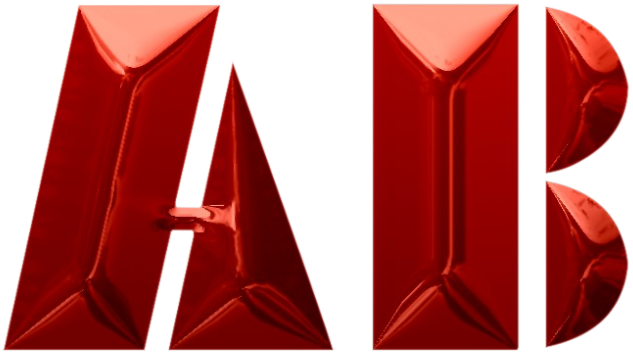


Custom Font Bevel Reflect 1.6

This tool requires the additional installation of the MLBevelReflect plug-in (which does all the hard work) and is, basically, a Python interpretation of the original script by GnuTux. It produces wonderful highlighted characters using an environment map layer (emap).

Contour options bug fixed in Version 1.12



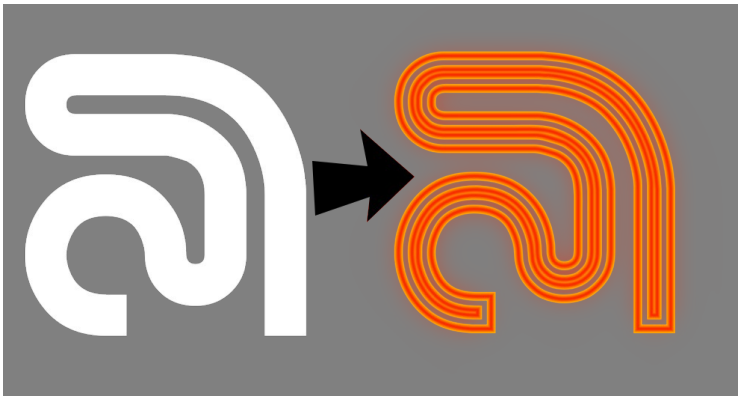


More details can be found in the guide with this link:

Guide to original Bevel Reflect Version

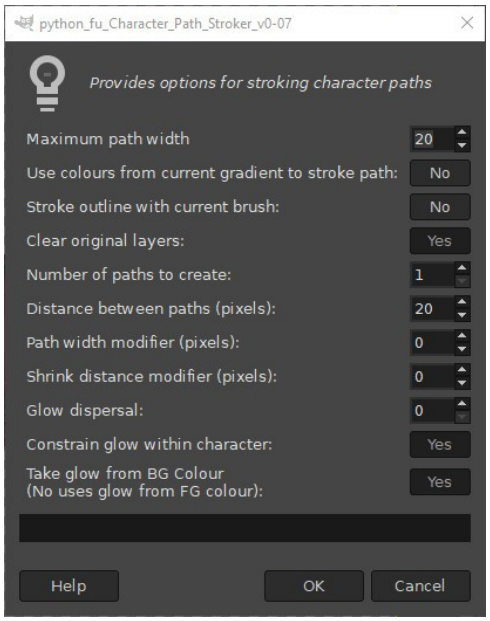


Custom Font Character Path Stroker



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

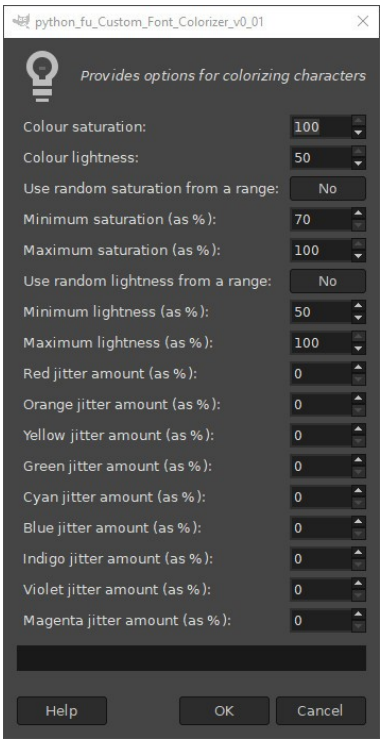
Link to more information here: https://gimplearn.net/viewtopic.php?f=3&t=2257



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 Colorizer



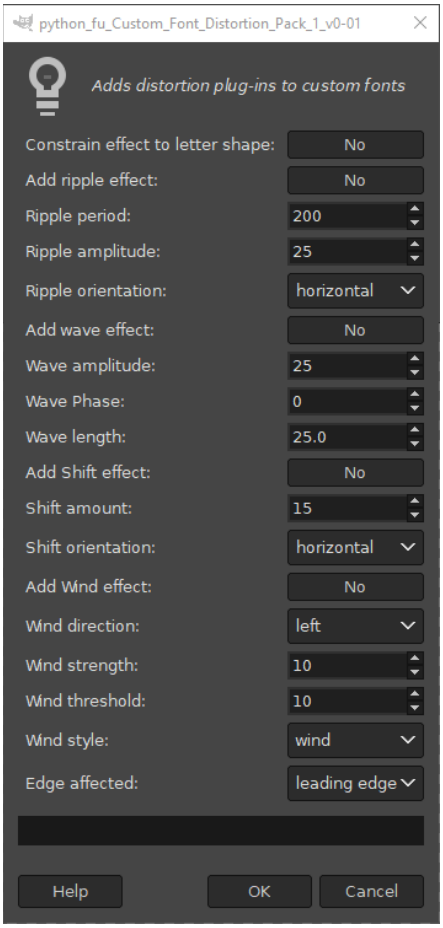
This simple plug-in allows you to apply colour ranges to the characters in a custom font file according to the choices made from the filter dialog.



