

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

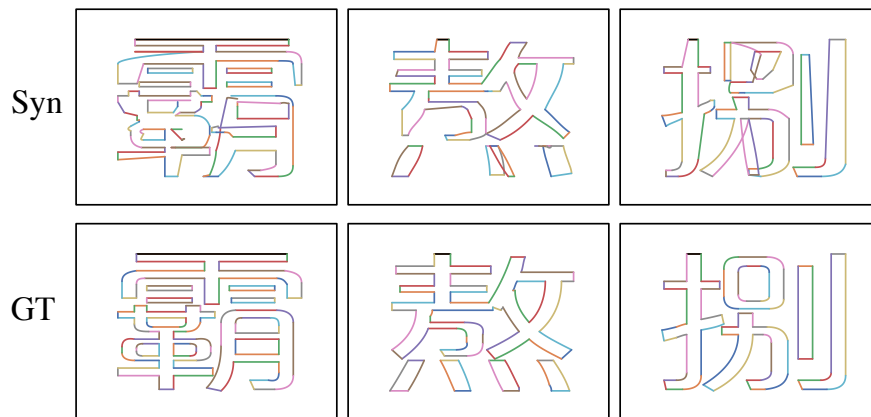


Figure 1: A typical failure case of our method when handling multiple-path glyphs with longer drawing command sequences, where different colors denote different drawing commands.

3. Context-based Self-refinement

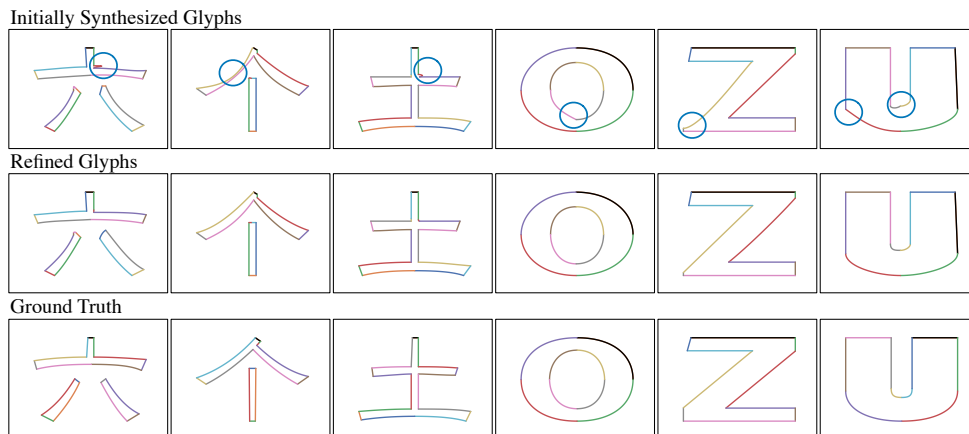


Figure 2: The synthesized results before and after applying our self-refinement module, where different colors denote different drawing commands. We can observe that our self-refinement module successfully removes the artifacts that exist in the initially synthesized glyphs (marked in blue circles) by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

