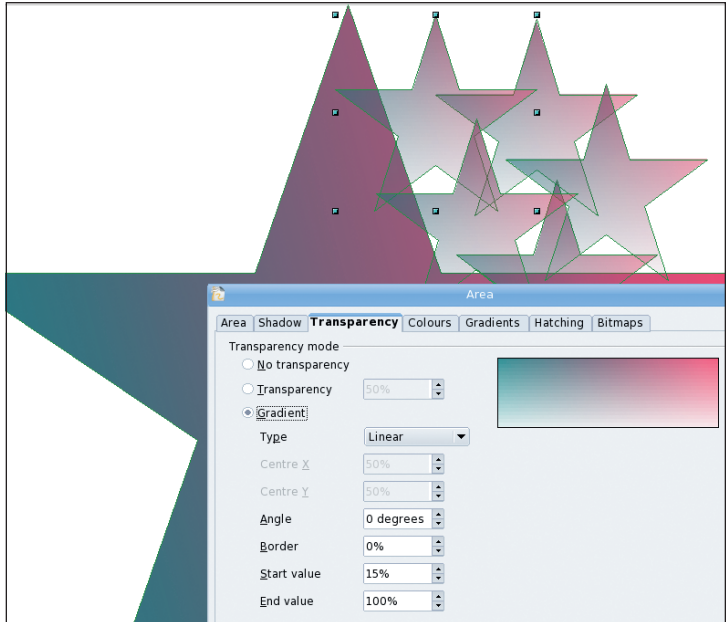
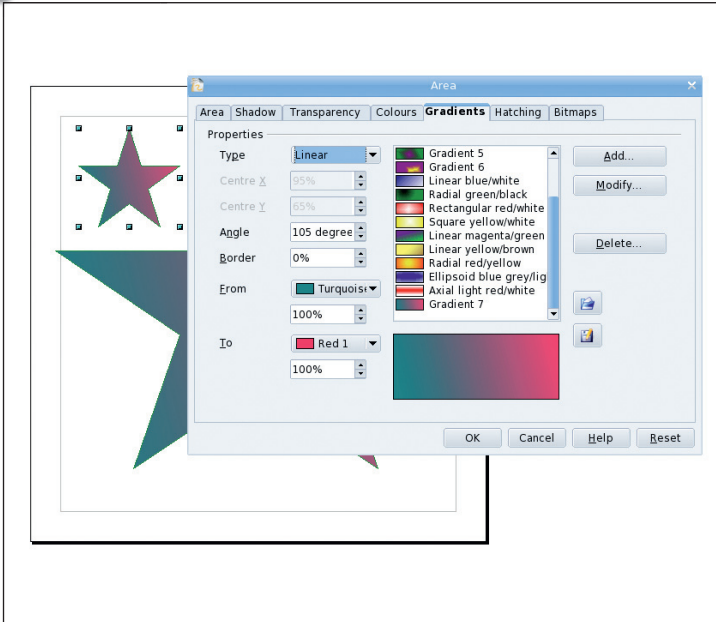


 Draw: getting the most out of your vector graphics

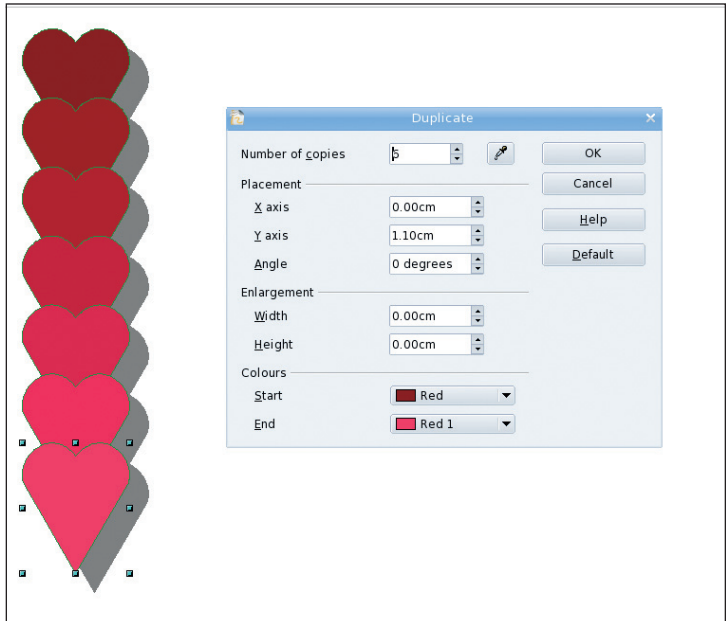


1 Gradients

Depending on the effect you want to produce, filled objects often look better with gradient fills rather than flat ones, even if they are very subtle. Right-click on an object and select Area; then, in the dialog box that pops up, choose the gradients tab along the top and select the gradient you want to use. If the one you want isn't there, you can make it yourself by specifying two colours in the panel down the left-hand side. There is a drop-down menu at the top to select the type of gradient too, and there are a few different effects to try out. Change the selection and you'll see a preview in the bottom of the dialogue box.

