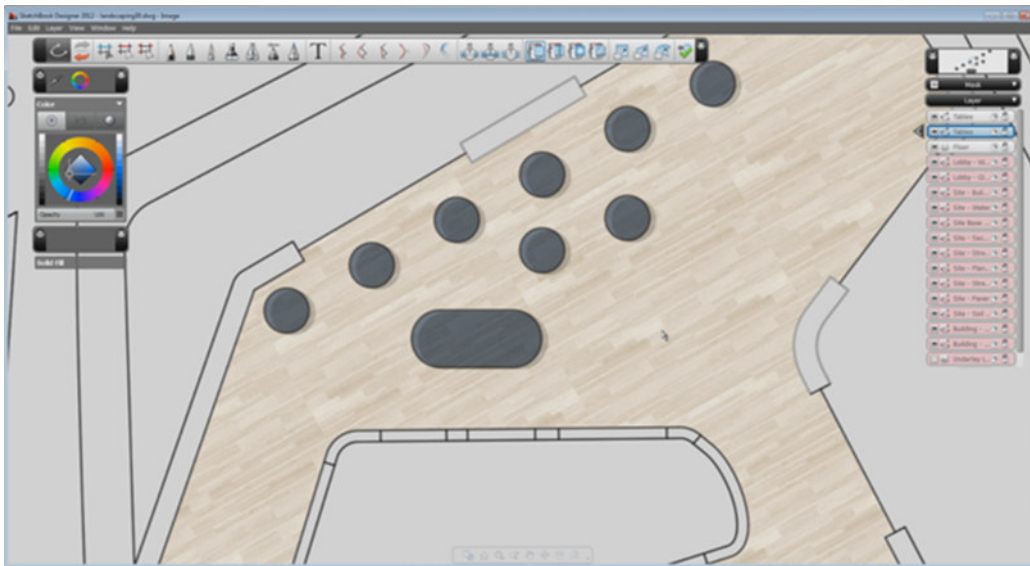**Autodesk® Design Suite 2012**

Autodesk® SketchBook® Designer 2012– Tip Guides

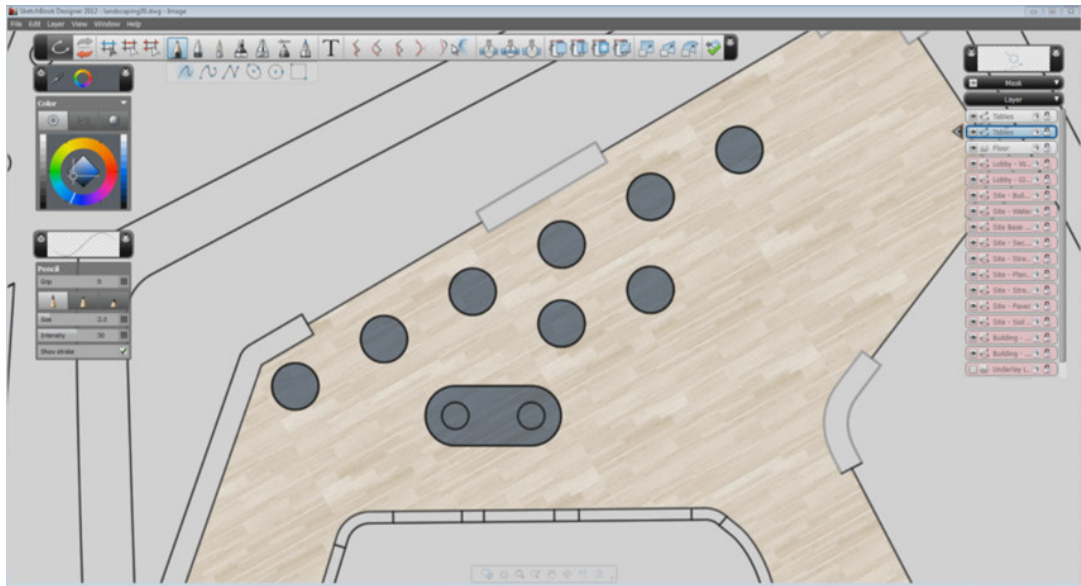# Adding Shadows in SketchBook Designer
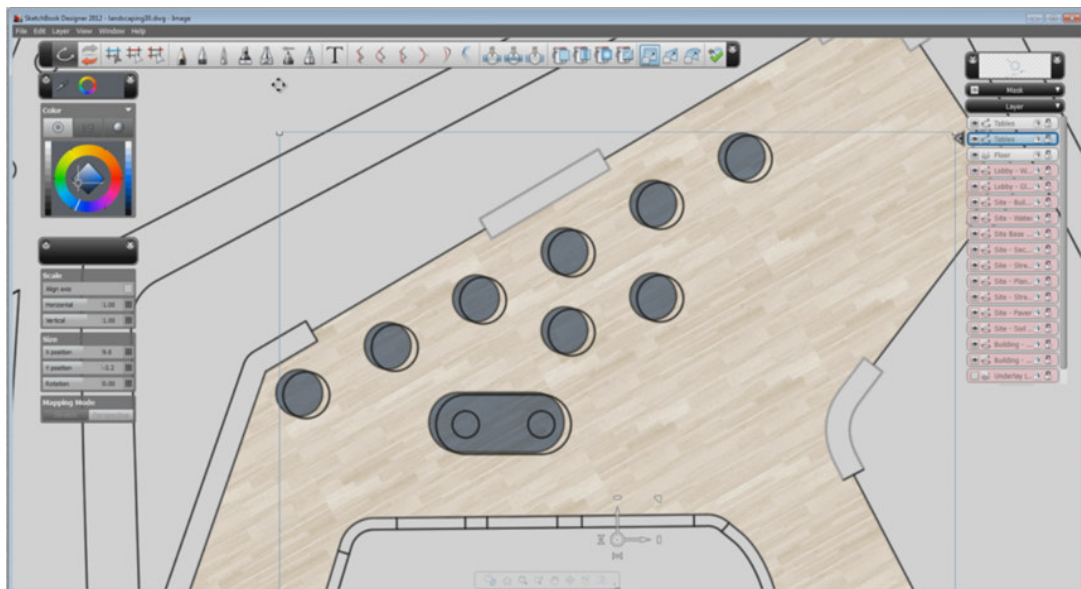

