

My Handwriting Generator

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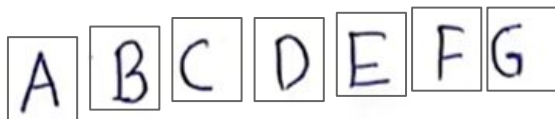
Motivation

There are occasions in life where we need to handwrite something, which for example could be a heartfelt letter, but typing is obviously more convenient and effortless. In order to reach both goals, we design a tool to convert any text to the handwritten version using our own pieces of handwriting.

Problem definition

Given a set of images (white background) containing handwritten characters written in blocks and an English text file, we want to generate the handwritten version of the text file.

ex.



+

MODULE



MODULE

Form

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
!	"	#	'	()
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
\$	%	&	*	+	,
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
-	.	/	3	4	5
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
0	1	2	6	7	8
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
9	:	;	?	@	A
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<	=	>	B	C	D

Algorithm - Pre-process (1/3)

- Threshold by intensity
- Extract frames
 - Find contour
- Closing operation
 - Bigger kernel
- Opening operation
 - Smaller kernel

without closing operation



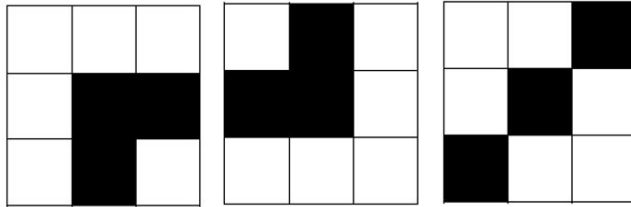
with closing operation



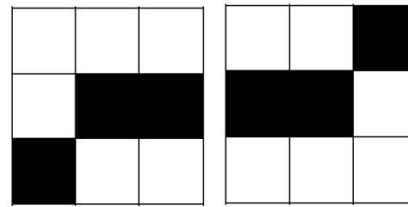
Algorithm - Pre-process (2/3)

- Bounding box
 - Image-oriented bounding box and compute bottom line
- Thinning
- Compute orientation

ex 45°

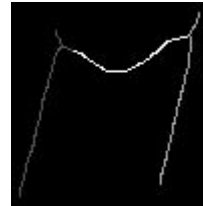
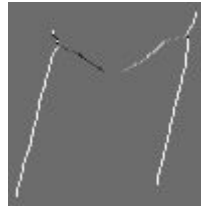


22.5°



Algorithm - Pre-process (3/3)

- Divide
 - Divide pixels in thinning image into different parts by their orientations
- Classify the pixels in frame



Algorithm - Transform and Combine

- Perform random transformation on each parts
 - Backward transformation
 - Rotation: $-10^{\circ} \sim 10^{\circ}$
 - Scaling: $0.9 \sim 1.1$
- Combine parts into a character
 - Connect cut points in each parts after transformation by shifting
- Closing operation

original parts



transformed parts



original



transformed and combined



closing operation



scaled



Algorithm - Generate

- For each character in input:
 - Transform and combine parts
 - Compute orientation
 - Scale the character to desired font size
 - Combine and align the transformed character with previous ones
 - Kerning
- Parameters
 - Word/line/letter-spacing
 - Font size and color
 - Ruled paper

Corgi coins :))

Corgi coins :))

Experimental results

- Same characters are similar but slightly different

AAAAA BBBBB

aaaaa bbbbb

CCCCC DDDDD

ccccc ddddd

EEEE EFFFF

eeee effff

GGGGG HHHHH

ggggg hhhhh

IIIII JJJJJ

iiii jjjj

basic

I'm lazy in everything.

I don't wanna write anything.

My hands are not born for writing.

As a CSIE student.

Typing is everything.

Sorry for the bad rhyming.

Maybe you can do better than me.

different color

I'm lazy in everything.

I don't wanna write anything.

My hands are not born for writing.

As a CSIE student.

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Sorry for the bad rhyming.

Maybe you can do better than me.

ruled paper

I'm lazy in everything.

I don't wanna write anything.

My hands are not born for writing.

As a CSIE student.

Typing is everything.

Sorry for the bad rhyming.

Maybe you can do better than me.

font size, line/word/letter-spacing

I'm lazy in everything.

I don't wanna write anything.

My hands are not born for writing.

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Typing is everything.

Sorry for the bad rhyming.

Maybe you can do better than me.

Unresolved issues

- Extract frame
 - Noise
 - High quality input required
- Divide parts
- Combine parts
- Combine character
- Binary image

O P

A E

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Reference

Saurabh Daware - I made a Text-to-handwriting tool to write my college assignments for me

<https://github.com/saurabhdaware/text-to-handwriting>

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