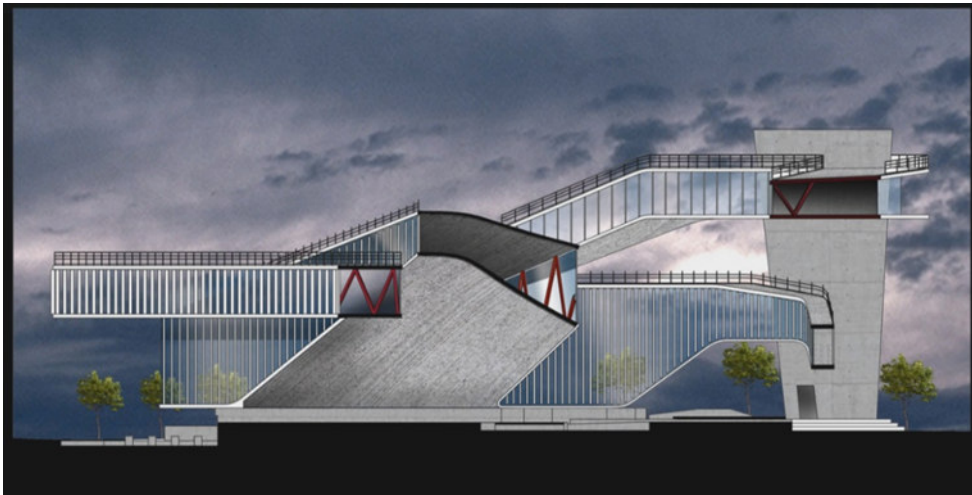


# Autodesk® Design Suite 2012

Autodesk® SketchBook® Designer 2012– Tip Guides

## Copying Objects in SketchBook Designer

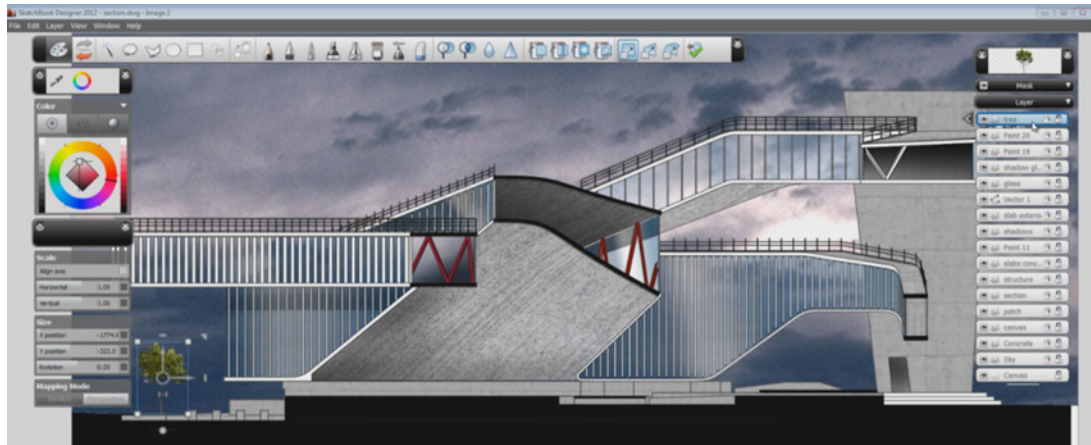


In this section you will learn the following:

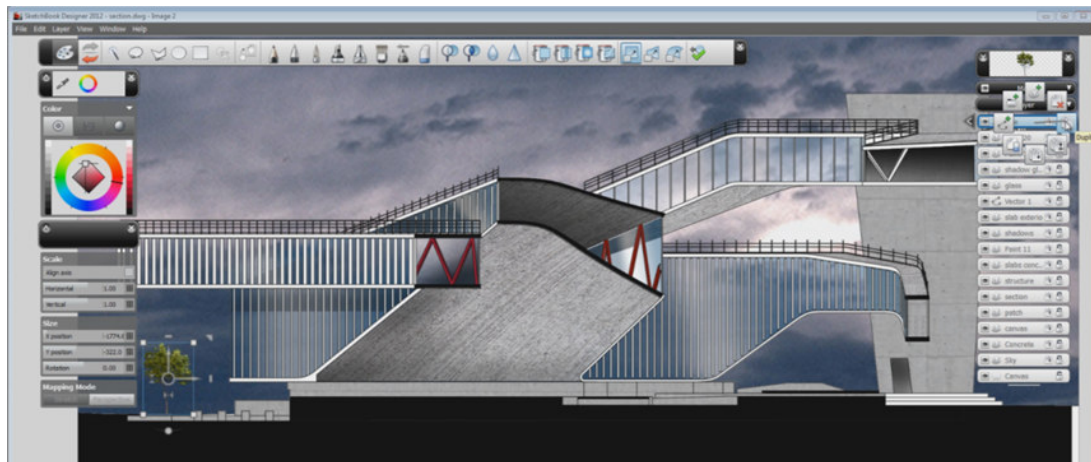
- How to duplicate layers in order to copy content
- How to edit size, rotation, and distortion of the content
- Best practices for grouping content

## COPYING OBJECTS IN SKETCHBOOK DESIGNER

1. Often we need to add content to an elevation, section, or floor plan. Cars, trees, shrubs, people—all these can be bought or downloaded from various content providers. How do we use these in Sketchbook Designer?
2. First, we import an image. In this case, it was a TIFF with an alpha channel containing transparency, so the image already had a transparent background. We can use Transform in order to resize it. We can also flip it horizontally, but be sure to have copies of the same object with the shadows on the same side. You can definitely distort the images a bit, since a perfect repetition of elements is not credible.

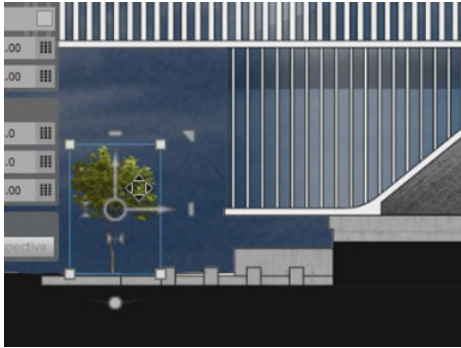


3. We need to invoke the Marking Menu from the current layer (the one with the tree), and choose Duplicate. You will get a new layer on top of the original one.

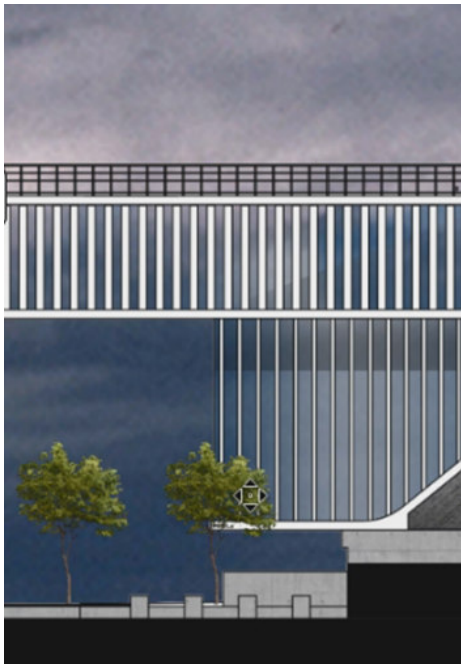


## COPYING OBJECTS IN SKETCHBOOK DESIGNER

- Using Transform, we'll be able to move the new tree to the right position.

