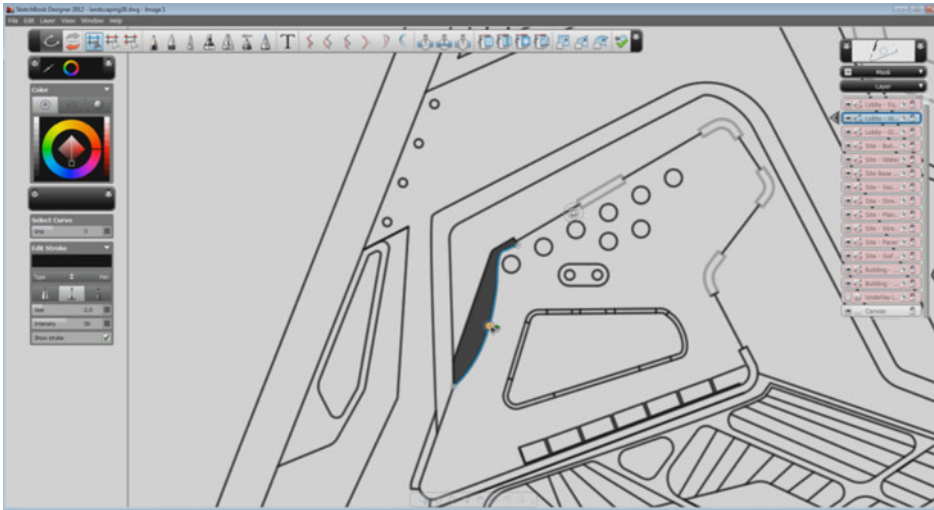


Autodesk® Design Suite 2012

Autodesk® SketchBook® Designer 2012– Tip Guides

Creating a Canvas in AutoCAD

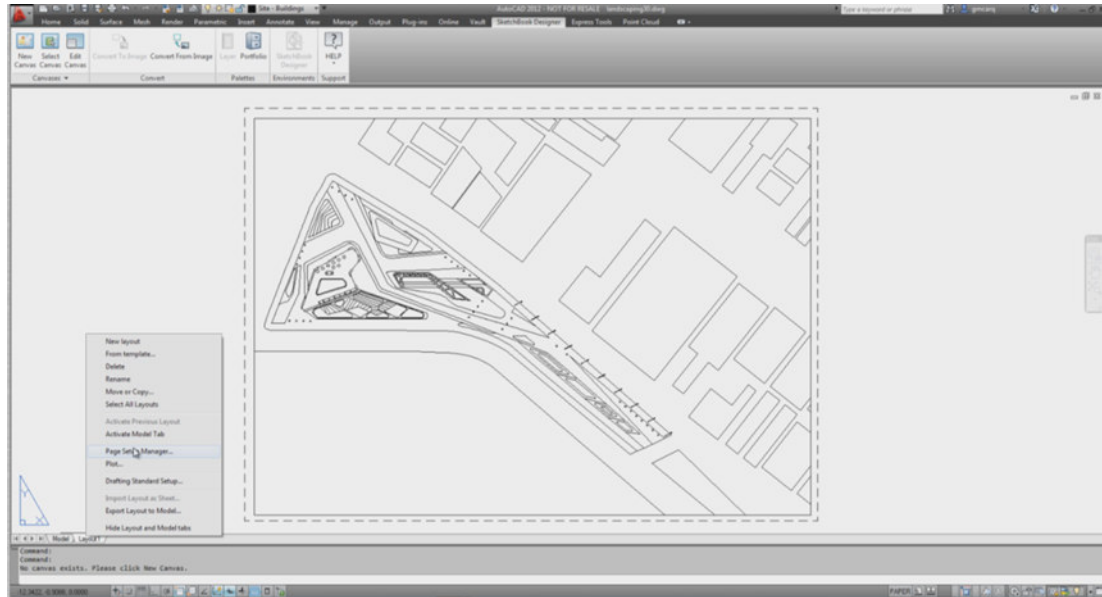


In this section you will learn the following:

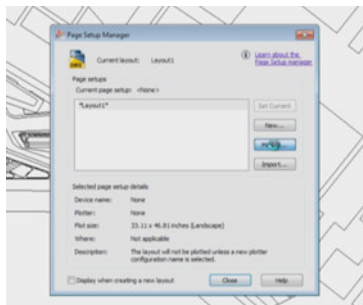
- How to create a canvas in AutoCAD in order to link it with Sketchbook Designer
- When to use vector or raster underlays

CREATING A CANVAS IN AUTOCAD

1. When you need to enhance the aesthetic quality of your technical drawings in AutoCAD, Sketchbook Designer can help. Not only is it a great tool for illustration, but it also has an efficient, simple link to AutoCAD, enabling you to retain layers and even manipulate geometry. In this section, we'll cover how to create a canvas in AutoCAD and send it to Sketchbook Designer—and the different options you should understand in order to get the best results.
2. Once you create a viewport in AutoCAD's paper space, you'll need to set up the scale and the color and line weights you want to use. By right-clicking in the current Layout tab, you can access Page Setup Manager.

