# **CONSCRIPT CREATIVITY** WITH COMPUTER-BASED FONTS

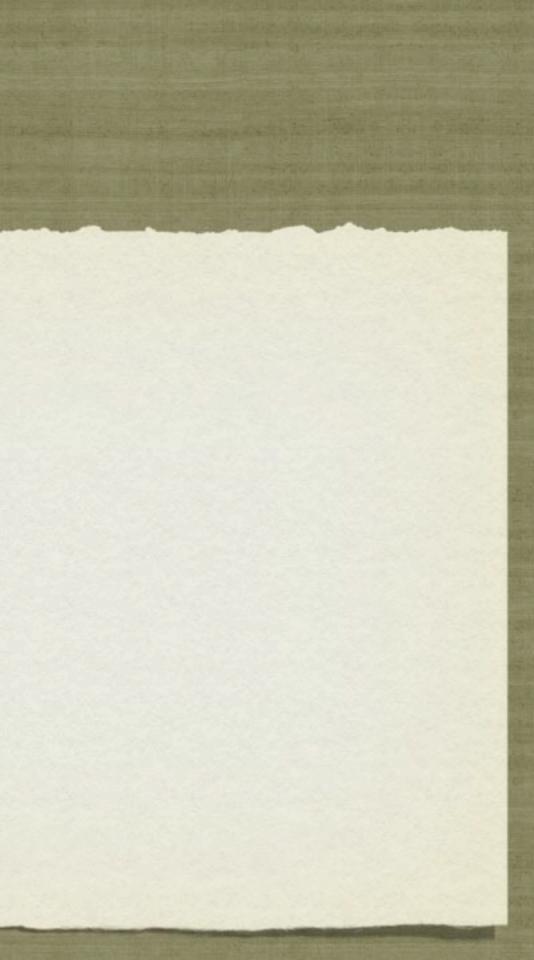
**Britton Watkins 5th Language Creation Conference** Austin, TX, USA



# 何でそこまで頑張る? ★ 入 ¥ 2 ¥ 2 ¥ 4 [

# ::/ Q. 200 કે છે. જે બુદ્ધ જે

• हिंदे प्रति भिन्ने भि



# 何でそこまで頑張る? 太へ来2 平ビ「半斗」 みちてんち ゆらこの からのちょう?

• हिंदे प्रति भिर्मे भिर्

# GEN "language"

Re: Talferdrinda - Inbox

From: Jim Hopkins Subject: Re: Talferdrinda Date: December 20, 2011 1:48:52 PM PST To: Briht'uhn Cc: Tony Harris

 $\Leftrightarrow \Leftrightarrow \Rightarrow$ 

UDULUH HIBUH LEN HIDUH:

АТЭ ТИНЕИОИСТ: АТЭ ИТИТЭНГУ ОТТЕЙТЭТ ГНИ ИДОИСН ЕТСНЕЙЯ СИАЛ ЧЕЙТЭТ:: ЕТОУ Я ЕТОНТВА:: СНЫТ Я ЕНЭЛЭИӨЛТНГТ ИНЭДЕЙТ ЭТ-ОТИТИТЭЙ СНИ: ИЛИТЭТИ Т ЕДЭНГТ ЛЭИӨЙТЭТ ГНИ ЯТЭНОЙТЭТ:: Я ГТЛИИНЕ СДОИНЕН ПЭНЭНӨТ ЛЭГОДЕЙН НӨЙТЭТ

ГТӨЧГТ FЭТӨЕИLH EHNOTANT SHƏTFNƏ ЧӨЙТӨХ — Я ТӨЙОИЛЭ ЭТЭХОНӨЧГТ ЭХӨЙЙТГХ LAN ЭТ/:: ТЭТОЙЭ UTCHƏYC::

ENTCLU

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In a message dated 12/20/2011 3:02:06 P.M. Eastern Standard Time, skladan@korsaya.org writes:

ΝΟΤΑΝΤΑΣ Σ ΔΟΤΑΤΟΓΕ ΤΑΤΟΛΕΤΟ ΑΤΟ ΤΑ ΤΑΤΟΛΕΤΕΙ ΤΗ ΤΑΤΟΛΕΤΕΙ ΤΗ ΤΑΤΟΛΕΤΕΙ ΤΟ ΤΑΤΟΛΕΤΕΙ ΤΟ ΤΑΤΟΛΕΤΟ ΤΟ ΤΑ ΤΕΤΟΛΕΤΟ USNONIJIN USTOFN::

http://www.youtube.com/watch?v=IneCHT02gNQ

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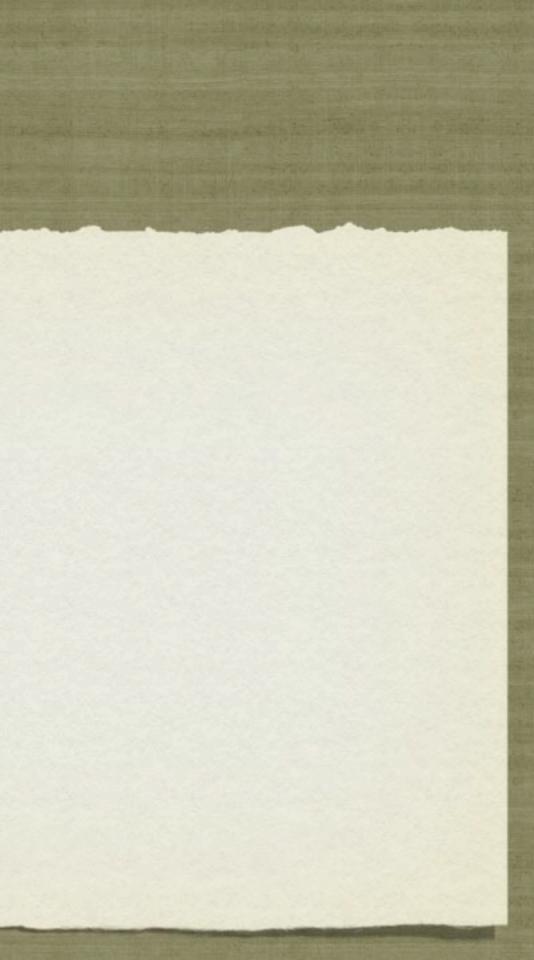
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### Hide

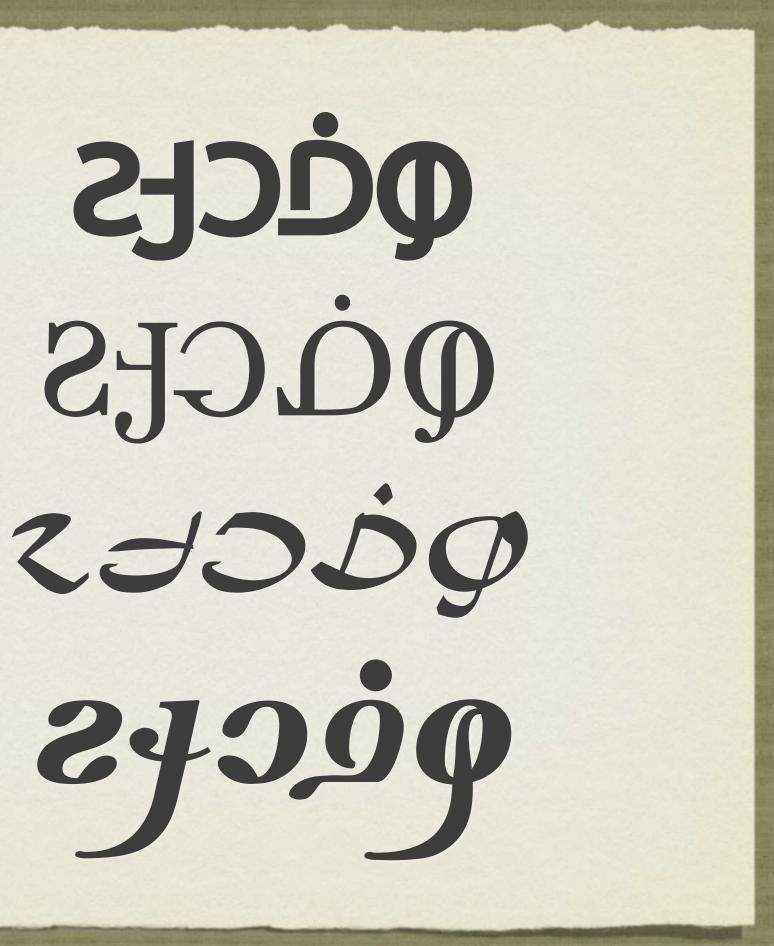


# TAN "gift"



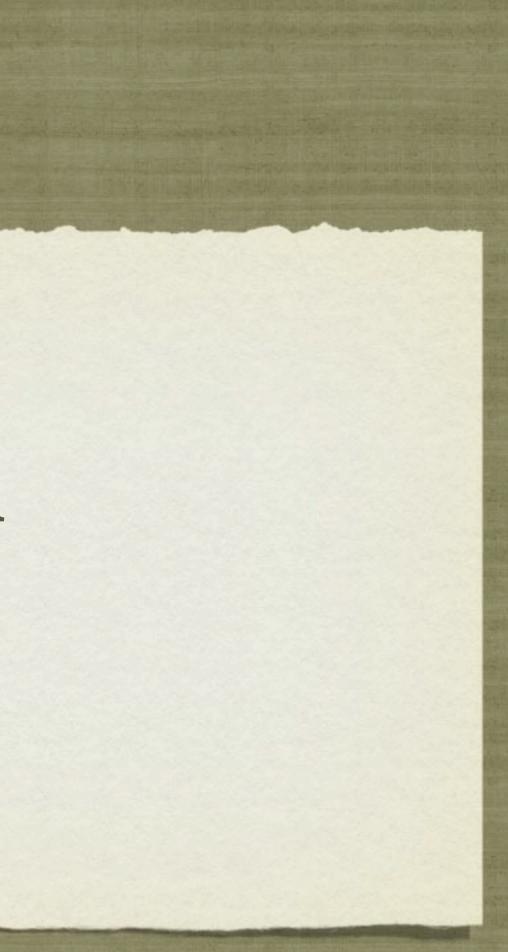
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QQCES QOCES

