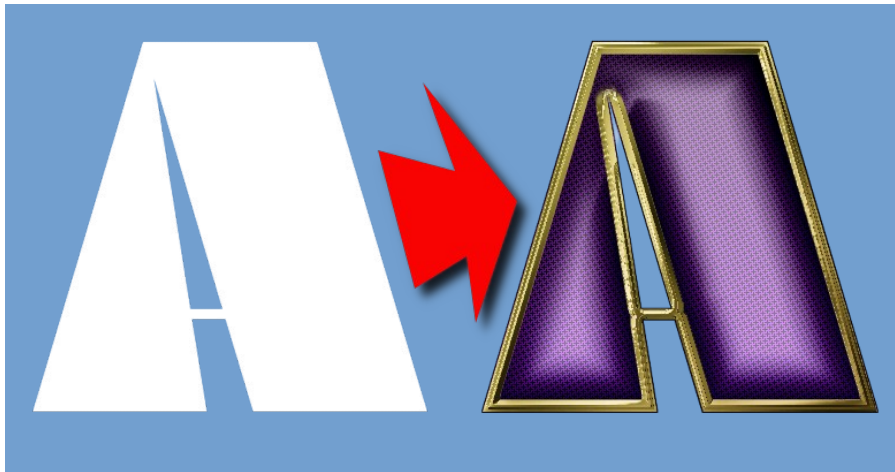


The One Thousand Club Sofa

You know that you want to create a version of a custom font with an image height of 1000 px?
Well here are all the tools and instructions to do just that.



Before you start, download the Sofa-Resources folder, unzip and copy the resources to their respective locations:

Font to User Font folder (download it first)

Plug-ins to User Plug-in folder

Maze Pattern (maze.pat) to User Patterns folder

svg file (Mash_Sofa_Kerning) to location of your own choosing

Step 1: Create the Custom Font characters

Download the OFL licensed custom font using the link below:

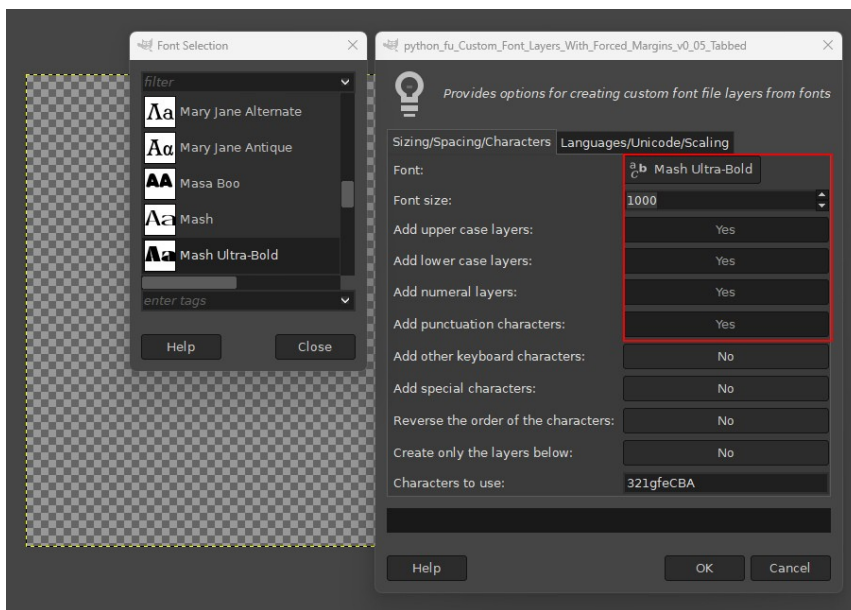


Unzip and copy it into your user fonts folder. If you're already running Gimp, remember to open the font selection dialog and rescan your font list.

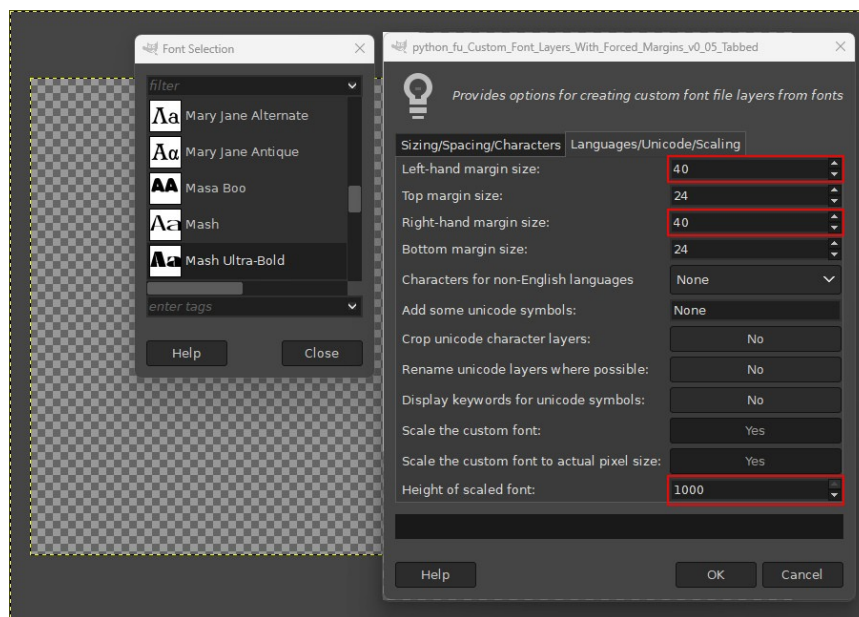
Open Gimp and create a new image; the size does not matter. Select your foreground colour (I tend to choose white) and open Custom Font Layers From Fonts With Forced Margins:

