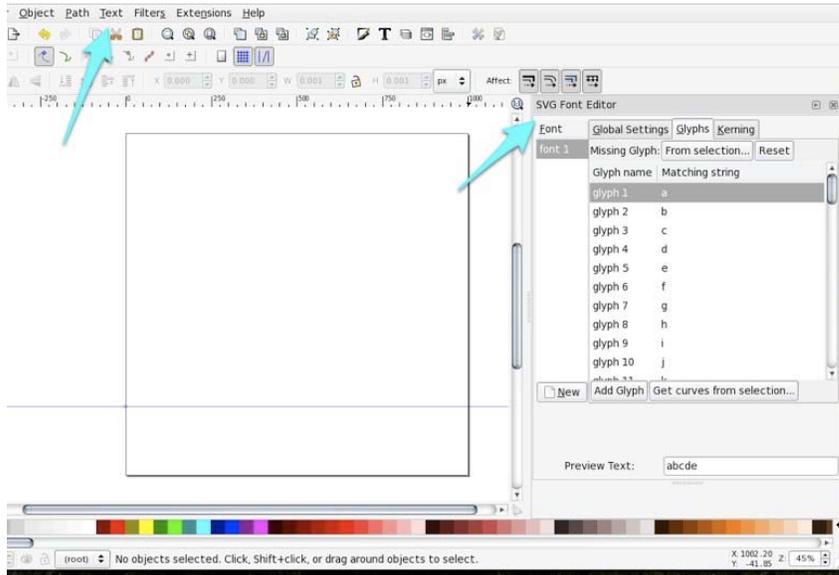
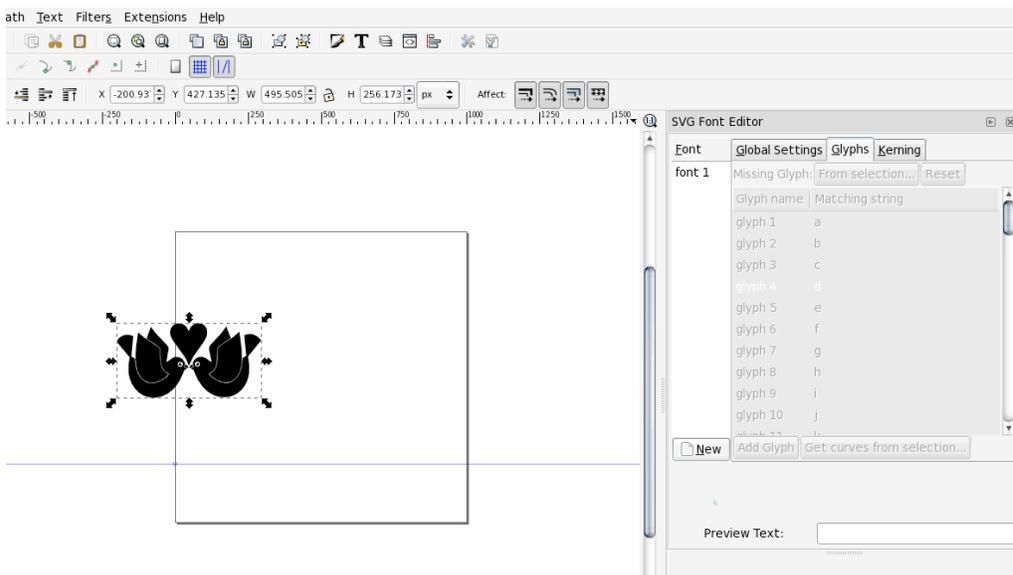


