

## how to make a complex dingbat font in fontographer:

first of all you need a bitmap as a source for the character to be made. this is a good example of one. it has been made from an image found on the internet, resized to 410x490 pixels and then transformed into 2bit colour.



you may have to experiment a bit in order to get a traceable result and you should be careful not to use too complex pictures, because even if the

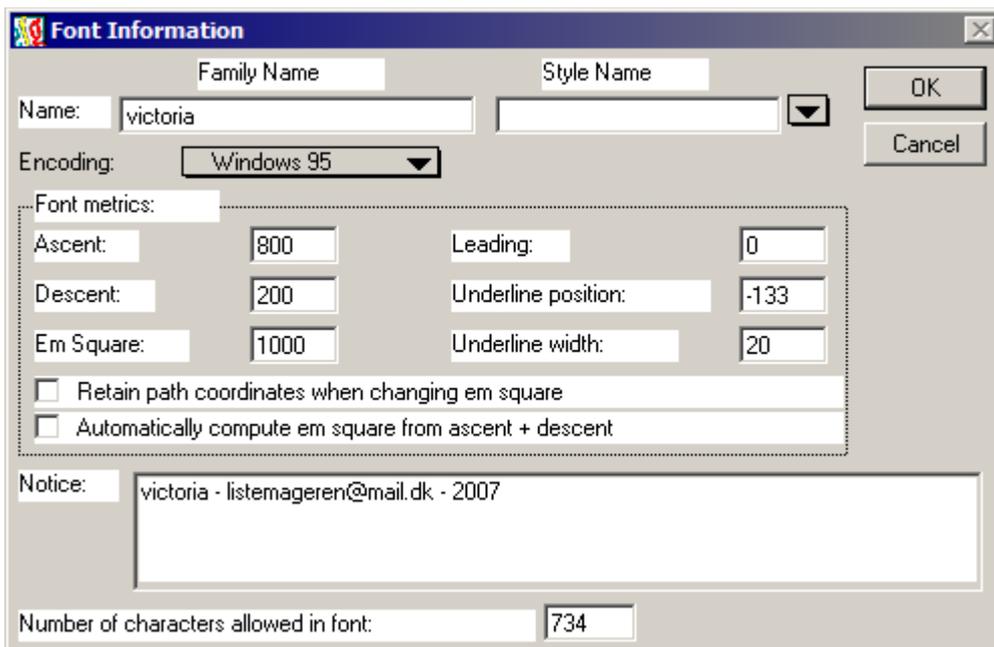
program may be

able to trace them, the result could very easily be a font that would eat up your computer's memory if you use more than a single character.

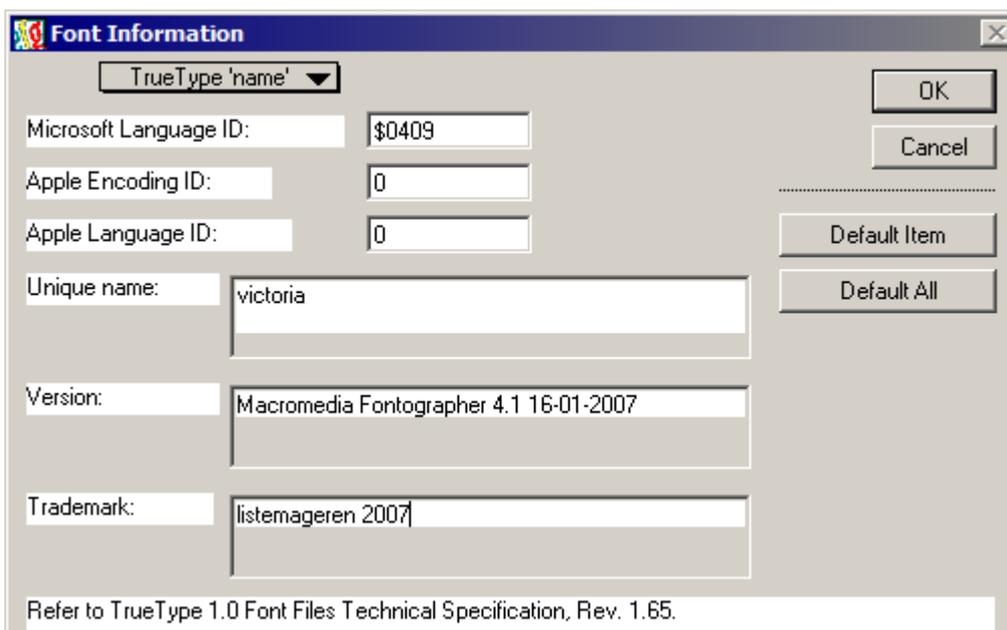
the next thing you have to be is open up fontographer, create a new font and add some basic information to it (otherwise it will be saved as *untitled-1fog* and the font exported as *untitled-1.ttf*)

