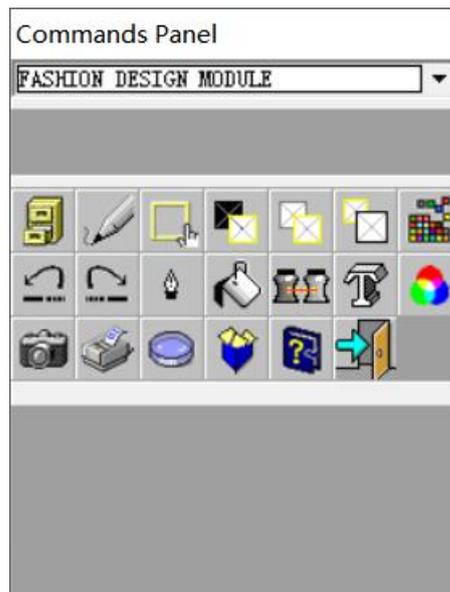


Chapter 4 Fashion Design Module

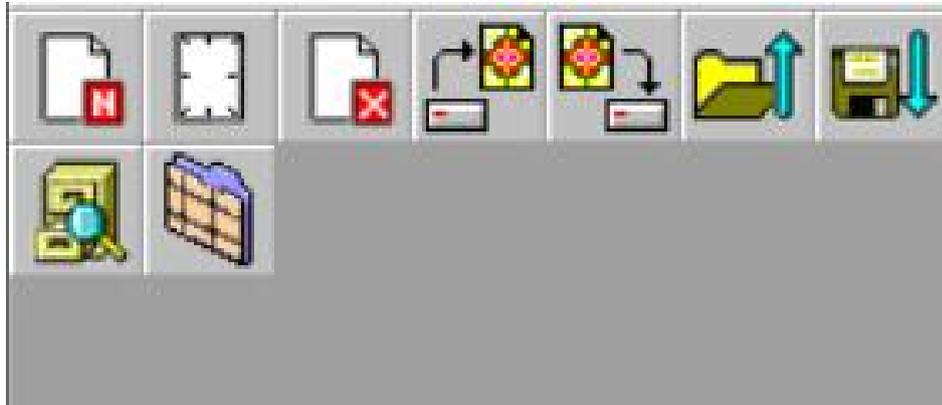
Garment style design and molding design, pattern design, free painting fashion renderings, variety of pen type (drawing pen, watercolor pen, oil pen, soft pen, spray pen, vector pen) and stitch (general line, zipper line, drawing pen, Shenzhen). True color design environment, the international popular color library and school color tools, copy, deformation, fill, color integration, automatic color change, image processing tools, various design material library, collar type, Library, pocket library and so on



§4-1 File



Select the document command in the main command icon area, and the sub-command icon area displays the document sub-commands



◇ New Drawing Area



Click New Drawing Area to pop up the new document dialog box

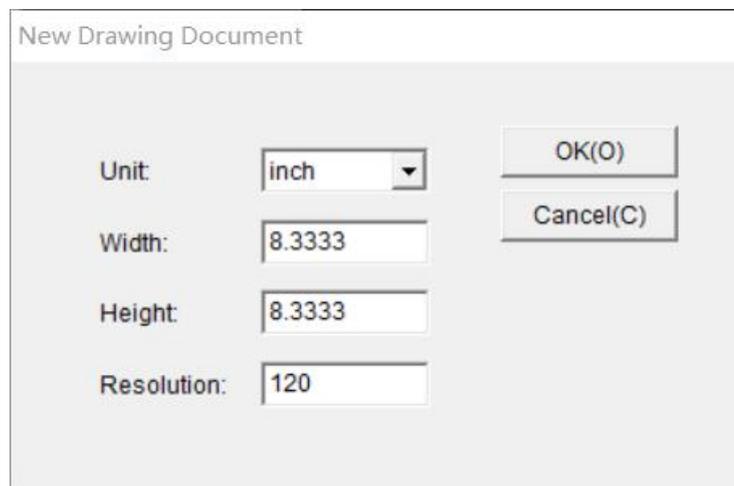


Figure 4-3

1. After activating the measurement unit, the ▼ arrow will appear as a drop-down list box. Pixels, centimeters, inches provided in the system

Among the three measurement unit options, select the measurement unit according to your design needs. Usually, pixels are commonly used.

2. Set the size of the document width and height. The default value of the width and height of the system is 1000.00 pixels.

3. Resolution: The resolution is relative to the inch in the measurement unit. As shown in Figure 4-3, it means that 1 inch contains "120" pixels. In other words, when the unit is inches, the height and width of the current new document are both "8.3333×120" pixels. (1 inch equals 2.54 cm)

The output resolution during printing must be the same as the resolution set in the document, so that the printed size can be the same as the setting.

4. When opening multiple documents, and to operate on them, select the "table bar" option in the switch panel to display the name of each document in the drawing area to realize the switching and operation of each file.

◇ Drawing Area Sizing :

 When the size of the current document is large or there are many images, operations such as copying, deforming, and filling the image will be restricted. In this state, the size of the current document needs to be changed. Select the document size command in the document subcommand icon area, and the document size dialog box will pop up (Figure 4-4):

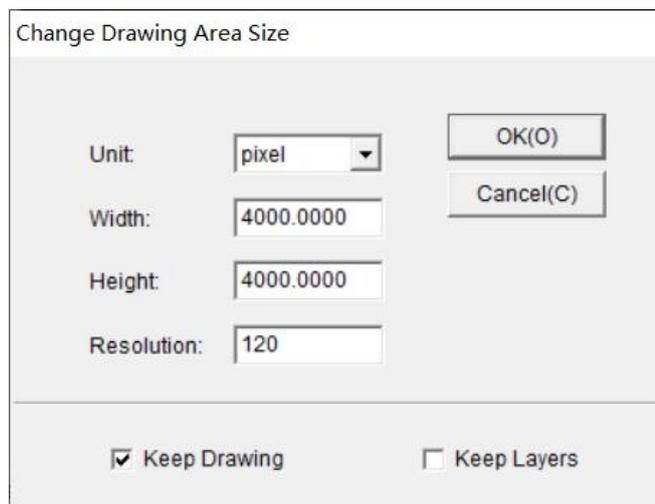


Figure 4-4

In the dialog box, you can change the current document size by setting the document width and height. You can also change the measurement unit in the dialog box. When you change the unit, enter the resolution. After the setting is completed, you can select the retained content and retained layer.

(1) If you choose to keep the content, the current document keeps the opened content.

(2) If you choose to retain content and retain layers, the content and layers created by the current document will be retained.

(3) If not selected, a prompt dialog box will appear (Figure 4-5), prompting that the document size is larger than the drawing area, and changing the drawing area will lose layers and historical data:

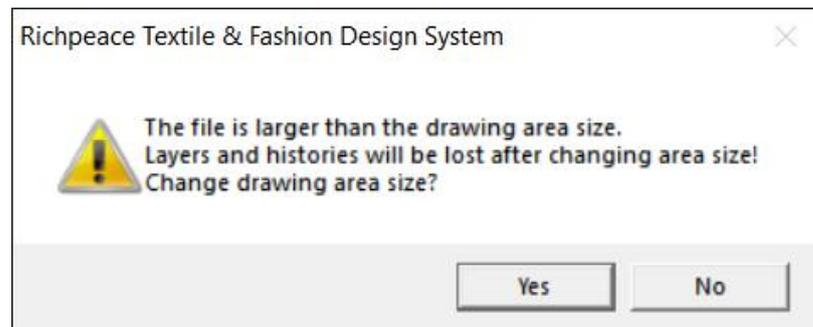


Figure 4-5

① Click "Yes", the size of the drawing area will be changed, and the layer and its content will be lost at the same time.

② Click "No" to save the layer and its content, return to the drawing area, and reset the document size dialog box.

◇ Close Drawing Area :



To close the current document after finishing the operation in the drawing area: click the close document command in the sub-command icon area, the current document is closed, and the system will prompt whether to save the content of the current document (Figure 4-6).

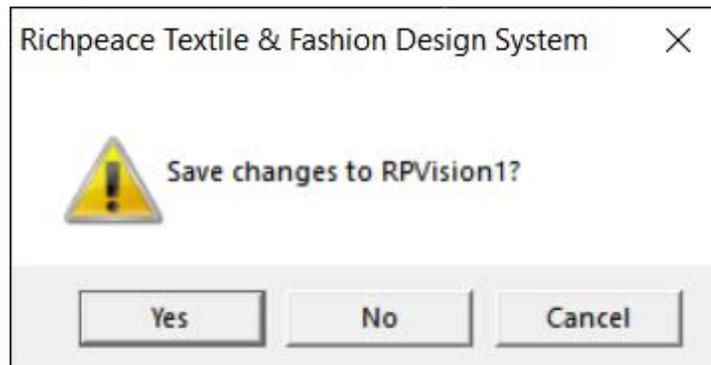


Figure 4-6

1. Click "Yes" to save the contents of the current document, and the Save Document dialog box will pop up (Figure 4-7), select the folder to be saved in the "Save in" directory, and name it in the "File name". The file to be saved is the default RPVision format file (*.rpv) of Fuyi Textile and Apparel Graphic Design System at the "Save Type". After setting, click "Save", the content of the document will be saved, and the current document will follow. closure.

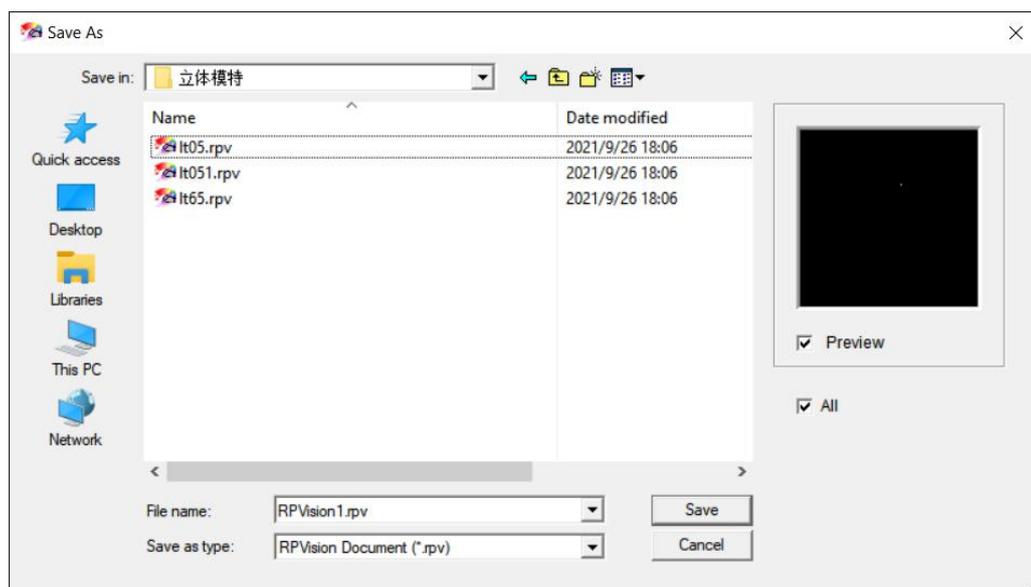


Figure 4-7

2. Click "No" to close the current document, but do not save the content in the document, and the system returns to the initial state of the drawing area or displays another document.

3. Click "Cancel" to cancel the operation of closing the document and return to the current document.

◇ Open File :

 Select the Open Document command, the open dialog box will pop up (Figure 4-8), select the folder to be opened in the "Search in" directory, and then select the file to be opened in the file list box, and then click "Open".

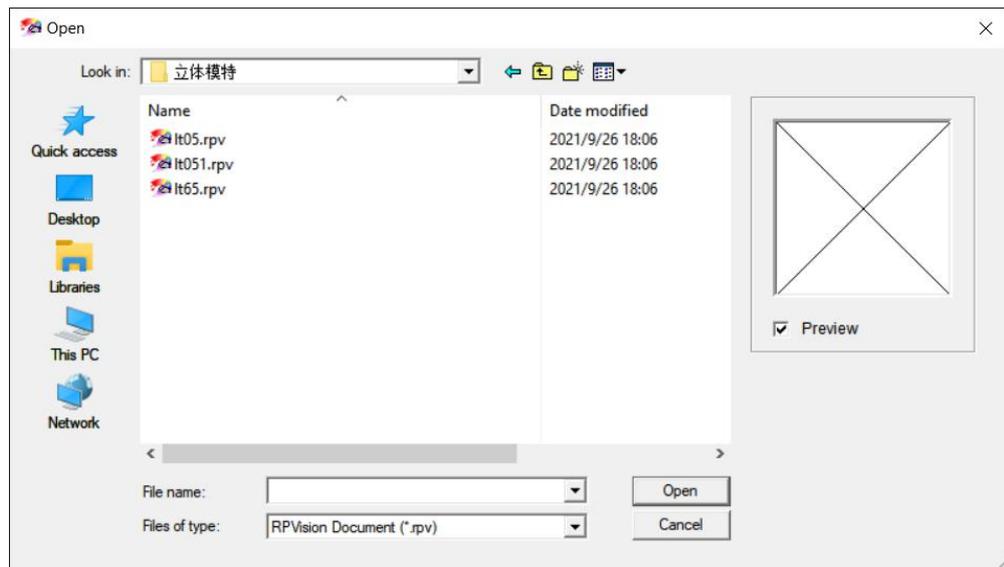


Figure 4-8

In the dialog box that opens the document, it only opens the document formatted as "*.rpv", which is the default format file of the system.

