



Effigydraw

User manual

Introduction

EffigyDraw is a vector graphics editor that offers a large choice of shapes and graphic functions such as gradients, blurs, shadows and tools for manipulating and editing easily graphic objects.

Effigydraw is proposing several user interfaces allowing from a very simple use to a more advanced one. It can easily be used by children.


Images are saved in the SVG format and can be displayed in most of recent web browsers. EffigyDraw also allows you to save them as PNG images.

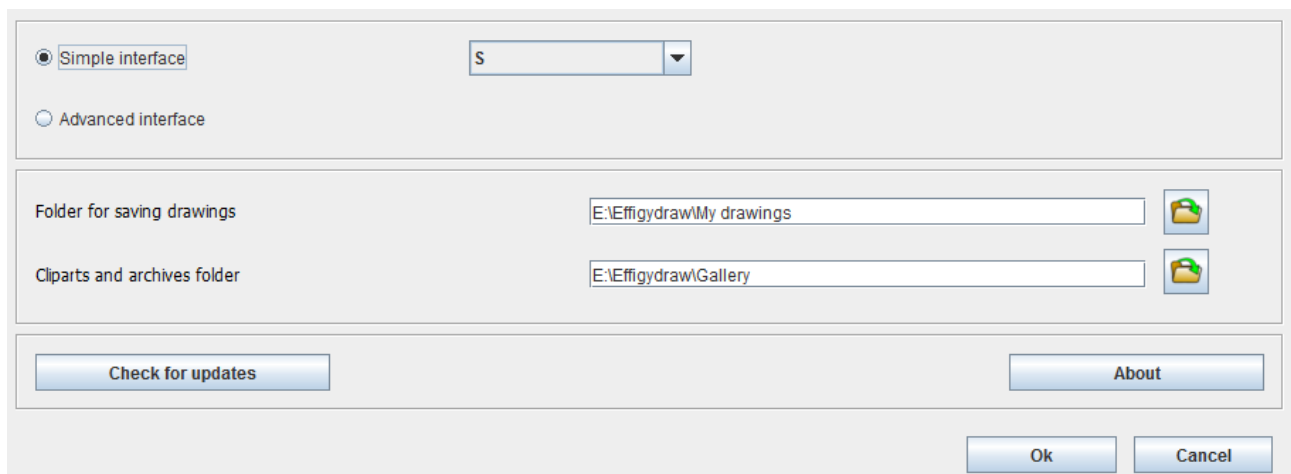
Configuring Effigydraw

After the installation, when Effigydraw first starts, the configuration dialog window is displayed. It allows you configuring:

- The user interface mode
- The folder in which the drawings will be automatically saved
- The folder from which Effigydraw will get the cliparts and backgrounds to add to the gallery

From this dialog window, you can also check if a software update is available and get information the release number.

You will be able to launch the configuration dialog later from the Effigydraw explorer by clicking on the  icon.



The user interface modes

Effigydraw proposes two user interface modes

The first mode, called «simple interface » is a simplified user interface offering a reduced number of tools and a more direct access to these tools. It can be easily used by children.


This mode is available with three configurations S, M and L proposing an increasing number of tools and larger icons.

The second mode, called « advanced interface » offers a more complete drawing toolkit.

These two user interface modes are detailed in this manual.


The saving folder

In the *simple interface* mode, the drawings are automatically saved. It is necessary to tell

Effigydraw where they should be saved. Click on the  icon located in front of the *Folder for saving drawings* in the configuration dialog and select the folder. It is recommended to create a folder dedicated to the drawings made with Effigydraw.

Cliparts, backgrounds and libraries

Effigydraw is proposing a gallery of cliparts. The application provides cliparts but the user may download additional cliparts or create new cliparts and add them to the gallery. One just needs to copy the cliparts in the « Cliparts and archives folder » that can be defined in the configuration dialog.

Click on the  icon located in front of the « Cliparts and archives folder » in the configuration dialog and select the folder. It is recommended to create a folder dedicated to the cliparts and archives added to the gallery. Do not use the same folder as for the drawings made with Effigydraw.

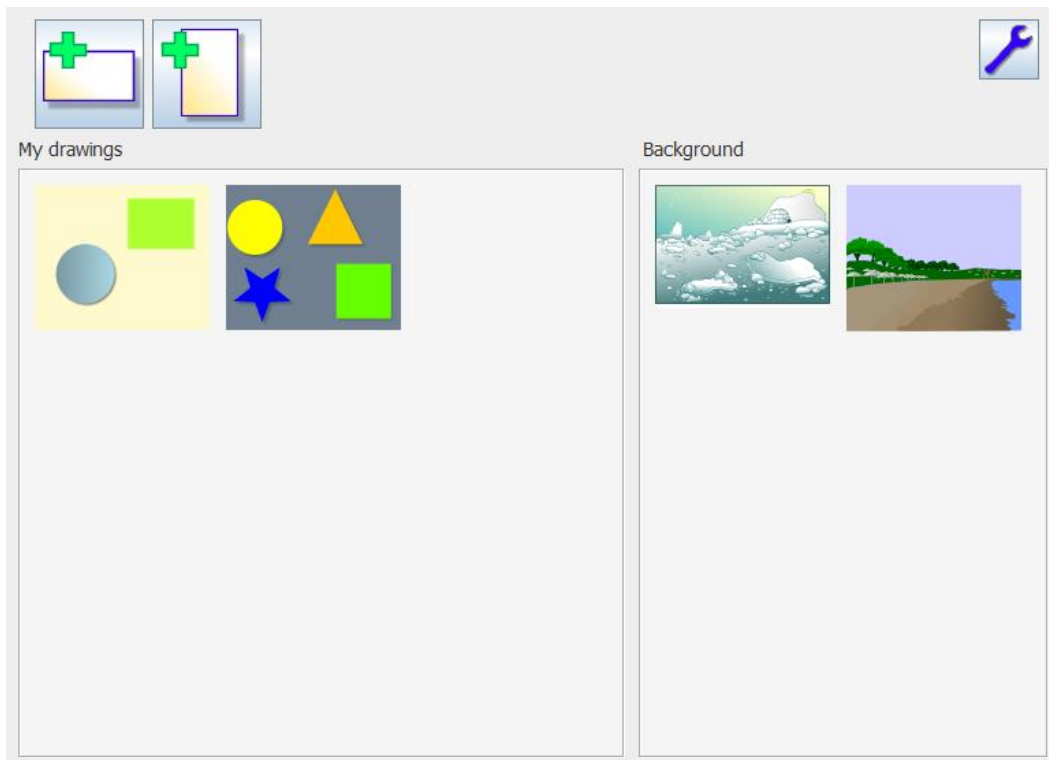
When Effigydraw is starting, all the cliparts located in this folder are automatically added to the gallery.


