

Inkscape Tutorial

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What is Inkscape?

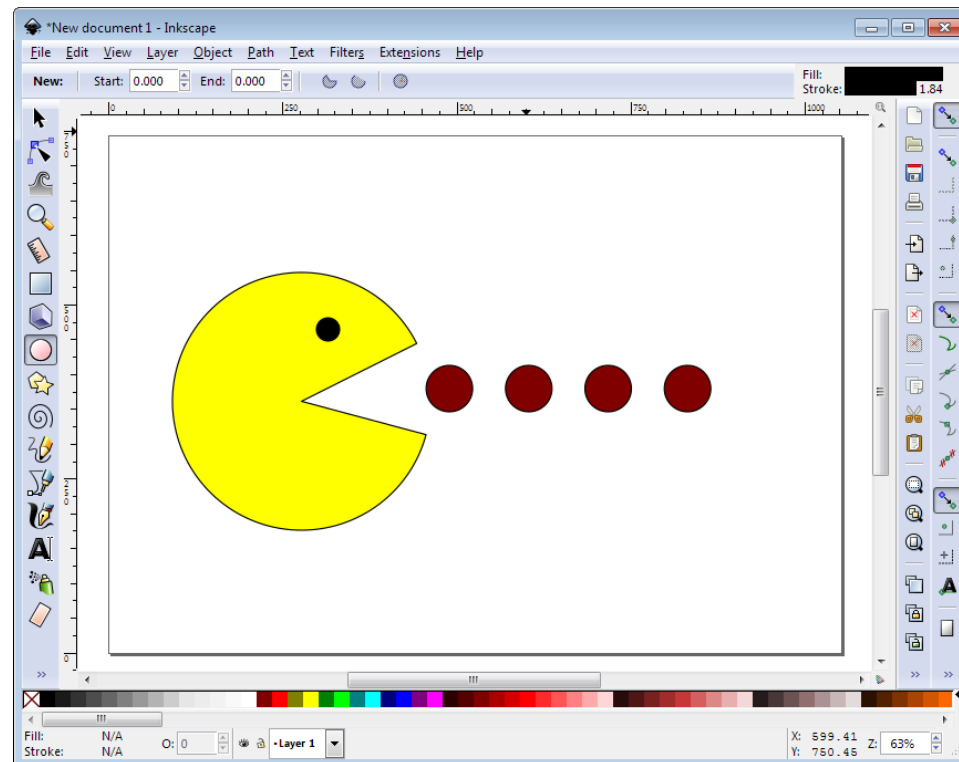
- Vector Graphics Editor
- Free Software
- Cross Platform
- Easy to use
- Good for:
 - Compositing
 - Drawing
- Not for:
 - Bitmap editing

www.inkscape.org



INKSCAPE

Draw Freely.

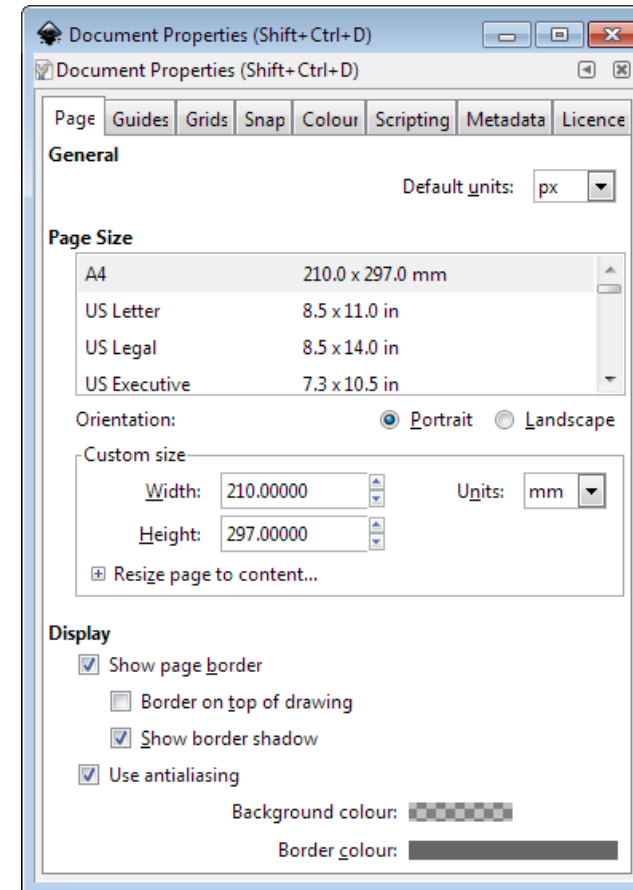


Vector Graphics





- Description of a scene
- No inherent resolution
- Fully editable

Setting up a canvas

- File > Document Properties
- Shows page in view
- Doesn't restrict drawing
- Useful as a guide