How to Make a Dingbat Font with Inkscape

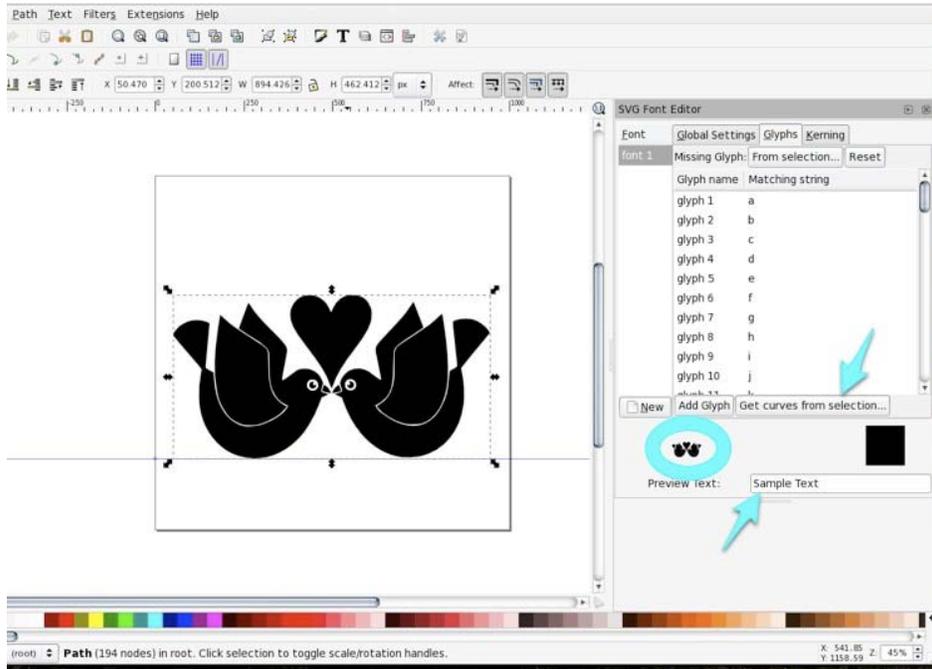
1. Open the template [fontstarter.svg](#) and if you do not see the SVG Font Editor palette on the right hand side of your screen go to the Text menu and choose SVG Font Editor (If you do not have that menu item then you need to install Inkscape .47)



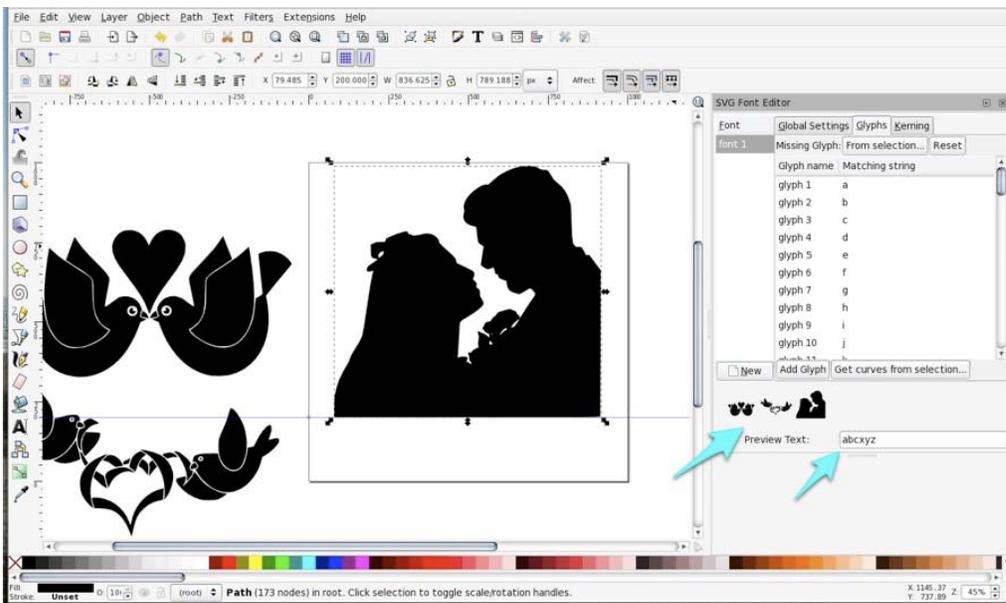
2. Choose File>Save as... and give the file a name and location you can easily find.
3. Place an image that you would like to use as a font character “a” on the document by either drawing it, importing another svg or copying and pasting it from another Inkscape document. (Note that these must be vector elements. If you want to use a bitmapped image such as a .jpg, .gif or .png you will have to autotrace it first.)



