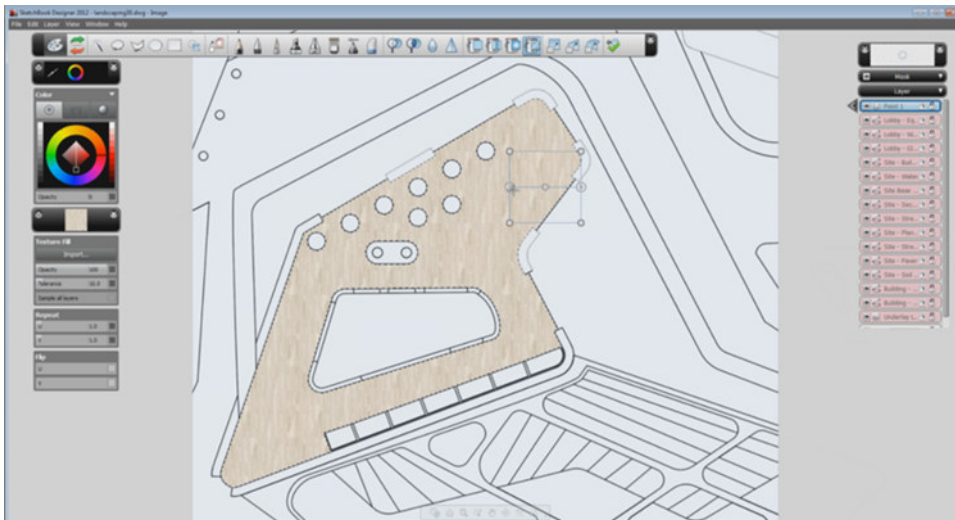


# Autodesk® Design Suite 2012

Autodesk® SketchBook® Designer 2012– Tip Guides

## Creating Fills with Texture in SketchBook Designer

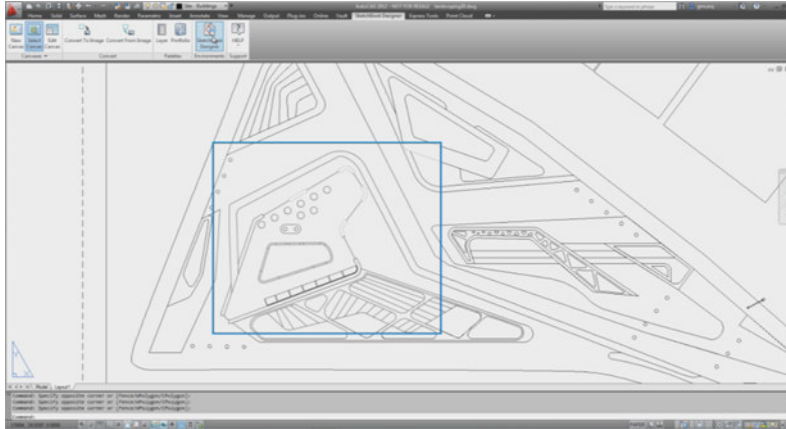


In this section you will learn the following:

- Use the Magic Wand for making a selection
- How to set up the options for the Magic Wand
- How to import a texture for the Texture Fill
- How to rotate a texture

## CREATING FILLS WITH TEXTURE IN SKETCHBOOK DESIGNER

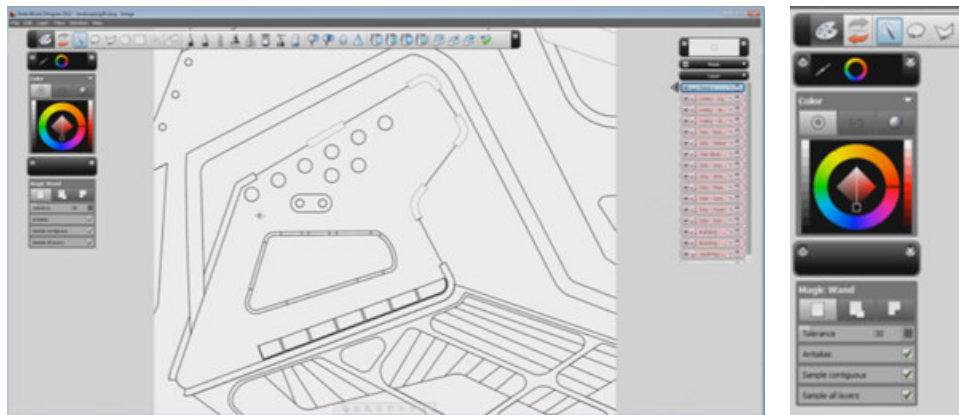
1. When trying to illustrate based on technical drawings, Sketchbook Designer provides excellent tools for making fills. In this video, we'll discuss making a fill with a texture.
2. In this case, we need to work on the floor plan of this building's lobby. We want to have a an illustration of a detail of the ground floor, so we'll go to paper space and create a canvas on that specific piece of the building. Then we'll link it to Sketchbook Designer.