Filters>Custom Fonts>Constructing Tools>Custom Font Layers From Fonts With Forced Margins

Change the settings to those highlighted below.
For dialog tab 1:



And for dialog tab 2:



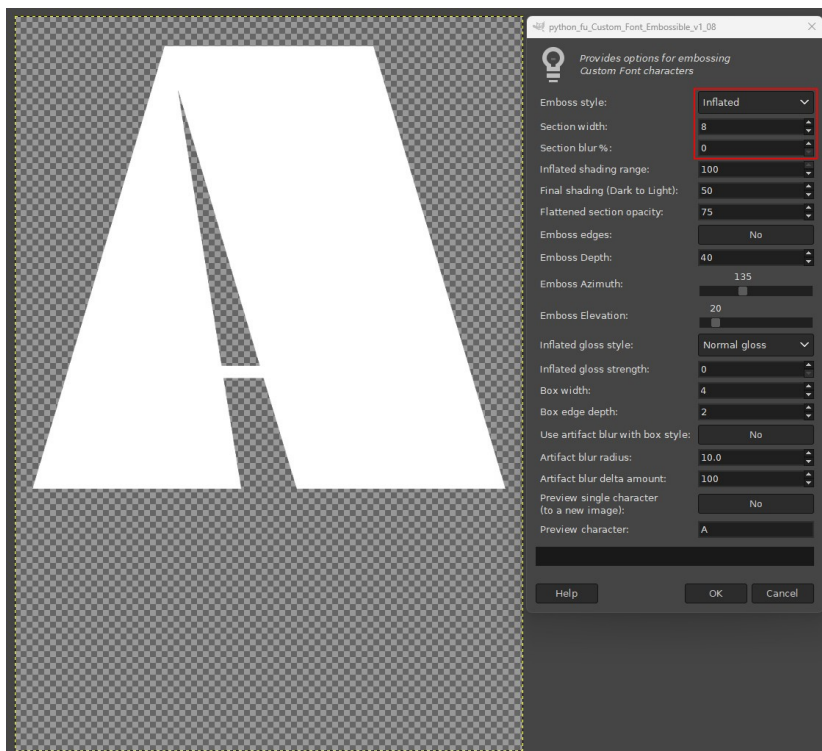
Click on 'OK' and let the filter do its work and create the requested character layers. Save this image file containing the character layers to a suitable location in one of your folders but keep the image open in Gimp.

Step 2: Add an emboss base to the characters

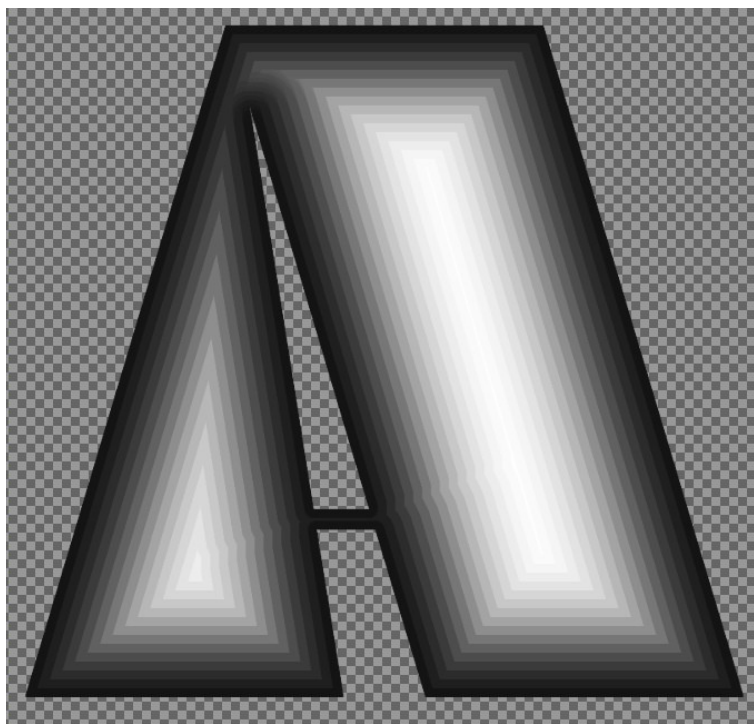
This step prepares the character layers for adding a highlight.
From the Filters menu open Custom Font Embossible:

Filters>Custom Fonts>Constructing Tools>Custom Font Embossible

Change the default settings to those highlighted below and click on 'OK'.



