



# Pattern Creator Help Book

## Introduction:

Welcome to the Pattern Creator Help Book. This document provides descriptions of tools and controls available in Pattern Creator and tips for using the program.

## App Description:

Pattern Creator is a graphic design application that makes it easy to create complex graphic designs in a few easy steps. The app takes advantage of patterns and layers to turn simple shapes into interesting and attractive designs. Pattern Creator is an efficient tool for creating custom backdrops for web pages, word documents, posters, photos collections, or any other type of graphics design project.

## Help Book Index:

- I. Atlas of Project Window (pg 3)
- II. Getting Started (pg 5)
- III. User Interface (pg 7)
  - i Project Canvas (pg 8)
  - ii Pattern Table (pg 9)
  - iii Project Editor (pg 10)
- IV. Project Editing (pg 11)
  - i Editing Patterns (pg 12)
    - 1 Shape Tab (pg 13)
    - 2 Patterns Tab (pg 14)
    - 3 Colors Tab (pg 15)
  - ii Editing Project Features (pg 16)

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# Pattern Creator Help Book

1 Bkgd (Background) Tab (pg 17)

2 Frgd (Foreground) Tab (pg 18)

## V. Exporting Images (pg 19)

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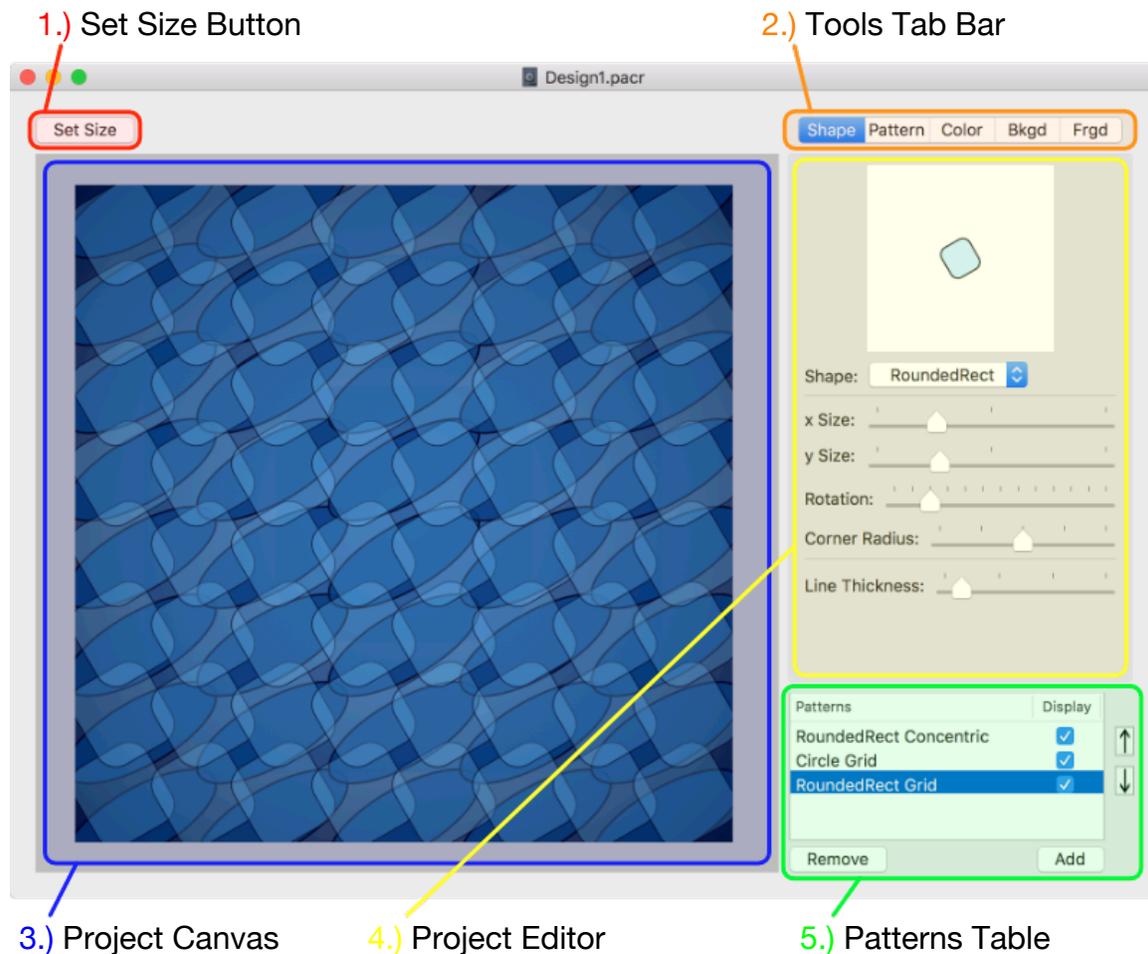


