. Record Nr.	UNINA9910780432803321
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Titolo	The book of Inkscape [[electronic resource] ] : the definitive guide to the free graphics editor / / by Dmitry Kirsanov
Pubbl/distr/stampa	San Francisco, : No Starch Press, 2009
ISBN	1-59327-263-4
Edizione	[1st edition]
Descrizione fisica	1 online resource (475 p.)
Disciplina	006.6/8 006.68 006.686
Soggetti	Computer graphics
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	<ul> <li>Table of Contents; Contents in Detail; Acknowledgments; Introduction;</li> <li>1: Inkscape and the World; 1.1: What Vector Graphics Is and Why It</li> <li>Matters; 1.2: What Can You Do with Inkscape?; 1.3: Sources of Inkscape</li> <li>Art; 1.4: A Brief History of SVG; 1.5: Inkscape and Its Competition; 1.6:</li> <li>The Life of an Open Source Application; 2: An Inkscape Primer; 2.1:</li> <li>Installing Inkscape; 2.2: Inkscape's ""Hello, World!""; 2.3: Interface</li> <li>Overview; 2.4: Panning and Zooming; 2.5: Creating Objects; 2.6:</li> <li>Selecting; 2.7: Transforming; 2.8: Styling; 2.9: Saving and Exporting;</li> <li>2.10: A Final Example</li> <li>3: Setting Up and Moving Around3.1: Preferences; 3.2: Document</li> <li>Templates; 3.3: Keyboard Setup; 3.4: Page Setup; 3.5: Instances,</li> <li>Documents, Views; 3.6: The Document Window; 3.7: Dialogs; 3.8: Basic</li> <li>Zooming; 3.9: The Zoom Tool; 3.10: Panning; 3.11: Rendering Modes;</li> <li>4: Objects; 4.1: Object Properties; 4.2: The Bounding Box; 4.3: Z-Order;</li> <li>4.4: Copying, Cutting, Pasting, and Duplicating; 4.5: Groups; 4.6:</li> <li>Layers; 4.7: The XML Editor; 5: Selecting; 5.1: The Selection Cue; 5.2:</li> <li>Selecting by Clicking: Other Tools5.6: Adding to a Selection; 5.7:</li> <li>Selecting with the Rubber Band; 5.8: Touch Selection; 5.9: Selecting</li> <li>Objects from Underneath; 5.10: Selecting in Groups; 5.11: Selecting</li> <li>with Keyboard Shortcuts; 5.12: Finding Objects; 5.13: Following Links;</li> </ul>

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Sommario/riassunto	Inkscape is a powerful, free, cross-platform, vector-based drawing tool similar to Adobe Illustrator and CoreIDRAW. The Book of Inkscape , written by Inkscape developer and graphic designer Dmitry Kirsanov, is an in-depth guide to Inkscape, offering comprehensive coverage and creative advice on Inkscape's many capabilities. Kirsanov draws on his experience using Inkscape for design and illustration as well as his extensive knowledge of Inkscape's features, several of which he developed. Following an overview of vector-based graphics in general and SVG in particular, Kirsanov takes the reader f