The embossed characters should look like this:



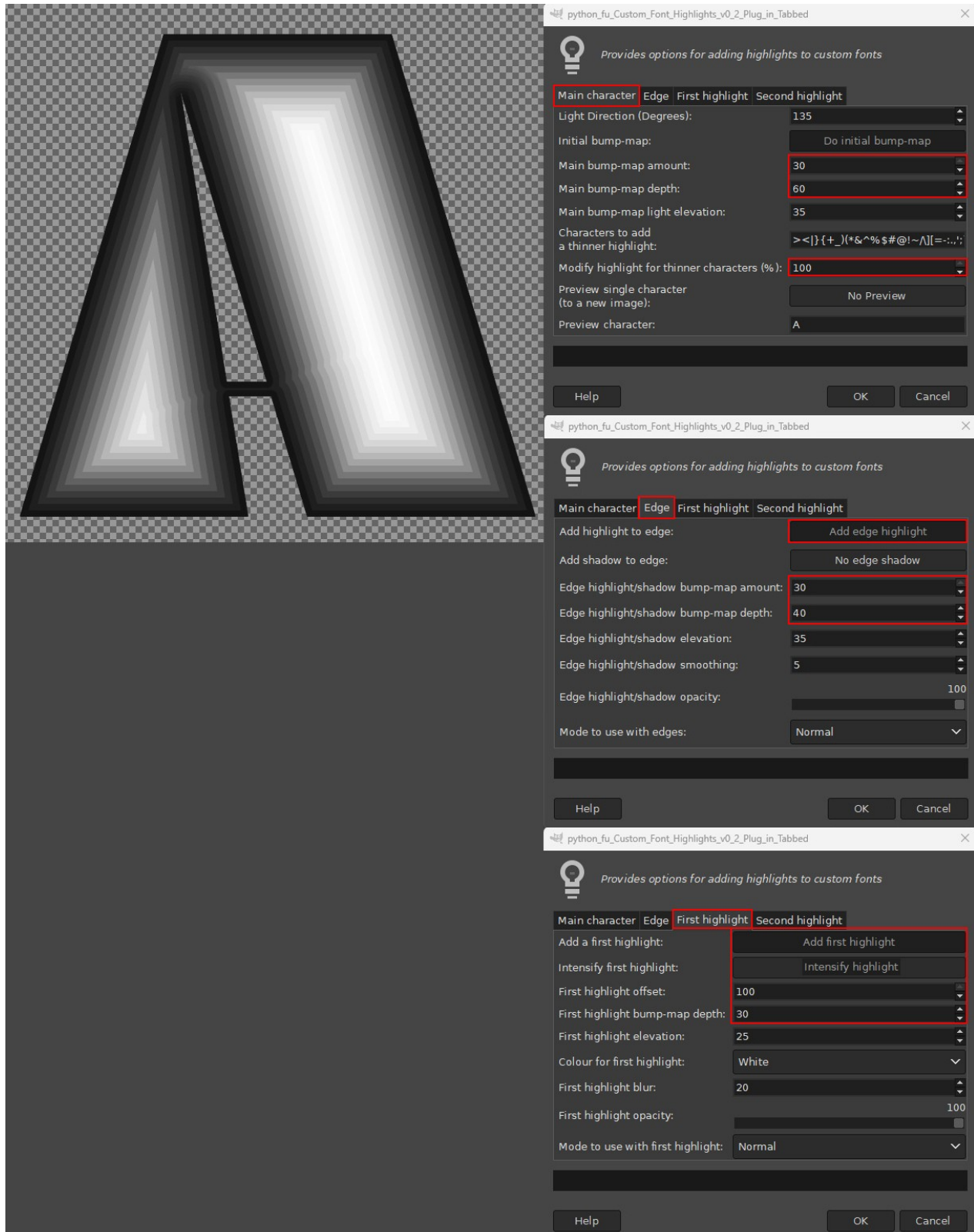
Save the characters with a new filename; you will need the original again later.

Step 3: Add a highlight to the characters

This step will blur the embossed base and also add highlights.
From the Filters menu open Custom Font Highlights:

Filters>Custom Fonts>Decorating Tools>Custom Font Highlights

Change The Default Settings To Those Highlighted Below And Click On 'OK'.



The characters should now have a highlight similar to the one below.



Save the file.

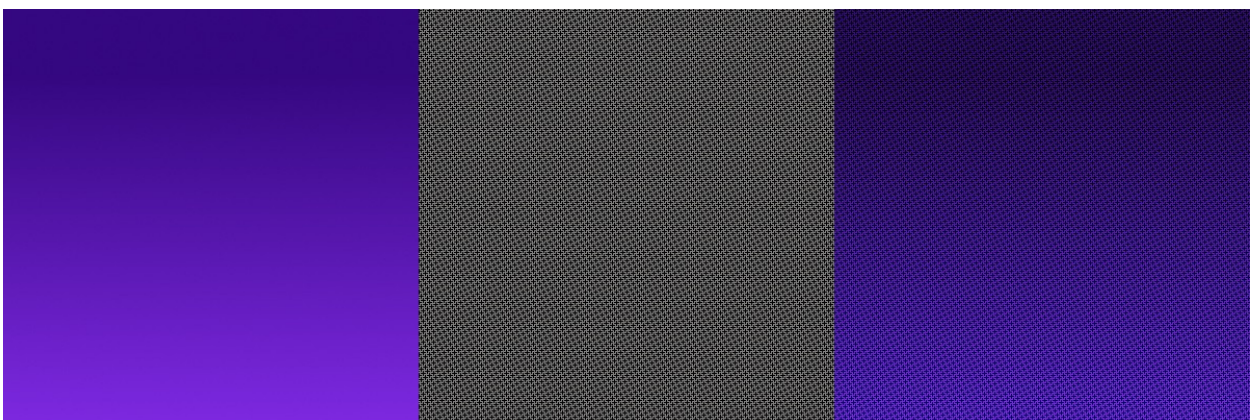
Step 4: Add a decorative face to the characters

Create a new image with the same dimensions as the file containing the highlight characters.