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## I. Pattern Creator Window Atlas

Below is a screenshot of the Pattern Creator project window with notations pointing out the general components of the window.

**Figure 1: Window Atlas**



### 1.) Set Size Button:

- This button allows you to edit the size (in pixels) of the projects canvas.

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## 2.) Tools Tab Bar:

- The tabs in the tools Tab Bar, control what tools/controls are displayed in the project editor. Clicking on a tab will select that tab and the tools/controls associated with that tab will be displayed in the project editor area until a different tab is selected. For more, go to Project Editing (pg 11).

## 3.) Project Canvas:

- The project canvas is where the project displays the artwork document of the project in a viewing area that allows for scrolling and magnification.

## 4.) Project Editor:

- The editor area is where all the controls that allow for editing the project are displayed. The tools Tab Bar controls what tools are shown in the editor area. By selecting different tabs in the tab bar the type editing tools displayed by the editor area can be changed. For more, go to Project Editing (pg 11).

## 5.) Patterns Table:

- The patterns table shows a list of the patterns that exist in the project. The table allows patterns to be added and removed from the project as well as provides controls for changing the order of the patterns. The table shows the name of the patterns which can be changed by double clicking on the project. For more, go to Pattern Table (pg 9).

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## II. Getting started with Pattern Creator

### Beginning a new project:

When a new project is started Pattern Creator presents a blank canvas 800x800 pixels. Canvas size can be changed by clicking the edit size button and entering new values.

### Adding patterns:

Patterns are added to the canvas by clicking the add button on the bottom right corner of the screen directly below the patterns table.

### Editing patterns:

Once a project has one or more patterns listed in the patterns table, each pattern can be edited independently by clicking on its name in the patterns table (patterns automatically become selected when added). When a pattern is selected you are able to edit it in various ways by choosing one of three tabs at the top right of the window. The three tabs that deal with pattern editing are the Shape, Pattern, and Color tabs. For more details on the editing options available under each tab see Project Editing (pg 11).

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## Pattern Order and the Patterns Table:

All the patterns in a project are listed in the Patterns table in the bottom right corner of the window. The order of the patterns listed corresponds to the order that each pattern is drawn on the canvas (meaning the topmost pattern will be drawn first followed by the second pattern which will be drawn over it and so on down the list). The order of the pattern can be changed by selecting a pattern from the list and clicking the up or down arrows to the right of the patterns table. See more at Pattern Table (pg 9).

## Editing the background and foreground:

Besides editing individual patterns, Pattern Creator also allows you to add fills to the project's background (behind all the patterns) and the foreground (in front of all the patterns). To edit the background/foreground fills select the Bkgd tab (for background) or the Frgd tab (for foreground). For more details on editing the background and foreground fills see Project Editing (pg 11).

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## III. User Interface

The user interface is made up of three main sections: project canvas, patterns table, and project editor. See topics below.

### User Interface Topics:

- i. Project Canvas (pg 8)
- ii. Patterns Table (pg 9)
- iii. Project Editor (pg 10)

