

Interpolating point structures

D in one or two contours? it depends on the details.



Drawing for interpolation

Example point structures for a sans typeface. By no means the **only** way of construction! This should give you an idea of the tricks you can do with contours to make them interpolate and handle better – provided you can remove reliably overlaps afterwards. The actual structures for your design can be different.

General guidelines:

- split strokes into separate entities, either as separate contours, or as 'disjoined' paths.
- sometimes it can be advantageous to combine two paths into one shape, so that the glyph has only one contour.
- sometimes the opposite: split one glyph into separate contours to make each contour represent one stroke.
- sharp corners can be 'disjoined'
- sometimes it helps to plan these things before you draw or digitize them.