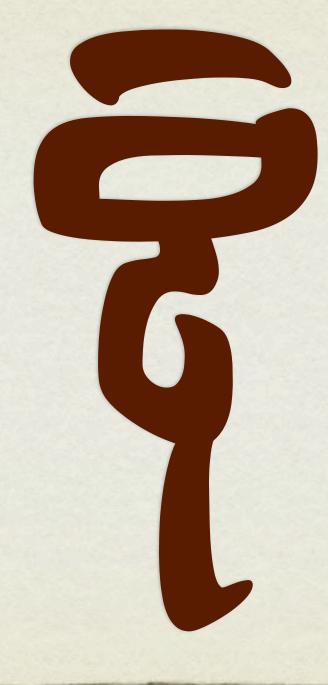




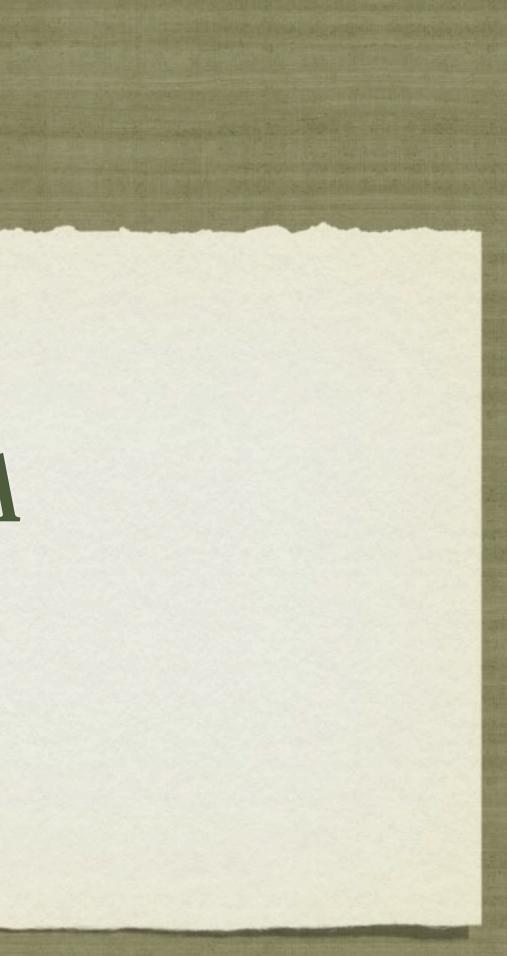
# KATRA "soul"



# LABAUKHARAMENTARAMERARAMERA JAPUNARAWEMNENARAR JSGSSEGAHEKKARKAMERA



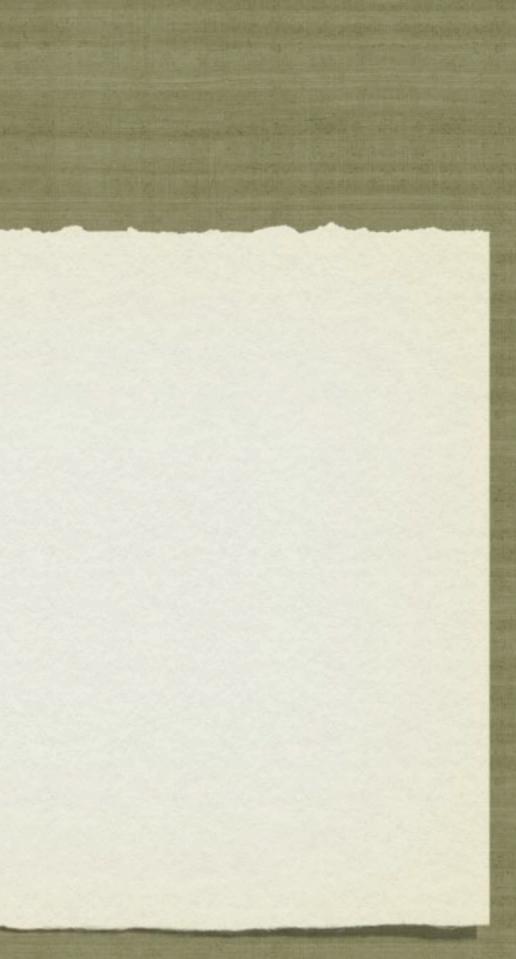
# SOCHYA "serenity"







# TANGU "ideal"







### http://vimeo.com/sennition/lcc5

### Click the link above to view video on Vimeo.













रिग्धि है दिस में स्वरीत. जाप क्षेंट्रें है सीर्ध के रेव सान के रेंग् में ही पहिंदी ही परेंगी करेंग्रेंग के निर्म है करींग दें रहेंहे ...परिंग दें हैं परिंग है मिनेत के ट्रीसीरीकर भी रिवर में यह रे यह रे मुरे में मुर्भ रे मिन्द्र में मिने रे मिने रे मिने के निर्मस ···/मन् वृत्यम् द्वार्षे क्या दे द्वार्थि द्वार्थि हो विशेष ठर्बति Jezdi di द्यमः इट्राट्राए ER'TUB 雨的之外 Je La فالألآ WELD & WOEL



# How?

# PSSOSPICE Starter



1. Design/Sketch 2. Draw 3. Normalize 4. Outline 5. Map 6. Port 7. Align & Space 8. Kern 9. Generate

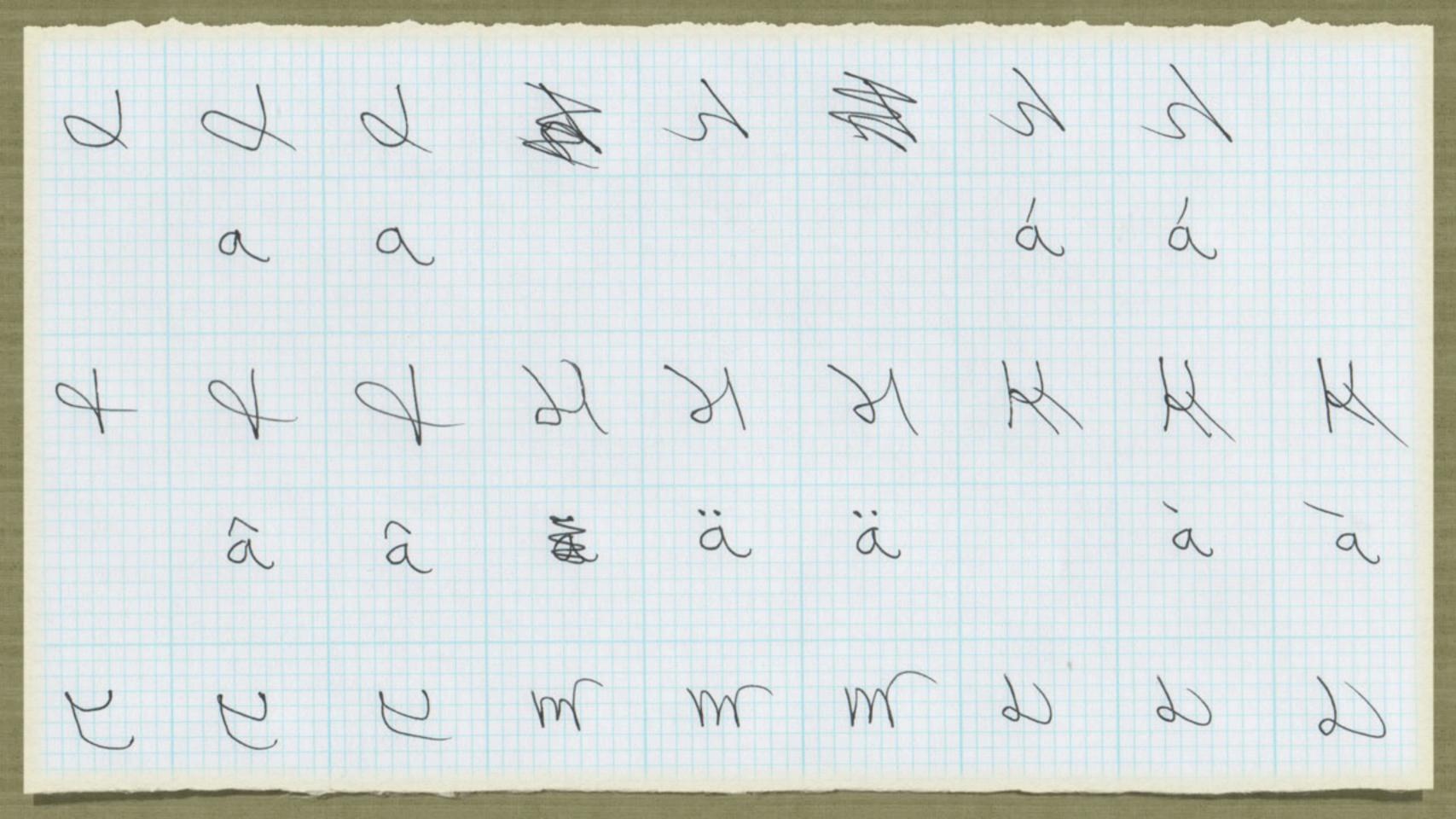
10. Install/Test 11. Kern some more 12. Create punctuation, etc. 13. Regenerate → 14. Uninstall/Reinstall/Test -└─15. Fix/Kern more/Regenerate ← 16. Finalize version 17. Revisit & return to step 15 18. Make other versions

