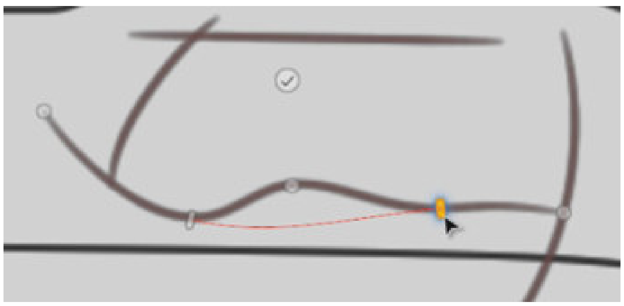
Autodesk® Design Suite 2012

Autodesk® SketchBook® Designer 2012– Tip Guides

Modifying Vectors in SketchBook Designer

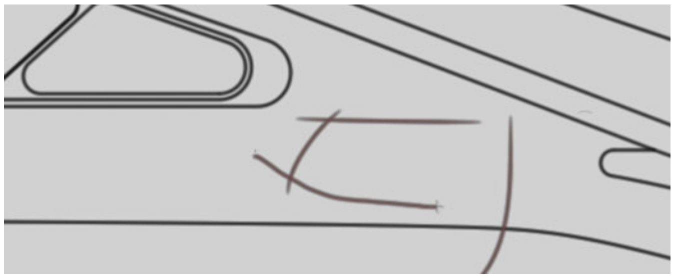


In this section you will learn the following:

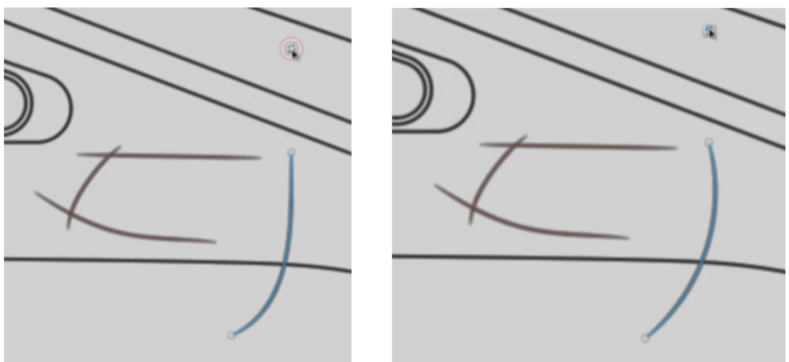
- Different methods for editing a curve
- How to blend two curves
- How to select parts of segments

1. Now that we know how to create vectors, let's see how to make further edits. We'll work both within the segment itself and between vectors.

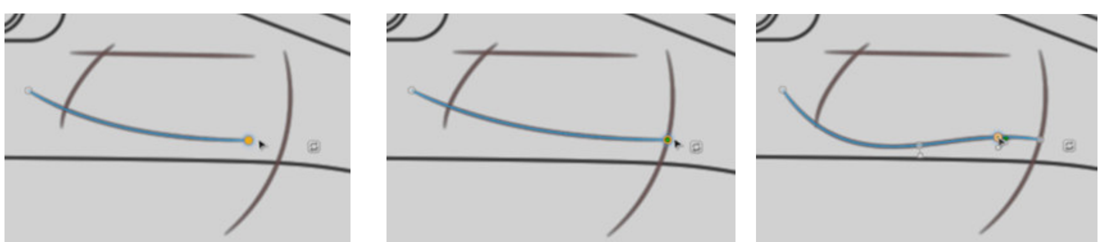
2. We'll start by drawing some vectors that almost define an enclosure. We'll make sure we get a closed shape after the edits. In the context of this landscape, it could be a flowerbed.



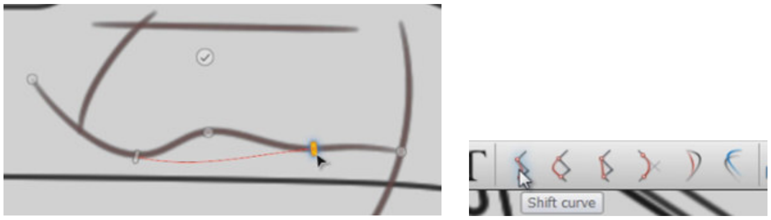
3. We already mentioned that once we select a vector, there's a control for making some adjustments to the shapes. In this case, from a stroke that resembles an arc, we can move to a real arc with one click.



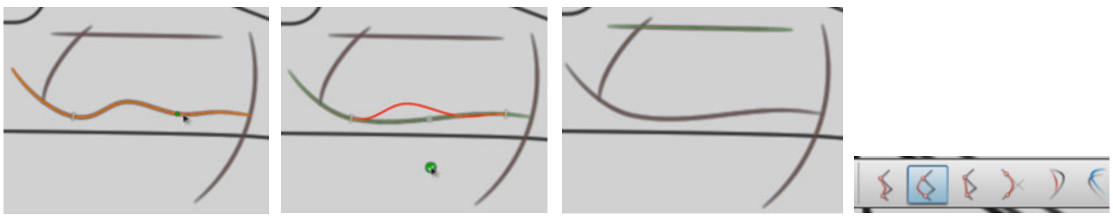
4. The next three images show that we can snap to geometry with Sketchbook Designer. Simply drag the grip at the end of the vector, and it will turn green when it finds another vector. If you get to the end of the vector, the grip will turn red, so you know you are connecting at the endpoint. At any moment you can add a control point in the segment and do further edits. Please note that this only works with vector content.