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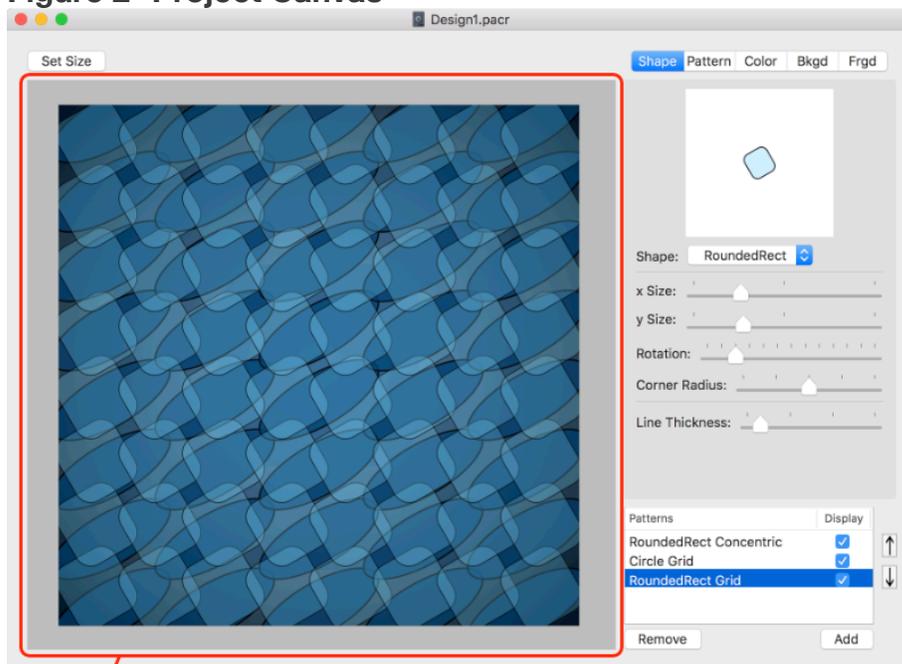


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## i. Project Canvas

The project canvas is the view that displays a project's artwork (fig. 2). The artwork is drawn in a viewing area that can be scrolled and magnified.

**Figure 2- Project Canvas**



The project canvas viewing area

- Scrolling- scrolling the artwork is done click-n-drag. Simply click on the artwork and move the mouse while clicked. The cursor in the viewing area is normally an open hand but will change to a closed hand while the mouse button is held down.
- Magnification- the artwork is magnified by using the mouse's vertical scroll surface.

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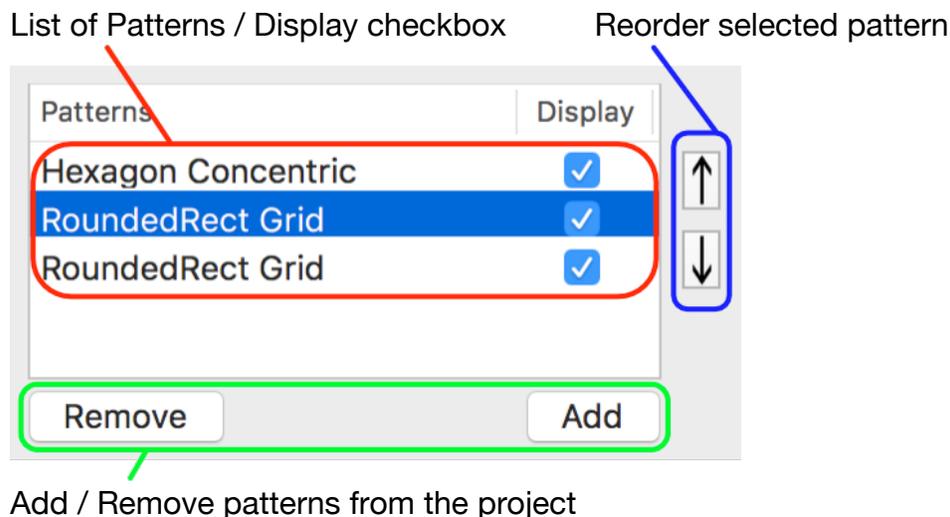


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## ii. Patterns Table

The patterns table displays a list of “patterns” that make up a Pattern Creator project. The patterns are shown as an ordered list that corresponds to the order that patterns are drawn. Controls associated with the table allow for adding/removing patterns from the project, selecting patterns for editing, renaming patterns, changing the order of the patterns, and turning on/off whether a pattern is drawn. (See fig. 3)

**Figure 3- Patterns Table**



### Patterns Table and Controls:

- The patterns table includes a list of patterns and display checkboxes.
- The table shows patterns by name. By default the names are a combination of the shape used in the pattern and the type of distribution (eg. Grid). Names can be changed by double clicking on a pattern's name.