Moving around

- Panning
 - Scroll bars on bottom / right
 - Scroll up/down, Shift+scroll for left/right
- Zooming in / out
 - Click to  zoom in, shift+click to zoom out
 - Control + Scroll Up/Down to zoom in/out to cursor
- Shortcuts
 - Fit page,  lrawin  select  in window

The main toolbar



- Selection tool
- Edit nodes tool
- Sculpt tool
- Zoom tool
- Measurement tool
- Make rectangles
- Make 3D boxes
- Make ellipses / arcs
- Make polygons / stars
- Make spirals
- Draw freehand lines
- Draw straight lines / curves
- Calligraphy tool
- Add text
- Sculpt with spray
- Erase
- Fill
- Edit gradients

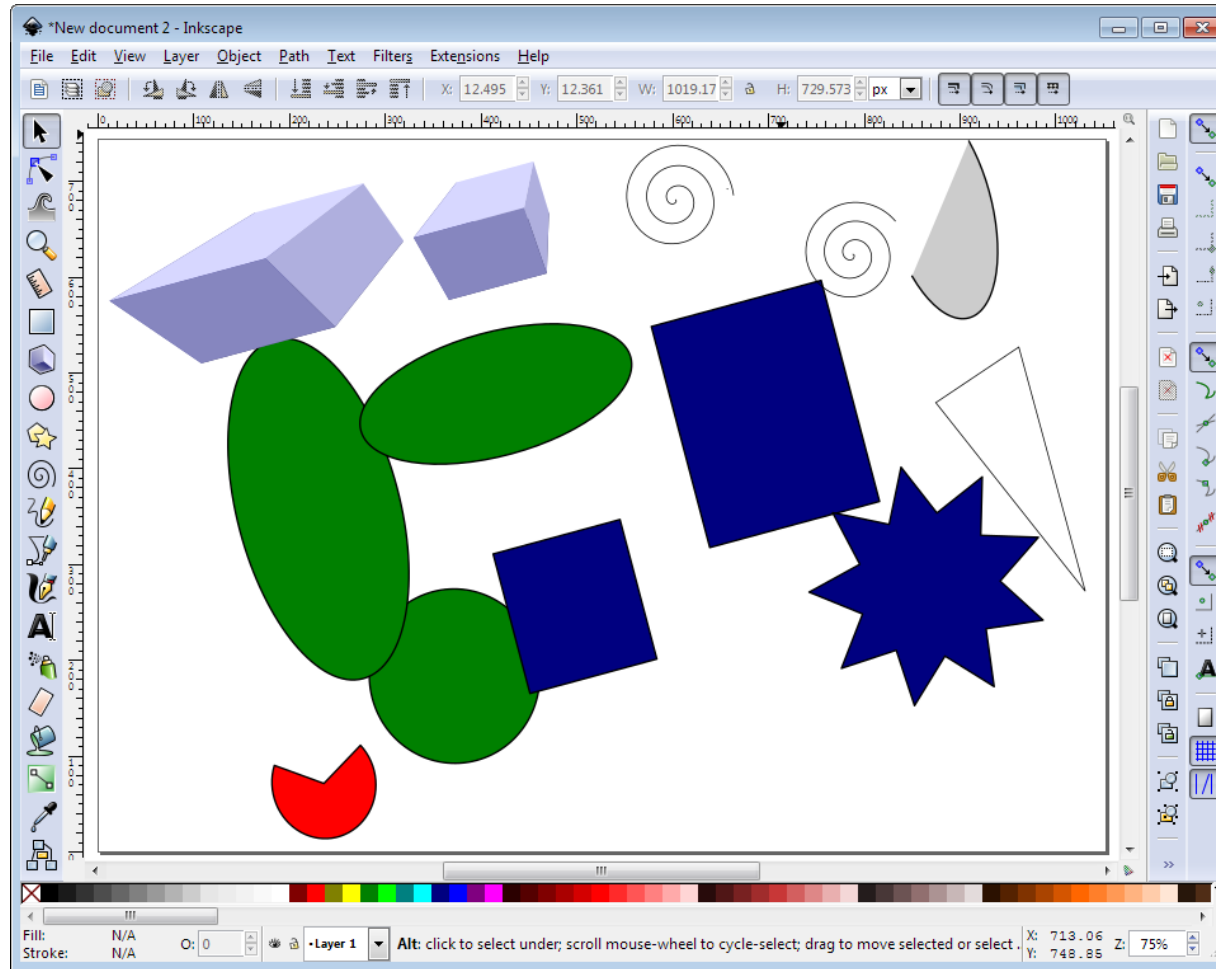
- Shortcuts

- F1 Selection tool
- F2 Edit nodes tool
- F3 Zoom tool
- F4 Rectangles
- F5 Ellipses
- F6 Freehand lines
- F8 Text
- F9 Spirals

Creating basic shapes

- Select tool from toolbar
- Click and drag on canvas
 - Box selects the bounds of the new shape
 - Colours are remembered from the last shape
- Basic options appear in top toolbar
 - Number of spokes on stars
 - Rounded corners on rectangles
 - Circle vs segment vs arc