Set your foreground colour to HTML #350781(dark purple) and background colour to HTML #7d29e1 (light purple). Use the gradient tool to draw a gradient the full height of the image.

Add a new layer and fill this layer with the maze pattern. Set the layer mode to Grain merge. You can either merge the two layers or create a new layer using the 'New from Visible' option.

Below the colour gradient, pattern fill and the merged colour and pattern layers.



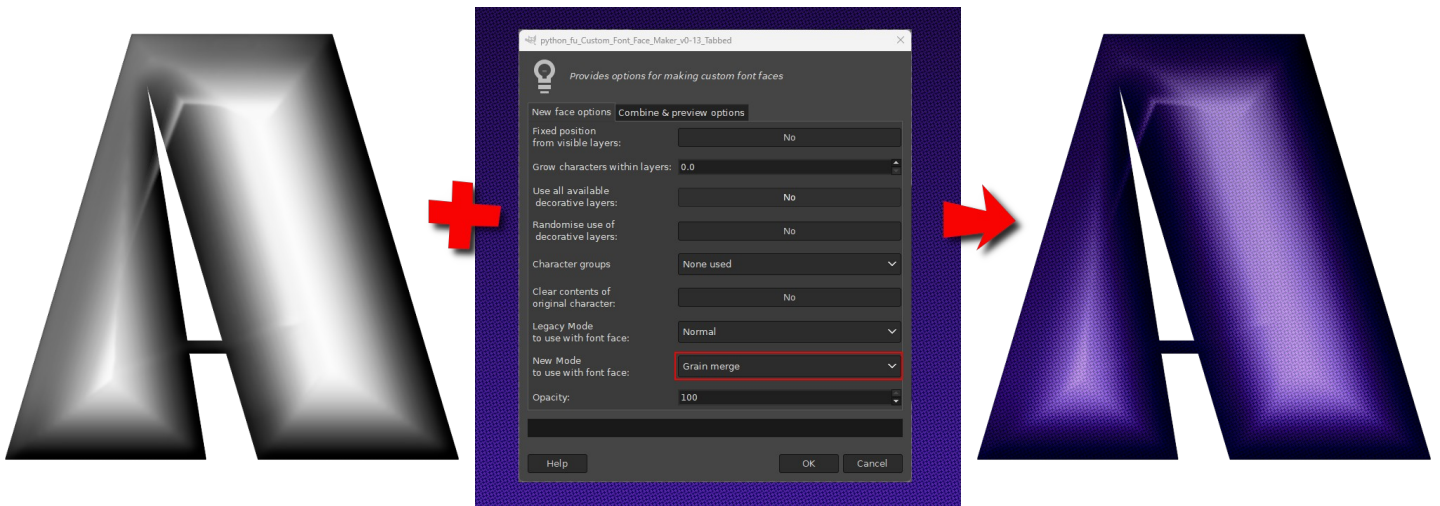
Copy this coloured texture layer and add it to the image with the highlight characters using the 'New Layer In Place' option.

Edit>Paste as>New Layer In Place

Call up the Custom Font FaceMaker plug-in:

Filters>Custom Fonts>Decorating Tools>Custom Font Face Maker

Set the 'New mode' option to 'Grain merge' and click on 'OK'.



Save the file.

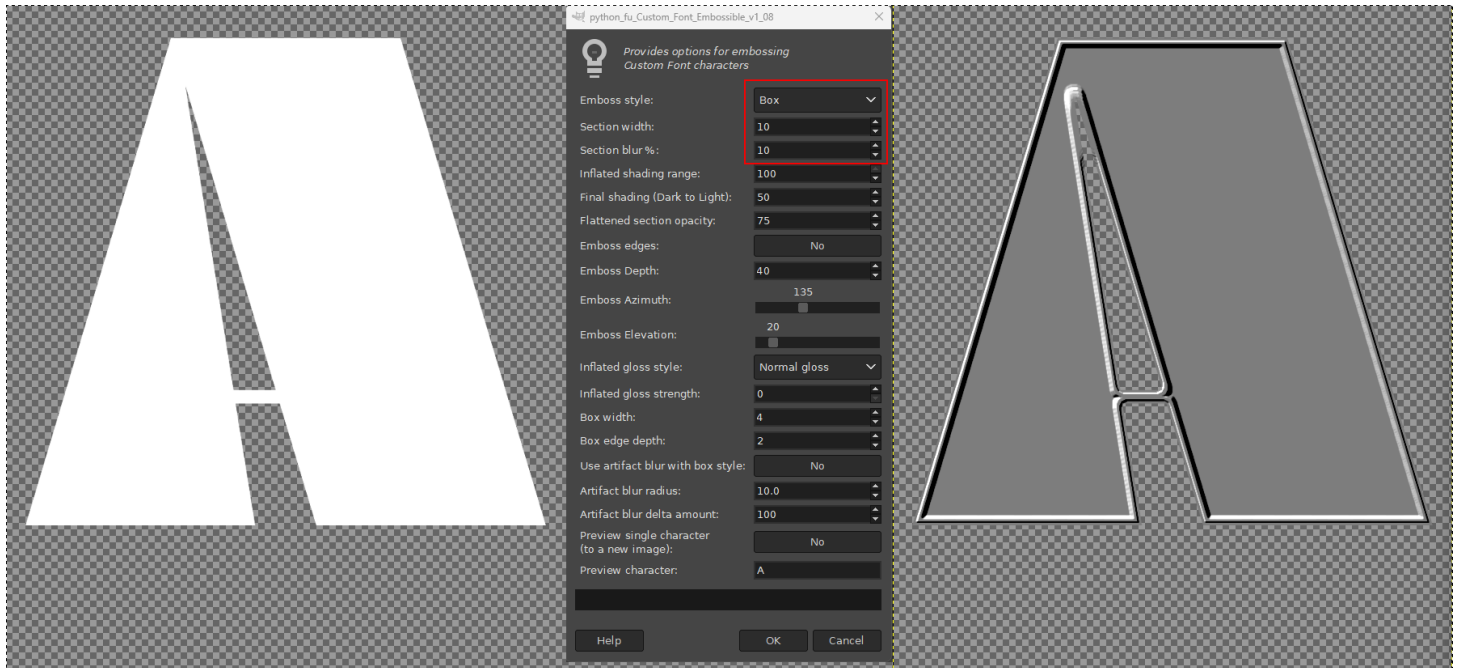
Step 5: Create a set of characters for use as borders