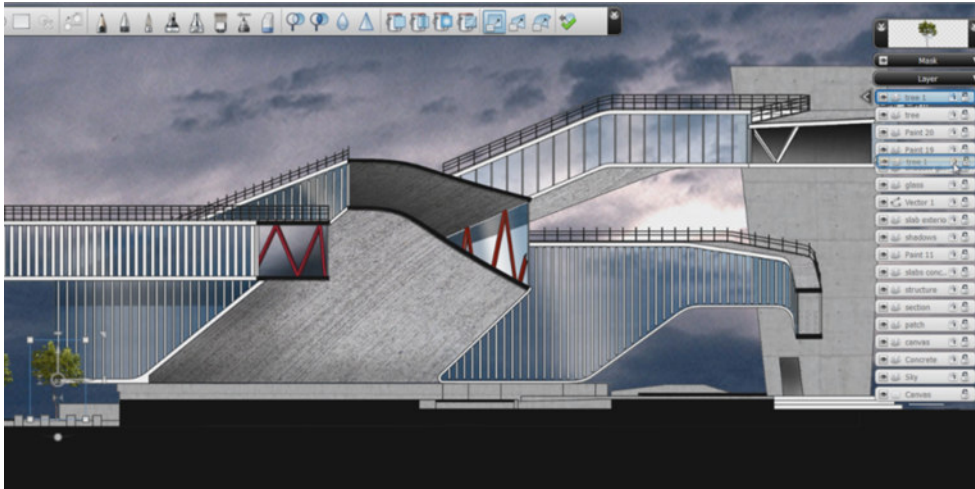


- We have an issue here. The tree looks like it's in front of the building, but it should be in the background. We want the tree to be seen through the transparent glass, so we should add depth to the scene. We need to move the tree to the back.



## COPYING OBJECTS IN SKETCHBOOK DESIGNER

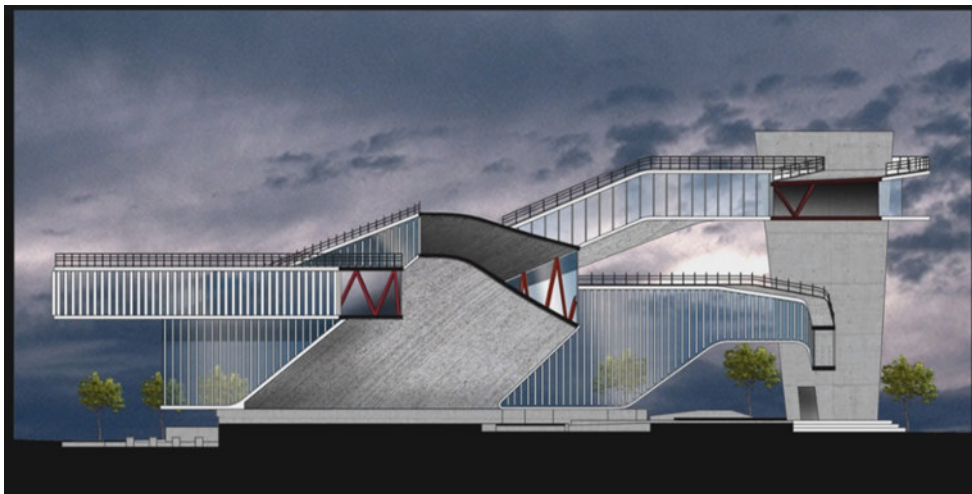
6. Drag the layer using the control shown below (the arrows next to the padlock in the layer), and move the layer down to the right location (under the layer that contains the glass and the building). This is when it becomes obvious the need to have a correct naming.



7. The tree is now in the back, so we can duplicate it again as many times as necessary.



8. This is the final result.



## COPYING OBJECTS IN SKETCHBOOK DESIGNER

Some best practices around duplicating:

- Try to group the duplicated content, so it's easier to move.
- You can group by creating a Layer Folder, in which case all the content will still be in separate layers.
- You can also merge the content, if you feel you won't need the content separately. You can still operate within one layer if you select carefully.

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