

































Whales and Dolphins



What is Real Dial Size?

All characters are measured from the lowest possible point to the highest. In Whales and Dolphins, the non-shift base characters are all the same height, and the shift characters and **Layer** feature are designed to fit them proportionately. If **Real Dial Size** is selected, all characters will be cut according to the size specified.



| No Shift | BASE | Shift | No Shift | LAYER | Shift | FINISHED IMAGE | | |
|---|------|---|----------|---|-------|---|---|---|
|  | + |  | + |  | + |  | = |  |
| <Humpback> | | <Hmpbck-s> | | | | | | |
|  | + |  | + |  | + |  | = |  |
| <Dolphin1> | | <Dlphn1-s> | | | | | | |
|  | + |  | + |  | + |  | = |  |
| <Orca> | | <Orca-s> | | | | | | |
|  | + |  | + |  | + |  | = |  |
| <Dolphin2> | | <Dlphn2-s> | | | | | | |
|  | + |  | + |  | + |  | = |  |
| <Narwhal> | | <Nrwhal-s> | | | | | | |
|  | + |  | + |  | + |  | = |  |
| <SprmWhle> | | <SpmWhl-s> | | | | | | |