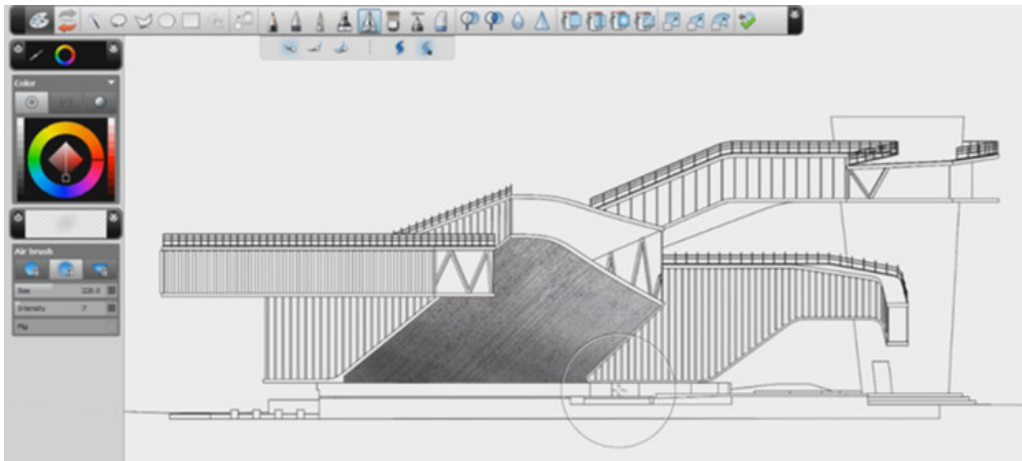


Autodesk® Design Suite 2012

Autodesk® SketchBook® Designer 2012– Tip Guides

Paint Lock Transparency in SketchBook Designer

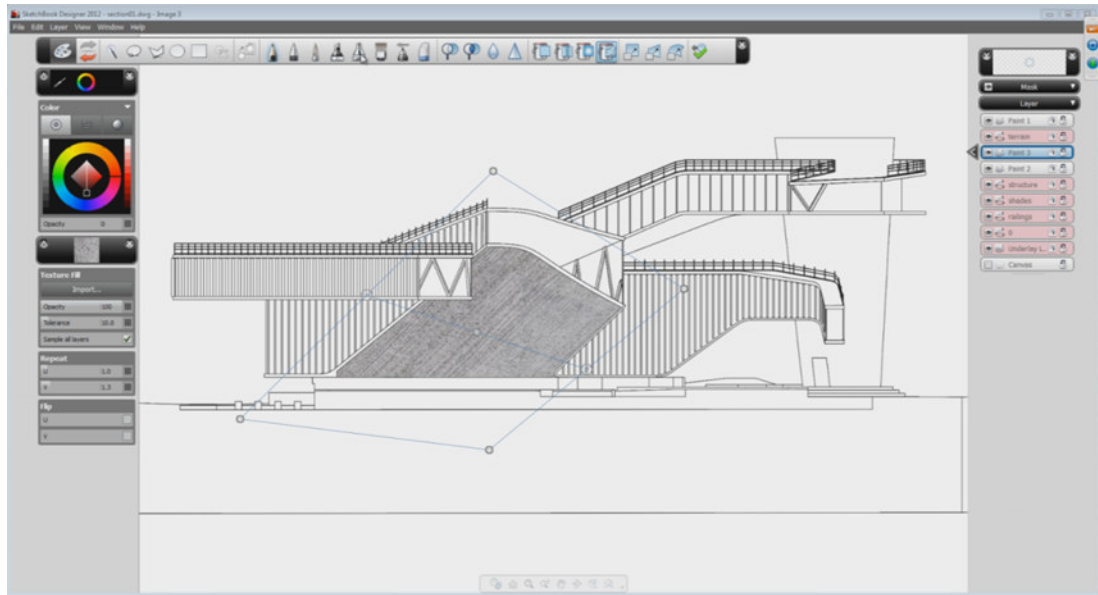


In this section you will learn the following:

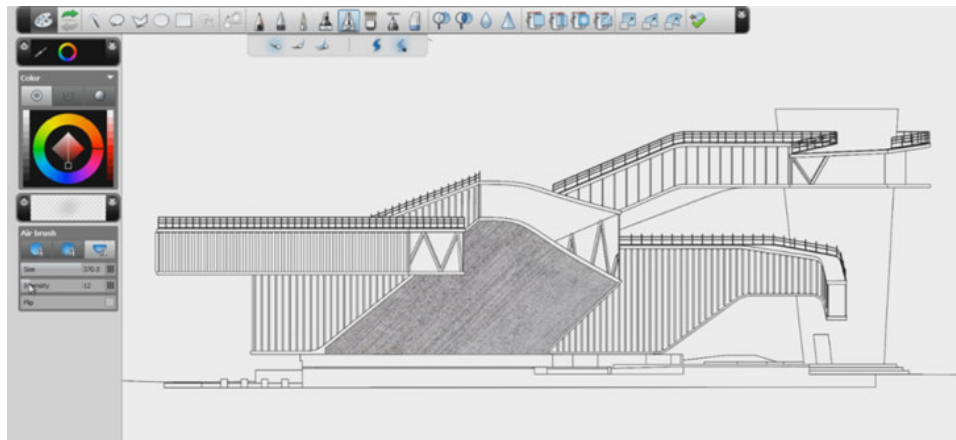
- How to use Paint Lock Transparency
- Best practices for using this technique

