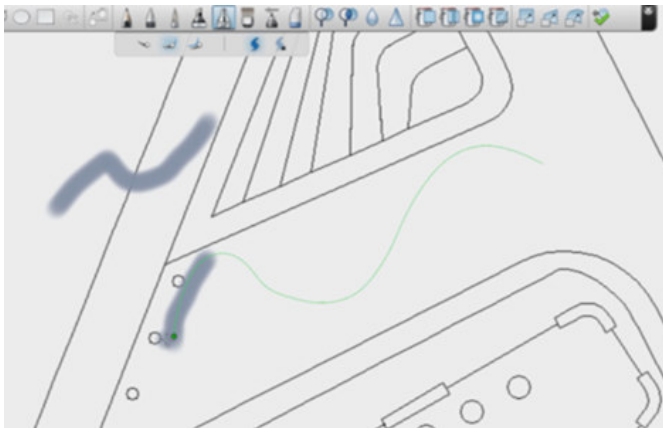


Autodesk® Design Suite 2012

Autodesk® SketchBook® Designer 2012– Tip Guides

Snapping to Curves in SketchBook Designer

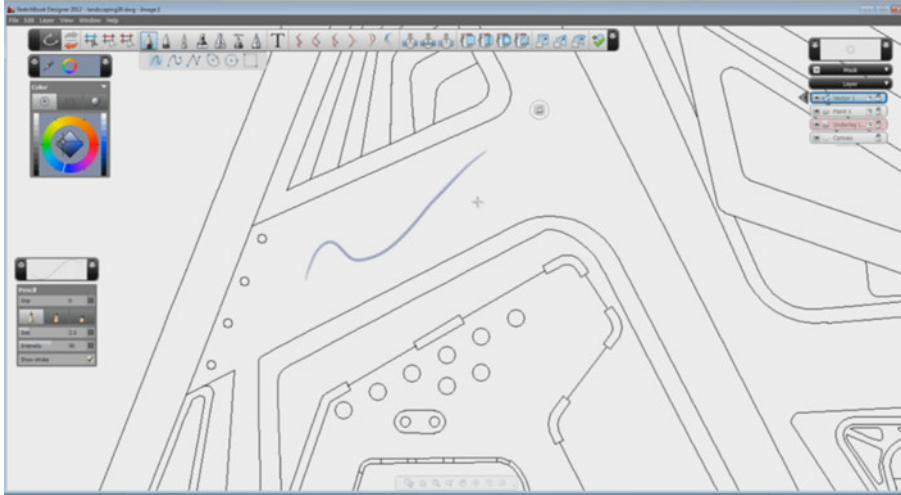


In this section you will learn the following:

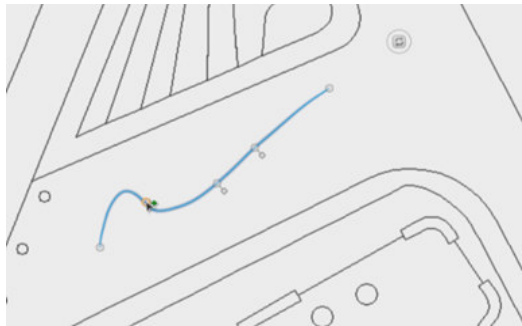
- How to snap content in a paint layer to content in a vector layer
- How to use a vector as a guide
- When to use the different snap options

SNAPPING TO CURVES IN SKETCHBOOK DESIGNER

1. We already saw how to snap vector geometry to other vector geometry. What about raster with vector?
2. Imagine that you want to make a raster stroke based on a specific existing curve. In that case, you would start by making a vector stroke, as we have already learned.