◇ Save File :



After finishing the operation of the document, the current document can be saved through the save document command. Select the save document command, and the save dialog box will pop up (Figure 4-9):

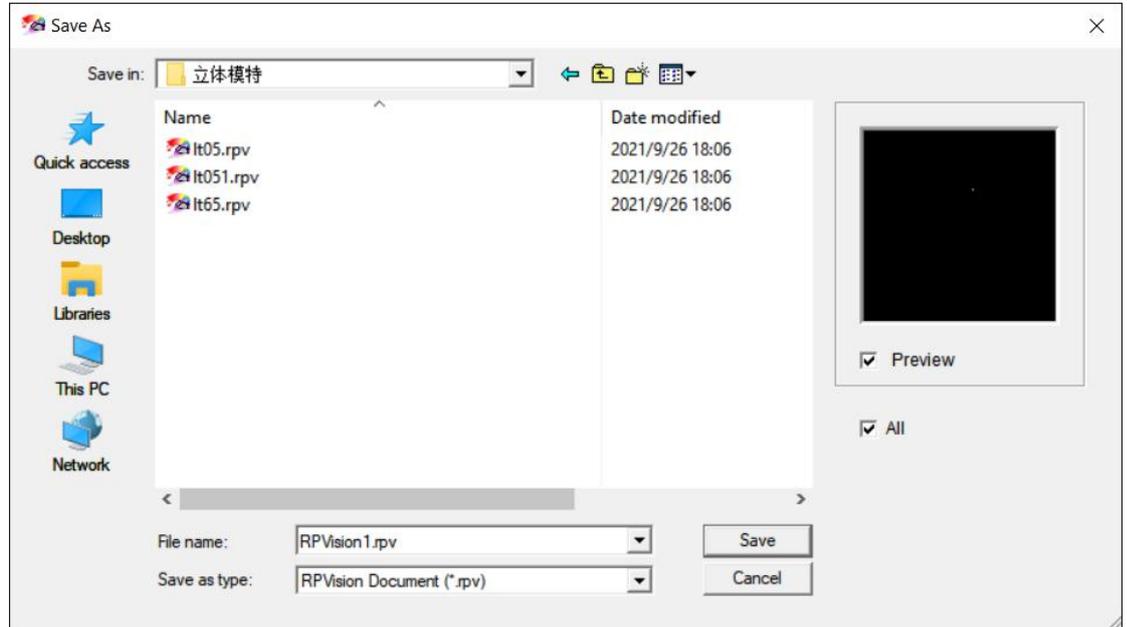


Figure 4-9

In the dialog box that opens the document, it only opens the document formatted as "*.rpv", which is the default format file of the system.

◇ Image Import :



Click the image import command to pop up the image import dialog box (Figure 4-10). First select the file type you want to open in "File Type", then select the image you want to open, and click "Open".

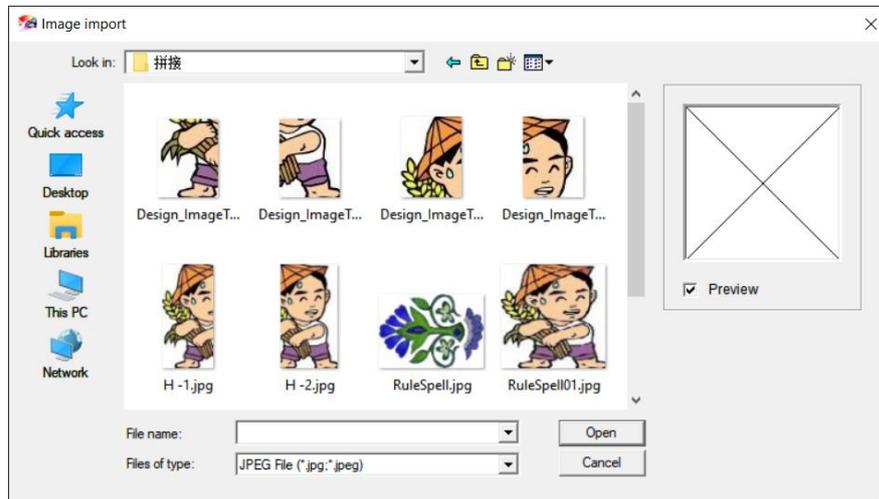


Figure 4-10

In the image import command, it can import various image files (*.bmp, *.jpg, *.gif, *.pgm, *.dac, *.png, *.eps, *.pks, *.pic, *.tga, *.emf, *.pct, *.wmf, *.tif, *.std, *.pcx, *.PSD) open. The function of the image import command is to import images from other image files, it cannot import the image files of this system.

※**Note:** The image import command can read PSD files generated by any version of PhotoShop. The function of reading in PSD files enables the system to introduce more data to enrich and perfect itself.

◇ Image Export :



Click the image export command to pop up the image export dialog box (Figure 4-11). Name the file to be saved in "File name", and select the file type to be saved in "Save as type" (*.bmp, *.jpg, *.gif, *.d a c, *.png, *.pks, *.pic, *.pct, *.tif, *.pcx), and then click "Save" after finishing to save the image. If you want to use the image next time, you can import it from the image or open it from the file management.

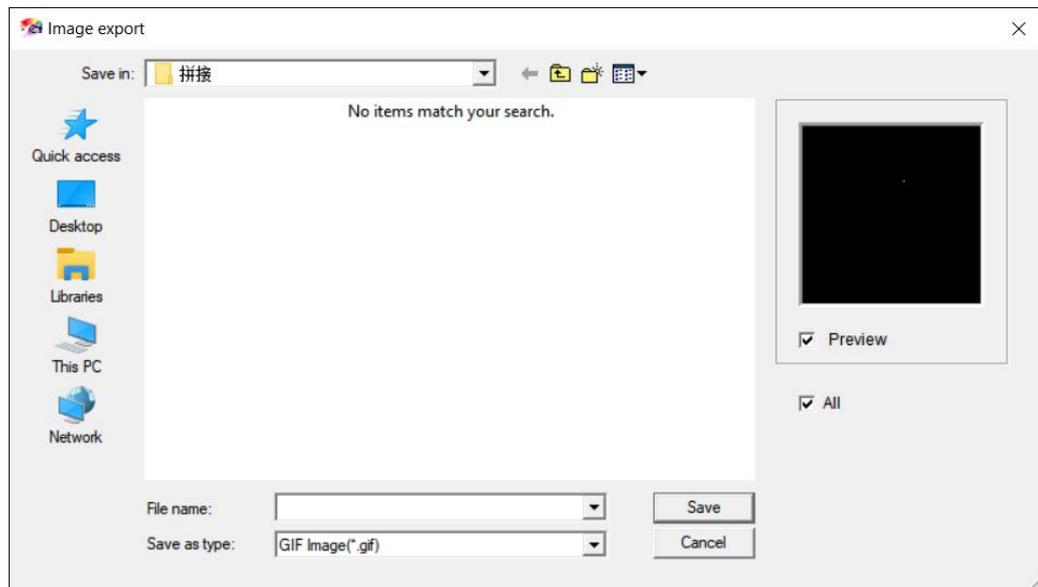


Figure 4-11

◇ File Management :



Select the file management command to enter the file management window (Figure 4-12)

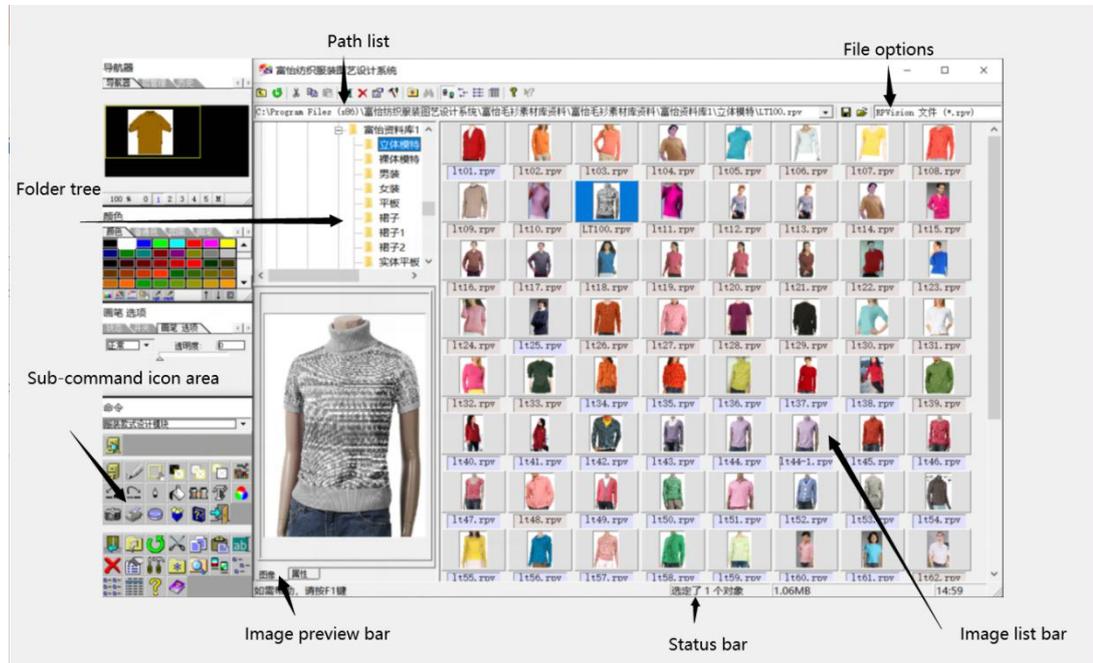


Figure 4-12

■ Path list:

The path list displays the path of the current folder and file, which is convenient for file search and operation. Image files can be saved through the path list.

■ File options:

Click the ▼ arrow of the file option and a drop-down list box appears. The system provides multiple types of files (including PSD). Select the corresponding file extension according to the graphic file you need to open.

■Folder tree:

The folder tree displays the root, subdirectories, folders, and files in a tree-shaped form. The folder tree can quickly find and open the required file or folder during the operation.

■Image list bar:

Display all graphics files in the current folder in the image list column. The file display of this system is divided into four categories: Bitmap format files, Knitted format files, Knitted structure format files, and Draping effect design format files. They are displayed in different colors in the image list column (Figure 4-13).



Figure 4-13

Bitmap format files: Saved in the Fashion Design module, the color it represents is light purple.

Knitted format files: It is saved in the Knitting Design module, and its color is light green.

Knitted structure format files: It is a knitted structure file provided by Richpeace Fashion & Textile Design Software. Its format is specified and cannot be obtained by saving. The color indicated is pink.

Draping effect design format files: It is saved in the Draping Effect Module, and its color is beige.

In the image list column, place the mouse on a file or folder, and use the function key F2 to edit the selected file or folder.

■Image preview bar:

Select the graphic file you want to open in the image list column, and zoom in on the selected image in the image preview column, which is helpful for previewing the image to be opened first.

■Image preview bar:

Switch to the image properties in the image preview bar to display multiple parameters such as the path, size, type, and color digits of the selected image.

■Status bar:

Display the current file size and operation information.

■Subcommand icon area:

The file management subcommands displayed in the subcommand icon area (Figure 4-14).



Figure 4-14



File Manage Exit: Exit the file management window and return to the drawing area.



Go Up: Return to the previous directory.



Refresh: Refresh the file.



Cut: Cut the selected file or folder.



Copy: Copy the selected file or folder.



Paste: Paste files or folders that have been cut or copied to the clipboard.



Rename: Rename the selected file or folder.



Delete: Delete the selected file or folder.



Property: Introduce the file name, size and other information in the properties dialog box.



Option: Options dialog box (Figure 4-15):

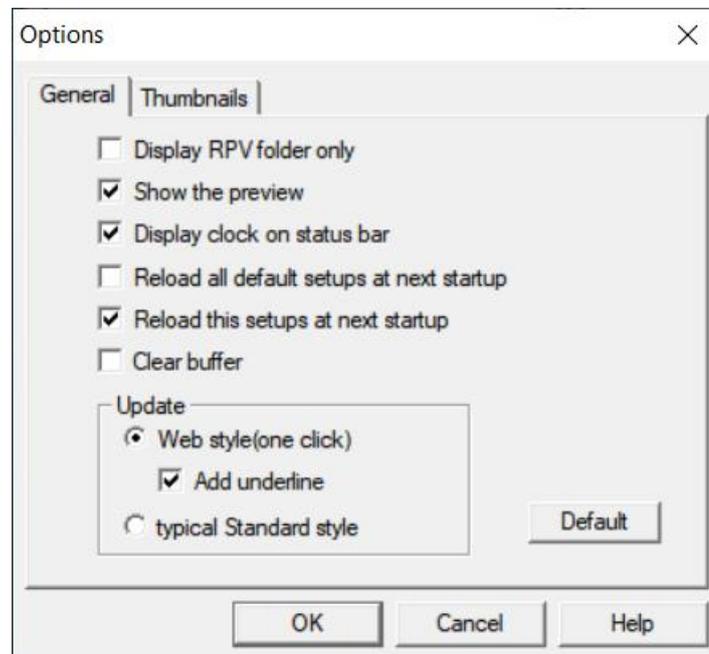


Figure 4-15

In the Options dialog box, there are two options: General and Thumbnail. Set the required options or value ranges in the General and Thumbnail tabs according to your needs.



New Folder: You can create a new folder.



Find: Search for the specified file name.



Large Icon (F9): The image and name are displayed in the image list column.



Small Icon (F10): The icon and name of the image are displayed in the image list column.



List (F11): Arrange vertically in the image list column, and display the icon and name of the image.



Details (F12): Arrange vertically in the image list column, displaying the icon, name, attributes of the image and the last modification time of the image.



About: Displays the information, version and copyright of Fuyi Textile and Apparel Graphic Arts File Management System (Figure 4-16).



Figure 4-16

◇ **Mini File Manager**  :



Select the small file manager command to display the window

(Figure 4-18)

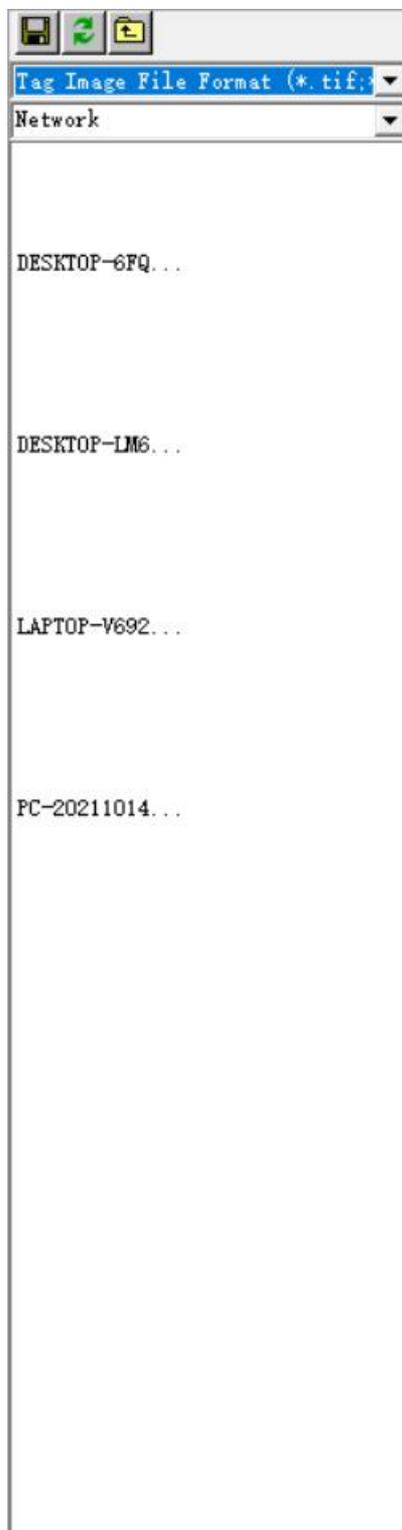


Figure 4-18

1. Save:  Save the content of the selection box in the work area as an image file.

1)  Click on the pop-up dialog box (Figure 4-19) to enter the name of the saved file.