# Design/Sketch

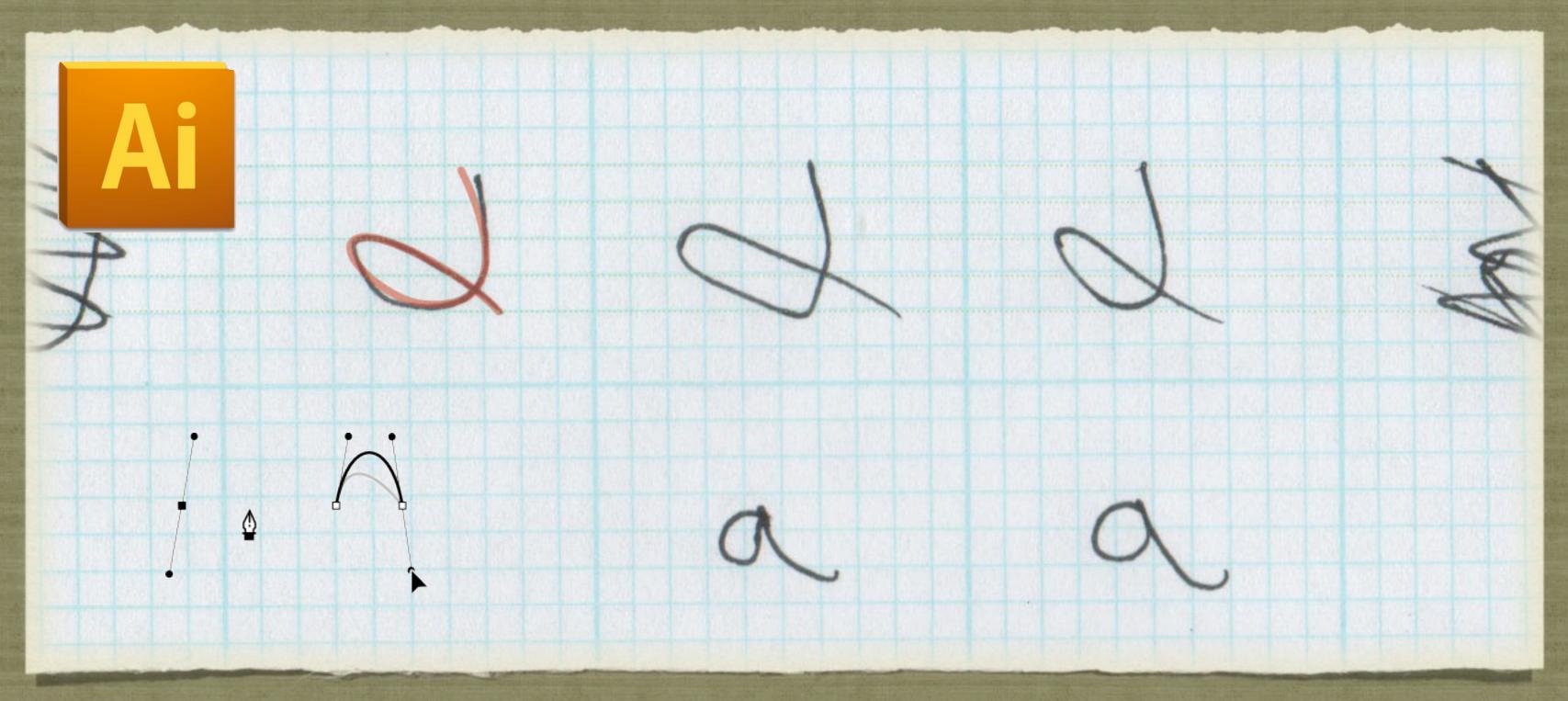
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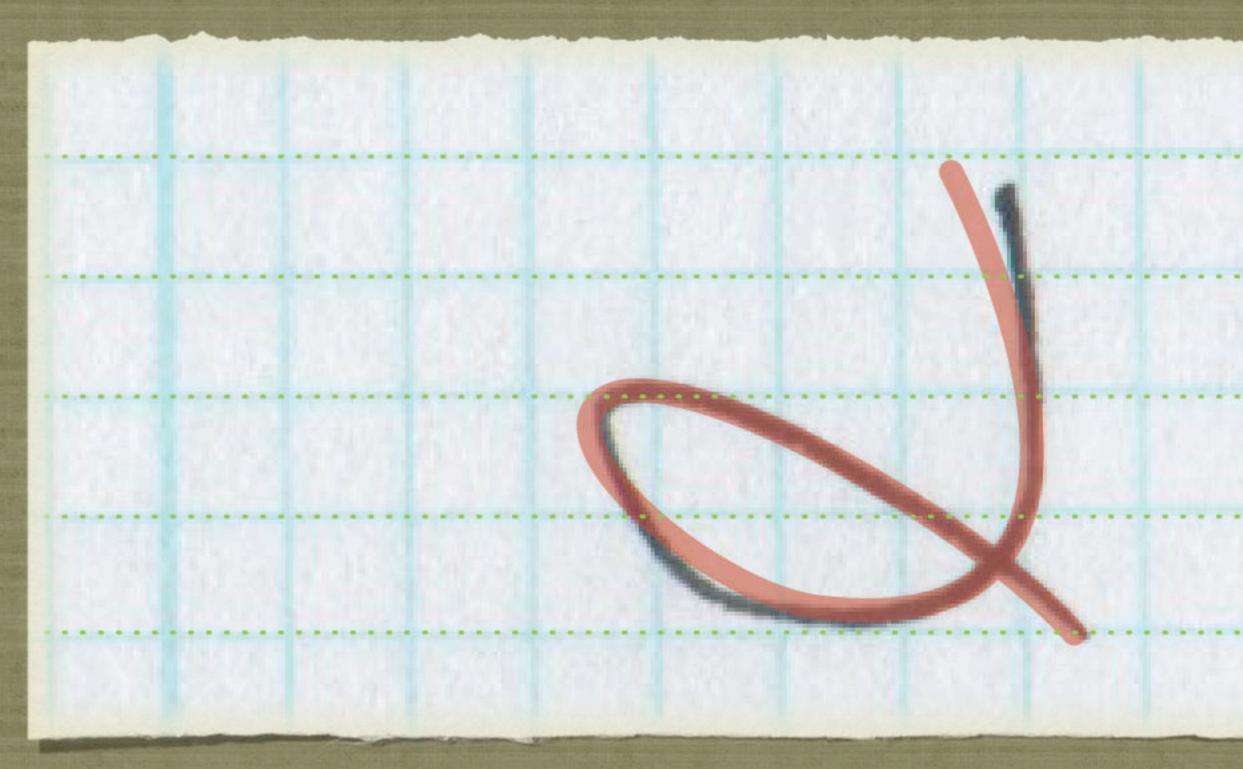
BAMBOO



# **Draw** in a way that generates vector-based artwork.



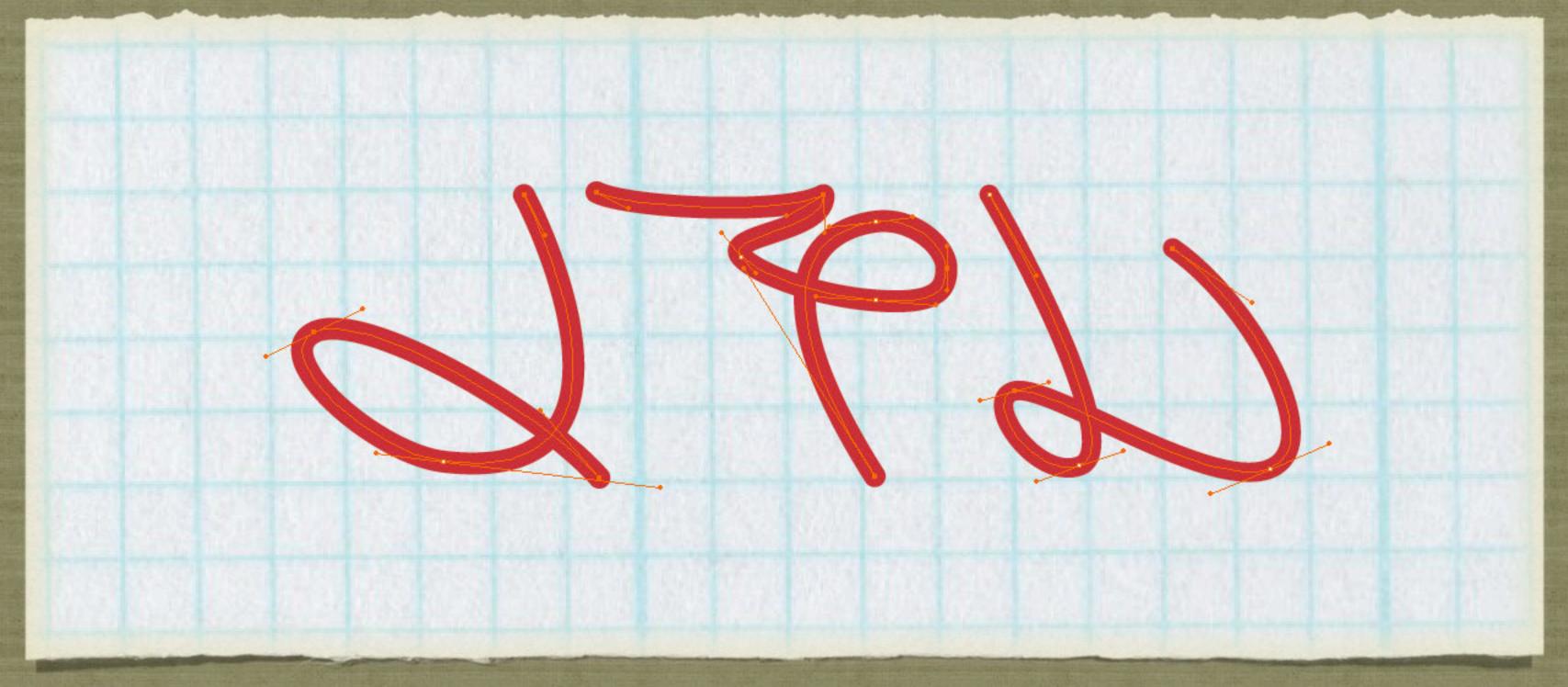
# **Draw** in a way that generates vector-based artwork.



