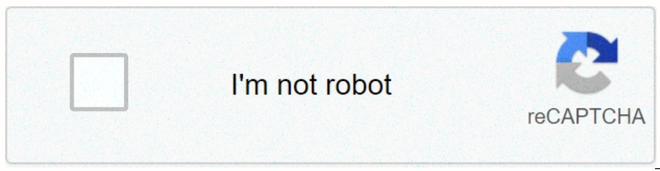

Continue

Drawing tracing 201

I've covered Rapid Resizing before, but I want to go into more detail about one of its most useful features, centerline traces. Let's say we want to draw a line drawing eliin and sketch it with gel pens for our diecutter. If we follow it with our cutting software we can double line traces, and our sketch doesn't seem natural. We need a way to track the center of the line. Quick resizing gives us an easy way to do it. Written steps follow. Find the picture you want to track. I picked this coloring book picture of dolphins and downloaded it. Next I opened The Fast Resizing Raster Vector Online Converter and clicked the Select File button and navigate to the image I just downloaded. Select the centerline traces from the first drop-down box and the SVG from the second (you can also select DXF if you do not have a silhouette of Studio Designer Edition or another program that can open SVGs). Click Track. If you selected SVG, you'll see track results on the next screen. Right-click to select Save File or go to the File menu and choose Save Sheet As (this may vary slightly depending on your browser) and name, and save THE SVG to the location you selected. Open SVG with your cutting software and prepare to draw as if you were any other SVG sketch file. To use these SVGs Cricut Design Space to select a vector to download. While fast resizing is the easiest way I've found to make centerline traces, it's limited and doesn't work well with all or even most images. The best centerline tracking options are Adobe Illustrator or Corel Draw, but there are still a few free options. Kristy over at Craftermath are tutorials on the Drive race web app and Win Topo. (Visited 7023 times, 5 visits today) Instead of drawing and changing paths using Bezier curves, use the Curvature Pen tool in Adobe Photoshop to create a path intuitively, and then just push and pull segments to change them. Set up your roads to be clearly visible on any background. The Curved Pencil Tool is located under the Pen tool in the Tools panel. Select it, and then on the Options bar, select Shape from the Tool Mode drop-down menu. Then, set the Colors Fill and Stroke to None. On the Options bar, click Path Options (gear icon). Adjust the thickness and color of the road. Note: This only affects the appearance of the path and helps you better visualize the shape. This doesn't affect the impact – You can set that later when you apply color to shapes. The rubber band option allows you to pre-visualize the path based on your cursor movement. To start drawing a straight line, click the canvas once, and then double-click to add a corner point. Each double click creates a straight line between the corner points. Shift-click to limit your path to 90° and 45° angles. To complete an open operation, press Click once to create the first point. Continue tracking around the curve shape by clicking once to place each point. Click and drag to move a point— you don't need to change the tools. Click to add extra points to better control the curve. It's easy to delete extra points by clicking a point to select it, and then pressing Delete. Tip: Each path and shape is automatically saved as a separate shape layer in the Layers panel. Give each shape a unique name to distinguish it. Double-click the layer name and type a new one. It can't be easier to switch between drawing straight lines and curves - just double-click the point to switch between corner and smooth dots. You can also double-click a point on a line or shape that you've already drawn to make it a smooth point from the corner and vice versa. Select the shape layer or press Shift and click multiple layers of shape to color them at the same time. On the Options bar, change the Fill and Stroke colors. I hope you had fun playing the new Curvature Pen tool in Photoshop. Read the Use Curvature Pen Tool for more details. In this session we intend to create the Revit project. All important steps have been taken in the main course. Here we just need to combine steps, including creating networks, creating levels, drawing real estate lines, building topography and excavation. First of all, let me show you how to create a reste in the Revit project. Open the downloaded revit template file. project browser and select floor B1 in the floor plans. After that, on the Insert menu, under Import CAD Tool, select. A dialog box called Import CAD Formats opens, select the downloaded CAD file. Confirm the import settings at the bottom of the dialog box in this pop-up window. Make sure you have selected the Only Current view check box. Also, in the Import units cm drop-down list, select Automatic - Origin origin in the Positioning drop-down list. When we're done with the settings, click Open to import the CAD file as a base cover. Now we're ready to create nets. On the Architecture