Refer to the *Creative guide for cliparts and backgrounds*. You will get information for creating cliparts, backgrounds and libraries.

The Effigydraw explorer



Upon the launch of Effigydraw, the explorer is displayed. It proposes the following actions:



- Start a new drawing from an empty white background
- Start a new drawing from a predefined background
- Open an existing drawing



For starting a new drawing from an empty white background, click on the  icon for

landscape format drawing and on the  icon for a portrait format drawing.

For starting a new drawing from a predefined background, click on the background of your choice in the *background panel*. If the *background panel* does not display all the backgrounds, click on the  or  arrows for navigating within the gallery of predefined backgrounds.

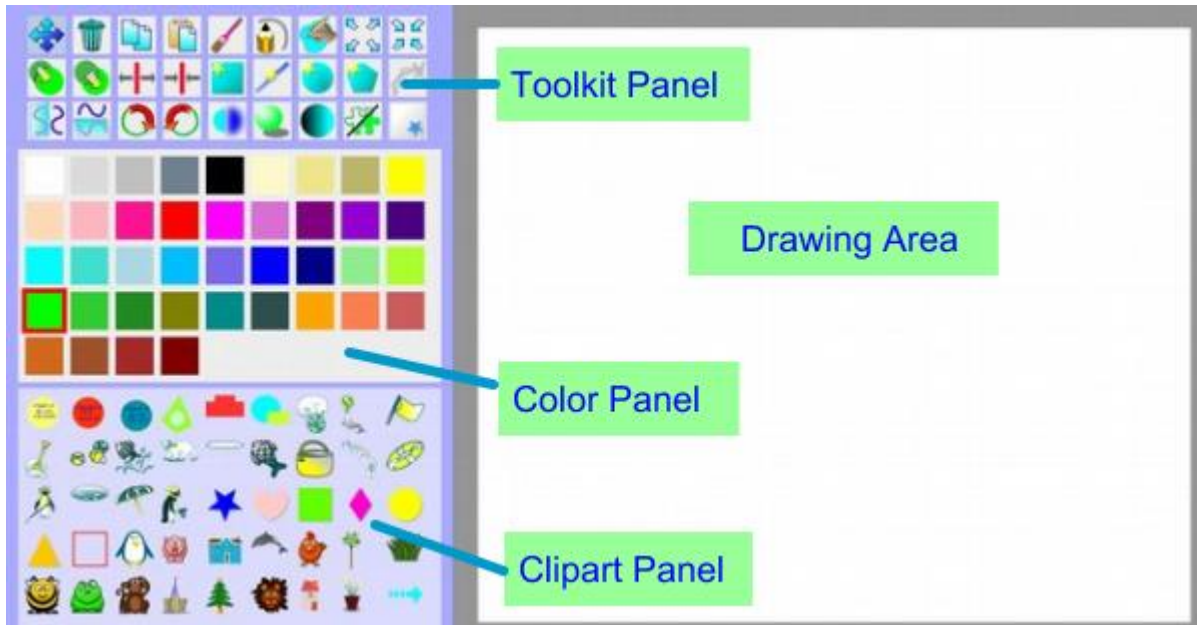
For opening an existing drawing, click on the drawing of your choice in the « My drawings » panel. If the panel does not display all the drawings, click on the  or  arrows for navigating within all the drawings.

You may also access the configuration dialog by clicking on  .

The simple Interface mode

The main window

The main window of Effigydraw is divided into four main areas.



In the drawing area, the zoom is automatically adjusted so the drawing fills all the available space on the right of the panels.

The toolkit panel contains all the drawing functions.

The color panel allows the selection within a palette of colors of the color of the shapes you want to draw.



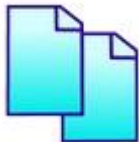





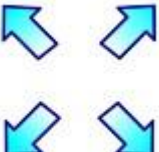
The clipart panel displays the gallery of cliparts that can be pasted on the drawing.