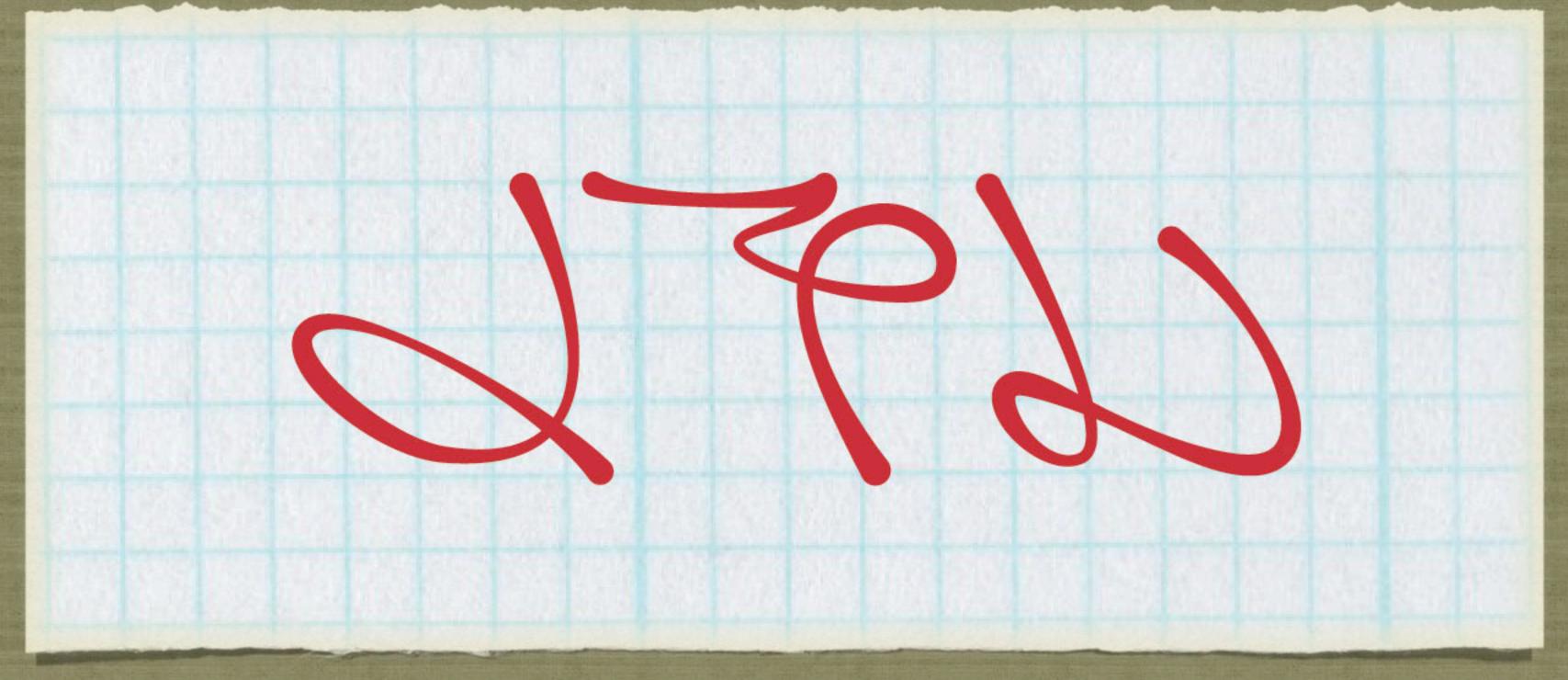


## traced over a scanned image

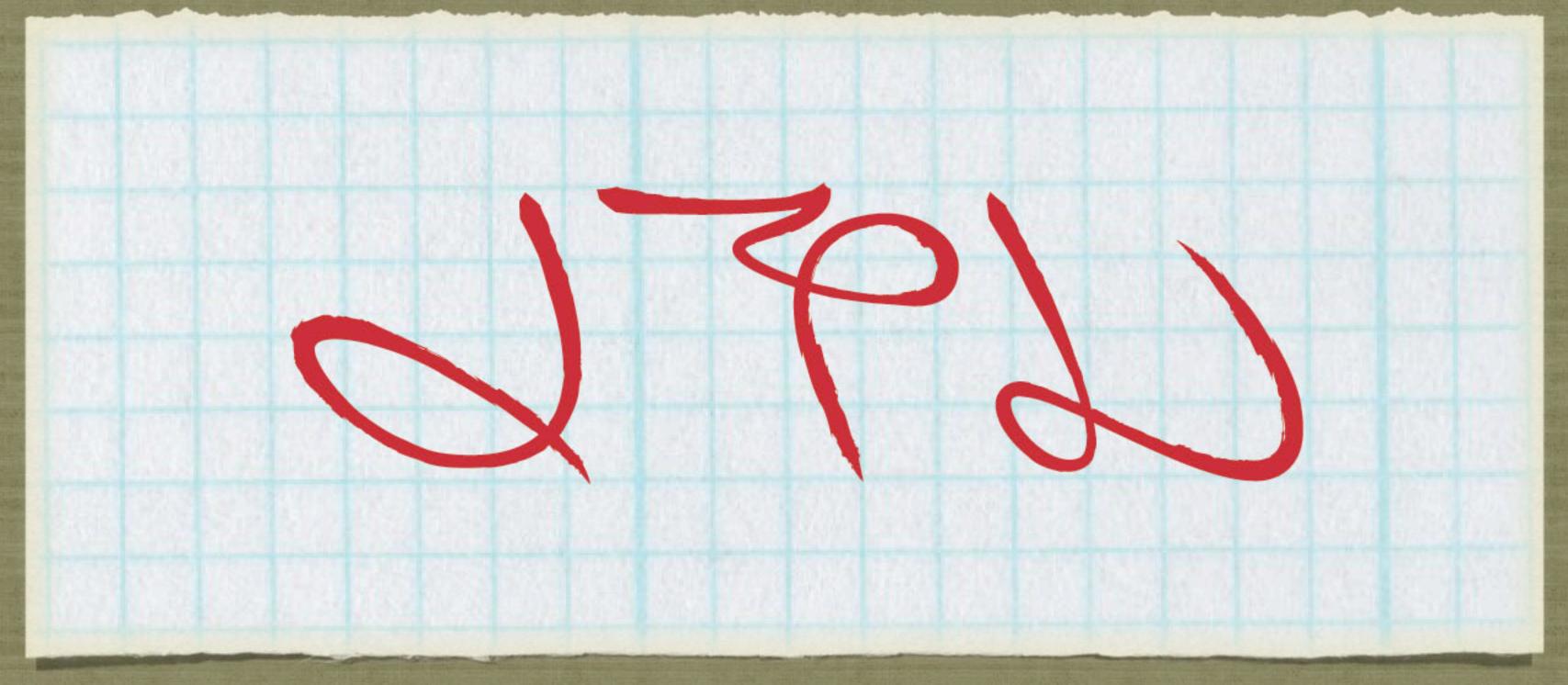
# Normalize Make sure every symbol looks 'related' to the others.



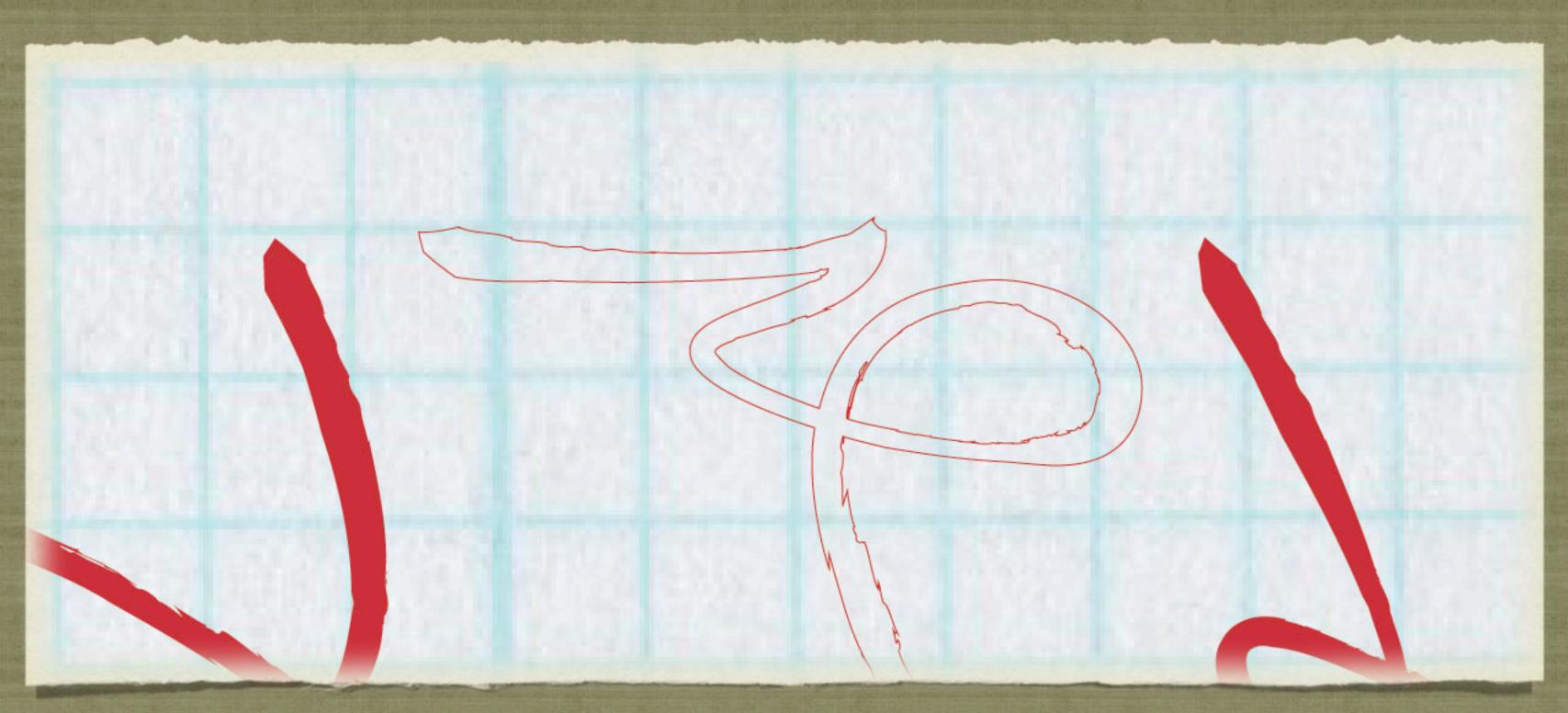
# Normalize Make sure every symbol looks 'related' to the others.