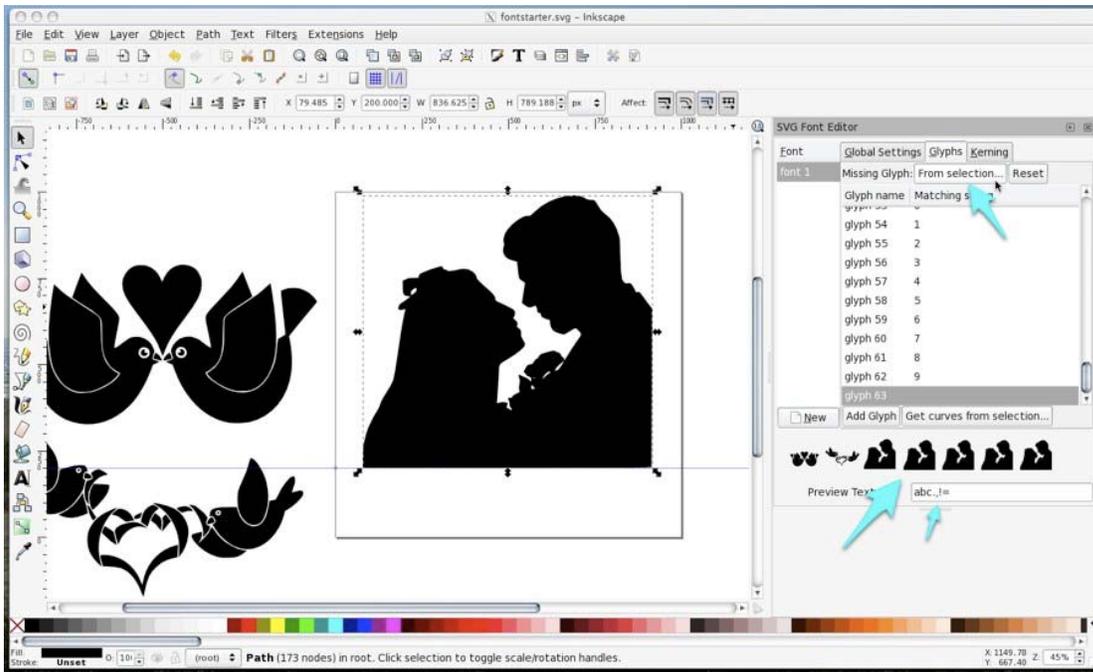
- Click the “Get curves from selection...” button. You should see your character appear in the preview text area. If it is not, then make sure the letter a is in the Preview Text input box.



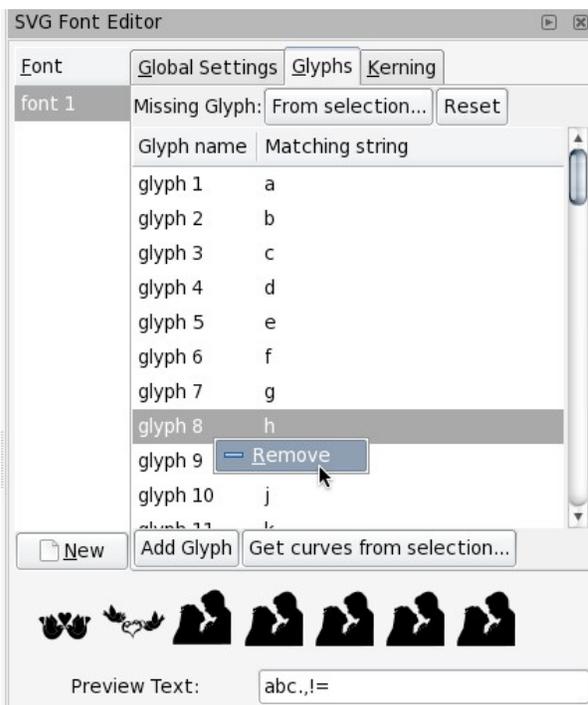
- Move the character off the page out of the way.
- Repeat steps 3 through 7 using each successive glyph slot until all your characters are added.



