

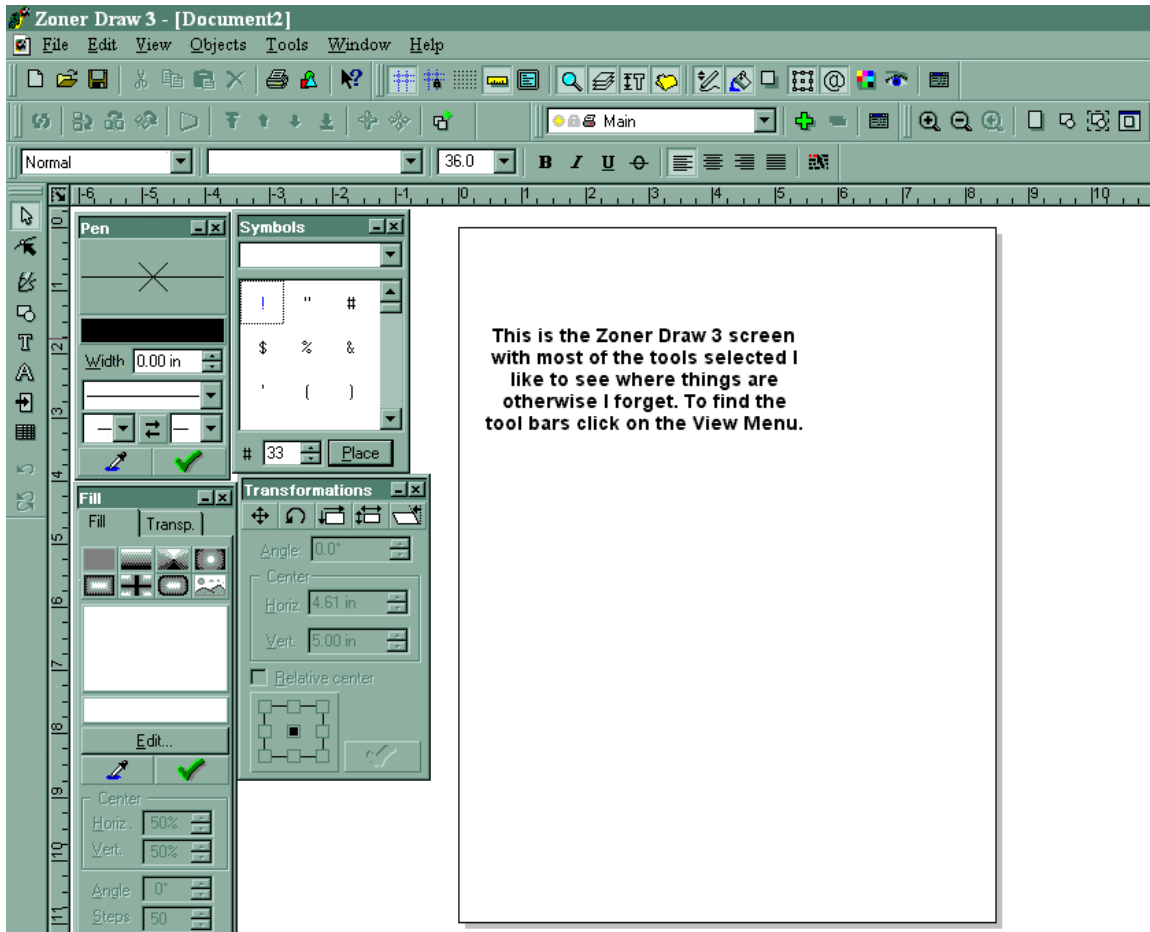
QUICK AND EASY SHAPES USING ZONER DRAW

Lesson by Vanessa Page

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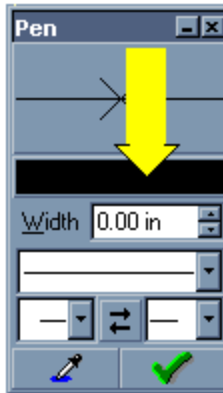
In this lesson I'll show you how to make some Quick and Easy Basic shapes using Zoner Draw. You can use either Version 3 or 4. **Note:** You have more shape options in Version 4.

1. Open Zoner with a new white workspace not transparent.

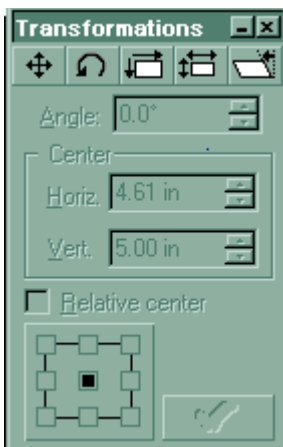


I am using Zoner Draw 3 so that if you don't have Zoner Draw you can use the Free Version 3 for this lesson and try it out.

The Pen window should look like this. If it doesn't look like my menu, just change things. Make sure the outline is black.