Link to help on GimpLearn

https://gimplearn.net/viewtopic.php?f=10&t=3062

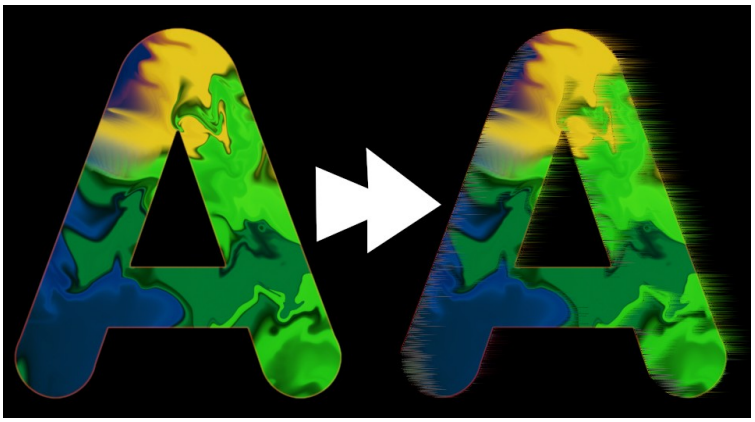
Custom Font Distortion Packs 1 & 2

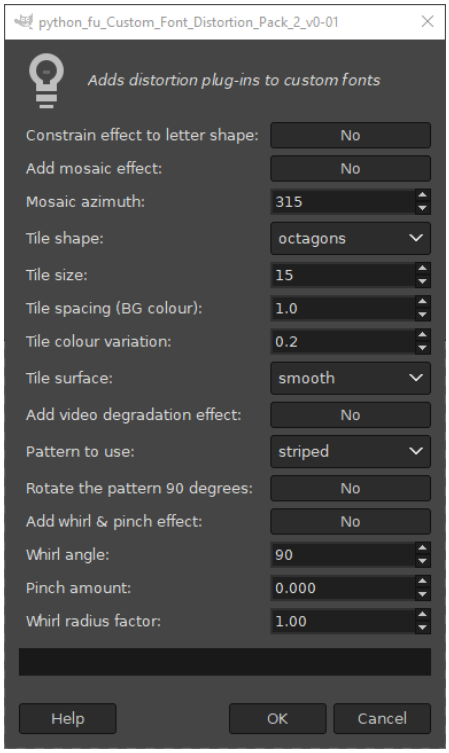


Pack 1 adds options for applying ripples, waves, shifts and wind distortion effects to each character.

More information here:
https://gimplearn.net/viewtopic.php?f=3&t=1907

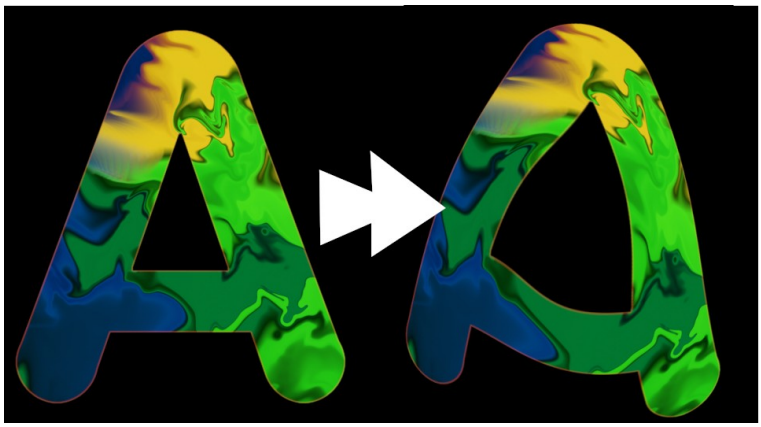
Wind effect added below:



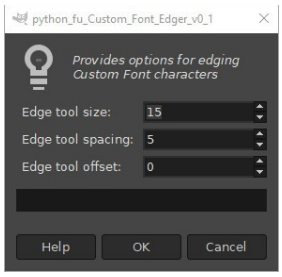


Pack 2 adds options for applying mosaic, video degradation and whirl and pinch effects to custom fonts.

Whirl and Pinch added below:



Custom Font Edger



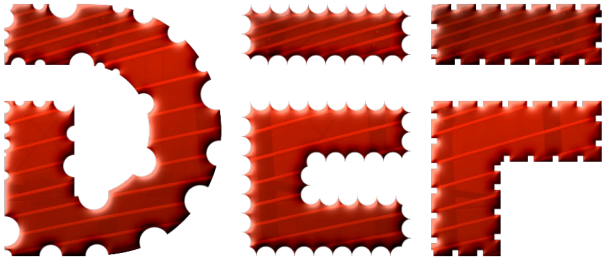
This plug-in uses the currently selected brush or eraser to remove sections of characters. It was initially created to improve the appearance of hair and fur edges on custom font characters but can be used in many different ways.



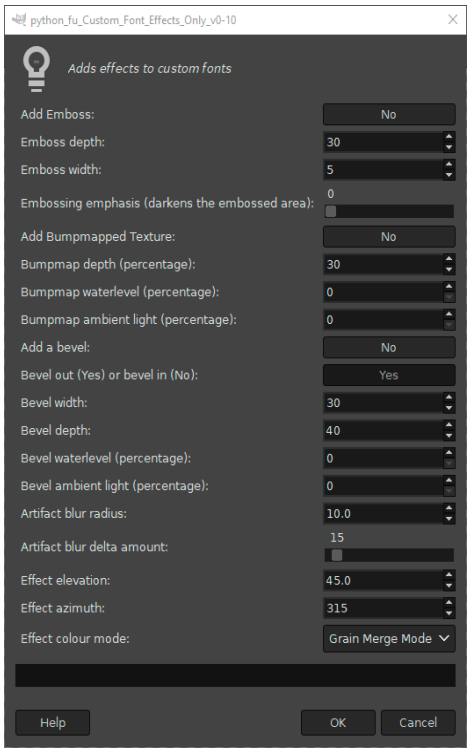
Link to Edger help

https://gimplearn.net/viewtopic.php?f=3&t=2982



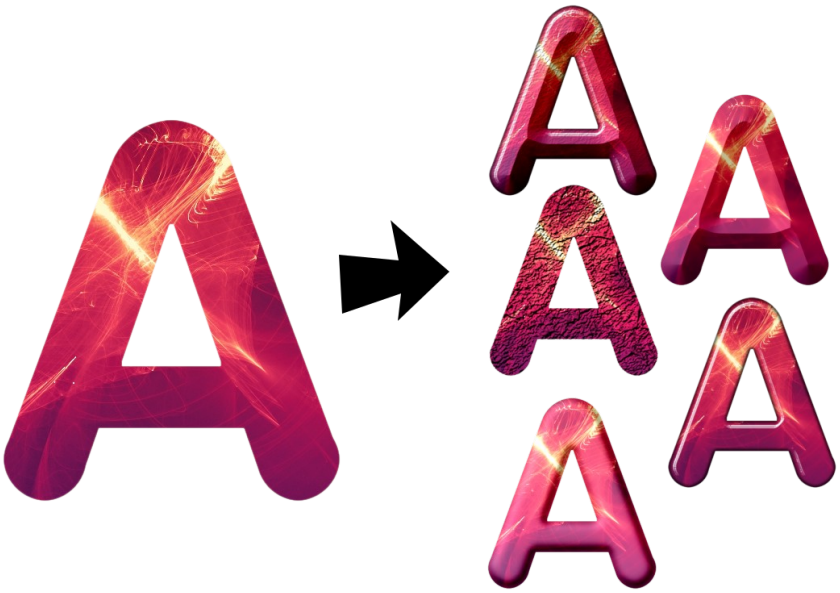


Custom Font Effects Only



This has options for applying an emboss, a bumpmap (taken from an additional layer) and a bevel to every character in a custom font.