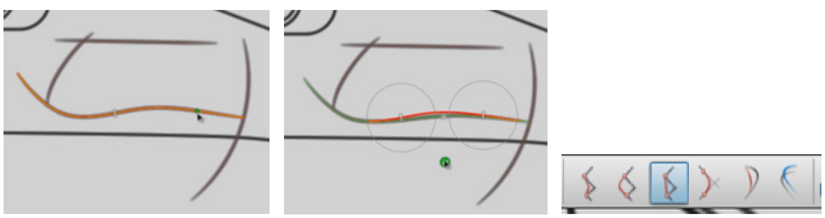
5. There are several tools to edit curves. Some of these tools work within curves, and some work between two curves. The first option is Shift Curve. By selecting two points in the segment, Sketchbook Designer will produce a curve with smooth continuity between those two selected points. In the image below, the result is the red preview. As you can see, the stroke can be simplified, while keeping smoothness across the whole segment. You need to click on the check mark in order to finish the edit.



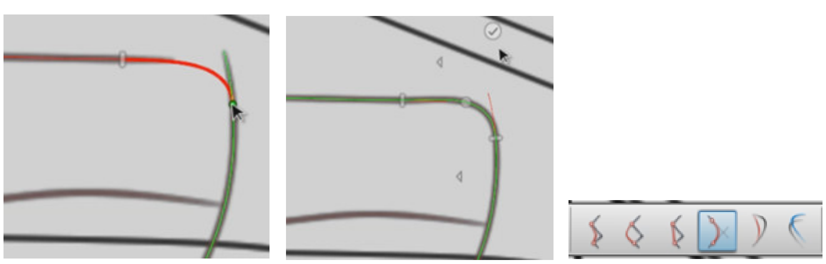
6. The option Smooth Curve will help you create a curve based on two fixed points belonging to the curve and a third point, which you will drag into the desired position. Sketchbook Designer helps you to maintain smooth continuity along the curve.



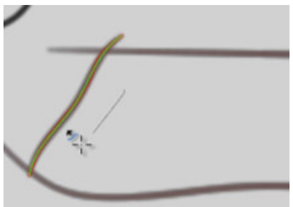
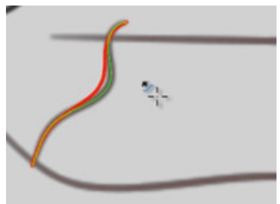
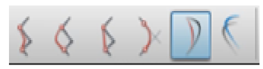
7. You may also need to straighten a segment. Simply select Straighten Curve and select two points, and Sketchbook Designer will create a straight segment that maintains smooth continuity at the two selected points.



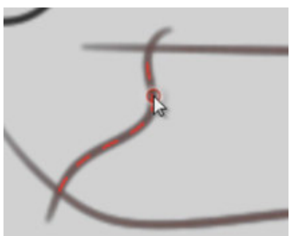
8. In the following case, we need to blend two curves with another spline that maintains smooth continuity with the existing ones. This option is called Combine Curves, and enables you to select one point in each curve (these points can be adjusted by sliding them along the curve), and you will see the preview of the curve that blends them. Just click on the check mark to finish the command.



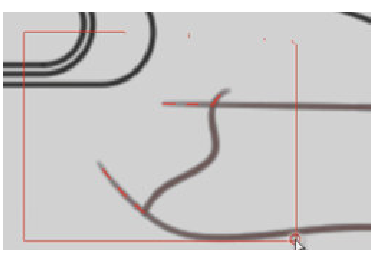
9. The next option is probably the one that takes us closest to freehand sketching. Once you select Restroke Curve, you will be able to create strokes next to an existing curve (middle image below), and the original curve will react to the position of these new strokes, readjusting the curve. This can be very useful for a highly intuitive approach to refining the curve. You may not care about the position of a new control point, in which case you simply make a stroke somewhere close to where you want that part of the curve to be.

10. Let's move into Selection. If you need to select a specific part of a segment between two intersections, there is a tool for that called Select Curve Segment. It's useful for deleting parts of segments, or for changing their properties (color, intensity, etc.).




11. The next selection tool is useful for deleting the end tails of segments. Early in the process of sketching, you may not care about snapping segments to their endpoints (because you are focusing on different aspects). But as you move into a final design, you may want to remove those tails. You can do so with Select Curve Segment. The most effective approach is to use Select Curve Segment Tails. Simply make a window selection, and Sketchbook Designer will select all the curve tails at the same time.




12. The final option we'll see in this video regards duplicating a stroke. You can do so in two ways. The first is to select the vector, copy, and then paste. This works, but has a couple of extra steps that you can save by simply choosing Duplicate Curve, and selecting the vector. Sketchbook Designer will create a copy of it with a slight offset from the original vector.