In this section you will learn the following:

- How to create a shadow for an object
- How to duplicate a layer
- How to convert a vector layer into a paint layer
- How to invert a selection

1. Building on the last example, let's now add some shadows to the tables.

2. First of all, let's duplicate the layer that contains the tables (assuming we kept a layer with the outline of the tables).
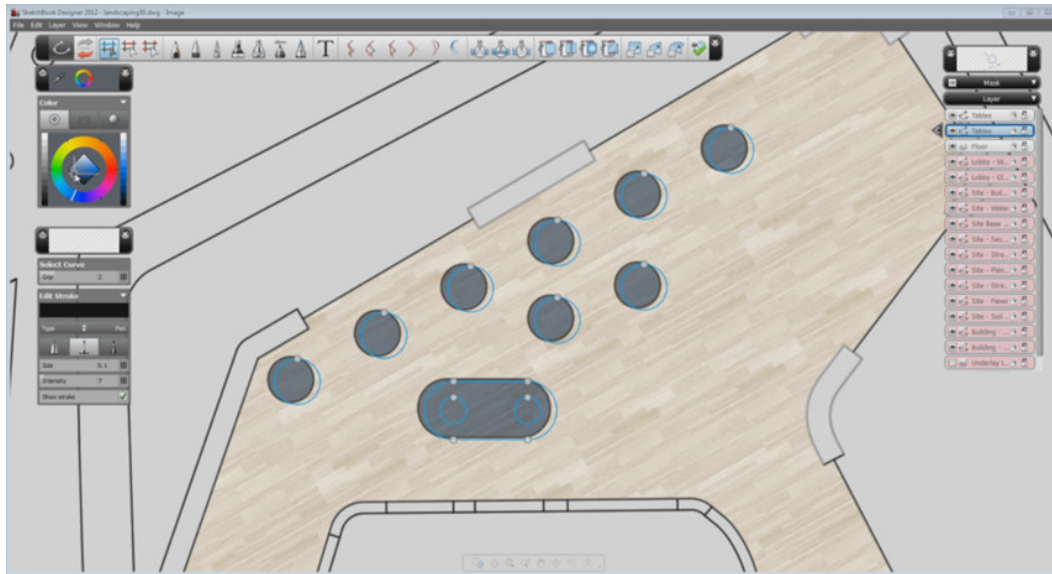