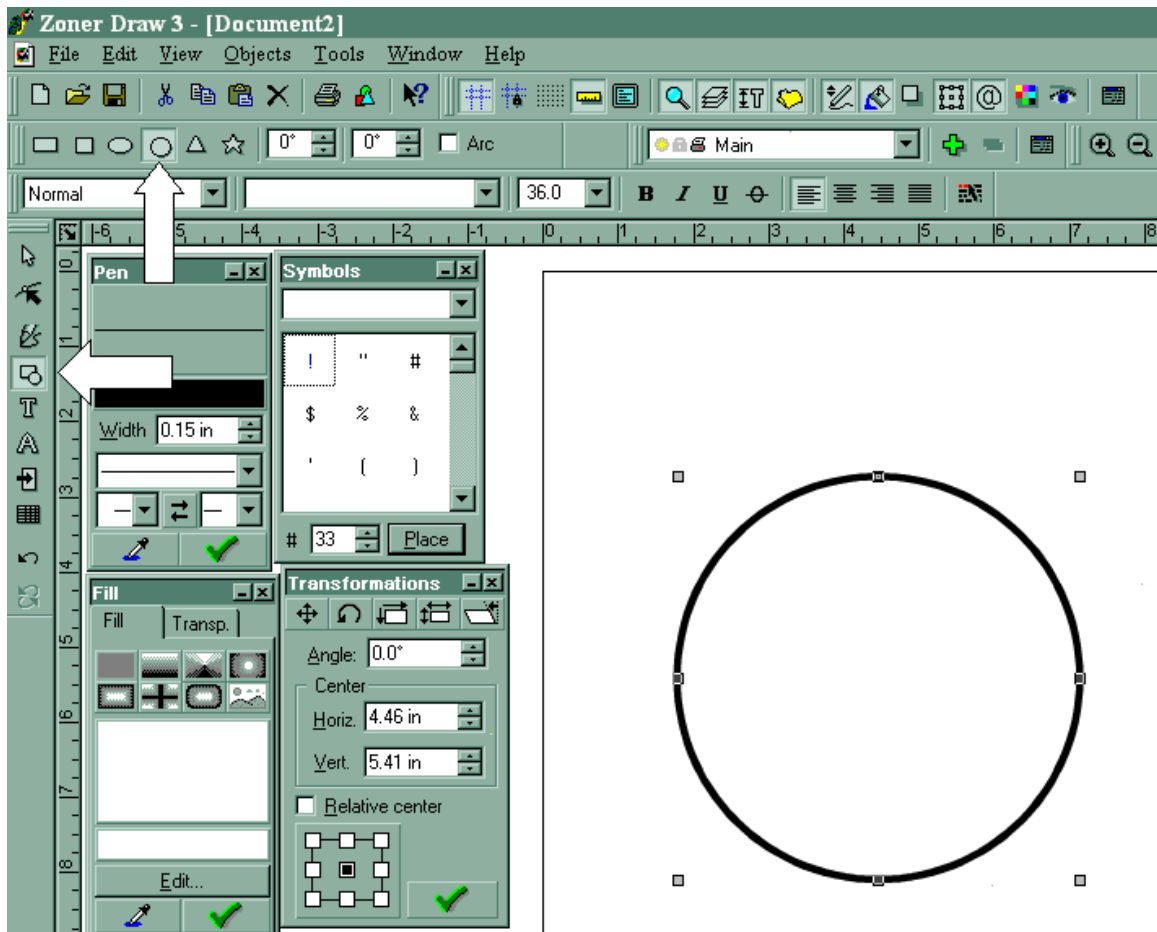


The Fill Window with the first button on the picture menu selected. Fill colour is white.



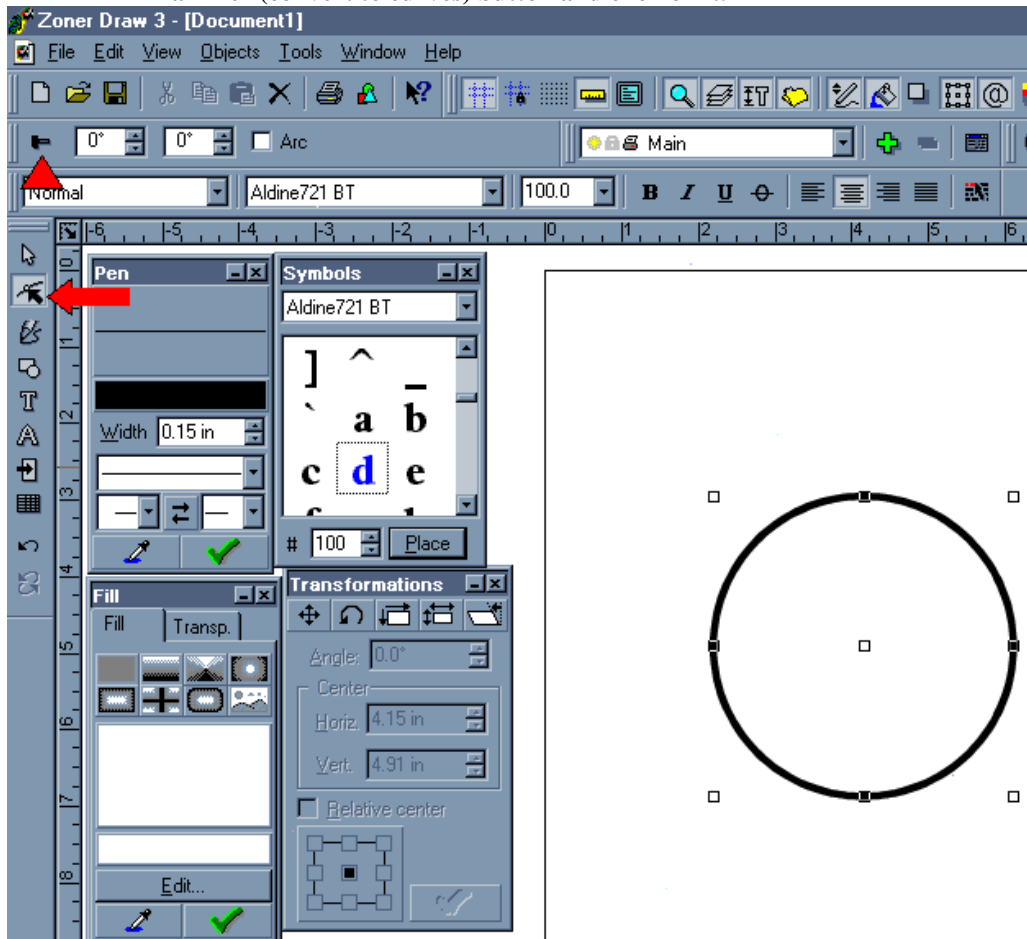
Lastly we have the transformation window and I have the rotating window selected from this menu.