3. Since we made a canvas with both paint and vector data, you can see all the AutoCAD layers. We'll use the Magic Wand to select all of the interior floor. The Magic Wand has a couple of settings that you need to understand.

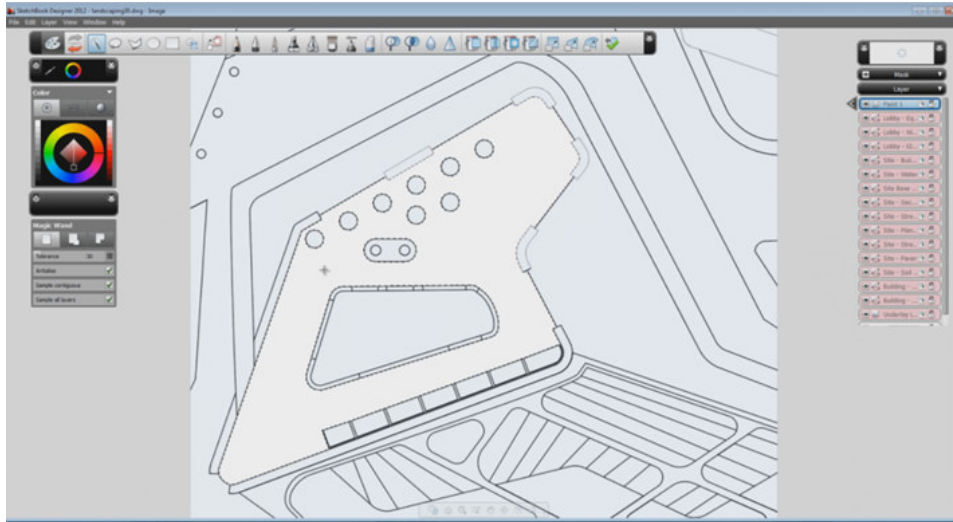
The first is Sample All Layers. When you want to make a selection based on all you can see, this is a good choice. If we wanted to select the entire floor and include the tables and the nucleus of the building, we should have made the layer with the façade the current layer, and then unchecked Sample All Layers. Then Sketchbook Designer would only track the content in that layer. It is important to clarify that in order to use the Magic Wand or any other selection tool, you need to be in a Paint layer. This means that in order to use the Magic Wand in one of the AutoCAD layers, we need to convert them into a Paint layer first.

The second setting to know is Sample Contiguous. If this is checked, when we ask Sketchbook Designer to track a specific color, it will stop at the boundaries. If we uncheck Sample Contiguous, in this case it would select everything white, inside and outside the boundaries of the nucleus. Both options are very powerful. You need to know their rationale in order to understand where to use them.