Creating basic shapes



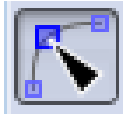
Creating basic shapes

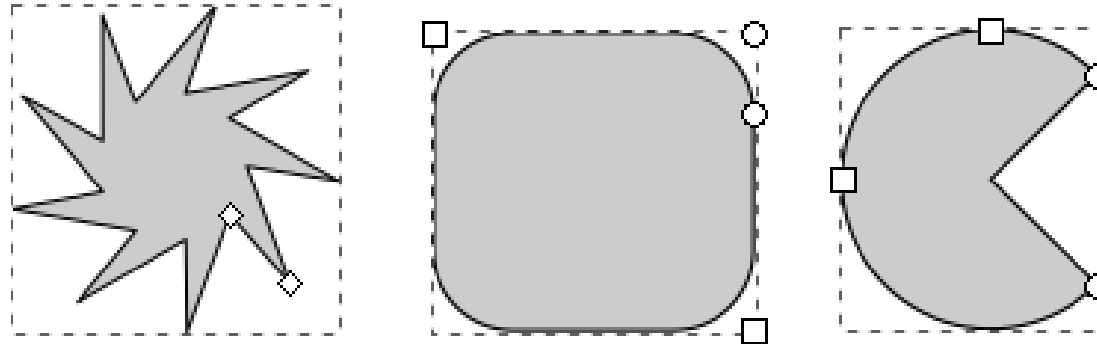
- Modifiers – press keys whilst drawing
 - Control = Constrain height/width ratio
 - Easiest way to make circles / squares
 - Shift = grow from centre not edge
 - Help appears at the bottom of the screen

Ellipse: 24.13 px × 36.20 px; with **Ctrl** to make square or integer-ratio ellipse; with **Shift** to draw around the starting point

Click or click and drag to start a path; with **Shift** to append to selected path. **Ctrl+click** to create single dots (straight line modes only).

Control nodes

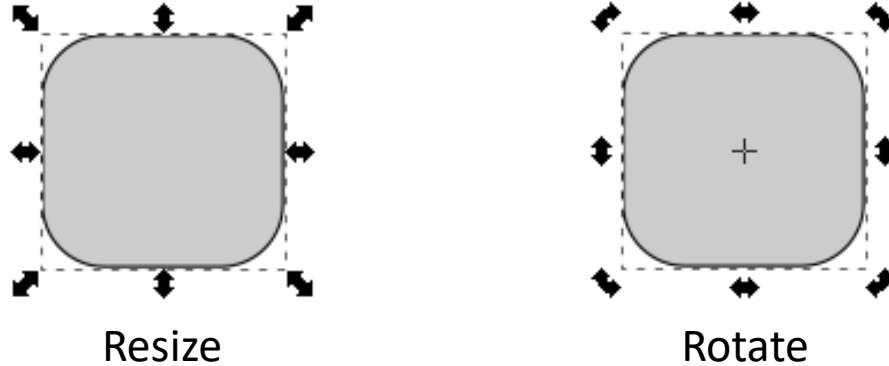
- Use the Edit Nodes tool 
- Two types of control points, squares and circles
 - Squares generally change the size of the shape
 - Circles change the appearance



General Transformations

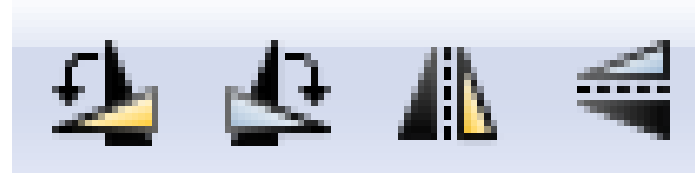
- Select the Selection tool
- Moving – Click and drag an object
- Duplicating – Select object and press Ctrl+D
- Resizing / Rotating
 - Click on object
 - Click again to change control arrow type
 - Click and drag arrows to resize / rotate

Resize / Rotate



- Can use shift/control keyboard modifiers as before
- For rotation you can move the crosshair to change the centre of rotation

