Conscript Creativity with Computer-based Fonts

Britton Watkins

5th Language Creation Conference

Austin, TX, USA

Why go to the trouble?

- 何でそこまで頑張る？
- [illegible]
- [illegible]
- [illegible]

Why go to the trouble?

- 何でそこまで頑張る？
- [illegible]
- [illegible]
- [illegible]

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

Hide

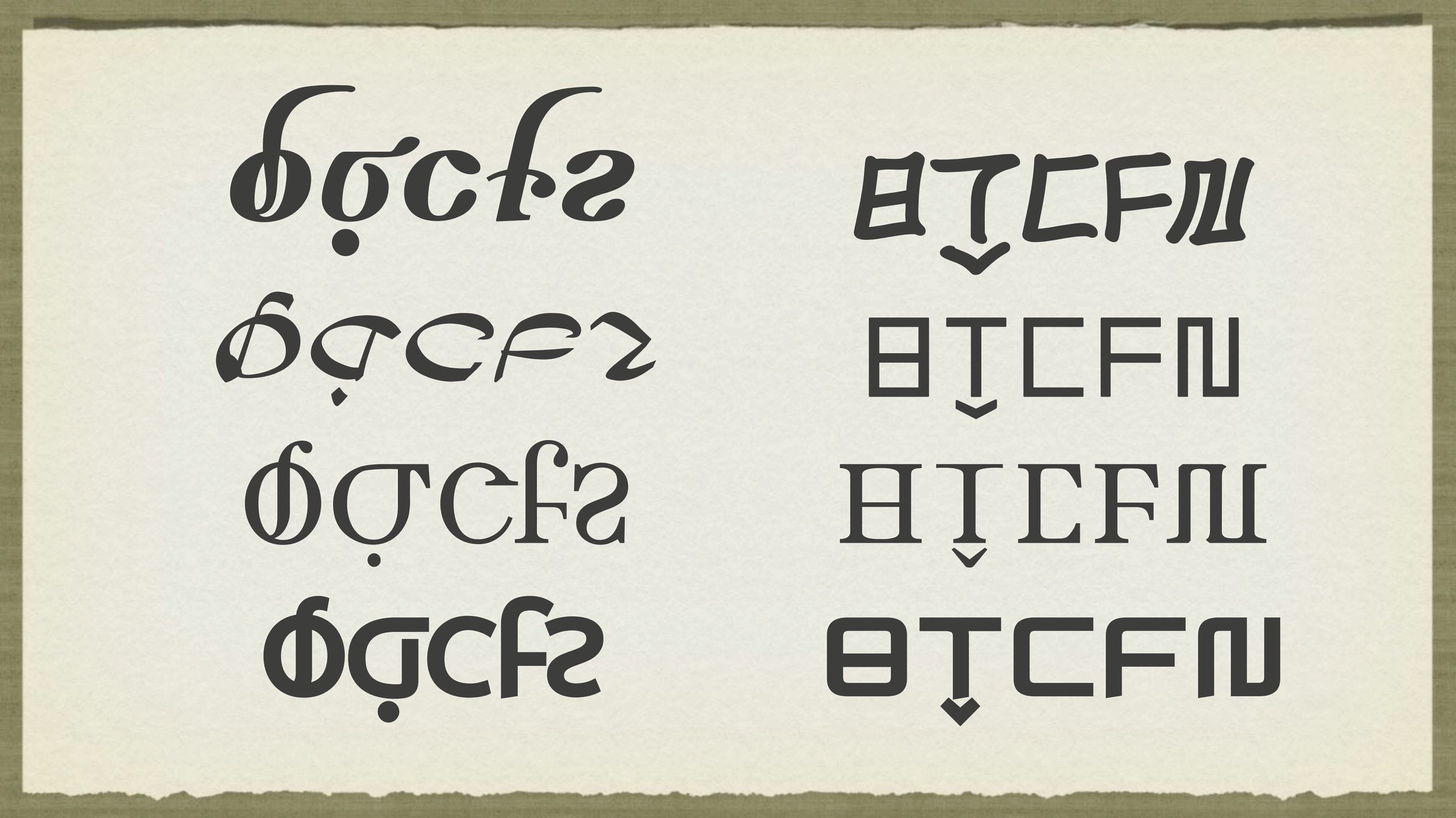
ꓷꓢꓥꓤꓥ ꓶꓣꓭꓵ ꓶꓤꓠ ꓶꓶꓢꓵ:

ꓫꓤꓶ ꓠ ꓶꓫ ꓶꓣꓭꓵ ꓶꓶꓢꓵ ꓤꓵꓶꓣꓠꓠ ꓶꓶꓢꓵ ꓶꓶꓢꓵ ꓶꓶꓢꓵ

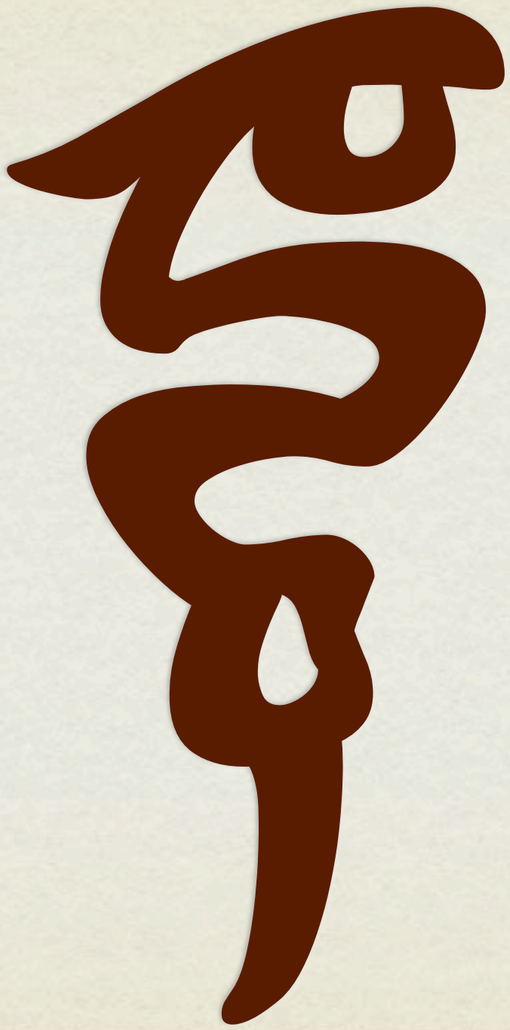
Why go to the trouble?

TAN

“gift”



Why go to the trouble?



KATRA

“soul”

Why go to the trouble?

SOCHYA

“serenity”

ابتدائی حالت : ہاتھ پاؤں کو
حرکت دیتے ہوئے
ہاتھ پاؤں کو حرکت دینا

Why go to the trouble?

TANGU

“ideal”

SENN

http://vimeo.com/sennition/lcc5

Click the link above to view video on Vimeo.

ہمارے ملک کا آئین ہمیں
مساوی حقوق دیتا ہے

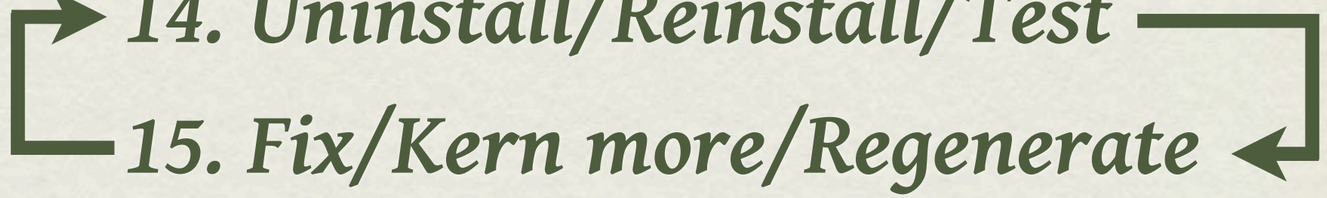
ਸ਼ੁਰੂਆਤ ਕਰੋ

ਸ਼ੁਰੂਆਤ ਕਰੋ

ਸ਼ੁਰੂਆਤ ਕਰੋ

How?

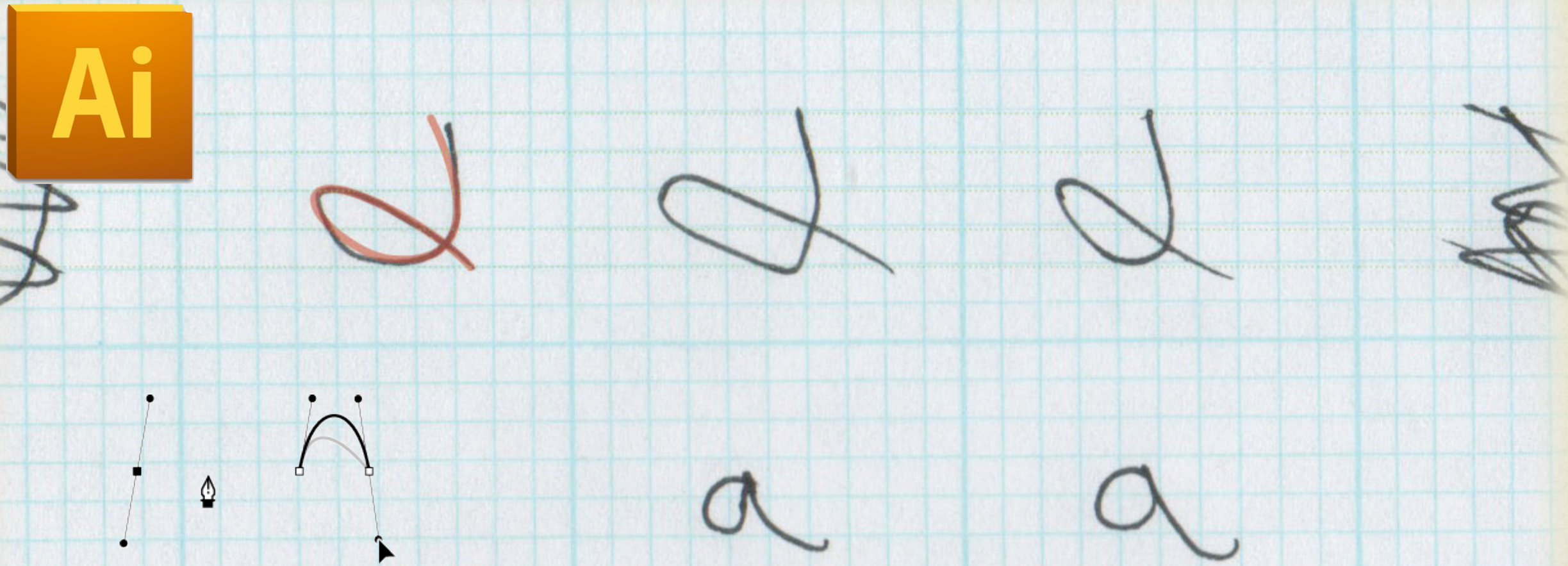
1. Design/Sketch
2. Draw
3. Normalize
4. Outline
5. Map
6. Port
7. Align & Space
8. Kern
9. Generate
10. Install/Test
11. Kern some more
12. Create punctuation, etc.
13. Regenerate
14. Uninstall/Reinstall/Test
15. Fix/Kern more/Regenerate
16. Finalize version
17. Revisit & return to step 15
18. Make other versions



Design/Sketch

a a á á
â â ä ä à à

Draw in a way that generates vector-based artwork.