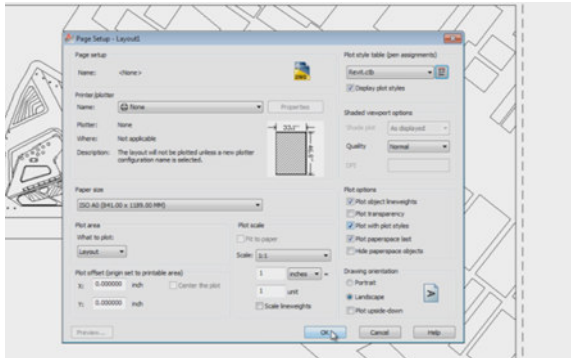


3. Once in the Page Setup Manager, you need to modify the current setup. Make sure you save the ones you care about in a template (if you tend to start from a .dwt file).

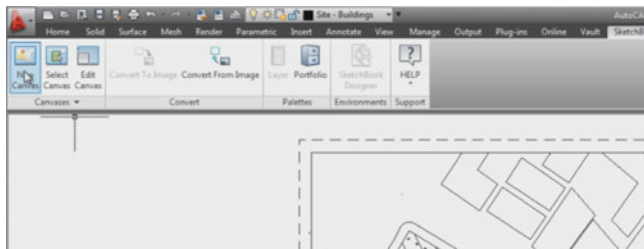


CREATING A CANVAS IN AUTOCAD

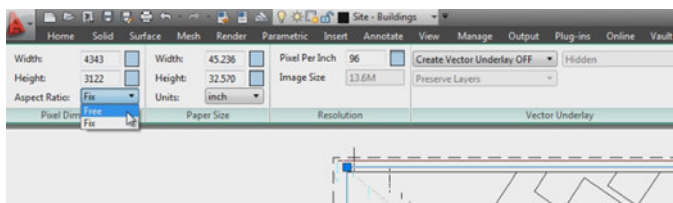
- The most important data in this task dialog are the size of the sheet and the pen assignments. Sketchbook Designer will use whatever line weight and color is determined in the .ctb or .stb file you choose.



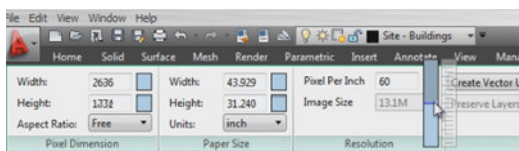
- Back in the Layout, click on New Canvas. You'll see a blue rectangle with four grips that will typically correspond to the paper size.



- You will probably want to adjust the canvas. Sketchbook Designer will “bake” (create an image) of anything inside the canvas. In this case, we want the canvas to be the same size as the viewport (highly recommended). Aspect Ratio is in Fix by default. This means that if you move one of the canvas's grips, it will scale according to that aspect ratio. Change Fix to Free in order to edit with more flexibility. A nice thing about the canvas is that it can snap to the viewport.

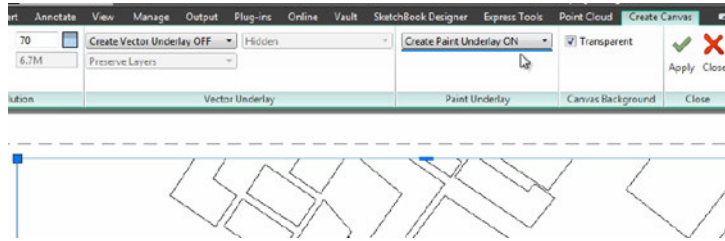


- The bigger the resolution, the better the quality. Just be careful not to create too big a canvas, since that can create issues with memory use. Remember that at some point, all this may become a huge raster image. Stay below 4,000 in Pixel Dimension (which will change dynamically if you use the slider for Resolution).