2) Click OK to save the image file to the current directory.

※**Note: 1. Do not enter the file name extension, the default extension is ".rpv".**

2. Enter the extension for the file name, and the extension is what it entered.

2.Refresh:  Re-read all directories and files in the current directory.

3.Upper Folder:  Back to the top-level directory display.

※**Note: The directory does not exist, search the parent directory until you find it.**

4. The extension list (Figure 4-20) shows all format extension files that can be opened by the system.



Figure 4-20

When one of the extensions is selected in the list, only files with that extension are displayed in the directory.

5.Directory Operations: .

1) Display and edit (Figure 4-21)

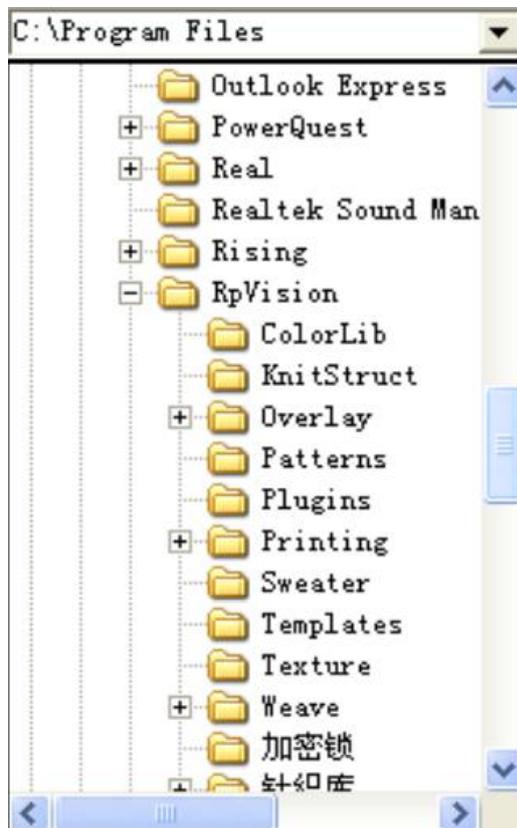


Figure 4-21

2) Enter the directory path to go to that directory.

- ① Enter the directory path.
- ② Press Enter to confirm to go to the directory display.

3) Open the file in the specified directory.

- ① Enter the full path of the file and its extension.
- ② Go to the directory to display.
- ③ Open the selected file.
- ④ Move the cursor to the Richpeace software work area to confirm

to open the file.

※**Note: If opening the file fails, the current display directory will be saved unchanged.**

5. Directory and file display area (Figure 4-22).



Figure 4-22

- 1) Right-click the menu item of the directory (Figure 4-22A).

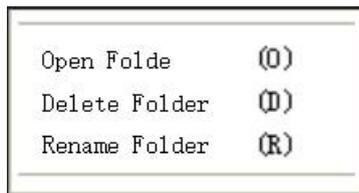


Figure 4-22A

- ① Open Folder: Open the selected folder.
- ② Delete Folder: Delete the selected folder.
- ③ Rename Folder: Rename the selected folder.

- 2)File right-click menu (Figure 4-22B).

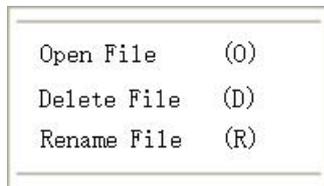


Figure 4-22B

- ① Open File: Open the selected file to the workspace.
- ② Delete File: Delete the selected file.
- ③ Rename File: Rename the selected file.

- 3)Right-click the menu in the blank area (Figure 4-22C).

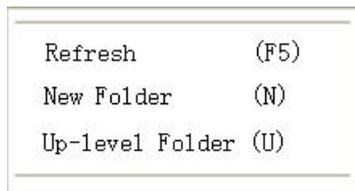


Figure 4-22C

- ① Refresh: Refresh the workspace.。
- ② New Folder: Create a new folder in the current directory.
- ③ Up-level folder: Select the upper level folder.

- 4) Select a folder or file and press F2 to quickly rename it.

7. Click and drag the file icon to the work area or press Enter to open the file.

8. Tab Key: Show/hide the small file manager window.

§4-2 Paint

In Richpeace Fashion & Textile Design Software, drawing commands are the most basic tool. It is divided into various drawing tools such as curve, straight line, circle, rectangle and so on. In addition, the hand-drawn lines, straight lines, and curves drawn in the state of a fixed pen width can be changed at any time according to the shape and thickness of the pen.

※**Note: Before using a certain tool, first determine the shape, thickness, and color of the pen.**

Move the cursor to the drawing command icon  in the main command icon area, click the left button, and the subcommand icon area displays the subcommand (Figure 4-23):

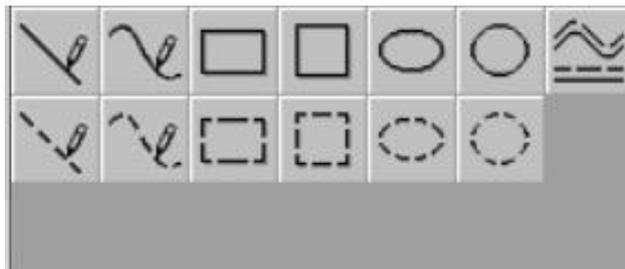


Figure 4-23

◇  **Solid Line:**

 Move the cursor to the sub-command icon area of the drawing command and click the Draw Solid Polyline command to display the transparency, cursor information parameters, and the width and height of the polyline on the polyline option panel (Figure 4-24).

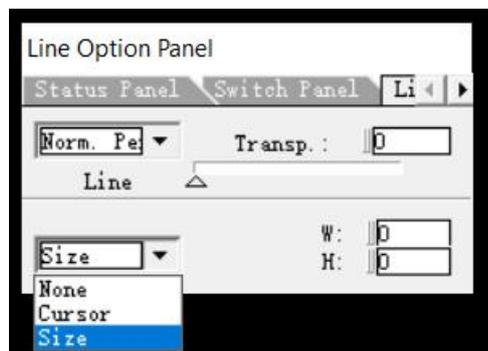


Figure 4-24

The transparency of the color can be changed by adjusting the Transpa.

The current cursor selected is the "Position" option, which displays the coordinate value of the current cursor in the drawing area; if you select "None", the current cursor does not display any value; select the "Size" option to display the width and height of the current polyline.

The setting of the width (W) and height (H) of the fold line can be achieved by setting the value in the text box, or by pressing the X and Y keys on the keyboard.

※**Note: draw solid polyline + Ctrl for vertical line, draw solid polyline + Shift for horizontal line, use function key "F3" to realize curve/straight line conversion, rectangle/square conversion, circle/ellipse conversion, solid polyline/solid curve Conversion.**

◇  **Dashed Line:**

 Select the Dashed Line command, and the polyline option panel will appear (Figure 4-25). The parameter setting method is the same as that of Solid Line.

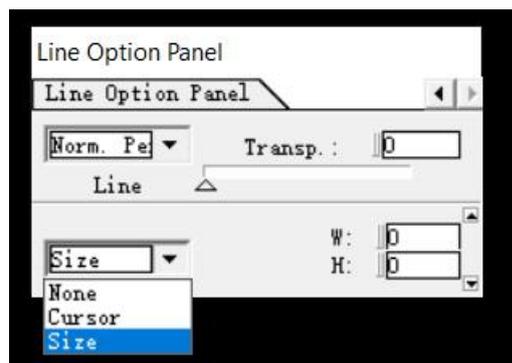


Figure 4-25

Click the "▼" arrow after the "H" to display the Dashed Line setting line type options (Figure 4-26):

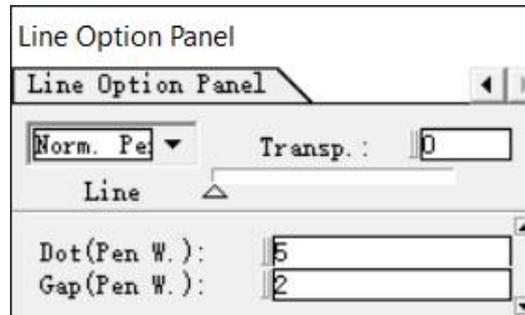


Figure 4-26

Set the width of Dot and Gap in Dot (Pen.) and Gap (Fen w.) to change the shape of the dashed line. You can set the value continuously to achieve the desired line. Click the "▲" arrow to return to the previous dialog box.

◇  **Solid Curve:**

 Select the Solid Curve command, the curve option panel appears (Figure 4-27), and set the parameters according to the requirements.

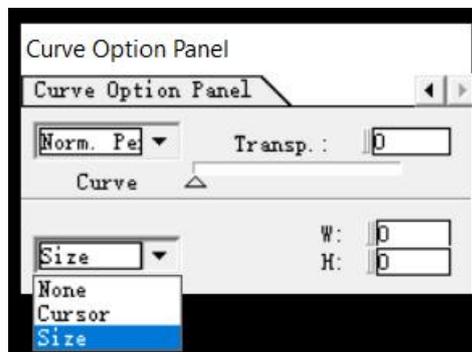


Figure 4-27

※**Note:** Use the function key F4 to realize the transition between the middle of the curve and the end of the curve.

◇  **Dashed Curve:**

 Select the Dashed Curve command, the curve option panel appears (Figure 4-28), and the setting method is the same as that of Solid Curve.

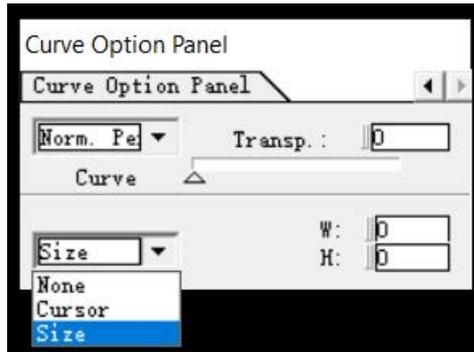


Figure 4-28

Click the "▼" arrow after the "H" to display the Dashed Curve setting line type options (Figure 4-29). By setting the values at Dot (Pen.) and Gap (Pen w.), the desired dashed curve can be drawn .

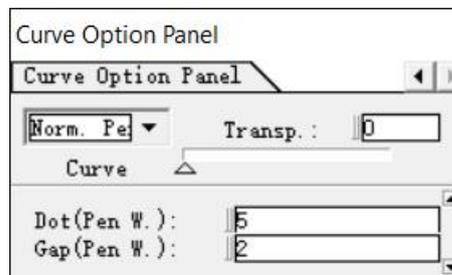


Figure 4-29

◇  **Solid Rectangle:**

 Select the Solid Rectangle command, and the rectangle option panel will appear (Figure 4-30). Set the parameters according to the requirements.

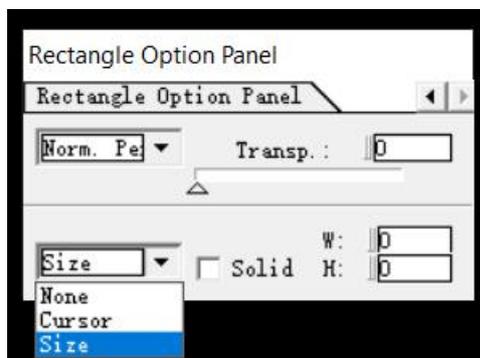


Figure 4-30

Move the cursor into the drawing area, click the left mouse button, and drag the mouse diagonally to draw a rectangle (at this time, the text box at "W"

and "H" displays the width and height of the drawn rectangle Value), and click the left mouse button again to confirm the rectangle. The width and height of the rectangle can be set through the X and Y keys. If you choose solid, the drawing will be a rectangular block.

※**Note:** Use the function key F3 to realize the mutual conversion between rectangle and square.

◇  **Dashed Rectangle:**

 Select the Dashed Rectangle command, and the rectangle option panel appears (Figure 4-31). The parameter setting method is the same as that of Solid Rectangle.

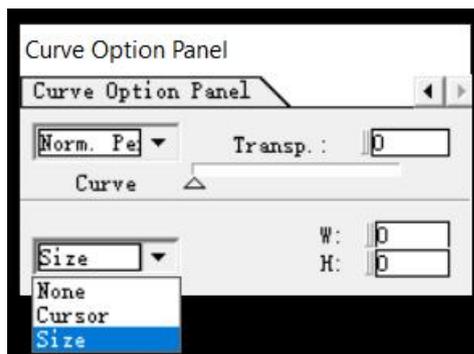


Figure 4-31

Click the "▼" arrow after the "H" to display the Dashed Rectangle setting line type option (Figure 4-32). By setting the values at Dot (Pen w.) and Gap (Pen w.), the desired drawing can be achieved. rectangle.

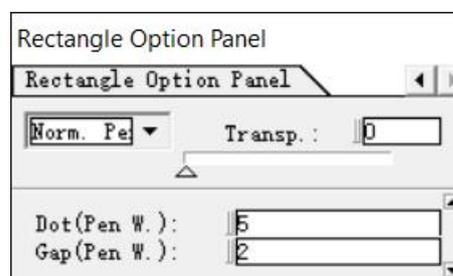


Figure 4-32

◇  **Solid Square:**

 Select the Solid Square command, the square option panel appears

(Figure 4-33), and set the parameters according to your needs.

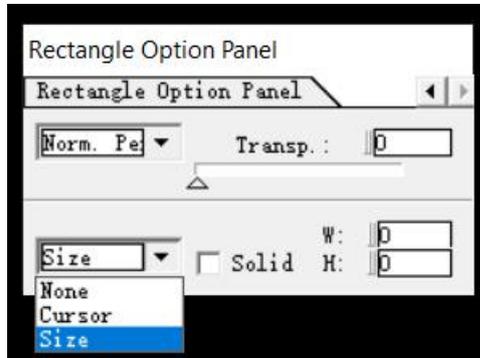


Figure 4-33

Move the cursor into the drawing area, click the left button of the mouse, and drag the mouse diagonally to draw a square with the movement of the mouse. Click the left button of the mouse to confirm the square when you need it. Use the X key to determine the side length of the square. If you choose solid, it will draw a square.

◇  **Dashed Square:**

 Select the Dashed Square command, and the square option panel appears (Figure 4-34). The parameter setting method is the same as that of Solid Square.

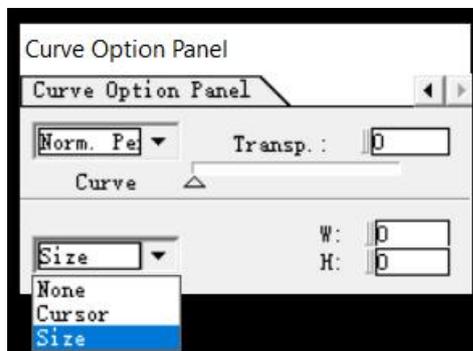


Figure 4-34

Click the "▼" arrow after the "L" to display the Dashed Square setting line type options (Figure 4-35). By setting the values at Dot (Pen w.) and Gap (Pen w.), the desired drawing can be achieved. square.