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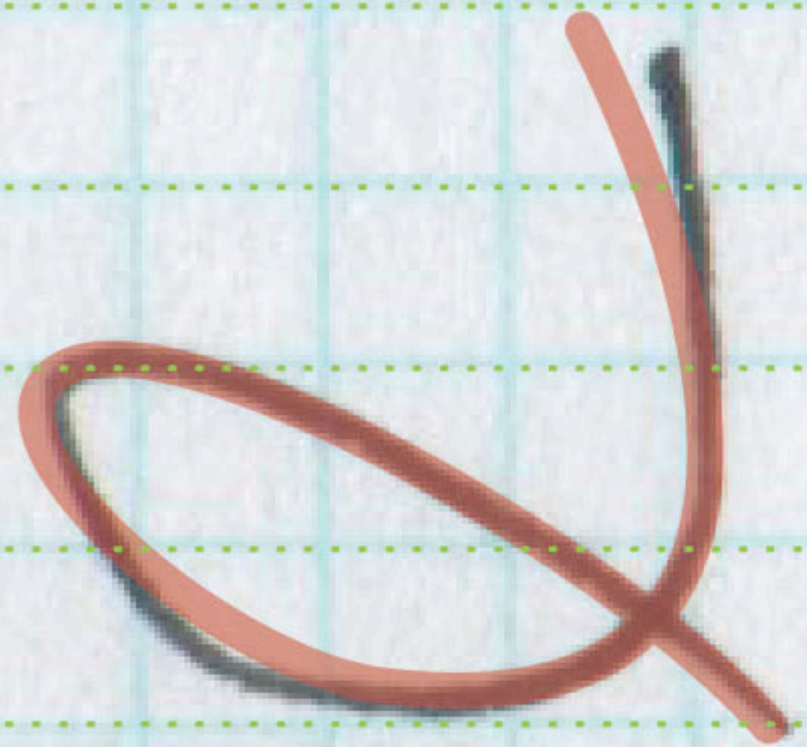
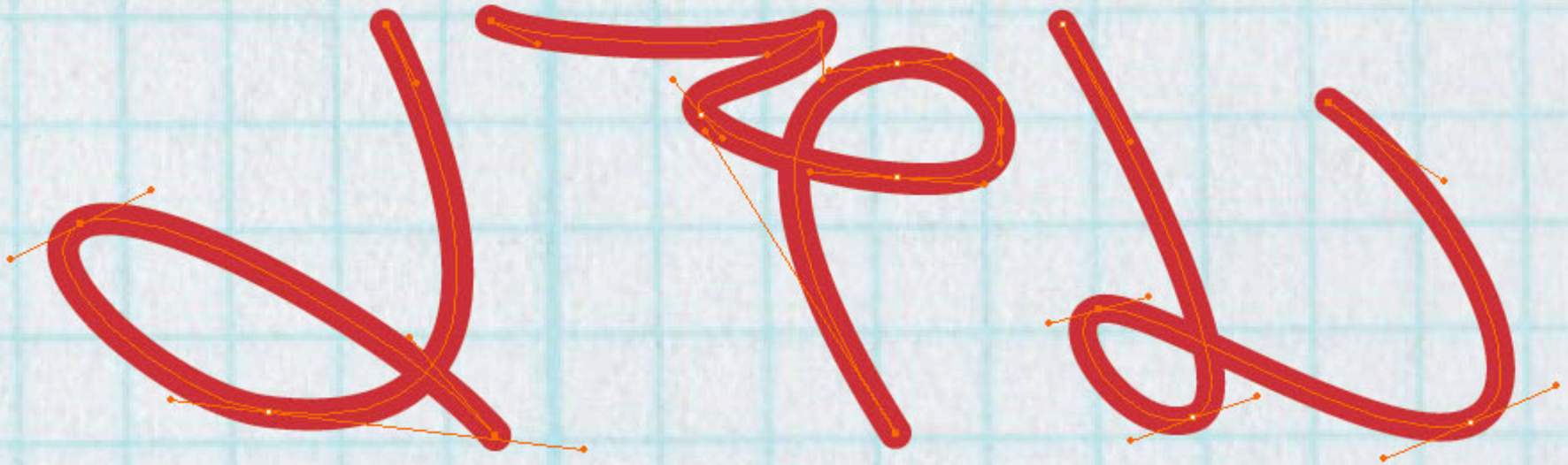


traced over a scanned image

Normalize

Make sure every symbol looks ‘related’ to the others.



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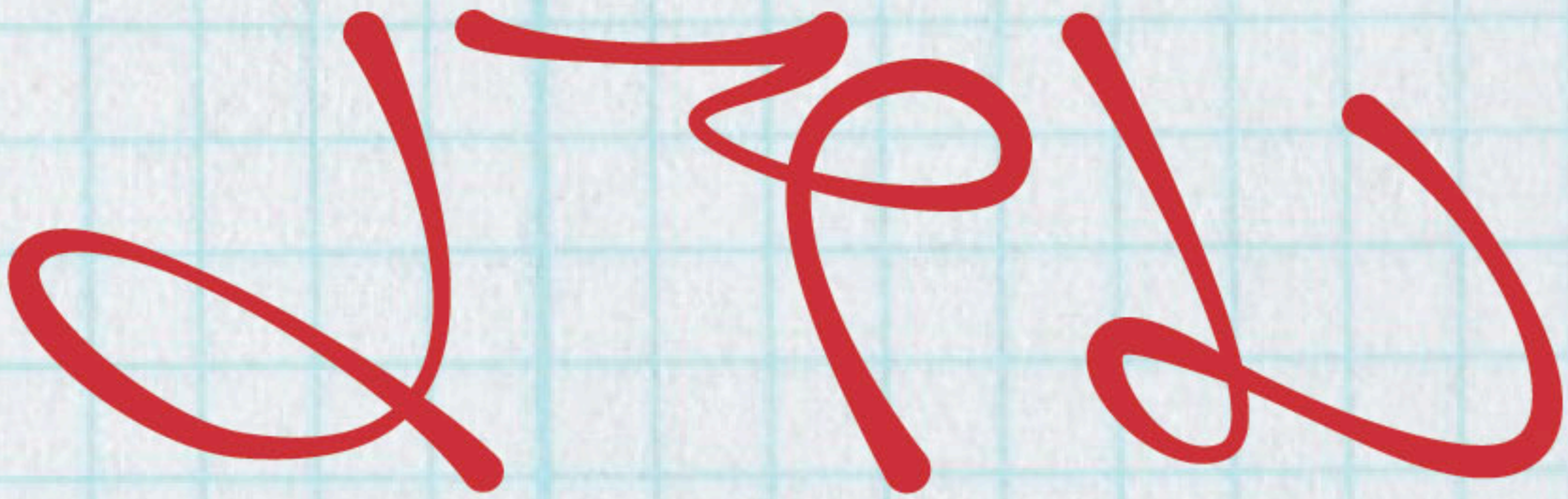

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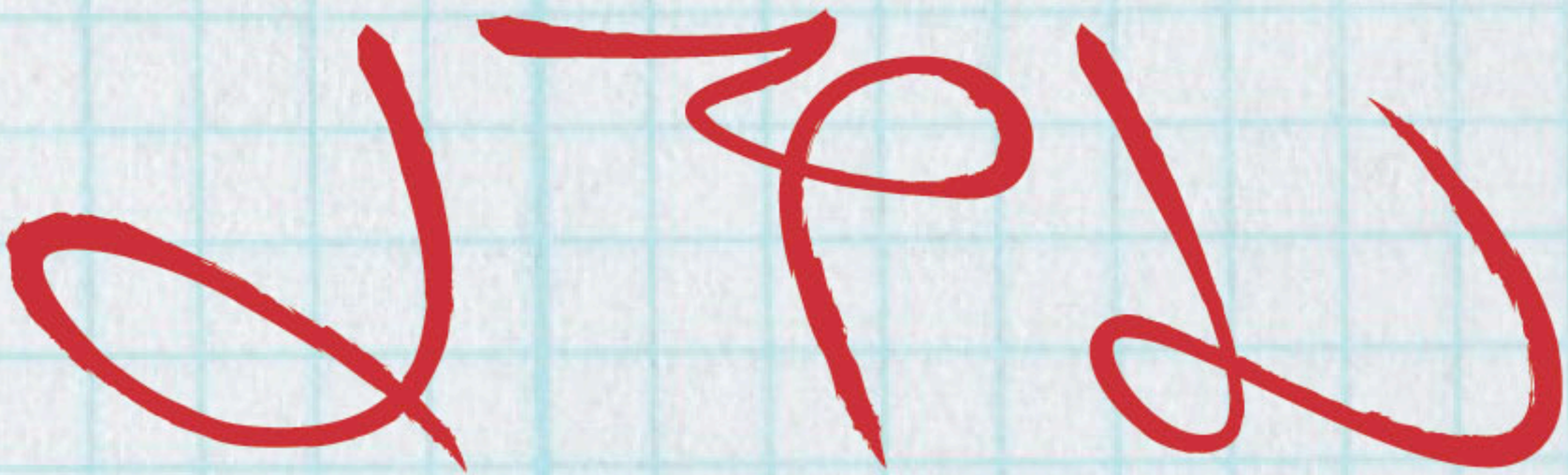
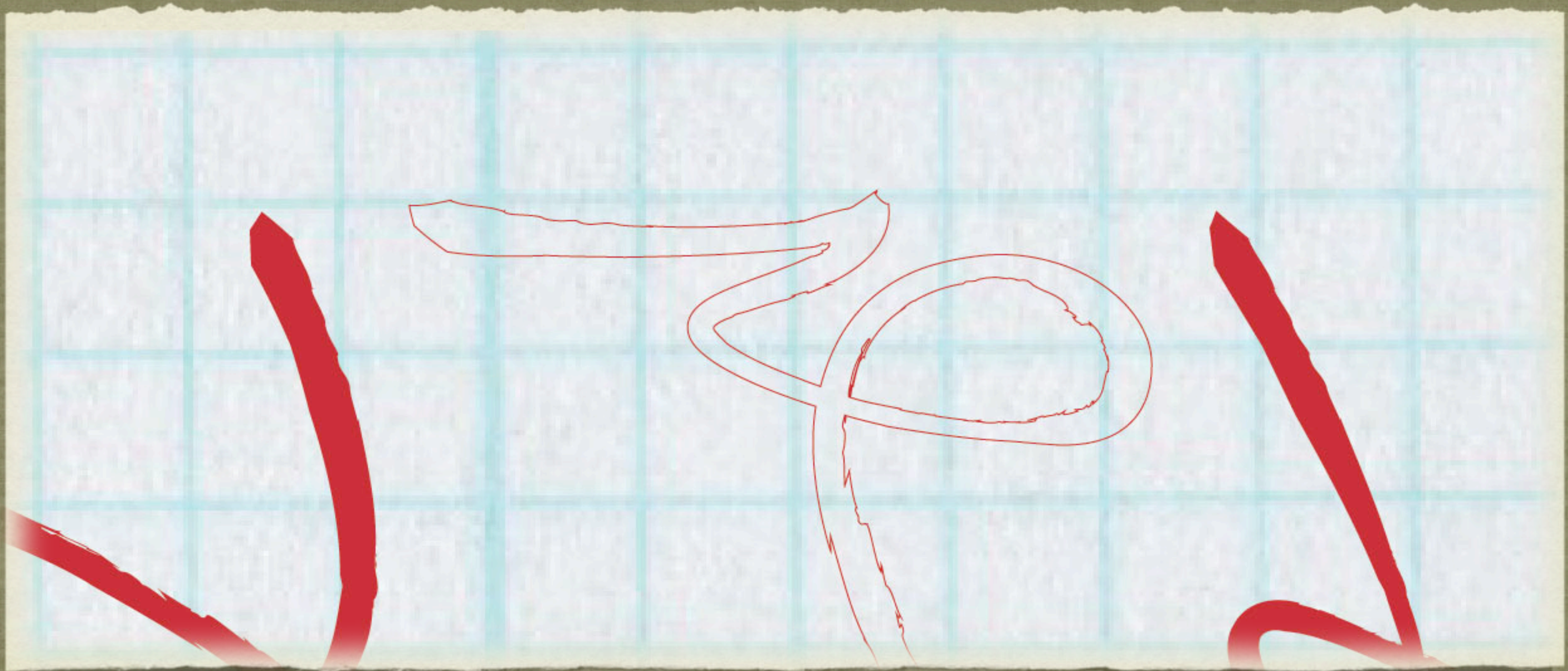


Outline

Simply put, fonts are outlines filled with black.