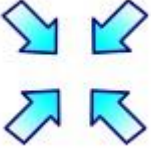


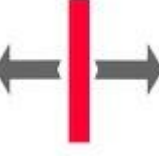
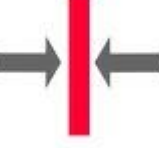



The drawing toolkit



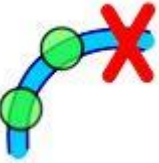



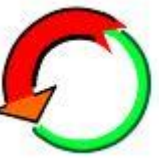







The following table lists all the available tools in the *simple interface* mode. To launch these tools, first click on the corresponding icon in the drawing toolkit panel. If the tool is used to modify an existing object, then click on this object.

The tools are not available with all the interface configurations S, M and L. The columns 'S', 'M' and 'L' of the table specify if the tool is available for each configuration.

| Outils | S | M | L | Description |
|---|---|---|---|--|
|  | ✓ | ✓ | ✓ | <u>Move an object</u> Click on the object, move it up to the wished location then released the mouse button. |
|  | ✓ | ✓ | ✓ | <u>Delete an object</u> Click on the object to delete. |
|  | | | ✓ | <u>Copy an object</u> Click on the object to copy. Once the mouse button is released, Effigydraw is ready to paste the object. |
|  | | | ✓ | <u>Paste an object</u> Click at the location where you want to paste the copied object then release the button of the mouse. |
|  | ✓ | ✓ | ✓ | <u>Change the color of an object or the color of the background</u> For changing the filling color or the contour of an object, select the chosen color in the color panel, then click inside the object or on the contour of the object you want to modify. This function also allows to change the background color. Select the chosen color in the color panel, then click on the background. |
|  | ✓ | ✓ | ✓ | <u>Draw the contour of a shape</u> Select the chosen color for the contour in the color panel and the size of the pen by selected it in the palette displayed below the toolkit panel. |
|  | | | | |
|  | ✓ | ✓ | ✓ | <u>Draw a filled surface</u> Select the chosen color for filling the surface in the color panel. Click on the location of the start of the contour of the surface. While maintaining the mouse button pressed, draw the contour then release the mouse button once the contour completed. Effigydraw will smooth the contour, close the surface and fill it. |
|  | | ✓ | ✓ | <u>Enlarge an object</u> Click on the object to enlarge. Click several times until the wished size is reached. |



| Outils | S | M | L | Description |
|---|---|---|---|---|
|  | | ✓ | ✓ | <u>Scale down an object</u> Click on the object to scale down. Click several times until the wished size is reached. |
|  | | ✓ | ✓ | <u>Move an object to front</u> Click on the object to move to front. |
|  | | ✓ | ✓ | <u>Send an object to back</u> Click on the object to send to back. |
|  | | ✓ | ✓ | <u>Enlarge a contour</u> Click on the contour to enlarge. Click several times until the wished size is reached. |
|  | | ✓ | ✓ | <u>Make a contour thinner</u> Click on the contour to make thinner. Click several times until the wished size is reached. |
|  | | ✓ | ✓ | <u>Draw a rectangle shape</u> Select the chosen color for the filling of the rectangle in the color panel, then click at the location of one of the corners of the rectangle. While maintaining the mouse button pressed, draw the contour then release the mouse button once the contour completed. |
|  | | ✓ | ✓ | <u>Draw a line</u> Select the chosen color for the line in the color panel. Click at the location of the first extremity of the line and release the mouse button. Click at the location of the second extremity of the line and release the mouse button. |
|  | | ✓ | ✓ | <u>Draw and ellipse or a circle</u> Select the chosen color for the filling of the ellipse or circle in the color panel, then while maintaining the mouse button pressed, draw a rectangle inside which Effigydraw will draw the ellipse or circle. Release the mouse button once the contour of the ellipse or circle is completed. |

| Outils | S | M | L | Description |
|---|---|---|---|--|
|  | | ✓ | ✓ | <p><u>Draw a polygonal path (broken line)</u> Select the chosen color for the broken line in the color panel. Click at the location of the start of the first segment, then successively click at the location of each extremity of the other segment. You can close the broken line and obtain a polygon by clicking again at the location of the start of the first segment.</p> <p>Once the last segment drawn, complete the shape by click on the  icon in the toolkit panel.</p> |
|  | | ✓ | ✓ | <p><u>Complete a polygonal path (broken line)</u> Once you have finished drawing all the segments of a broken line, click on this tool to complete the drawing of the line.</p> |
|  | | ✓ | ✓ | <p><u>Horizontal reflect</u> Click on the object to reflect this object across a vertical axis.</p> |
|  | | ✓ | ✓ | <p><u>Vertical reflect</u> Click on the object to reflect this object across a horizontal axis.</p> |
|  | | ✓ | ✓ | <p><u>Clockwise quarter turn rotation</u> Click on the object to rotate.</p> |
|  | | ✓ | ✓ | <p><u>Anti-clockwise quarter turn rotation</u> Click on the object to rotate.</p> |
|  | | ✓ | ✓ | <p><u>Blur</u> Click on the object to blur. Click several times until the wished blur is reached. If you keep clicking on the object, the blur will be removed.</p> |
|  | | ✓ | ✓ | <p><u>Draw a shadow</u> Click on the object on which you want to add a shadow. If you click on an object which already has a shadow, this shadow will be removed.</p> |

| Outils | S | M | L | Description |
|---|---|---|---|--|
|  | | | ✓ | <u>Fill an object with a gradient</u> Click inside the object that you want to fill with a gradient. If you click on an object that is already filled with a gradient, this gradient will be removed. |
|  | | ✓ | ✓ | <u>Toggle between an empty contour, a filled contour and a filled shape without contour.</u> It is possible for all the shapes drawn with Effigydraw (ellipses, circles, rectangles, broken lines, drawn by hand, etc.) to fill or not the surface inside the contour of the shape and to display or not their contour. This tool allows to toggle between these three settings: empty contour, filled contour and filled inner surface without contour. Click on the object once or several times until you get the wished painting. |
|  | ✓ | ✓ | ✓ | <u>Rub out the drawing</u> Use this tool to rub out a drawing. A confirmation pop-up will be displayed. If the drawing was created from a predefined background, this background will not be rubbed out. |