Open the file containing the original characters.

Call up the Custom Font Embossible dialog:

Filters>Custom Fonts>Constructing Tools>Custom Font Embossible

Use the settings highlighted below and click on 'OK'.



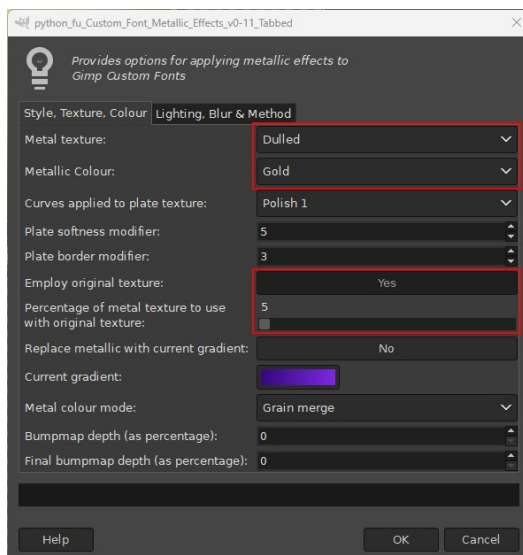
Save the new characters to use in Step 7.

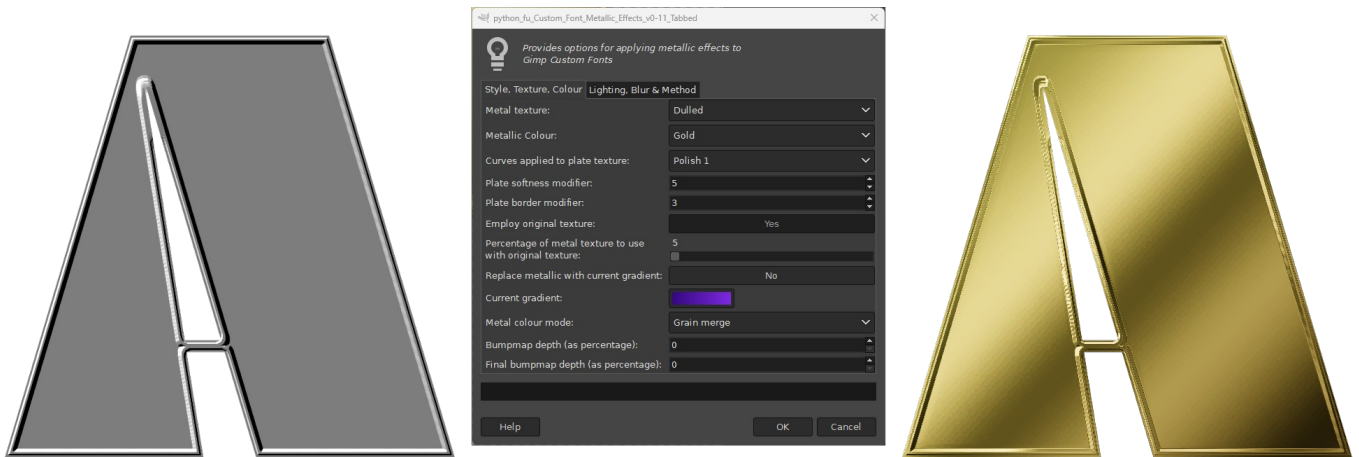
Step 6: Add a gold effect

Call up the Custom Font Metallic Effects dialog

Filters>Custom Fonts>Decorating Tools>Custom Font Metallic Effects

Set the options as highlighted below and click on 'OK'.





Save the golden characters with a new name.