Outline

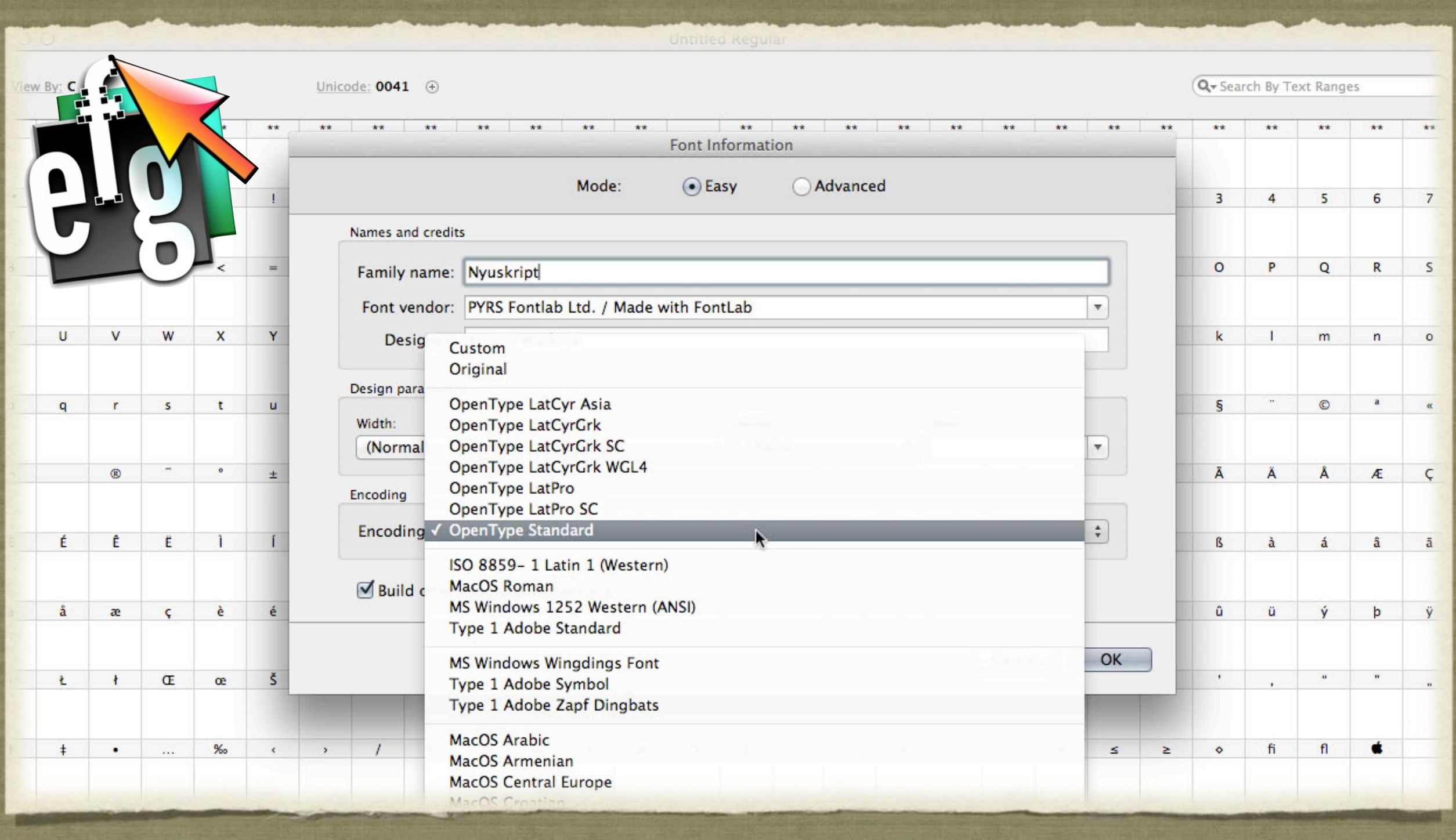
Cleaner paths early lead to fewer tears later.

Map

/a/ = ㅗ = ?

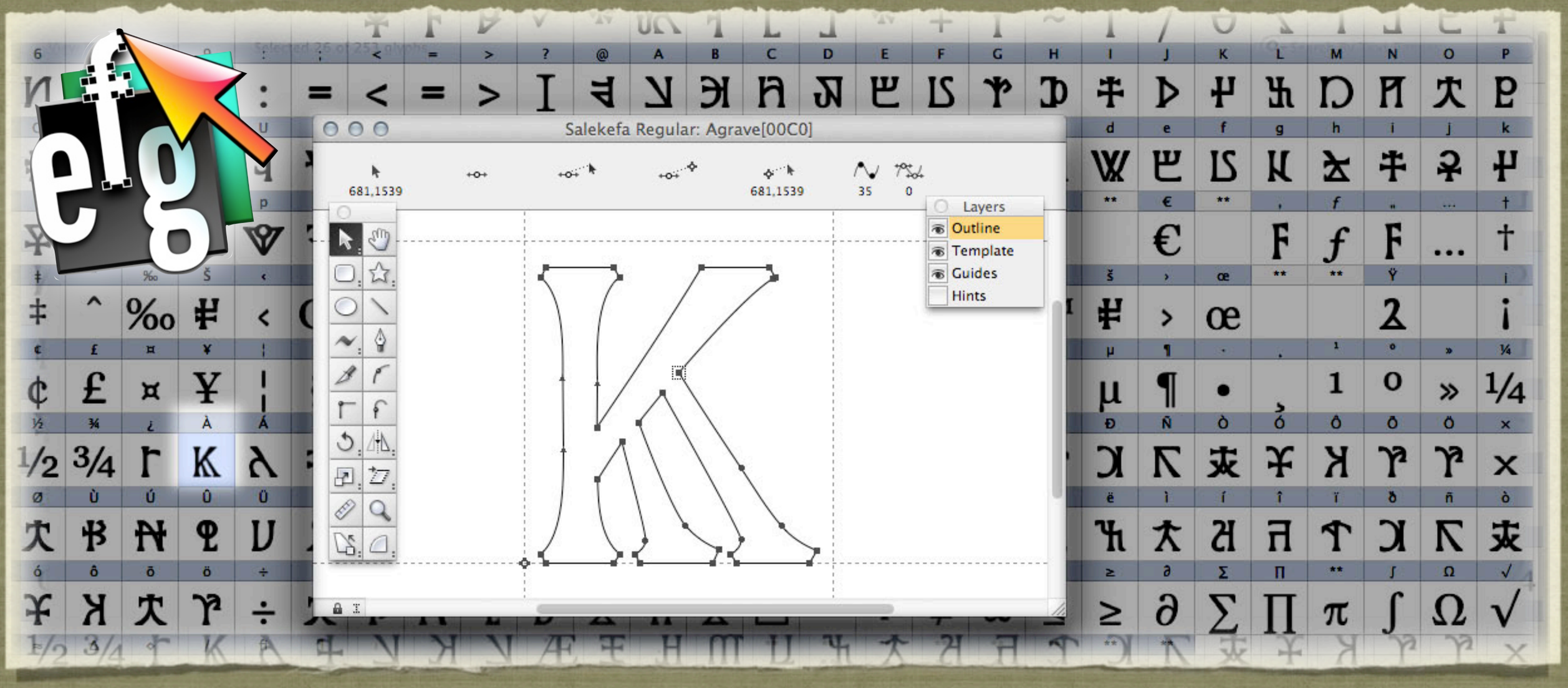
/b/ = ㅂ = ?

sound *symbol* *key(stroke)*


Untitled Regular
Unicode: 0041
Search By Text Ranges
Font Information
Mode:
Easy
Advanced
Names and credits
Family name:
Nyuskript
Font vendor:
PYRS Fontlab Ltd. / Made with FontLab
Design para
Width:
Encoding
Encoding
Custom
Original
OpenType LatCyr Asia
OpenType LatCyrGrk
OpenType LatCyrGrk SC
OpenType LatCyrGrk WGL4
OpenType LatPro
OpenType LatPro SC
OpenType Standard
ISO 8859- 1 Latin 1 (Western)
MacOS Roman
MS Windows 1252 Western (ANSI)
Type 1 Adobe Standard
MS Windows Wingdings Font
Type 1 Adobe Symbol
Type 1 Adobe Zapf Dingbats
MacOS Arabic
MacOS Armenian
MacOS Central Europe
OK

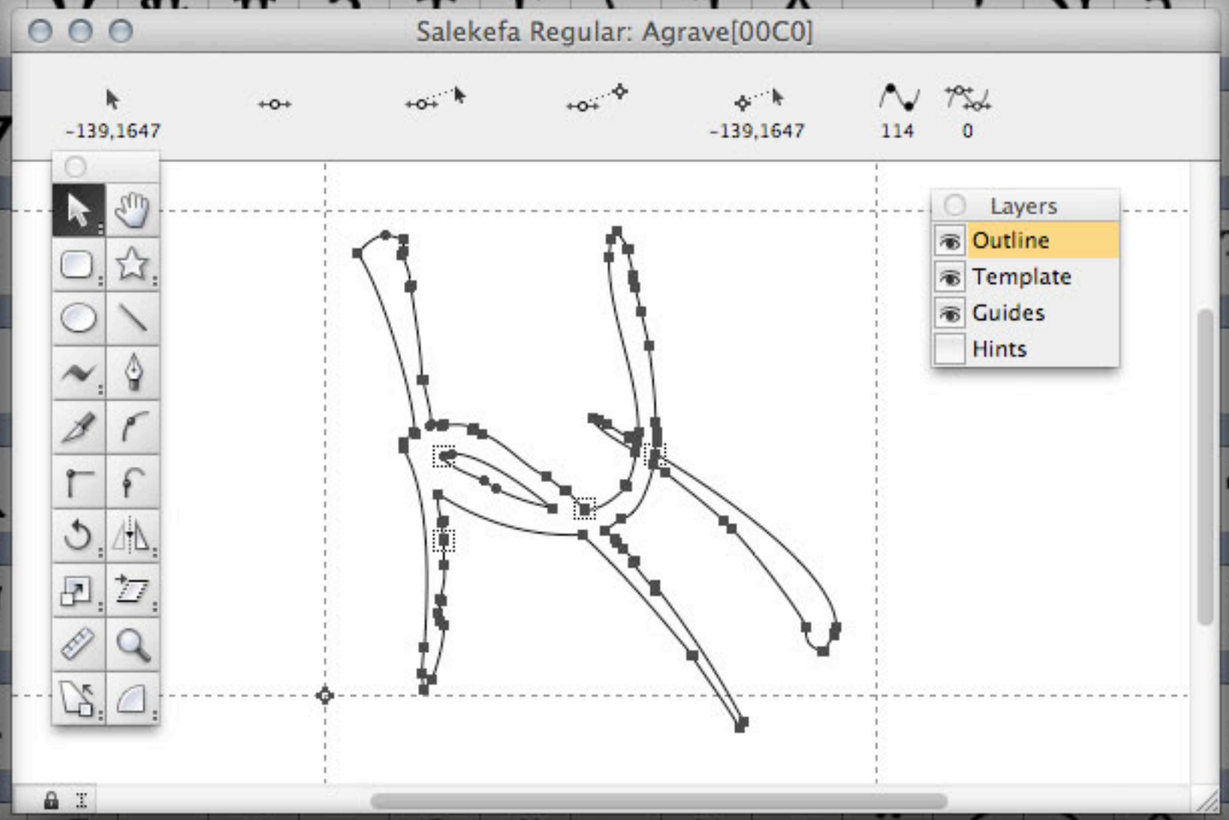
Map

Figure this out in your font-building software.



Map

All typefaces in system should be mapped the same way.



