# **Supplementary Material**

## 1.Parameter Study

Number of Reference Glyphs	Error-EN↓
4	0.0519
6	0.0516
8	0.0508

Table 1: Comparison of reconstruction errors under different numbers of reference glyphs. "EN" denotes the English testing dataset. Note that increasing the number of reference glyphs improves the quality of the vector font generation.

#### 2.Limitations

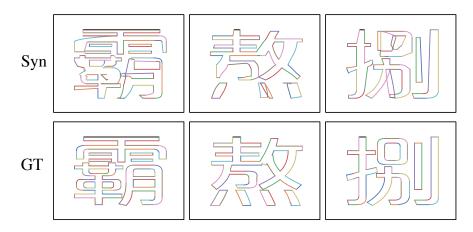


Figure 1: A typical failure case of our method when handling multiple-path glyphs with longer drawing command sequences, where different colors denote different drawing commands.

#### 3. Context-based Self-refinement

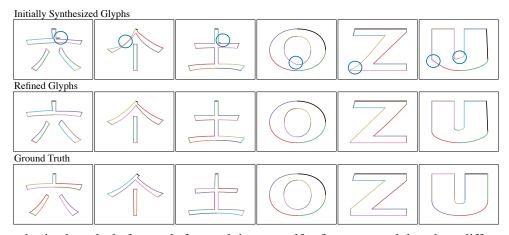


Figure 2: The synthesized results before and after applying our self-refinement module, where different colors denote different drawing commands. We can observe that our self-refinement module successfully removes the artifacts that exist in the initially synthesized glyphs (marked in blue circles) by fully exploiting the strong priors and correlations in the geometry of the initial glyphs.

## **4. English Vector Font Generaion**

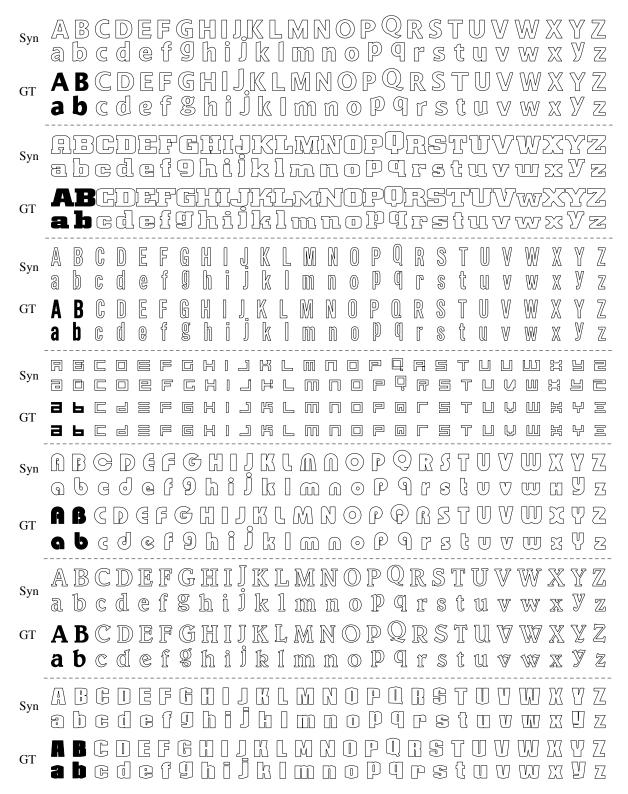


Figure 3: Examples of more vector fonts synthesized by our DeepVecFont-v2 in the task of few-shot font generation. The input reference glyphs are 'A', 'B', 'a', and 'b' (filled with black pixels). Please zoom in for better inspection.

### **5.Chinese Vector Font Generaion**

PIIN-ART ZUMZZEFAFRIRARELYRA Z t セ ス 干 十 干 ロ ハ U 士 ニ 九 = 厂 大 个 小 中 六 木 エ ※ 弋 さ 已儿卜一不只土了山川才孑上下么王刀力几刁门已人丫又日丁 已 儿 卜 一 不 只 土 了 山 川 才 孑 上 下 么 王 刀 力 几 刁 门 已 人 丫 又 日 丁 乙匕七入千十千口八凵士二九三厂大个小中六木工义弋之 □川トー不只土丁山川オ子上下公王刀カハオ门己人Y又目丁 乙匕七入千十千口八旦士二九三厂太个小中方加工义弋之 **巴儿N一不只主了**叫川才矛上下忽至为为几河 GT ZETAFFONUTINEFRYMORMIXT 巴儿卜一不只土了山川才孑上下么玉刀力几刀门已人丫叉目丁 乙匕七入千十千口八口士二九三厂太个小中六木工义弋之 乙ヒ七入于十千口Nu士二九三厂大个小中六木工※十之 已儿卜一不只土了山川才子上下么王刀力几刁门已人丫又日丁 乙匕七入千十千口八口士二九三厂大个小中六木工义弋之 已儿上一不只土了山川才子上下么王刀力几刁门已入了又日丁 乙巳七入千十千口入口士二九三厂大个小中六本工义弋之

Figure 4: Examples of more Chinese vector fonts synthesized by our DeepVecFont-v2 in the task of few-shot font generation. The input reference glyphs are filled in black. Please zoom in for better inspection.