Hello and welcome. I hope you’re doing well.

This is the next video in the series on my pygame code to animate your handwriting.

In this video I am going to demonstrate the process of creating your own custom fonts and symbols by recording your handwriting.

I’ll then animate some text being handwritten using these fonts.

So let’s jump in…

Let’s create a new script, let’s call is “recorder\_demo.py”.

Since my last videos, I have organized the code so I can access all the classes by importing pyhandwriter.py. First I need to add the directory to the path as follows:

When recording your own handwriting it can be helpful to trace or be prompted by characters from a built-in font.

Pygame comes with many built in font – I am using the FreeType module. I wrote some code to allow you to look at all the fonts and then select ones you like.

# run through the

The fonts are shown in alphabetical order.

It might be a bit small, but when you hover over a font, the name is displayed in the window caption.

The sentence I’m using contains all the letters of the alphabet which is handy to check out the font.

You can click a font to select it.

I am looking for a script font to trace.

I quite like the look of “gigi”, so I’ll select that and quit – the function returns the selected fonts as a list so we can print it.

[ Select “gigi”]

Now I’ll make my own handwritten version of “gigi”.

I’ll comment out these lines and create an instance of the Recorder class as follows

# run through

We can type help(ph.Recorder) to read the docstring and look at the arguments….

# recording

# show smoothing level