

# Designing with Class - Using Inkscape

## 4<sup>th</sup> of July Welded Phrase and Mat Tutorial Week Two Created by Jennie Russ Easywishbladers Moderator

### Prerequisites:

- Completed Tutorial Week One

### Purpose of this tutorial:

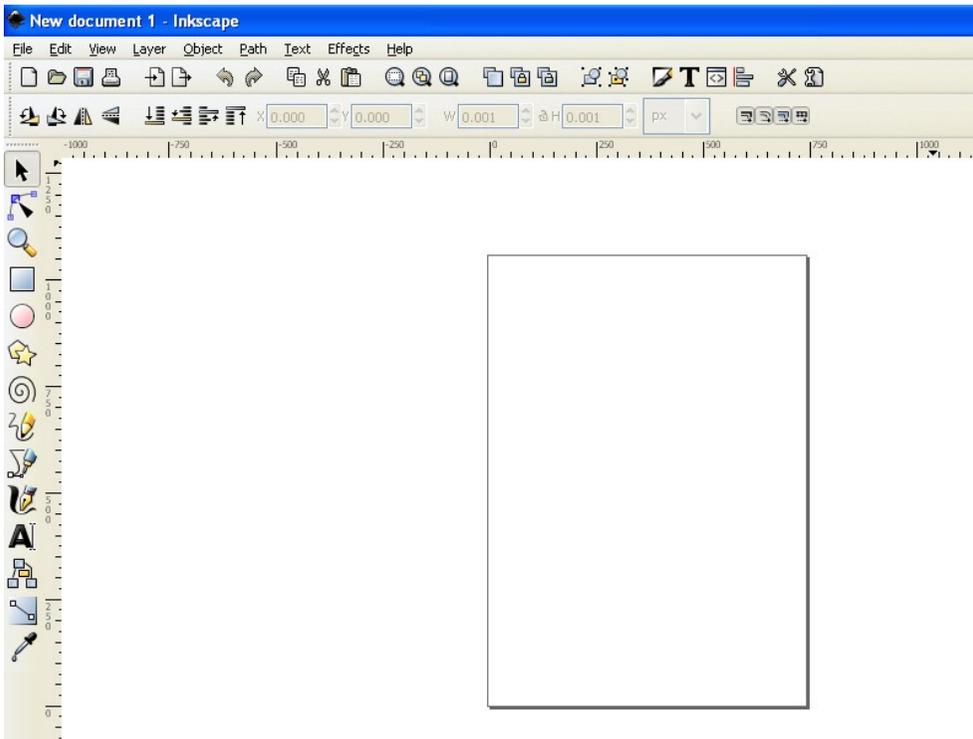
- Learn how to use the "**Nodes**" Tool to fix issues
- Learn how to use Kerning to fix issues
- Learn how to Create stars
- Rotate and flip objects
- Weld objects to your design

In this tutorial we will repeat the process that we did in Tutorial Week One. Now, don't get upset with me. I purposely left out steps in the first tutorial so you would not be overwhelmed. If you followed my directions and used the font I suggested you probably had no problems. If you didn't, then you probably did have issues. My apologies again. I did this so that you would finish the tutorial and have an end result as quickly as possible. If you are like me, you want results fast. Yay!!!!!! I did it!!!!!! I also feel that practice makes perfect, right?

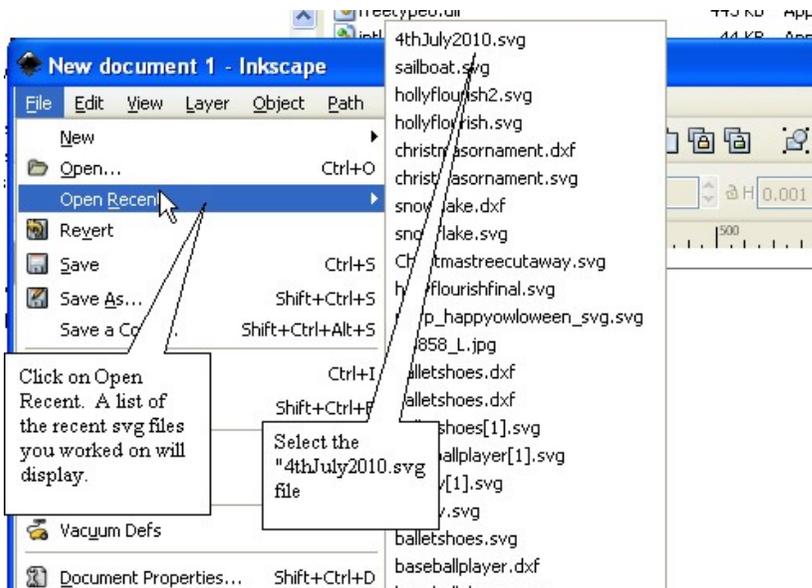
Let's Begin-----



Open up Inkscape by clicking on this icon and this screen should display:



Before we begin this lesson open up your file "4<sup>th</sup>July2010" if it is not open.  
 ". To do this click on "File" menu and select "open recent". See screen print below:



You should get this file:

4th of July 2010

Before we begin lesson one in the Week Two Tutorial, I want you to Leave your first design that you created in last weeks tutorial on the screen. **Now I want you to create a new design following the steps outlined in lesson one, and lesson two, and lesson three in the Week One Tutorial.** Now that you have done these steps before, it should only take you about a couple of minutes to do them again now. Remember, practice makes perfect. Draw your curved line and then type your text and then put the text on the line by applying "Put on Path". Then Thicken the line.

Your new design could look like this. One that has issues.

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If you have minor issues then follow the steps in **Lesson 1** below. If you have major issues then you will want to use the method described in **Lesson Two** below.

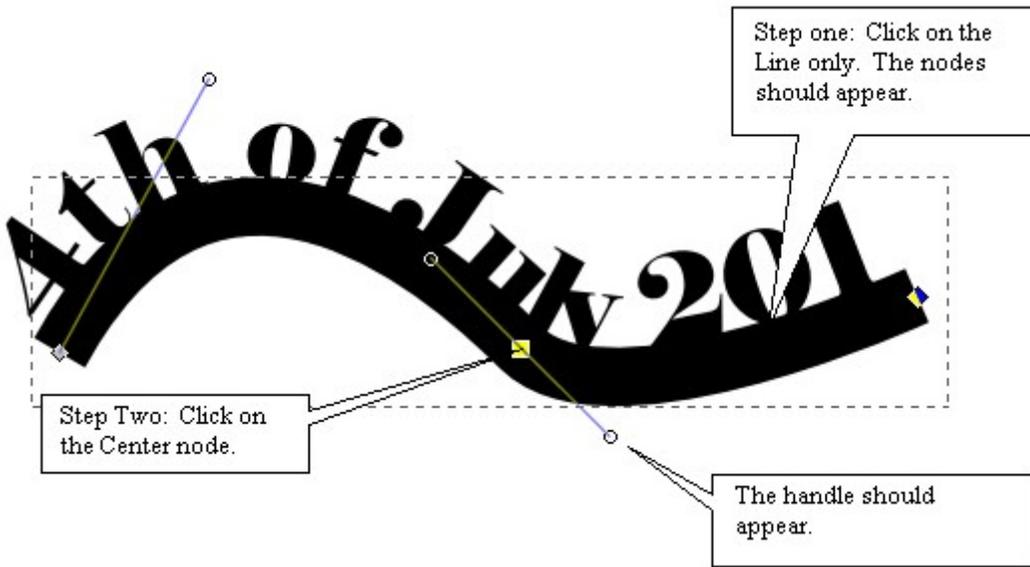
**Lesson One:** Learn how to use the "Nodes" tool  to fix issues. This method will fix minor issues.

In this lesson you are going to learn how to fix issues. If you were lucky and did not have any issues then you can skip this section and come back to it when you do have issues. There are several issues with my text on path that I want to fix. I want to fix the problem with July all jumbled together and I want to fix the problem with the "0" on 2010 missing.



**Step One:** Click on the "Nodes" tool and then click on the curved LINE only. You should see the nodes appear on the line.

**Step Two:** Click on the center node and you should see the handles appear. See screen print below.



NOTE: if the handles do not appear then on the tool bar at the top (see below)



Click the bezeir handles Icon  , the last Icon on the bar. This wil turn the handles on and off

**Step three:** To fix the issue with the "0" not showing, click the last node and drag upward with the mouse. You should see the zero appear.