Map

“shth”

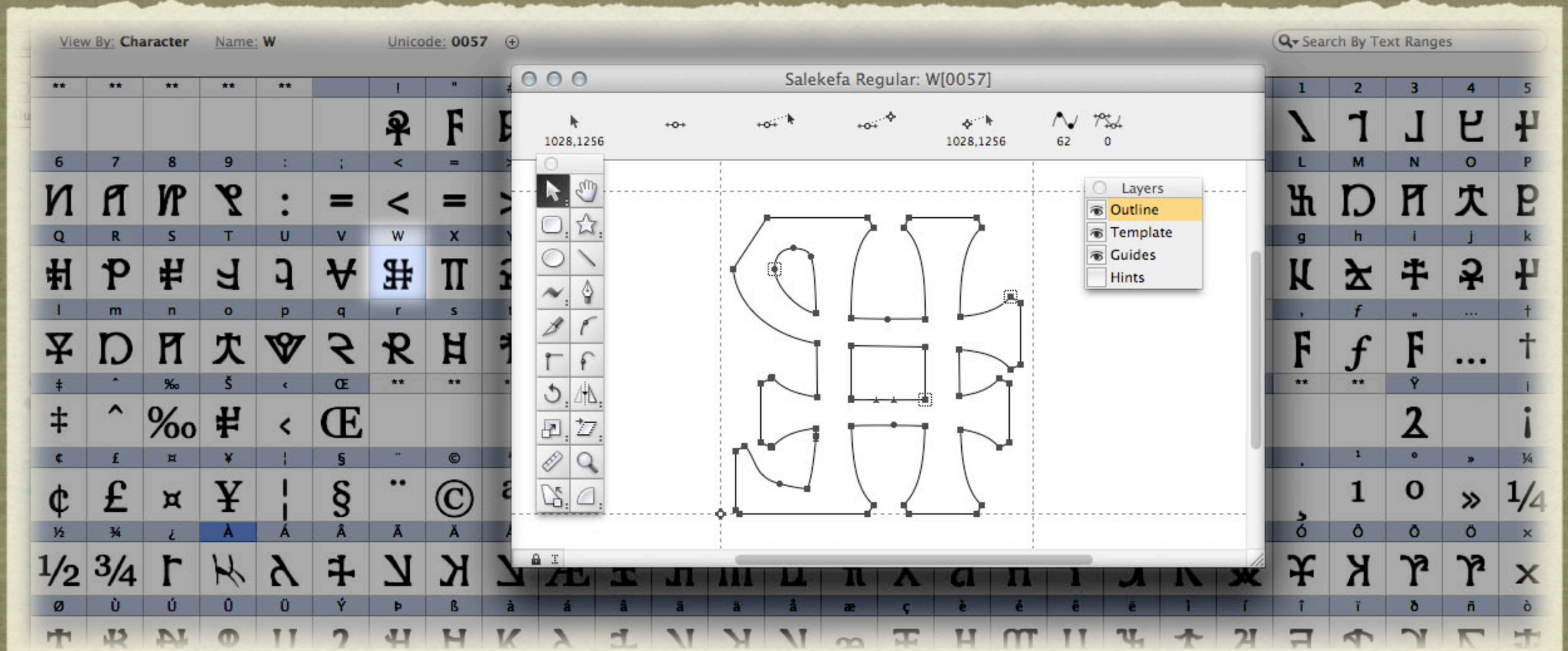
`if[shth]or[SHTH] >>> ⌘`

(Requires careful coding skills & immaculate planning and organization.)

“shth” “w”

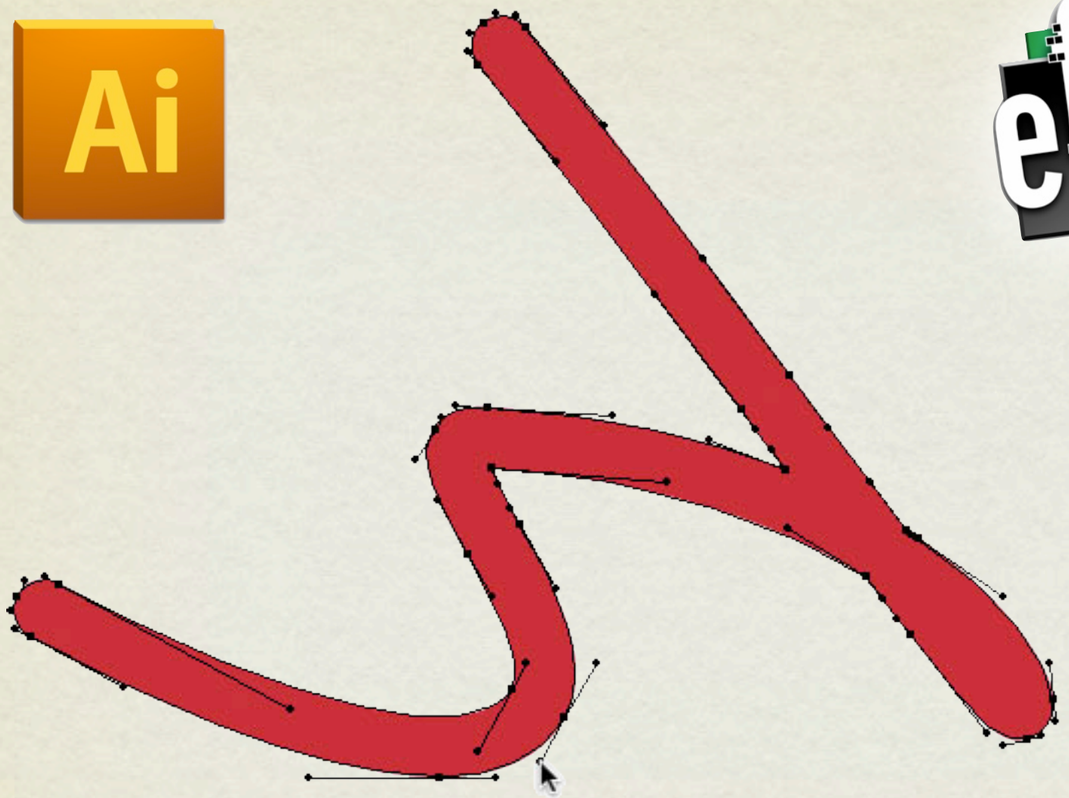
`“W” = ⌘ “w” = ⌘`

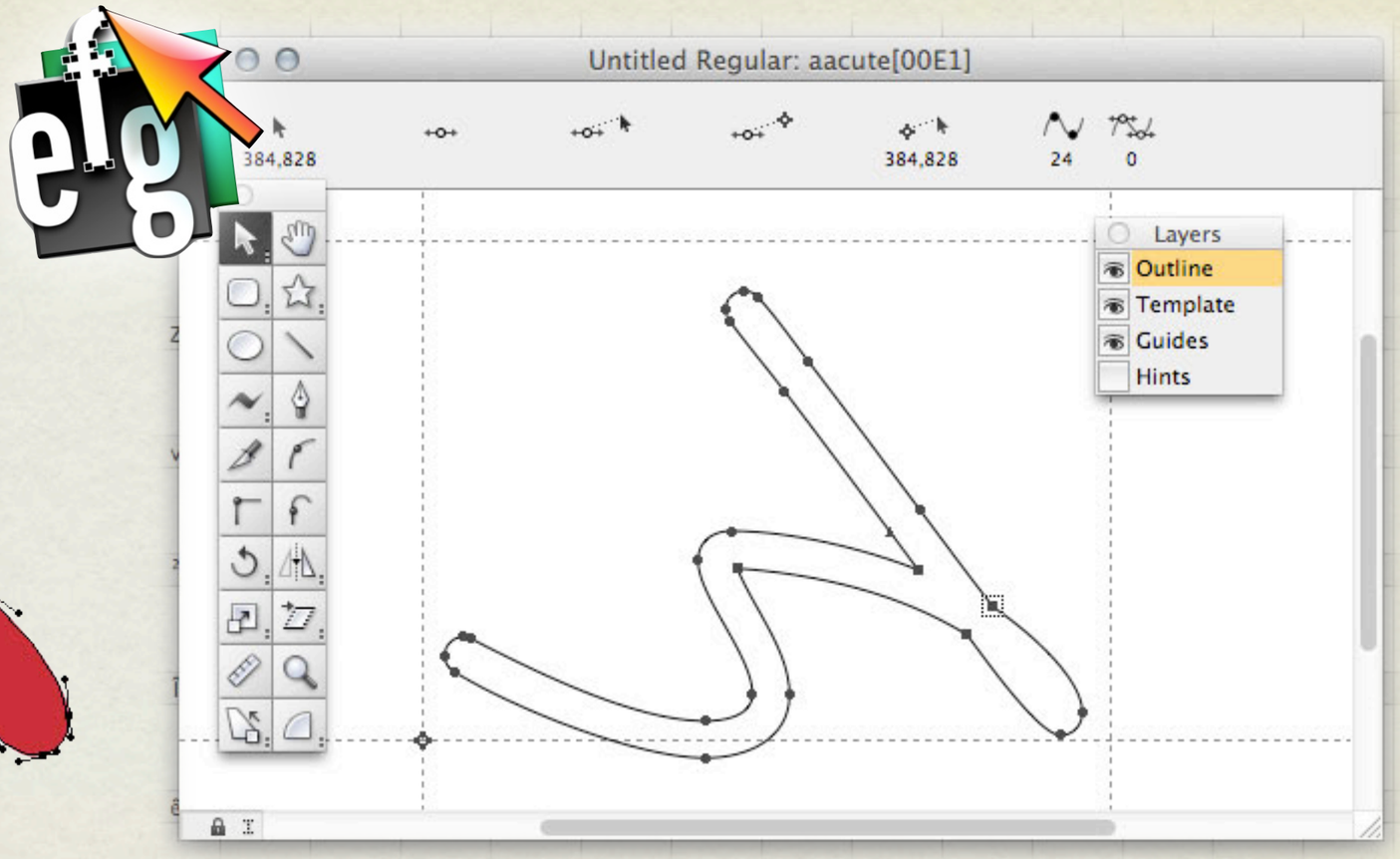
(Requires patience when typing with the font.)



Port

All symbols rendered as outlined artwork become ‘glyphs’.