Pasting cliparts

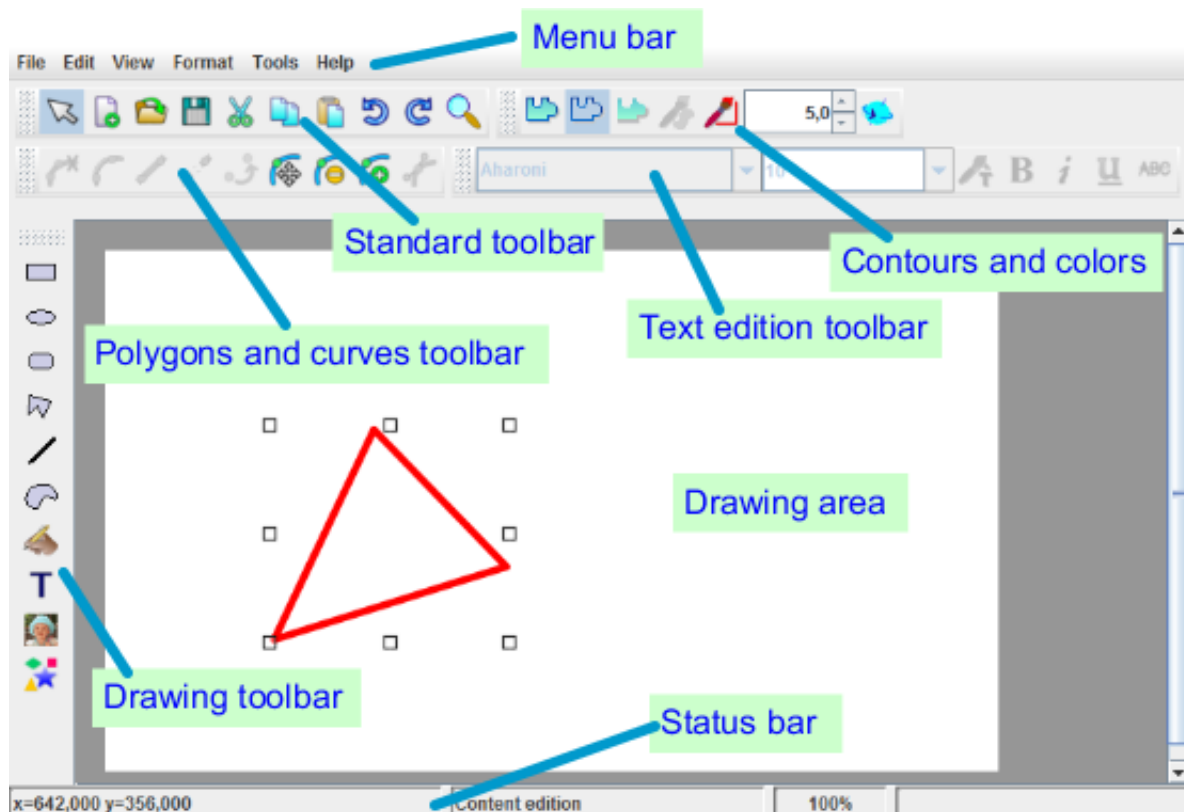
For pasting a clipart, click on the clipart that you want to paste. Once the clipart selected, click on the drawing area at the location where you want the clipart to be pasted.

If the clipart panel does not display all the clipart of the gallery, click on the  or  arrows for navigating within the gallery.

The advanced interface

The main window

The main window of the advanced interface of Effigydraw is divided into height main areas.




The *status bar* displays the current coordinates of the mouse pointer. When the mouse is over an object, the status bar displays as well the color and the opacity of the object under the mouse pointer.

```
x=205,000 y=178,000 r=0 g=255 b=255 a=100%
```


Creating shapes

Creating a rectangle or a square

For starting the drawing of a rectangle or of a square, click on the  icon of the *drawing toolbar*. Click at the location of one of the corners of the rectangle and while maintaining the mouse button pressed, drag the mouse until you get a rectangle with the expected dimensions. Then release the mouse button.

For drawing a square, keep the *Maj* key pressed while dragging the mouse.

Creating a circle or an ellipse

For starting the drawing of a circle or an ellipse, click on the  icon of the *drawing toolbar*. Click at the location from where will start the drawing of the ellipse and while maintaining the mouse button pressed, drag the mouse until you get the expected dimensions. Then release the mouse button.

For drawing a circle, keep the *Maj* key pressed while dragging the mouse.

Creating a rounded rectangle


For starting the drawing of a rounded rectangle, click on the  icon of the *drawing toolbar* then follow the same steps as for a rectangle.


Modifying the rounded corners

To modify the rounded corners of a rounded rectangle, select the rectangle then click on it with the right button of the mouse to display the contextual menu. Select « Edit rounded rectangle ». Click on the control point of the rounded corner and drag it with the mouse until you get the expected rounding.



