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Nota di contenuto	Contents at a Glance; Contents; About the Author; About the Technical Reviewer; Acknowledgments; Chapter 1: The Foundation of Digital Illustration: Points and Lines; Downloading and Installing Inkscape; Inkscape.org: Get Inkscape Illustration Software; Basic Vector Shapes: Vertices and Lines; The Vertex: A Foundation for 2D and 3D Geometry; The Path: Connect the Vertices to Create a Shape; Straight Lines: Inkscape's Pencil Freehand Drawing Tool; Elliptical Arcs: Inkscape's Circles, Ellipses, and Arcs Tool; Summary; Chapter 2: The Curvature of Digital Illustration: Spline Curves Custom Shapes: Intro to Bezier CurvesCubic Bezier Curve: Two Control Point Spline; Quadratic Bezier Curve: One Control Point Spline; Using Splines: Creating Complex Shapes; The Draw Bezier Curves Tool: 2D Shape Modeling; The Edit Paths by Nodes Tool: Refining 2D Shapes; Summary; Chapter 3: The Styling of Digital Illustration: Stroke and Fill; Inkscape: Vector Illustration Shape Styles; The UI Layout: Overview of Key Areas in Inkscape; Polygon Shapes: Creating Basic Closed Shapes; Solid Color Fill: Using Fill to Color Your Octagon Dark Green

Stroking Shapes: Using Stroke to Edge Your Octagon in RedSpiral Shapes: Stroking Open Shapes Using Cap; Font Shapes: Creating Text Shapes Using Fonts; Summary; Chapter 4: The Depth of Digital Illustration: Using Gradients; Inkscape Illustration: Fill Gradients; Radial Fill Gradients: Enhancing Your Heart Shape; Linear Fill Gradients: Enhancing Your Text Object; Inkscape Illustration: Stroke Gradients; Radial Stroke Gradients: Enhancing Your Spiral; Summary; Chapter 5: The Imagery of Digital Illustration: Using Patterns; Inkscape Illustration: Using Fill Patterns
Using GIMP: Creating Your Image PatternImagery in Illustration: Bitmap Patterns; Using Bitmap Images as Fill: Inkscape Pattern Fill; Using Bitmap Image Strokes: Inkscape Pattern Fill; Summary; Chapter 6: The Rendering of Digital Illustration: Data Formats; Inkscape PNG Export: Rendering Objects; Inkscape Vector Export: Using Save As; Exporting to Adobe Acrobat Reader: PDF Format; Exporting to Encapsulated Postscript: EPS Format; Exporting to JavaFX: Publish in Java and Android; Summary; Chapter 7: The Syntax of Digital Illustration: SVG Commands; SVG Syntax: Coding Vector Shape Data
Gradients: SVG Commands for Your Heart Shape

Sommario/riassunto

This concise book covers concepts central to digital illustration using the Inkscape 0.91 open source software package as well as the Adobe Illustrator professional Illustration package. The book builds on the foundational concepts of vector graphics and the SVG format, and gets more advanced as chapters progress, covering what vector new media formats are best for use with Android Studio, Java and JavaFX, iOS, Kindle and HTML5, as well as key factors regarding the data footprint optimization work process, and why data footprint optimization is important. What You Will Learn • What Comprises a digital illustration 2D modeling and rendering pipeline • What are the concepts and principles behind digital illustration content production • How to install and utilize 64-bit Inkscape 0.91 for Windows, Mac OSX and Linux • What are the concepts behind Spline Curves, Strokes, Fills, Patterns and Rendering and how to use and apply them • How to understand and handle digital illustration data formats and data footprint optimization.