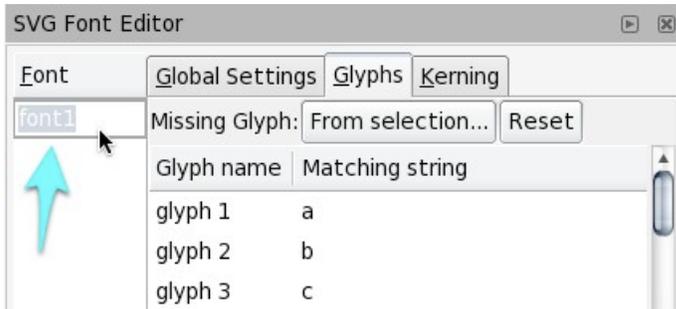
- Pick a character you would like to use to fill in the blank characters in the font, perhaps your logo or initials. Place it on the page as with previous glyphs and press the Missing Glyph: From selection button.



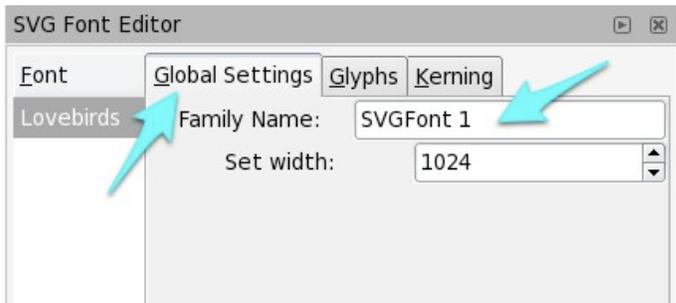
- The Missing Glyph will fill in the slots where no glyph has been created. If you want to delete existing glyphs slots for which you do not have a character assigned, click on the empty glyph number, right click and select remove.



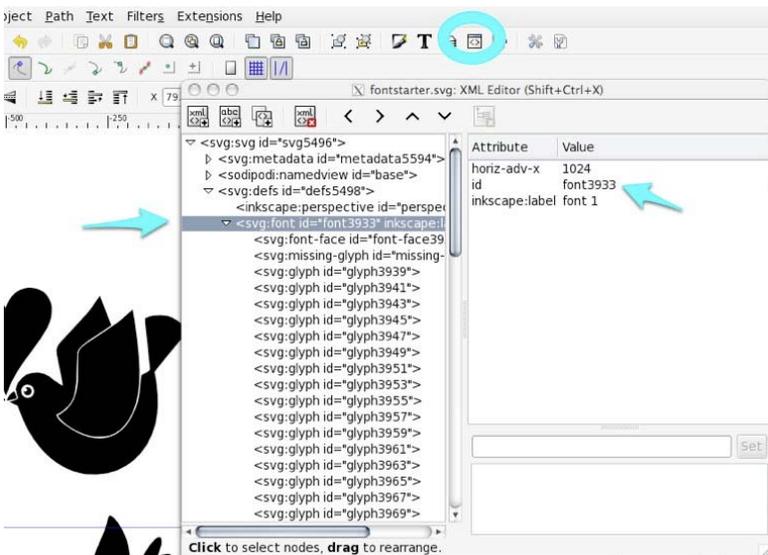
11. To name your font, double click on the font name (default font1) in the right hand column of the SVG Font Editor and type in a name for your font.
Tip: Start the font name with an uppercase letter for ease of use in Sure-Cuts-A-Lot.