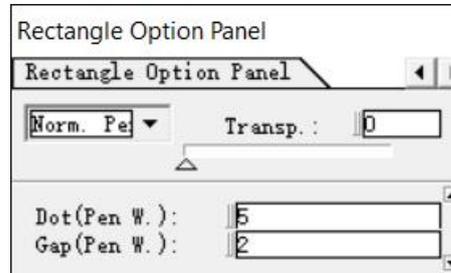


Figure 4-35

◇  **Solid Ellipse:**

 Select the Solid Ellipse command to display the Solid Ellipse option panel (Figure 4-36):

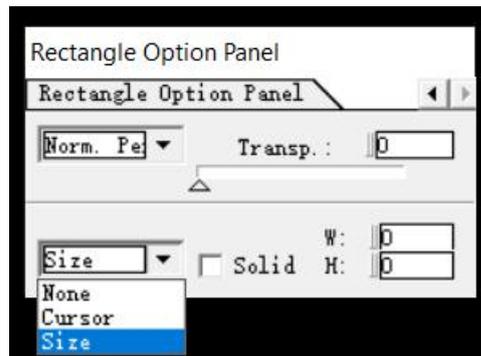


Figure 4-36

In the ellipse options, the transparency, cursor information parameters, the width and height of the ellipse and whether it is solid or not are displayed. The A and B values of the ellipse can be set by pressing the X and Y keys.

◇  **Dashed Ellipse:**

 Select the Dashed Ellipse command, the ellipse option panel appears (Figure 4-37), and the parameter setting method is the same as that of Solid Ellipse.

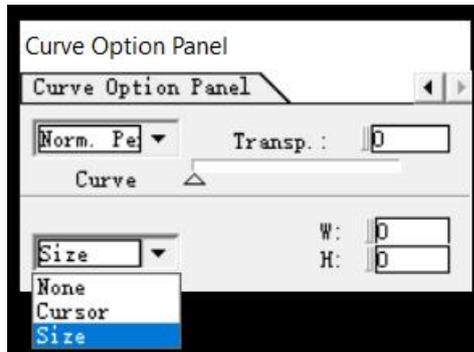


Figure 4-37

Click the "▼" arrow after "B" to display the line style options for drawing a virtual ellipse (Figure 4-38). By setting the values of Dot (Pen w.) and Gap (Pen w.) to achieve the desired drawing Virtual ellipse.

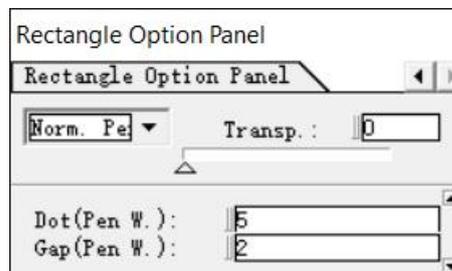


Figure 4-38

◇  **Solid Circle:**

 Select the Solid Circle command to display the circle option panel (Figure 4-39). Move the cursor into the drawing area, click the left mouse button and drag, and the value of "R" (radius) on the option panel will change accordingly. You can also use the X key or set the "R" value to achieve the desired circle size. If you choose solid, draw a round block.

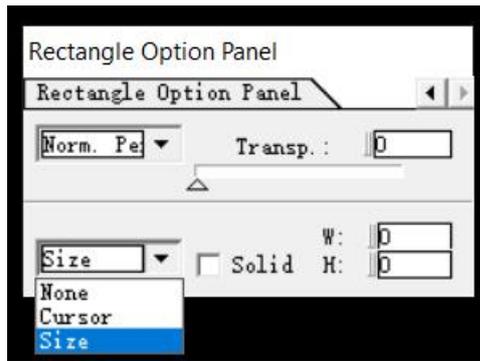


Figure 4-39

◇  **Dashed Circle:**



Select the Dashed Circle command to display the option panel for drawing a virtual circle (Figure 4-40). The parameter setting method is the same as that of Solid Circle.

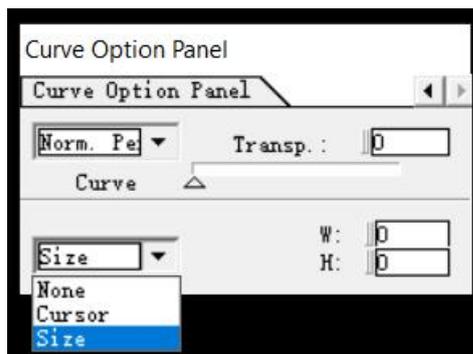


Figure 4-40

Click the "▼" arrow after the "R" to display the line type options for drawing a virtual circle (Figure 4-41). By setting the values of Dot (Pen w.) and Gap (Pen w.), draw all Need to be imaginary and round.

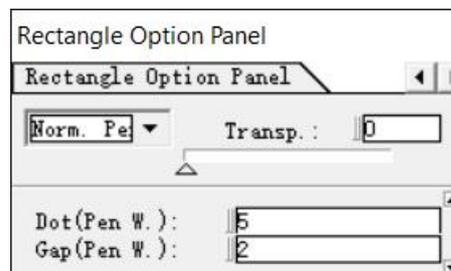


Figure 4-41

◇  **Multi Line:**

The Multi Line command can draw professional sewing lines, zipper lines and general editing lines.

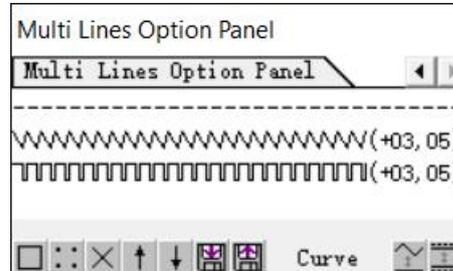


Figure 4-42

 Select the Multi Line command to display the multi-line option panel (Figure 4-42), and place the mouse on the command icon at the bottom to display a tool tip.

■ **Add line:**

Select the Add line command to pop up the add line type setting dialog box (Figure 4-43). At Dot (Pen Width) and Gap (Pen Width), you can set values continuously to achieve the desired line. The setting of Spacing (Pen Width) can be realized by the numerical adjustment button afterwards, and the value range is (-50-50). As shown in the figure below, the interval value is "3". There are Normal Stitch\Whip stitch and Zipper Stitch in Stitch Types. Determine the type of thread to be added, and click "OK" after setting.

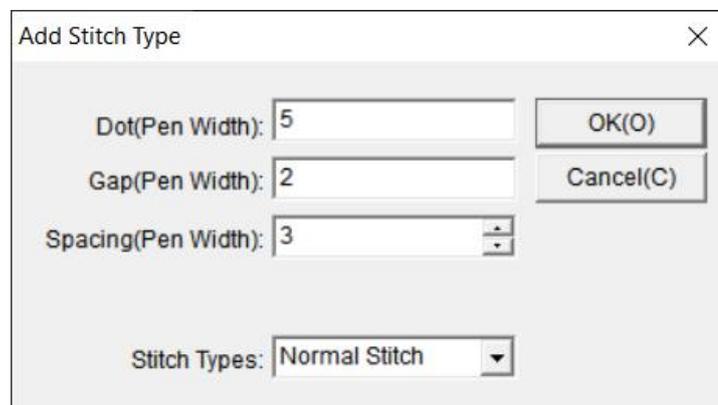


Figure 4-43

■  **Edit line:**

■  Select Edit multi-line to pop up the dialog box for changing line type (Figure 4-44), and you can reset and modify the currently selected stitch parameters. The current stitch type is displayed in the change line type dialog box. Set Dot(Pen Width)\Gap(Pen Width)\Spacing(Pen Width)\Stitch H.(Pen Width)\Stitch Types according to your needs. Click "OK" to edit the stitches. If you click "Cancel" to return to the previous state.

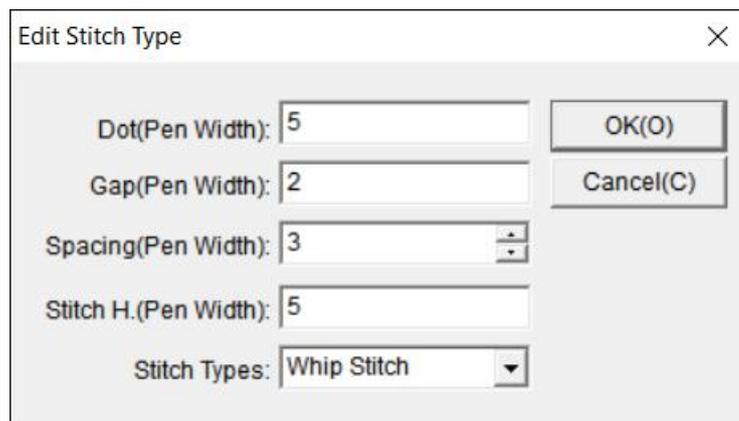


Figure 4-44

■  **Delete line:** Delete the selected stitch.

■  **Line Up:** The selected stitch position moves up.

■  **Line Down:** The selected stitch position moves down.

■  **Save multi-line:** Select Save multi-line to save the designed line type and save it as a "*.rml" format file.

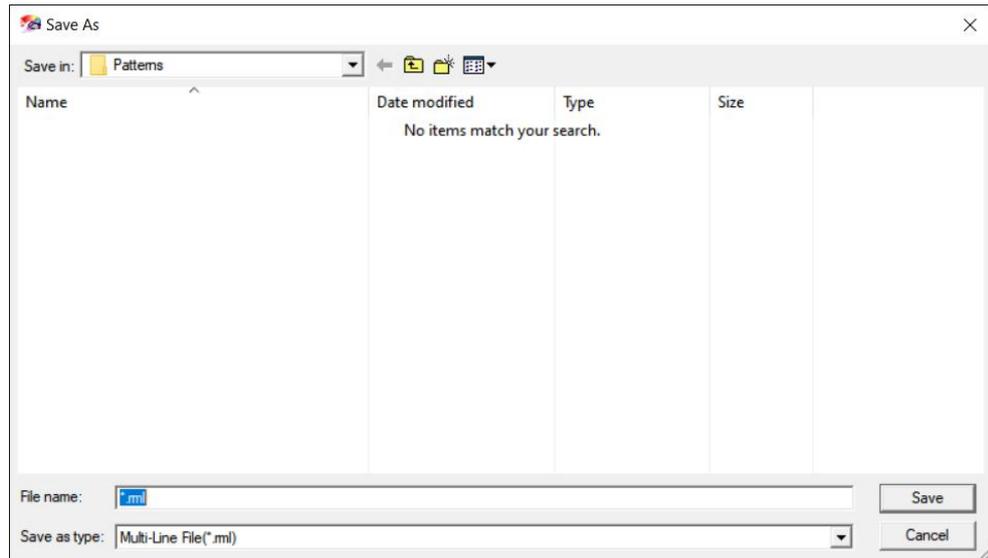


Figure 4-45

-  **Load multi-line:** Select Load multi-line to open the multi-line file.

The format of the multi-line file is "*.rml".

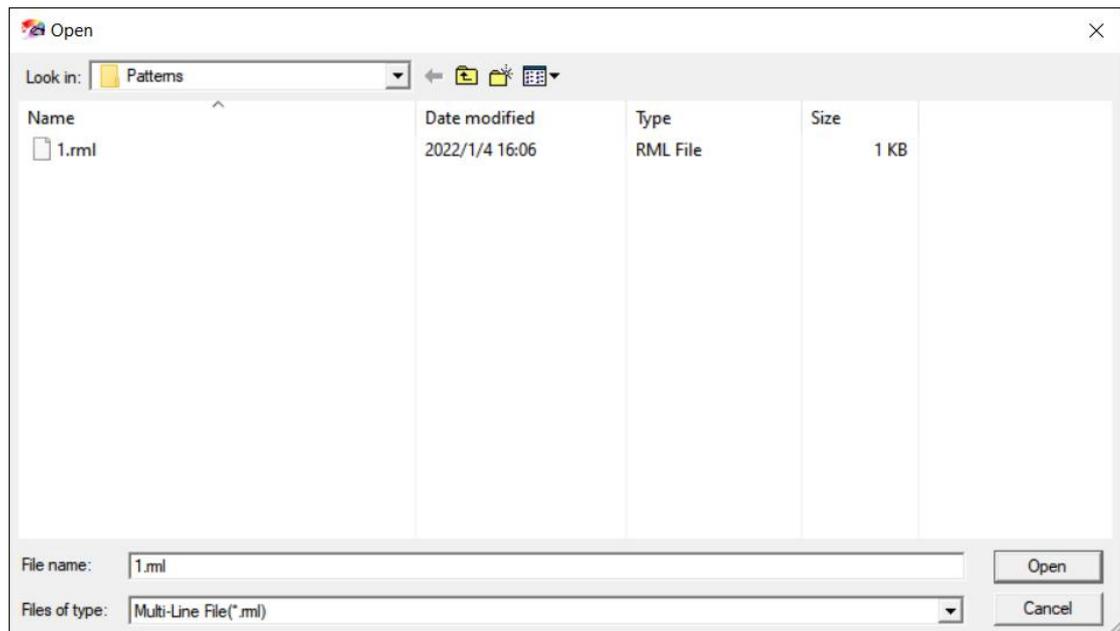


Figure 4-45

-  **Curve/Segment:** Curve and polyline conversion.
-  **Line order:** The position of the lines is inverted.

■How to draw the required multi-line:

1.Normal Stitch:

Under normal circumstances, normal stitch is divided into single normal stitch and double normal stitch.

 Draw a single line, select Multi Line, and the system default single normal stitch will be displayed on the multi-line option panel (Figure 4-47):

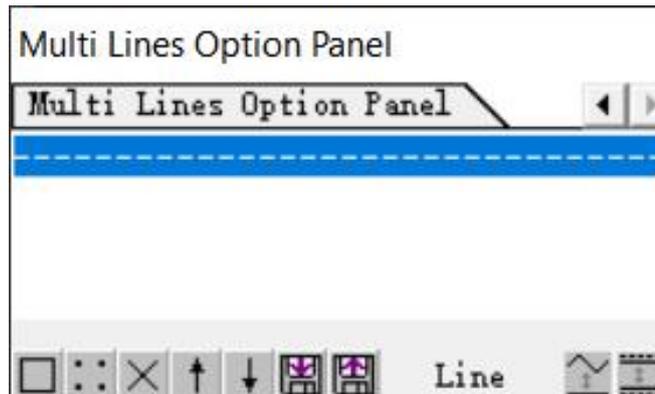


Figure 4-47

The Dot (Pen Width) and Gap (Pen Width) of a single normal stitch can be set through Edit line. Add Normal Stitch on the basis of single normal stitch, which is double normal stitch. In the clothing design process, set the line as needed.