Transform Shortcuts



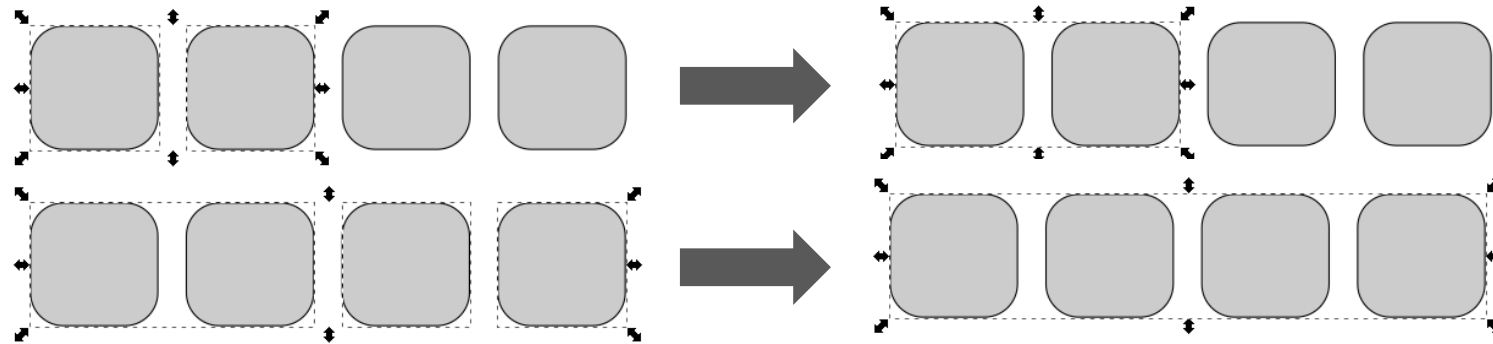
- Rotate 90 degrees anticlockwise
- Rotate 90 degrees clockwise
- Mirror object around the vertical axis
- Mirror object around the horizontal axis

Selecting and Grouping

- Selecting multiple objects
 - Drag a box to cover multiple objects
 - Shift+click to add an object to a selection
 - Shift+click on a selected object to remove it from the selection
- Grouping
 - Combine multiple objects into a single object
 - Reversible

Grouping

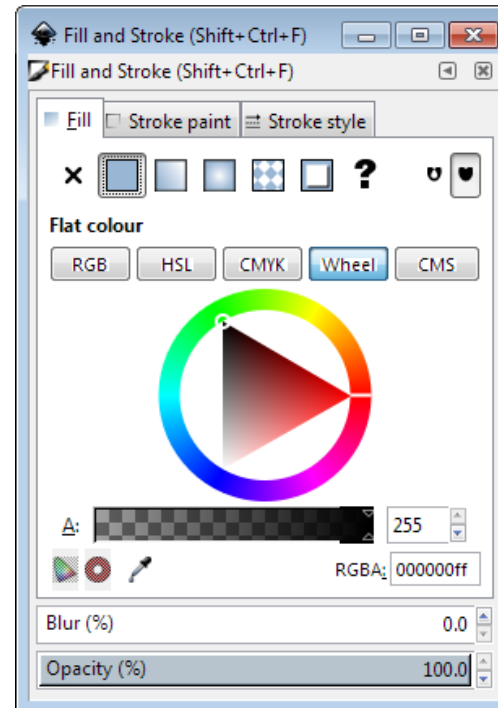
- Select Multiple Objects
- Object > Group (Control+G)
- Multiple Levels



- Object > Ungroup (Control+Shift+G)

Fill and Stroke

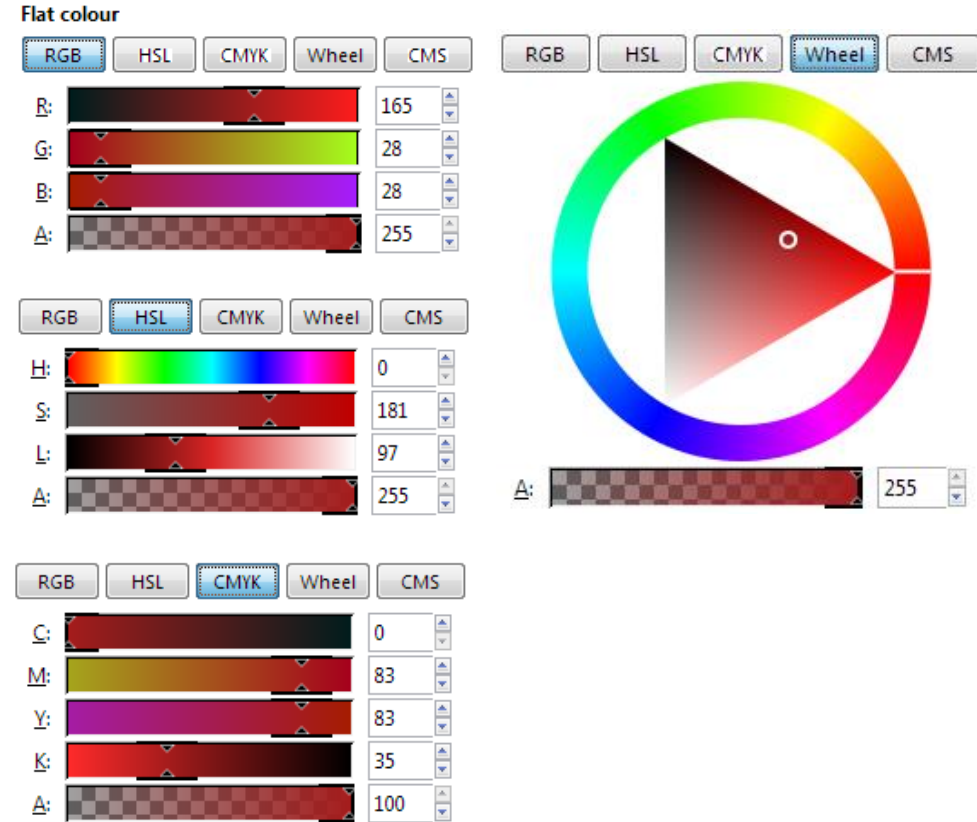
- Fill = Colour/Gradient/Pattern within a shape
- Stroke = The line around a shape
- Object > Fill and Stroke (Shift+Ctrl+F)
- Edit
 - Colours
 - Opacity
 - Blur