2. Select the following buttons – The shape button – The circle button.

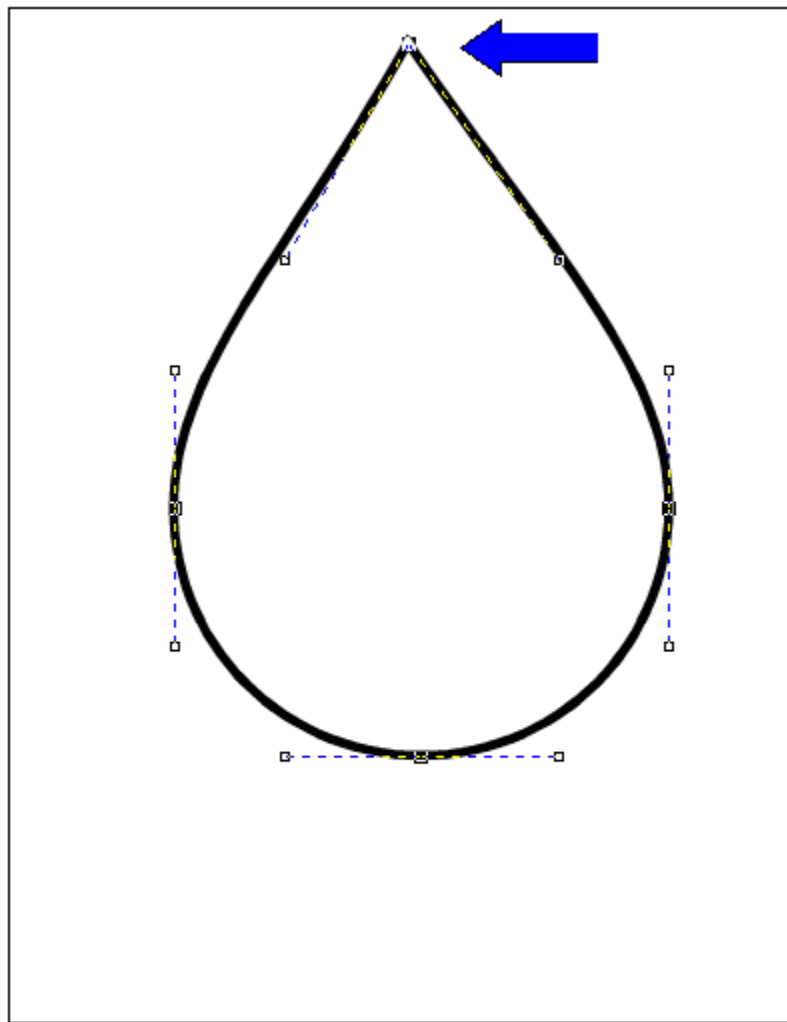
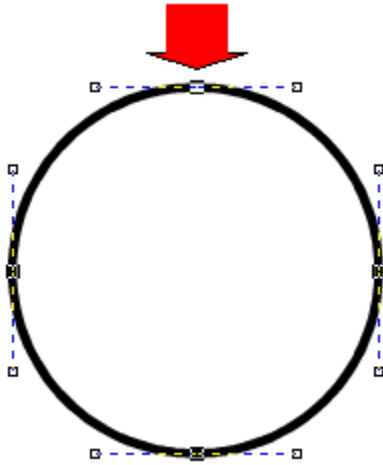


A circle will appear as your cursor. Draw a circle onto the workspace. **Double check to make sure the Pen width is 0.00in. The thicker the Outline the more space you will have between the design parts. When you use 0.00in then the gap is not noticeable.**

3. Now select the point edit mode button, you will see changes on the top menu. Select the Hammer (convert to curves) button and click on it.