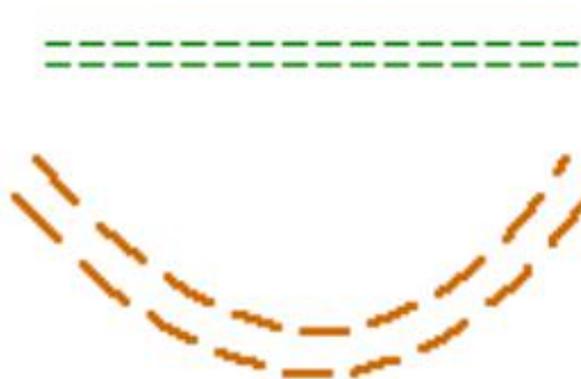


Figure 4-48

2. Whip Stitch:

①  Select Add line, and select Whip Stitch in the Stitch Types.

②  Set the value of Dot(Pen Width)\Gap(Pen Width)\Spacing(Pen Width)\Stitch H.(Pen Width) of Whip Stitch through the change line dialog box of Edit line.

③ Use the mouse to draw the whip stitch (Figure 4-49).

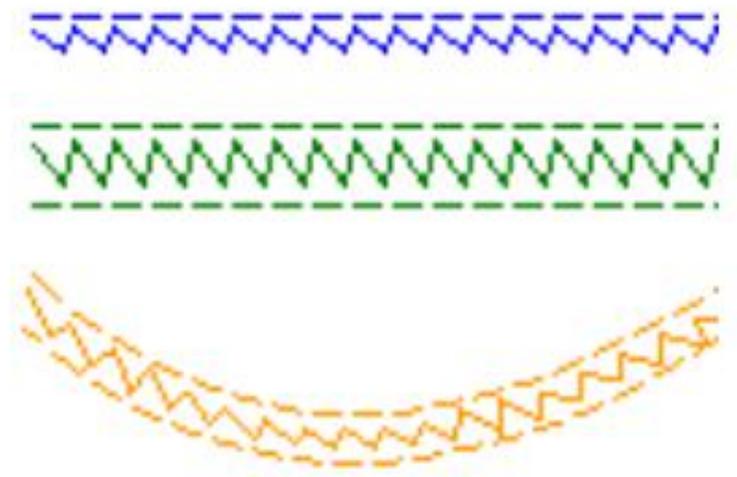


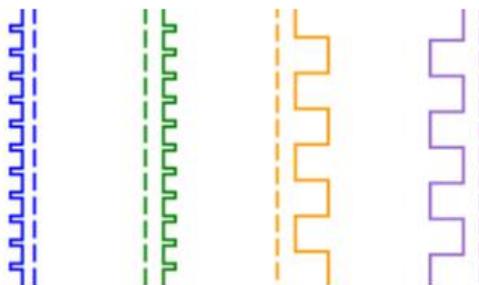
Figure 4-49

3. Zipper Stitch:

①  Click Add line and select Zipper Stitch in Stitch Types.

②  Set the value of Dot(Pen Width)\Gap(Pen Width)\Spacing(Pen Width)\Stitch H.(Pen Width) of Whip Stitch through the change line dialog box of Edit line.

③ Use the mouse to draw the zipper stitch (Figure 4-50).



※**NOTE:** Add lines in Multi Line, the maximum number of lines is 10.

By changing the value of Dot(Pen Width)\Gap(Pen Width)\Spacing(Pen Width)\Stitch H.(Pen Width) and the change of line thickness, you can draw many different types of Normal Stitch, Whip Stitch, Zipper Stitch etc.

§4-3 Window:

Before executing various commands in the drawing area, you must select an area as the editing object. Window is a tool for selecting an area. Richpeace Fashion & Textile Design Software has Define Marquee window, Irregular window and Define Lasso window. Define Marquee window and Irregular window can define multiple windows, but only one current window is displayed on the screen, and Define Lasso window can define multiple windows at the same time and display them on the screen at the same time. The results of all commands executed are reflected in this window.

 Click Window, and the sub-commands will be displayed in the sub-command icon area (Figure 4-51):

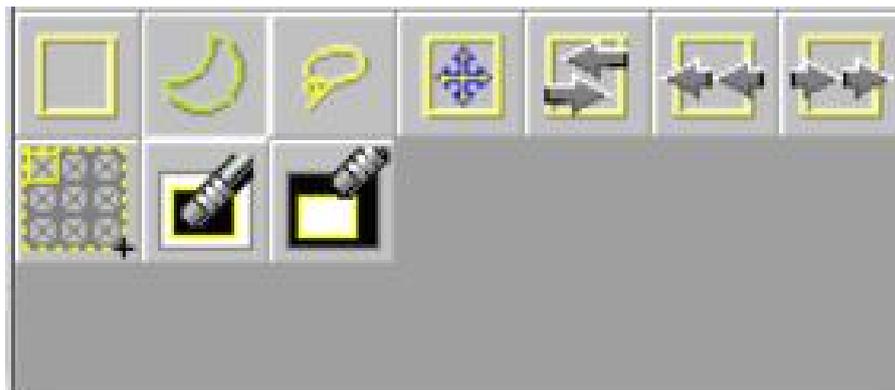


Figure 4-51

◇  **Define Marquee:**

 Select Define Marquee window, a square fixed window option panel appears (Figure 4-52):

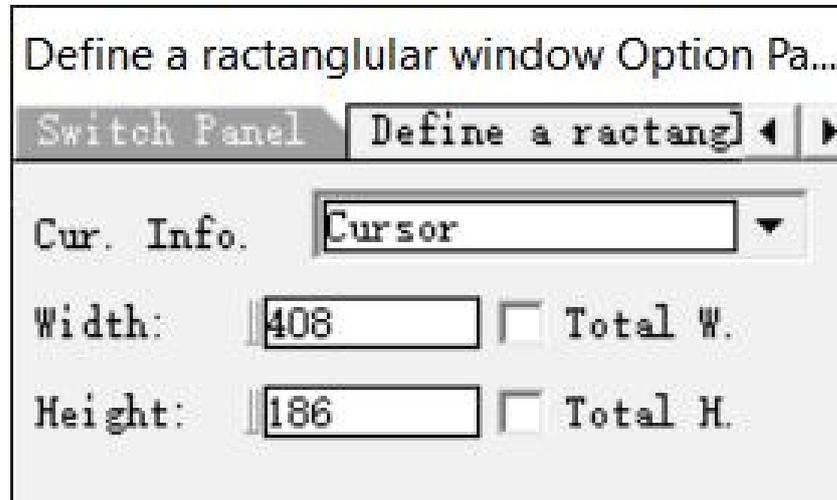


Figure 4-52

■ **Cursor information:**

1. None: When the cursor is dragged in the drawing area, no value will be displayed in the lower right corner.

2. Cursor: When the cursor is dragged in the drawing area, the X and Y in the lower right corner are displayed as the current coordinate value of the cursor.

3. Size: When the cursor is dragged in the drawing area, the W and H in the lower right corner are displayed as the width and height of the current rectangular window.

■ **Width and height settings:**

1. Set values in the Width and Height text boxes to define the required rectangular window selection. For example, to define a rectangular window selection with width "286" and height "207", activate the width text box, and enter the value "286", after setting the value, click "Enter" to automatically activate For the height text box, enter the value "207" and move the cursor to

the drawing area after completion. A defined rectangular selection window appears, click the left button of the mouse to confirm, and the defined rectangular selection window is displayed in the drawing area.

2.

3. Select Total W. and Total H. in the rectangular window to define.

Select the Total W. and Total H. options, and the defined window is the height and width of the current document.

※**NOTE:** The value setting at Width and Height must be less than or equal to the width and height of the current document, otherwise a dialog box (Figure 4-53) will pop up, prompting Invalid Window Size!

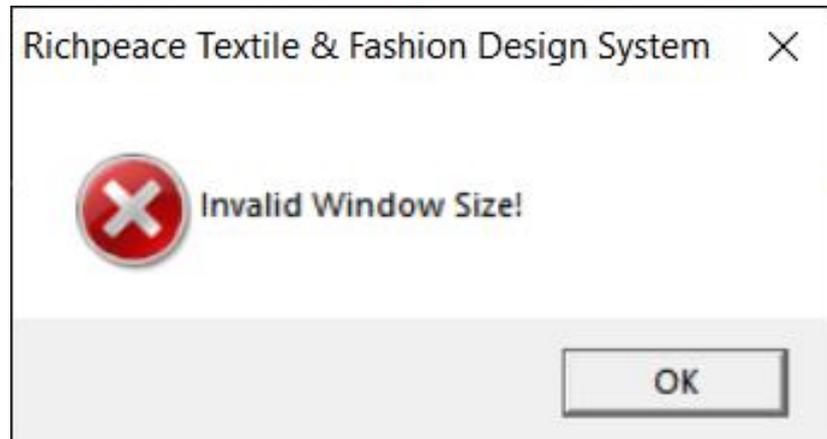


Figure 4-53

■**Define Marquee operation steps:**

1. Move the cursor to a certain position in the drawing area, then the cursor is the "+" icon, click the left button of the mouse to determine the starting point of the rectangular window.

2. Drag the mouse from the starting point to the diagonal line, and the width and height of the dragged rectangle will be displayed at the width and height of the option panel at the same time.

3. Left-click on the diagonal of the rectangle to complete the rectangle selection.



Figure 4-54

◇  **Irregular Window:**

 The Irregular Window command can be used to select windows for irregular images.

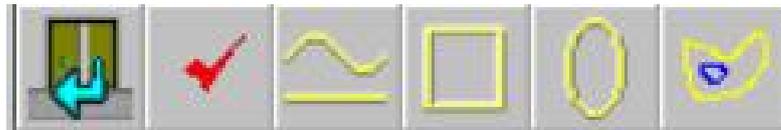


Figure 4-55

■  **Go back:**

 Select the Go back command to return to the previous level.

■  **OK:**

 Confirm the selected window through the OK command, so that the selected window can take effect.

■  **Segment:**

1.  Select the Segment command and click in the image to set the starting point. You can switch between drawing curved segments and drawing

straight segments with "F3". After drawing the line segment selection window, click to determine the end point of the line segment.

2. In the process of drawing line segment selection, to delete the most recently drawn segment, press the "Z" key or  Undo command; to redo the recently deleted line segment, press the "A" key or  Redo command. Continue to click and drag to complete the window selection, close the selection window frame, and click the right mouse button to complete the window selection operation.

Rectangle:

To select a rectangular area, use the Rectangular Window command. By default, the selection border drags from the corner.

1.  Select the Rectangle command to display the Rectangle Option Panel (Figure 4-56).

2. In the Rectangle Option Panel, specify settings for cursor information.

3. For a rectangular selection, you can set the Width and Height in the options panel, or you can select "Total W. and Total H." to define the size of the rectangular selection.

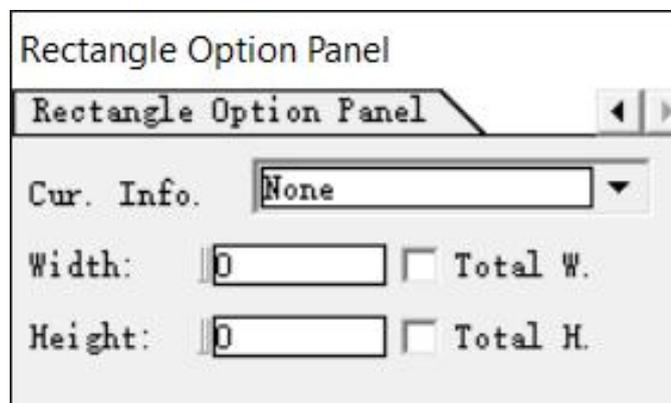
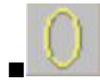


Figure 4-56



■ Ellipse:



The Ellipse command can be used to select an ellipse area. By default, the selection border is dragged from the center.

1. Select the Ellipse command to display the Ellipse Option Panel. (Figure 4-57)。

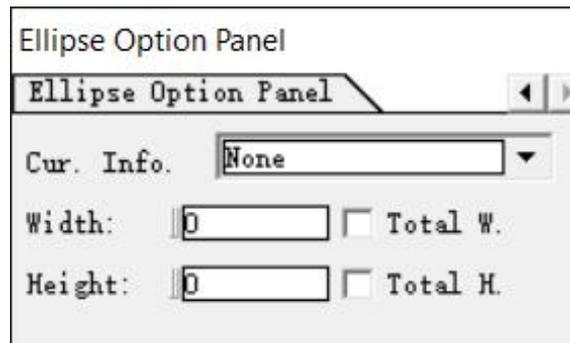
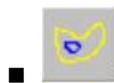


Figure 4-57

2. In the Options panel, specify settings for cursor information.

3. Set the width and height of the window in Width and Height. "Total W. and Total H." specify the height and width of the window.



■ Color Block:

The Color Block command lets you select areas of the same color family without tracing their outlines.



1. Select the Color Block command to display the color block selection options panel (Figure 4-58):

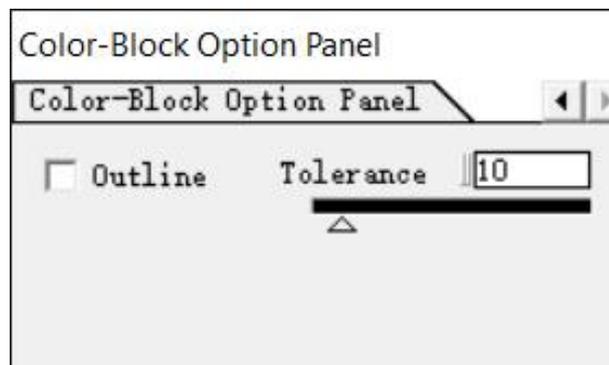
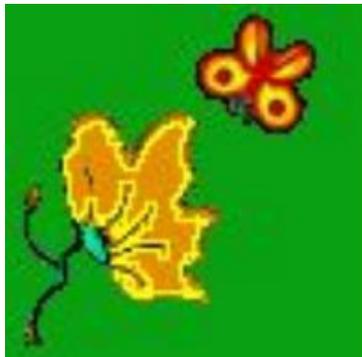
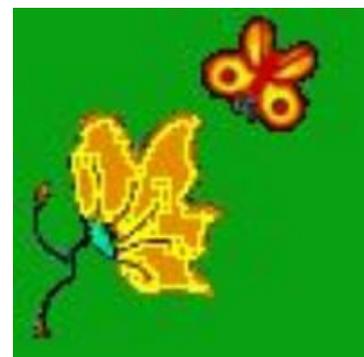


Figure 4-58

Adjust the Tolerance (the picture above is 10), the adjustment range of the tolerance is: 0-100. The larger the tolerance value is, the more similar colors are contained in the selected color block. If you select the "Outline" option, the selected color and other colors in the color block with a tolerance of 10 will be ignored in the image, and the outline of the selected color and the color block with a tolerance of 10 will be used as the standard; if you do not select "Outline" Option, while selecting the selected color and the color block with tolerance of 10, distinguish the selected color and other colors in the color block with tolerance of 10, and select the selected color and the color block with tolerance of 10 as the standard.



