

FoundryMaster

Creating OpenType Font Variations

In this brief manual the data flow for creating an a variable font is explained. Please note that the current verion of FoundryMaster is beta still. Hence the operation is preliminary and requires some attention. This will be fixed and improved later. As example we have used the URW Geometric font family and we use the following weights for the creation of the variable font:

G081011T	URW Geometric Thin
G081013T	URW Geometric Regular
G081019T	URW Geometric Black
G081041T	URW Geometric Condensed Thin
G081041T	URW Geometric Condensed Regular
G081049T	URW Geometric Condensed Black
G081081T	URW Geometric Expanded Thin
G081083T	URW Geometric Expanded Regular
G081089T	URW Geometric Expanded Black

The embolded URW Geometric Regular is the master font.

- ① Step 1: Create your Master font and all the Instances necessary to define the axis and corrections.
- ② Step 2: Check the isomorphy of the fonts.

Isomorphy –(biology) similarity or identity of form or shape or structure .

Here it is used as a term to decribe that two glyphs have:

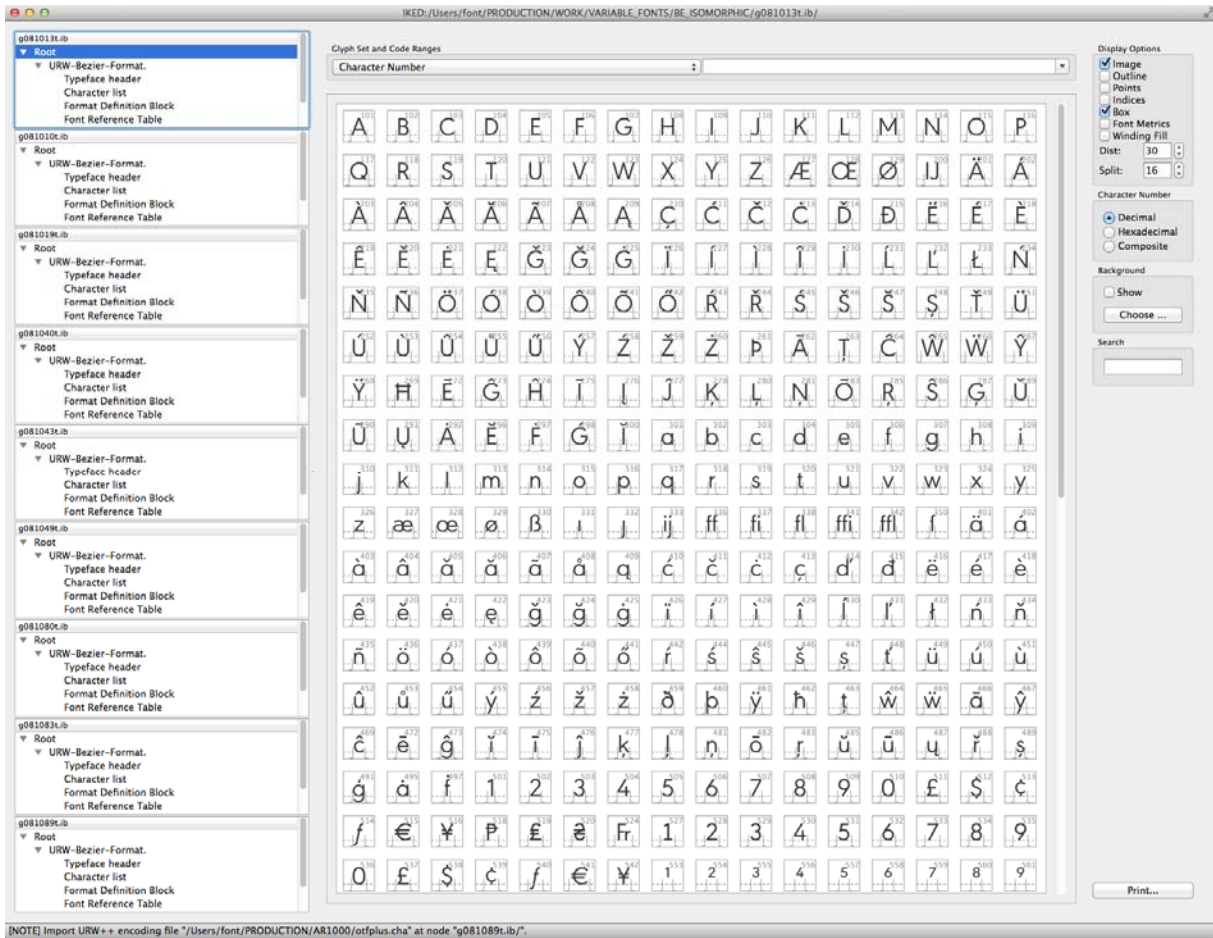
- the same number of points,
- the same sequence of control and anchor points,
- the same number of contours,
- the same ordering of the contours,
- the same sense of rotation of all contours,
- the same location of the start point.