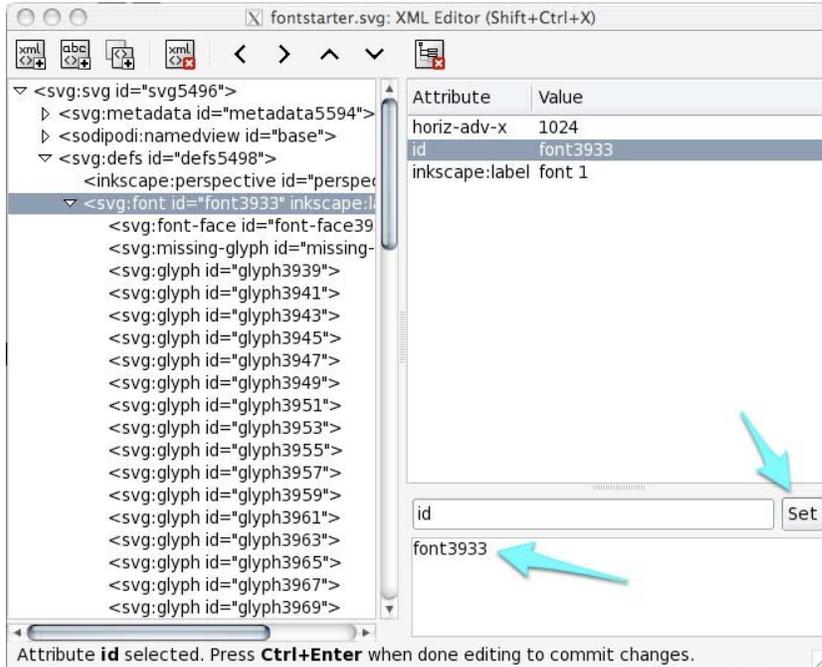
12. Click on the Global Settings tab and double click in the Family Name box (default SVGFont 1) and type in a name for your font family (for dingbats this will normally be the same as the font name you used in step x)



13. (optional) To change the internal name of the font (recommended for SCAL users): Click the XML Editor button to open the XML Editing window. Click on the right facing arrow next to <svg:defs... to expand the code. Highlight the line that begins "<svg:font id..."



In the top right hand pane select the Attribute line for id. In the bottom right hand box, type in the new name for your font and click the set button. Close the XML Editor.



14. Save the file. It will be a normal SVG file.

15. Go to <http://www.onlinefontconverter.com> and click on the Browse button. Navigate to the SVG file you created. Click the "Convert" button.



16. You will now see a pulldown menu. Select .ttf as the “convert to:” format.



17. Click the “Convert” button again.

18. Online Font Converter will return a zipped file to you named “archive.zip.” Unzip the file if your computer does not do this automatically.

Important Note: If the archive does not unzip properly, download and use Stuffit Expander. It can be downloaded here.

<http://my.smithmicro.com/win/stuffit/expander.html>

Additional notes

- For purposes of this tutorial, a glyph is an individual character in a font, be it a letter, number, punctuation mark, ligature, picture or symbol.
- To create a standard font (not dingbats) you would need to adjust other metrics such as kerning. This can be done in Inkscape but is out of scope for this tutorial.
- The process to add glyphs and designate characters to them is buggy and tedious. That is why I am providing the [fontstarter.svg](#) instead of explaining the steps. If you would like the steps, please see the [Inkscape .47 release notes](#). (This is the only documentation I found for the font making features of Inkscape.)
- Please let me know if you create an original font for diecutting so I can post a link to it.
- Special thanks to Denise for providing the images for this tutorial. Visit her blog [here](#). Denise also test drove the tutorial and offers these helpful tips for making a font with lots of characters:

Get all your images into the SVG file first. I organized them in rows of 6. Then I typed the letters that were going to be associated with those 6 glyphs the Preview Text box (at the bottom of SVG Font Editor Palette). I scrolled those letters to the top of the SVG Font Editor>Glyph window. I then did steps 4-7 for those 6 characters, but instead of dragging them onto the page I copied and pasted a duplicate, then deleted it when I was done. This helped me keep track of where I was in the alphabet.