3. Using Transform in Sketchbook Designer, we will move the duplicated layer to the desired location for the shadow.
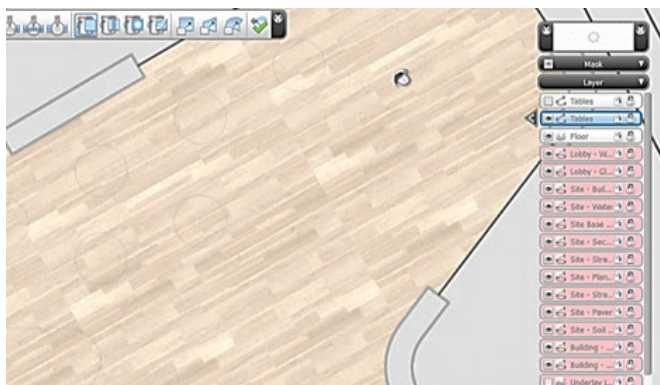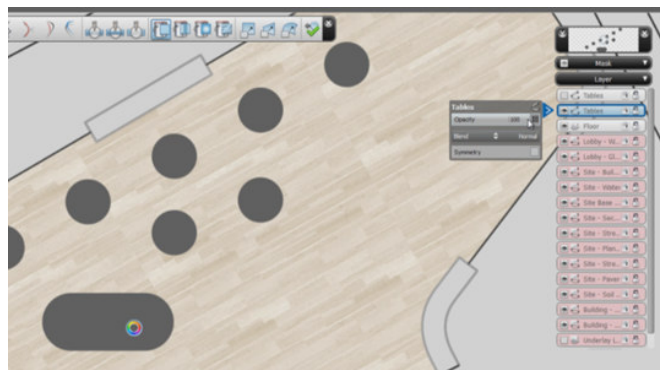
4. We'll now select all the vectors, and change their properties into a very thin size with almost no intensity. We can eventually uncheck Show Stroke, and it will be hidden. But for now, we still need to see the boundary, so let's make it really thin.

5. In order to work more easily, we'll now hide the layer with the tables, and leave only the one with very thin outlines. They can barely be seen in the image below.
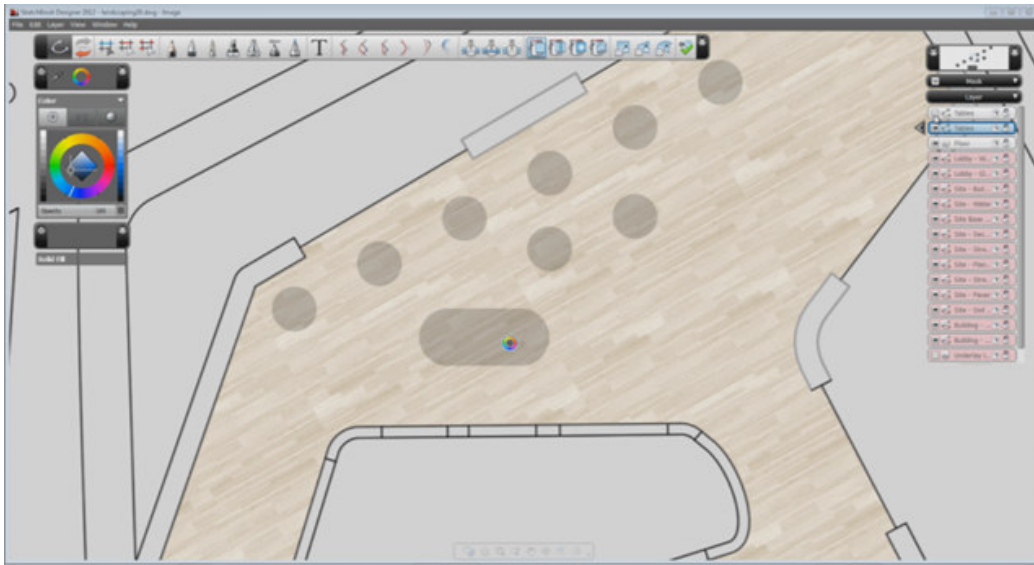