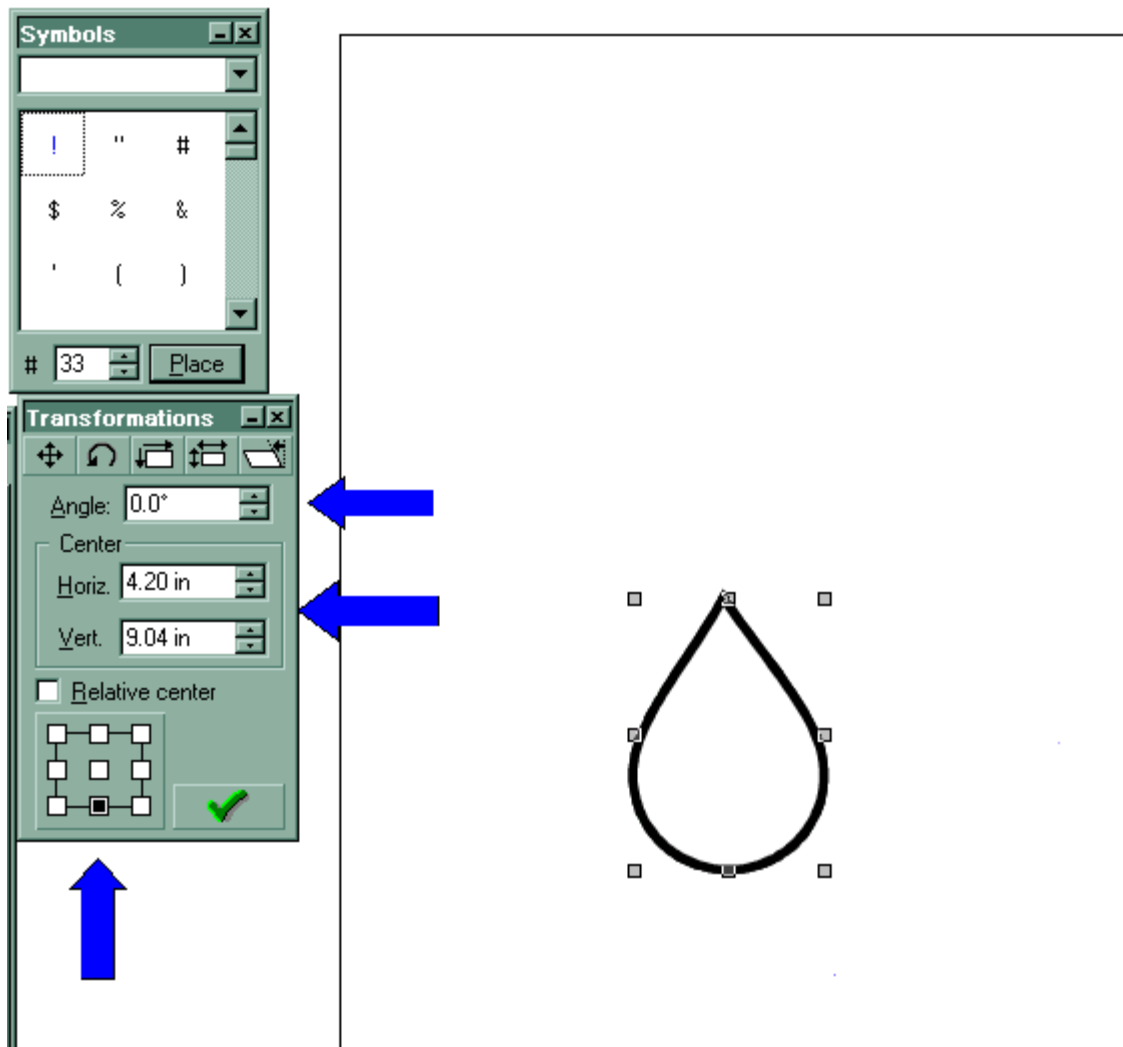


4. Whilst holding down the Shift Key drag the top middle node upwards. You have now created a teardrop shape.

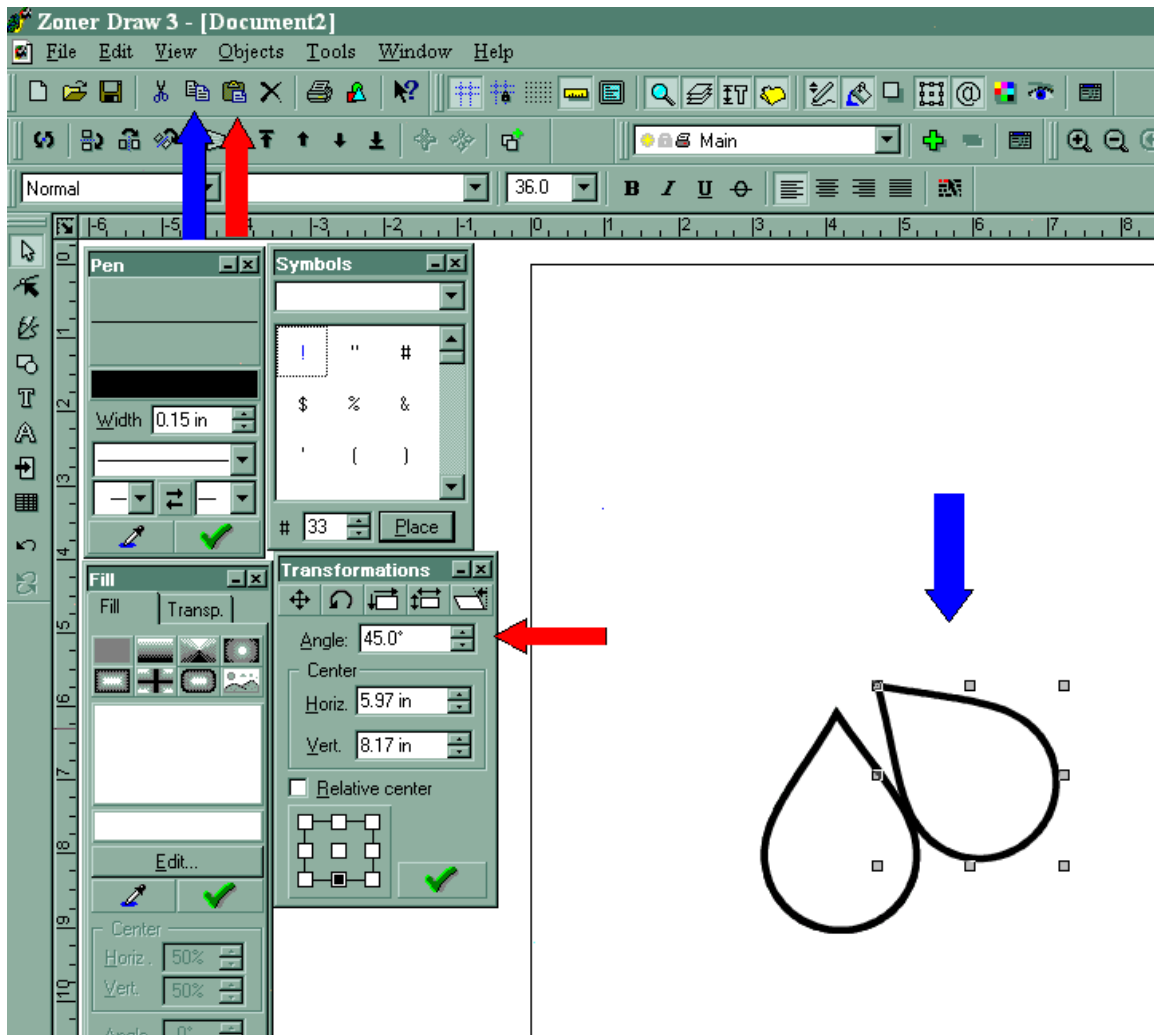


5. Go back to your select button and select the teardrop. Handles will appear around the teardrop. Now using the corner handle, decrease the size of the teardrop. Move the teardrop down to the position I have it on the workspace. If you watch the Transformation Menu you can see the values changing as you move the teardrop. I have

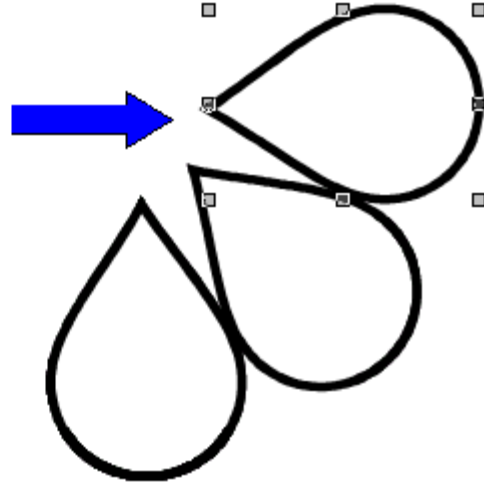
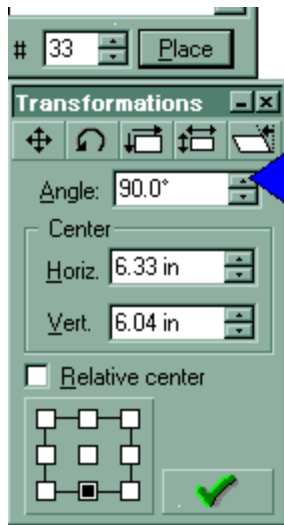
3 arrows on my image, the first one is showing the angle of the teardrop, the second shows you the position and the 3rd shows you where it is positioned.



6. Using the angle menu and by copying and duplicating we can position the teardrops where we need them.
7. Click on the Copy and then Paste buttons on the top menu. Another teardrop will be directly on top of the 1st teardrop. Now change the angle of the teardrop we just made to 45deg. Click on the green check (tick) button. The teardrop will rotate, now move the teardrop to the side and up a bit.

