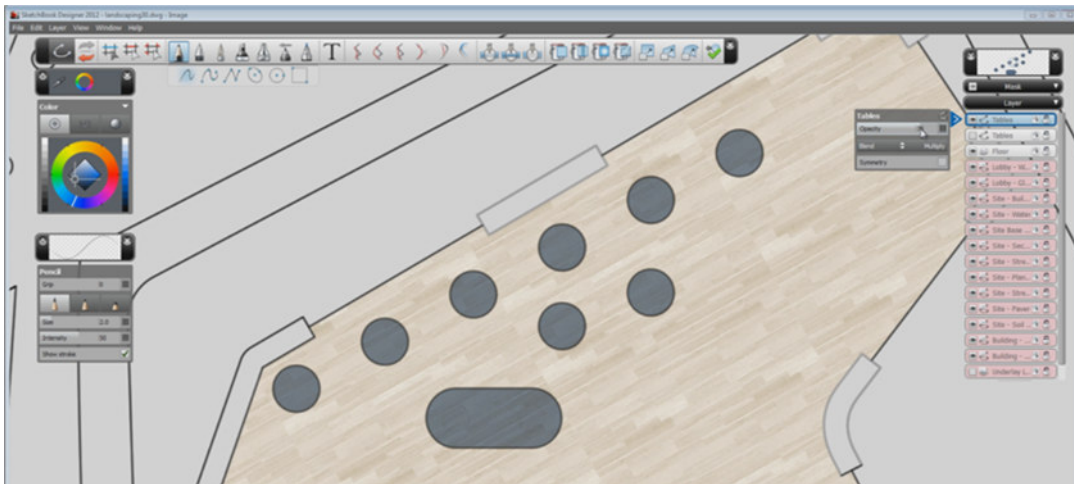


Autodesk® Design Suite 2012

Autodesk® SketchBook® Designer 2012– Tip Guides

Creating Fills and Transparency in SketchBook Designer

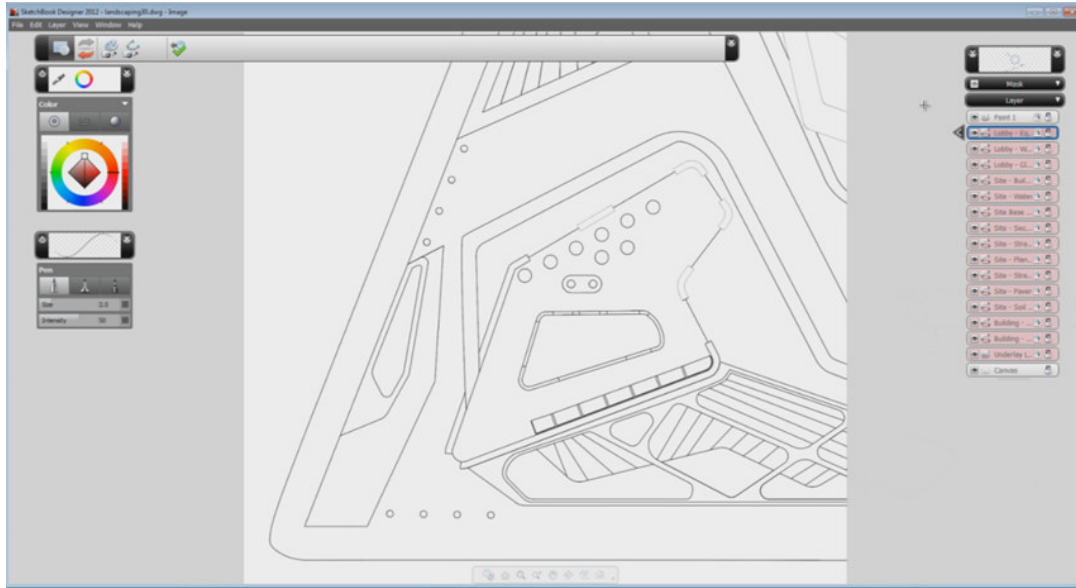


In this section you will learn the following:

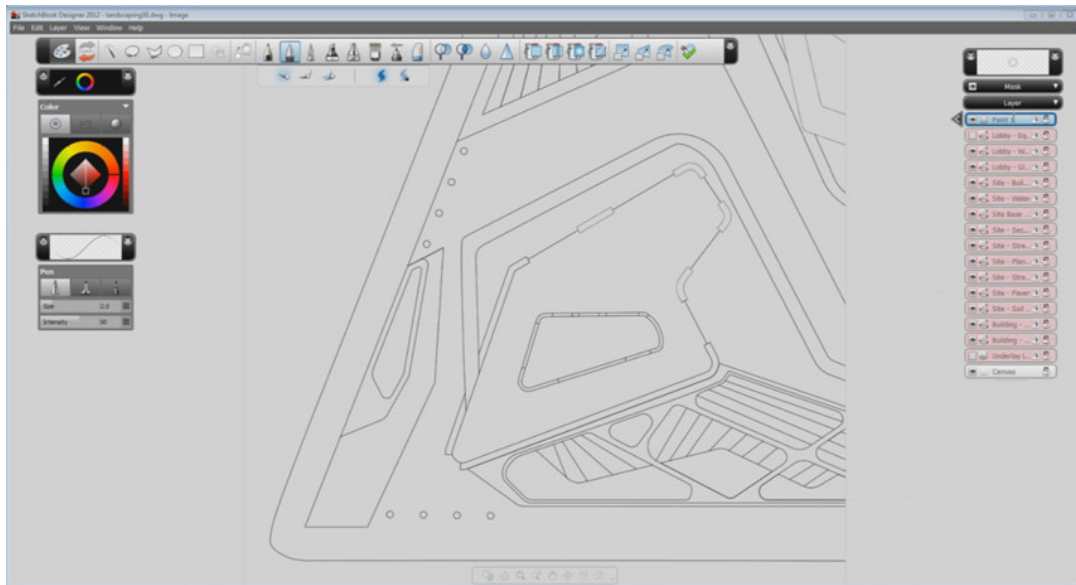
- When to convert AutoCAD layers into vector or paint layers
- How to hide and show layers
- Best practices for applying fills to a vector layer
- Manipulation of fills
- How to apply transparency to a layer
- How to use different blends when we have overlapping layers with content

CREATING FILLS AND TRANSPARENCY IN SKETCHBOOK DESIGNER

1. In this example we'll dive deeper into the same floor plan used in the previous video. We filled the floor with a nice texture, but the tables happen to be made of glass, so you actually need to see the texture through the glass. Let's see how to solve this.
2. Layers from AutoCAD can be converted either into vector or paint layers. We'll need to convert the layers later.

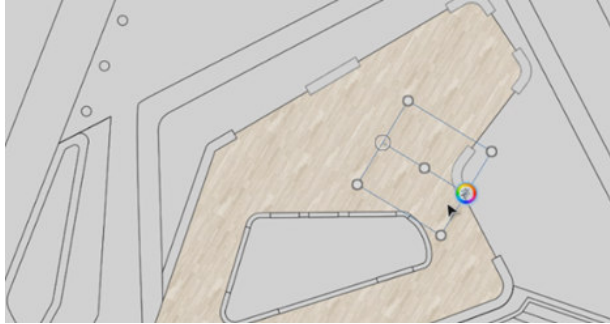


3. Let's hide the tables by turning off the AutoCAD layer called Lobby–Equipment. We'll also need to hide the Underlay layer, since it contains a raster version of the tables.



CREATING FILLS AND TRANSPARENCY IN SKETCHBOOK DESIGNER

4. We'll make a Texture Fill on the floor just as we did in the previous exercise. We can rotate and scale uniformly from the grips at the center of the edges of the control. In the image below, we use one of those grips for rotating the fill.