you should try and come up with a name that tell something about the font – for this one I would have preferred *postage stamps*, but since it is already in use, I decided on *victoria* instead. after all, she was the first one to be depicted on a stamp when the famous *one penny black* was issued in 1841.

in order to add these details, go to Element/Font Info in the File-menu. Figures 1 and 2 shows an example from this particular font. (you should note that fontographer will save the font with a maximum of eight characters!)



**Figure 1: Font Information step 1**



**Figure 2: Font Information step 2**

1. in the next phase you need to alt-tab between fontographer and whatever picture-editor you use – CTRL+C to copy the first bitmap
2. open up box A in fontographer and paste with CTRL+V
3. you do the actual tracing with these short cuts: CTRL+SHIFT+T (tracing), CTRL+SHIFT+C (clean up paths), CTRL+SHIFT+K (correct path direction)
4. now go to the template layer, CTRL+A to select the bitmap and DEL to delete it (otherwise it will just stay there and make the font file huge!)

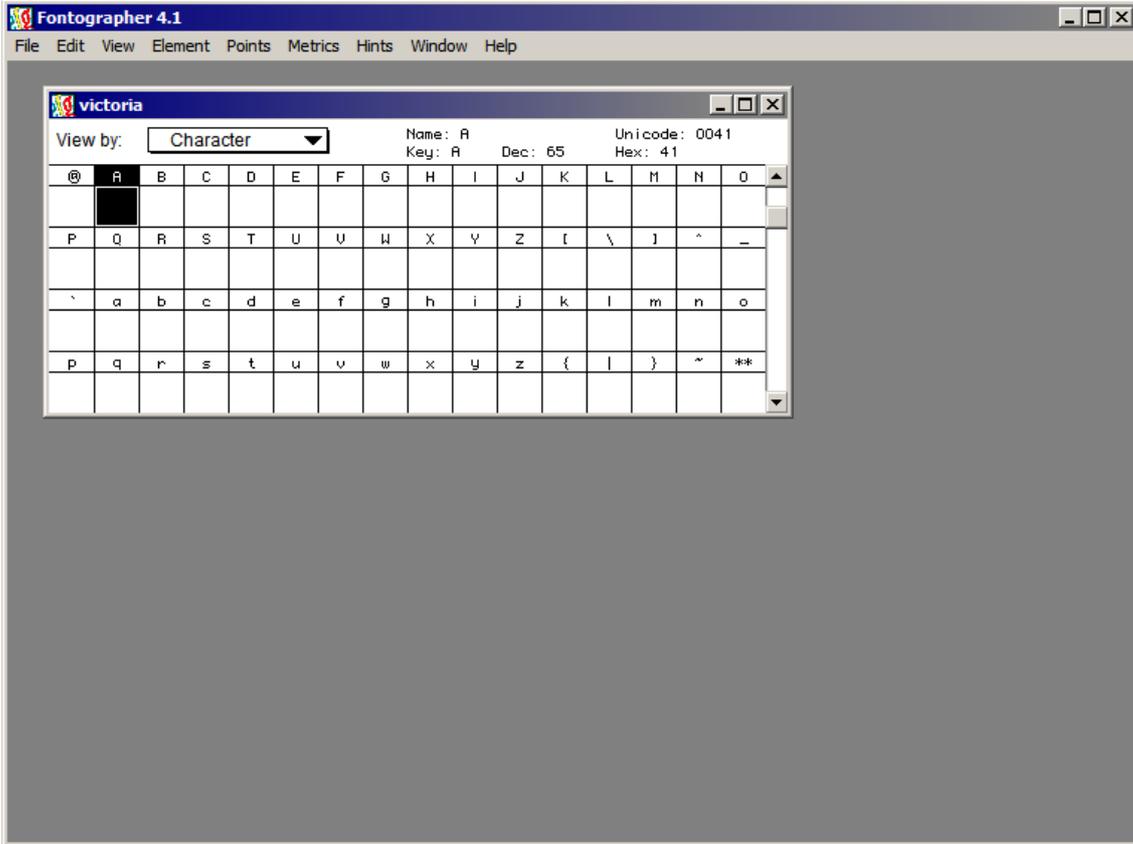


Figure 3: fontographer step 1

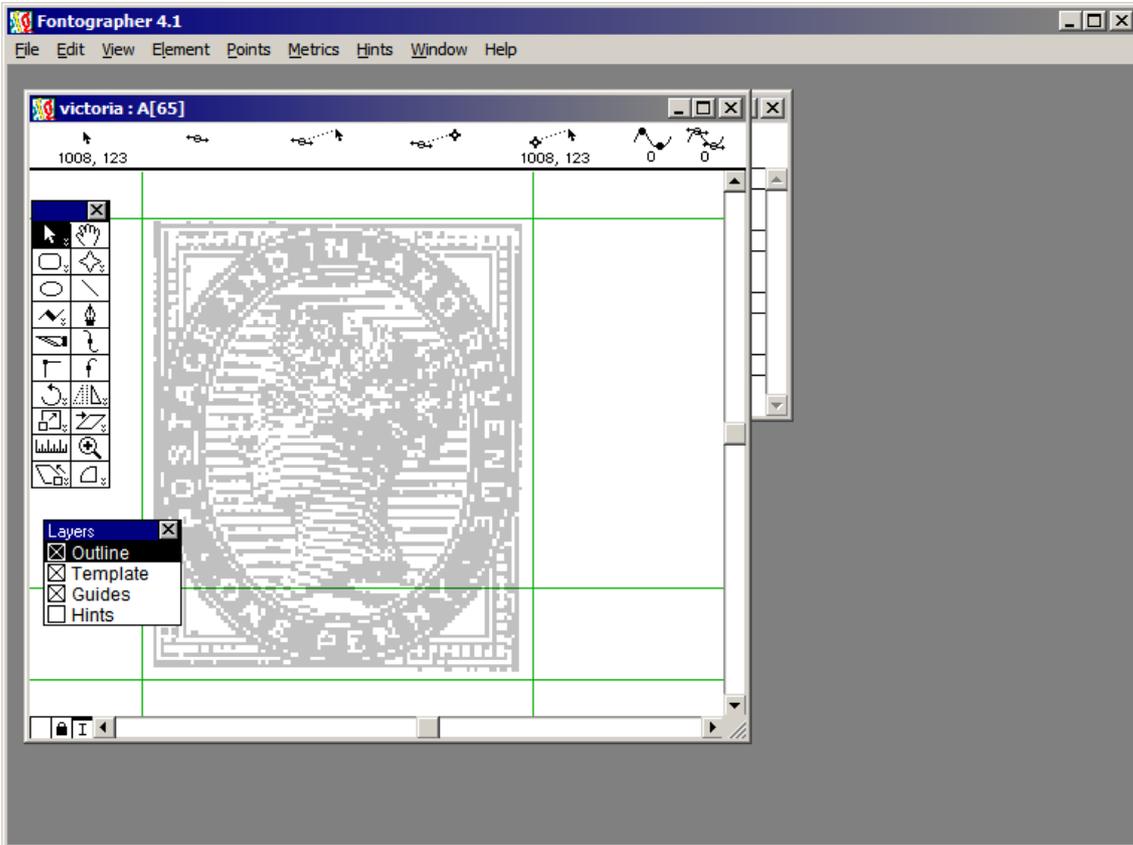


Figure 4: fontographer step 2

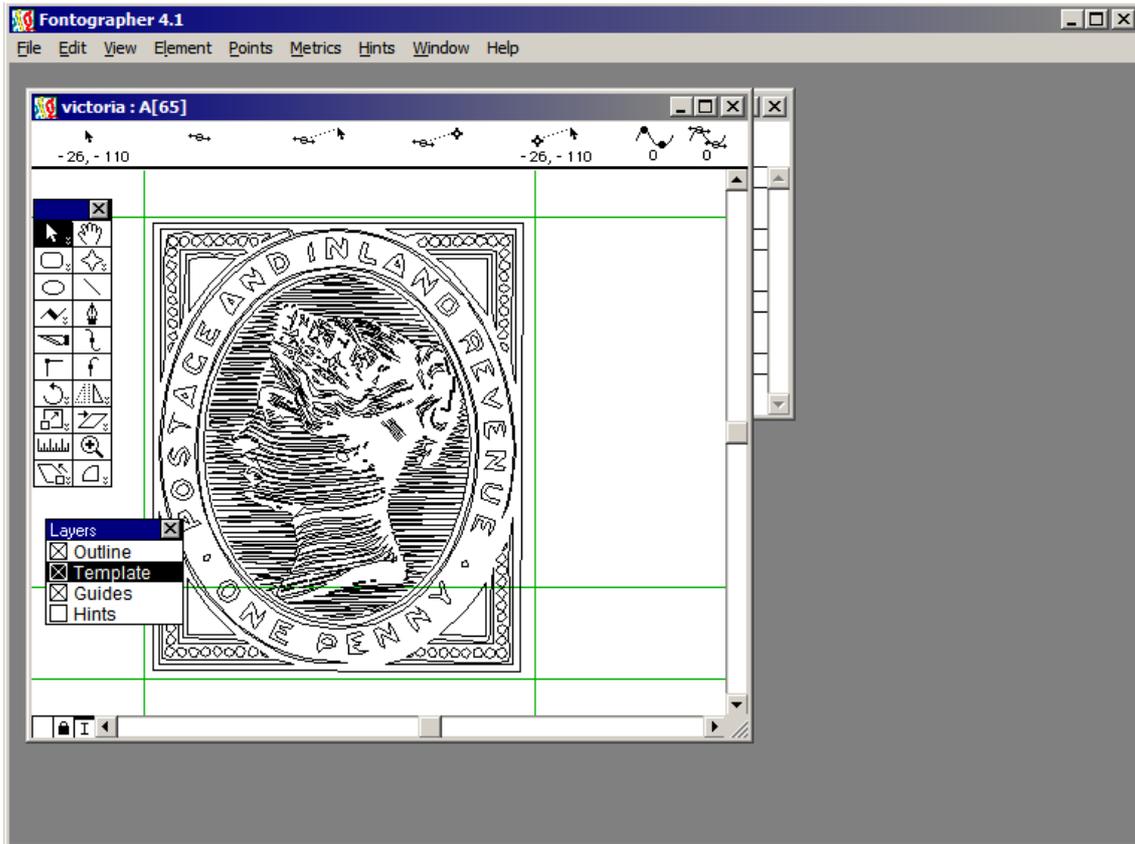


Figure 5: fontographer step 3

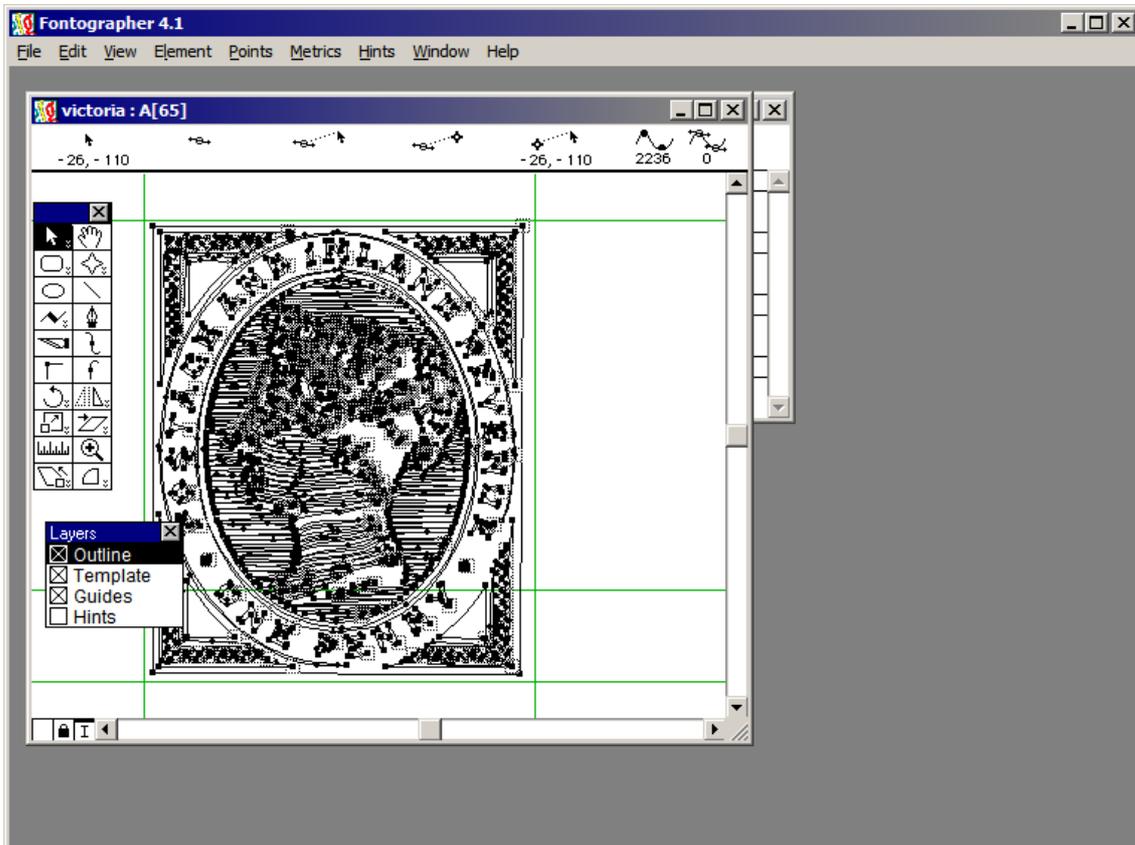
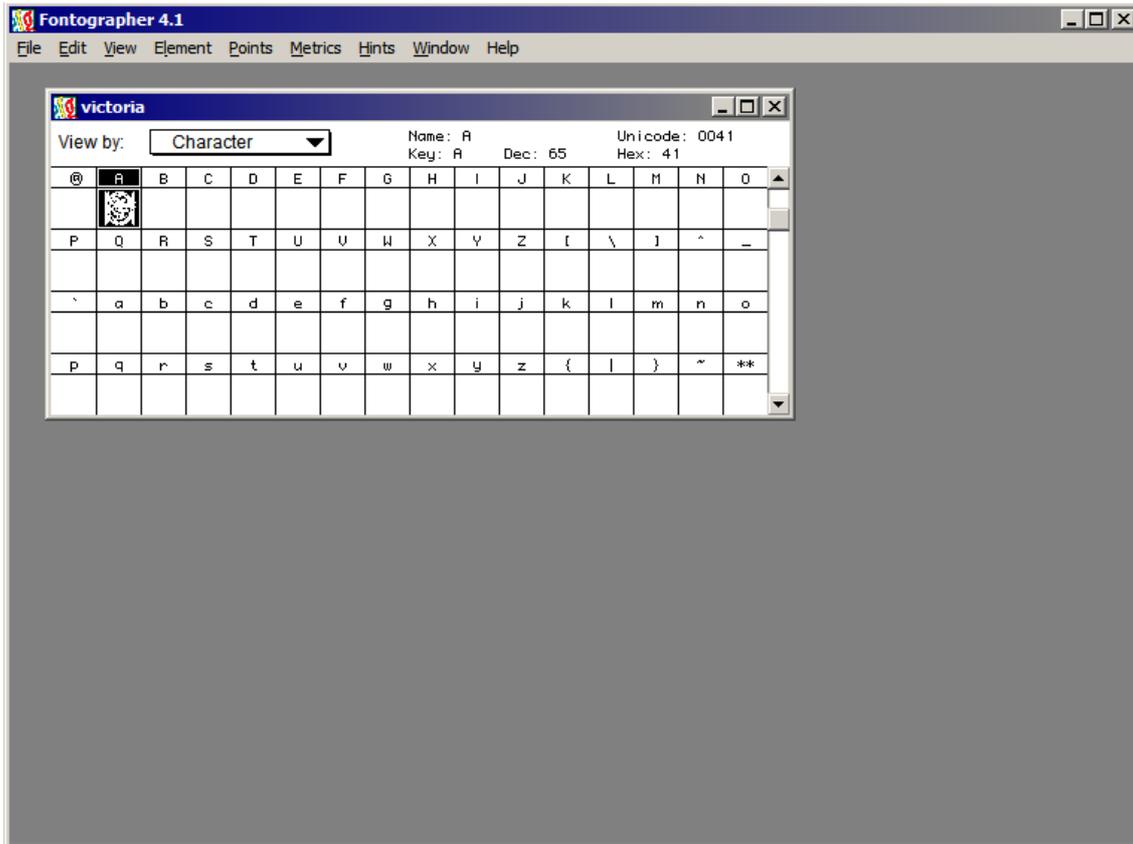