# Normalize Make sure every symbol looks 'related' to the others.



# **Outline** Simply put, fonts are outlines filled with black.



# **Outline** Cleaner paths early lead to fewer tears later.

### Avoid point congestion & hyper-sharp angles

# Map

# sound symbol

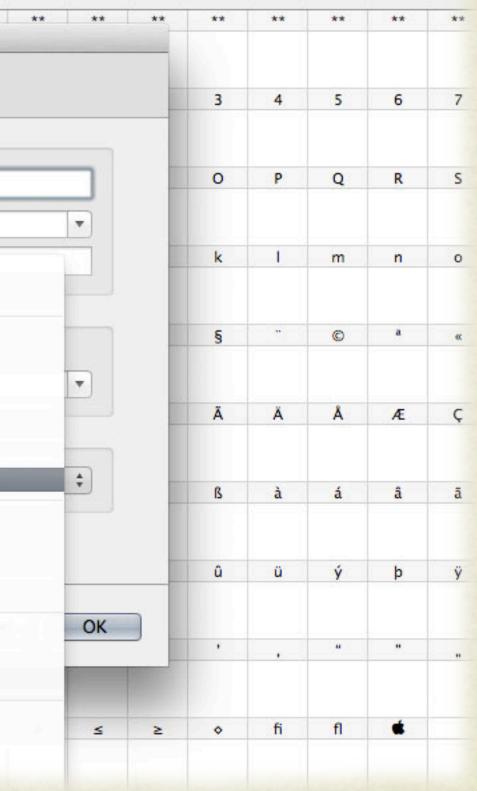




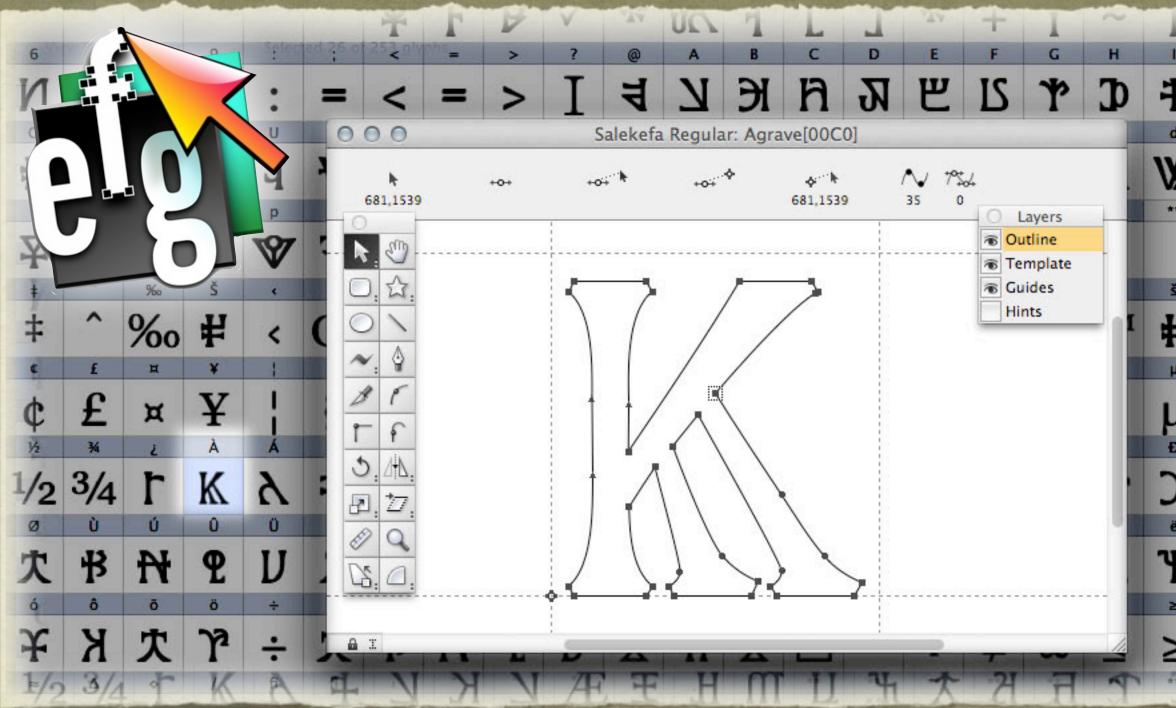
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Q- Search By Text Ranges



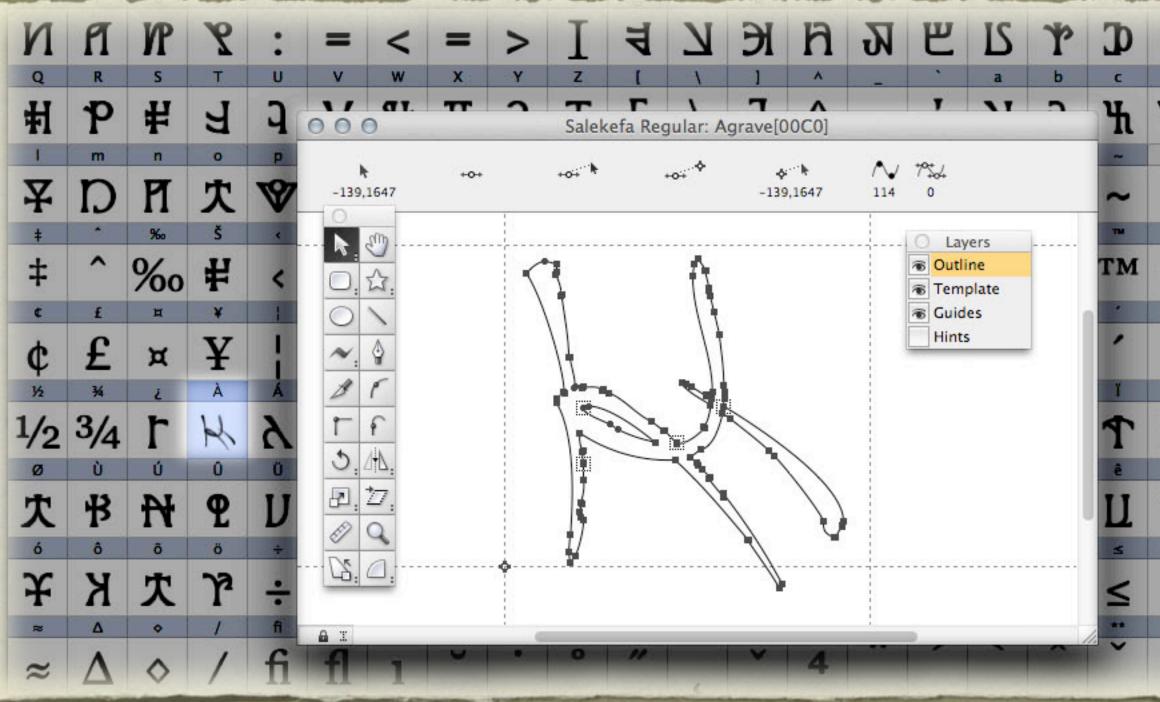
### Map Figure this out in your font-building software.