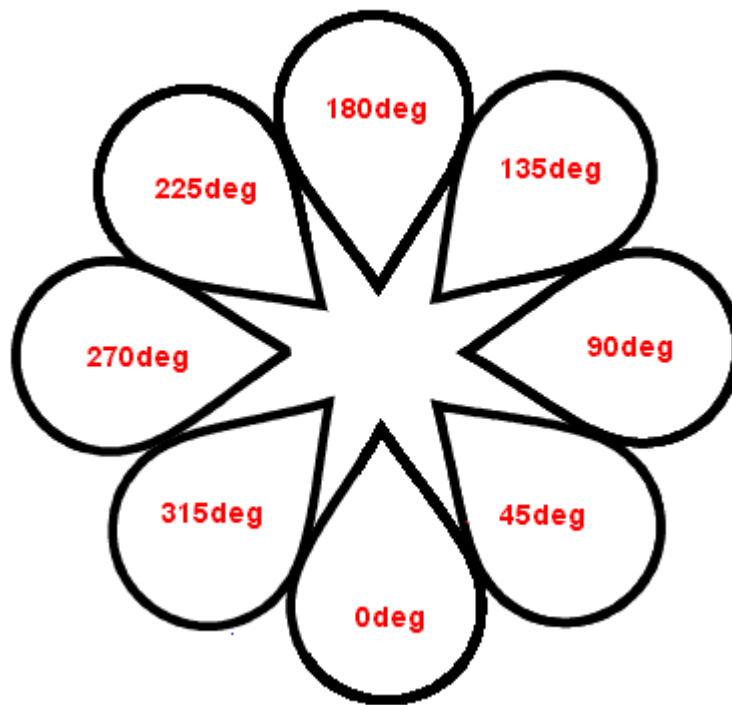


8. Copy and Paste the second teardrop and add 45deg to give you 90deg and move the 3rd teardrop up and to the side slightly.

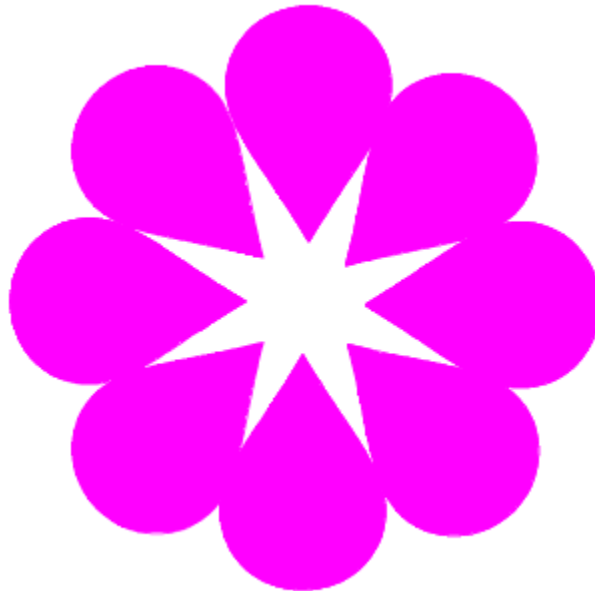


9. Repeat these moves and add 45deg as you copy and paste the other teardrops. You have now got a complete circle. You may want to adjust them slightly. Just click on them to select and put your mouse cursor in the centre of what you want to move. A square will appear with the shape of the teardrop in the centre to help you with the positioning.

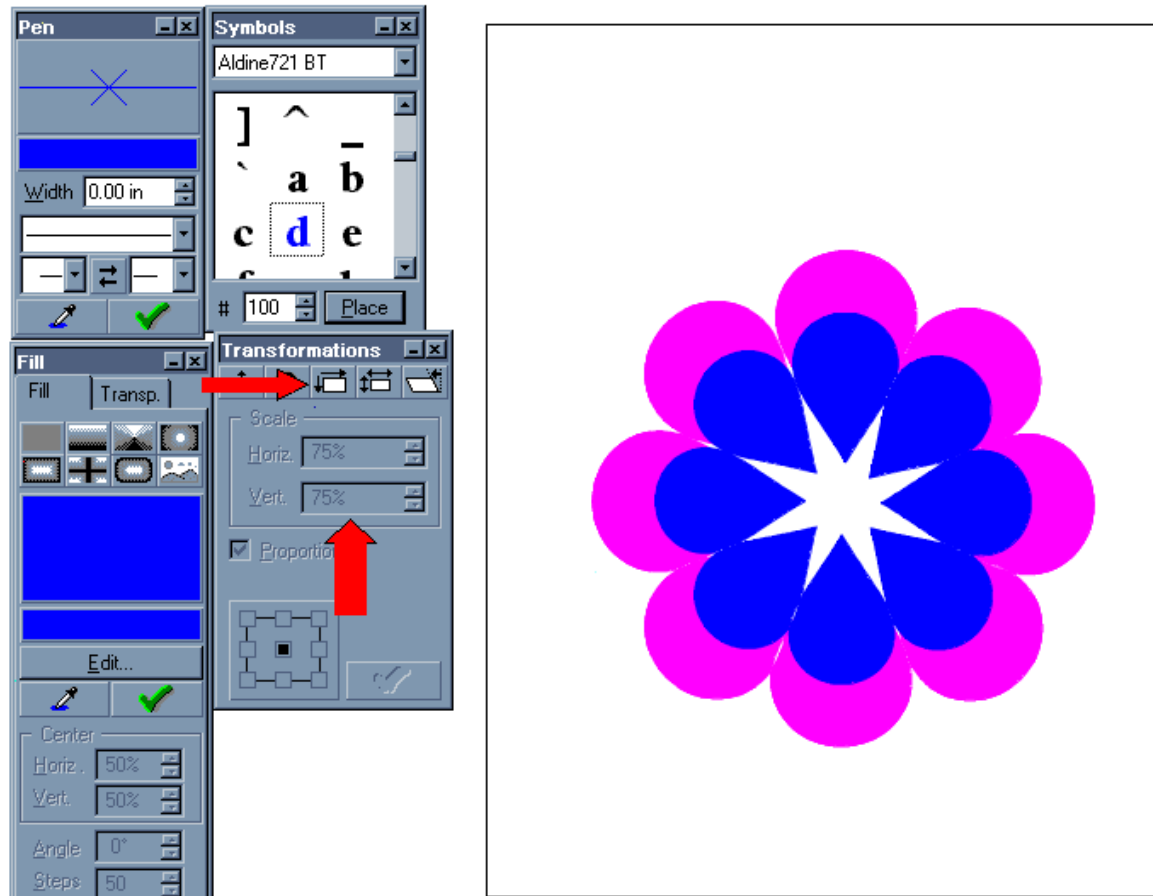
Positions are 0deg, 45deg, 90deg, 135deg, 180deg, 225deg, 270deg, 315deg.