Figure 6: fontographer step 4



**Figure 7: fontographer step 5**

when you are done with this, close the a-box window and continue with the next character. it is a *very* good idea to get familiar with these short cuts!

after the last character has been traced etc., go to Files/Generate font files. choose whatever configuration you want and be patient. a very complex font may take several minutes to generate. remember the save the generic fontographer file also – it is basically a database that contains information about the font and you need it if you should want to go back and make change or add some characters to the font.

before you distribute the font, you should test it thoroughly on your own system (word, publisher, paint shop pro, photoshop – use as many programs as you have access to). type all characters in several sizes and make some prints to see what they look like. even better, see if you can persuade some friends to test the font as well.

if you don't have a copy of fontographer, there are several other editors you could use and the procedures are somewhat identical. unfortunately most of these programs are payware and somewhat expensive, but you could try out this shareware program: <http://www.high-logic.com/> called *font creator*, now in version 5.5.

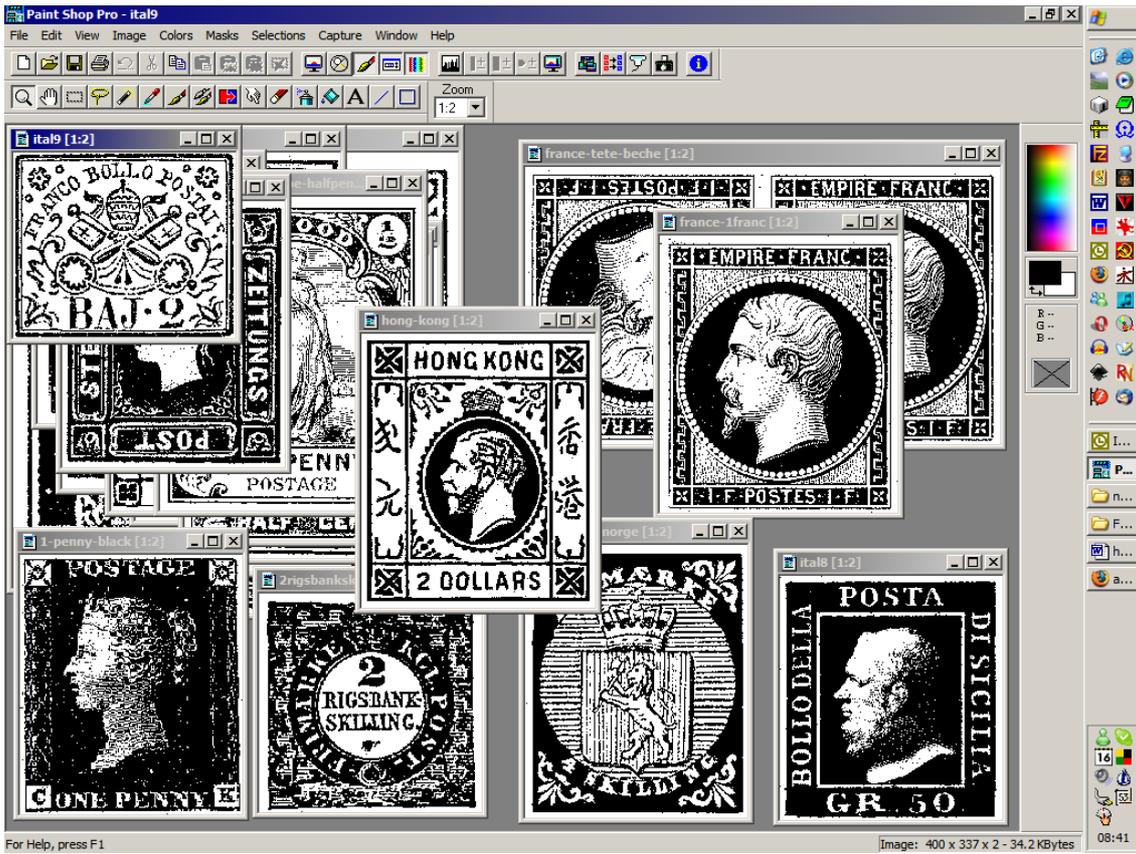


Figure 8: bitmaps ready for pasting into fontographer