tab, in the Datum pane, select the Grid tool. Left to right, bottom-up, click networks under the underlay. After you create networks, let's use the names that appear on the cover to name the check boxes. Follow the same jada, left to right, bottom to top. Finally, adjust the grid length to make sure that all horizontal grids rise vertically. The next step is to create levels. As in previous steps, select Height In Height in project browser. Under the same procedure, under the Insert tab, select Import CAD tool and import cad formats dialog box name Pop-up. In the dialog box, select the appropriate SOUTHERN DWG file. Also, make sure that all parameters are set correctly. Then, click Open to import the CAD file as a base cover. We need to align the floor CAD lines with the corresponding levels of the project. Let me show you how to do it. Left click on the imported CAD file, and then select the Move tool under The Edit tab. Click the base cover of the 1F LEVEL CAD line endpoint, and then select the 1F level for the revit project. When we're done with alignment, we can start creating other levels. Use the Copy tool to create levels. Select the revit project 1F level. Then click copy tool under the Edit tab with the Multiple check box selected. Click on the floor of the CAD lines, bottom up, then the level will be copied to other floors. After we create levels, we need to expand the levels. We also need to expand the networks to make them cross-levels. The next step is to create floor plans. On the View/Plan View tab, click the Floor Plan tool. In the New Floor Plan window, select all levels and click OK to finish creating floor plans. The third step is to pull the property lines. We must first import the floor plan at the CAD file site. Under Project browser, open the site on the floor site. Apply the import cad file procedure. To make sure that the real estate lines are seen in the floor plan, we should find the Visibility/Graphics tool on the Look tab and check both topography and site listing. On the Massage & site tab, select the Property Line tool. Then, use the Pick Lines tool in the Draw panel to select the asset lines underlay. After finishing the sketch lines, we click on the green view icon in the Mode panel to exit the sketch mode. In addition to real estate lines, we also have to draw a line of buildings. As we have mentioned earlier, Revit does not offer families on the construction line, so we use a detailed line instead. Before you can draw a model line, we must choose the style of the line. On the Annotations tab, select the Detail line tool. In the Line style drop-down list, select Centerline. After drawing the building line with the Pick Line tool, we can extend the line to an appropriate length. We're doubling the building line with other planning views. Select the construction line, and then on the Change/Rows tab, select the Copy to Clipboard tool. Click the Paste drop-down menu to select Aligned with selected views. In the pop-up window, select all the floor plans in the list. Click OK to copy the building line to all other floors. The last step in this section is to create and excavation. Open the Project browser, open the GL floor plan. On the Massage and Site tab, under Topography, select topourface. Select the Place point tool, and then select the top four of the property rows. To stop editing topography borders, click the green control icon. We can change the topography of the material. Under Torke up material, locate the parameter and select Plant. Now we can start to create the boundaries of the excavation area. On the Architecture tab, find the Ref Plane tool and draw four reference levels close to gridlines. We then adjust the distance between the reference levels and the gridlines to accurately determine the base levels of the position. In this case, the distance between the upper reference plane and the gridline D shall be 50 cm. The distance between the left reference plane and the gridlined 1 shall be 70 cm. The distance between the right reference plane and the gridline 4 shall be 70 cm. The distance between the lower reference plane and the gridline A shall be 80 cm. These four reference levels determine the boundaries of the excavation area. On the Massing tab, select & Site tool Construction Pad. And then in the Properties palette, select the GL Level field. In the Level box, in the Height shift box, enter input -500. On the Change/Create pad boundary tab, we select the Rectangle tool to outline the rectangle corresponding to the limits of the reference levels. To exit edit mode, click the Green Control icon. After four important steps are complete, we can go to 3D view by default to check the model. Check the section box in the Properties palette and adjust the boundaries in the section box to see the cross-section model. Model.

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