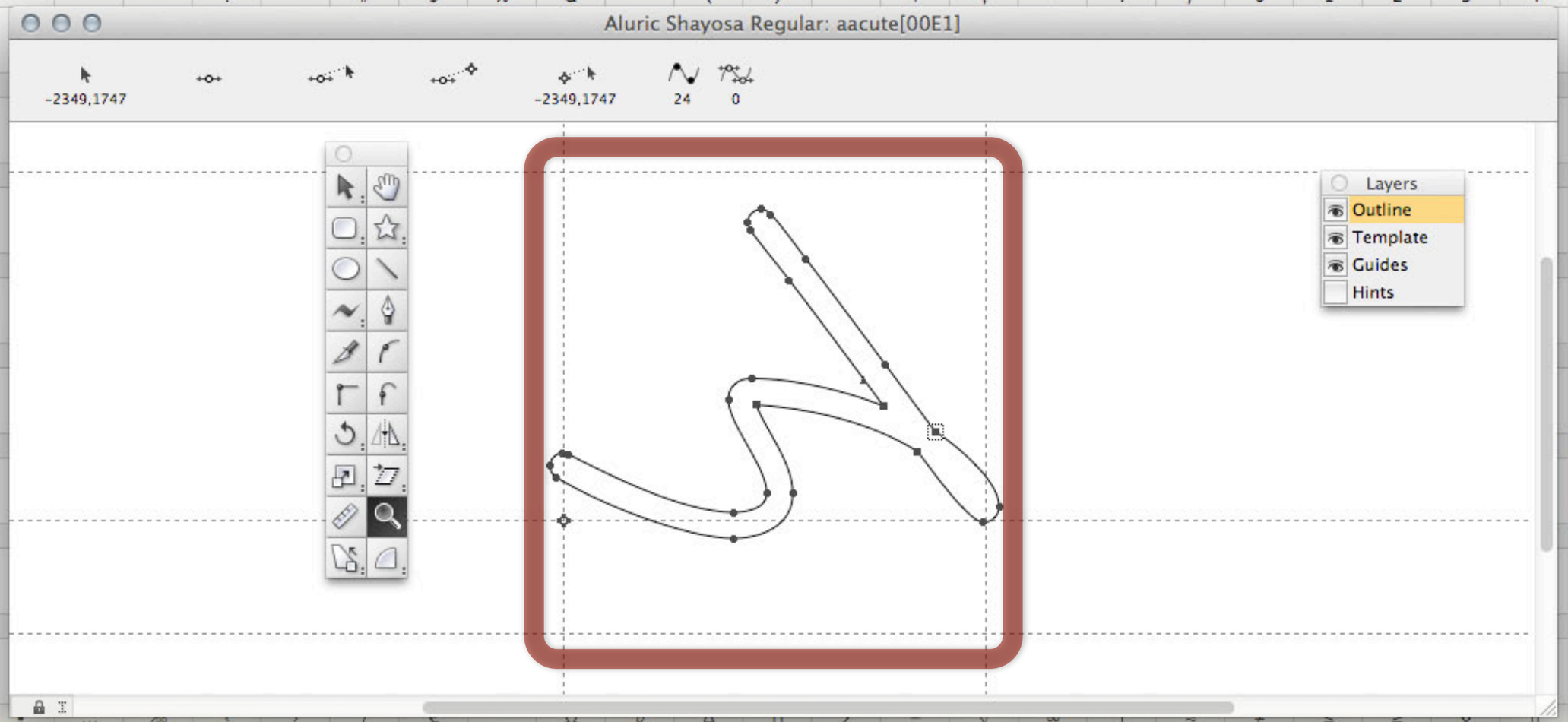




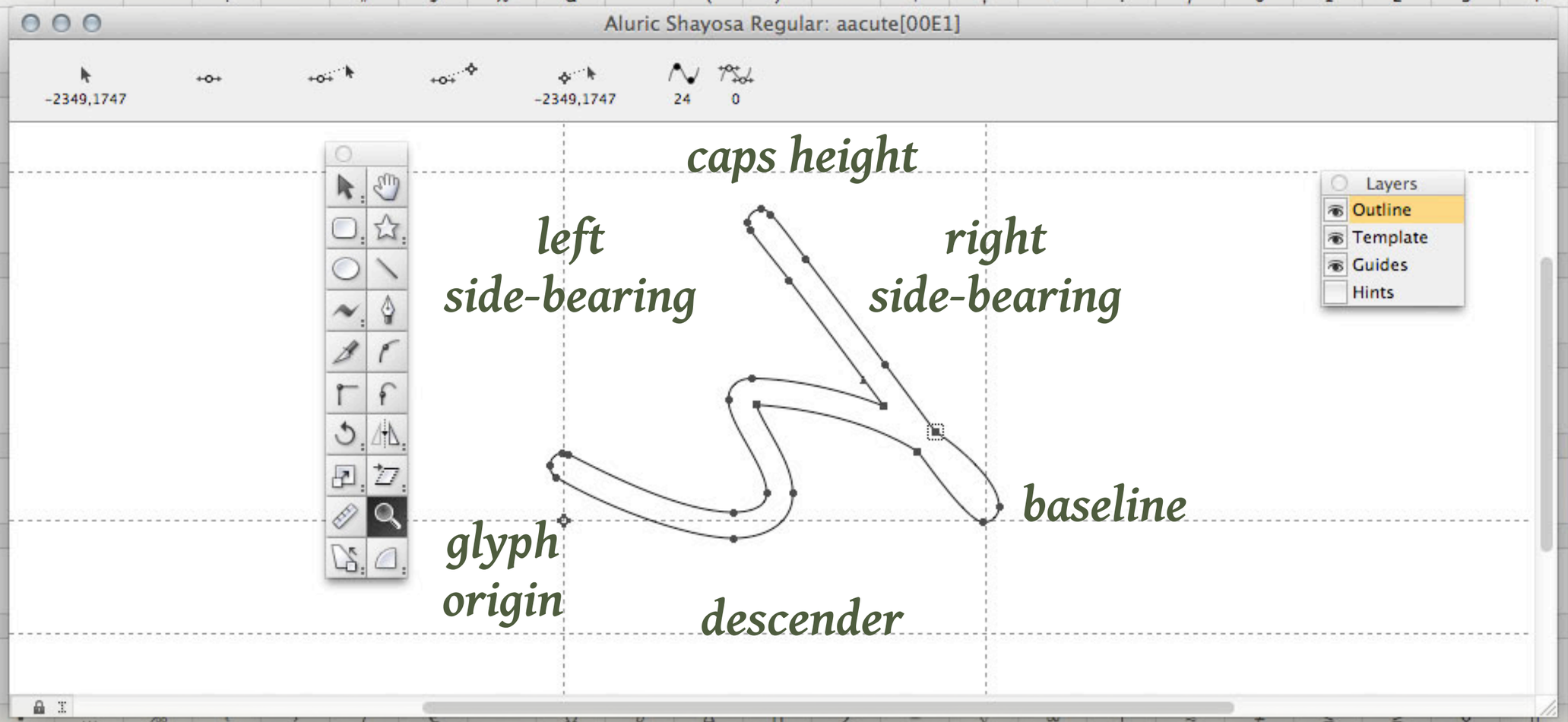
“artwork” *››› a matter of semantics ›››* *“glyph”*

Align & Space

All glyphs live in a 2D “cage”.

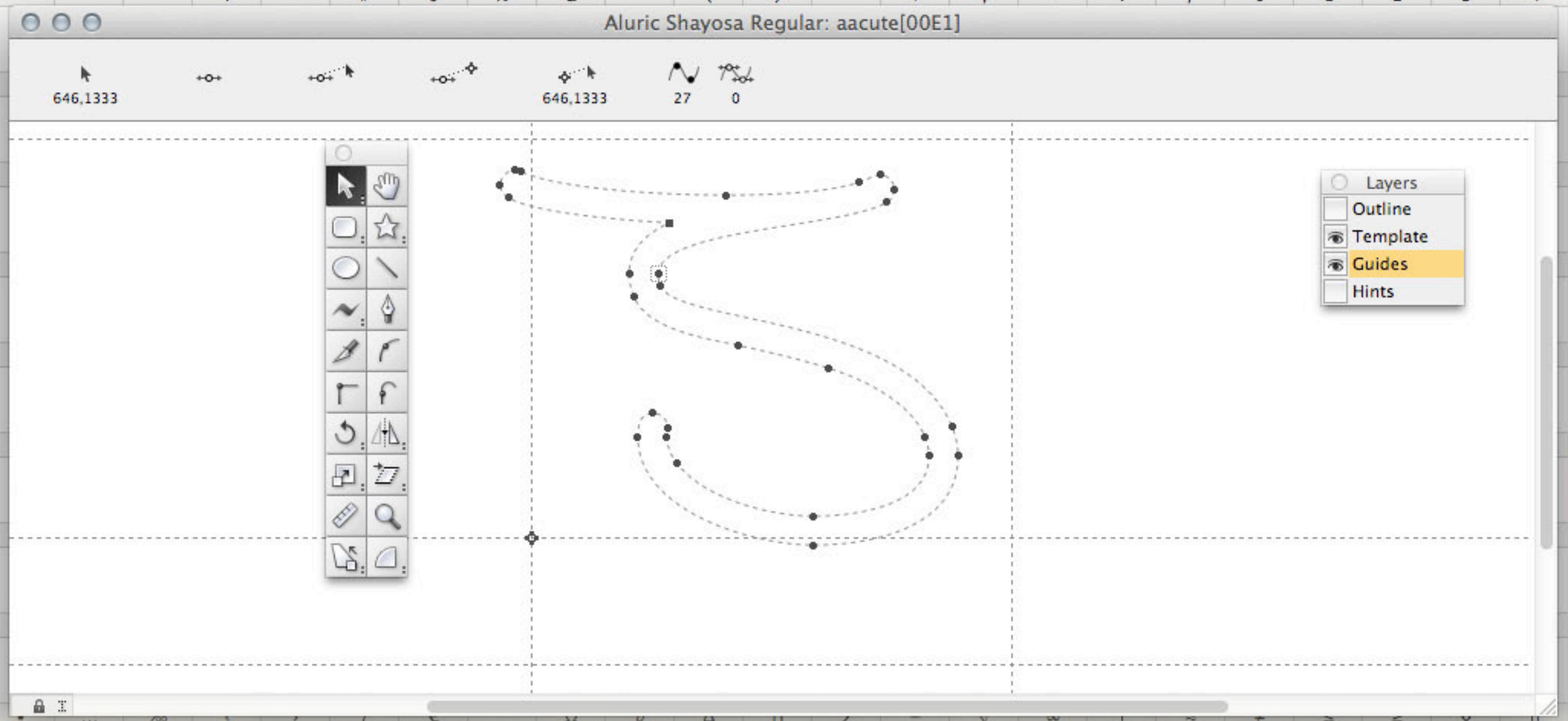


Align & Space


Aluric Shayosa Regular: aacute[00E1]
-2349,1747
-2349,1747
24
0
caps height
left
side-bearing
right
side-bearing
baseline
glyph
origin
descender
Layers
Outline
Template
Guides
Hints

Align & Space

Almost anything can function as a guide.



Align & Space

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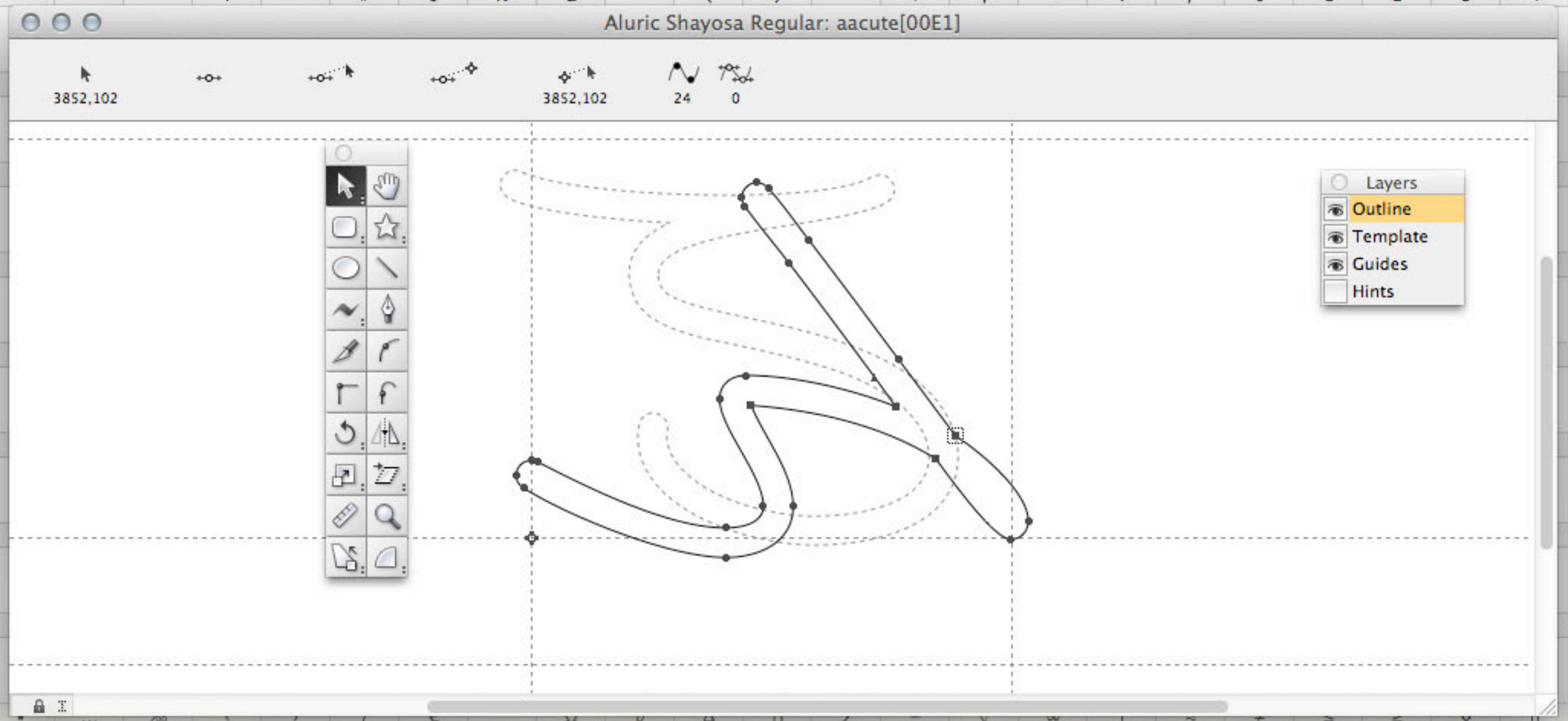
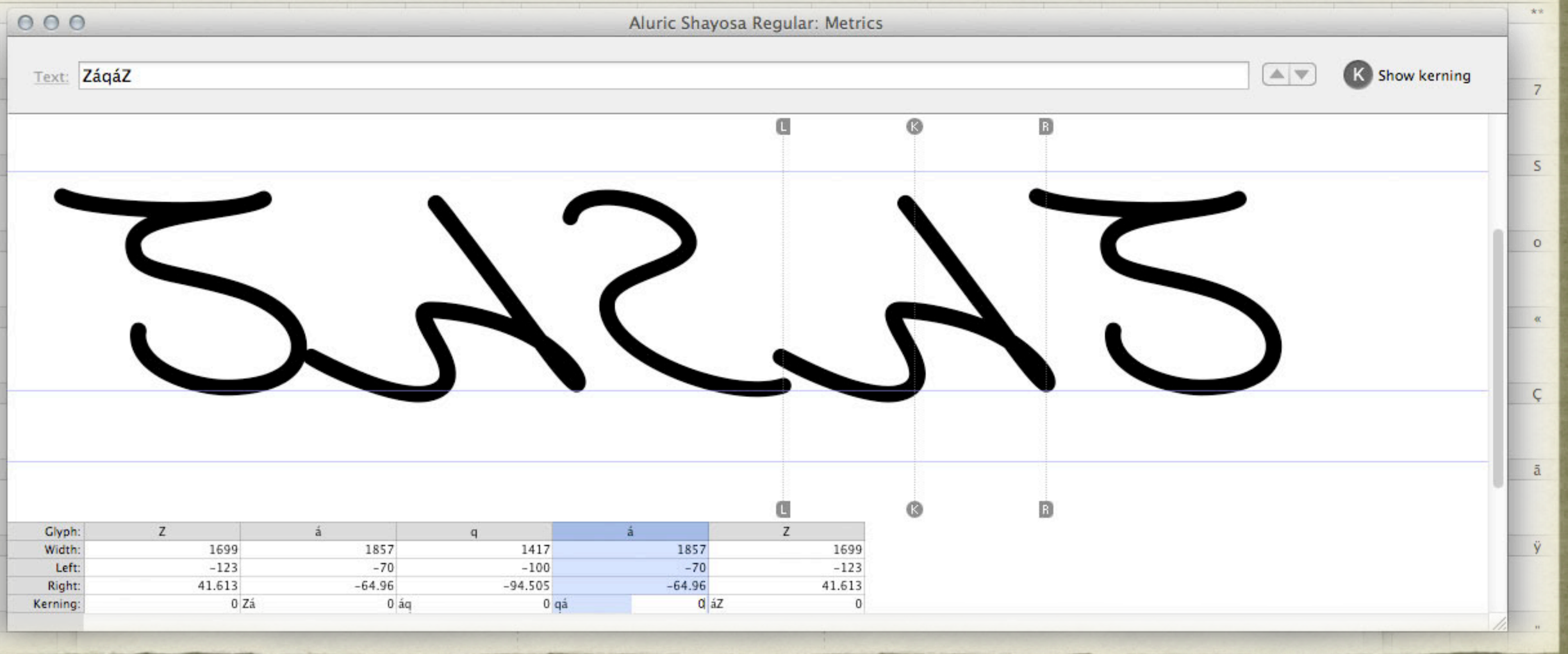


