Junicode Font Modification Specs for the American Futharch

The starting point is the last & final version 1 source of the Junicode Font:
https://github.com/psb1558/Junicode-font/releases/tag/v1.003

It is the .ttx files in there that should be openable and modifiable in some program or other, such as Font Forge, Font Lab, Adobe Illustrator, or others. And no, I haven't the foggiest idea how any of this works with sources, builds, apps, and what-not.

I was considering requesting this with a Junicode 2, but the new version is more complex with five weights and five widths. Let's see how modding version one goes first, which has only four styles. Ultimately, we would give the modded code back to the Junicode project, in the hopes that they would incorporate the glyph alternatives into the mainline & maintained Junicode 2.

General notes on the modifications:
1. Absolutely nothing should be "free hand."
2. There are no curves here, only straight lines.
3. There are known line-spacing bugs in version one of Junicode font when one combines regular text with either bold or italic text. Do *not* make any attempt to fix that. (You might notice it here in this paragraph!) I have my work-arounds that work well enough.
4. The particular styles are regular, bold, italic, and bold italic. The glyphs must be modded across all four styles! I indeed have particular uses for all of them.
5. Stick to the requested modifications and finish them first. No other glyph changes are needed. For instance, the font has a feature to do "mirrored" runes, which would apply to Uruz and Yr. I don't know if the requested mods will "automatically" work with that.
6. The resulting font files should have a different "ID" to them, so they show up as something like "Junicode 1.003 AF Runes Edition". The idea is so that it will be clearly distinct from the official Junicode, and so I can have both the official and modded versions installed at the same time.
7. If you have questions, or if anything is confusing, please ask.
8. Each of the five following pages details the desired modifications, one per rune.

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The Man Rune:

ᛗ
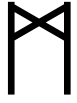
Change this code point: U+16D7 Runic Letter Mannaz Man M
— I start my description with what I consider the "defective character," which still appears defective in Junicode 2. If you look closely, the cross pieces are set slightly below the top of the stave—this is what I consider an error. The requested fix is simply to raise these cross pieces to the top of the staves, as one sees in, for example:
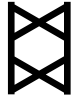
    U+16D6 Runic Letter Ehwaz Eh E, ᛖ

    (Pictures of that are on later pages.)

Hopefully this is easy enough to do in the four styles. Thus, no attempt at a "corrected glyph" for illustrative purposes is included.

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The Gem Rune:

ᛥ

Change this code point: U+16E5 Runic Letter Stan
— The main goal is to get rid of the cross-pieces. But I want it done a bit differently, because if you look closely, you'll see the cross-pieces here were copied from Mannaz (U+16D7), and thus they are in error, sitting slightly above and below the vertical staves. Instead, remake this stave by starting with a copy of Ehwaz (U+16D6) in Junicode:

ᛖ *ᛖ* **ᛖ** ***ᛖ***

Then duplicate the twigs at the top, flip them, and slap them on the bottom of the stave. For the italic forms, it should be possible to do the appropriate mirror-image or flipping of those twigs to get them in the right orientation.
The result is that the modded Stan should look like this in the regular style:

ᛞ

(What you see here is in fact a visual hack that superimposes a pair of Ehwaz's.)

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The Genre Rune

ᛯ

Change this code point: U+16EF Runic Tvimadur Symbol
—I don't like curved lines in my runes, hence the change. The replacement should be made by starting with a copy of U+16C9 Runic Letter Algiz Eolhx:

ᛉ ᛉ ᛉ ᛉ

Just like with Gem/Stan above, you should copy the twigs at the top, flip them, and slap them on the bottom. Similarly, do other flips or mirroring to get the twigs oriented for italic forms.

The result is that the modded Algiz should look like this in the regular style:

ᛯ

(Like before, this example is a visual hack that superimposes a pair of Algiz's.) The resulting rune will have a smaller character width than the original Tvimadur and identical to that of Algiz. This is expected, okay, and desirable to me.

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The Ooze Rune

ᚢ

Change this code point: U+16A2 Runic Letter Uruz Ur U
—I don't like the "bowl" having two strokes, and instead want a bowl with three three strokes, as seen below. There are particular transforms I want for the replacement. Here's the steps.

First, start with a copy of U+16DA Runic Letter Laukaz Lagu Logr L:

ᛚ ᛚ ᛚ ᛚ

Then extend the length of the twig such that the resulting character has precisely the same character width as the original junicode Uruz (U+16A2) (in its various forms). Then drop a vertical down to the base line. The result in regular should like something like this, but not exactly, as the hack I made did not follow those particular steps:

ᚢ

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The Ull Rune

ᛁᛁ

Change this code point: U+16A3 Runic Letter Yr
—Start with a copy of the Uruz (U+16A2) you've modified just above. Add a single vertical "hash mark" in the dead-middle between the left stave and right stave of the rune, which goes down flush to the baseline (the added mark should be same width as all the other lines in this rune). The result should look something like this, which is the hack I made:

ᛗ

However, don't make the vertical middle mark quite as tall. Perhaps just a tiny bit shorter, so that it looks a bit more elegant.

Before compiling and building this stuff, please do send me samples of the various modded runes.

If you're interested in implementing this, please contact Eirik Westcoat through the website:

americanfutharch.com