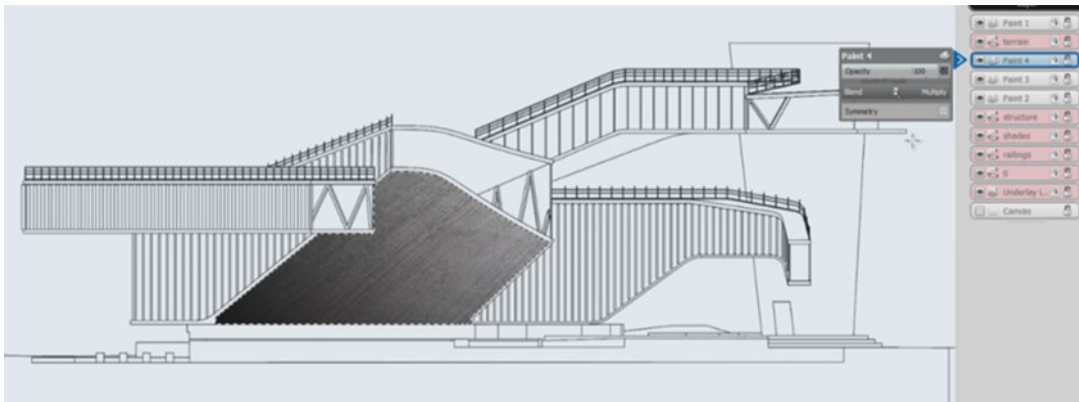


Autodesk® Design Suite 2012

Autodesk® SketchBook® Designer 2012– Tip Guides

Multiply Blend in SketchBook Designer

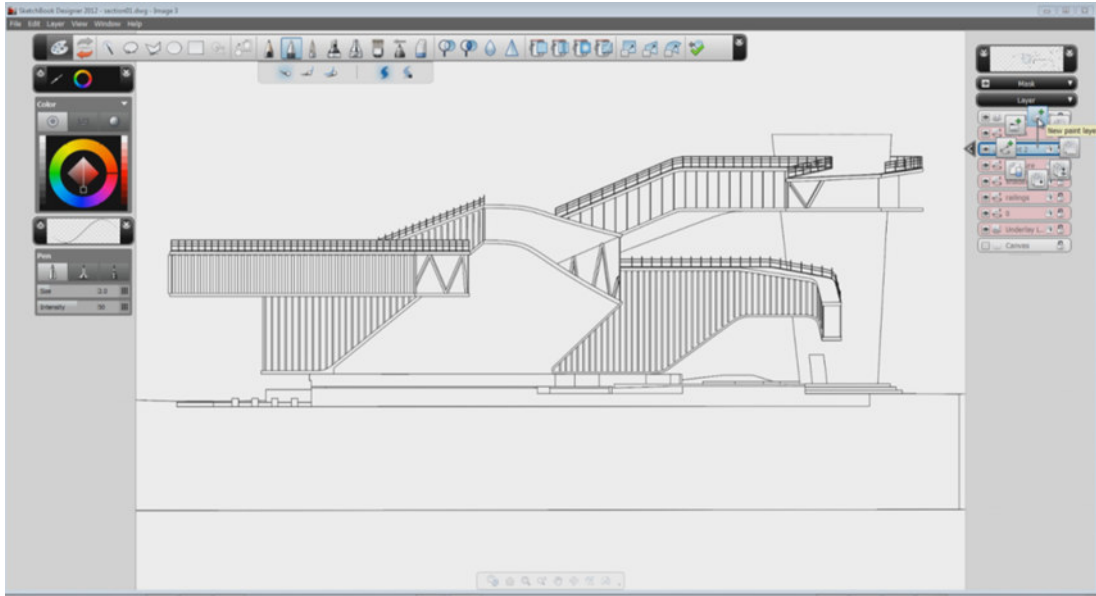


In this section you will learn the following:

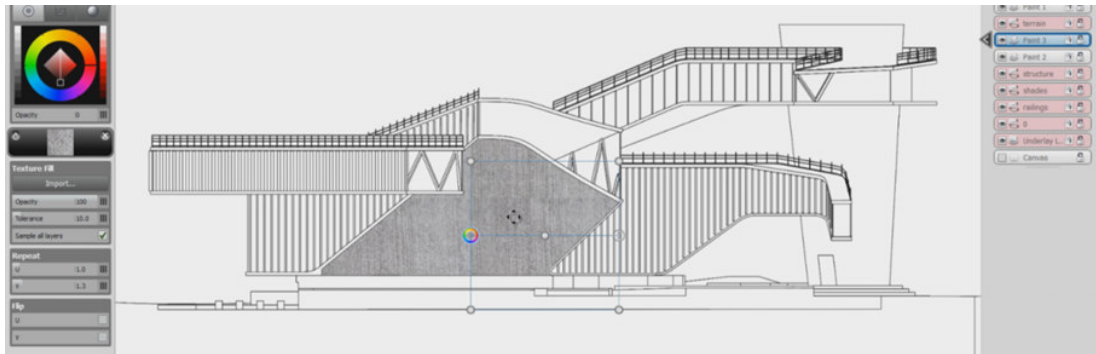
- How to edit a linear fill
- How to blend two layers with Multiply
- Best practices for adding depth to a scene

MULTIPLY BLEND IN SKETCHBOOK DESIGNER

1. In this example, we will add texture to the bottom of the slab of this building. We'll need to add a Texture Fill, but we will also create shadows so the whole slab gets some depth. In order to do this, we'll blend a Texture Fill and a Linear Fill.
2. Once we have linked the AutoCAD file with Sketchbook Designer, the first task is to create a paint layer, where we'll add the texture for the slab.

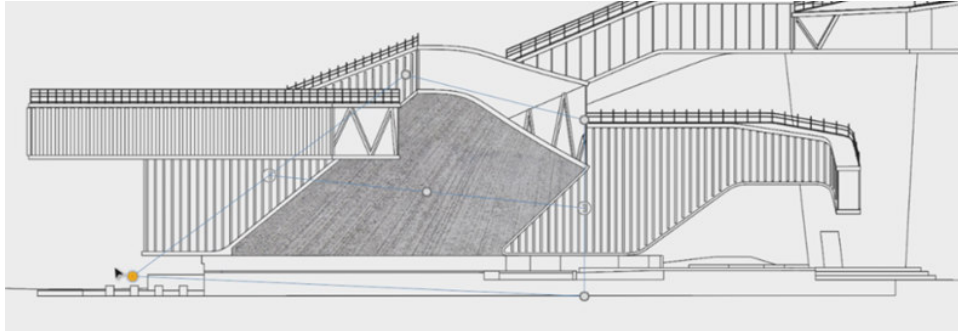


3. Then we'll find a texture for the concrete bottom, import it into a Texture Fill, and apply it to the region shown below. As soon as Sketchbook Designer detects the boundary, you will have access to the control that enables you to tweak scale and rotation.