In FoundryMaster we have introduced the option to check the isomorphy in the side by side viewer.

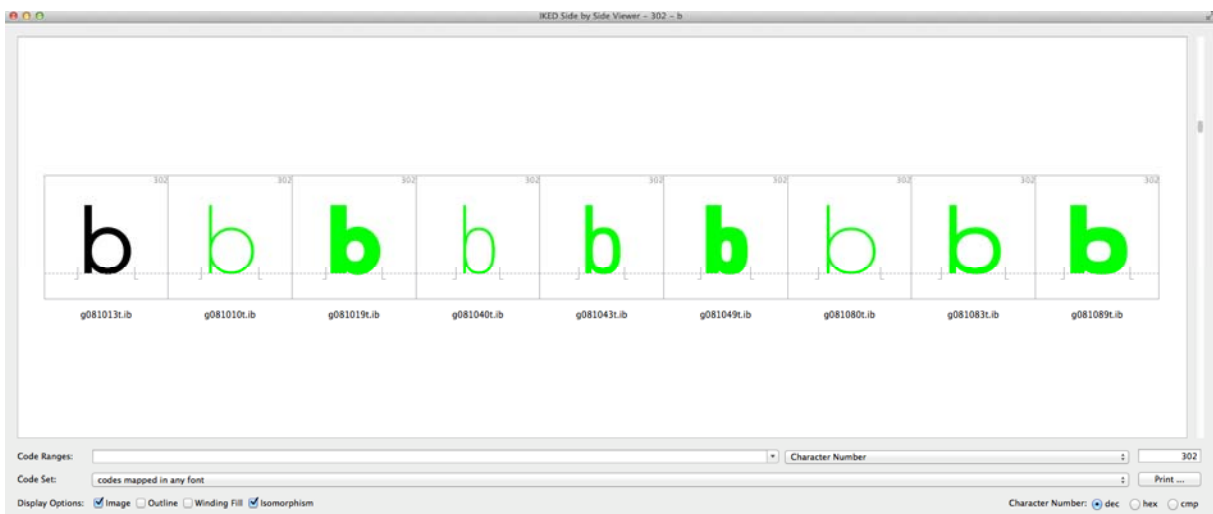
We have also introduced advanced functions to make two gylphs isomorphic with the interpolation tool in the glyph editor. This will be described later on.

On the next page you will see the side-by-side viewer for the nine fonts mentioned above.

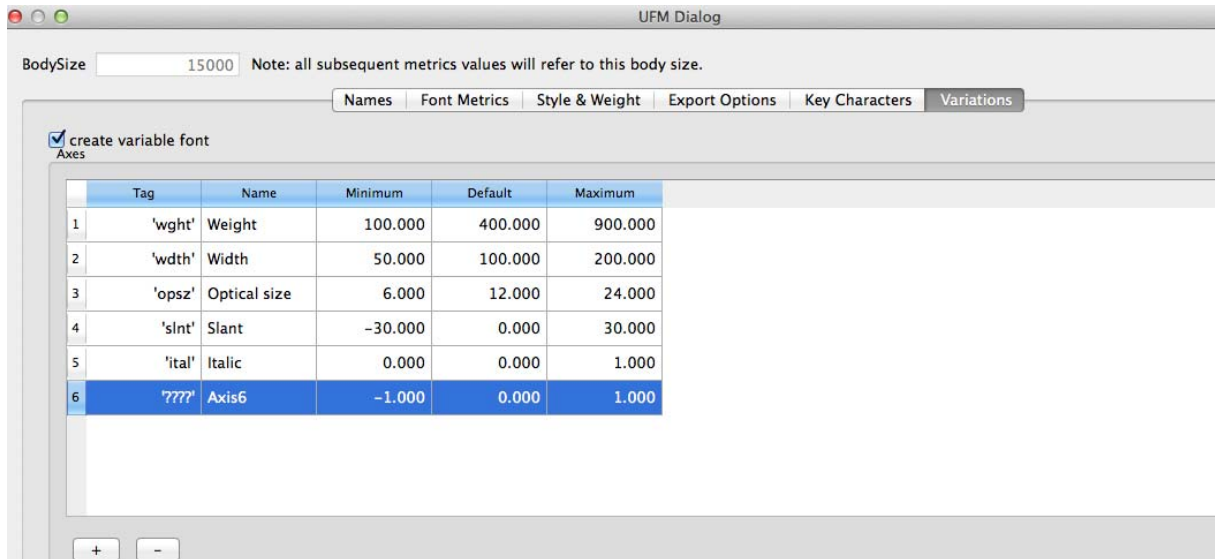
Open all fonts in FoundryMaster (the *master font* first):