Creating a polygon or a polygonal path (broken line)


For starting the drawing of a polygon or a polygonal path (broken line), click on the  icon of the *drawing toolbar*. Click successively at the location of each extremity of the segments.


Once the last segment drawn, complete the shape by clicking on the  icon in the *polygon and curves toolbar* or double-click when placing the last point.


You can close the broken line and obtain a polygon by drawing the last point at the same location as the first point.

Modifying a polygon or a polygonal path (broken line)

To modify a polygon or a polygonal path (broken line), first double-click on it to enter the edition mode.

To move a point, click on the  icon of the *polygon and curves toolbar* then click on the point and while maintaining the mouse button pressed, drag it to the expected location.

To suppress a point, click on the  icon of the *polygon and curves toolbar* then click on the point.

To add a point, click on the  icon of the *polygon and curves toolbar* then click on the contour at the location where you want to add the point. You can then move the added point.

You can exit the edition mode by clicking outside of the object.

It is also possible to access these function from the contextual menu of the object (by selecting the object and clicking on it with the right button of the mouse).

Creating a line


For starting the drawing of a line, click on the  icon of the *drawing toolbar*. Then draw the line by clicking successively at the location of its extremities.


Moving the extremities of a line



For moving the extremities of a line, first double click on the line to enter the edition mode. Click on the extremity to move and while maintaining the mouse button pressed, drag it to the expected location.

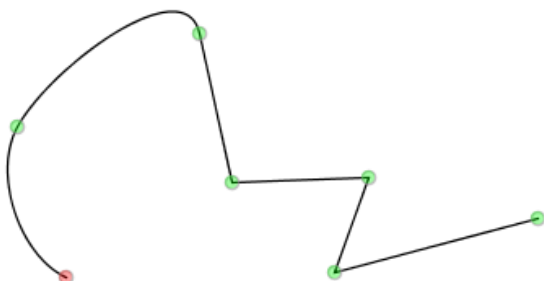
You can exit the edition mode by clicking outside of the object.



Creating a curve


For starting the drawing of a line, click on the  icon of the *drawing toolbar*. Then draw the curve by clicking successively at the location of the points through which the curve with go.

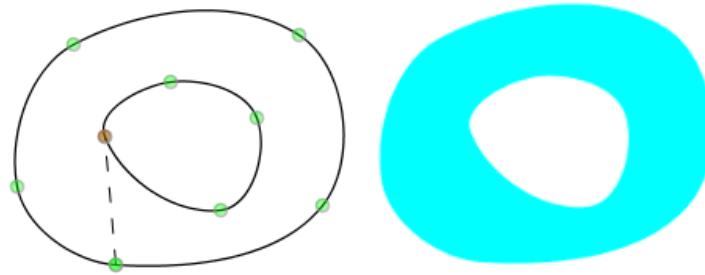
To complete the shape, click on the  icon in the *polygon and curves toolbar* or double-click when placing the last point.


By default, Effigydraw draws a curve between two points, but it is possible to draw a straight line between two points. While creating the shape, click on the  icon in the *polygon and curves toolbar* for a straight line and on the  icon for a curve.



Effigydraw also allows to draw composited curves. There are curves composed of several sub-curves and this can be used to create holes inside a shape. The example below shows two sub-curves. To stop a sub-curve and start a second one, click on the  icon then click at the location of the first point of the second curve. Before drawing a second point, click on the  icon in the


polygon and curves toolbar to continue with a line segment and on the  icon to continue with a curve.





During the creation of the curve, click on the  icon in the *polygon and curves toolbar* to close the curve by a straight line to the first point. In the case of sub-curves, it will close the current sub-curve by drawing a straight line to the first point of the sub-curve and will start another sub-curve from this point.

Editing a curve


For editing a curve, first double-click on the curve and enter the edition mode.

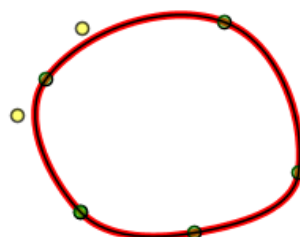
For moving a point, click on the  icon in the *polygon and curves toolbar* then click on the point to move and, while maintaining the mouse button pressed, drag it to the expected location.

For deleting a point, click on the  icon in the *polygon and curves toolbar* then click on the point to delete.

For adding a point, click on the  icon in the *polygon and curves toolbar* then click on the curve at the location where you want to add the point. You can then move the new point.

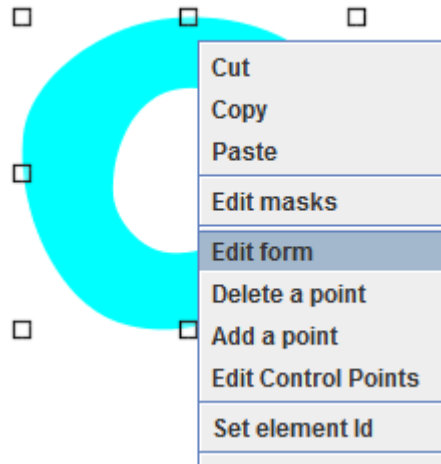
Effigydraw will smooth automatically the contour, but it is possible to modify the shape of each portion of the curve by editing the location of the control points of this portion of the curve.

For each portion of the curve, two control points define its shape. Click on the  icon in the *polygon and curves toolbar* then click on the point around which you want to edit the shape of the curve. The two control points around this point appear. Note that a straight line between two points does not have control points. Next click on one of the control points to move and, while maintaining the mouse button pressed, drag it until the curve shape is modified as expected.