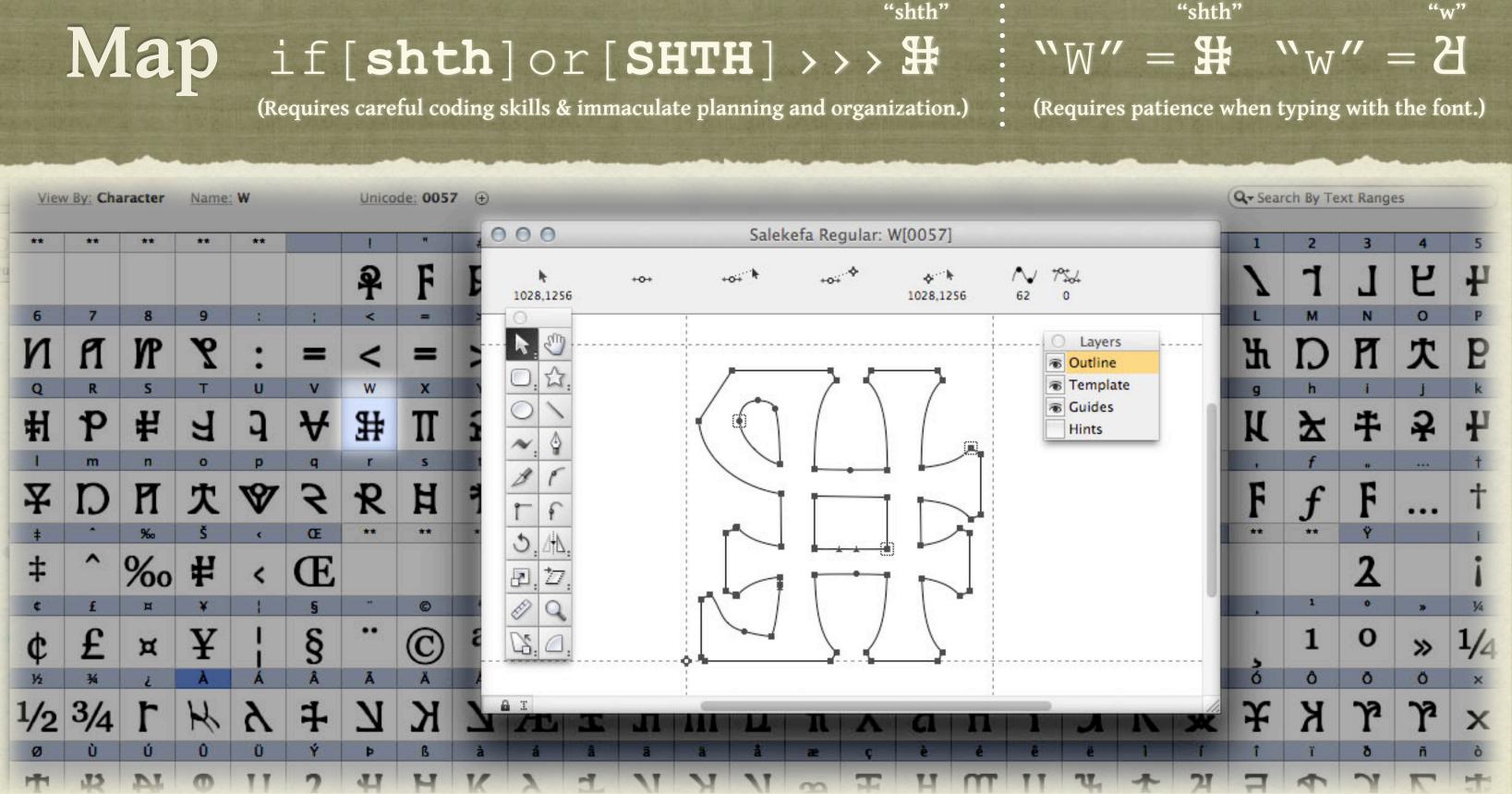


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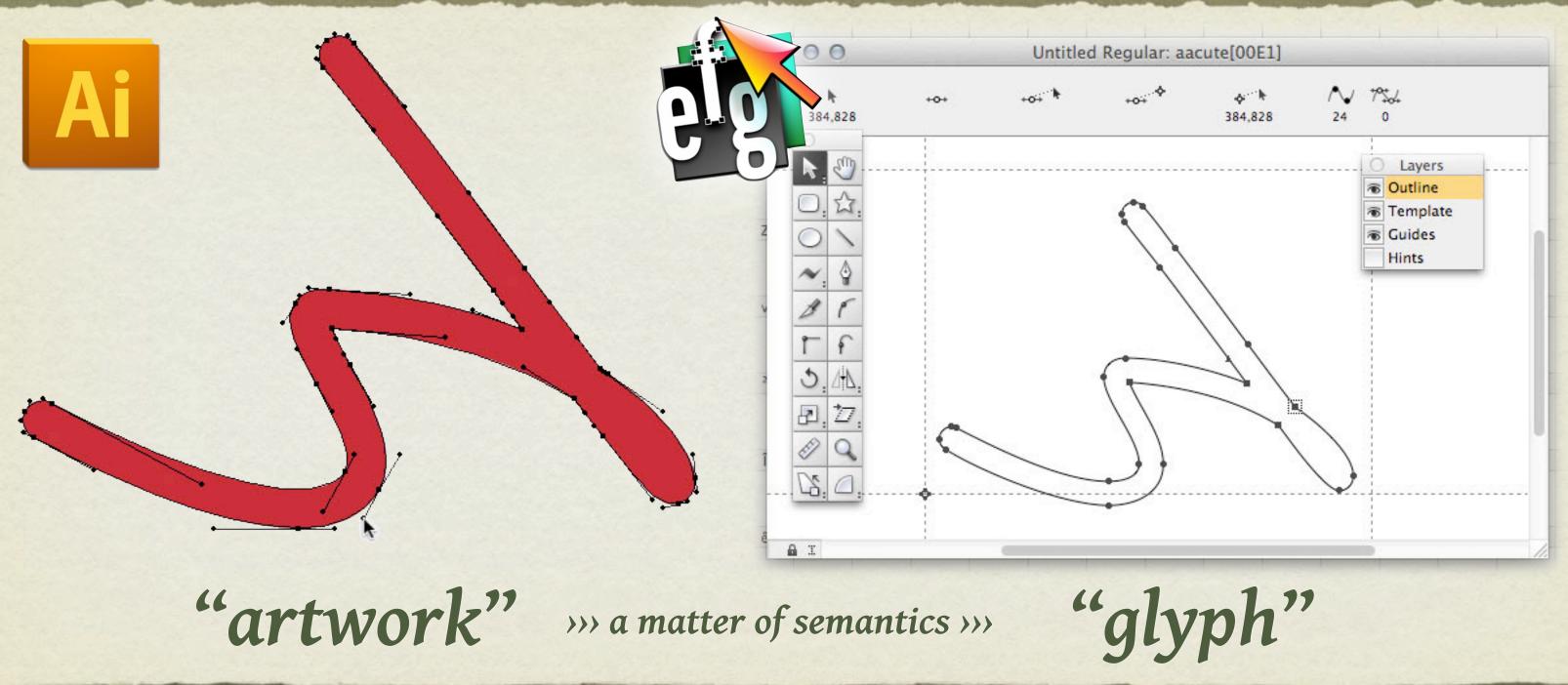
# Map All typefaces in system should be mapped the same way.