4.English Vector Font Generaion

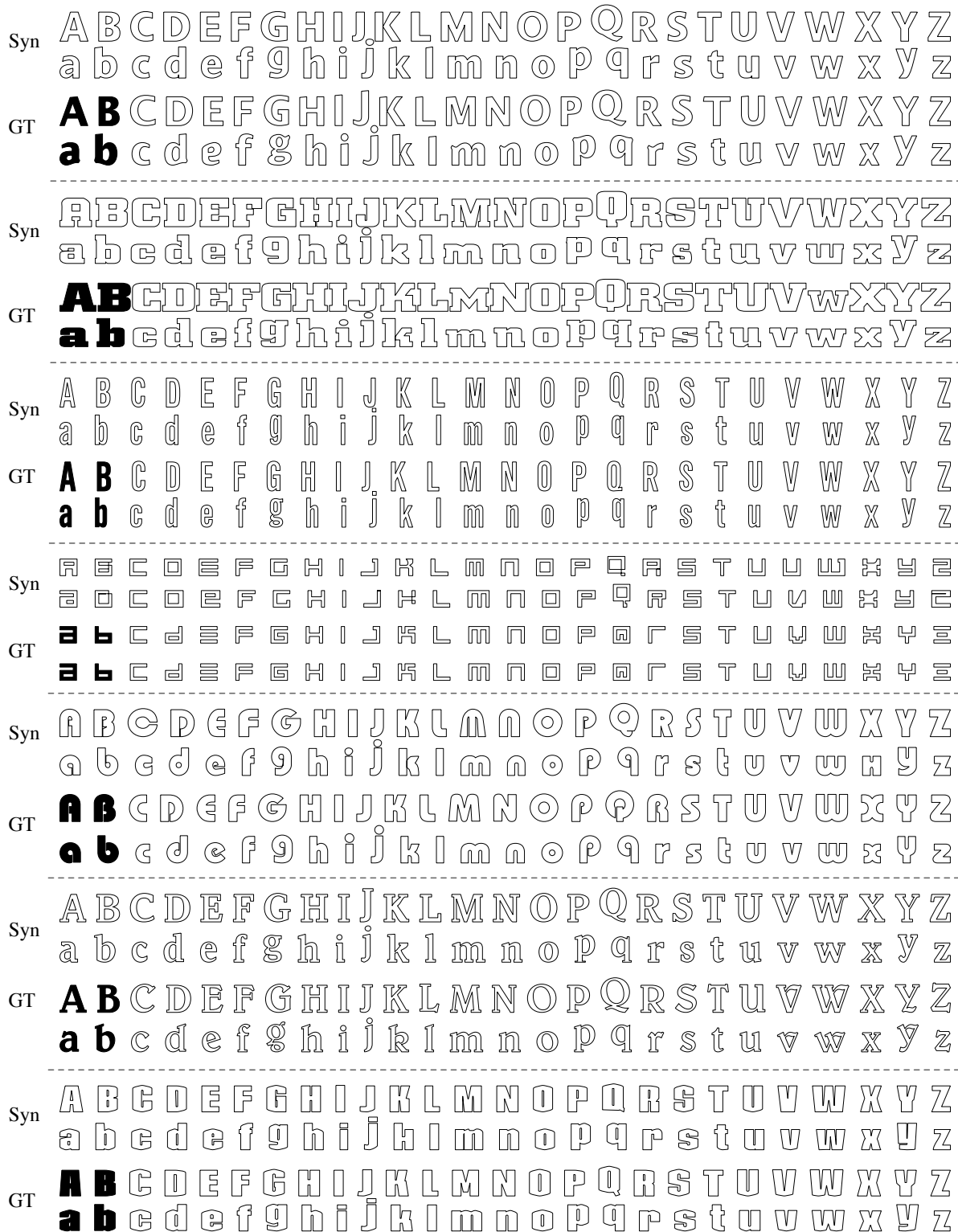


Figure 3: Examples of more vector fonts synthesized by our DeepVecFont-v2 in the task of few-shot font generation. The input reference glyphs are 'A', 'B', 'a', and 'b' (filled with black pixels). Please zoom in for better inspection.

5.Chinese Vector Font Generaion

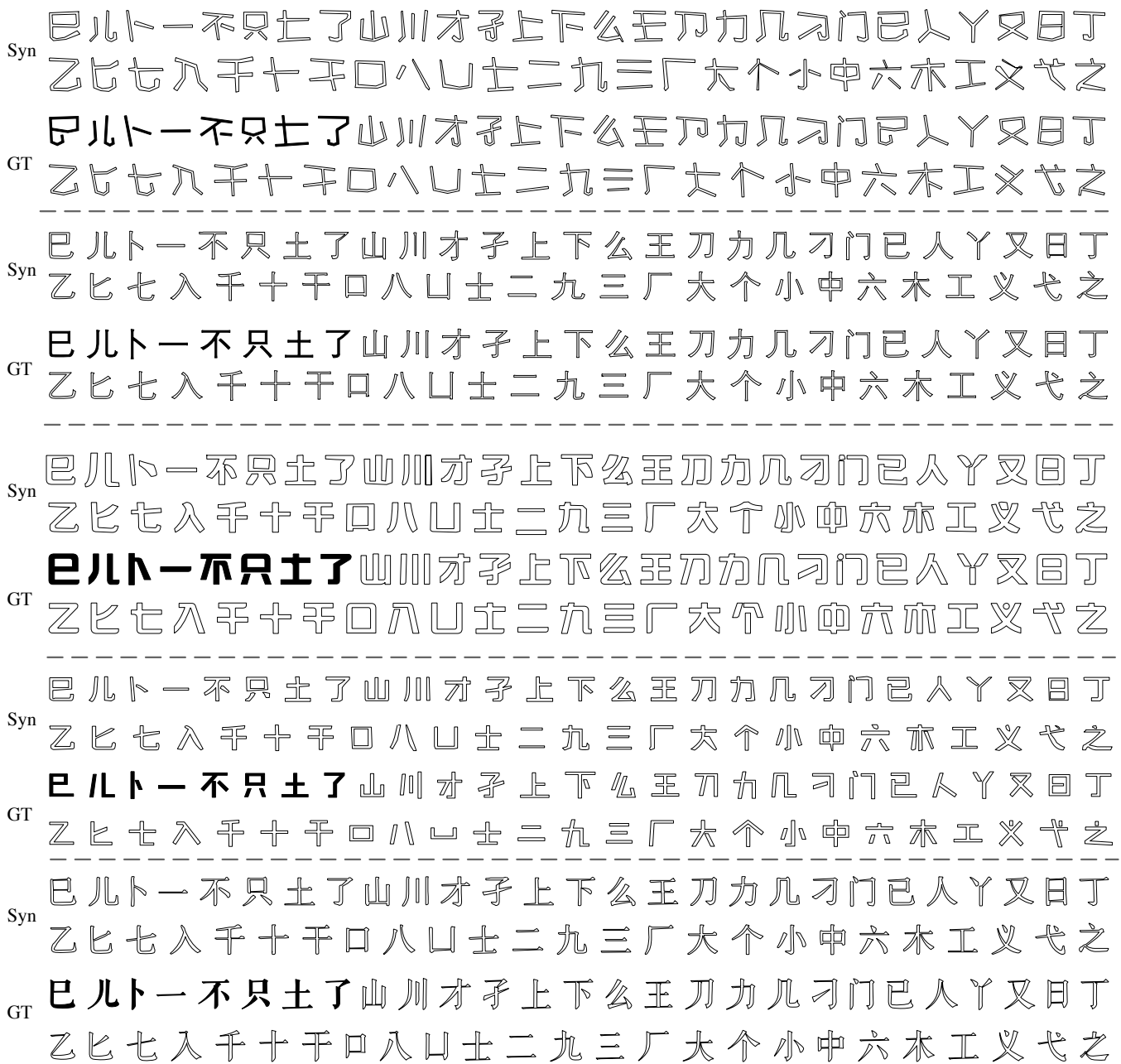


Figure 4: Examples of more Chinese vector fonts synthesized by our DeepVecFont-v2 in the task of few-shot font generation. The input reference glyphs are filled in black. Please zoom in for better inspection.