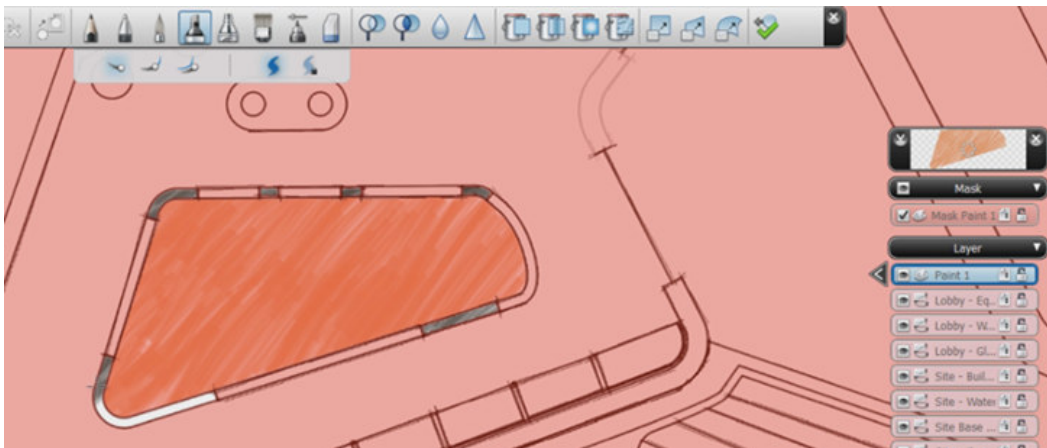


Autodesk® Design Suite 2012

Autodesk® SketchBook® Designer 2012– Tip Guides

Masking in SketchBook Designer

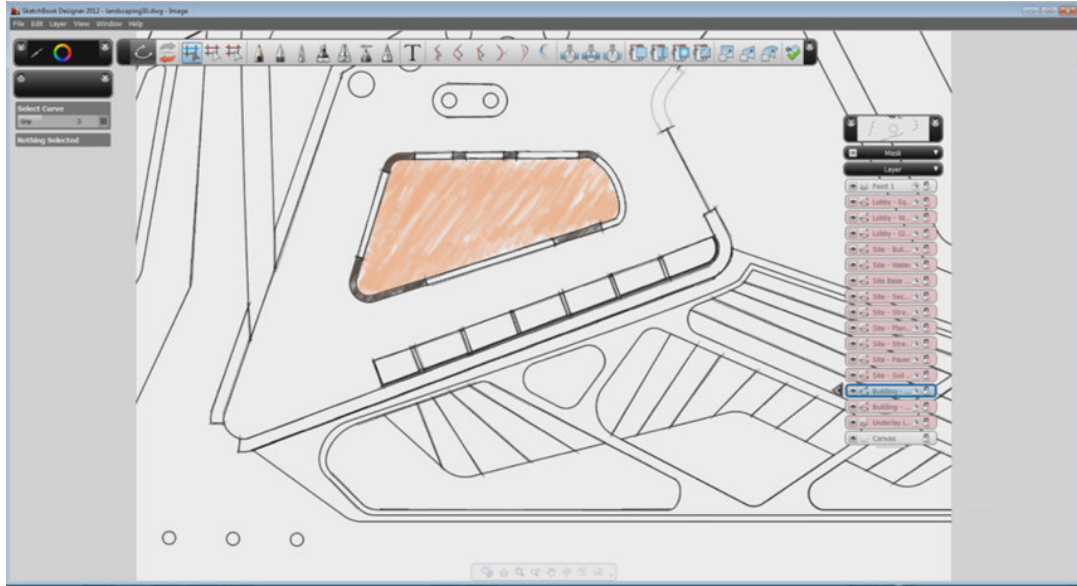


In this section you will learn the following:

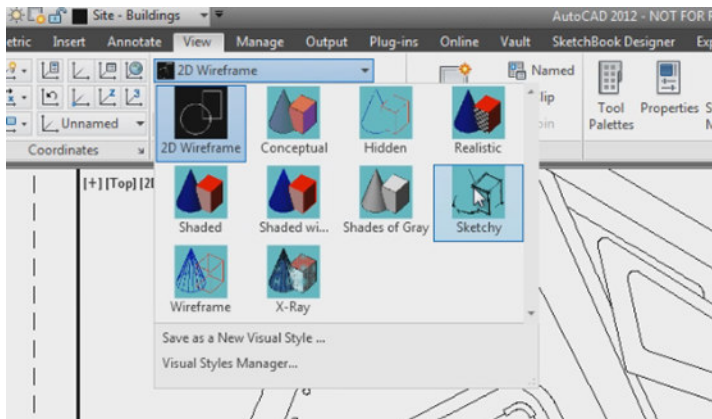
- How to create a mask from a selection
- How to manipulate a mask
- How to use this tool in order to create handmade fills

MASKING IN SKETCHBOOK DESIGNER

1. In this exercise we'll explore masking a selection. This will enable us to use and store different selections. We can also use the fact that we can only paint within the mask. This exercise is similar to Paint Lock Transparency, but we don't need to have something painted already.
2. So our scenario is the following: we need a deliverable which is more sketchy than what we have done until now. The end goal is to have something similar to what is displayed in the image below.