PAIN LOCK TRANSPARENCY IN SKETCHBOOK DESIGNER

1. We have already learned how to blend a Texture Fill and a Linear Fill in order to create some depth with shadows. There is another tool that can give similar results. The big difference is that this one involves brushes, with much more flexibility.
2. The option Paint Lock Transparency enables you to paint only where there's already some content in the current layer. In this case, if we make strokes on top of the slab, they will only be seen over it. So we'll start in the same way we did with the example of the linear fill. We have a texture fill that covers the bottom of the slab.

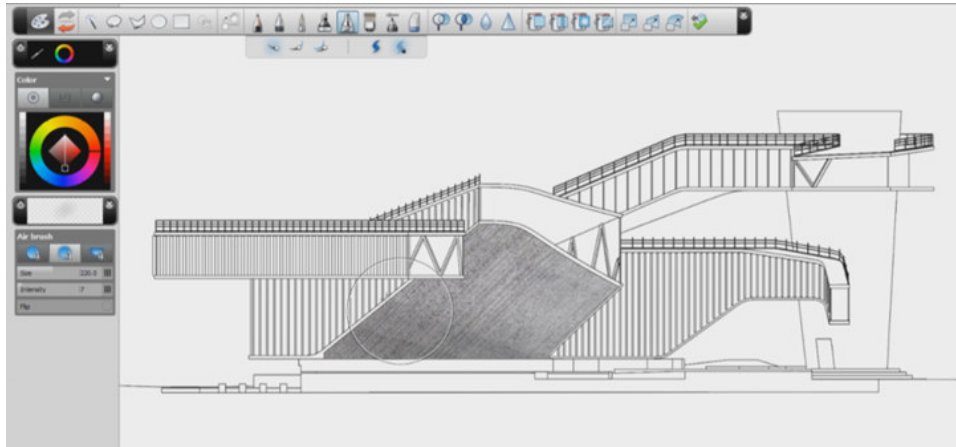


3. Below the brushes (far right) there are two options. The first, called Paint, is the default option. If you want to work on top of existing content, you need to choose the second option, called Paint Lock Transparency.



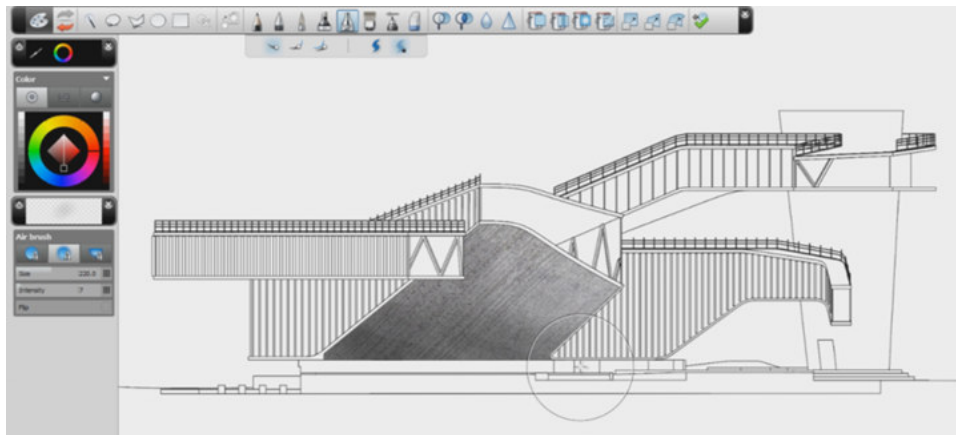
PAIN LOCK TRANSPARENCY IN SKETCHBOOK DESIGNER

4. We will now select a brush that will simulate the shadows and depth. In this case, we'll use the airbrush, which can help us be more subtle. The setting for the airbrush has very low intensity and medium size. Please note that you will be working over the same layer where you have the texture. You can't be in a different layer, since Sketchbook Designer will only track what is already done in the current layer.



5. After a couple of strokes, we have achieved the shadows and depth we wanted, with more room for subtleties than a linear fill could offer.

Remember that whatever you do with Paint Lock Transparency lives in the same layer and can't be isolated from the texture (unless you duplicate the layer with the Texture Fill, and then use Multiply).



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