5. The central grip allows us to do a non-uniform scale. If we move the grip to one of the sides, the texture will be squeezed accordingly. Please note that if you get close to the center (assuming you don't want this behavior), it will snap to the center more easily.

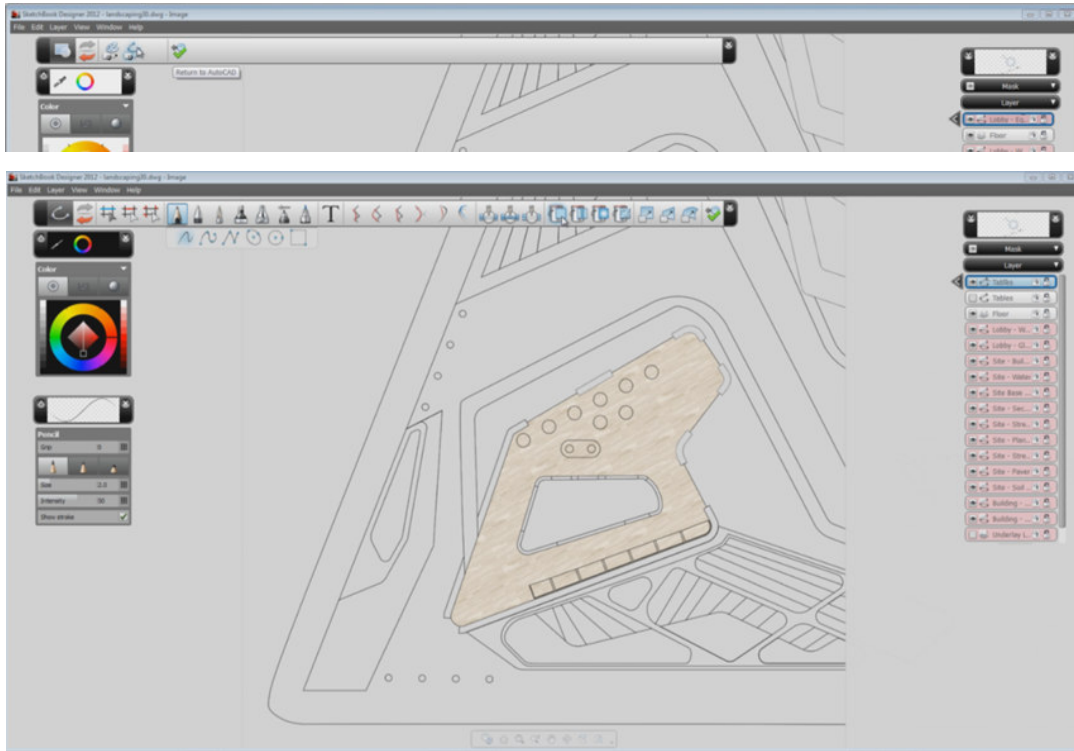


6. We need to scale the material to the appropriate size. In this case, we can use the grip at the middle of any of the two edges that display the grip. Please note that if you finish the fill and use any of the selection commands (Select Curve, Select Curve Segment, and Select Curve Segment Tail) you can keep editing the fill.