Fill and Stroke

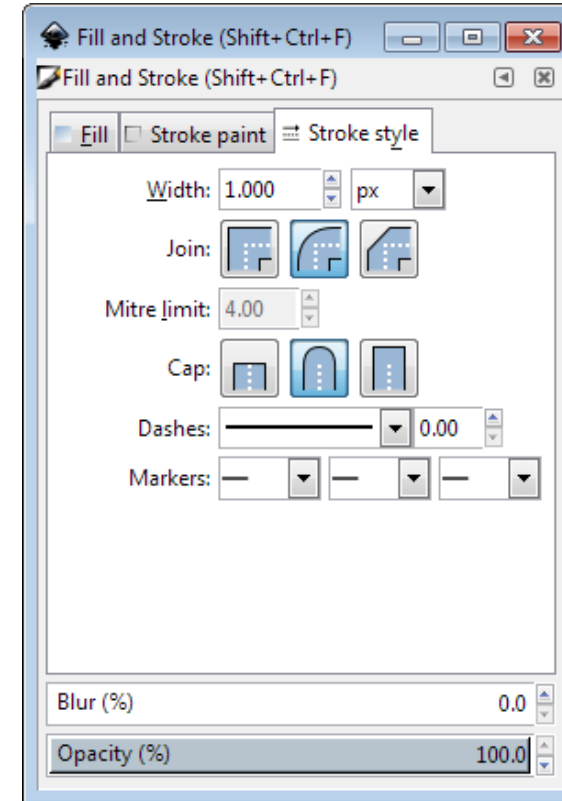
- Fill types
 - Flat colour
 - Linear gradient
 - Circular gradient
 - Pattern fill
 - Swatch (bitmap) fill

- Specify colour and alpha (opacity)



Stroke Options

- Width of line
- Shape of corners
- Shape of line ends
- Dashes
- Arrowheads



Opacity / Blur

- Applies to whole object
- Separate from alpha in colours
- Works on all Objects



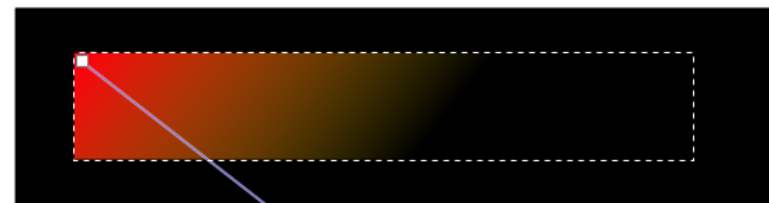
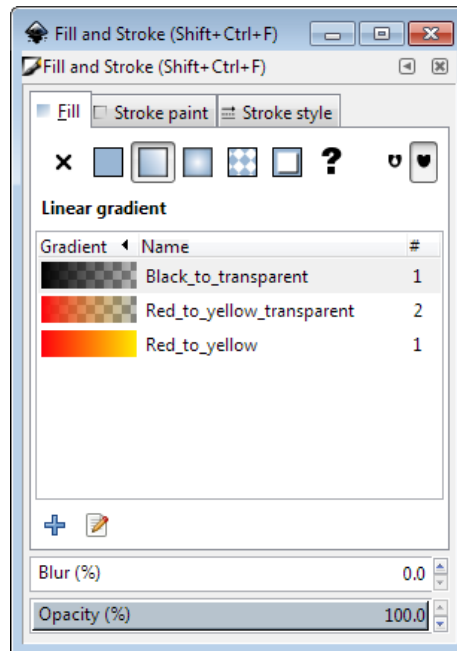
Opacity



Blur
Blur
Blur

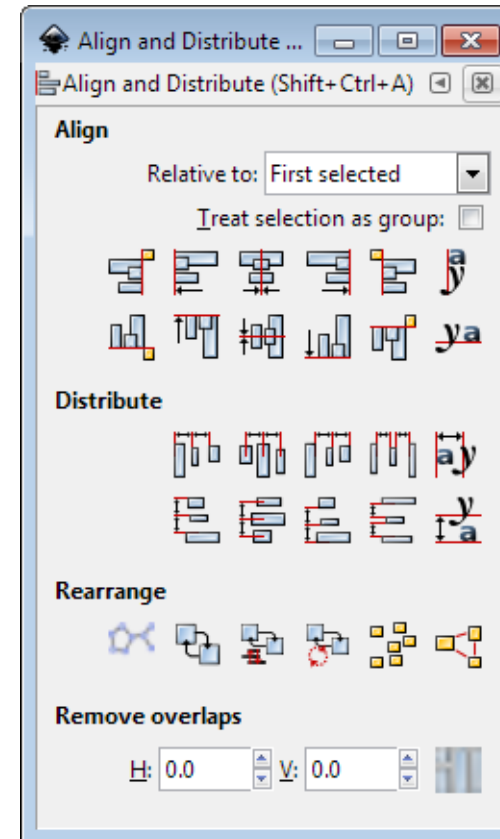
Gradients

- Standard colour option
- Set multiple colours / opacities to go through
- Set the direction and extent of the gradient