Kerning

Discrete spacing relationships between pairs of glyphs.



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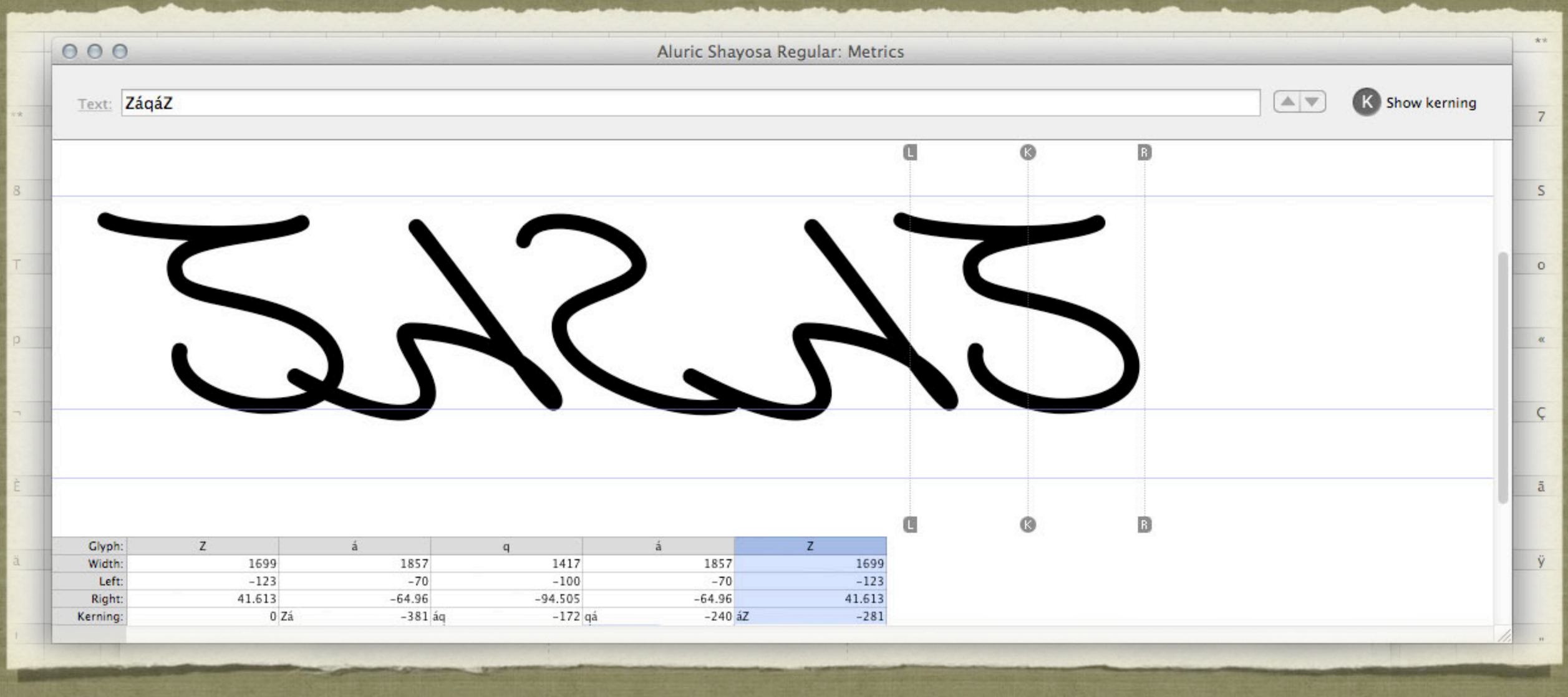

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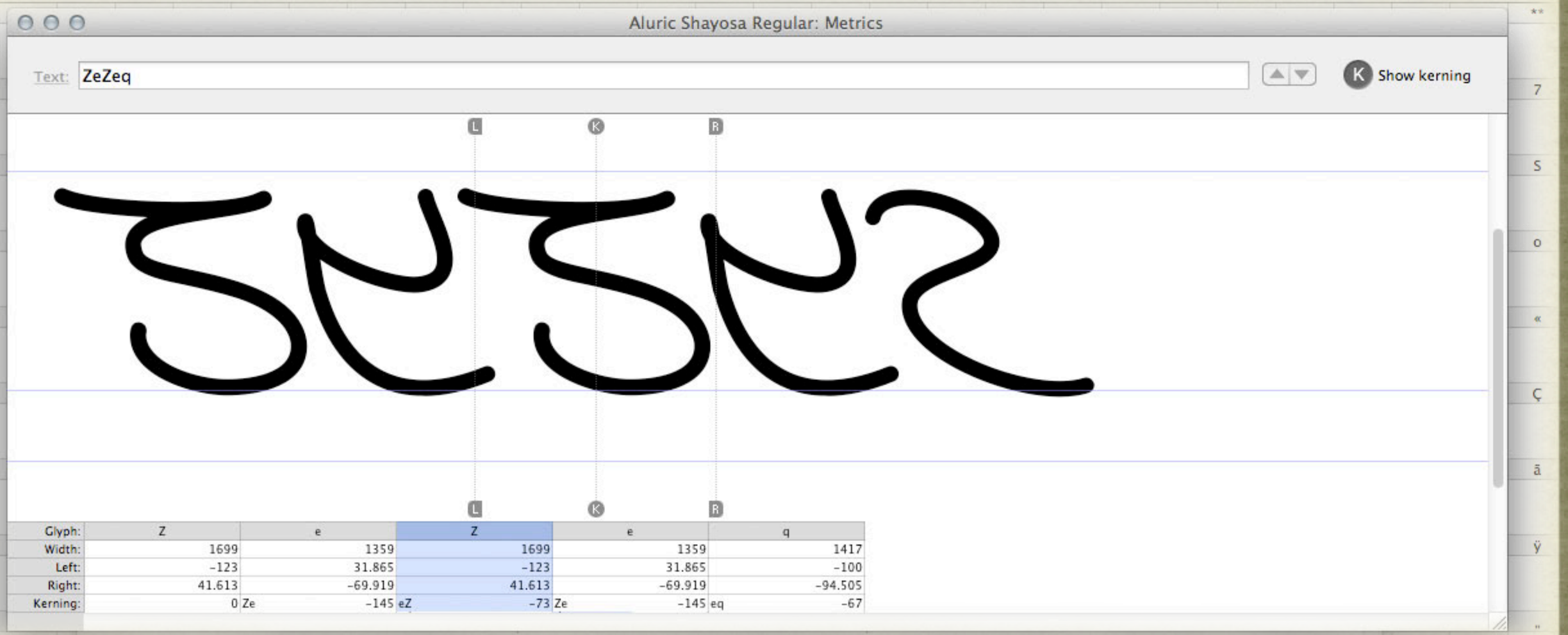
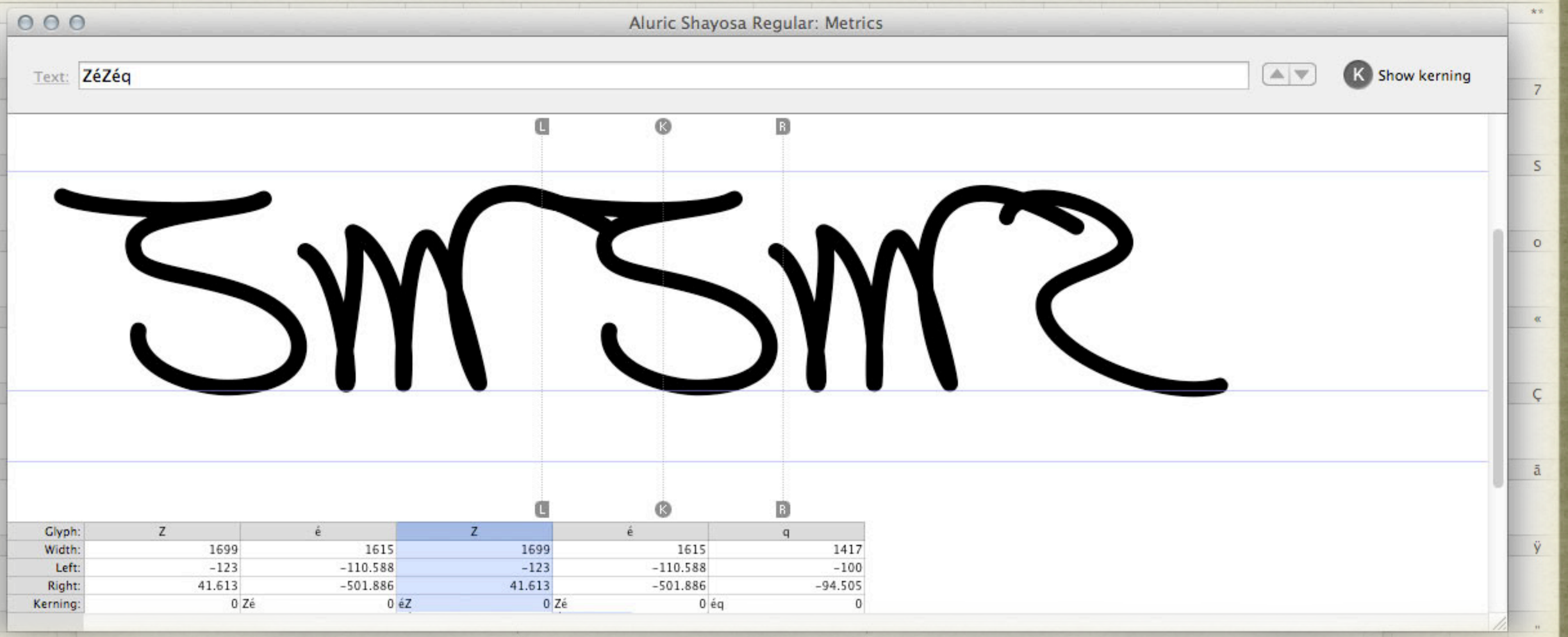


Kerning Uh’ Oooh!