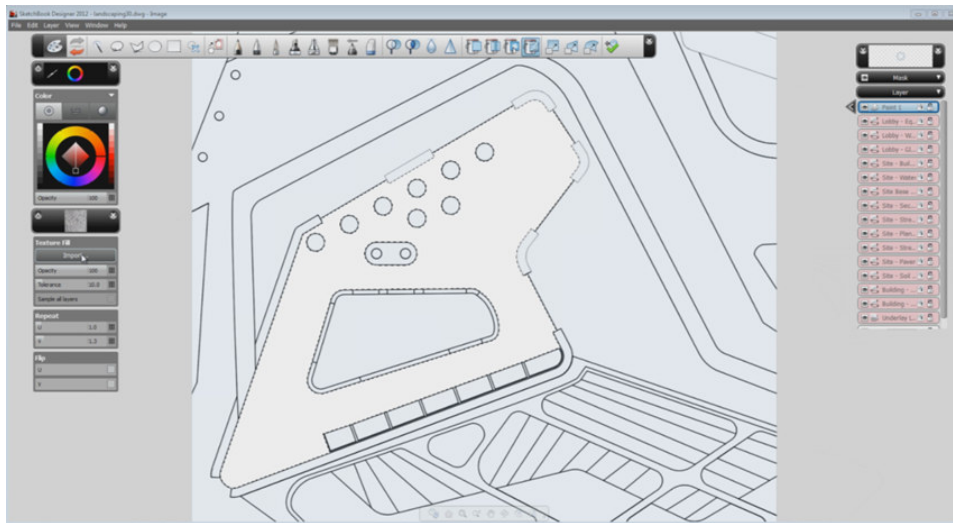


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4. With the right settings, we can more easily select everything inside the lobby except the tables and the nucleus. In case you need to unselect, you can do so by clicking **Ctrl+D**. **Ctrl+Shift+I** will invert the selection.

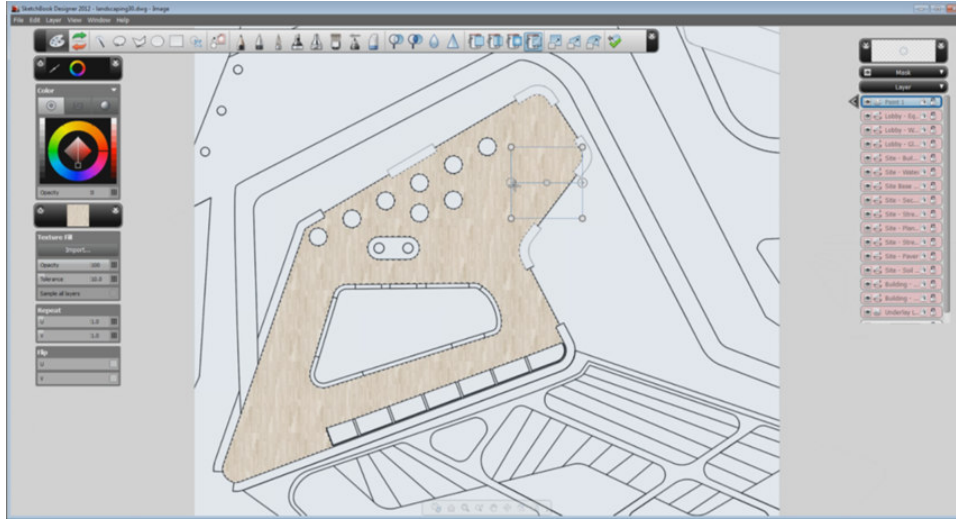


5. The next step is to create the fill. The last option with Fills is Texture Fill. This option will bring up a different set of properties in the Properties palette. The first thing we need to do is to import the texture we want. We can save the texture we want as a Custom Brush (Window>Custom Palette>Add Brush).

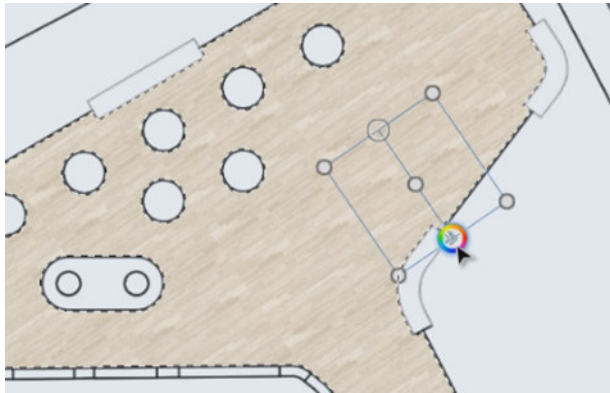


## CREATING FILLS WITH TEXTURE IN SKETCHBOOK DESIGNER

6. After selecting the area to fill, we can then use the control shown below to rotate and scale the texture. To clarify, we could have simply applied the fill without a selection made (in this case, the selection was simple). That said, it's not a bad thing to make a selection and then the fill, especially if there are multiple noncontiguous areas selected. If you have a selection, you can fill them all with one fill, and control the position and angle of the texture in one single operation.



7. The control shown below has a set of grips. The one being clicked here enables you to rotate the texture. We'll see how to use the rest in following videos.



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