- 10. Select all the teardrops by clicking Control + A now change the outline and the fill to the same colour and then click Control + K to combine them.**

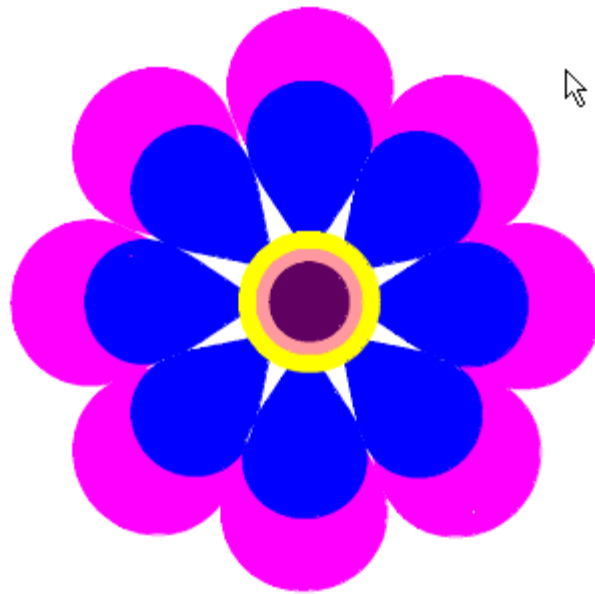


- 11. Once they are all selected and combined you can export them as a .bmp. You can also resize them by dragging the bounding boxes (squares around the image). To reposition the teardrops make sure your cursors is on one of the lines of the teardrops.**
- 12. To copy and paste another design and reduce the size of it, use the Transformation menu. Make sure proportional is selected. Change the size down to 75% after you have copied and pasted the new image.**



Make sure you export the image as a .wmf (Windows Metafile) Also make sure you uncombine the design or you will get lines in it that you don't want.

The image below is the completed teardrop image and I added 3 resized circles for the centre.

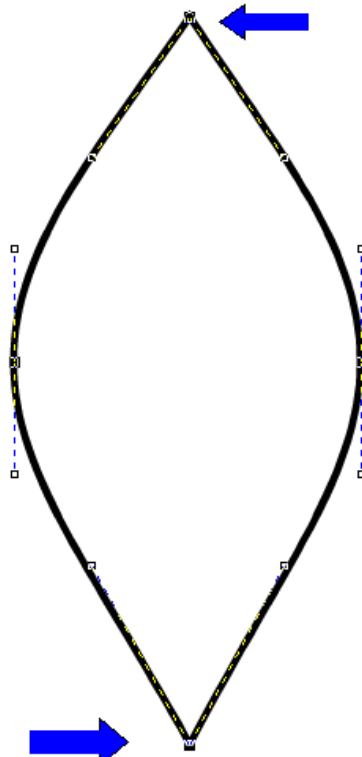


You have lots of ways to vary the teardrops using the same techniques.

If you want to centre your original circle hold down the Shift key when you draw the circle and it will draw from the centre out.

LENS SHAPE

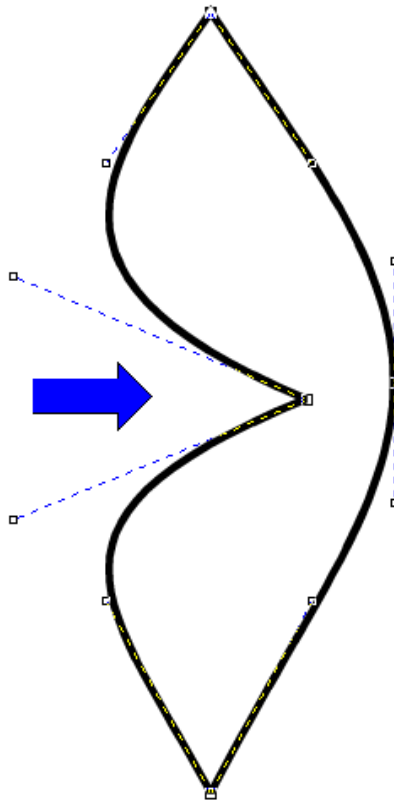
If you want to make a lens shape draw a circle from the centre. Hit it with the hammer and this time grab the top centre node and pull it upwards. Now select the bottom centre node and pull it



downwards.

LIP SHAPE

Pull in the left hand middle node whilst holding down the Shift Key.



