

The Book of Inkscape: The Definitive Guide to the Free Graphics Editor

Dmitry Kirsanov



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This is it. The complete and definitive guide to Inkscape, the free, vector-based graphics editor that competes with expensive drawing programs like Adobe Illustrator and CorelDRAW.

In *The Book of Inkscape*, core Inkscape developer Dmitry Kirsanov shares his design experience and knowledge of Inkscape's inner workings as he walks you through the basics of using the program: drawing, working with objects, transformations and styling, adding text and shapes, and more. Kirsanov couples his detailed explanations with step-by-step tutorials that show you how to create business cards, animations, and technical and artistic drawings.

In addition to the basics, Kirsanov teaches you how to:

- Navigate the canvas and customize your workspace and views
- Create new objects and then transform, style, clone, and combine them
- Use drawing tools, strokes, and Bézier curves
- Use gradients, patterns, filters, and path effects to liven up your work
- Use the XML Editor to view and manipulate the structure of your artwork
- Work with layers, groups, object order, and locks to control your images
- Export your artwork to various formats

This practical guide will show you how to harness Inkscape's powerful features to produce anything from a child's doodle to high-end, professional design projects. Now go ahead and draw something fun.

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