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- A pattern is selected when highlighted in blue. When selected a pattern can be edited, moved up/down the list, copied/pasted, or removed from the project.

## iii. Project Editor

The project editor is where all controls for manipulating the project are located (fig. 5). The controls that are displayed in the project editor depend on what tab is selected in the tools tabbar (fig. 4). There are six categories of controls that correspond to the six tabs in the tabbar. These are Shape, Pattern, Color, Bkgd (background), Frgd (foreground), and Blend. See Project Editing (pg 11) for more on using the project editor.

Figure 4- Tools Tab Bar

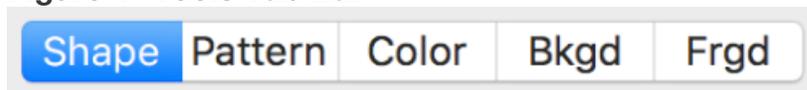
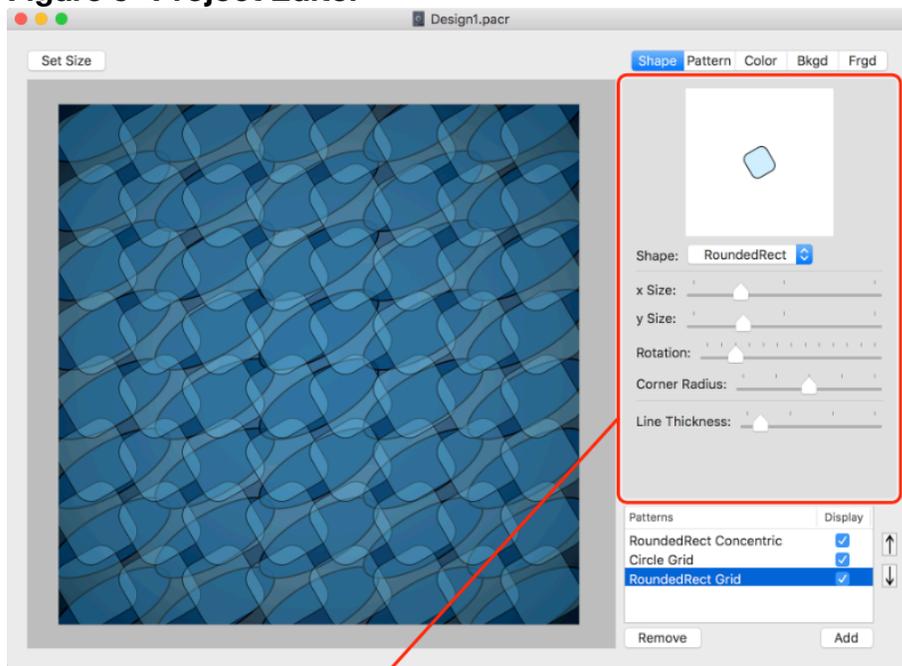


Figure 5- Project Editor



Project Editor Area (shown with shape tab selected)

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## IV. Project Editing

Projects are edited using the tab bar on the top right side of the screen. Each tab corresponds to a category of controls that a user can use to edit a project. When a tab is selected, the controls associated with that tab appear in the project editor. There are six tabs in total. The first three tabs (Shape, Pattern, and Color) allow for editing of an individual pattern that is selected (highlighted) in the patterns table. The last three tabs (Bkgd, Frgd, and Blend) allow for editing features of the project independent of the individual patterns. See below Topics. (for explanation of user interface components go to page 7)

### Project Editing Topics:

- i. Editing Patterns (pg 12)
- ii. Editing Project Features (pg 16)

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## i. Editing individual patterns with the Shape, Pattern and Color Tabs.

With a pattern selected in the patterns table view, editing is accomplished by choosing the shape/pattern/color tabs from the tools tab bar which brings up pattern editing controls in the project editor.