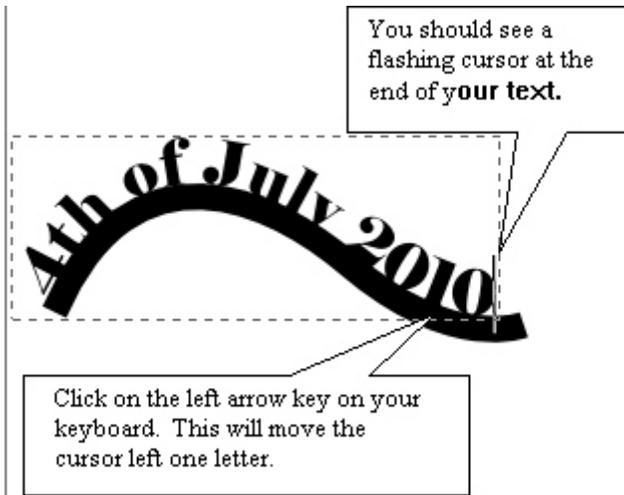
**Step four:** To fix the issue with the jumbled July cick on the handles of the center node moving one handle on the right outward and the other handle on the left outward. Then click on the end nodes and adjust them until your happy. Your design could look like this:



**Don't forget to save by clicking on the  button at the top of your screen!**

**Lesson Two:** In this lesson you are going to use kerning to fix the issues with the Text.

**Step One:** Click on the text you typed in and now click on the "Text"  tool (the third one from the bottom). You should see a flashing cursor at the end of your text. See screen print below.



**Step Two:** Click on the left arrow key on your keyboard. This will move the cursor left one letter. See screen print above.

**Step Three:** Click on the "Alt" key on your keyboard holding it down at the same time click on the right "arrow" key on your keyboard a couple of times. Each time you click the right "arrow" key and the "Alt" key simultaneously you will see a space added between the "1" and the "0". Repeat this process for each letter (or where appropriate) by moving to the next letter hitting the "left" arrow key and then clicking simultaneously on the "Alt" key and the right "Arrow" key.

**Commands for kerning are:**

- Left arrow key - moves left one character
- Right arrow key – moves right one character
- Alt Key + right arrow key - Shifts the letter to the right one screen pixel
- Alt Key + left arrow key - Shifts the letter to the left one screen pixel
- Alt Key + Up arrow key - Shifts the letter up one screen pixel
- Alt Key + Down arrow key - Shifts the letter down one screen pixel
- Alt Key + Shift Key – increase the pixels to 10
- Alt Key + "[" key - rotates character counter clockwise one pixel
- Alt Key + "]" key - rotates character clockwise one pixel

**Now using what you learned in lesson One in this tutorial Week Two. Click on the nodes and handles and make the minor adjustments. Using the steps in Lesson One and Lesson Two of this Tutorial Week Two in conjunction with one another will create a perfect Text on Path. You should end up with this result.**

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Don't forget to save by clicking on the  button at the top of your screen!

Before you begin Lesson Three, go back to step four in Tutorial Week One and finished welding your line and your path together.

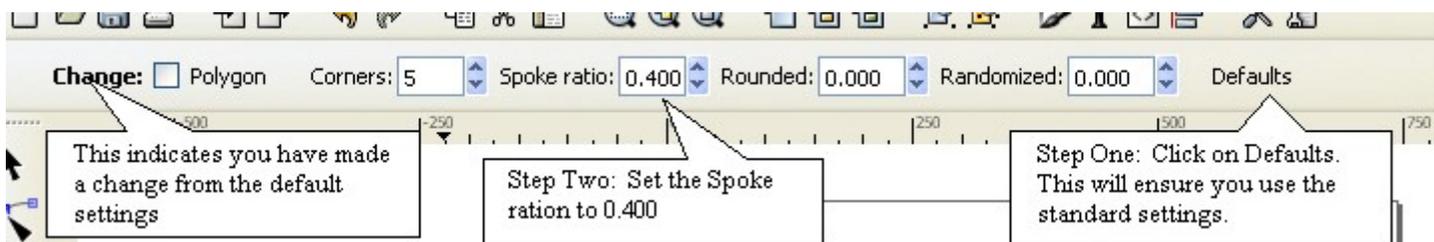
**Lesson Three:** Learn how to Create stars

In this lesson you are going to learn how to use the Star tool. Believe it or not, you can use this tool to make octagonal designs, flowers and many other kinds of shapes. It is pretty cool.

**Note:** Every tool you use has a corresponding tool bar at the top once you click on it. This allows you to set various settings.

**Step One:** Select the star tool by clicking on  it is located on the left hand side of the screen, the sixth tool from the top of the menu on the left.