6. By having the layer with the outlines current and using the Solid Fill tool, we can quickly add color.
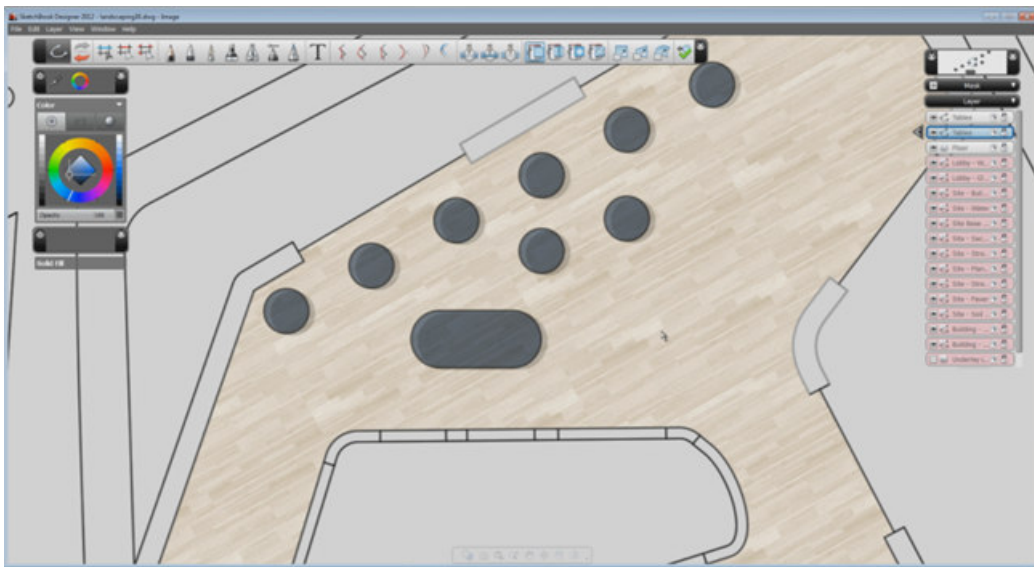
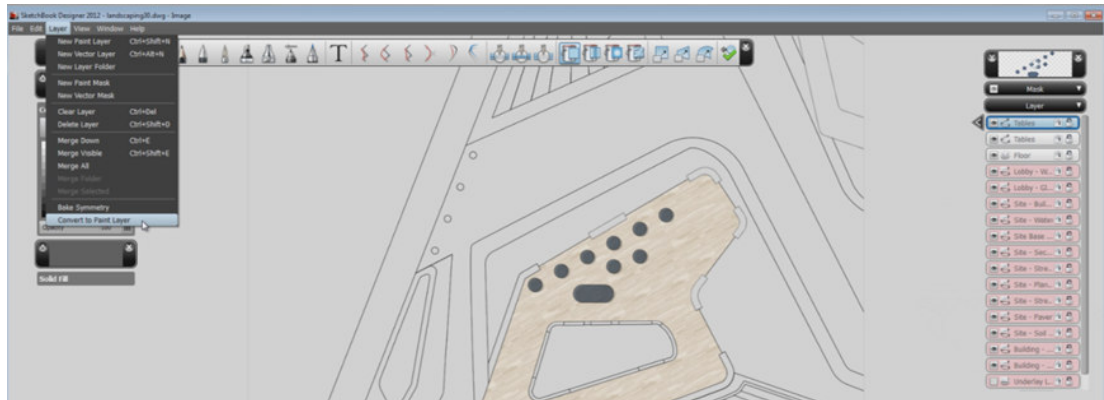7. It's time to add transparency to this layer. Use Multiply as Blend in order to get the best results.

8. The image below shows the final result. We have nice textures in the floor, the tables (with the glass and transparency), and their shadows. This was all done very fast, using the data in AutoCAD.
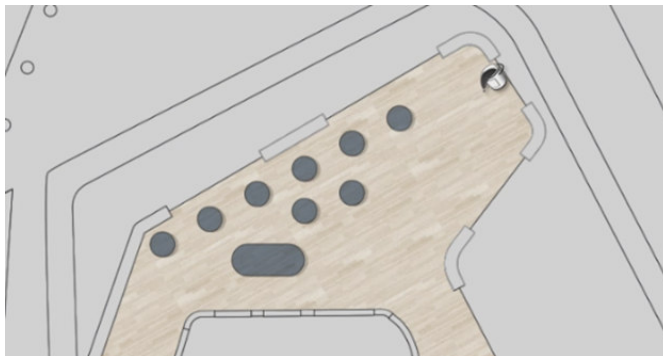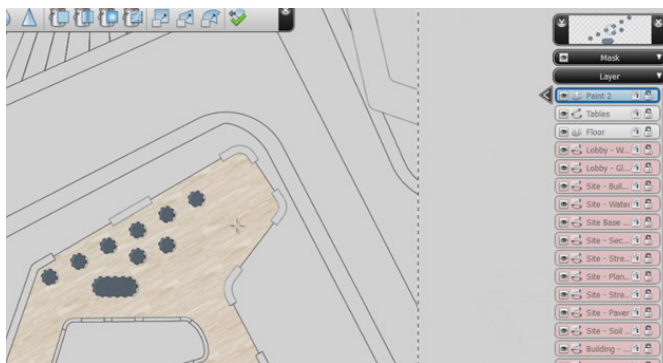
9. There are a couple more steps if you want to eliminate the shadow directly under the table. We'll need to use the Magic Wand, so to make things more easy, we'll convert the AutoCAD layer for the tables into a Paint layer.

10. Then we'll use the Magic Wand, sampling only the current layer, so we will select everything that's not a table. The next step is to invert the selection (**Shift+Ctrl+I**, or go to Edit menu), and then simply move into the layer that contains the shadows, and delete.