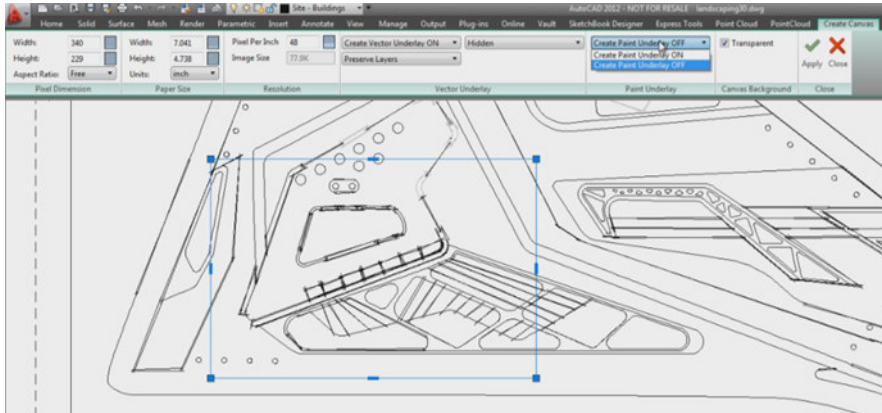


3. We can use AutoCAD's visual styles in order to achieve the sketchy look, which can then be baked into the canvas. In the View tab, we can access the Visual Styles gallery, and select Sketchy.

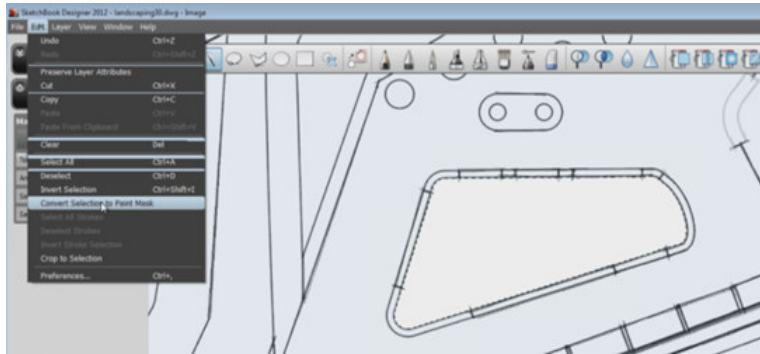


MASKING IN SKETCHBOOK DESIGNER

4. Then we will create a canvas in the Sketchbook Designer tab, and have both Vector and Paint Underlay on. After finishing the canvas, we can send it to Sketchbook Designer.

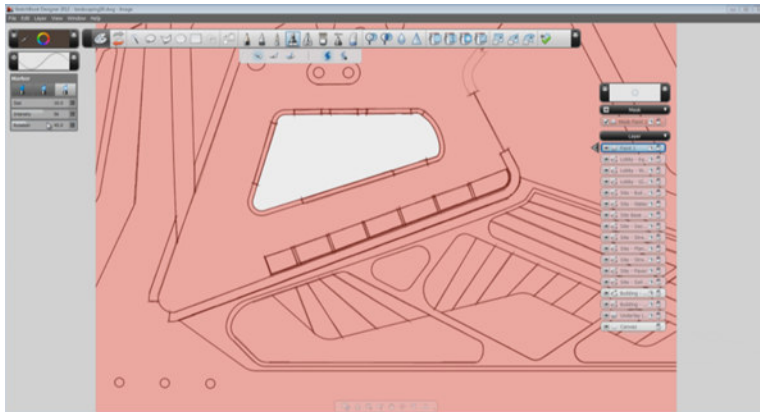


5. Already in Sketchbook Designer, let's select the interior floor of the lobby. Then under the Edit menu, select Convert Selection to Paint Mask.