**Step Two:** With the star tool selected you will see at the top of the screen various settings you can set. See screen print below and follow the directions. See screen print below and follow instructions:



Now that you have set the Star Tool settings the way you want them

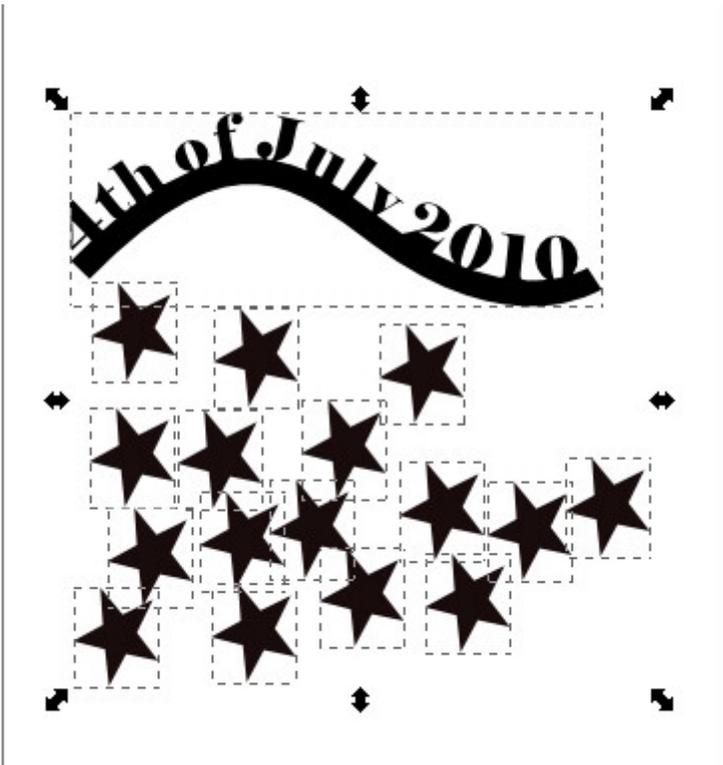
Let's begin -- Before you start using this tool I just want to let you know that you will be using a click and drag method. That means you will click the mouse and hold it down while dragging the mouse.

**Step Three:** So with this tool selected you are going to left mouse click on the blank portion of the screen and drag the mouse while holding down the left mouse key. This will form the Star. Make them about the size below. You can vary the size slightly. See screen print below.



**Step Four:** Now select the star you just created making sure the arrows show up around it. **Note: you should know you have it selected if you see a gray square around the select tool on the menu.** Now let's turn the star into an object by Clicking on the "Path" menu and selecting "Stroke to Path".

**Step Five:** Now while it is still selected right mouse click and a popup menu will display and select "copy" and then while it is still highlighted right mouse key again and select "paste". You can use short cut keys (Cntrl C) to copy, (Cntrl V) to paste. Do this until you have about 18 to 20 stars. You need enough to make the design In the picture of the design we are creating on the first page of Tutorial Week One. See screen print below:

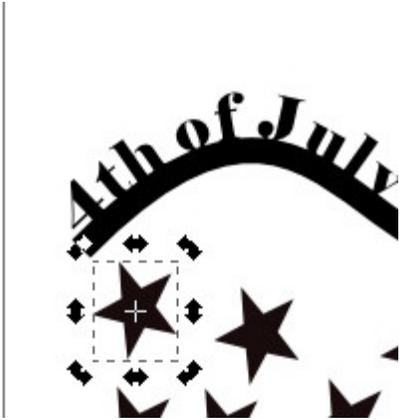


**Do the following Step six and step seven and step eight in conjunction with one another.**

**Step Six:** Start placing your stars on the bottom of the curved line arranging them the way you want them. You do this by selecting a star and dragging it with the mouse to the curved line. Consider your

placement taking in consideration of how it will cut when you are done. If you connect the stars it will create small pieces that will fall out when cut. This is what you want to have happen.

**Step Seven:** As you place the stars you will need to rotate them one way or another to get them to fit correctly and cut out good. Therefore to rotate the star click on it twice and you will see arrows that change to curved arrows. Click on one of the curved arrows and move your mouse either up or down to rotate it. Get it to the right rotation and place it on the line. See screen print below which shows curved arrows.



**Step eight:** When you select your stars you might want to flip them by using the icons at the top of the screen that display when the "Select" tool is being used. To demonstrate this. Click on the "Select" tool the top tool on the menu on the side. You will see these icons at the top of the screen.  Hover over them and it will tell you what they do. It can go faster sometimes if you use these. To use them select your star and then click on one of these icons to flip the star vertically or horizontally. I personally think you will do okay just rotating the stars in Step seven.

**Place all the stars you created leaving six to use in the Tutorial Week Three.**

**Lesson Four:** Weld the Stars to the Text and Line design

Your design you should look something like this:



**Step One:** Left mouse click and drag around the entire object with the stars added

**Step Two:** While the whole object is selected left mouse click on the "Path" menu and select "Union". You now have welded your stars to your Text and Line Object.

**Step Three:** Click on "View" menu and select "display" and then select "outline". You will see the welded object.

**Don't forget to save by clicking on the  button at the top of your screen!**