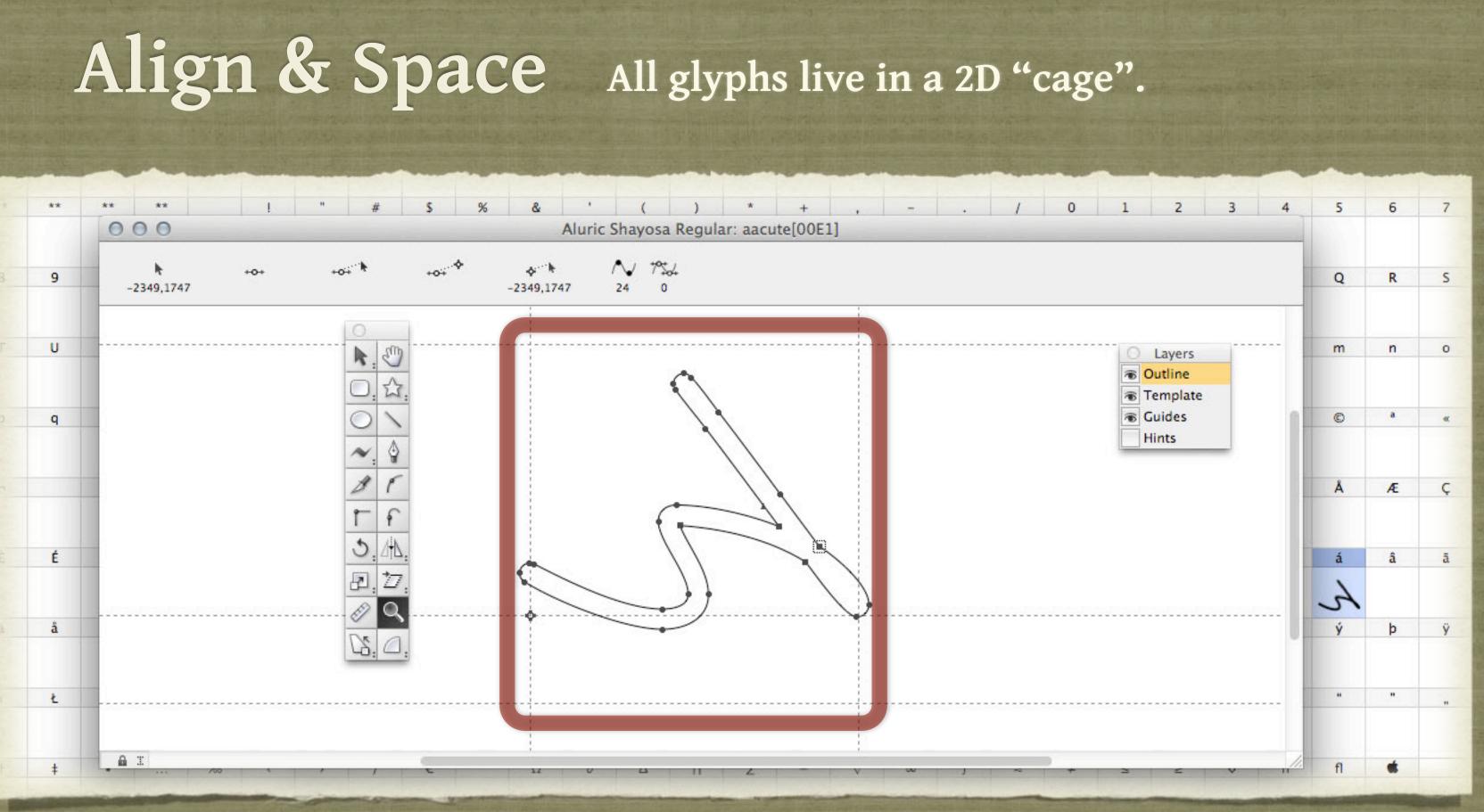


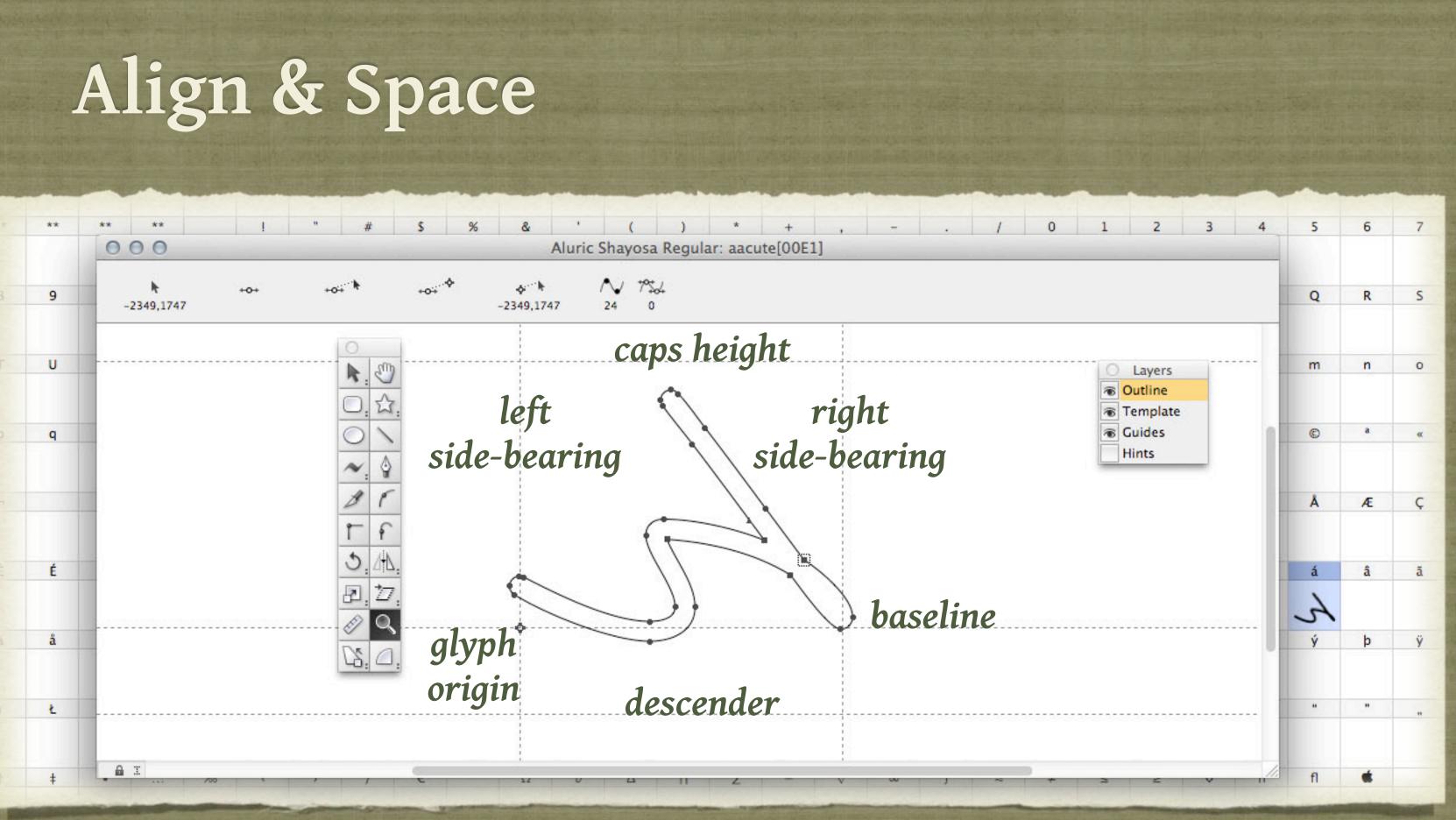
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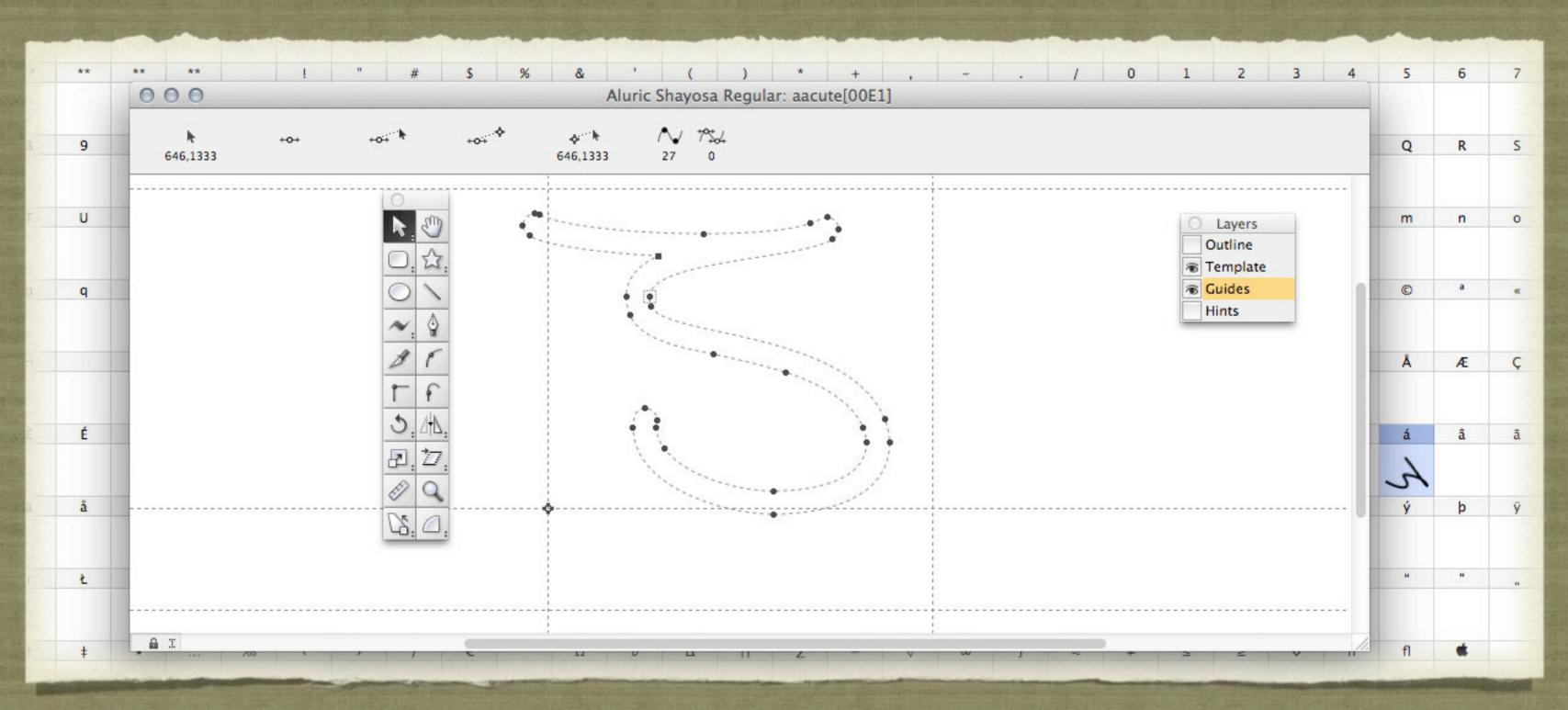
#### Port All symbols rendered as outlined artwork become 'glyphs'.



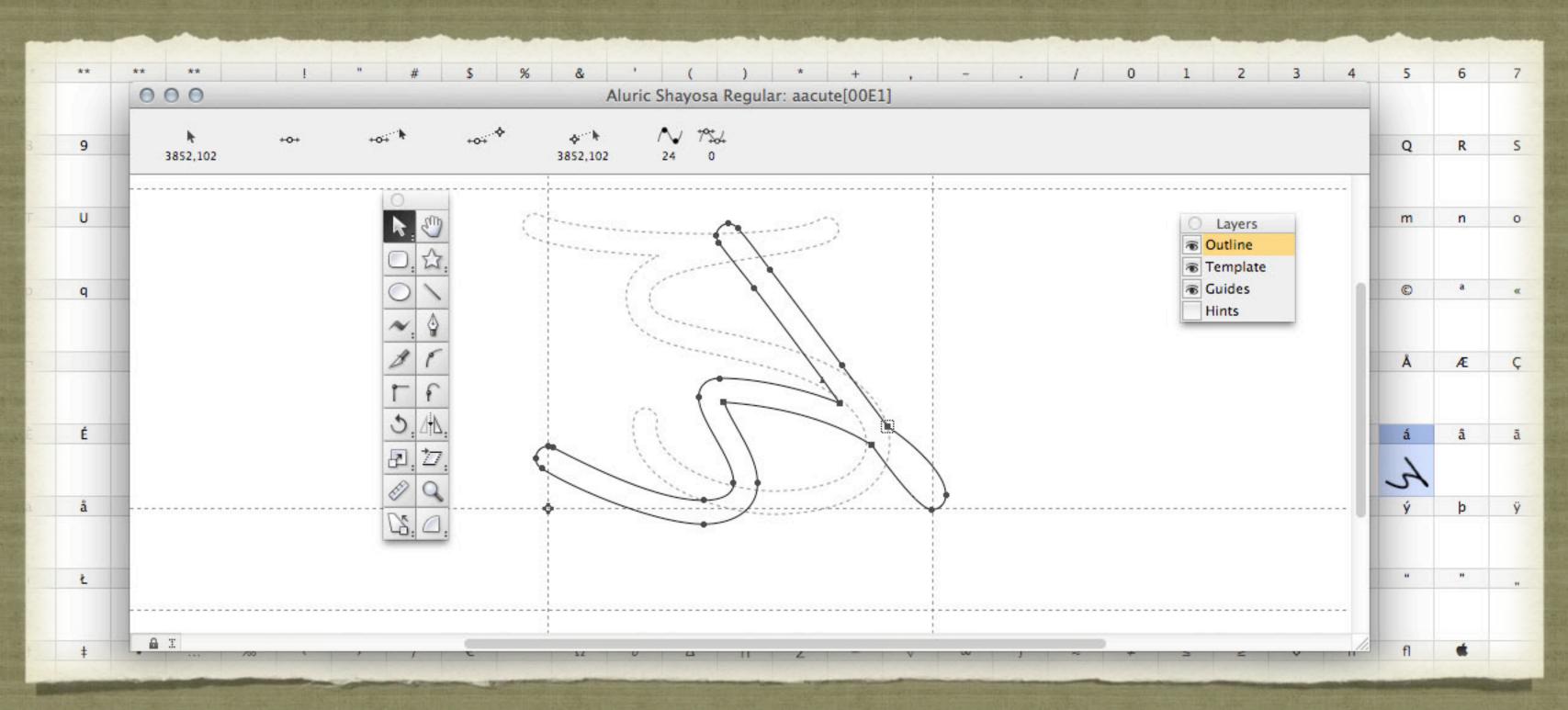




### Align & Space Almost anything can function as a guide.



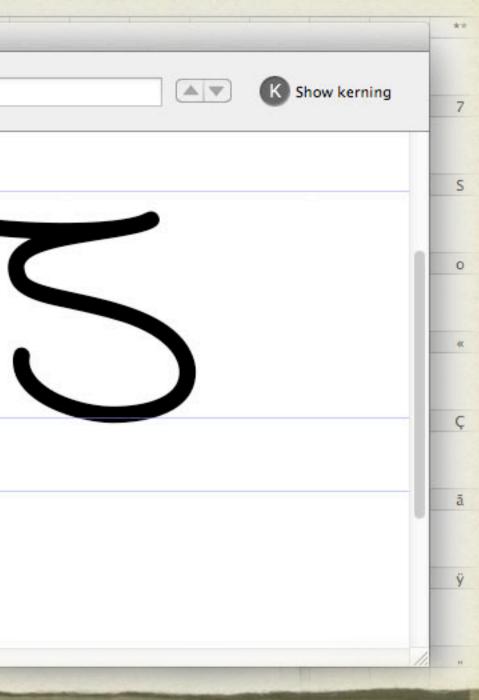
### Align & Space Almost anything can function as a guide.



#### Kerning Discrete spacing relationships between pairs of glyphs.

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Text: Záqa	áZ						
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#### Kerning Discrete spacing relationships between pairs of glyphs.

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#### Kerning Discrete spacing relationships between pairs of glyphs.

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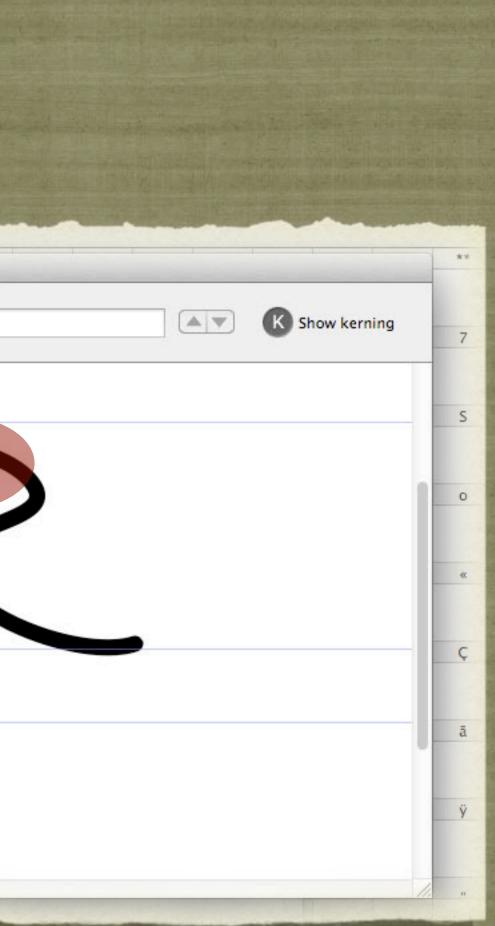
### Kerning Uh' Oooh!