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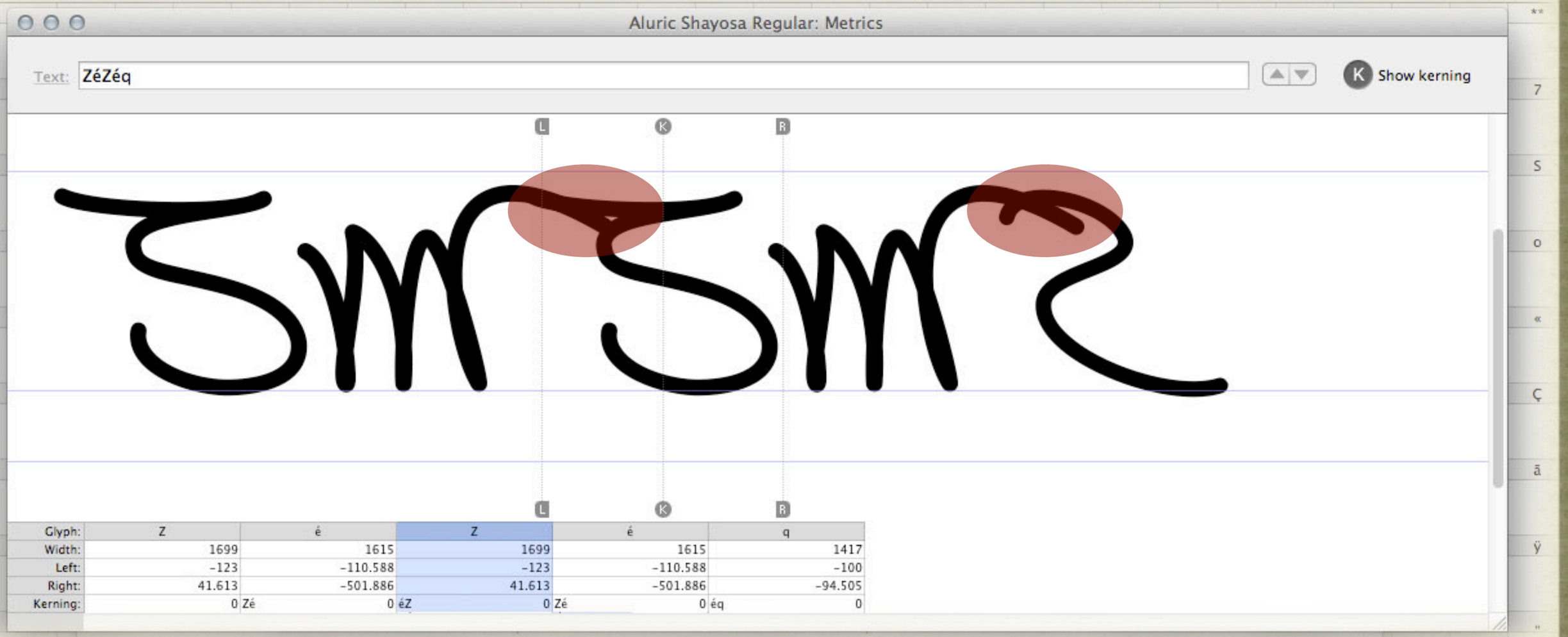
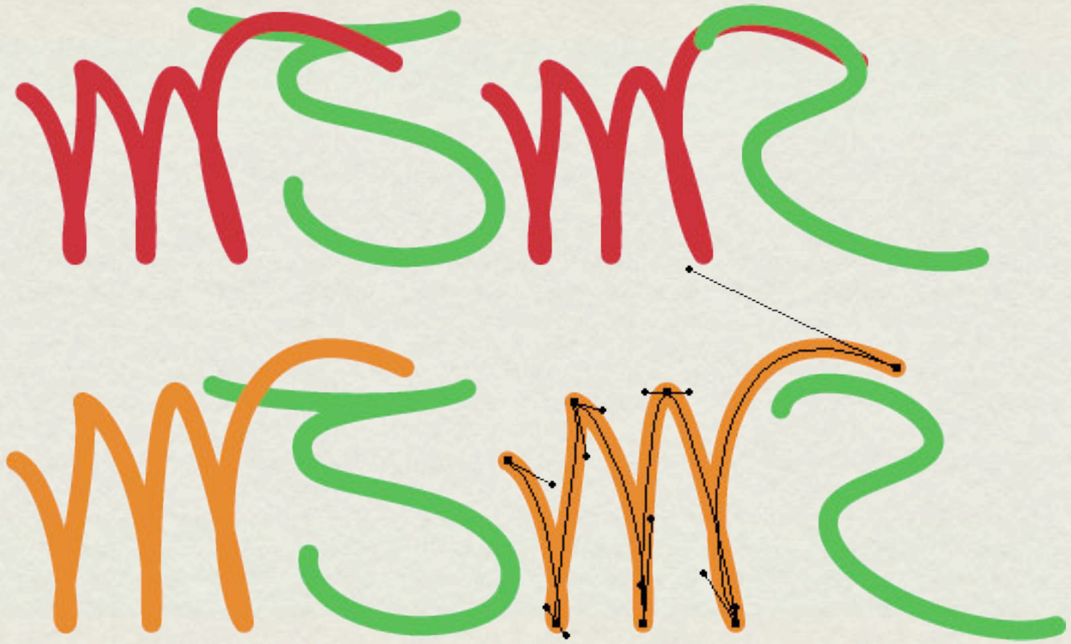


Kerning ››› leads back to the drawing board — LITERALLY.



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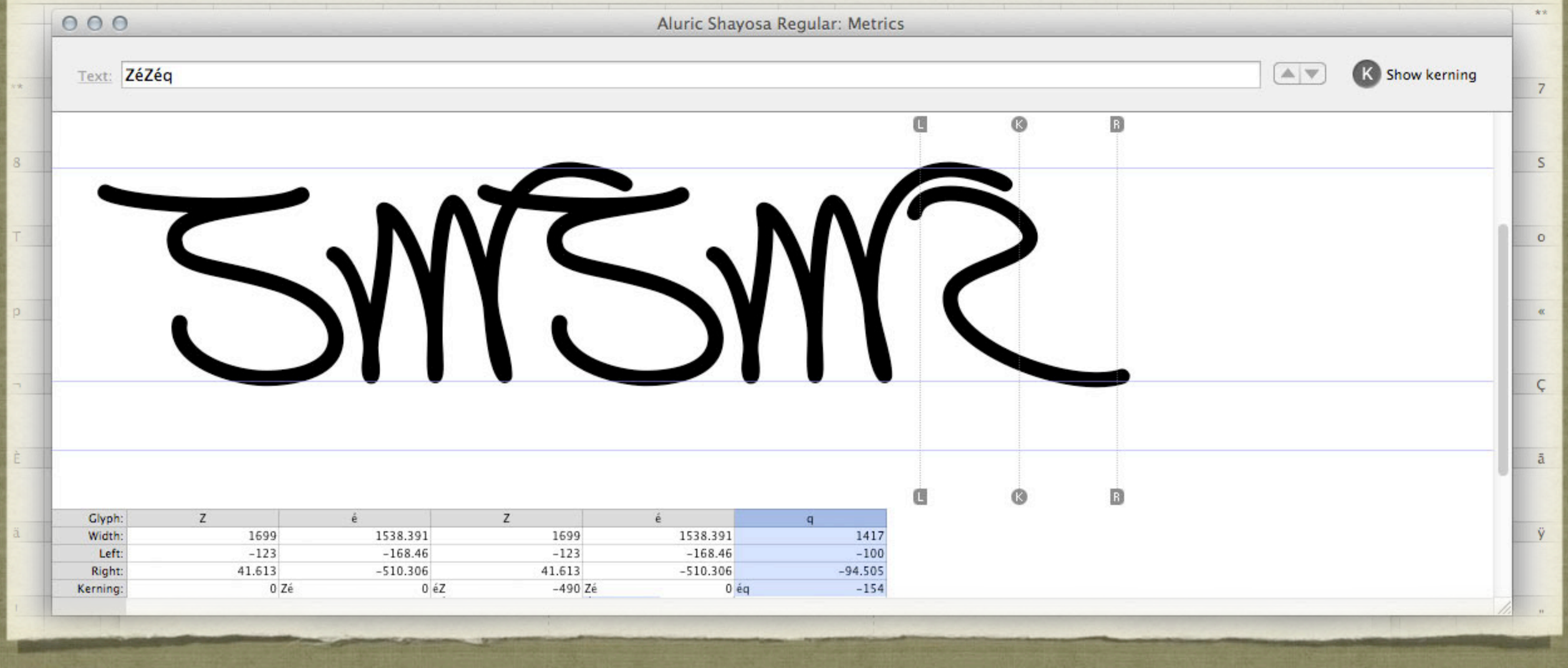
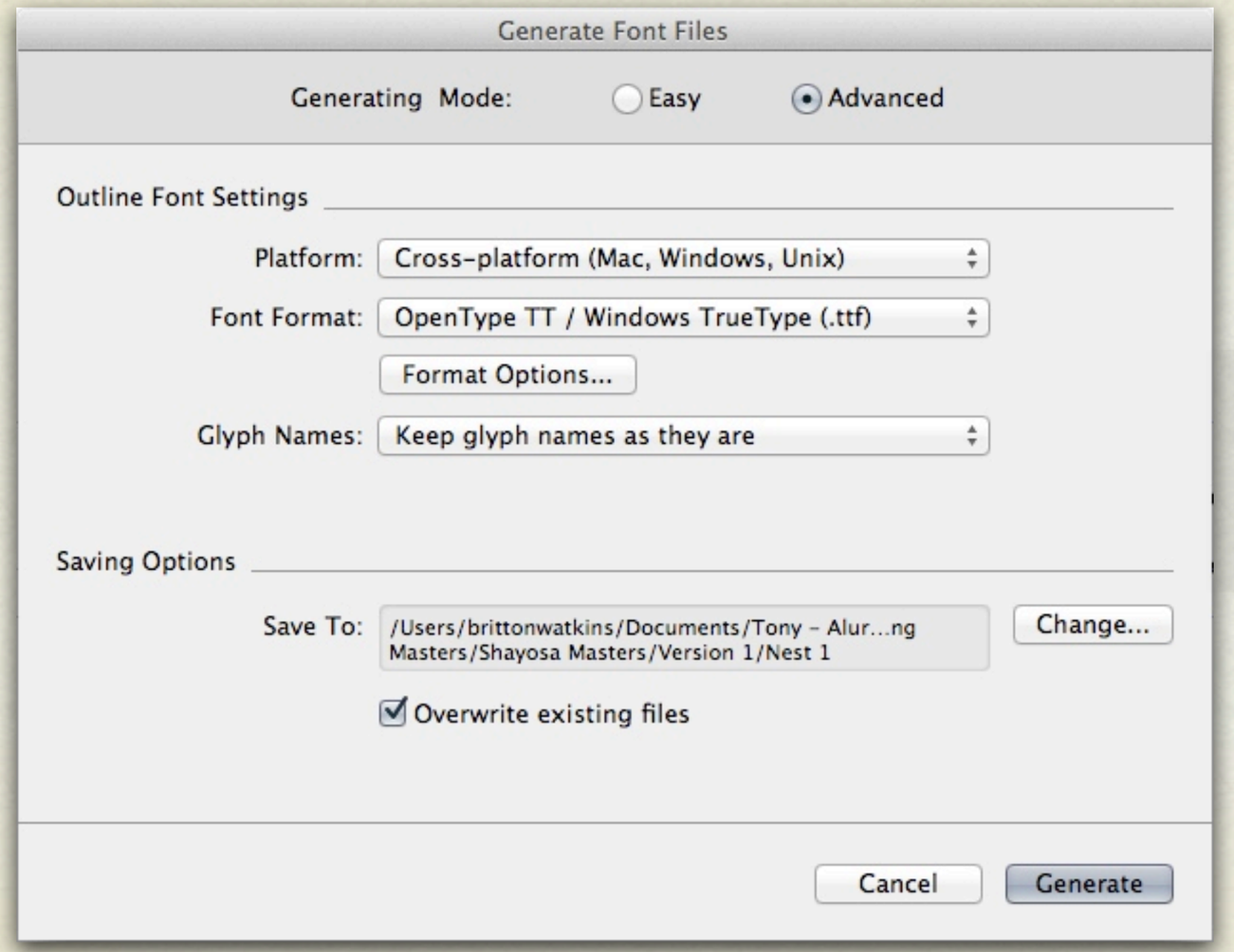
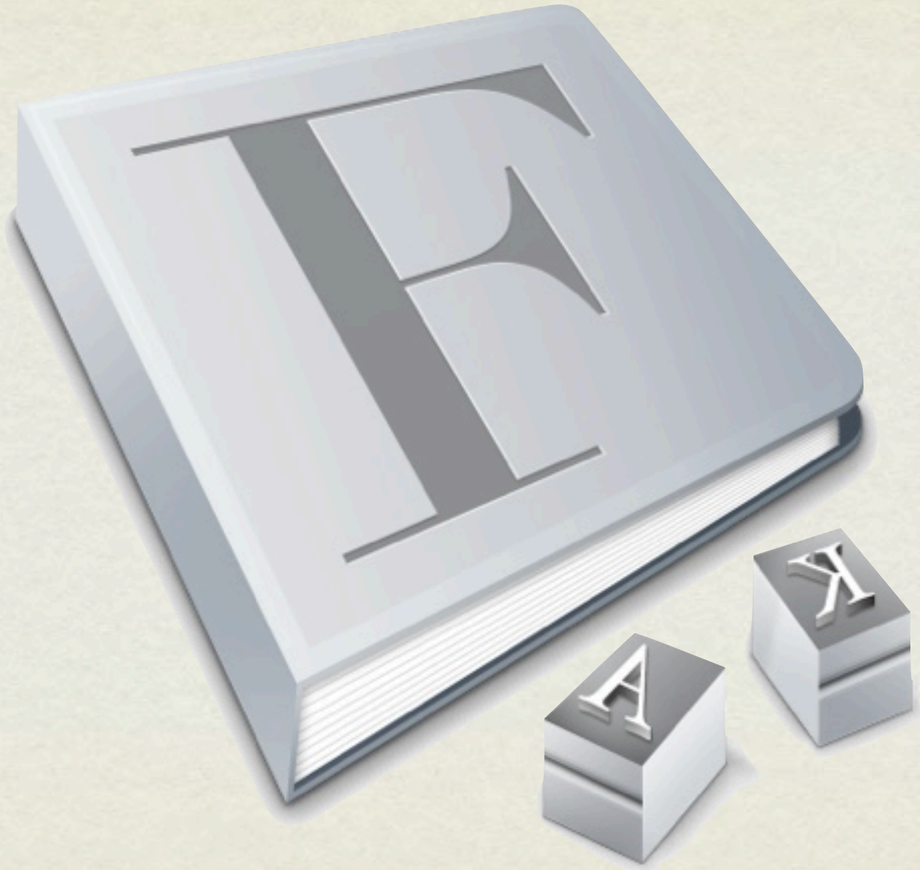