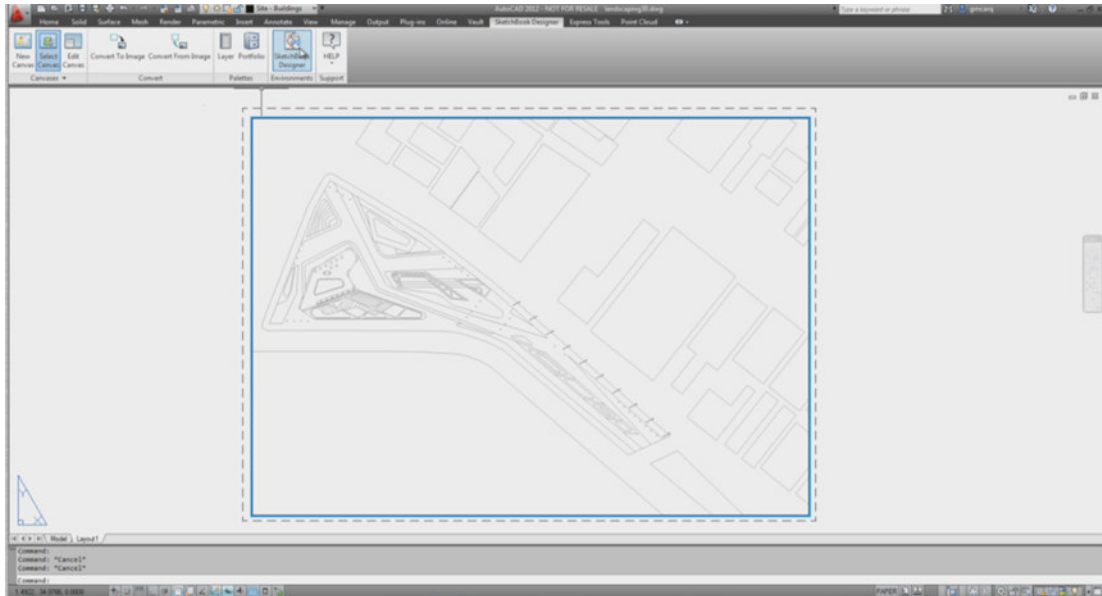


CREATING A CANVAS IN AUTOCAD

8. Vector and Paint Underlay are two very important options. Let's turn Create Paint Underlay on, and see what happens. You need to click on Apply in order to start generating the canvas.



9. Once the process is finished, you'll see something like the image below. AutoCAD uses the same notification used for printing, since the process of creating the canvas uses a lot of information that belongs to that process. The image should have the line color and weights defined in the .ctb or .stb file used.



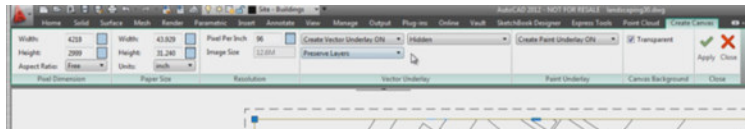
CREATING A CANVAS IN AUTOCAD

10. This particular file has three layers. This is the minimum you'll ever see when linking with AutoCAD. The one called Canvas is the background provided by Sketchbook Designer. The top one, called Paint, is a default raster layer that enables you to start sketching. The last layer, in pink, is the linked layer. Since we asked the canvas to be created with raster data, we got an image that "baked" all the vectors. If we turn off that layer (using the eye's icon), the drawing will be hidden. If you simply need some basic fills on top of your drawing, this may be good enough. If you click on this layer, the toolbar will give you only one option: to convert this layer into a paint layer. No vector data exists that can allow a conversion to a vector layer.

So, when do you need vector layers from AutoCAD? In some cases you will need to mask elements based on parts of the geometry, and at that point it makes sense to have more control. Or you may need to edit some geometry. In both those cases, you should use Vector Underlay.