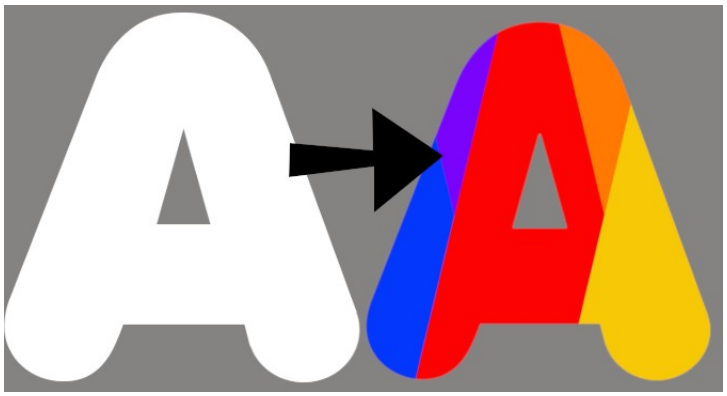
The effects can be applied in any combination – but of course multiple effects add to the time taken to complete the process.



Link to more information (please note the Shine option detailed there has been moved to the Sheen N Shine plug-in):

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

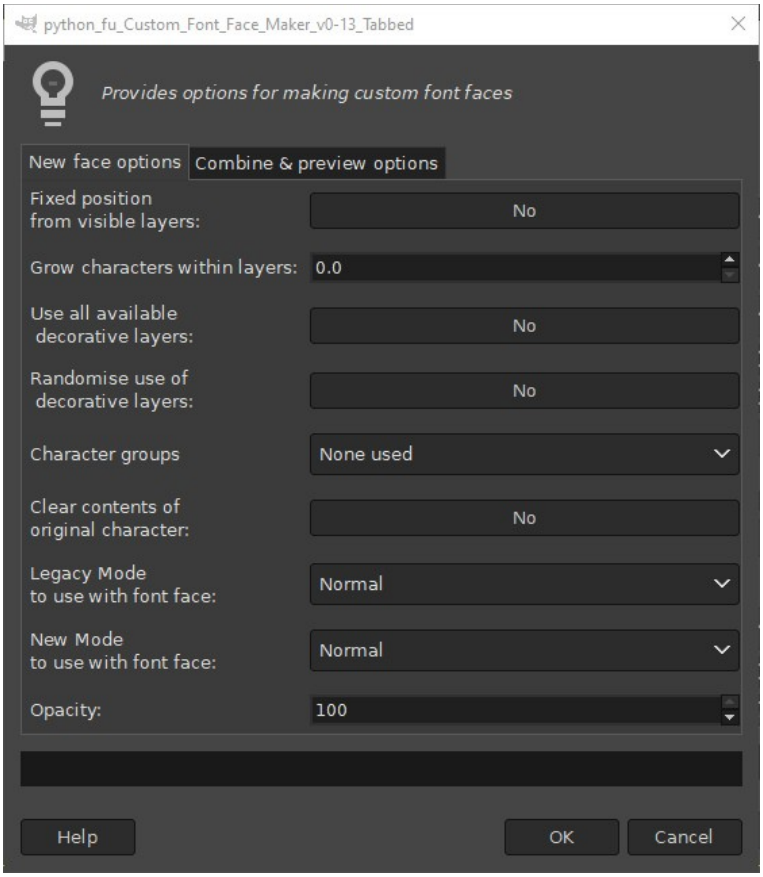
Custom Font Face Maker



Now updated to version 0.13. Use this tool to turn plain character faces into more interesting character faces.

Link to more information (or search for recent updates):

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



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

This 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.

Preview mode and shadow options have been added to the recently tabbed dialog.

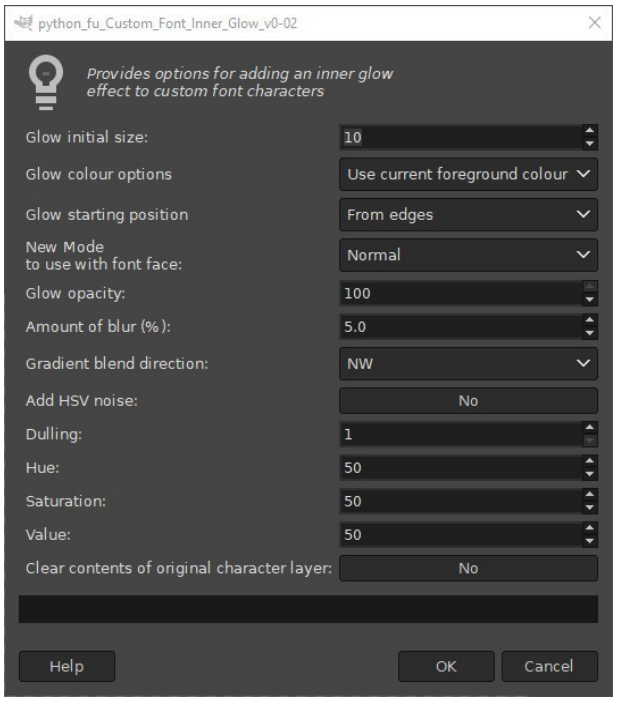
Custom Font Inner Glow

This is my take on adding an inner glow to custom font characters.