You can exit this edition mode by clicking outside of the object.

It is also possible to access these function from the contextual menu of the object (by selecting the object and clicking on it with the right button of the mouse).



Creating a freehand curve


For starting the drawing of a freehand curve, click on the  icon of the *drawing* toolbar. Click at the location of the start of the curve.

While maintaining the mouse button pressed, draw the contour then release the mouse button once the contour completed. Effigydraw will smooth the contour automatically.

Editing a freehand curve

Follow the steps detailed in the section « Editing a curve ».

Creating and editing a line of text

For starting the drawing of a freehand curve, click on the  icon of the *drawing* toolbar, then type your text.

At any moment, you can change the font, the color, change to bold, italic, underline or strikethrough from the *text edition toolbar*. You can also change the size of the font. It will be applied to the whole line of text.




You can exit the creation or edition of text by clicking outside of the text area.

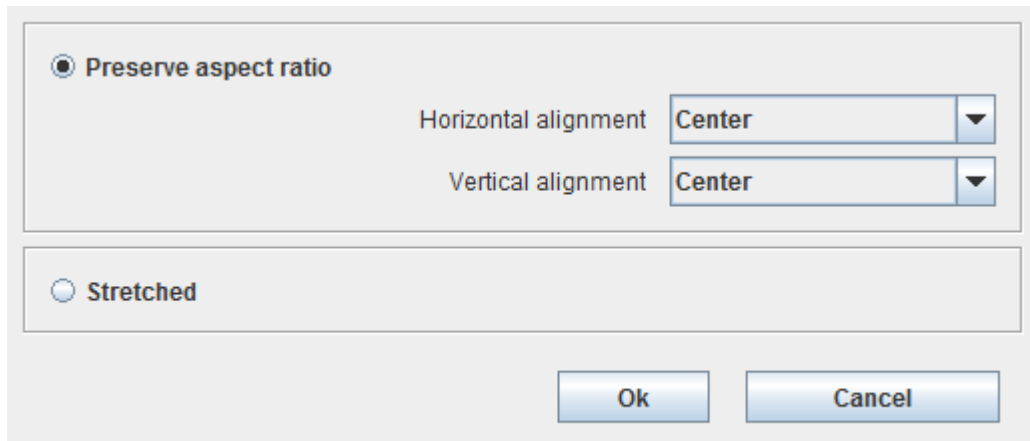
For editing a line of text, double-click on the text or launch the function « Edit text » from the contextual menu of the object (by selecting the object and clicking on it with the right button of the

mouse). Select the part of text to edit from the mouse or with the keyboard arrows while maintaining the *Maj* key pressed, then use the functions of the *text edition toolbar*.


Inserting an image

For inserting an image, click on the  icon of the *drawing toolbar*. Effigydraw will then ask you to select the image you want to insert. Once the image selected, draw on the working area a rectangular area inside which the image will be inserted.

If you want to stretch the image so it completely fills the rectangular area, select the image then call the function *Format > Image properties* of the menu bar. This function is also available from the contextual menu (displayed if you click on the image with the right button of the mouse). Select « *Stretched* » if you want that it fills completely the rectangular area. Otherwise, choose « *Preserve aspect ratio* » and select how the image will be aligned in the rectangular area.



Inserting a clipart

For inserting an image, click on the  icon of the *drawing toolbar*. Effigydraw will then open a lateral panel on the right where is displayed the clipart gallery. Click on the clipart you want to insert. Once the clipart selected, draw on the working area a rectangular area inside which the clipart will be inserted.

Selecting an moving objects

For selecting an object, click on it. For selecting several objects, click successively on each object while maintaining the *Ctrl* key pressed. You can also select them by drawing a rectangle around the objects to select while maintaining the button of the mouse pressed.




For moving an object, select it and, while maintaining the button of the mouse pressed, drag it to the expected position, then release the mouse button. If you maintain the *Maj* key pressed while dragging the object, the move will be limited to an horizontal or vertical move.


Modifying the size of the objects


Select the object you want to enlarge or scale down. Grab one of the eight selection handles and drag it while you obtain the expected size. The handles in the corner allow to modify simultaneously both the width and the height of the object. If you keep the *Maj* key pressed while dragging the handle, the dimension ratio will be kept.

Editing the colors of the contours and the filling of the objects

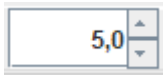
For displaying or not the contour of an object and to fill or not an object, use the following functions of the *contours and colors toolbar*:

- Click on the  icon to display the contour without the filling
- Click on the  icon to display the filling without the contour
- Click on the  icon to display the contour and the filling


For editing the filling color of an object, select it then click on the  icon of the *contours and colors toolbar* and select the new color in the dialog window.

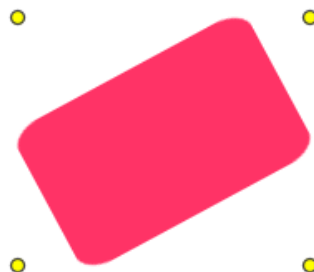
For editing the color of the contour of an object, select it then click on the  icon of the *contours and colors toolbar* and select the new color in the dialog window.

For editing the thickness of the contour, select the object then set the thickness from the spinner of the *contours and colors toolbar*.