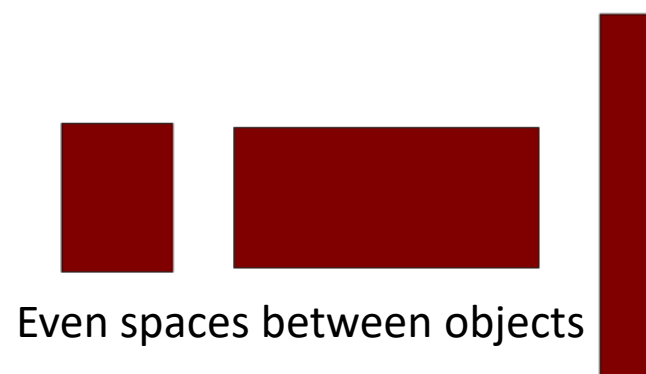
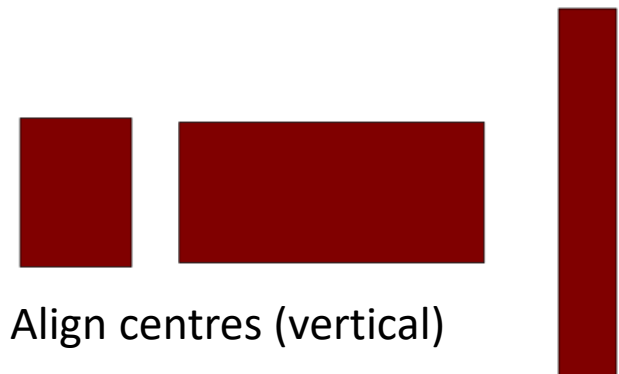
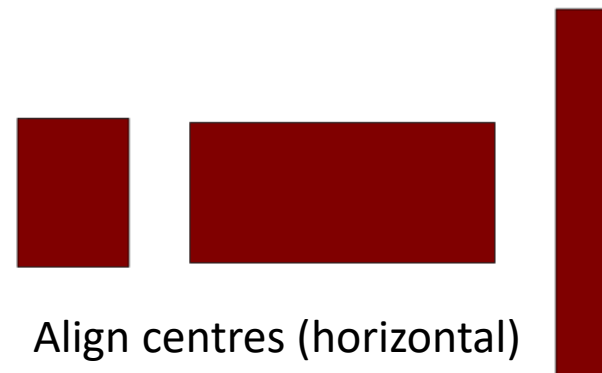
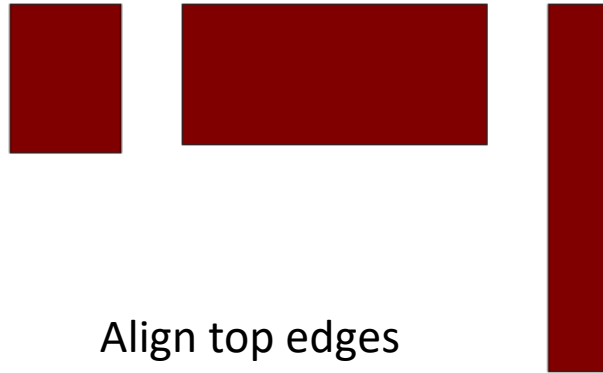


Aligning and Distributing

- Object > Align and Distribute
 - Align = Give objects the same centre/edge position
 - Distribute = Space objects evenly
- Align relative to
 - First/Last selected object in group
 - Largest/Smallest object in group
 - Page
 - Drawing
- Never align anything by eye!