Isomorphic characters are displayed in green (if the isomorphism check box is activated).



*weight a is second the width a is and then the opsz slant
and itala a is hese a e all not e ui ed t he can e deleted again with the '-
unkown a is which has to edited o e a ple spac*

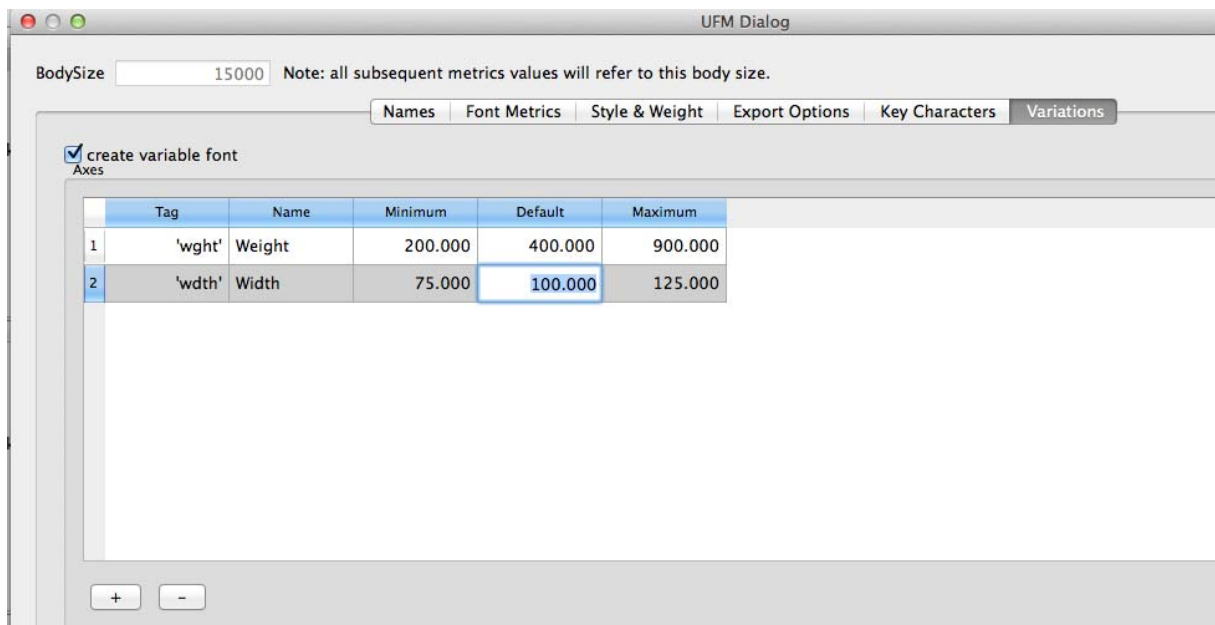


*this allows to create the edited axis on our variation font in this case we need onl the axis width
and weight*



