



XARAXONE.COM TUTORIAL TRANSCRIPT

May 2012 Tutorial transcript

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This transcript is not verbatim, but it's what Gary used during the filming of the tutorial.

Hi, I'm Gary Bouton and welcome to another Xara TV tutorial at XaraXone.com. This month, I want you to look down at your shirt or your pajama top, and tell me what you see. Besides the mustard stain. A *pattern*, that goes from top to bottom, left to right without any seam. And guess what I'm going to teach you this month: how to create a new pajama top. I'm kidding; this month I'll show you the steps to create a seamless tiling pattern using Xara Designer.

You're probably familiar with Xara's Fill Gallery and how you can drop an image on a shape to fill it, but unless the image seamlessly tiles, you're out of luck. This image here might *look* as though it tiles—the original doesn't need to be on the page after you've imported it. This fill looks pretty good at 100% scaling, however, if you shrink and rotate the fill, you'll see that this bitmap doesn't line up at its edges.

On the other hand, when you build a pattern carefully, and this one took a while, this pattern has no seams you can see when it repeats. As you can see here, there is no tiling when I scale and rotate it...

Seamless patterns...*tiles*...are useful in any number of design situations, and I'm going to show you how to build your own. The first thing in Xara you might want to do is to get Options on the toolbar, the wrench icon. Why? Because you'll use the nudge feature and nudge distance all the time when you create a seamless tile. Choose Window>Control

Bars, scroll down and check button palette, and then hold Alt and drag the icon to the toolbar. Click Options now, and on the General tab, there's Nudge Size. Just because it's a digital magic number, type 512 pixels in the box and close. Now, create a rectangle, and while it's selected, on the Infobar type 512 in height press Tab, type 512 press tab, and this is the base layer for the seamless tile. The nudge value is the same as the square's dimensions, and that's the real trick in this tutorial.

This tutorial has a pizza toppings menu that has a wide border that needs a texture, a pattern of something pizza-ish. So element #1 will be a pepperoni slice, round on the bottom, pointy in the top...with the Ellipse tool, create a circle. Now, make it editable, not edible—choose Arrange, Convert to editable shapes, the shortcut is Ctrl+Shift+S. Then choose the Shape tool, marquee select the top, left and right control points and then click the Make Line button on the Infobar.

Choose the Fill tool, choose Fractal Clouds from the drop-down list and then choose a brick red while clicking the central control point and then a different shade while one of the outer control handles is clicked. This is beginning to look like a pepperoni slice, what it needs now is a greasy reflection...so let's put a glossy shape over it by picking the Freehand and Brush tool, drawing an irregular shape here, fill it with white, and then with the Transparency tool, you drag top left to bottom right to create falloff. Then feather the object a little, and now this is a fairly stylized but representational drawing of a pepperoni slice.

Now, wherever this drawing appears on the background tile, if it goes off one edge, it has to reappear on the opposite side. I'm going to enhance this group of shapes (Ctrl+G to group stuff) with the Shadow tool...alright, you select the grouped object, press Ctrl+K to duplicate it in place, and then hit your right arrow key; this nudges the duplicate exactly the width of the tile to the opposite side. I'll explain how to trim the excess at the end of this tutorial.

This pizza graphic needs an anchovy; in the Pro version of Xara version 8 you have a Shape Builder tool I'm showing here to make an instant salty fish slice, but you can build the anchovy with any drawing tool. If you use the Bevel tool now, and pick Rounded and move the control handles to the center, and adjust the lighting angle, this looks like a dimensional anchovy or an immature worm. Okay, if an element sits inside the background without touching an edge, it doesn't have to be duplicated at all.

So is the fate of this anchovy. I'll add a shadow, rotate it a little so all the elements aren't parallel to one another... It's time to create an olive slice...with the Ellipse tool I create a large and a smaller circle on top, it's slightly off-center *within* the large guy, then I'll use Arrange>Combine Shapes>Subtract Shapes, and that's a pretty decent-looking olive slice. I'm going to put this in the lower right corner of the tile, and because it overlaps both the bottom and the right, it has to be duplicated top right, top left, and bottom left.

So I press Ctrl K , the up arrow to nudge, Ctrl K then the left arrow key, and then nudge down. So this olive slice is going to appear at the edge of both the height and width in the final tile.

Finally, I'm using the Shape Builder tool to quickly paint the shape of a mushroom. I paused recording here and chosen a Circular gradient fill, white at center, light gray on the outside. And Xara version 8 retains the last used fill, so it appears this shape is intuitively filling my mushroom. Um, it's not!

Now I think the mushroom would look better as an extruded shape; I use the Extrude tool and rotate the shape a little...the side is not the right color, so in the Color Editor I choose Local Line Color and then eyedropper the right color from the face of the mushroom. And a little drop-shadow wouldn't hurt the mushroom...I'll rotate it for the sake of asymmetry, and then I'll put it up top, which means yep, it needs to reappear at the bottom , reposition it and some of the other shapes for their final positions within the tile, and once I'm deliriously happy with the position of the mushroom, Ctrl K to copy and down arrow key to nudge it down.

Once you think you have all the elements the way you want them, is you select everything, and then press Q to create a clipview from the bottom background. It's very important that the dimensions on the Infobar are 512 by 512 pixels. It can't say, for example 512. 7 pixels because then when you make a bitmap, the edges with be anti-aliased against the white background, deal is blown. Only whole number pixel dimensions for a seamless tile!

I've duplicated and moved this clipview tile, and although it looks as though there's a groove here, there will not be when you make a bitmap copy and tile it. The visible edge is just the way Xara draws things to screen. What you want to do with your final clipview tile is press Ctrl+Shift +C to make the bitmap copy, create a TrueColor version but without an alpha in this example, see here that it's 512 by 512 pixels, and this is a bitmap copy, this is our seamless tile for the Pizza Piazza tutorial file you should open now...you can see that the border here is a little plain (no toppings)...so to remedy this you go back and copy the bitmap tile, paste it into this document, and select the border...choose the fill tool, choose Bitmap Fill from the Infobar drop-down, the bitmap is in the gallery now...I click to apply it to the selected border, and I'm shrinking it but oops, I need to specify Repeat Tile here...and now you can scale and rotate this pattern and it sure looks seamless to *me*. Let me zoom in here so you can see the toppings in all their repeating glory. And if you ate these, they'd probably repeat. This is a pretty handsome border and I'm sure you can do better than me...and now that you know the steps, you can create any type of tile, any shape, any theme.

As a bonus, let me show you a bitmap pattern that doesn't tile, but there's a Xara feature that can *force* it to tile. Let's consider the bitmap on the page as the full size of the

graphic you want to repeat...You choose the tile with the Fill tool, and up on the Infobar you choose Repeat Inverted, you get a kaleidoscope effect, and the edges mirror. You can scale and rotate the interior of the shape, and it will never show a seam.

So happy repetition to you, until next time at...

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