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Titolo	Inkscape : beginner's guide : create attractive layout designs, logos, brochures, icons, and more using the Inkscape vector graphics editor / / Bethany Hiitola
Pubbl/distr/stampa	Olton, Birmingham [England], : Packt Pub., 2012
ISBN	1-280-67664-7 9786613653574 1-84951-721-5
Edizione	[1st edition]
Descrizione fisica	1 online resource (299 p.)
Collana	Learn by doing : less theory, more results
Disciplina	006.6/8 006.686
Soggetti	Computer graphics
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Cover; Copyright; Credits; About the Author; About the Reviewers; www.PacktPub.com; Table of Contents; Preface; Chapter 1: Getting Started with Vector Graphics; What are vector graphics?; Programs that use vector graphics; Vector formats; Scalable Vector Graphics; Advantages of an open-standard vector format; Additional advantages of SVG vector images over proprietary formats; Disadvantages of vector graphics over non-vector formats; Determining when to use vector or rasterized graphics; Time for action - basic design; Time for action - vector versus rasterized images Time for action - building brochure filesSummary; Chapter 2: Installing and Opening Inkscape; Inkscape's features; Installing Inkscape; Time for action - downloading Inkscape; Troubleshooting installation; The basics of the software; Time for action - getting started with Inkscape; Understanding a new document; Time for action - learning more about the main screen; Summary; Chapter 3: How to Manage Files; Creating new files; Using predefined-sized document dimensions; Time for action - creating a new CD cover; Custom document dimensions Time for action - creating a new custom file size for a postcardSaving Inkscape files; Saving in Inkscape SVG; Time for action - saving an Inkscape SVG; Exporting files; Time for action - exporting to PNG;

Creating a customized default document; Time for action - creating a new default document; How to structure project files; Managing multiple file projects; Time for action - exporting a batch of images; Renaming object IDs; Importing non-native Inkscape files; Time for action - importing a PDF into Inkscape; Embedding and linking image files; Embedding files in Inkscape
Time for action - embedding a logo into your design
Linking external files in Inkscape; Time for action - linking a photograph into a brochure design; Summary; Chapter 4: Creating your First Graphics; Paths; Creating your first vector graphic; Creating a polygon; Time for action - opening a new document; Time for action - creating a star; Time for action - saving your graphic; Creating ellipses and arcs; Time for action - creating the Ellipse; Time for action - making an arc; Complex Shapes; Time for action - combining shapes; Freehand objects (Paths)
Time for action - creating a freehand object
Using grids and guidelines; Time for action - viewing the Grid; Time for action - making guides; Summary; Chapter 5: How to Work with Layers; Defining layers and how to create them; Time for action - creating a layer; Using Layers in an example drawing; Time for action - using Layers in web design; Locking layers; Time for action - locking a layer; Hiding layers; Time for action - hiding layers; Duplicating layers; Time for action - duplicating layers; Arranging layers; Time for action - moving layers; Time for action - nesting layers
Renaming layers

Sommario/riassunto

Create attractive layout designs, logos, brochures, icons, and more using the Inkscape vector graphics editor with this book and ebook.
