

# Outline Representation Of Fonts Using Genetic Approach

Sarfraz, M

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King Fahd University of Petroleum & Minerals

<http://www.kfupm.edu.sa>

## Summary

An Algorithm has been proposed that models the outlines of handprinted and electronic fonts. By capturing the input through a scanning device, the bitmapped image is converted to a more flexible format by means of a mathematical description. This, in turn, reflects the input through a series of non-uniform cubic spline segments, pieced together via an acceptable level of continuity. An optimal solution is realised by the method being applied using a genetic approach.

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