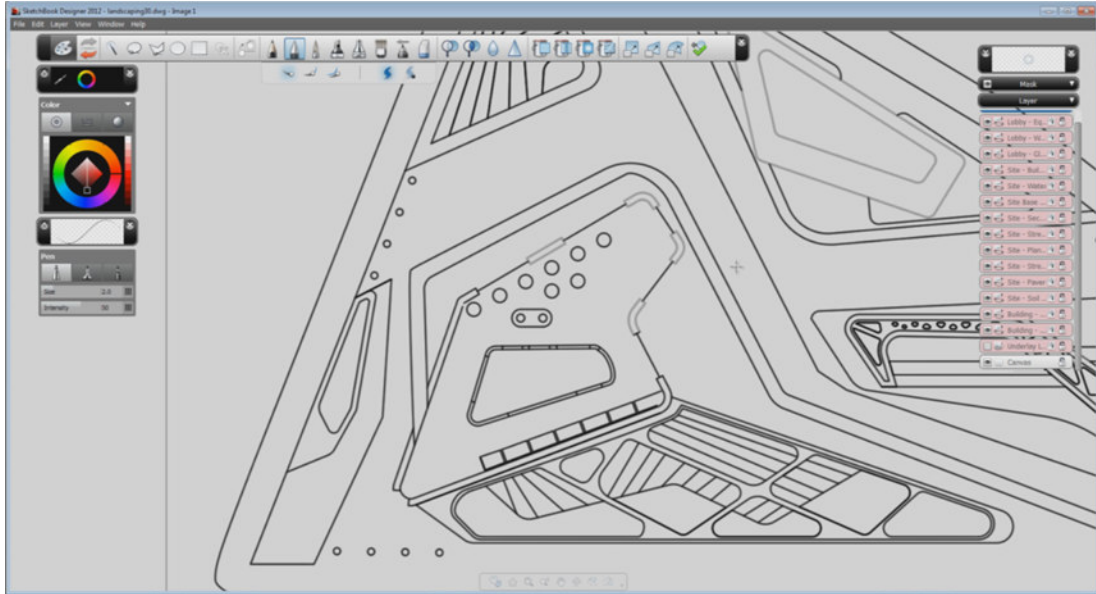
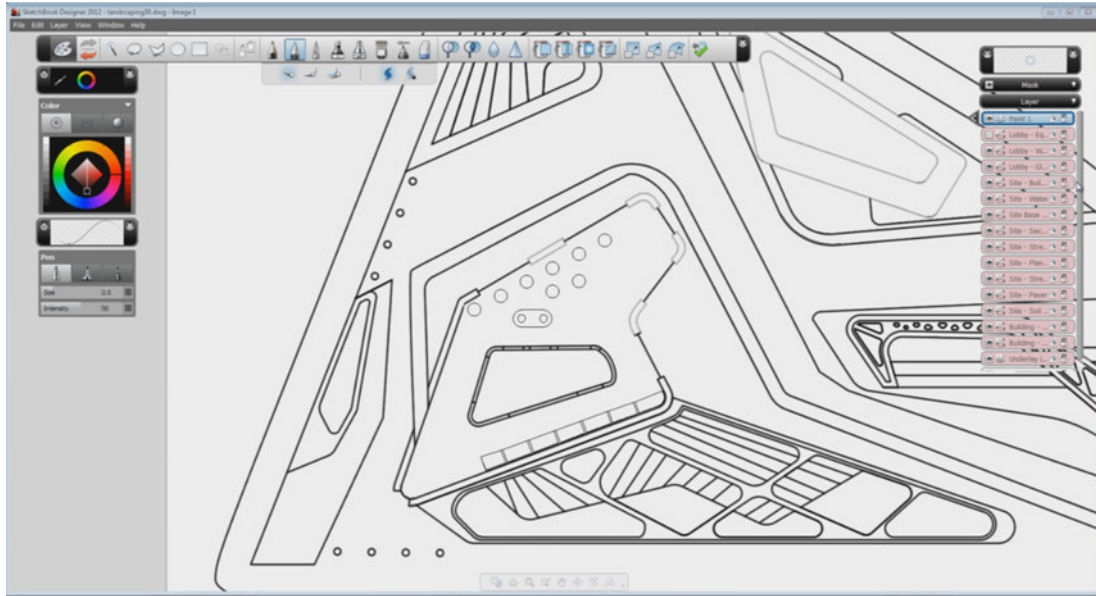


11. Let's go back to AutoCAD and create the canvas again, this time adding Vector Underlay. You have a couple of choices here: Hidden vs. 2D Wireframe (if you have 3D data you may want to use Hidden), and Preserve vs. Merge Layers. If you want total control of your layers, use Preserve Layers. Apply again, and send back to Sketchbook Designer.