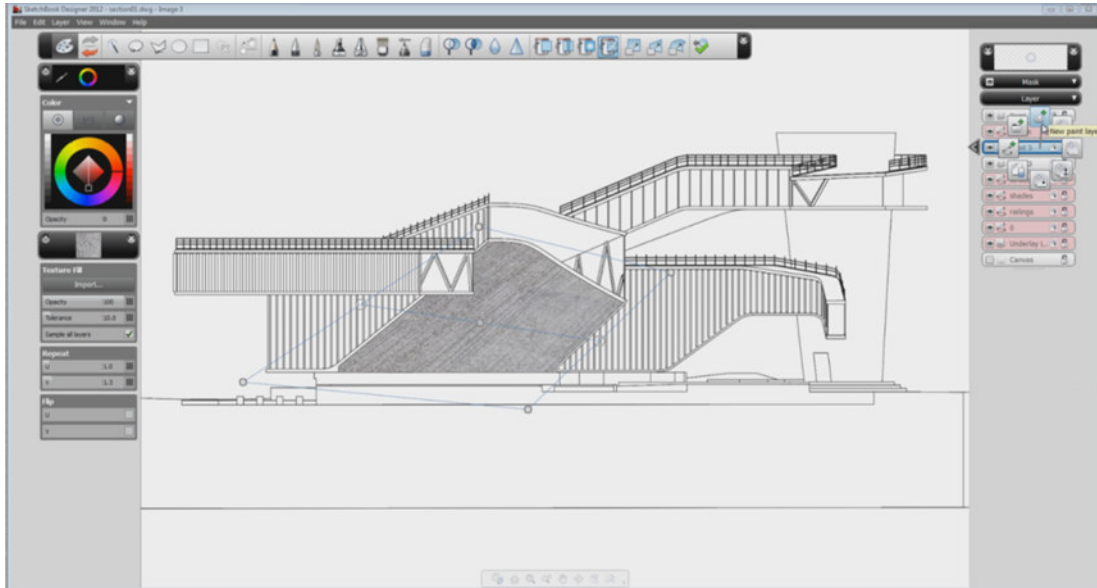


MULTIPLY BLEND IN SKETCHBOOK DESIGNER

4. We have already talked about rotation, uniform scale, and non-uniform scale within this control. Now it's time to start using the corner grips, which will create a distortion in the texture. We'll move these grips to align the texture to the slab, and add more interest than a simple rotation. Depth is very important, and by just rotating the texture we would get a very poor result.