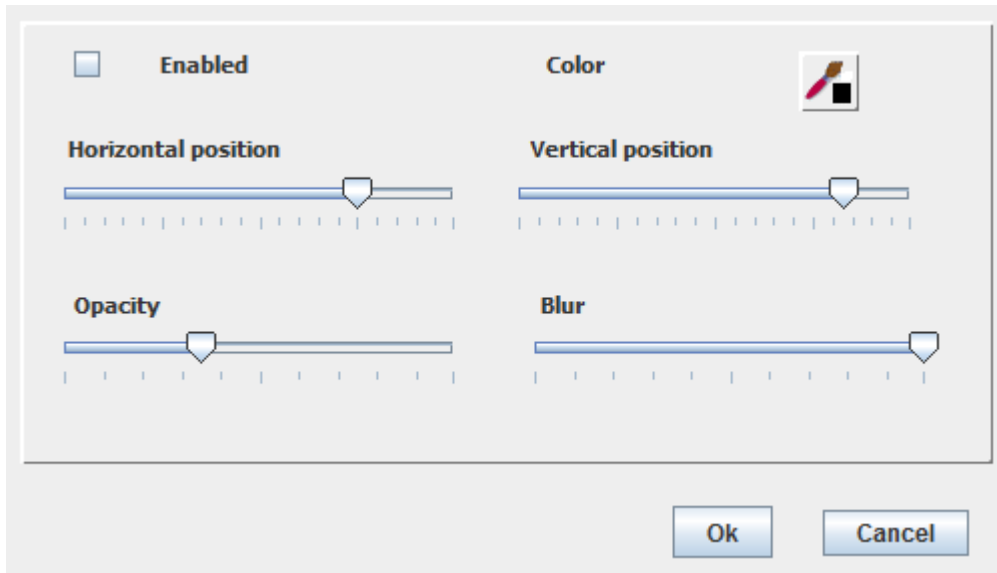
Rotating an object

Select the object you want to rotate, then click on the  icon of the *contours and colors toolbar*. Grab one of the four round rotation handles and rotate the object to the expected location.



Add or edit a drop shadow

For adding a drop shadow or editing an existing one, select one or several objects and call the function « Drop shadow » of the *Format* menu. A dialog window will open and allow you to set the location of the shadow, its color, its opacity and the strength of the blur.



Creating color gradients

Color gradients are smooth color or opacity transitions. Effigydraw is proposing two types of color gradients, axial or linear gradients and radial gradients.

Axial or linear color gradient



Radial color gradient



This also allows to create a series of color gradients within the same object. For example, the following object has two color gradients with three colors:




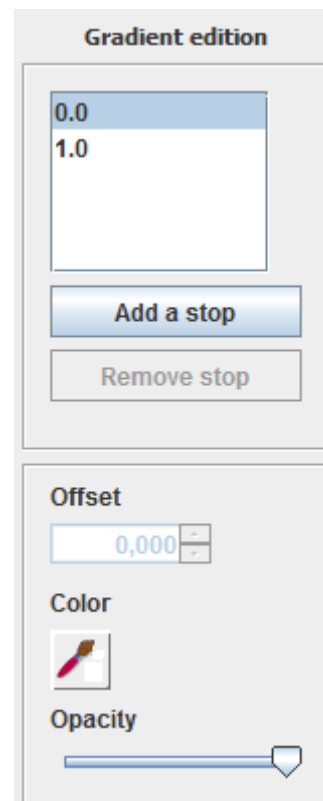
For creating a color gradient, select an object and call one of the functions of the sub-menu *Gradient* of the *Format* menu. It is also possible to access these function from the contextual menu of the object (by selecting the object and clicking on it with the right button of the mouse).

- The functions « Linear Gradient » and « Radial Gradient » allow creating a linear (axial) or radial gradient and open the *gradient edition lateral panel*.
- The function « No gradient » removes the color gradient of the selected object.
- The function « Edit the gradient » opens the *gradient edition lateral panel* and open the editing mode.

In the gradient edition mode, Effigydraw displays two handles as well as a the *gradient edition lateral panel*. The yellow handle shows where the gradient starts and the pink handle shows where it ends. Drag the handles to modify the location and the size of the gradient within the object.

For modifying the color and the opacity at the location where starts the gradient, select « 0.0 » in

the list then modify the color by clicking on the  icon and the opacity by using the slider. For modifying the color and the opacity at the location where ends the gradient, select « 1.0 » in the list then modify the color or the opacity the same way as above.



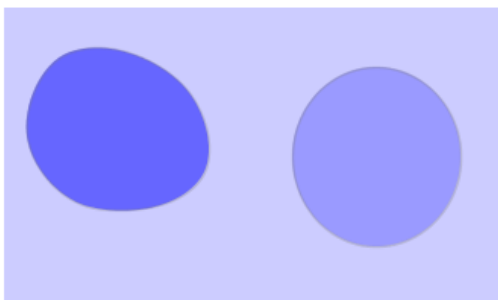
If you want to create a series of gradients, create additional gradient stops by clicking on the button « Add a stop ». Select the new stop in the list, then set its color and its opacity. For example, here is a double gradient where the stop between the first gradient and the second one is located at 30% of the distance between the yellow start handle and the pink end handle.