**Figure 6- Tools Tab Bar**



Tabs that edit individual patterns

- 1) Shape Tab (pg 13)
- 2) Pattern Tab (pg 14)
- 3) Color Tab (pg 15)

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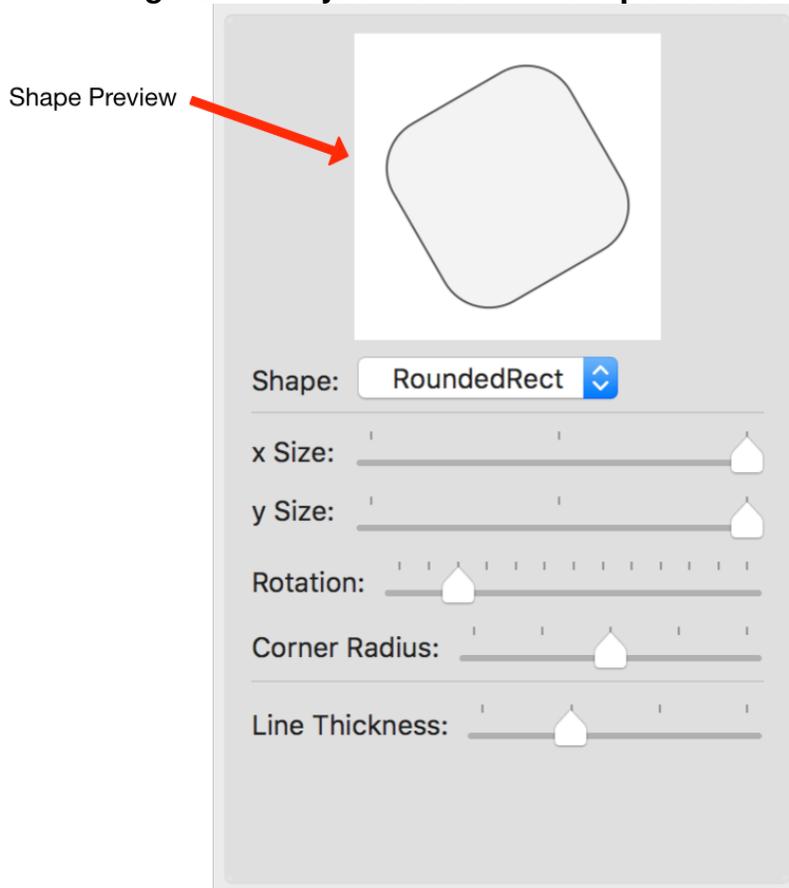
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## 1.) Shape Tab:

**Figure 7- Project Editor with Shape Tab Selected**



- The shape tab displays tools for editing the shape that is repeated to create the pattern. Controls include shape type, size, rotation, and line thickness. The shape types available are rectangle, rounded rectangle, ellipse, triangle, diamond, and hexagon. *Figure 7* also shows a corner radius control since the selected shape is a rounded rectangle.

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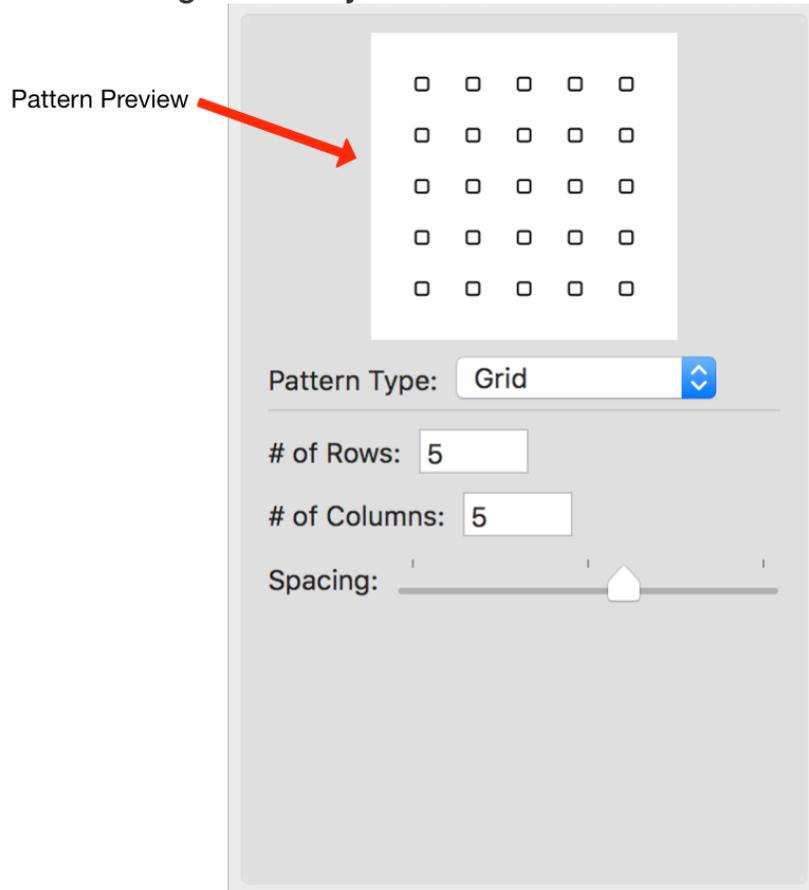
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## 2.) Pattern Tab:

Figure 8- Project Editor with Pattern Tab selected.



- The pattern tab displays tools that affect how the shapes are placed on the canvas. The choices available are grid, circle, and concentric. Each of these selections have a number of additional controls that allow for editing the number of shapes and the distribution of the shapes. (Note- when using the concentric pattern the size and rotation controls under the shape tab are disabled).

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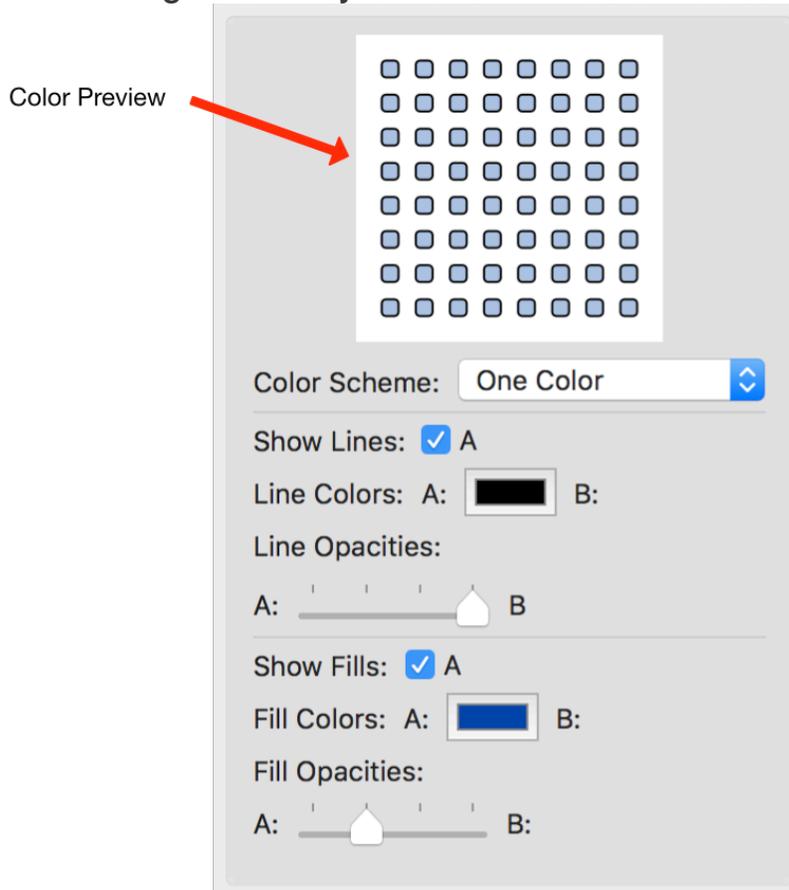
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## 3.) Color Tab:

Figure 9 - Project Editor with Color Tab selected.



- The color tab displays tools for editing the color options of a pattern. The color options vary depending on the pattern type. When a grid pattern is selected the options include one color, alternating shapes, alternating rows, and alternating columns. For the circle and concentric pattern types the options are limited to one color and alternating shapes. Colors can be edited independently for lines and fills. When using an alternating color option the A controls refers to the first color scheme and the B controls to the second.