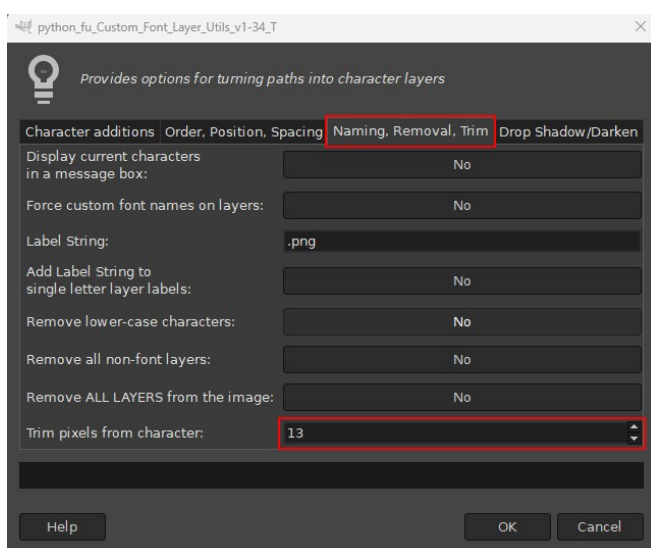
Step 7: Create a set of characters to punch out a border.

Open the custom font image created in Step 5.

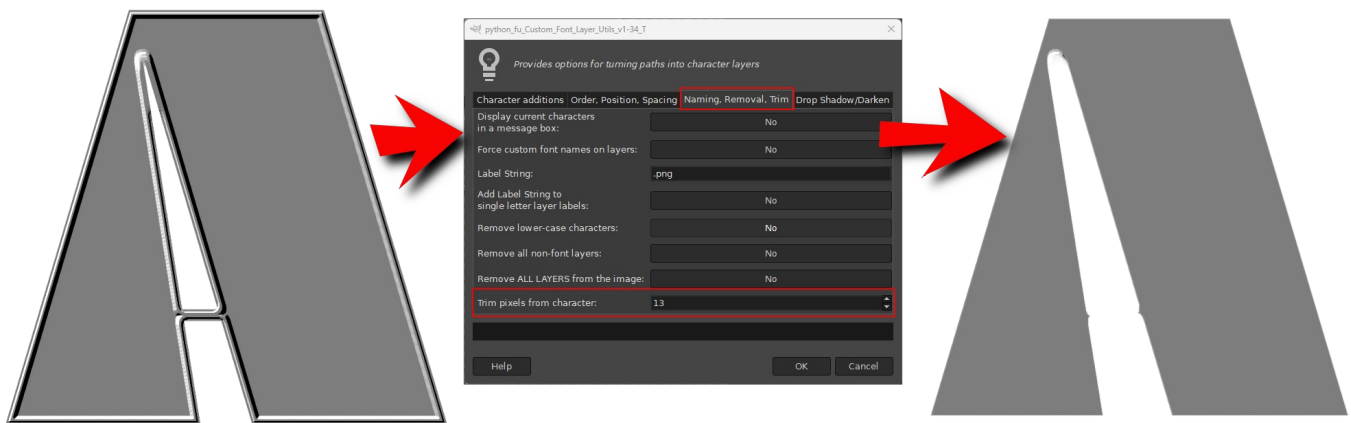


Use Custom Font Layer Utils to reduce the size of the characters.

Filters>Custom Fonts>Utility Tools>Custom Font Layer Utils



Set the 'Trim pixels from character' option to 13 on the third tab and click on 'OK'.



Save the file with a new name (I used 'Mash_Tight_Panel.xcf') for use in the next step.

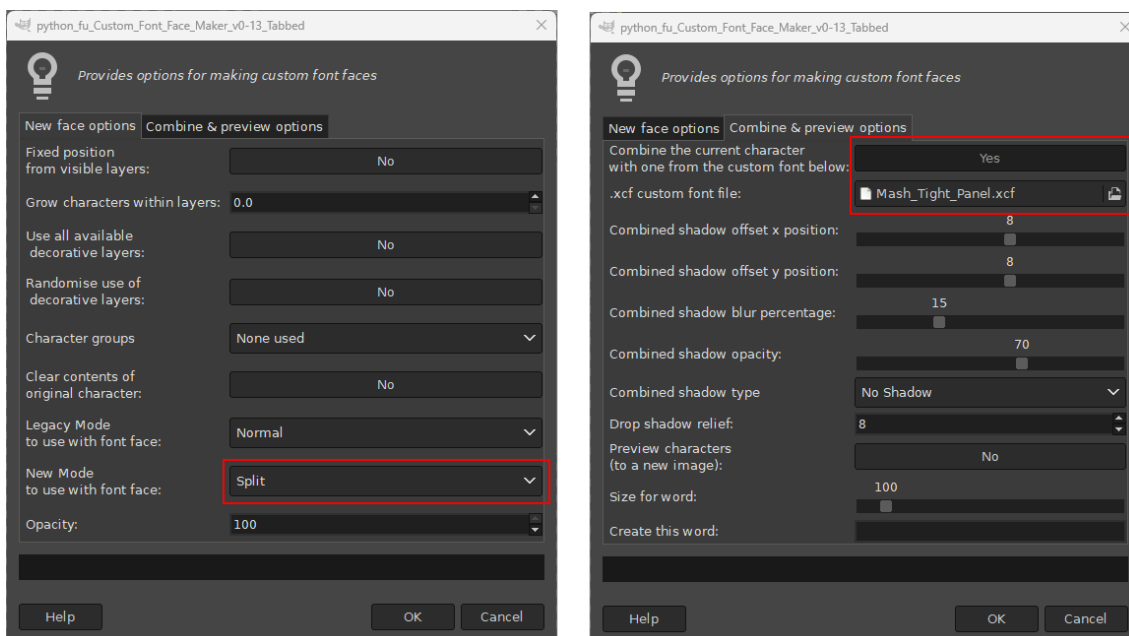
Step 8: Create the Border

Open the file containing the golden characters.