2 Transparency

As well as colour, objects can have a certain amount of transparency. When you apply transparency to a single object on the document, it just looks like everything got a little paler – this is just because the paper is showing through. If you place the object on top of another one, you can see that the colour values are mixed, and the effect is that you can see-through the top object slightly. Transparency can be applied at any percentage (obviously 100% makes the object invisible!) or even as a gradient. Right-click on an object and select Area, then choose the Transparency tab.

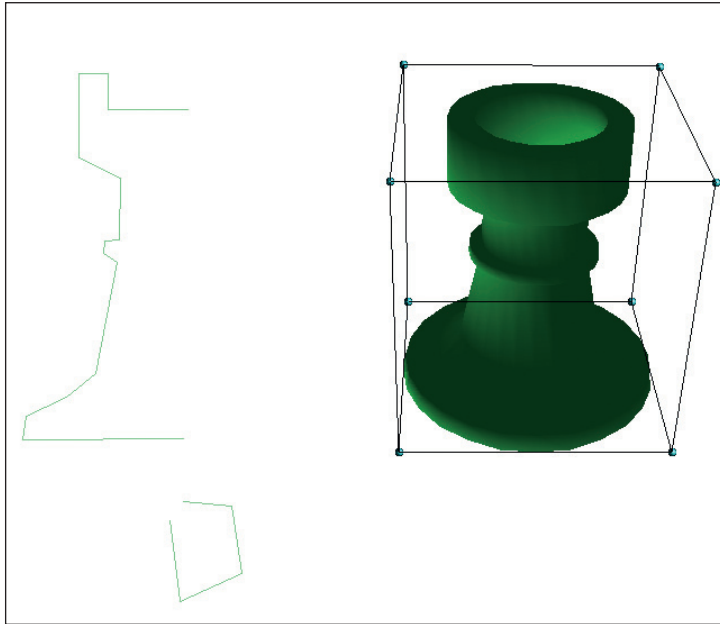


3 Import images

Although *Draw* is all about creating your own images, sometimes it is useful to import a photograph or other piece of artwork to use as a reference or as part of your finished work. Choose Insert > Picture > From File to get a file requester where you can track down your image. Most bitmap image formats are supported so you shouldn't have any trouble using your photos or artwork created in other applications.

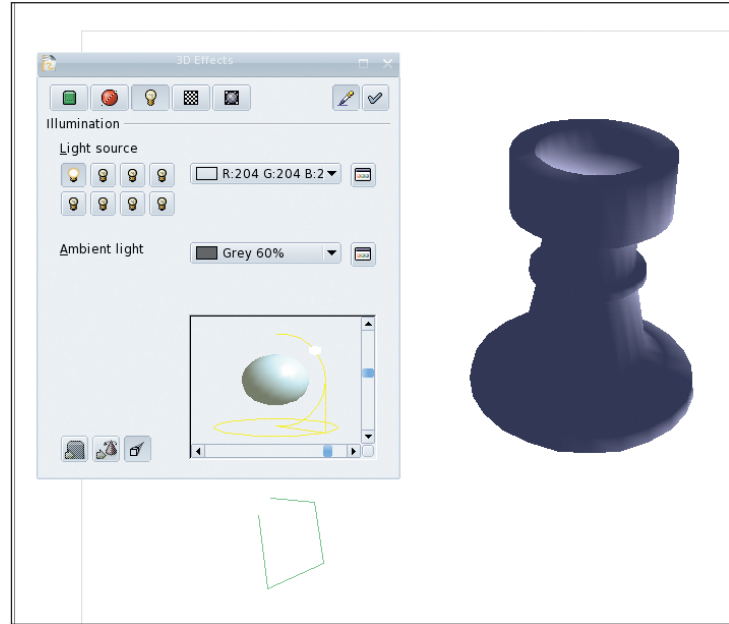
4 Duplicates

Sometimes one object isn't enough, you need four, ten, or maybe fifty of them! You could just copy and paste multiple versions, but there is an easier way, and it can also position things nice and neatly. With the object selected, choose Edit > Duplicate for the requester. Now you can choose the number of duplicates you want and the spacing between them – you can even change the fill colour from one object to the next to create a blend effect.