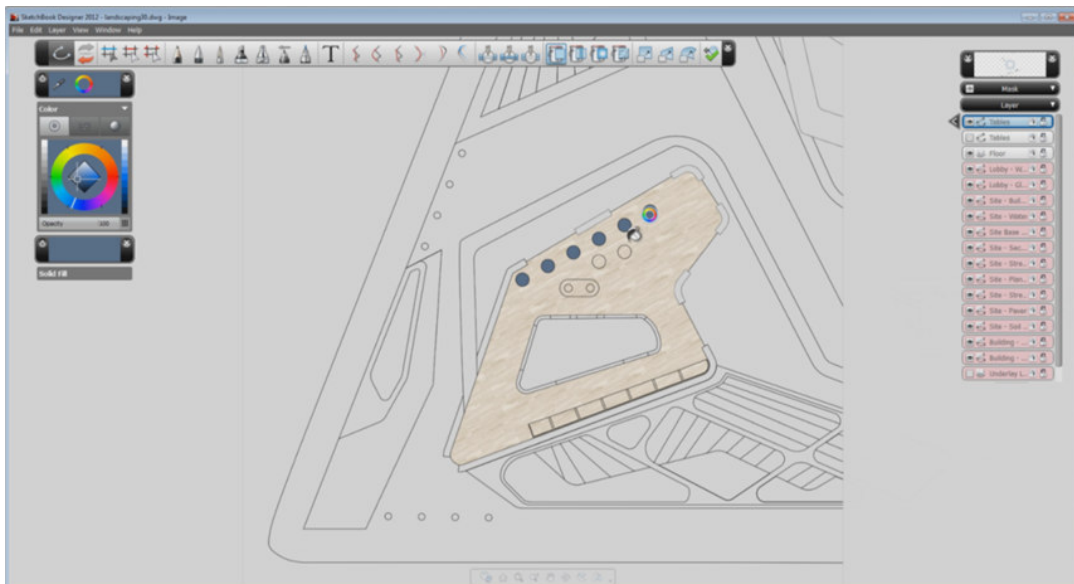


CREATING FILLS AND TRANSPARENCY IN SKETCHBOOK DESIGNER

- Now we'll convert the layer with equipment into a Vector Layer. We'll also duplicate it (using the Marking Menu), so we have a layer with the outline of the tables that can be shown at full intensity, and another layer with the tables that will have some transparency.

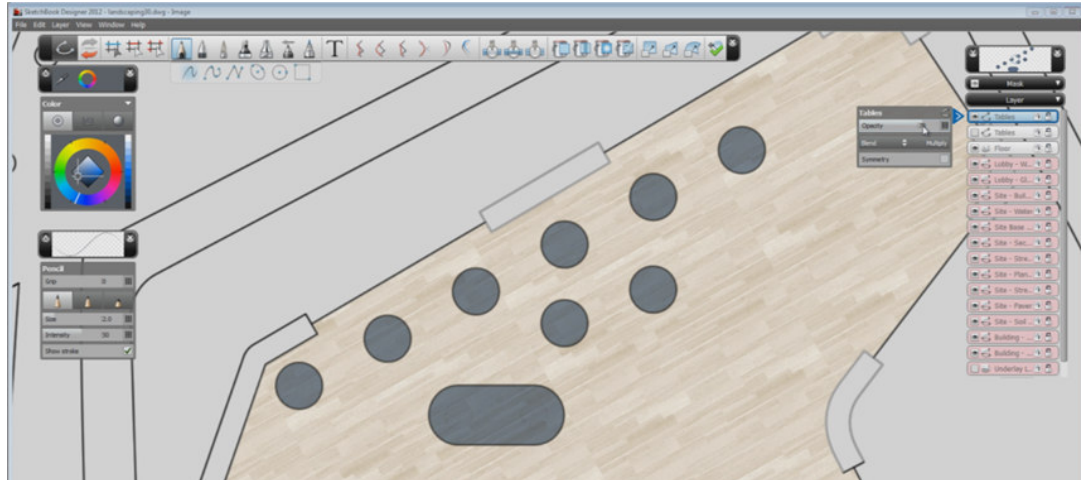


- One advantage of making vectors for the tables is that the Fill detects a closed geometry, and simply fills it. It's much faster this way. Solid Fill simply has the option to change the color, which is done through the Color Wheel. You can change the color with the fill already done, which is a plus.



CREATING FILLS AND TRANSPARENCY IN SKETCHBOOK DESIGNER

11. Finally, we'll change the opacity of the layer with the fill. If you make a certain layer current, you get a drop-down list, which opens a new set of options. You will find Opacity as a slider that we'll use to get to the desired level of transparency, and also an option for Blend. Blend is in Normal by default. We want Blend in Multiply, so it blends better with the texture from the floor. Try other Blends, and see how they behave in this scenario. All Blends will affect how to display overlapping layers with content.



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.