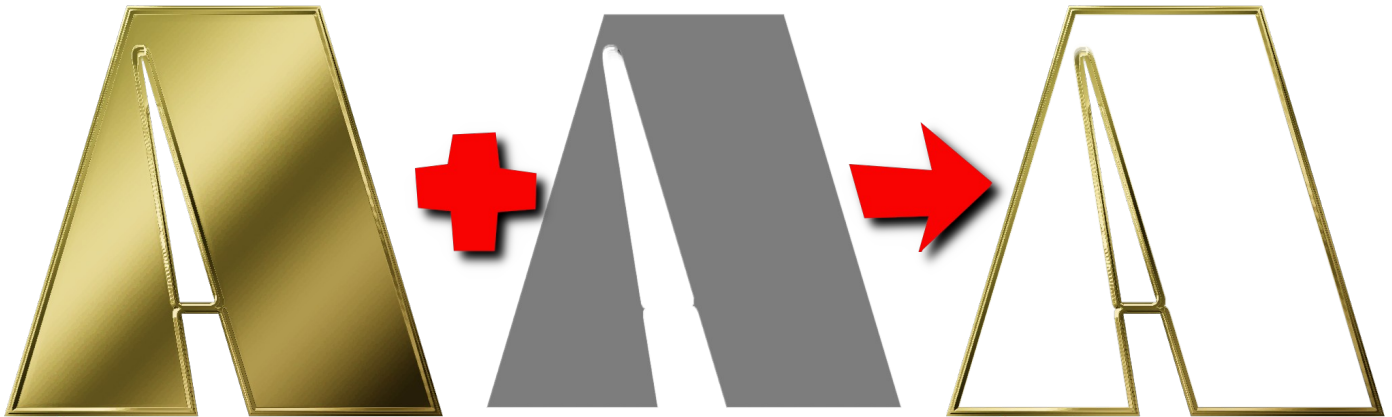
Call up the Custom Font Face Maker dialog to combine the characters created in the last step with these golden characters:

Filters>Custom Fonts>Decorating Tools>Custom Font Face Maker

Use 'Split' as the 'New mode' option and set the 'Combine' option on the second tab and click on the '.xcf custom font file' option to navigate to the file that you created in Step 7.



Click on 'OK'.



Save the custom font file.

Step 9: Final Combine Step

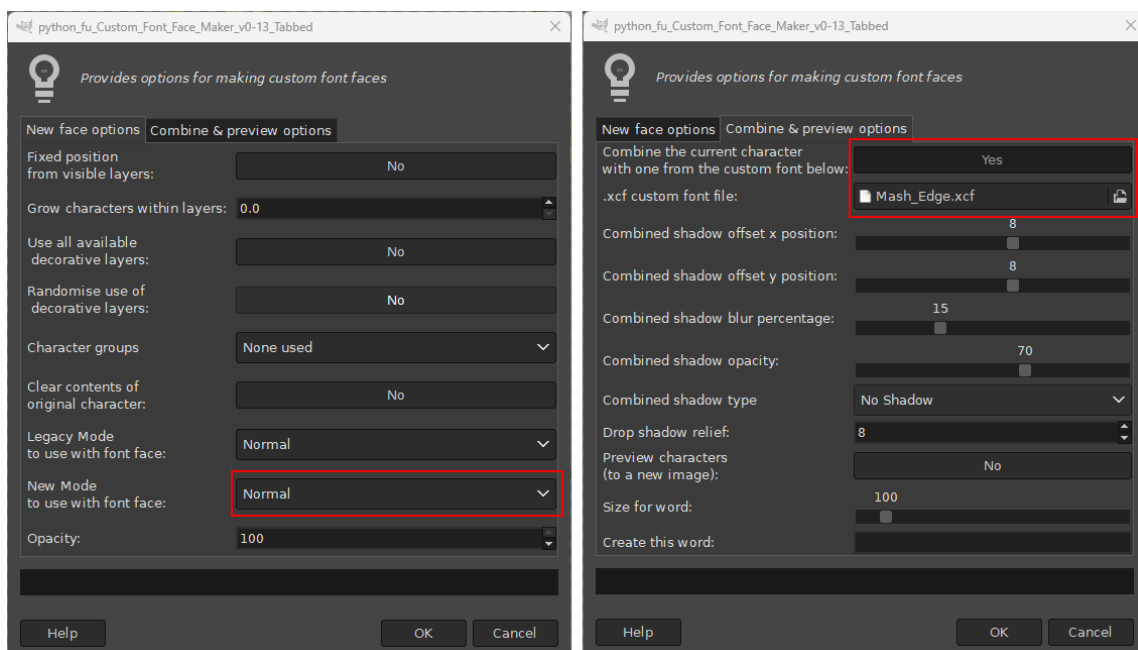
Open the purple highlighted set of characters created in Step 4 (seems like a long time ago) as the active image.

Call up the Face Maker dialog again.

