

SVGINOTlayersCompositor

Python script for FontForge

made by *Gluk*

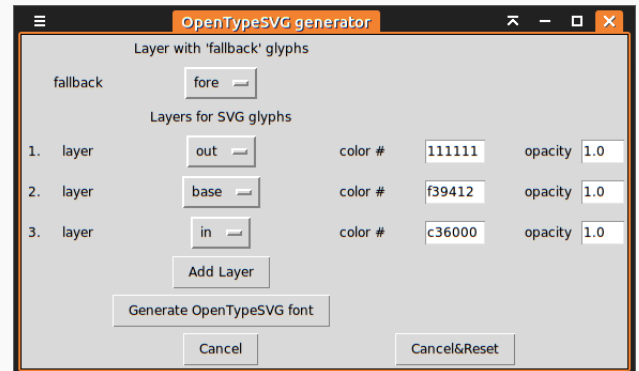


How to install:

1. install fontTools for python 2
2. place SVGINOTlayersCompositor.py in ~/.FontForge/python

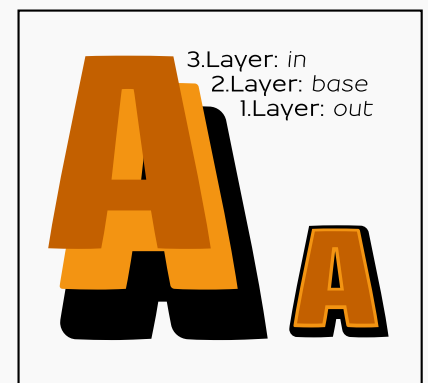
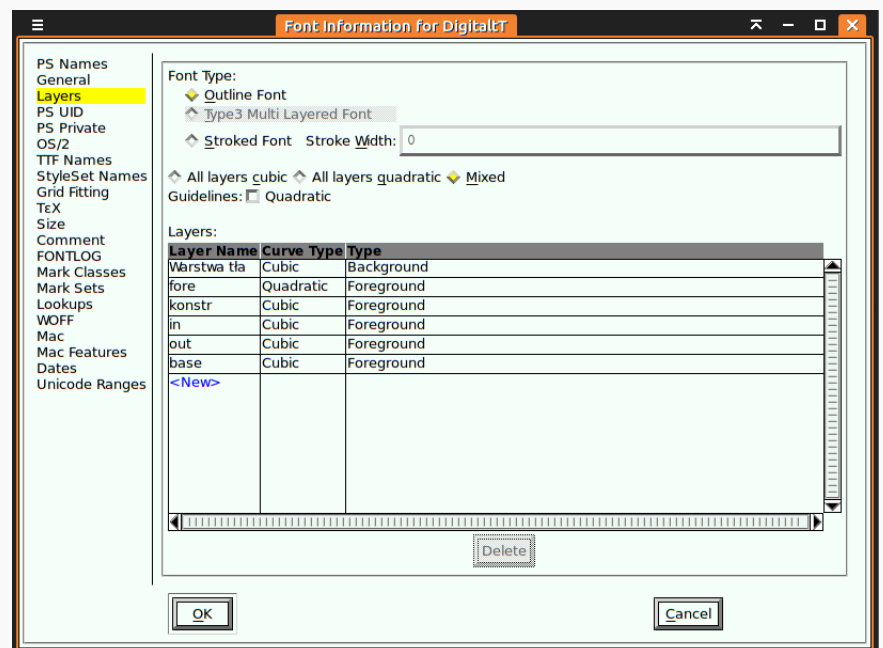
How to test:

1. open DigitaltT.sfd (in SVGINOTlayersCompositor_021/fontTester/ directory) in FontForge
2. from menu Tools → SVGINOpenType → select "layersCompositor 0.21"
3. layersCompositor should have previously saved layer values, and should look like image.
4. click "Generate OpenTypeSVG font" Button
5. in DigitaltT.sfd directory will be generated DigitaltTColor.ttf
6. open test_in_firefox_or_edge.html in Firefox Browser to test font
7. play with layer values in dialog, and have fun :)



How to make a new color font:

1. open new font in FontForge
2. prepare layers (see image):
 - you need one "fallback" layer with (at best quadratic paths) glyphs for programs without SVGINOT support
 - as many cubic layers, as you need for SVG glyphs
3. prepare glyphs (I know.)
4. save .sfd file
5. from menu Tools → SVGINOpenType → select "layersCompositor 0.21"
6. select fallback layer
7. select one SVG layer (lowest layer in your layers order) and edit color/opacity values
8. click "add new layer" for next SVG layers (reverse order!)
9. select layers name and edit color/opacity values
10. click "Generate OpenTypeSVG font" Button
10. in your .sfd directory will be generated font xxxxxxColor.ttf



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