3. Remember that you can modify the vector stroke by adding more points.

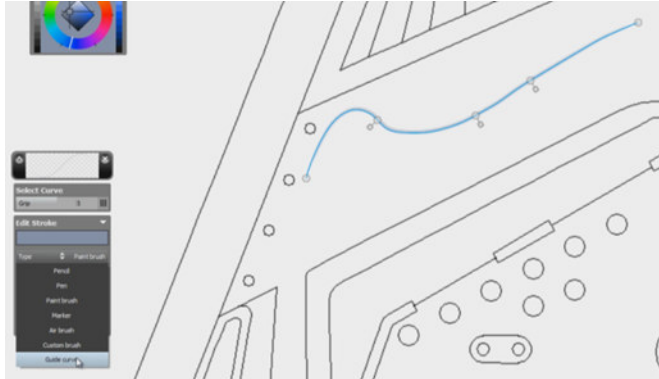


4. You can edit the stroke with one of Sketchbook Designer's Transform tools. In this case, we are applying a non-uniform scale along one of the axes.

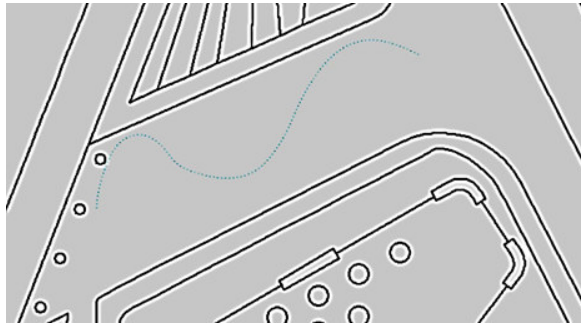


SNAPPING TO CURVES IN SKETCHBOOK DESIGNER

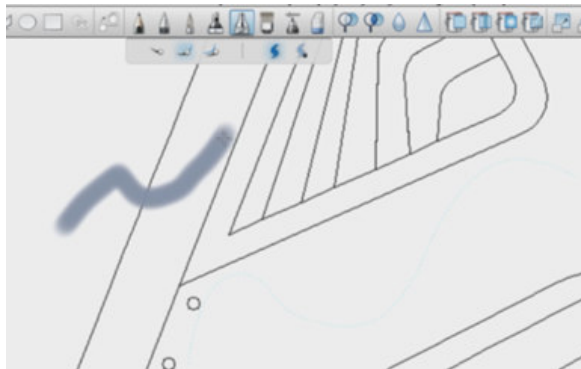
5. The next step is to convert the vector into a guide curve. Select the stroke, and then in the properties look for the last option, called Guide Curve. This will transform your stroke into a thin green dotted line.



6. The image below is presented in high contrast so you can easily see the line.

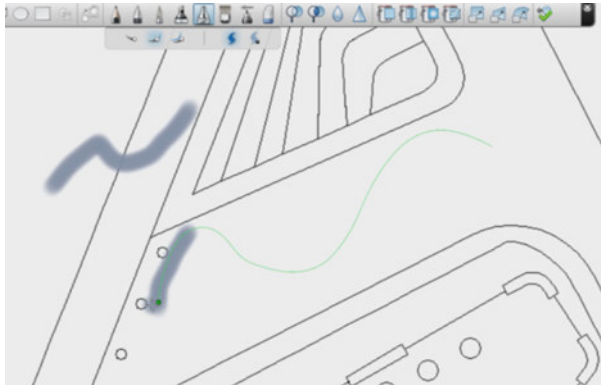


7. Below the toolbar (and when in a current paint layer) you will see some additional options. The default option (far left) is No Snap. The second option is called Snap Brush Center to Curve. Let's see how it works. First, we'll make a stroke anywhere in the drawing (taking care not to go over the guide).