Glyph:	Z		é		Z		é		q
Width:	1699		1538.391		1699		1538.391		1417
Left:	-123		-168.46		-123		-168.46		-100
Right:	41.613		-510.306		41.613		-510.306		-94.505
Kerning:	0	Zé	0	éZ	-490	Zé	0	éq	-154

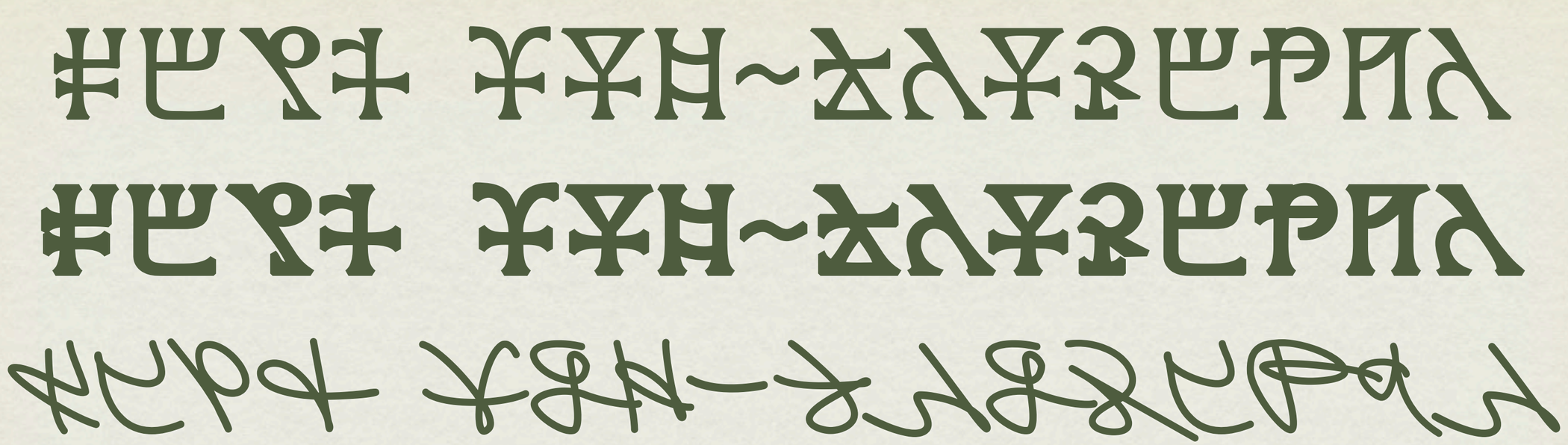
Generate actual fonts



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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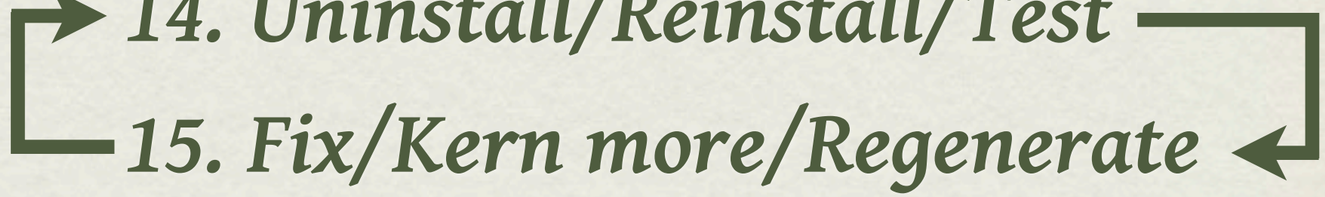
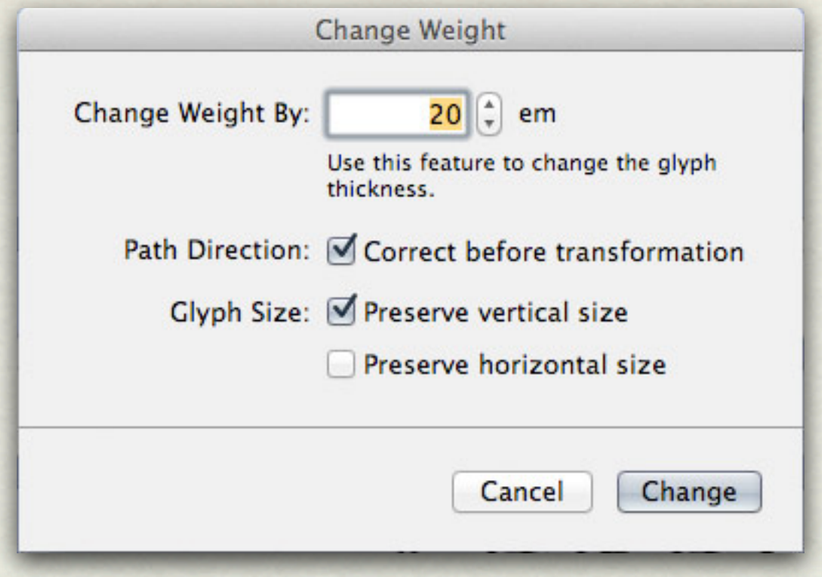


Other weights & styles



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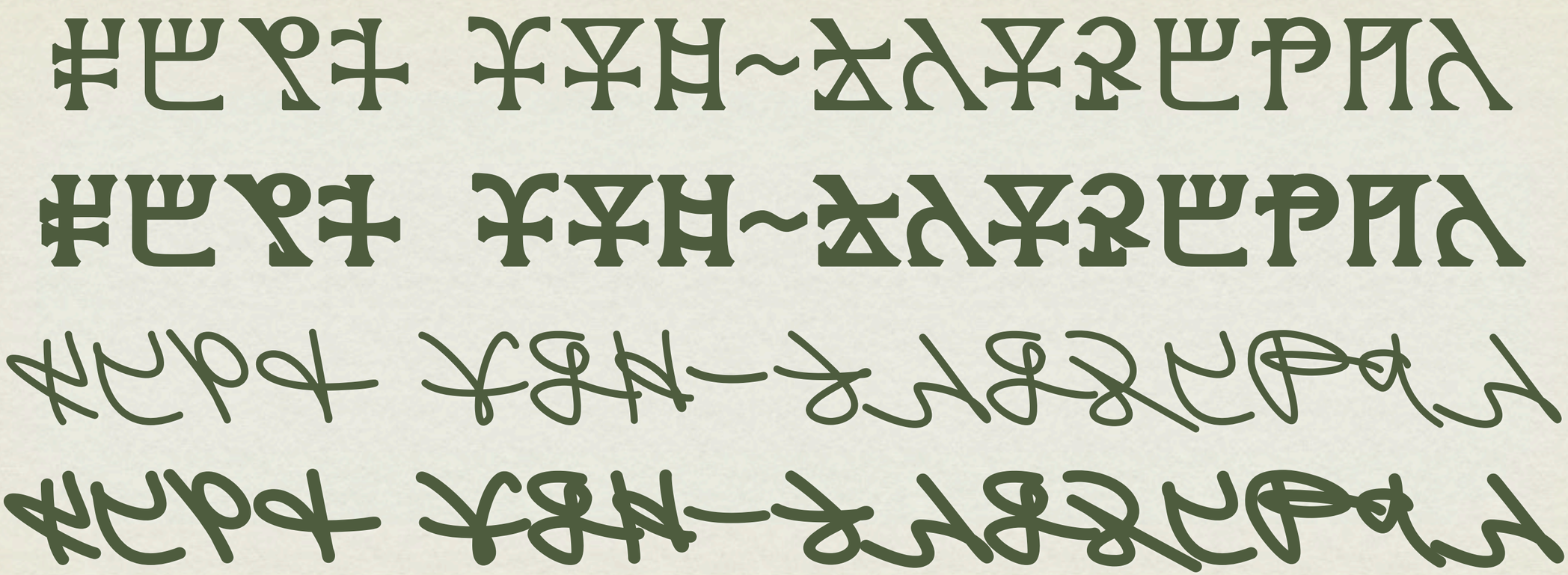

For your consideration

NALA

“division of labor”

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18. Make other versions

Why not collaborate
with each other more?

Each to the best of her or his abilities.

britton@dragonflypacific.com

korsaya.org

sennition.com