



Workshop on Inkscape

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7th to the 8th of November 2024
09:00 – 17:00 on both days

Programme

DAY 1

Introduction to Inkscape and vector drawing in general (15 minutes)

It's not just about scalability. Vector graphics differ in how they organize files and handle artwork attributes, which makes them very versatile. What is different in vector oriented graphics compared to pixel graphics and what is their role in the publishing workflow? In which way does that impact workflows?

Application overview (20 minutes)

Where is everything and how to adapt the app to your needs. If you understand the general principle and know how it's organized, then you instinctively know where to look for a certain thing that you want to do.

Using basic tools, geometric shapes, applying fill and stroke color (30 minutes + practice)

Basic shapes are not only for beginners. They are both easy to use and very precise. Also: We need some objects in order to discuss file organisation.

General layout questions (30 minutes + practice)

How to organize your page with guides, snapping, rulers, measurement units? Design principles for setting up visual hierarchy and contrast with and without color. We will also discuss some aspects of using color in design.

Anatomy of a vector file (30 minutes)

Understanding file organisation is crucial in order to produce something that not only does its job design-wise, but also production-wise and workflow-wise. Also: if you know where to look, then troubleshooting is a no-brainer. This is about layers and groups, attributes, clones.

Saving files - the SVG file format (20 minutes)

SVG is Inkscape's native file format as well as a W3C standard. The file format has certain specifications as well as limitations. It's important to understand how that works in order to be able to save fully editable documents for ourselves and compatible files for our workflows with others.



Selecting and Working with basic shapes (30 minutes + practice)

Basic shapes can be arranged, transformed and combined to form more complex shapes.

Vector drawing (20 minutes + practice)

Everything that cannot be built from basic shapes, needs to be drawn. The pen tool is the most typical tool in vector graphics. At first it feels clumsy, but we need to discuss some basic principles of how to use it.

Typesetting and text formatting (30 minutes + practice)

How to use text formatting to establish legibility and structure in your layout and how to use Inkscape's text tools and formatting options.

DAY 2

Stroke options and decoration (20 minutes + practice)

The subtleties of stroke attributes: setting up dashes and arrows

Gradients (20 minutes + practice)

With gradients you can create subtle effects and you also need them to create an illusion of space and mass in your illustration.

Importing files from other software

Sometimes you want to brush up files that have been produced elsewhere (*please bring your data*).

Working with photos (30 minutes + practice)

In vector graphics photos serve different purposes. You need them as templates for a drawing or directly vectorize them and also they are sometimes part of the artwork. We will also discuss masking photos and masking in general. And we need to talk about resolution.

Patterns (20 minutes + practice)

With patterns you can easily fill objects with stripes and complex geographical signatures. We will discuss how to apply them and how to make your own.

Distorting artwork (20 minutes + practice)

It is much easier to build artwork in a straight and orderly way and then distort it into the shape you actually need than to draw each of the curved parts with the pen tool.

Transparency (30 minutes + practice)

Transparency is an important asset for illustration. When overlaying shapes, see-through effects as well as photorealistic illusions can be established.



Effects (30 minutes + practice)

There are myriads of effects that can be applied to paths and objects. We are going to talk about the general principle of effects in vector artwork: how to use them, edit them and bake them into the artwork. And we will pick out some of the more frequently used.

Graphs and flowcharts (20 minutes)

Inkscape can create some very basic graph types as well as flowcharts.

Exporting files and printing (30 minutes)

How to get files into other applications and into production. We will also need to talk about CMYK, which Inkscape does not support on its own.

Comparison to Adobe Illustrator

There will be time to talk about how to achieve the same things with Adobe Illustrator and how Inkscape compares to it.