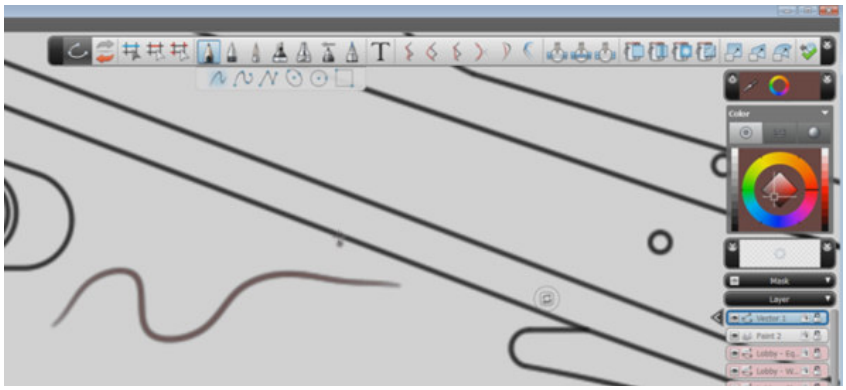
Autodesk® Design Suite 2012

Autodesk® SketchBook® Designer 2012– Tip Guides

Vector Sketching in SketchBook Designer



In this section you will learn the following:

- How to create a vector in Sketchbook Designer
- When to use the different methods of creating vectors
- How to edit vectors

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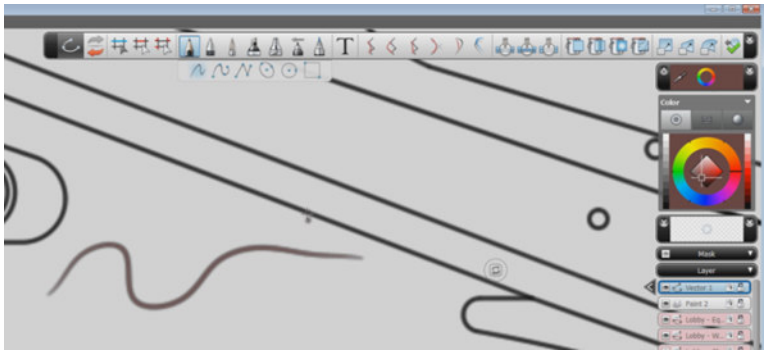
1. Vector sketching with Sketchbook Designer can be a very powerful tool. This is true not only for making rough sketches, but also for tweaking or creating defined curves that you may want to later reuse in AutoCAD. Let's see how to create vectors.

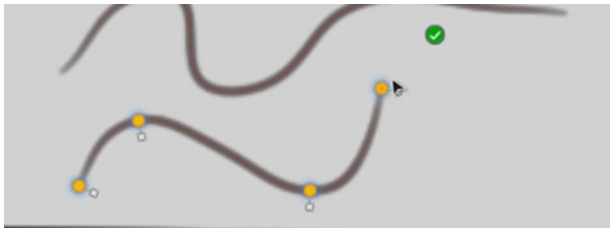
2. You simply need to be in a Vector Layer. That's it. Once you have a vector layer as current, your toolbar will display the right tools. The brushes look the same as when you do raster sketching, but there are more options with the way you create the strokes.



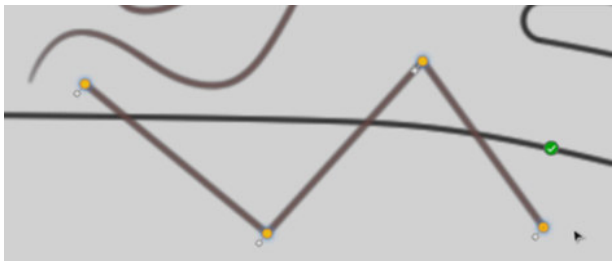
3. The first thing you will notice is that when you finish a stroke, there's an icon close to the vector that enables you to tweak it. In this case, we started the stroke with the default option, which is a freehand spline (it's called Curve Stroke Mode). You will notice that once you finish the stroke, it gets a little more regular. Now let's see what happens when you click that small icon.

4. Sketchbook Designer will cycle through some options of what you may have really wanted to do. The first one seems a little too far, and so you can view a second and third. Imagine that you really wanted to do a straight line, or a perfect arc, or a section of an elliptical arc. This tool would have saved you a lot of time. Moreover, when you export these curves into AutoCAD, the original stroke would have been read as a spline, while the others would have been an arc and a line. If that is what you wanted, you're closer to a healthy drawing if you send the right geometry (even if it looked the same, it would have fewer control points, etc.).

5. When you choose Curve Point Mode, Sketchbook Designer will draw the spline based on the input of several points. It's like creating a spline with Fit Points in AutoCAD, although there are some differences. While you are adding the points, depending on how you move the mouse/stylus, you will get different tangencies. Once you are ready to finish the stroke, click on the green checkmark.



6. The next tool is called Polyline Point Mode. This tool will enable you to create a set of straight segments. When you finish a stroke, you will notice that it is not a polyline in the way we understand it in AutoCAD, since it's a collection of separate segments.



7. Any of the strokes you create can be edited in size, color, and intensity, and even the type of brush. In the image below you can see that after creating a rectangle, you can also adjust the size of the lines.

8. Any curve can be edited by simply selecting it and adding more control points. There are additional interesting tools that we will cover in other videos.