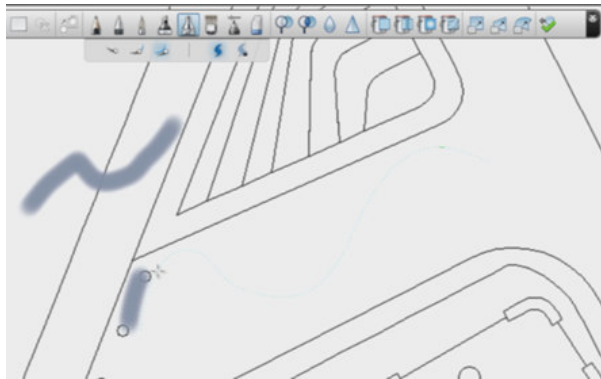


SNAPPING TO CURVES IN SKETCHBOOK DESIGNER

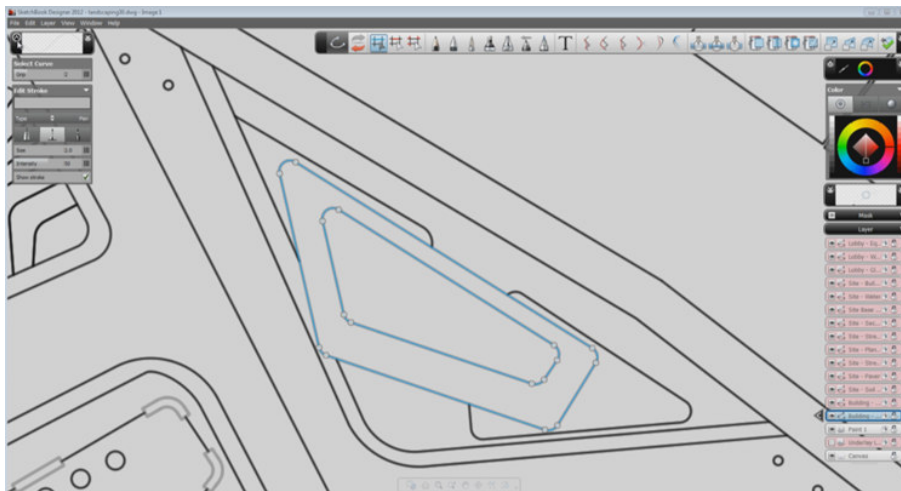
- Now let's do the same stroke, but moving on top of the guide. You will see a green point as you move along the guide. This means that you have snapped to it, and as you left-click and start painting, the stroke will be constrained to that guide.



- The next option is quite similar, but uses the guide as an edge. It's called Snap Brush Edge to Curve, and will enable you to select in which side of the guide your stroke will appear.

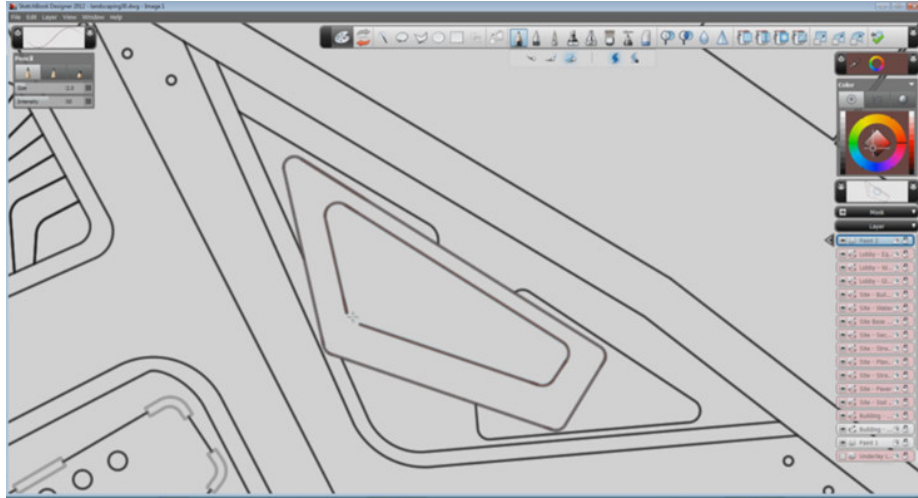


- So how can you use this sequence? Imagine that you want to create a handmade look to one of your drawings. You can, of course, select the geometry from AutoCAD, convert to a vector layer, and modify the brush settings. But by doing a raster stroke on top, you can play with the intensity within the stroke, and be much more subtle and intentional in the end result.



SNAPPING TO CURVES IN SKETCHBOOK DESIGNER

11. Simply convert the geometry into a vector layer, select the curves you need, and convert them to guides, select a paint layer, and unleash your creativity.



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