Select Outline



Not Select Outline

Figure 4-59

- 2.The Color Block command only selects colors from the current layer.
- 3.Left-click on the color block to be selected in the image to complete the color block selection.

※**NOTE:**

- 1.Color Block can define multiple selection windows continuously and display them all.
2. When multiple color blocks are defined and overlapped with each other, select the clear command in the window, the overlapping part will not be deleted, and select the clear command outside the window to delete the overlapping part.
3. You can move, copy and integrate images in the color block.。

◇  **Define Lasso:**

The Define Lasso command can select graphics of any shape and is a supplementary window of Define Marquee.

1.  Select the Define Lasso command.

2. Click the left mouse button and drag to draw the selection border of the image.

3. After completing the selection of the image, release the left button of the mouse to automatically connect to form a define lasso.

◇  **Move Window:**

 After setting the window selection in the drawing area, sometimes it is necessary to move the selection window to achieve precise window selection. You can use the Move Window command to move the current window to the desired position.

◇  **Last Window:**

 When two window selections are defined successively in the drawing area, the operation of replacing the two windows can be realized by the Last Window command. Last Window It can only be valid for the previous window or next window of the current window.

◇  **Previous Window:**

 When multiple selection windows are defined successively in the drawing area, the Previous Window command can be selected to return from the current selection window to any previous selection window in the current document.

◇  **Next Window:**

 The Next Window command realizes the transition from the current selection to any one of the following selections.

◇  **Repeat Contents:**

The Repeat Contents command repeats a pattern or an area within a pattern.

First, determine the content to be repeated from the current selection window (Define Marquee), select the  Repeat Contents command, drag the cursor, click the left button after confirming the position, and complete the operation of repeat contents (Figure 4-60).



Figure 4-60

If you select the Contents option in the Switch Panel, you can better control the integrity of the repeat contents during the repeat contents process.

◇  **Clear Window Inside:**

 Select the Clear Window Inside command to clear the image defined in the selected window.

◇  **Clear Window Outside:**

 Select the Clear Window Outside command to clear the image defined outside the selected window.

§4-4 Move

The Move command is to move the image defined in the selection window to the desired position.

 Select the Move command, and the Move Selection Contents option panel appears (Figure 4-61):

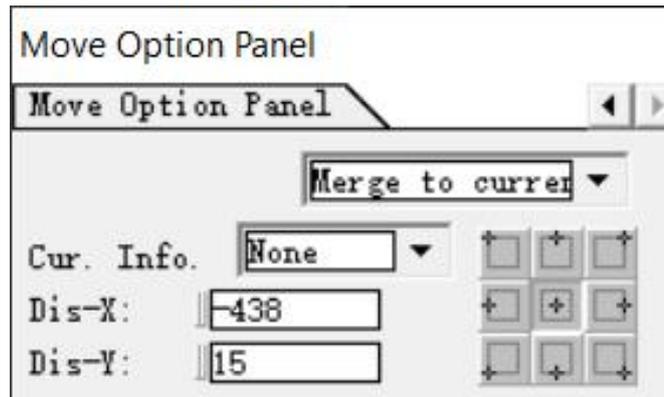


Figure 4-61

Cur.Info.: None: Indicates that the current cursor does not display any value.

Cursor: Indicates the coordinates X, Y of the current position of the cursor.

Size: Indicates the relative coordinate values DX, DY of the current position of the cursor.

The check box in the lower right corner indicates the position where the cursor appears in the moving selection window, namely: upper left, upper middle, upper right, middle left, middle, middle right, lower left, lower middle, and lower right.

Display four kinds of moving subcommands in the subcommand icon area (Figure 4-62):



Figure 4-62

※**NOTE:** Before executing any of the Move commands, confirm whether the area to be moved has been defined in the selection window.

 **Move Contents:**

 Select the Move Contents command, then move the cursor to the drawing area, and an image identical to the original appears. Move the cursor to determine the position of the moved image, and click the left mouse button to locate it.



Original Image



After Moving

Figure 4-63

 **Move Contents Mirror Horizontal:**

 Select the Move Contents Mirror Horizontal command, then move the cursor to the drawing area, and a mirror image of the original image will appear. Move the cursor to determine the position of the image, and click the left button of the mouse to locate it.。



Original Image



After Mirroring Move

Figure 4-64

 **Move Contents Mirror Vertical:**

 Select the Move Contents Mirror Vertical command, and then move the cursor to the drawing area, an image that appears upside-down from the original. After moving the cursor to the desired position, click the left mouse button to locate.



Original Image



After Mirror Vertical Move

Figure 4-65

 **Move Contents Mirror Diagonal:**

 Select the Move Contents Mirror Diagonal command, and then move the cursor to the drawing area, an image that is mirrored upside-down from the original image appears. Move the cursor to determine the position of the image, and click the left button of the mouse to locate it.



Original image



After Mirror Diagonal Move

Figure 4-66

§4-5 Copy:

The Copy command is to copy the image defined in the selection window.

 Select the Copy command, and the Copy Selection Contents Options panel appears (Figure 4-67):

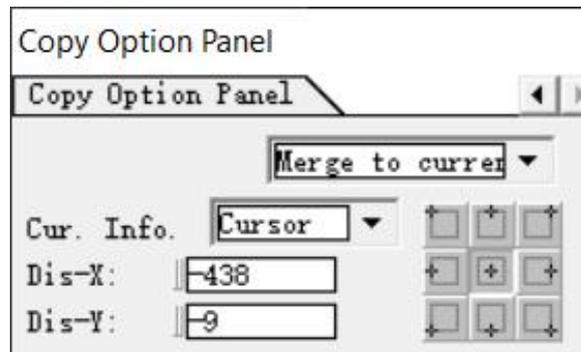


Figure 4-67

Cur.Info.: None: Indicates that the current cursor does not display any value.

Cursor: Indicates the coordinates X, Y of the current position of the cursor.

Size: Indicates the relative coordinate values DX, DY of the current position of the cursor.

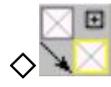
The check box in the lower right corner indicates the position where the cursor appears in the moving selection window, namely: upper left, upper middle, upper right, middle left, middle, middle right, lower left, lower middle, and lower right.

There are four copy subcommands displayed in the subcommand icon area (Figure 4-68):



Figure 4-68

※**NOTE:** Before executing any copy command, confirm whether the area to be copied has been defined in the window.

 **Copy Contents:**

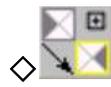
 Select the Copy Contents command, then move the cursor to the drawing area, and an image identical to the original appears. Move the cursor to determine the position of the image, and click the left button of the mouse to locate it.



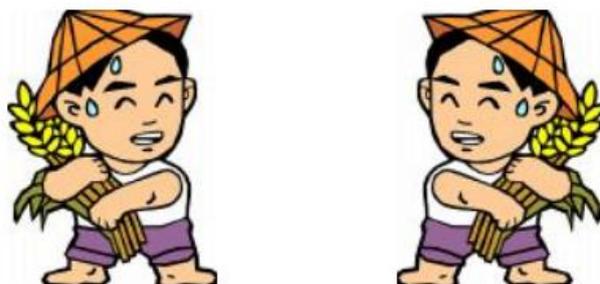
Original Image

After Copy

Figure 4-69

 **Copy Contents Mirror Horizontal:**

 Select the Copy Contents Mirror Horizontal command, then move the cursor to the drawing area, and an image that mirrors the original image will appear. Move the cursor to determine the position of the image, and click the left button of the mouse to locate it.



Original Image

After Mirror Copy

Figure 4-70

 **Copy Contents Mirror Vertical:**

 Select the Copy Contents Mirror Vertical command, and then move the cursor to the drawing area, an image that appears upside down from the original. Move the cursor to determine the position of the image, and click the left button of the mouse to locate it.

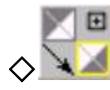


Original Image



After Vertical Copy

Figure 4-71

 **Copy Contents Mirror Diagonal:**

 Select the Copy Contents Mirror Diagonal command, then move the cursor to the drawing area, and an image that is mirrored upside-down from the original appears. Move the cursor to determine the position of the image, and click the left button of the mouse to locate it.



Original Image



After Mirror Reflection Copy

Figure 4-72

※ The difference between Move and Copy:

1. Move is to move the image in the current selection window, that is, an image appears at the end after executing the move command, that is, the moved image.

2. Copy is to copy on the original image. After executing the copy command, two images appear, namely the original image before copying and the image after copying.

§4-6 Transformation

Select part or all of the image to be transformed, select the Transformation command in the main command icon area, and display the Transformation subcommand in the subcommand icon area (Figure 4-73).



Figure 4-73

Reproportion:

 Select the Reproportion command to display the Reproportion Options Panel (Figure 4-74):

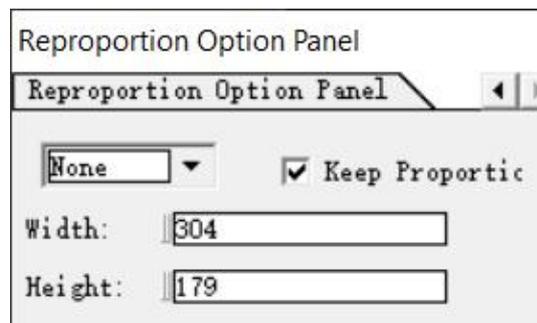


Figure 4-74

You can set the width and height of the image on the Reproportion Options Panel, and you can also use the mouse to drag the image diagonally in the drawing area to zoom the image.

1. Select the "Keep Proportion" option, and the zoom deformation is scaled according to the original image.

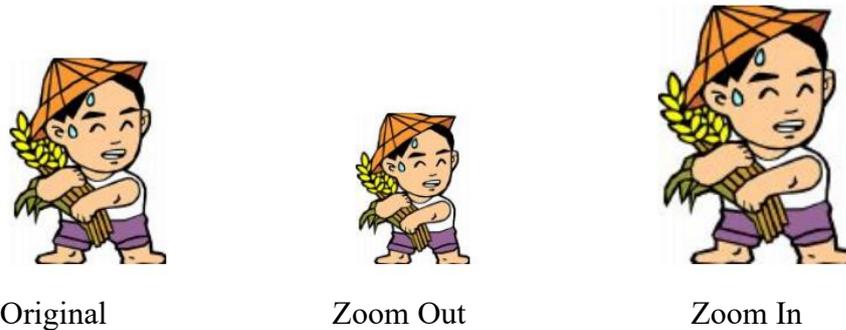


Figure 4-75 Keep Proportion

2. Not select "Keep Proportion" option, it is not limited by the aspect ratio of the original image, and the scaling and deformation are relatively free.



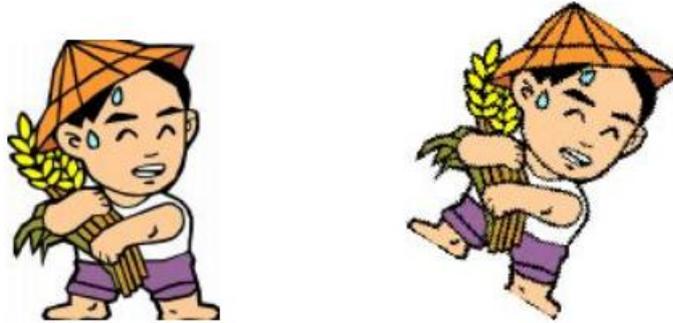
Figure 4-76 Not Keep Proportion

When performing Reproportion, click the left button of the mouse to determine the size and position of the transformed image, which can realize multiple transformations, and click the right mouse button to end the reproportion.



Select the Rotating command, a white rectangular box appears on the cursor in the drawing area, the size is the same as the original picture, click the left button of the mouse, then the mouse rotates clockwise or counterclockwise, and the box also rotates to the desired angle. Then click the

left button to confirm. Move the cursor to the specified position again, and click the left button to complete.



Original Image

After Rotation

Figure 4-77

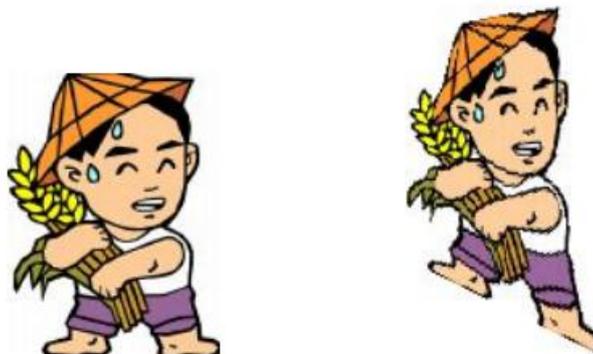
 **Distorting:**



Select the Distorting command, move the cursor to the drawing area and click the left mouse button, a white rectangle box will appear, move the cursor to any vertex of the rectangle box, click the left mouse button and drag the point to change the white box to the desired shape. After adjusting the

shape, click the  OK command, when the cursor returns to the drawing area again, move the deformed white box with the cursor, and click the left

button to confirm the position. Click the  Go back command to return.



Original Image

After Distorting

Figure 4-78



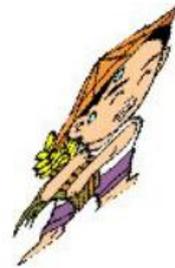
Skew:



Select the Skew command, move the cursor to the drawing area, click the left mouse button, a white rectangle box will appear, move the cursor to any vertex of the rectangle box, click the left mouse button and drag in parallel to change the white box to achieve the desired shape. After adjusting the shape, click the  OK command, when the cursor returns to the drawing area again, move the deformed white box with the cursor, and click the left button to confirm the position. Click the  Go back command to return.



Original Image



After Skewed

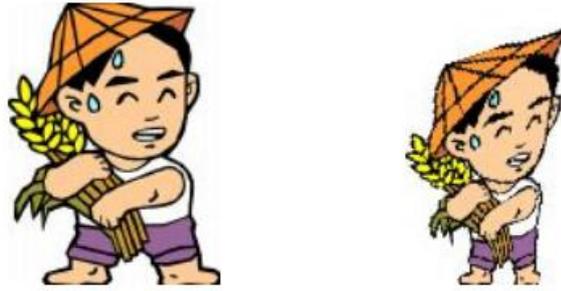
Figure 4-79



Perspective:



Select the Perspective command, move the cursor to the drawing area, click the left mouse button, a white rectangle box will appear, move the cursor to any vertex of the rectangle box, click the left mouse button and drag the point to change the white box to achieve perspective shape. After adjusting the shape, click the  OK command, when the cursor returns to the drawing area again, move the deformed white box with the cursor, and click the left button to confirm the position. Click the  Go back command to return.