Custom Font Lighting Effects GT Style

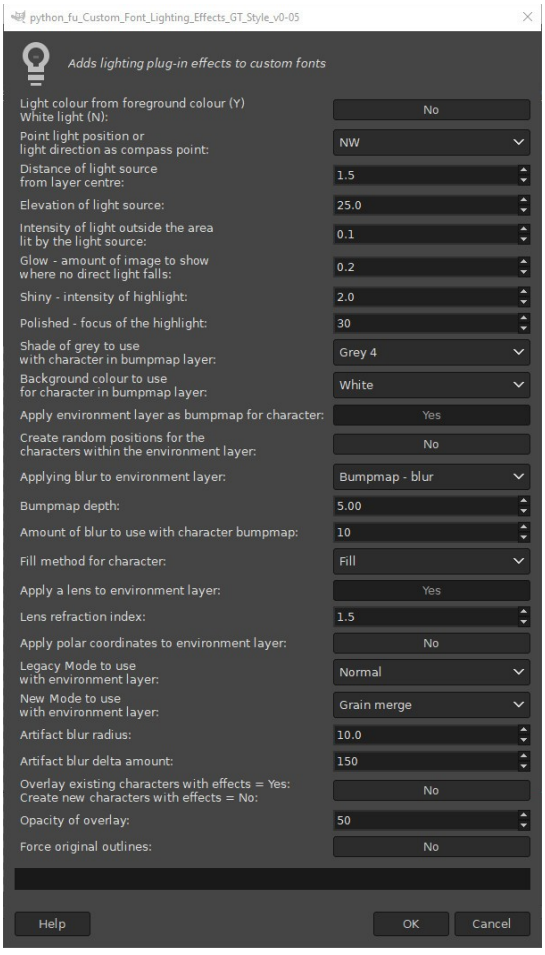
This plug-in applies the Lighting plug-in to all the characters in a custom font file. Since the Lighting plug-in does not work properly when called from another plug-in, this implementation works in a slightly different way.

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.



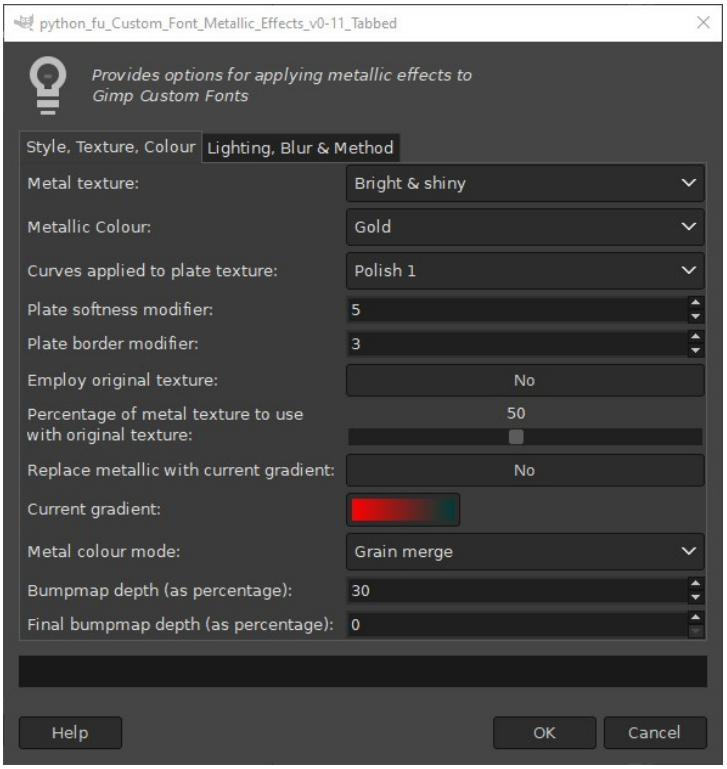


Although by default the filter creates new character faces it can also overlay different lighting effects on top of an existing character, as long as there is an image (environment) layer present in the file.

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 Metallic Effects

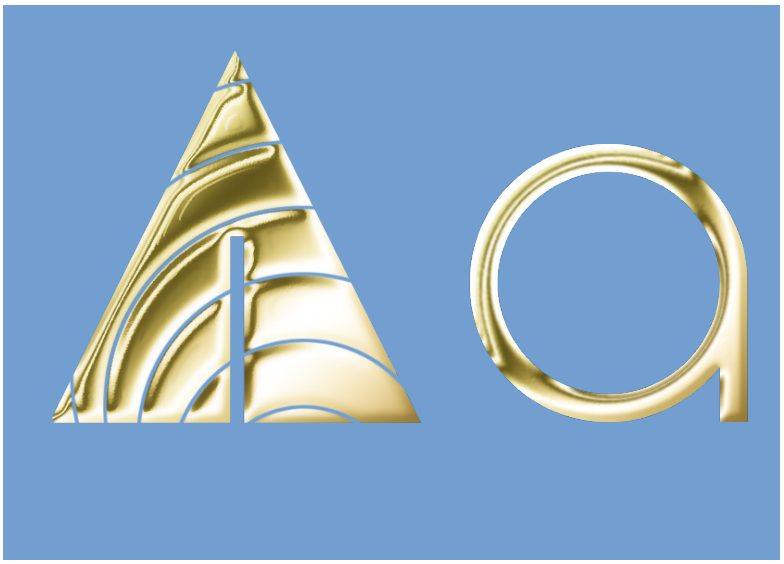
This plug-in can apply a range of metallic effects to an existing plain, or patterned, custom font.

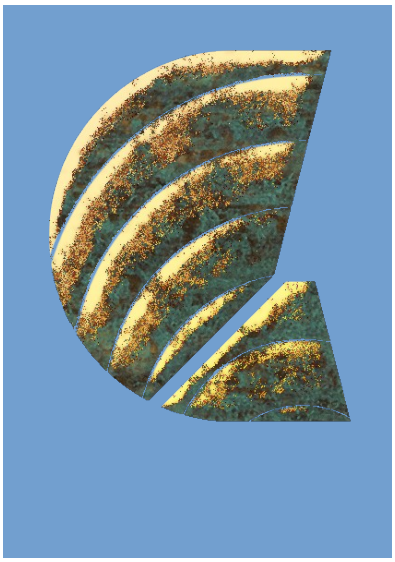


Further details can be found on GimpLearn:

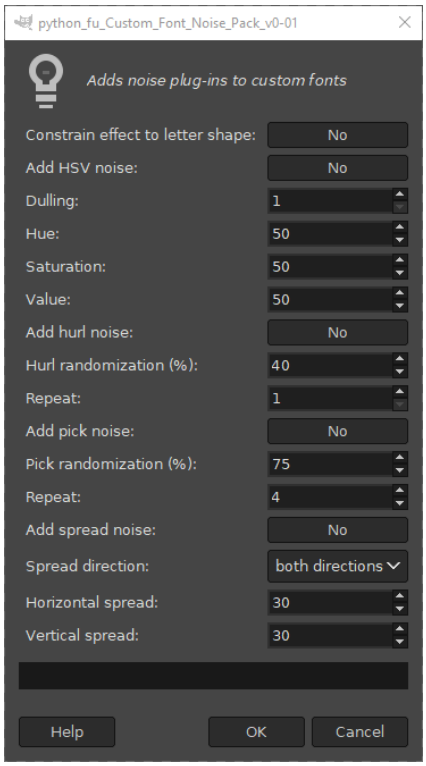
https://gimplearn.net/viewtopic.php?f=3&t=2577

A couple of example outputs:





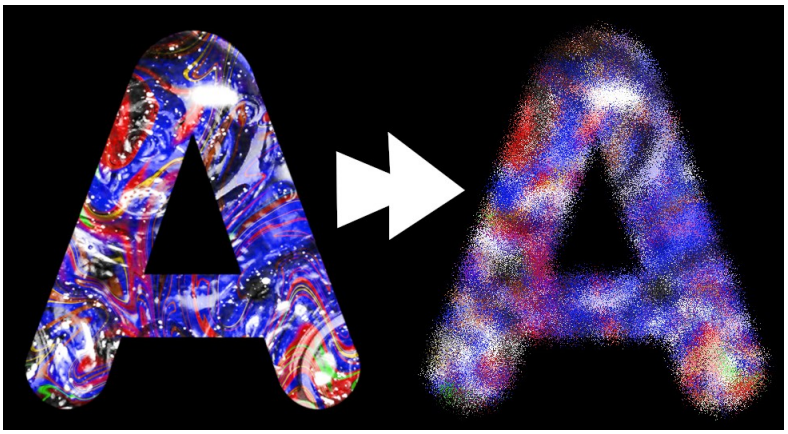
Custom Font Noise Pack



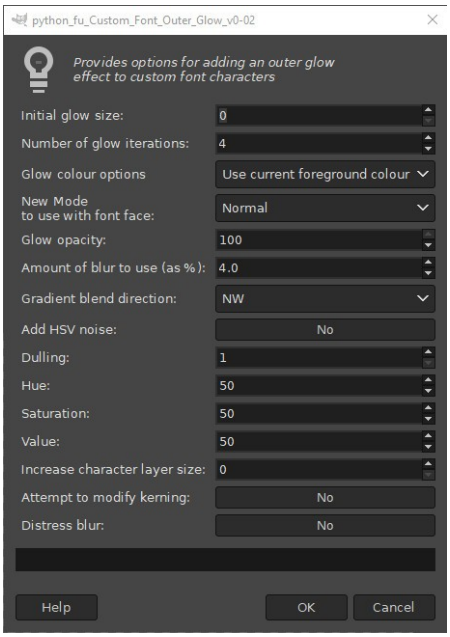
This tool provides a quick way of applying some of Gimp's Noise filters to character layers to add texture and interest to character faces. Think glow, grunge and magic dust.

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

Spread Noise added below:



Custom Font Outer Glow

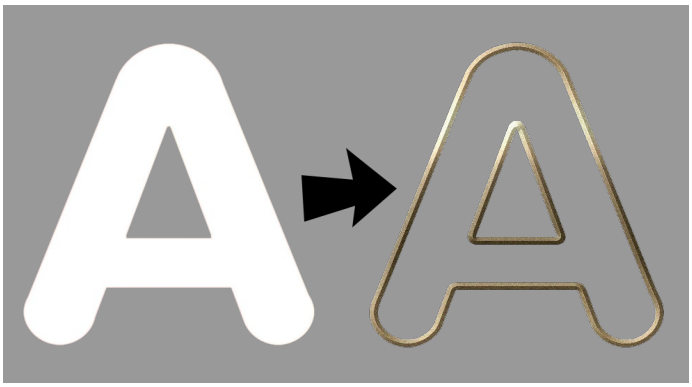


This is my take on adding an outer glow to custom font characters. It provides options for adding the glow in different colours and thicknesses (you may need to increase the size of the layer to accommodate changes) and for adjusting existing kerning path information.

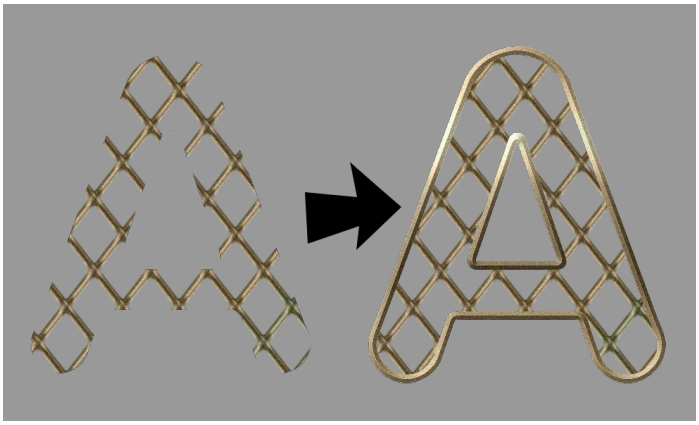




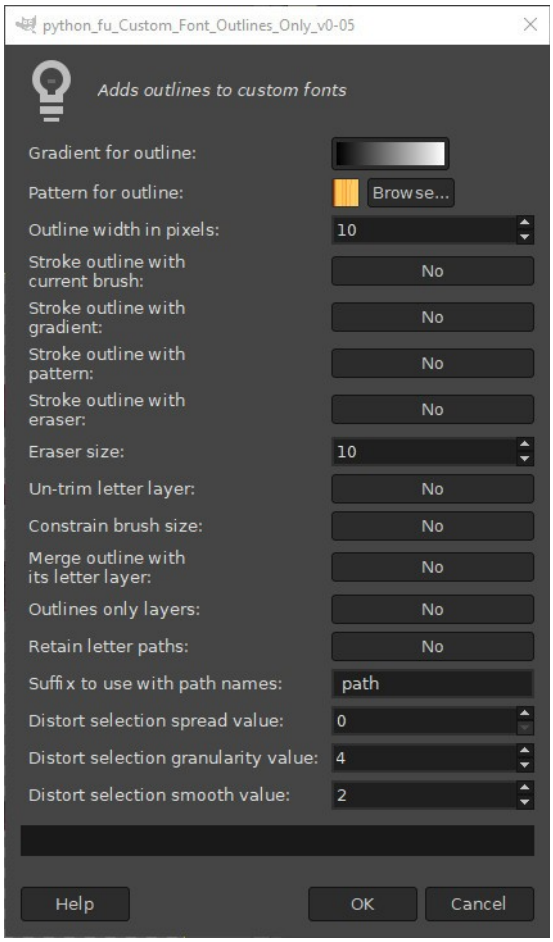
Custom Font Outlines Only



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.