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				-501.886		
Right:	41.613	-501.886	41.613	-501.886	-94.505	



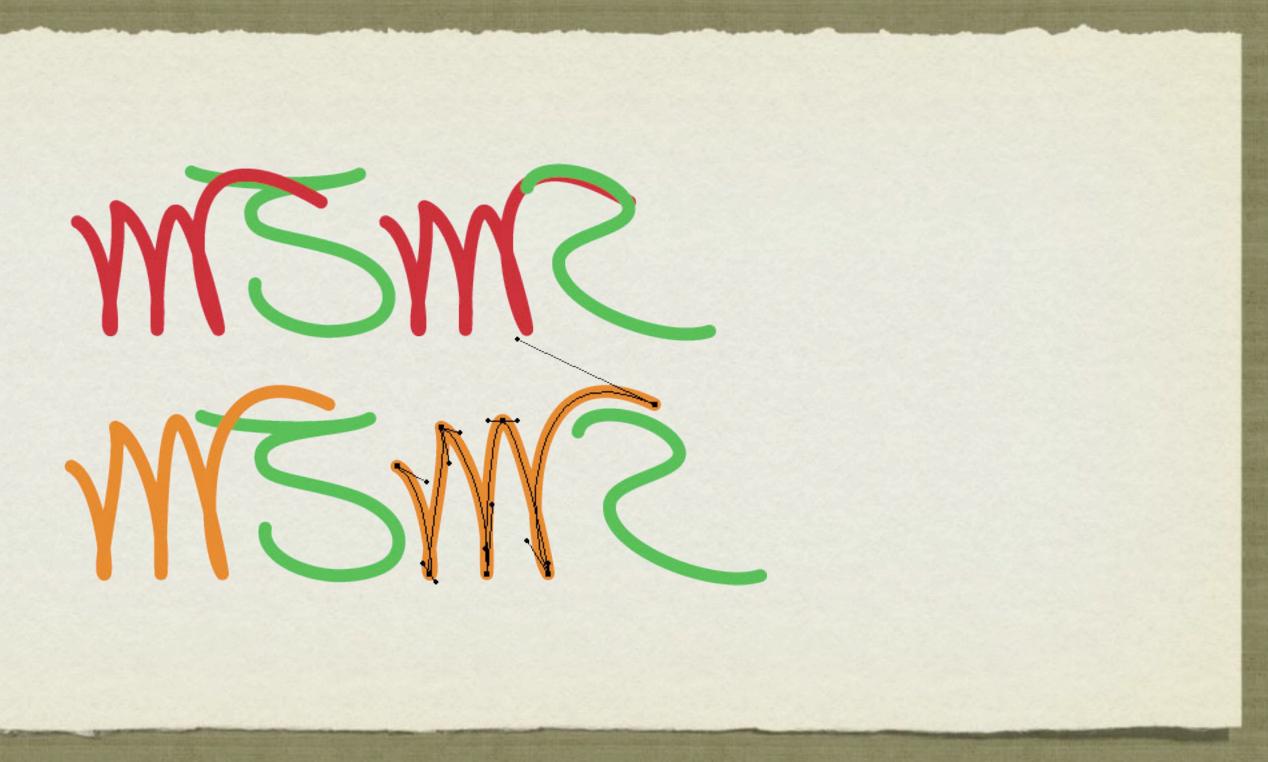
### Kerning Uh' Oooh!

				a Regular: Metrics	
ext: ZéZéq					
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Left: -123	-110.588	-123	-110.588	-100	
Right: 41.613	-501.886	41.613	-501.886	-94.505	



#### **Kerning** >>> leads back to the drawing board — LITERALLY.

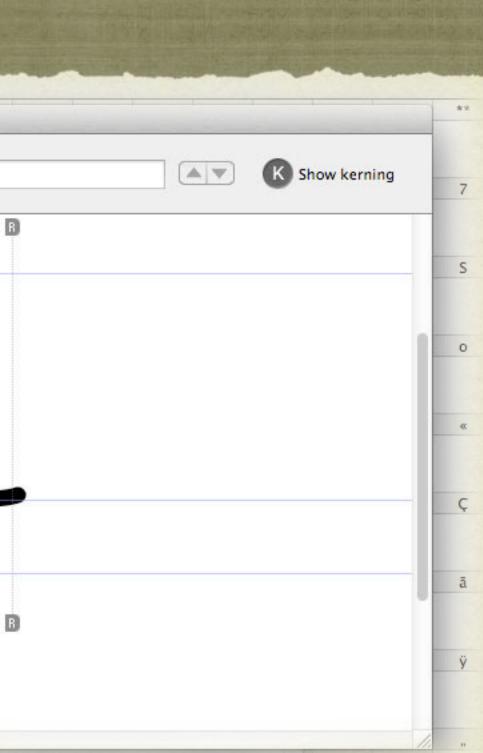






#### **Kerning** >>> leads back to the drawing board – LITERALLY.

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#### Generate actual fonts

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tline Font Settings		
Platform:	Cross-platform (Mac, Windows, Unix)	÷
Font Format:	OpenType TT / Windows TrueType (.ttf)	\$
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Glyph Names:	Keep glyph names as they are	\$
ing Options Save To:	/Users/brittonwatkins/Documents/Tony - Alurng Masters/Shayosa Masters/Version 1/Nest 1	Change
	Overwrite existing files	
	Cancel	Generate



#### **Install** in the same way you'd install any regular font on your PC.

**Test** in a wide variety of applications and behavioral situations.

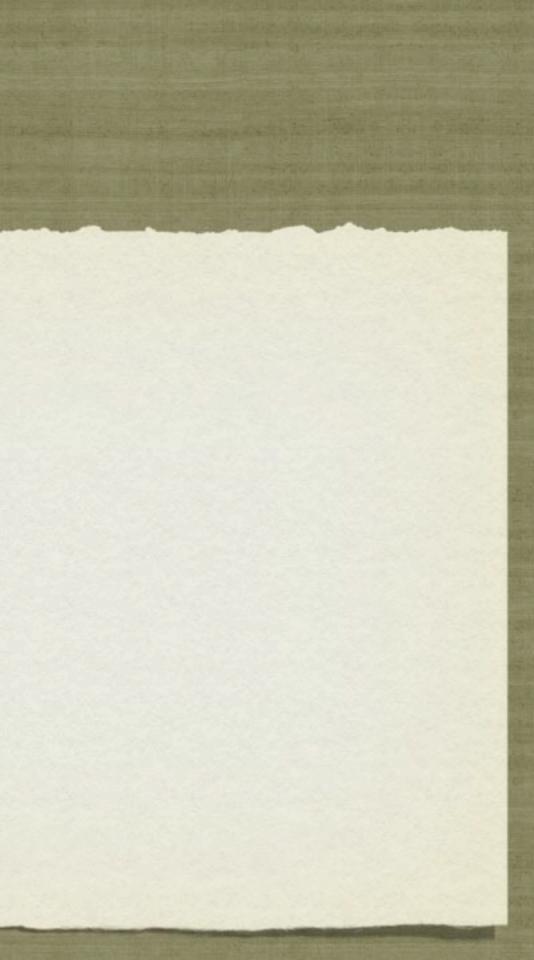
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1. Design/Sketch 2. Draw 3. Normalize 4. Outline **5.** Map 6. Port 7. Align & Space 8. Kern 9. Generate

10. Install/Test 11. Kern some more 12. Create punctuation, etc. 13. Regenerate → 14. Uninstall/Reinstall/Test -└──15. Fix/Kern more/Regenerate ← 16. Finalize version 17. Revisit & return to step 15 18. Make other versions

### Other weights & styles

	Change Weight
Change Weight By:	20 🗘 em
	Use this feature to change the glyph thickness.
Path Direction:	Correct before transformation
Glyph Size:	Preserve vertical size
	Preserve horizontal size
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### Other weights & styles

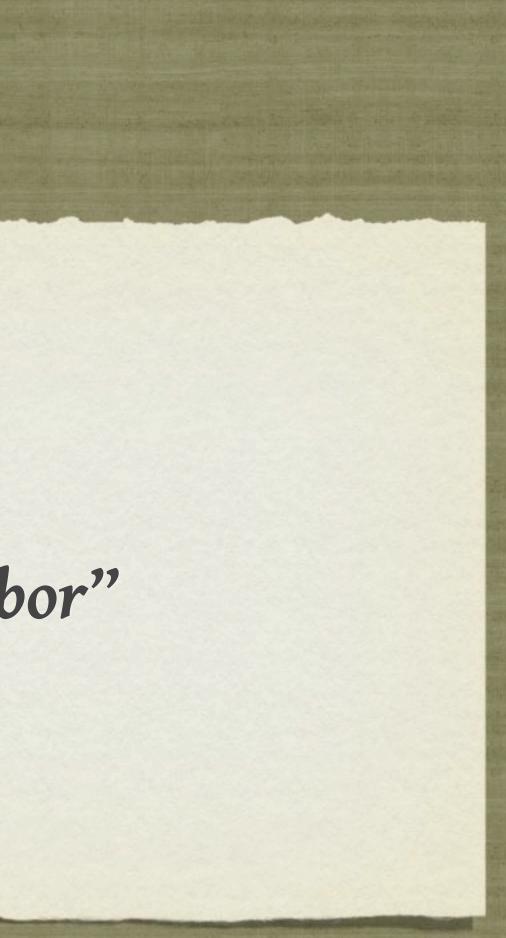
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### For your consideration



### NALA "division of labor"



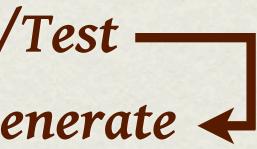
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## Why not collaborate with each other more? Each to the best of her or his abilities.

#### britton@dragonflypacific.com korsaya.org sennition.com