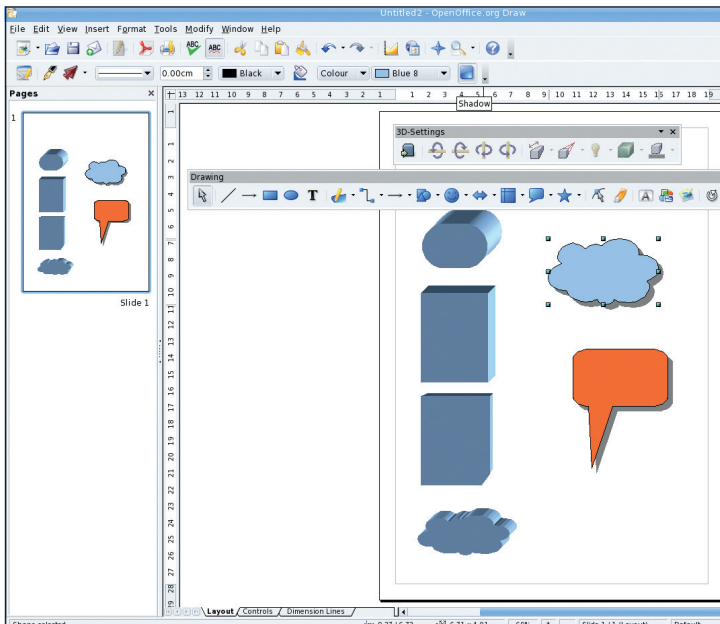
5 3D-rotate

You might think that you are stuck with two-dimensional objects, unless you spend a little time and effort learning how to use some external 3D package? Well no, you can add some instant style and sparkle with some simple 3D generated objects! One of the simplest ways to create one is to draw a profile and have *Ooo Draw* rotate it to create a filled solid, lit and rendered in 3D. Just create a curve or polygon object and select In 3-D Rotation Object from the Effects menu on the toolbar, place the axis of rotation and double-click to create your object.



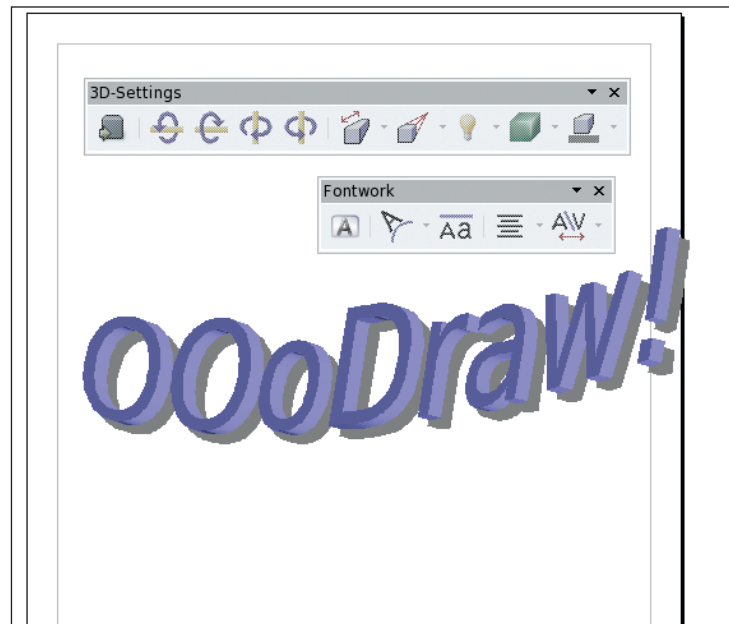
6 3D- effects

You aren't stuck with the same 3D effect all the time either. Double-click on the 3D object and you will be able to rotate it around. Right-click and select 3D Effects from the menu that appears and a new dialog will pop up. From this, you can select different materials, lighting effects and textures for the object. Click on the tick icon in the top right to accept the changes you have made - but try not to overdo it!



7 Extrusion and shadows

There are two more 3D effects you might like to try. Shadows simply create a drop-shadow effect for any object, and are turned on and off by the square blue icon next to the object colour selectors in the secondary toolbar. Extrusion creates a 3D object from a flat one by just dragging it out into the third dimension to give it depth – you can find this control on the drawing tools toolbar at the very end. Both of these effects add extra depth to your drawings.



8 Fontworks

Though this is a drawing package, you can include text for making logos and so on. Choose View > Toolbars > Fontwork to get the fontwork toolbar. Select the gallery icon, and choose a style that best matches what you want. Double-click on the placed object to change the text, and play with the slider (the yellow ball) to change the effect. Experiment – you should also see the 3D-effect toolbar has opened, making it easy to change the lighting and so on. Enjoy! **LXF**