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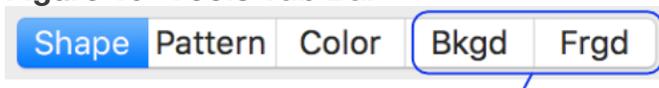


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## ii. Editing project features:

Project features are aspects of the project that are independent from the patterns in the patterns table. Project features include background fill, foreground fill, and blend mode which are edited by selecting bkgd, frgd, and blend tabs respectively.

**Figure 10- Tools Tab Bar**



Tabs that edit individual patterns

Tabs that edit project features

- 1) Bkrd Tab (pg 17)
- 2) Frgd Tab (pg 18)
- 3) Blend Tab (pg 19)

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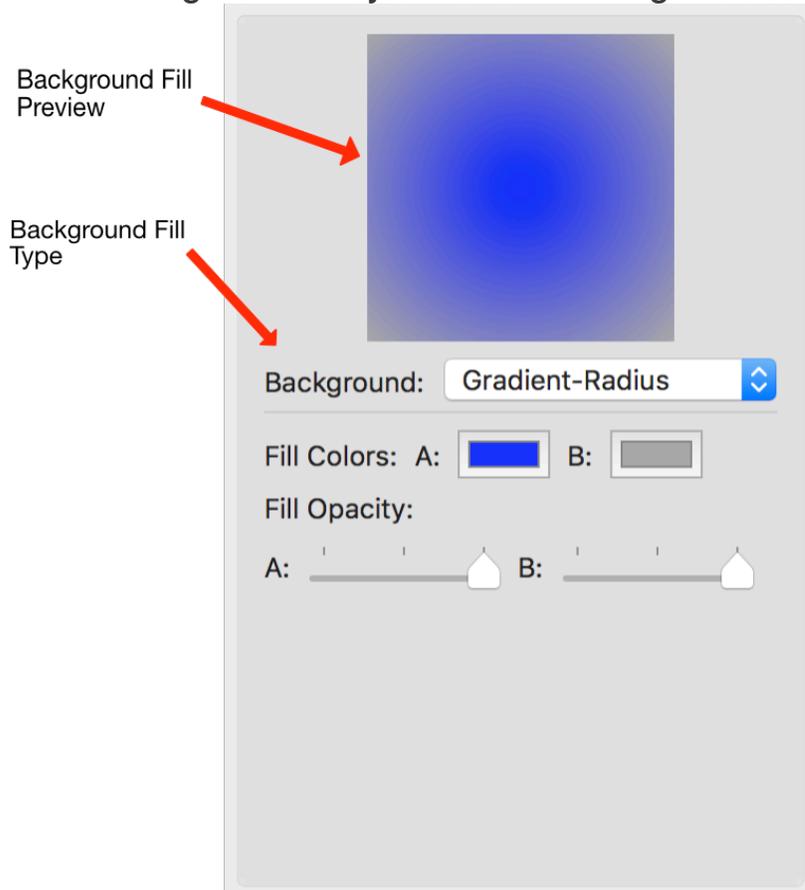
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## 1.) Bkgd (Background) Tab:

Figure 11- Project Editor with Bkgd Tab selected.



- The bkgd tab displays tools for editing the project's background fill. Available fill types are solid, linear gradient, and radial gradient.

