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Titolo	Inkscape 0.48 illustrator's cookbook [[electronic resource]] : 109 recipes to create scalable vector graphics with Inkscape / / Michaela Jurkovic, Rigel Di Scala
Pubbl/distr/stampa	Birmingham, U.K., : Packt Open Source, 2011
ISBN	1-283-37667-9 9786613376671 1-84951-267-1
Descrizione fisica	1 online resource (340 p.)
Altri autori (Persone)	Di ScalaRigel
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Soggetti	Inkscape (Electronic resource) SVG (Document markup language) Computer graphics
Lingua di pubblicazione	Inglese
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Nota di contenuto	Cover; Copyright; Credits; About the Authors; About the Reviewer; www.PacktPub.com; Table of Contents; Preface; Chapter 1:Creating and Editing Objects; Introduction; Creating and editing 2D geometric shapes; Creating freehand and straight lines; Editing paths using the Node tool; Creating paths using the Pen (Bezier) tool; Creating smooth paths with Spiro Spline; Creating calligraphic shapes; Using the Eraser tool; Creating and editing 3D boxes; Creating and editing text; Clipping; Masking; Path operations; Chapter 2:Editing Colors; Introduction; Changing fill and stroke color using a palette Making objects partially transparentCreating linear gradients; Recreating HAL 9000 using radial gradients; Patterns; Picking and assigning with the Dropper tool; Adjusting hue, lightness, saturation, and; Different color icon sets using RGB Barrel; Chapter 3:Speeding Up Your Workflow; Introduction; Autosaving documents; Designing plate rims using Layers; Geometric illusions using Grids; Creating a simple flashlight using Guides; Creating a stylized flower using Snapping; Leaflet design using Align and Distribute; Creating your own custom

color swatches; Creating your own color palette
More time-saving tips
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Creating and Editing Clones; Introduction; Drawing clock dial markers
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tiled clones; Creating a kaleidoscopic pattern using tiled; Drawing a
tree with cloned leaves using; Clipping with clones; Chapter 5: Live Path
Effects; Introduction; Bending paths; Using Pattern Along Path; Using
Envelope Deformation
Interpolating sub-paths
Stitching sub-paths; Creating gears; Creating
hatches (rough); Sketching shapes; Constructing grids; Creating rulers;
Creating knots; Generating VonKoch fractals; Chapter 6: Extensions;
Introduction; Setting Color Markers to Match Stroke; Using Whirl;
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Rendering calendars; Using Render Grid, Cartesian Grid,; Rendering
spirographs; Rendering L-systems; Rendering functions and parametric
curves; Rendering printing marks; Playing "connect the dots" with
Number; Creating irregular edges; Chapter 7: SVG Filters
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lighting effects; Creating a red wax seal; Creating a brushed steel
effect; Creating a water surface effect; Filtering all objects in a layer;
Creating your own filter from scratch; Chapter 8: Putting it All Together;
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coloring book using the Paint Bucket tool; Rail sleepers using markers;
Creating a woven straw mat; Assembling a modern chair using the 3D
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Creating a flow chart using connectors