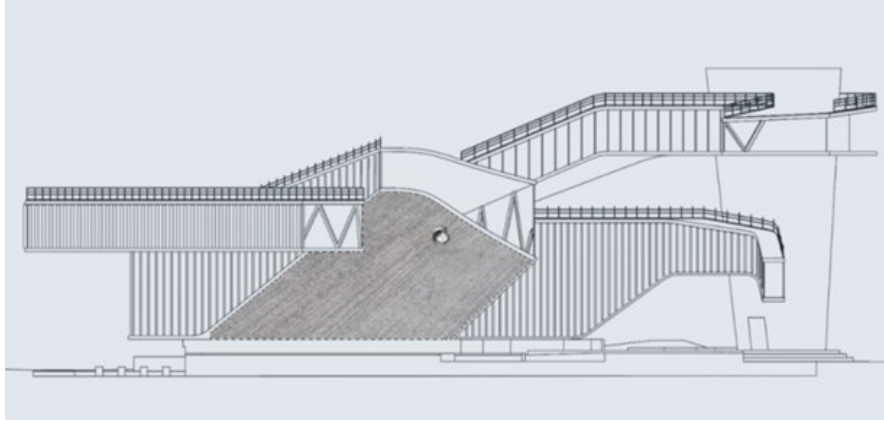


5. Let's now create another paint layer in order to add the Linear Fill.

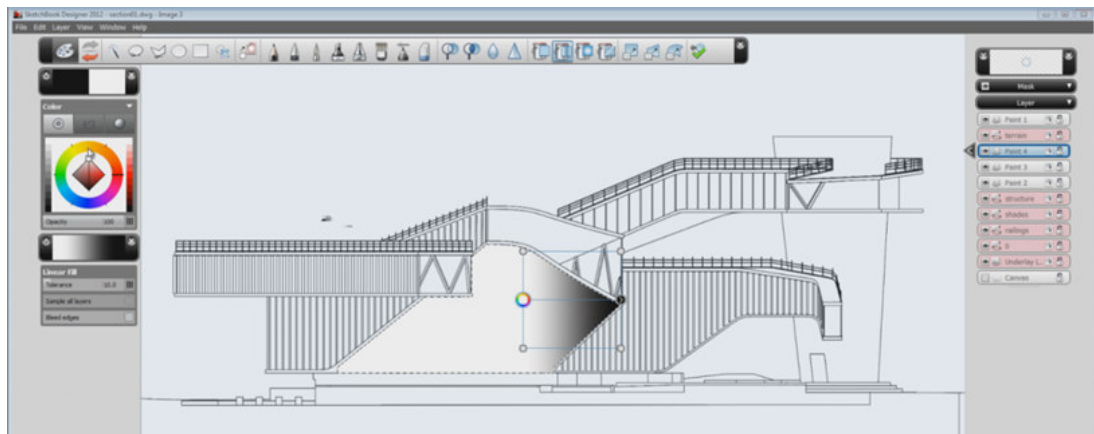


MULTIPLY BLEND IN SKETCHBOOK DESIGNER

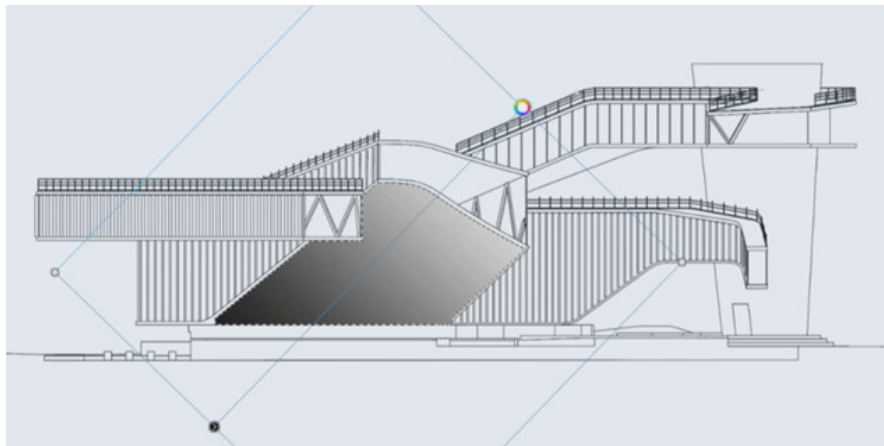
6. If we keep the Texture Fill layer current and use the Magic Wand, we can more easily select everything outside of the slab. By simply inverting the selection, we'll get the slab. It's much easier for Sketchbook Designer to assign a fill to a selection than to look for the right boundaries, or start hiding content in order to perform this operation.



7. We'll apply a Linear Fill, with a simple gradient between white and black. Remove any other controls for color, and change the color of the remaining controls by clicking on them.

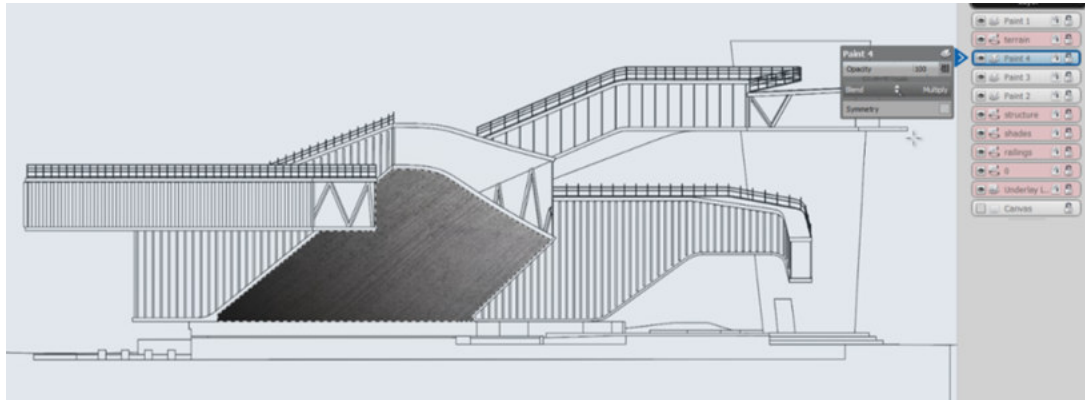


8. Now it's only a matter of rotating or distorting the fill in order to have the illusion of a dark bottom and a lighter top. This adds depth to the scene.



MULTIPLY BLEND IN SKETCHBOOK DESIGNER

9. Finally, set the blend to Multiply, and you will see the texture blending nicely with the linear fill. We're done!



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