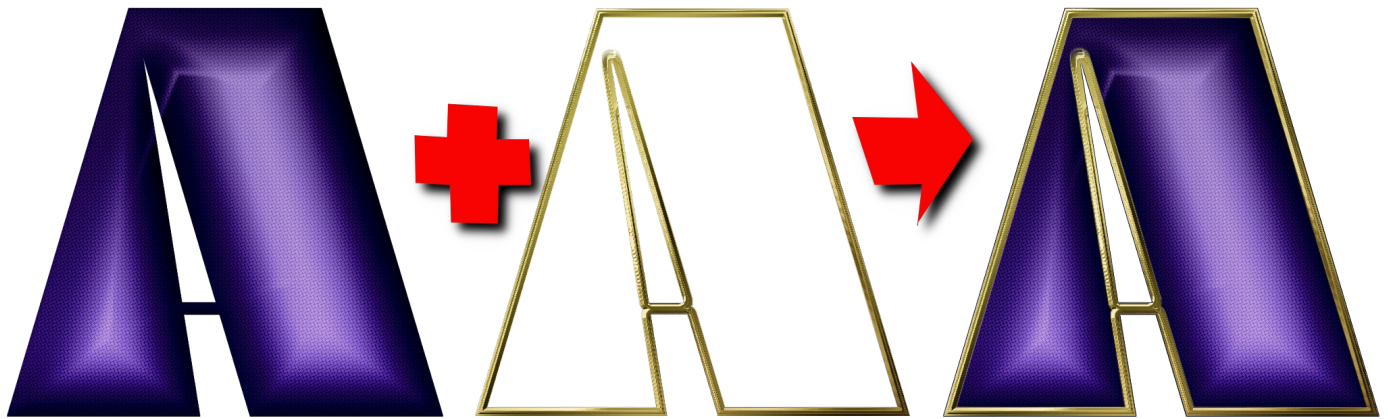
Filters>Custom Fonts>Decorating Tools>Custom Font Face Maker

Set the 'New mode' option back to 'Normal'.

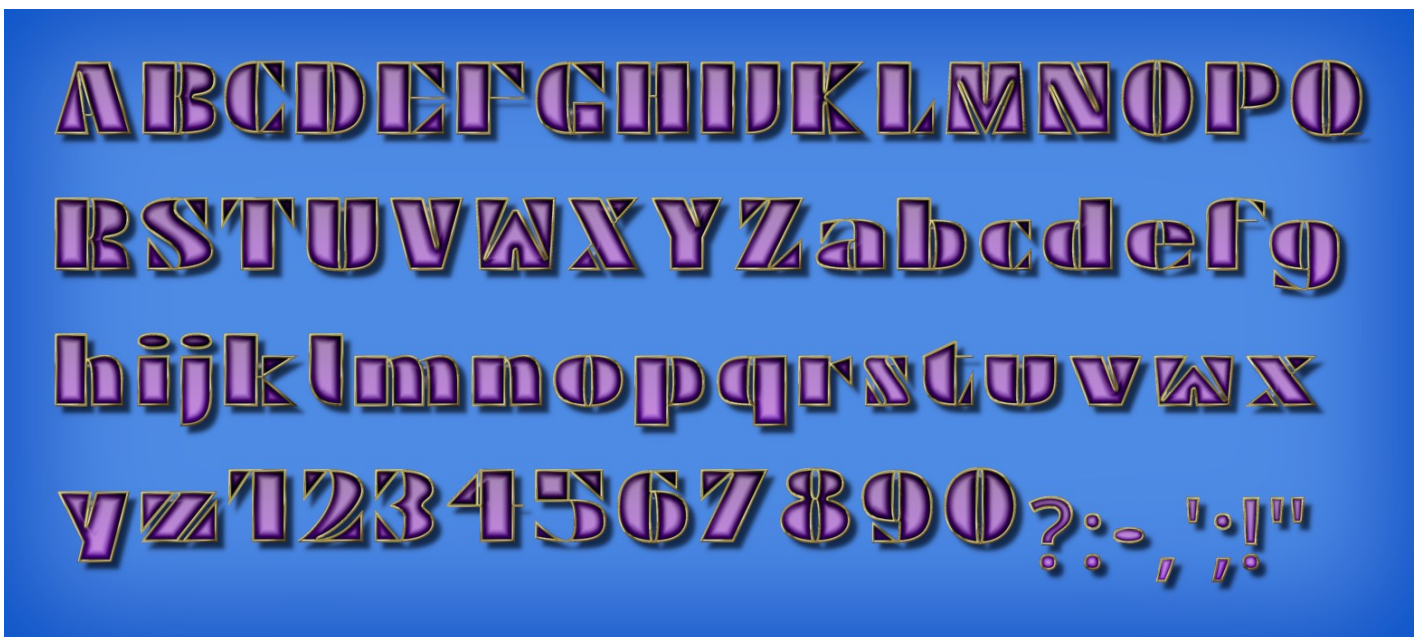
On tab 2 set the '.xcf custom font file' option to navigate to the file that you created in Step 8 – i.e. the golden border characters.



Click on 'OK'.



Save the completed custom font (70 characters + space character in my case) – job (almost) done.



One final thing that you may want to do is to add the kerning paths to the custom font file – if you are going to use any of the custom font writing plug-ins.

To add the kerning paths right-click in Gimp's Paths tool dock and choose 'Import Path...'.

From the dialog navigate to the folder that you used to store the svg file and select the file called 'Mash_Sofa_Kerning.svg'.

Click on 'Open' to add the kerning paths to the custom font image file and re-save the file.

Remove all the temporary custom fonts that you no longer need and tidy up your resources.