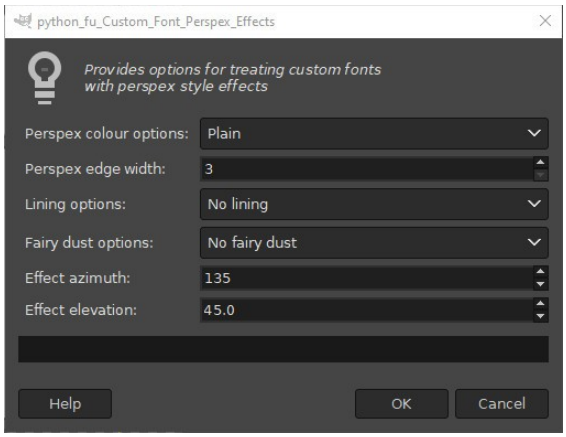
There are options to distort the outline.

If you need a set of custom font character paths you can use an option from this tool to create paths.

More outline examples



Custom Font Perspex Effects

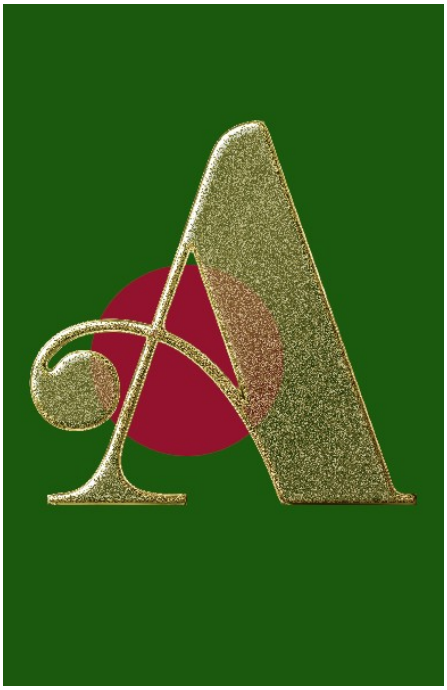


This filter, based on KWard1979's Glass script, has options for adding colour, lining and fairy dust (noise) to character layers in the style of perspex sheet lettering.

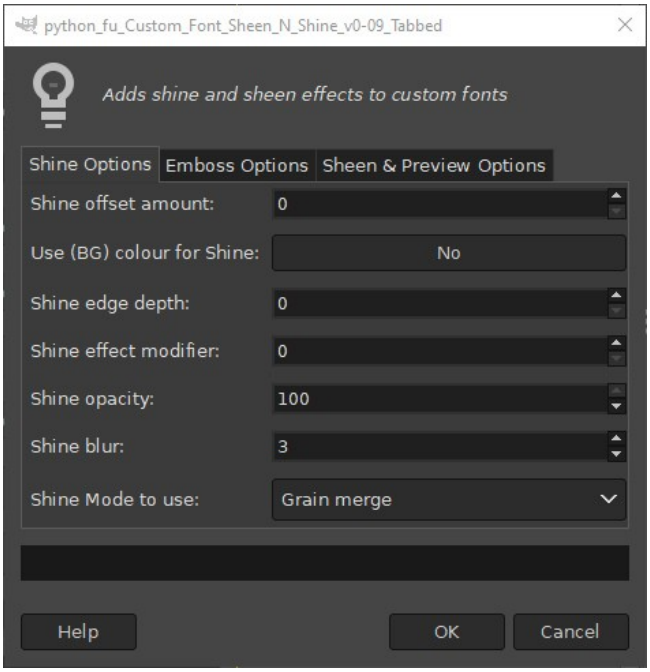
Some example outputs with a filled circle behind the character to show the translucent nature of the effect:







Custom Font Sheen N Shine

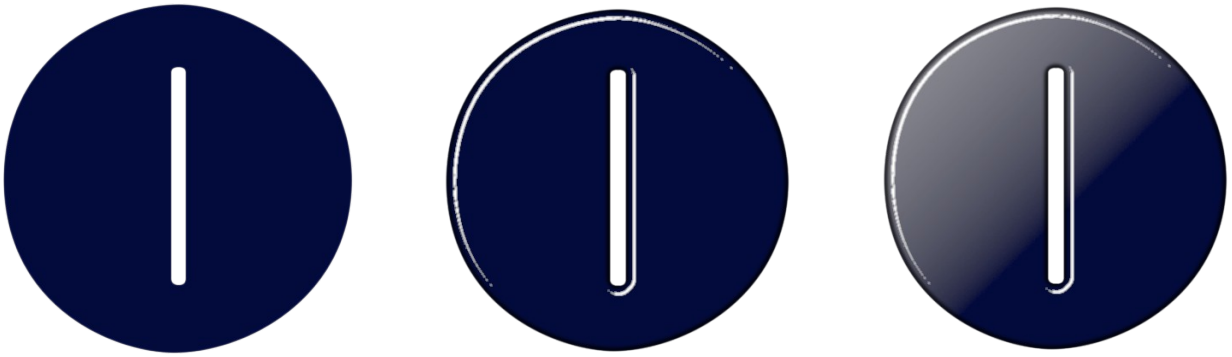


This filter is the home for the Shine effect that used to be part of the Effects Only plug-in.

It provides an option to add a delicate sheen effect to the surface of each character.