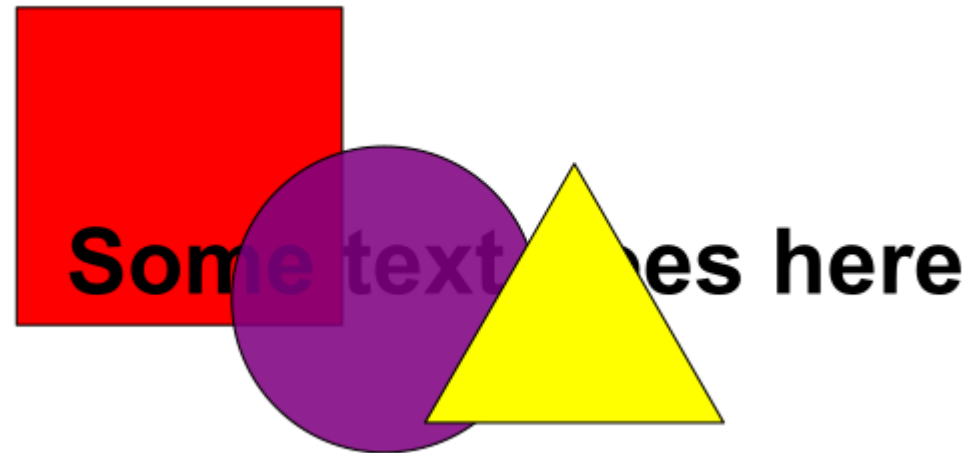


Aligning and Distributing



Z axis - Ordering

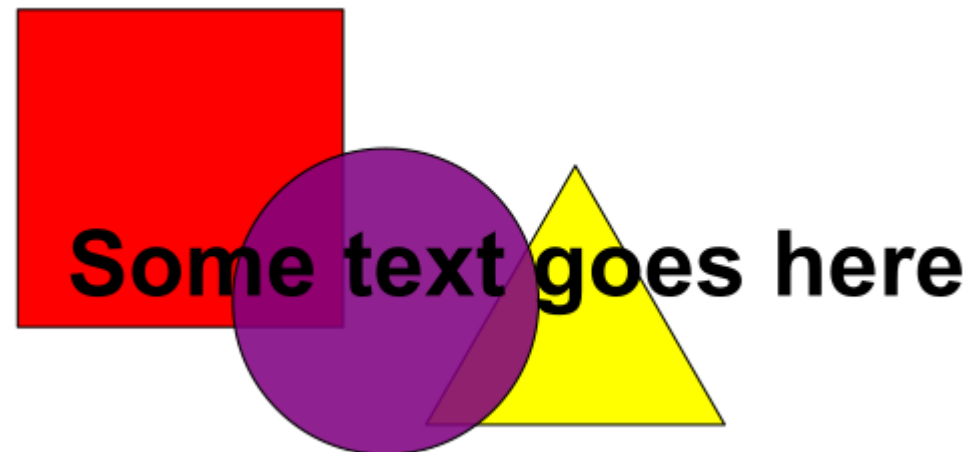
- New objects sit over the top of old objects
- Objects obscure those underneath them (except for transparency)



Z-axis Ordering



- Send object to bottom of z-stack
- Lower object one level
- Raise object one level
- Bring object to top



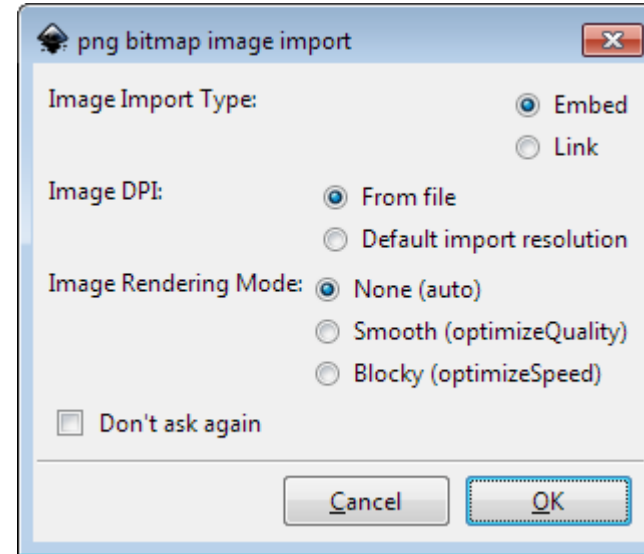
Working with bitmaps (photos)

- Inkscape can include bitmaps in images
- Appear as objects alongside vector objects
- Can't edit the images
- Can't increase the resolution of the image
- Transparency (from PNG etc) is preserved

- File > Import
 - PNG, JPEG, SVG, PDF etc. etc.

Working with bitmaps (photos)

- Embed
 - Large file sizes
 - No updating image
 - Portable file
- Link
 - Small file sizes
 - Need to keep original
 - Can update original
 - Can't (easily) move file