9000

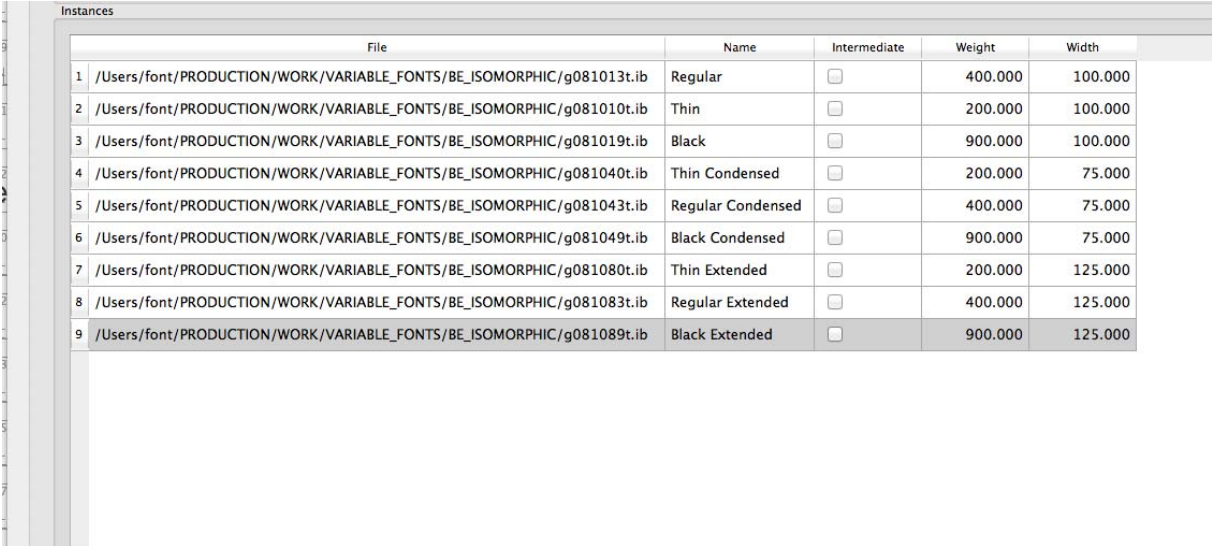
75 15



As a next step fill in the names, width and weight values for the font instances which will be used to create the variation font, in our case 9 instances, including the master font.

➔ This information will be stored and partly automatically filled in in future. Currently we try to get the information of the width and the weight and the name from the meta file (UFM) and the PCWeight and WidthClass entries.

➔



	File	Name	Intermediate	Weight	Width
1	/Users/font/PRODUCTION/WORK/VARIABLE_FONTS/BE_ISOMORPHIC/g081013t.ib	Regular	<input type="checkbox"/>	400.000	100.000
2	/Users/font/PRODUCTION/WORK/VARIABLE_FONTS/BE_ISOMORPHIC/g081010t.ib	Thin	<input type="checkbox"/>	200.000	100.000
3	/Users/font/PRODUCTION/WORK/VARIABLE_FONTS/BE_ISOMORPHIC/g081019t.ib	Black	<input type="checkbox"/>	900.000	100.000
4	/Users/font/PRODUCTION/WORK/VARIABLE_FONTS/BE_ISOMORPHIC/g081040t.ib	Thin Condensed	<input type="checkbox"/>	200.000	75.000
5	/Users/font/PRODUCTION/WORK/VARIABLE_FONTS/BE_ISOMORPHIC/g081043t.ib	Regular Condensed	<input type="checkbox"/>	400.000	75.000
6	/Users/font/PRODUCTION/WORK/VARIABLE_FONTS/BE_ISOMORPHIC/g081049t.ib	Black Condensed	<input type="checkbox"/>	900.000	75.000
7	/Users/font/PRODUCTION/WORK/VARIABLE_FONTS/BE_ISOMORPHIC/g081080t.ib	Thin Extended	<input type="checkbox"/>	200.000	125.000
8	/Users/font/PRODUCTION/WORK/VARIABLE_FONTS/BE_ISOMORPHIC/g081083t.ib	Regular Extended	<input type="checkbox"/>	400.000	125.000
9	/Users/font/PRODUCTION/WORK/VARIABLE_FONTS/BE_ISOMORPHIC/g081089t.ib	Black Extended	<input type="checkbox"/>	900.000	125.000

After selecting the names and the values please click ok. Back in the TTF font generation menu click on “make” .

The font can be checked with OTM !