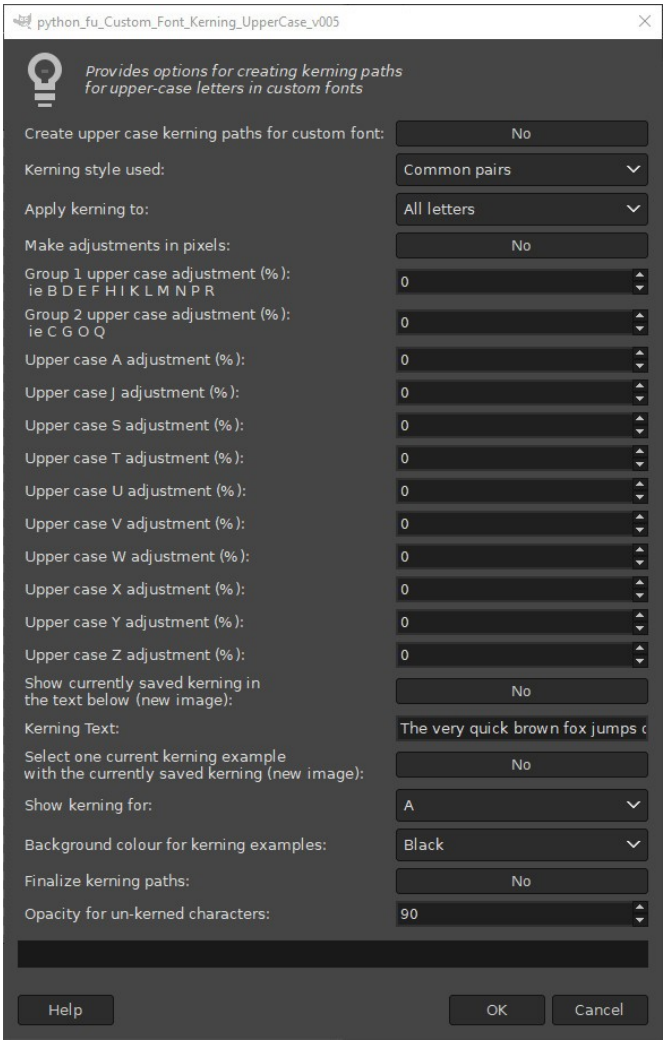
This version also provides more user control when applying the shine.

Example outputs:



Character without effect *Shine effect applied* *Shine and Sheen applied*

Section 4: Kerning Tools

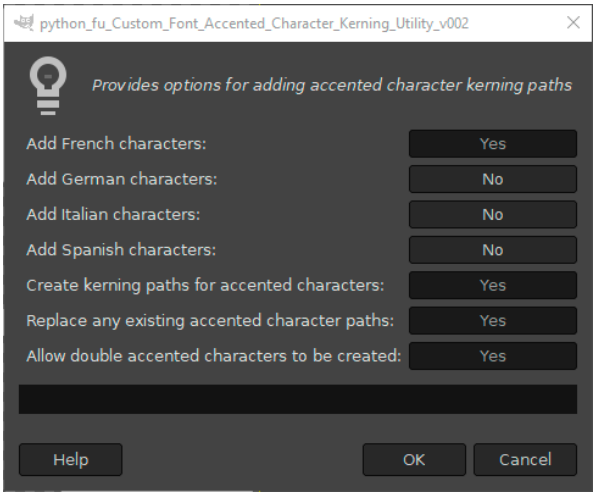


This is a set of three filter tools (upper-case filter shown here) that can be used to generate custom font kerning path pairs. Please note that you need to have FontSlab installed for these to work properly.

More detailed information can be found here:

https://gimplearn.net/viewtopic.php?f=3&t=2553

There is also a utility for adding accented character kerning pair paths to a file with existing kerning paths.



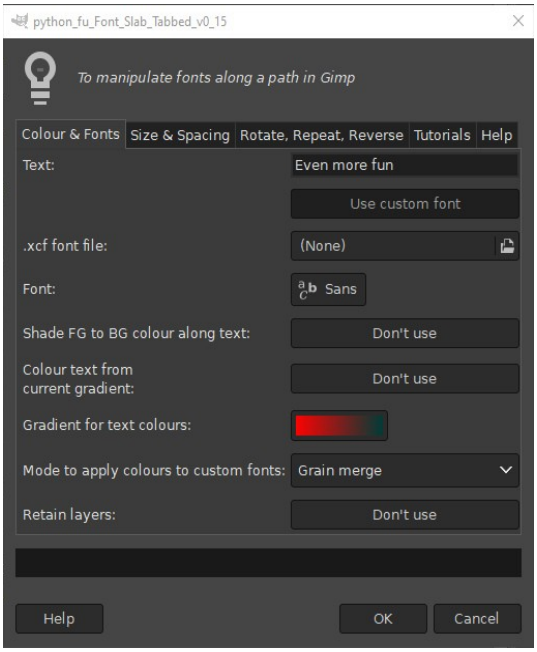
Section 5: Using Tools

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 made 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 for this FontSlab Version 0.02 for Gimp 2.10 Tutorial.

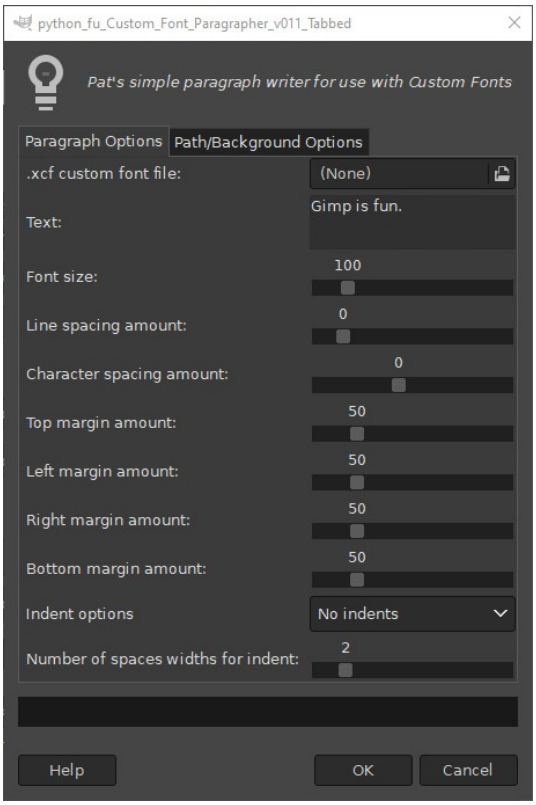
Version 0.14 added a tabbed dialog (thanks to the work of the amazing MareroQ) which now makes the filter laptop size display friendly.