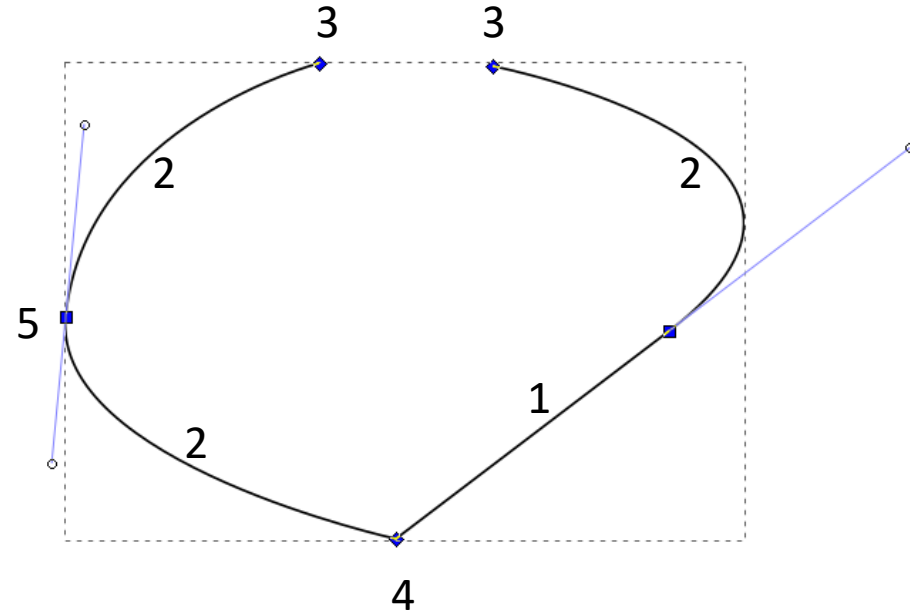


Creating and Editing Paths

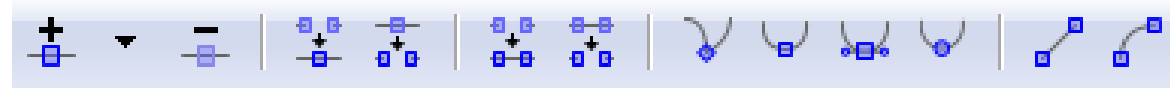
- Created using freehand or line tool
- Can convert other objects to become a path
- Paths are composed of nodes and segments
- There are different types of node and segment

Nodes and Segments

- Segment types
 - Lines (1)
 - Curves (2)
- Node types
 - End (3)
 - Corner (4)
 - Smooth (5)
 - Normal
 - Symmetric
 - Auto



Editing nodes



- Use nodes toolbar to add, remove or convert nodes or segments
- Select nodes or segments to make their handles visible
- Drag handles to change the arc of curves

Freehand drawing

- Freehand drawings tend to have large numbers of nodes, and be quite messy
- Can use simplification (Path > Simplify, Ctl+L)

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- Can finally edit nodes on the simplified version

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Combining paths

- Often want to add or subtract objects from each other
- Have to do this as paths (Path > Object to Path)
- Lots of options for joining paths together

Combining Paths

Union



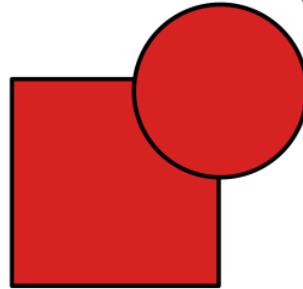
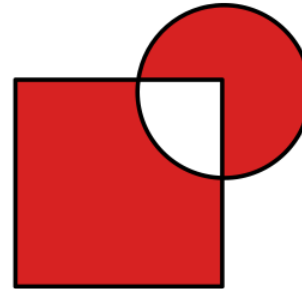
Difference




Intersection



Exclusion



Adding Text

- Use the text tool to add text. 
- Click and type to generate text
- Text can be scaled or rotated as any other object
 - Always hold Ctrl when scaling otherwise the aspect ratio will be messed up

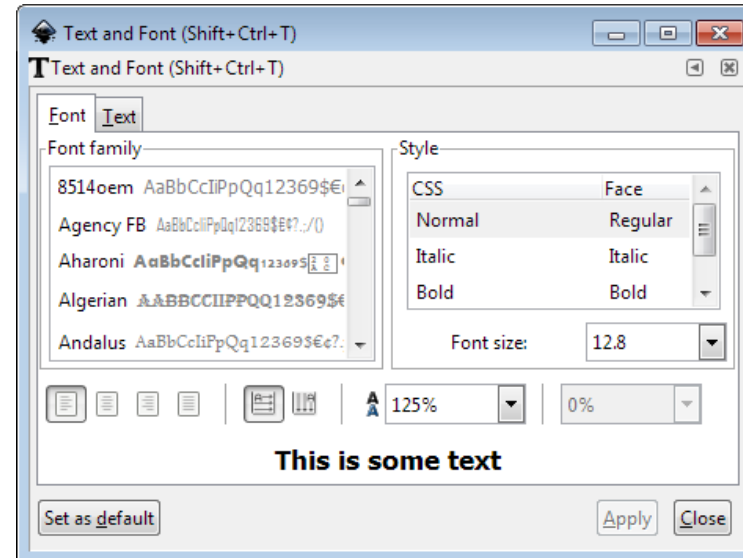
Text options

- Text toolbar



- Text and font settings

- Font
- Alignment
- Spacing



Saving

- Saving
 - File > Save (As)
 - Default is Scalable Vector Graphics (SVG)
 - Adds custom extensions to SVG standard
 - Can select plain SVG for maximum compatibility
 - Can compress SVG (svgz) for disk space saving

Exporting

- Vector
 - Can export as a PDF
 - File > Save (As), select PDF

- Bitmap
 - Can render high quality PNGs
 - File > Export PNG Image