Original Image After Perspective

Figure 4-80



Bending:

The Bending command can bend the graphics and text in the selected window to a special effect after copying, which is especially suitable for the word processing of special titles.



Select the Bending command, move the cursor to the drawing area, a white rectangle will appear, click the left button of the mouse, you can freely bend in the drawing area, and can form a variety of different forms. After determining one according to the needs, click the left button of the mouse, the deformed shape appears, move the cursor to the desired position and click the left button to locate.



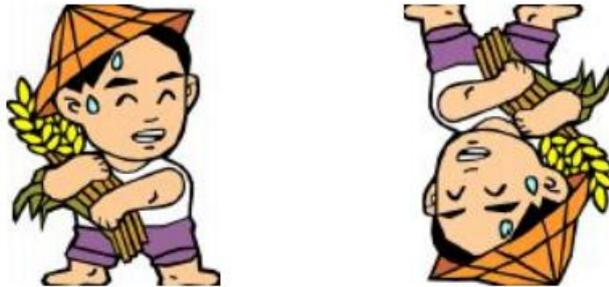
Original Image

After Bending

Figure 4-81

◇  **Rotate 180 degrees:**

 Click the Rotate 180 degrees command to rotate the original image by 180 degrees.



Original Image After Rotating 180 Degrees

Figure 4-82

◇  **Rotate 90 degrees(counter clockwise):**

 Click Rotate 90 degrees(counter clockwise) to rotate the original image 90 degrees counterclockwise.



Original Image After Rotating 90 Degrees

Counterclockwise

Figure 4-83

◇  **Rotate 90 degrees(clockwise):**

 Click Rotate 90 degrees(clockwise) to rotate the original image 90 degrees clockwise.



Original Image



After Rotating 90 Degrees Clockwise

Figure 4-84

◇  **Flip Horizontal:**

 Click the Flip Horizontal command to flip the original image horizontally.



Original Image



After Flip Horizontal

Figure 4-85

◇  **Flip Vertical:**

 Click the Flip Vertical command to flip the original image vertically.



Original Image



After Flip Vertical

Figure 4-86

◇  **Split L-R:**

 Click Split L-R to switch positions left and right.



Original Image



After Split L-R

Figure 4-87

◇  **Split L-R(half--drop):**

 Click Split L-R (half--drop), and the left and right three parts are exchanged with each other.



Original Image



After Split L-R(half--drop)

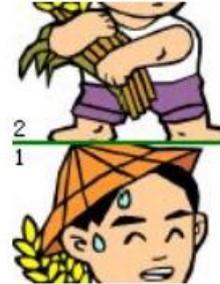
Figure 4-88

◇  **Split U-D:**

 Click Split U-D to switch the upper and down parts.



Original Image



After Split U-D

Figure 4-89

◇  **Split U-D(half--shift):**

 Click Split U-D (half--shift), and the upper and down parts will switch positions.



Original Image

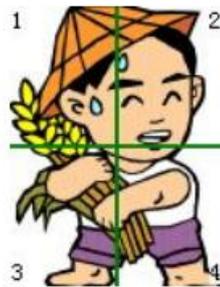


After Split U-D(half--shift)

Figure 4-90

◇  **Split Diagonal:**

 Click Split Diagonal, and the four parts, up, down, left, and right, are swapped.



Original Image



After Split Diagonal

Figure 4-91

§4-7 Color Grouping

Using Color Grouping can reduce or control the number of colors in the image, it is very practical and convenient for the color of scanned images (fabrics, fashion, pictures, etc.) to be reprocessed in the software.

When a picture enters the system through the scanner, there will always be some extra color. For example, if you look closely at a piece of cloth and a magnified image of its scanned image, you can see small changes in color, such as small dots, streaks, etc., that you usually ignore without careful observation.

Consolidate all the colors in the image into a few main colors or into a prepared color panel, you can reduce or delete some unwanted or unimportant colors.

 Select Color Grouping in the main command icon area to display the integration subcommand (Figure 4-92).



Figure 4-92

To Selected Color:

This is standard color grouping, first determine which colors in the graphic or fabric pattern are important, and when changing the secondary colors, keep the original important colors unchanged. The colors of the original image are grouped so that the destination image contains only the specified colors.

1. Define the color grouping area in the selection window.

2.  Select To Selected Color, and its subcommand icon area displays (Figure 4-93):



Figure 4-93

3. Move the cursor to the drawing area, left-click on the color to be selected one by one to select the color. Each time you click to select a color, the color will also be displayed in the Color Grouping Option Panel (Figure 4-94).

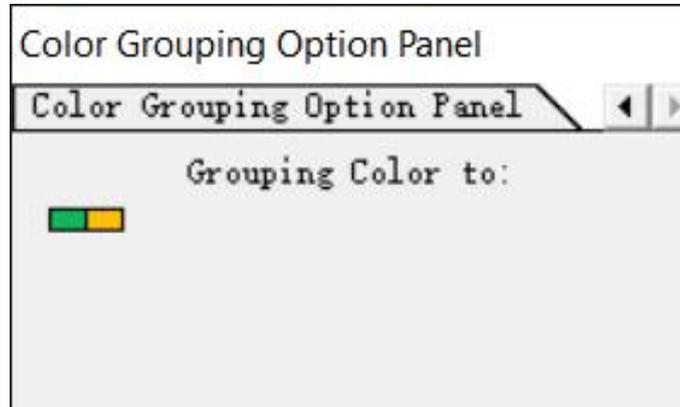


Figure 4-94

4.If you select multiple or wrong colors, you can left-click the color box in the Color Grouping Option Panel to delete.

5.After selecting the color, click  OK to complete the color integration, click  Go back to exit the specified color integration command.



Before Grouping



After Grouping

Figure 4-95

※NOTE:

1.The target color after grouping is retained in the specified Color Grouping Option Panel. After the specified color grouping, the color outlines of the image are clearer than those of the original scan.

2.If you are not satisfied with the effect of the specified color grouping, you can undo it through Undo as usual.

◇  **To Auto Selected Color:**

To Auto Selected Color is another form of color grouping. It has the advantage of automatically grouping the desired colors into the best possible results.

1. Define the color grouping area in the selection window.

2.  Select To Auto Selected Color to bring up Color Grouping (Figure 4-96). Displays the settings for the number of Original Colors and the number of Grouped Colors in the defined selection window in Color Grouping.

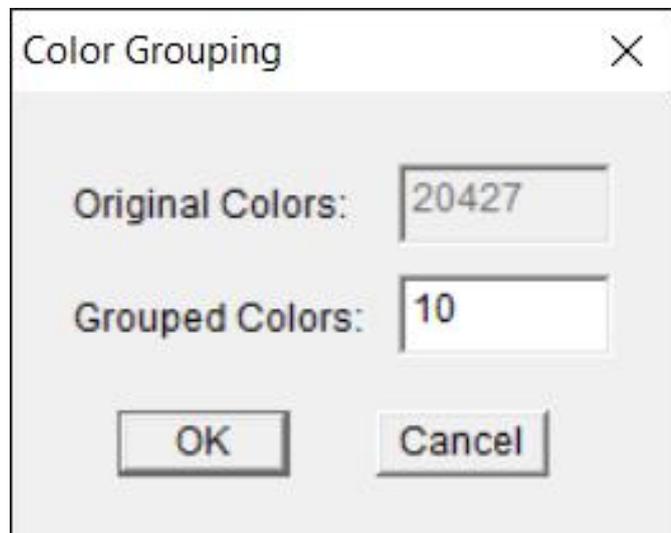


Figure 4-96

3. Enter the value in the text box of Grouped Colors according to the need. Figure 4-96 shows the number of "10" colors (values can be changed). Click "OK" to complete the Auto Selected Color grouping.

4.The colors of the original image are grouped so that the destination image contains a default number of colors.



Figure 4-97



Gray is another form of color grouping. By specifying the gray scale, the original image becomes the target image with the specified gray scale. The default gray scale is 256 scale.

1. Define the color grouping area in the selection window.

2.  Select Gray, and the gray level selected setting box will pop up

(Figure 4-98).

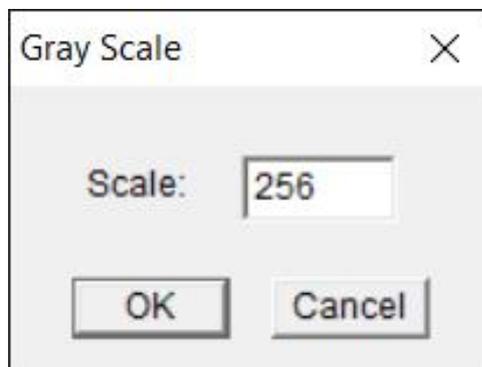


Figure 4-98

3. Enter the required value in the Scale text box in the Gray Scale dialog box. After setting, left-click "OK" to complete.



Before



After

Figure 4-99

§4-8 Undo

Through Undo, the wrong operation can be undone, and all or part of the image can be restored to its original state.

Undo takes the following forms:

1.  Click Undo to undo the last operation and return to the previous state. You can also use the hotkey "Z" to undo the last operation.

When performing Pain, Line-Path, Curve-Path operations, you can undo or modify the current wrong operations during the drawing process of straight lines, curves, and polylines, which is conducive to speeding up the operation process. Use the Undo command or the "Z" key to undo the current operation of each step.

In DRAPIHG EFFECT MODULE, the current wrong operation of New Draping Object and Add Draping Object in Draping can be undone during the drawing process by using the undo command or the "Z" key.

2. In addition to the Undo command, undoing the current operation can also be done through the History Panel.

§4-9 Redo

Redo can redo wrong undo. Redo takes the following forms:

1.  Click Redo to restore the previous operation, or use the hotkey "A" to redo the previous operation.

When performing Pain, Line-Path, and Curve-Path operations, you can redo the undo of errors in the drawing process of straight lines, curves, and polylines. Use the Redo or "A" key to redo the current operation.

In DRAPING EFFECT MODULE, the current operation undo of New Draping Object and Add Draping Object in Draping during the drawing process can also be undone by redo command or "A" key.

3. In addition to Redo, redoing the current operation can also be done through the History Panel.

§4-10 Path

In fashion design, Path can make more flexible and convenient adjustments to the details of the out lines.

 Click Path, which includes six subcommands (Figure 4-100), and the Path Selector Option Panel appears in the Options Panel.

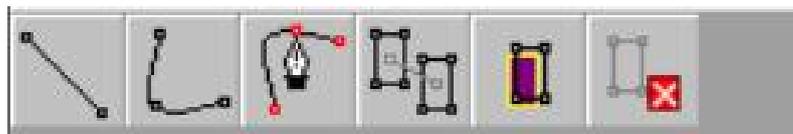


Figure 4-100

◇Path Selector Option Panel:

Click the path command in the main command icon area, and the Path Selector Option Panel will appear. (Figure 4-101) :

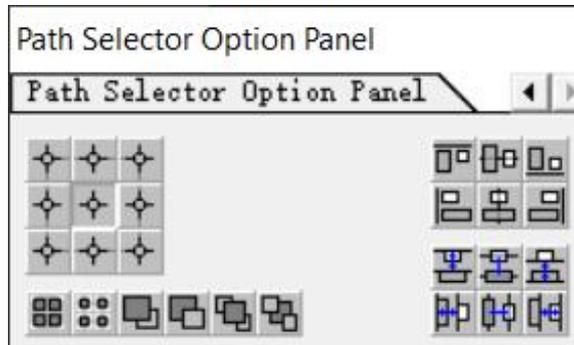
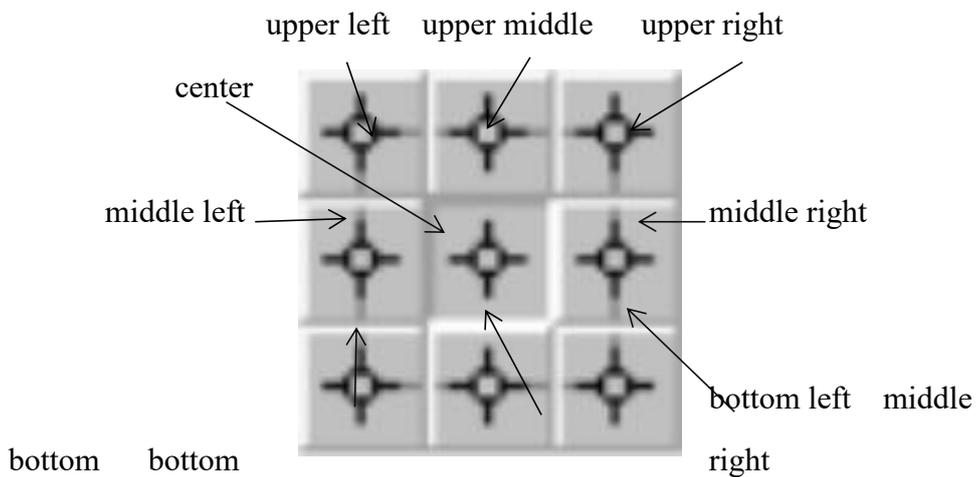
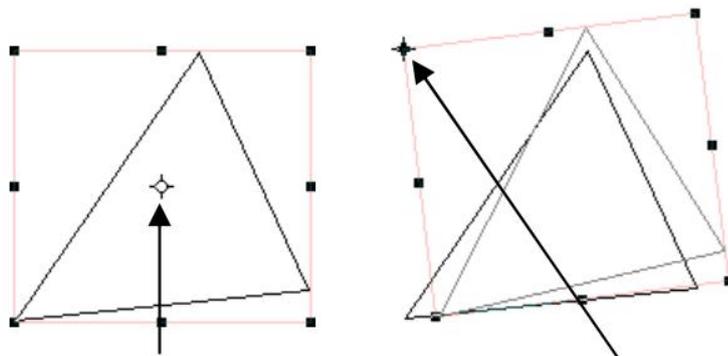


Figure 4-101

■Axis Position:



Select the position of the pivot, and the path will rotate around the pivot (put the cursor on any node of the rectangular selection, a right-angled double-headed arrow will appear, press and hold the left mouse button to start the rotation).



Center

Upper Left

Figure 4-102

■ **Alignment:** There are six alignments for two or more paths.