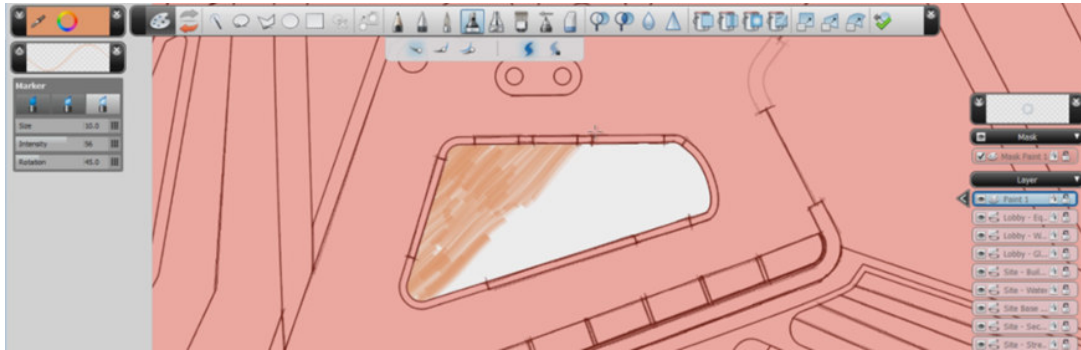
6. Now we already have our first mask. It will get activated every time we are in a Paint layer, and we have a mask active (not hidden). Note that you can only have one mask active at a time, although you can store multiple masks.

Note also that you can paint on a current Paint Mask. Whatever you paint there will become part of the mask.

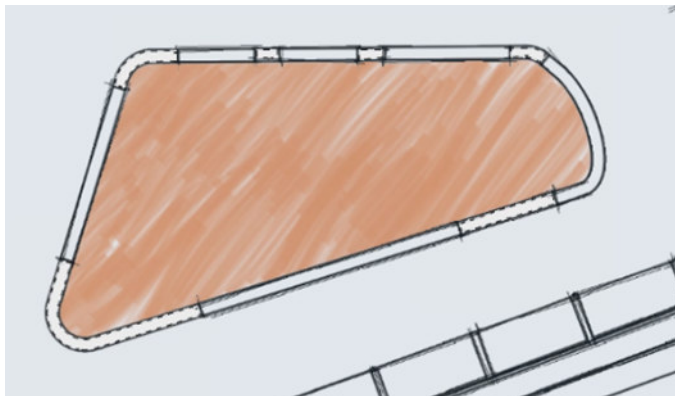


MASKING IN SKETCHBOOK DESIGNER

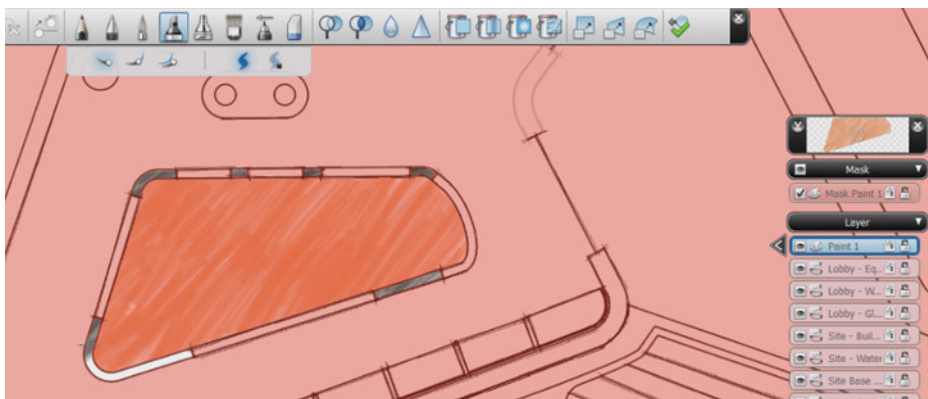
- Now we can start using a brush so as to emulate a sketchier fill. In this case, we are using the Marker with half the intensity, so you can see the overlaps in the strokes, which makes it more realistic.



- We'll now do a similar selection on the walls of the nucleus and create a mask.

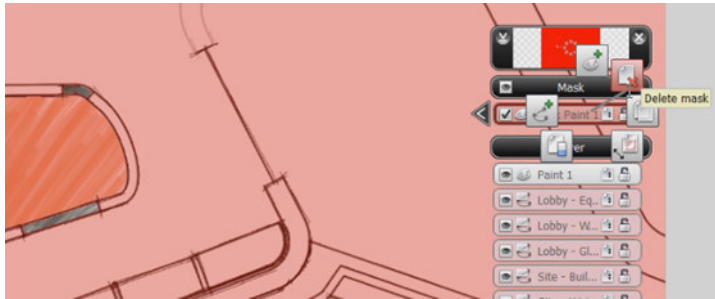


- We can now paint with the same marker used before in a black color.



MASKING IN SKETCHBOOK DESIGNER

10. From the Marking Menu, we can either delete the masks or invert their elections. We can also duplicate a mask, or clear its content.



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