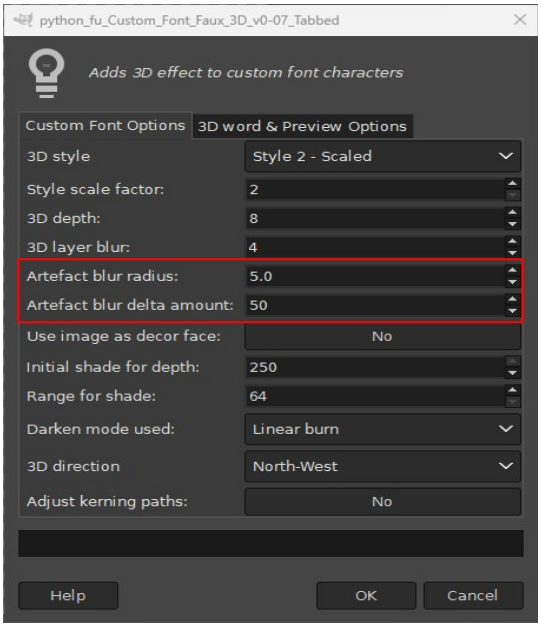
Custom Font Faux 3D v.0.07 Tabbed for Gimp 2.10

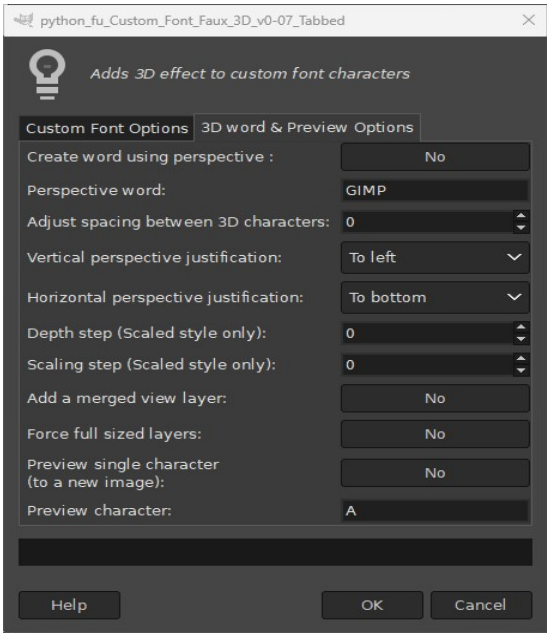
Now at version 0.07.
Previous updates added options for creating faux 3D words from a custom font file and adding the characters to a new image. The tabbed dialog (thanks to the Gimfu3 by Arakne made available by MareroQ) accommodate the options on two tabs.

Download, extract (if necessary) and install to your user plug-ins folder.
Open a custom font file and call up the filter:

Filters>>Custom Font Tools>>Custom Font Faux 3D v.0.07 Tabbed...

The dialog tabs(new options highlighted in red):

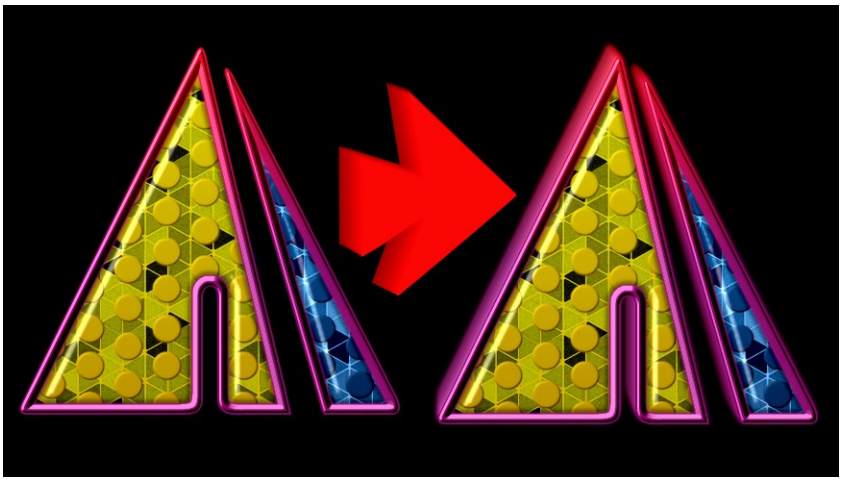




3d Custom Fonts

Use this plug-in is to create a 3d version of an existing custom font. Open up the custom font in Gimp; enter the value required for the 3d style and depth and select a ‘3d direction’. Use the preview option to see how the options work for you; you may need to adjust the amount of ‘3d layer blur’ and/or the amount of artefact blur.

Once happy, change the preview option and apply your changes to the full set of characters.



To create a 3D word you need to click on the first option on the second tab

The two 3D styles (Translated and Scaled) are used differently to create words.

Translated Style:

This example was given a depth of 40 and the Darken mode option was set to ‘Darken only’: The 3D direction and word text were kept as the defaults.



The plug-in positions the characters on separate layers so that you can re-position the letters easily. There are options to add a separate merged view layer and to alter the spacing between the characters.

As you can see the text appears to bend slightly, in the middle, towards you (this also happens when you set the direction to North-east. You can make the characters to appear to bend away from you by using South-west or North-west as the 3D direction.



I would have moved the last letter down slightly with this example.



If the custom font file used contains kerning paths, the plug-in will use that information to position any defined letter combinations.



Without kerning information the word would contain unsightly gaps.



The 3D plug-in can also handle lower-case characters and the space character can also be used in the perspective word.



One point to note is that the plug-in may crop characters too close to the bottom edge of a layer – especially with lower case descenders. The solution, currently, is to increase the bottom margin of the original custom font using Custom Font Layer Utils.



Scaled Style:

This applies a different style of perspective – better suited to presenting text along a straight line – with its own options for altering the size and depth with the characters.

An example without any scaling in size:



The plug-in will attempt to use kerning path information embedded in a custom font file.



The same characters without kerning, as in the example below, will need more manual adjustment:



Words with lower-case characters have to be handled in a slightly differently way to accommodate ascenders and descenders:



You can increase the size of the characters within the text used with the ‘Scaling step’ option on the second tab of the dialog; this example uses a value of 50 (and a depth of 16).



Be aware that the size value begins with the height of the custom font file used and then increases in pixel increments of the chosen value.







Entering negative values for the ‘Scaled step’ option will, conversely, make characters smaller.