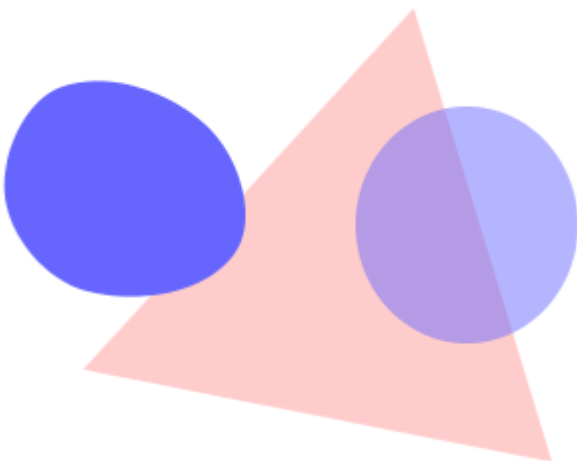
Creating and editing masks

Masks are used for displaying an object based on the value of the opacity of the mask. If the mask is opaque, the object will be displayed. If it is transparent, the object will not be displayed. If it is semi-opaque, the object will be displayed with the same opacity.

For example, we have drawn two masks over a rectangular shape. The mask on the left side is fully opaque. The mask on the right side is semi-opaque.




If this object is placed over another object (a triangle in the example below), the left mask will hide the triangle below, while the right mask will leave the triangle appear.



For creating or editing masks, select an object then call the function « Edit masks » of the *Tools* menu. This function is also available from the contextual menu (displayed if you click on the object with the right button of the mouse).

Effigydraw enters the mask edition mode. You can here create shapes that will be used as masks and change their opacity, etc.

Note that by default, the objects have a fully opaque mask of rectangular shape that covers the full surface of the object. You will need to modify this default mask either by resizing it and move it or by deleting it before creating other masks.

For exiting the mask edition mode, click on the  icon.

Menus

The *File* menu

| Functions | Description |
|-----------------------|--|
| New | Close the current drawing and start a new drawing |
| Open | Close the current drawing and start an existing drawing |
| Save | Save the current drawing. Effigydraw will ask for the name of the drawing and for the folder where it should be saved in case they have not been yet defined. |
| Save as | Save the current drawing under a new name. Effigydraw will ask for the name of the drawing and for the folder where it should be saved. |
| Save as archive | Creates an archive containing a background and cliparts made from the current drawing. For full details, please refer to the <i>Creative guide for cliparts and backgrounds</i> . |
| Save group as clipart | When grouped objects are selected, this function allows to save this group as a clipart that can be inserted later in the clipart gallery. For full details, please refer to the <i>Creative guide for cliparts and backgrounds</i> . |
| Document size | Sets the dimensions of the current drawing. |
| Document information | Defines the title and the description attributes of the current drawing. This function can also be used when the drawing is saved as a clipart or as a background for defining additional attributes. For full details, please refer to the <i>Creative guide for cliparts and backgrounds</i> . |
| Export to a PNG image | This function saves the current drawing as an image in the PNG format. Effigydraw will first ask for the name of the drawing and for the folder where it should be saved. In a second step it will ask for a zoom value. A value of 100% will keep for the image the dimensions of the current drawing as defined through the function « Document size » of the <i>File</i> menu. A lower value will reduce the size of the image and a larger value will increase it. |
| Exit | Leaves the Effigydraw application. |

The *Edit* menu

This menu provides access to the *Copy*, *Cut*, *Paste*, *Delete*, *Select all*, *Undo* and *Redo* functions. Several of these functions are also accessible from the *Standard toolbar* or from the contextual menu of the selected objects (displayed if you click on the object with the right button of the mouse).

The *View* menu

Provides access to the *Zoom* function (also available from the *Standard toolbar*).

The *Format* menu

| Functions | Description |
|--------------------|---|
| Background color | Defines the color of the background of the drawing. |
| Background opacity | Defines the opacity (transparency) of the background of the drawing. When the background is fully transparent, the color attribute has no effect. |
| Set Element Id | Personalize the name of an object in the SVG file. |

| | |
|-----------------------------------|---|
| Edit group properties | When several objects have been grouped, this functions allows to define the title and the description of the group in the SVG file. This function can also be used if you want to save the group as a clipart for defining additional attributes of the clipart. For full details, please refer to the <i>Creative guide for cliparts and backgrounds</i> . |
| Image properties | For full details, refer to section <i>Inserting an image</i> . |
| Opacity | Modifies the opacity (transparency) of an object. |
| Gradient | For full details, refer to section <i>Creating color gradients</i> . |
| Drop shadow | For full details, refer to section <i>Add or edit a drop shadow</i> . |
| Blur | Adjust the strength of the blur for the selected objects. |
| Modify colors of selected objects | This function allows to change the colors of the contours and of the filling of the selected objects. |
| Change one color | This function allows to change a color for all the selected objects which have a contour or a filling of this color. Select the objects, select the new color then click on the drawing at the location of the color that should be replaced inside one of the selected objects. |

The *Tools* menu

| Functions | Description |
|-------------------------------|--|
| Order | The sub-functions of <i>Order</i> allow to send an object one step toward the back, to bring an object one step closer to the front, to bring an object to the front and to send an object to the back. |
| Horizontal flip | Reflect the selected object across a vertical axis. |
| Vertical flip | Reflect the selected object across a horizontal axis. |
| Group / Ungroup | For grouping several objects, select them and use the function « Group » in the <i>Tools</i> menu or the contextual menu of the objects (displayed if you click on the objects with the right button of the mouse). Use the « Ungroup » function to separate some previously grouped objects. |
| Edit masks | For full details, refer to section <i>Creating and editing masks</i> . |
| Create an archive of cliparts | This functions allows to create an archive containing one or several backgrounds and cliparts from drawing (SVG files) stored in local folders. For full details, please refer to the <i>Creative guide for cliparts and backgrounds</i> . |

The *Help* menu

Provides access to the Effigydraw documentation, to the release number and to the product license information.

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