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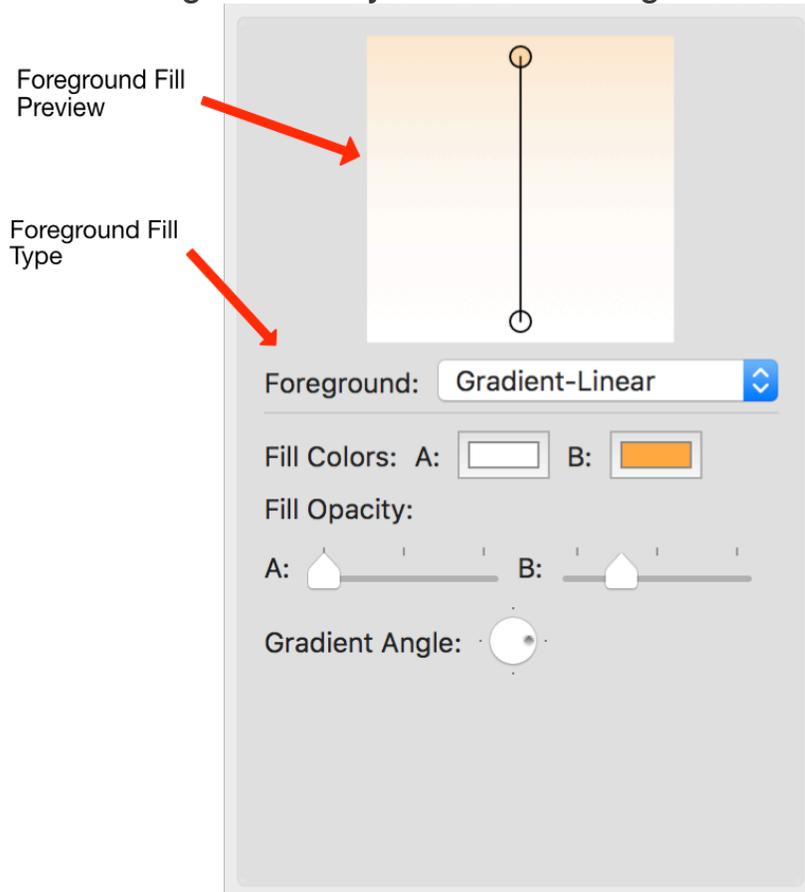
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## 2.) Frgd (Foreground) Tab:

Figure 12- Project Editor with Frgd Tab selected.



- The frgd tab displays tools for editing the project's foreground fill. Available fill types are solid, linear gradient, and radial gradient.

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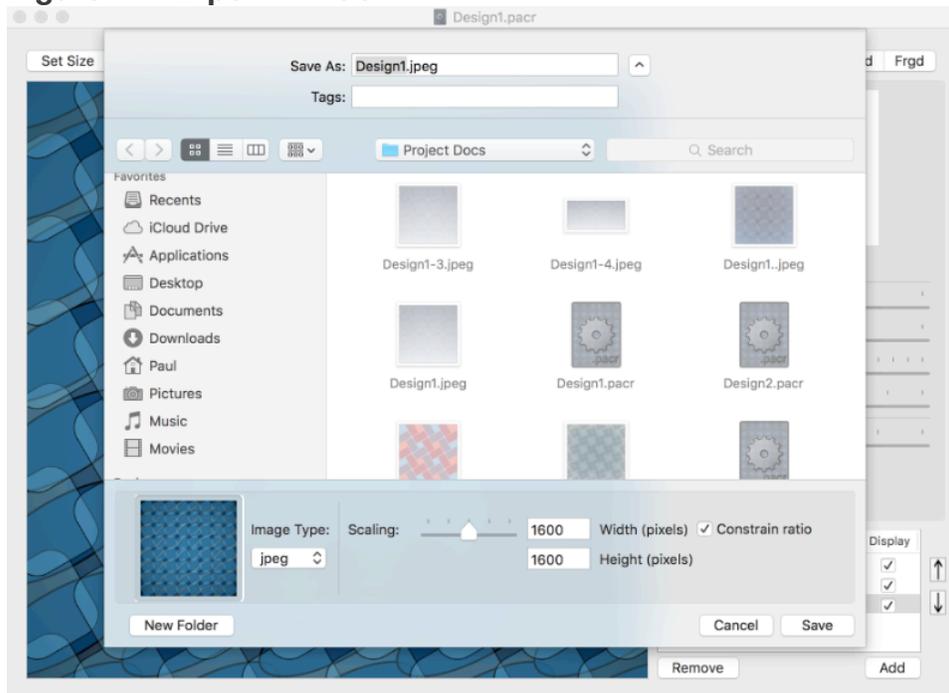


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## V. Exporting Images

Projects are exported as images by choosing **File** and then **Export** from the main application menu. The export window provides options for choosing the file format and size of the exported image (fig. 14).

**Figure 14- Export Window**



- The export window shows a small example of the image being exported.
- The image can be exported in 3 formats: *jpeg*, *png*, and *tif*
- The exported image size can be scaled either with a slider or by entering a pixel size. The size can be scaled from 0 - twice the size of the project dimensions in pixels.
- The ratio between width and height can be maintained by selecting the constrain ratio checkbox. When the checkbox is unchecked width and height can be scaled independently.

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