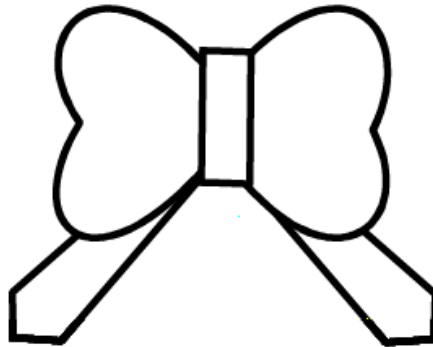
BOW

1. Start with the lens shape, rotate it 90 deg, pull the 2 outside points into the centre whilst holding down the Shift Key. (Blue Arrow)
2. Pull the centre points into the centre slightly. (Red Arrow)
3. Make a rectangle shape for the bow centre.
4. Make a tie shape with the rectangle as your starting point. Rotate the rectangle 45deg. Duplicate and flip it.

(Flip arrow shows the different ways to flip the design. The Move Arrow shows the buttons for moving your image to the back or to the front and positions in between.)



5. Move the Ties to the back behind the bow, using the Move tool buttons.



ADDING NODES TO HELP CHANGE IMAGE SHAPE.

1. Draw your image.
2. Select the Edit Mode Button.
3. Menu opens at top of screen with the buttons for adding nodes and advancing through the nodes.
4. Advance through the nodes until you get to the first one you want. (It will turn white.)
5. Insert the new node.

The screenshot shows the Zoner Draw 3 software interface. The top menu bar includes File, Edit, View, Objects, Tools, Window, and Help. Below the menu bar is a toolbar with various icons. A pink arrow points to the 'Add Node' button in the toolbar. A blue arrow points to the 'Advance' buttons in the toolbar. The left sidebar contains the 'Pen' and 'Transformations' panels. The 'Pen' panel shows the 'Width' set to 0.15 in. The 'Transformations' panel shows the 'Angle' set to 0.0° and the 'Center' coordinates. The 'Fill' panel shows the 'Fill' set to 'Transp.'. The main canvas displays a triangle with three nodes. A red arrow points to the 'Added Node' on the left side. A green arrow points to the 'First Node' on the right side. A blue arrow points to the 'Second Node' at the bottom vertex.

Pink Arrow shows you the button to use when you want to add nodes to your image.

Blue Arrow shows you the buttons to use when you want to advance through the nodes.

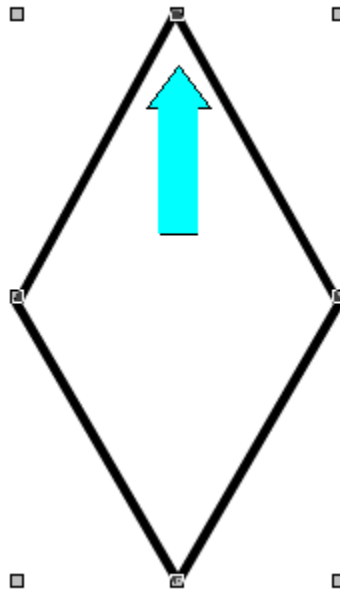
The **Red Arrow** is pointing to the white node that was added to the line between 2 nodes. The node turns white when it is selected. Always choose the first node on the image you want to add other nodes between.

DIAMOND SHAPE

Draw a triangle image. Make sure you have 3 in the menu to tell Zoner how many corners you want.

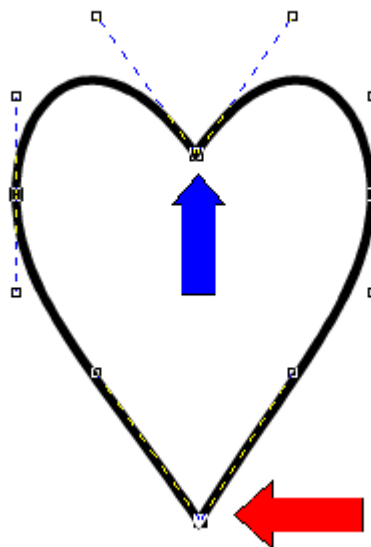


Add a node between the top to nodes. Drag the node upwards whilst holding down the Shift Key.



HEART SHAPE

Start with a circle, hit it with the Hammer. Select the top centre node and holding down the Shift Key drag the node down. Again using the Shift Key drag the bottom node down. You have create a heart.



SIMPLE IMAGE – Made very quick and not really lined up properly.

Make your heart.

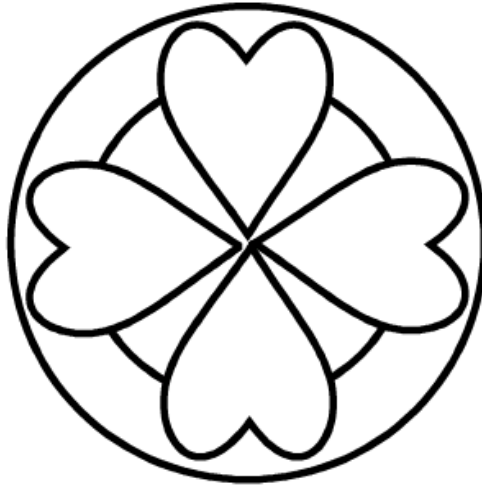
Copy, Paste and Rotate 90deg each time to give you 4 hearts.

Draw a circle and make it go around the hearts.

Copy, Paste and resize another circle.

Move the circles to the back as you want them.

Export as a .bmp



These are all basic shapes and are very easy to do. Play with them and see what shapes you can come Up with.

I placed a letter in the centre of my design. To stop the hearts showing through I drew an oval and placed it behind the hole in the centre of the 'A'