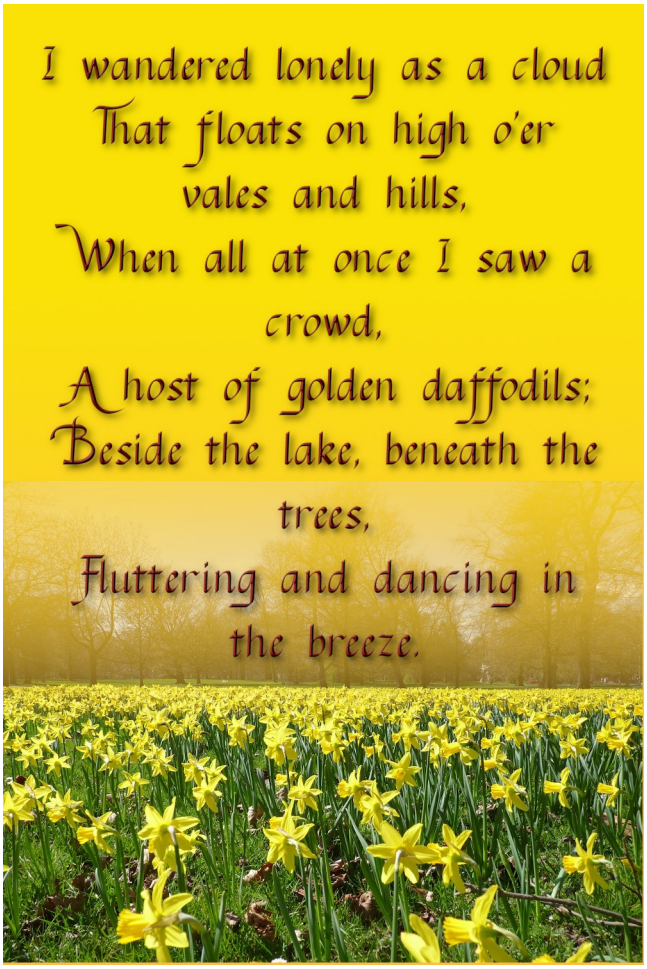
Below: FontSlab effects applied to a range of custom fonts



Custom Font Paragrapher

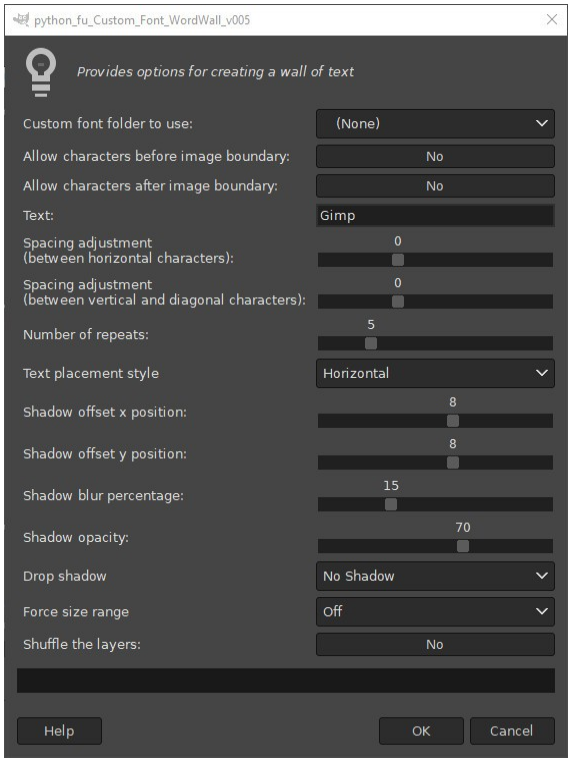
Paragrapher was made at the request of Pat625 – a great source of encouragement and support to all at GimpChat and GimpLearn. It writes text onto a series of lines in the chosen custom font and is suitable for greeting cards, verses and song lyrics etc.

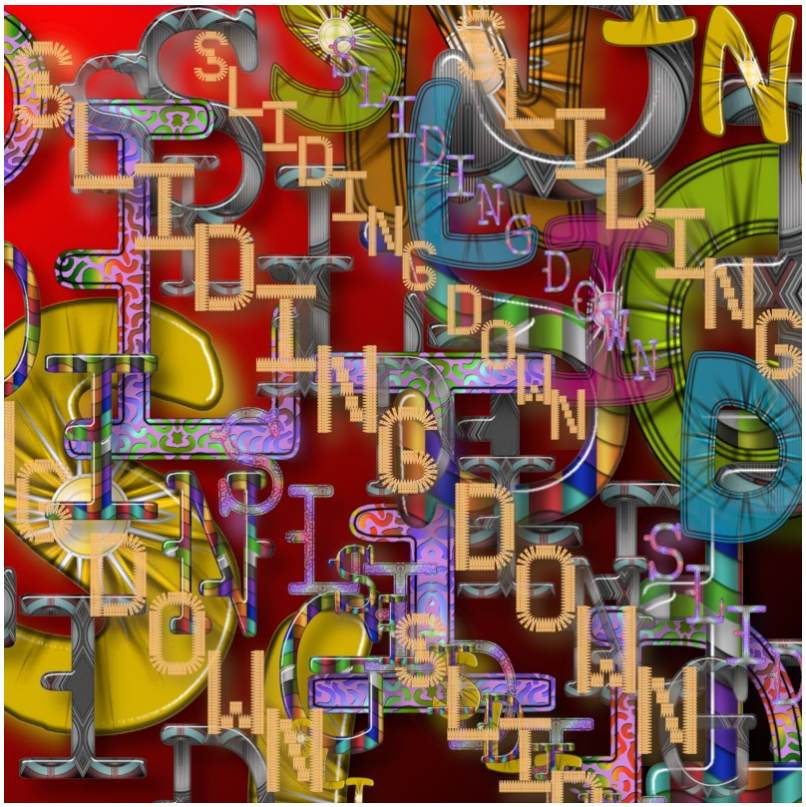




Custom Font Wordwall

This filter creates a wall of words, using the text provided, in a range of sizes from the nominated folder containing custom fonts.





More information at https://gimplearn.net/viewtopic.php?f=3&t=2638