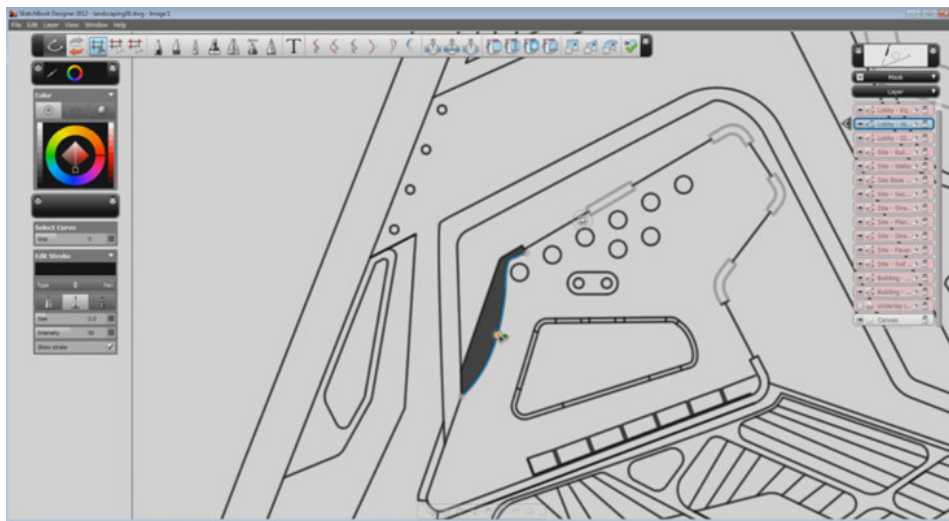
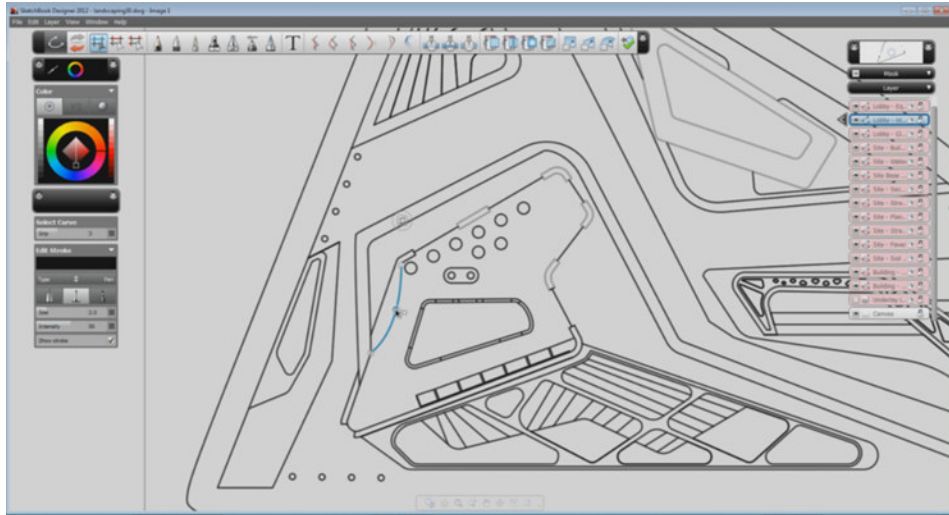
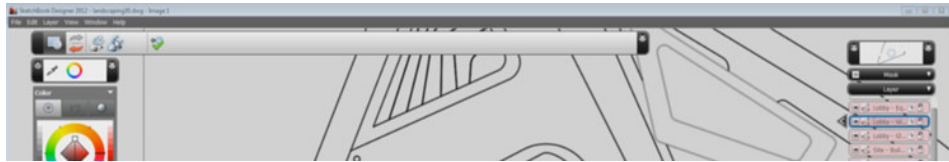
CREATING A CANVAS IN AUTOCAD

12. This time you have a complete list of layers and a raster underlay. You may choose not to use the raster underlay if you want. The nice thing about it is that it keeps the color and line weights of all lines. So you can use the layers for creating selections, masks, etc., and the raster underlay to display the lines. In the second image below, the raster underlay layer is hidden, so you can see the transparent background (there is nothing in the background, since there was an option in AutoCAD checked as Transparent).



CREATING A CANVAS IN AUTOCAD

13. If you select a Linked vector layer from AutoCAD, you'll see the option to convert it into a raster layer or a vector layer. Then you can edit the content of that layer directly. In this case, you can see how you can add control points to a line, and create a curve, or make a fill that keeps associativity with its boundaries.



Autodesk, AutoCAD, SketchBook, and DWG are registered trademarks or trademarks of Autodesk, Inc., and/or its subsidiaries and/or affiliates in the USA and/or other countries. All other brand names, product names, or trademarks belong to their respective holders. Autodesk reserves the right to alter product and services offerings, and specifications and pricing at any time without notice, and is not responsible for typographical or graphical errors that may appear in this document.

© 2011 Autodesk, Inc. All rights reserved.