

# **VECTOR GRAPHICS**

## **(VG-401)**

### **MARBELLA INSTITUTE OF TECHNOLOGY**

#### ***Course Utility***

*Vector Graphics is for the designer of professional illustrations, being drawings or text presentations with high degree of variables, finishes and definition. No matter how large the output is in printer, plotter, vynil cutter or CNC router the definition is never pixelated because the graphics are stored in coordinates. This becomes very useful in quality work for sign production, and the advantage of simplicity and high speed at which professional work can be created and executed.*

#### ***Course Purpose***

*Master the use of Vector Graphics by experiencing parameters of the program thru projects, from simple to more complex, increasing your abilities and obtain the best results in graphic design speed, quality and presentation.*

#### ***Text Book***

'Inkscape: Guide to a Vector Drawing Program, 4th Edition', the best guide for the course to learn about Inkscape With coverage of versions 0.47 and 0.48.

The book is an ideal introduction and reference. Features hundreds of useful illustrations. Using Inkscape, you can produce a wide variety of art, from photorealistic drawings to organizational charts. Inkscape uses SVG, a powerful vector-based drawing language and W3C web standard, as its native format. SVG drawings can be viewed directly in browsers such as Firefox, Opera, Chrome, Safari, and Internet Explorer 9. A subset of SVG has been adopted by the mobile phone market.

Systematic coverage of the entire Inkscape program begins with twelve tutorials ranging in difficulty from very basic to highly complex. A new tutorial introduces the use of interactive SVG in HTML5. The remainder of the book covers each facet of Inkscape in detail, with an emphasis on practical solutions for common problems. The book is filled with valuable tips and warnings about the use of Inkscape and SVG.

Inkscape is available free for Windows, Macintosh, and Linux operating systems. Thus, the most used and powerful choice for vector graphics today.

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## COURSE OUTLINE

UNIT 1 Quickstart - Basics with examples

UNIT 2 Files

UNIT 3 Changing the view

UNIT 4 Editing basics

UNIT 5 Positioning and transforming

UNIT 6 Geometric shapes

UNIT 7 Paths

UNIT 8 Live path effects

UNIT 9 Text

UNIT 10 Attributes

UNIT 11 Tweak tool

UNIT 12 Spray tool

UNIT 13 Eraser tool

UNIT 14 Paint bucket tool

UNIT 15 Clipping an Masking

UNIT 16 Filter effects - Preset

UNIT 17 Filter effects - Custom

UNIT 18 XML Editor

UNIT 19 Tiling

UNIT20 Tracing Bitmaps

UNIT 21 Connectors

UNIT 22 Extensions

UNIT 23 SVG and the web

UNIT 24 Customization

UNIT 25 Using the command line

UNIT 26 Challenges

UNIT 27 Inkview

UNIT 28 File format

UNIT 29 Spheres

UNIT 30 Solutions for challenges

UNIT 31 List of dialogs

UNIT 32 Tips for Illustrator converts