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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 tipsImporting drawings from OpenClipArt; Chapter 4: Creating and Editing Clones; Introduction; Drawing clock dial markers using clones; Drawing a colorful grid of tiled clones; Changing icon colors using tiled clones; Drawing clock dial markers using tiled; Creating halftones using tiled clones; Creating a bokeh effect using 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-pathsStitching 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; Rendering 3D polyhedrons and wireframe; Rendering barcodes; 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 IntroductionBlurring; Creating irregular edges using filters; Using 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; Introduction; Creating a wallpaper; Exporting a wallpaper in different formats; Hatching over a photo using the Calligraphy; Creating a coloring book using the Paint Bucket tool; Rail sleepers using markers; Creating a woven straw mat; Assembling a modern chair using the 3D Box
Creating a flow chart using connectors

Sommario/riassunto	109 recipes to create scalable vector graphics with Inkscape