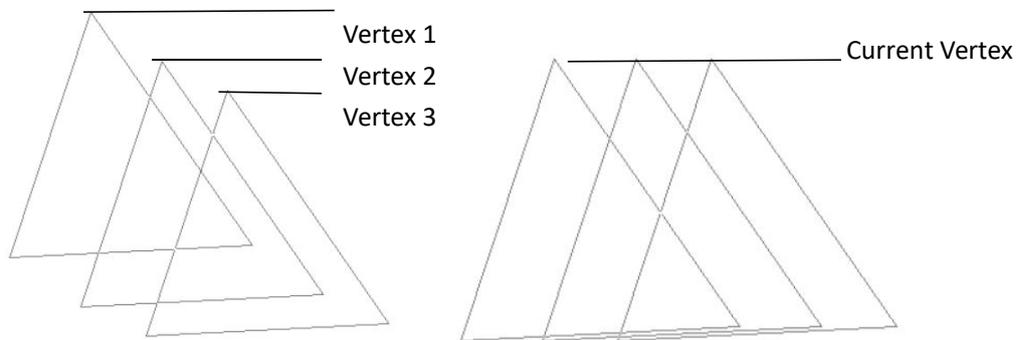
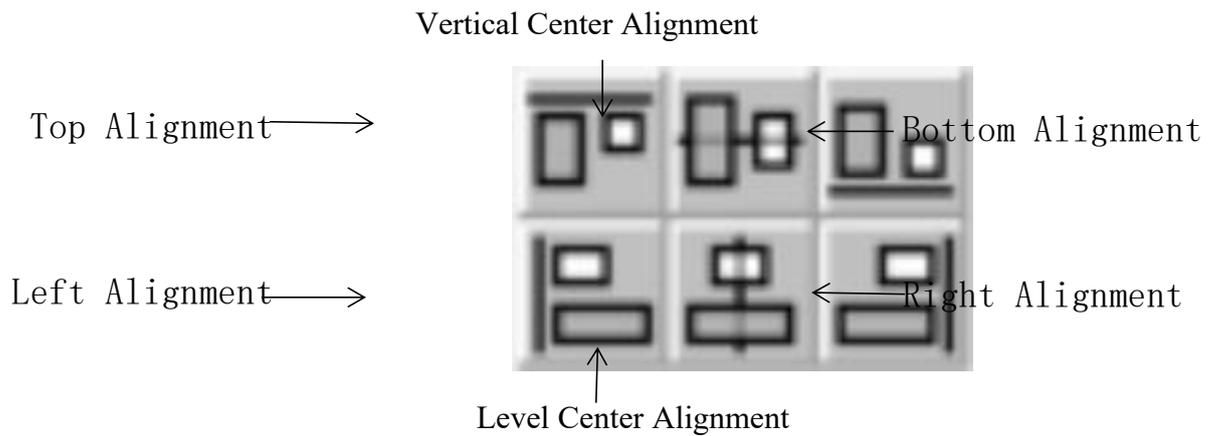
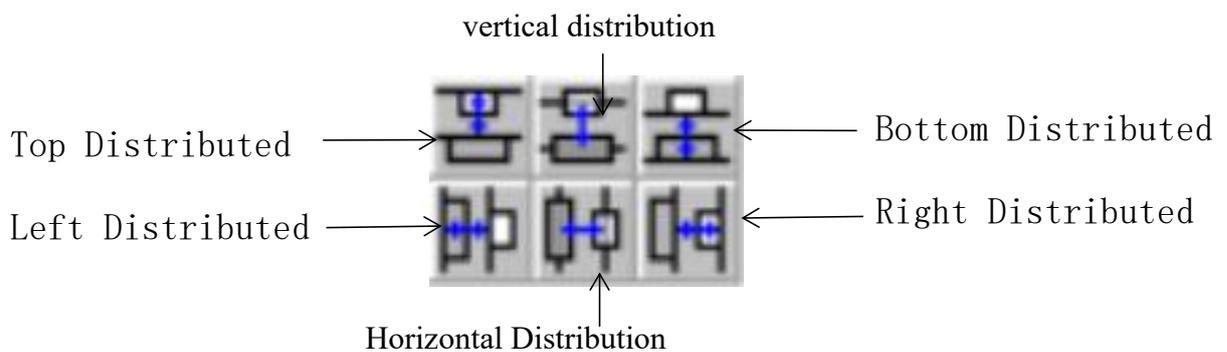


Figure 4-103 Top Alignment

■ **Arrangement:** There are six arrangements of three or more paths.



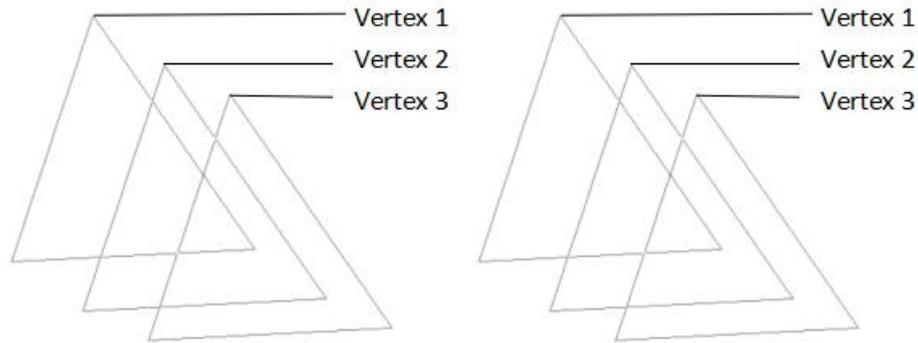


Figure 4-104 Top Distribution

■ Group:

Drag the cursor to form a rectangular selection area, select multiple paths to be grouped, and then click  Group, the paths in the selection area become a path group, which can be easily dragged, rotated, copied, and transform at the same time (place the cursor on the rectangle. On any node of the selection area, the up and down arrows or the left and right arrows appear, press and hold the left mouse button to start dragging the deformation. If the cursor is placed on any vertex of the four vertices in the path selection box, press and hold the left mouse button + Ctrl key, drag the marquee, the path scales proportionally.) etc.

※NOTE:

1. If you want to drag, rotate, copy, transform, etc., a certain path in a group of paths individually, you can hold down the Ctrl key and click the path with the cursor to select it.
2. Hold down the Shift key and use the cursor to select individual paths one after the other, these paths are grouped.

■ Ungroup:

Select the path group to be dissolved and click  Ungroup, all the paths in the selection will be dissolved into a single path.

■ Move Up: Move the current path up one level.

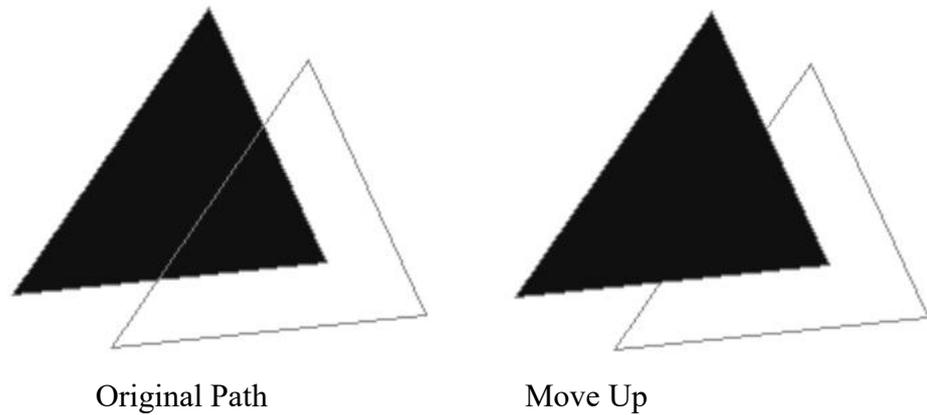


Figure 4-105

-  **Move Down:** Move the current path down one level.
-  **Move to Top:** Move the current path up above all paths.
-  **Move to Bottom:** Move up the current path below all paths.
- ◇  **Line-Path:** Draw line-path.
- ◇  **Curve-Path:** Draw curve-path.

※**NOTE:**

1. Line-Path+Ctrl is a vertical line, Line-Path+Shift is a parallel line, and the hotkey "F3" switches between Line-Path and Curve-Path.

2. In the process of drawing a path, the path cannot be drawn accurately, and it can be restored or modified by the hotkey "Z" or Undo. Click the "Z" key or Undo, the polyline (or curve) returns from the current to the previous one, and multiple clicks can restore to the original drawing path.

- ◇  **Path-Edit:**

Select Path-Edit and click the path to be modified. Left-click on the path to add an anchor point, right-click on the anchor point to delete the anchor point, hold the anchor point and drag to change the path track.

When modifying the path, the Path Edit Option Panel appears (Figure 4-106):

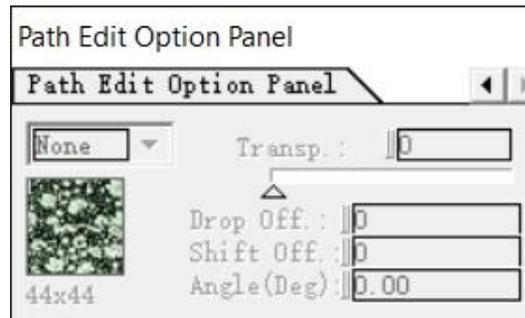


Figure 4-106

There are six fill methods for paths: None, Color, Pattern, Black, 50% Gray, White.

The fill range is the area formed by the trajectory of the path from the start point to the end point. In addition to None, the other filling methods can adjust the Transp to change the light and shade of the color.

Color: The color fill selected in the Color Panel.

Pattern: The pattern fill selected in the Patterns panel. You can set Drop Off, Shift Off and Angle (Deg) on the Options panel to change the shape of the hatch pattern. The hatch pattern can also be changed through the path modification subcommand (Figure 4-107).

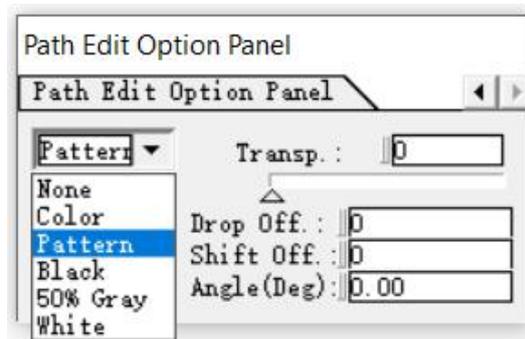


Figure 4-107

-  Go Back: Return to Path.
-  Pattern Up: The pattern move up.
-  Pattern Down: The pattern move down.

-  Pattern Left: The pattern move left.
-  Pattern Right: The pattern move right.
-  Pattern Rotate Left: The pattern rotated to the left.
-  Pattern Rotate Right: The pattern rotated to the right.
-  Path Up、 Path Down、 Path Top、 Path Bottom These

four commands are the same as in Path Selector Option.

◇ Path Copy:

 Click Path Copy to bring up the Path Copy Options Panel (Figure 4-108):

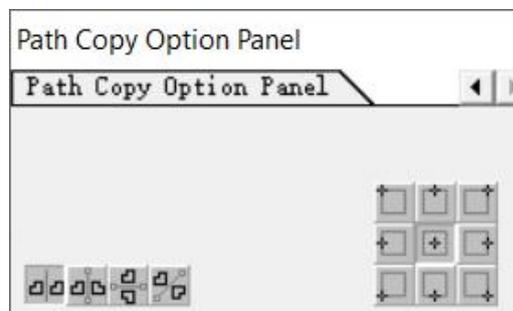


Figure 4-108

The check box in the bottom right corner indicates the position where the cursor appears in the copied selection area, namely: upper left, upper middle, upper right, middle left, middle, middle right, bottom left, bottom middle, and bottom right.

■ Path-Copy:

Select the path, choose  Path-Copy, then move the cursor to the drawing area and a path identical to the original path will appear (Figure 4-109).

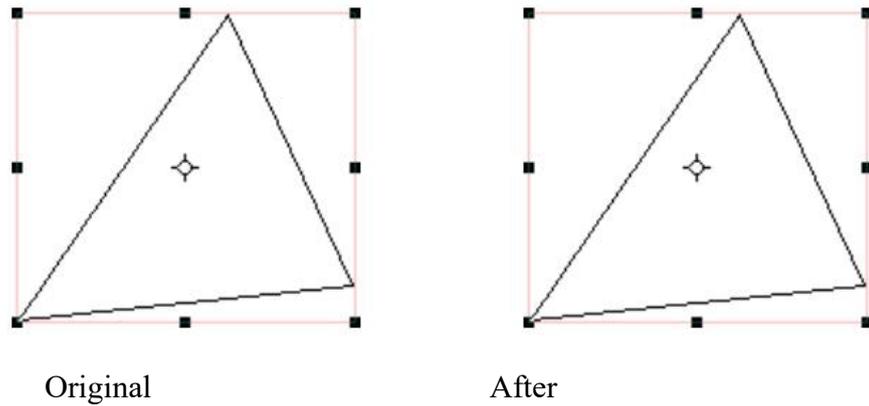


Figure 4-109

■ Path-Mirror Copy:

Select the path, choose  Path-Mirror Copy, then move the cursor to the drawing area and a path mirroring the original path will appear (Figure 4-110).

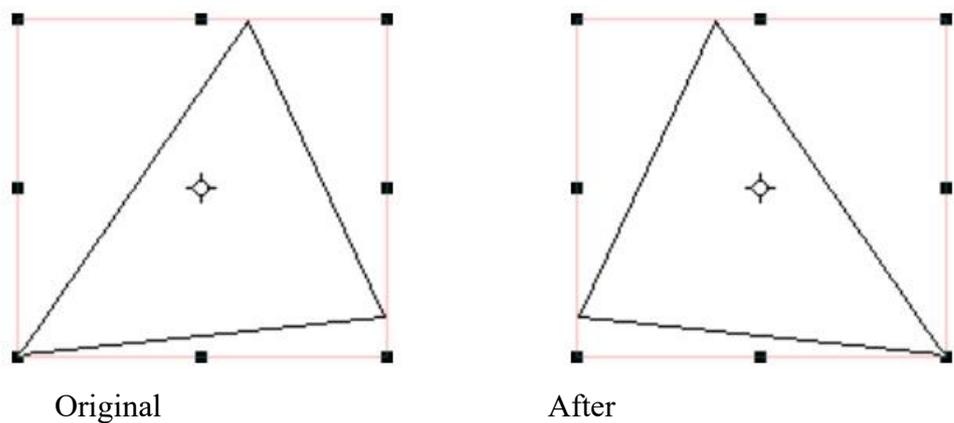


Figure 4-110

■ Path-Reflect Copy:

Select the path, choose  Path-Reflect Copy, then move the cursor to the drawing area and a path that is upside-down from the original path will appear (Figure 4-106).

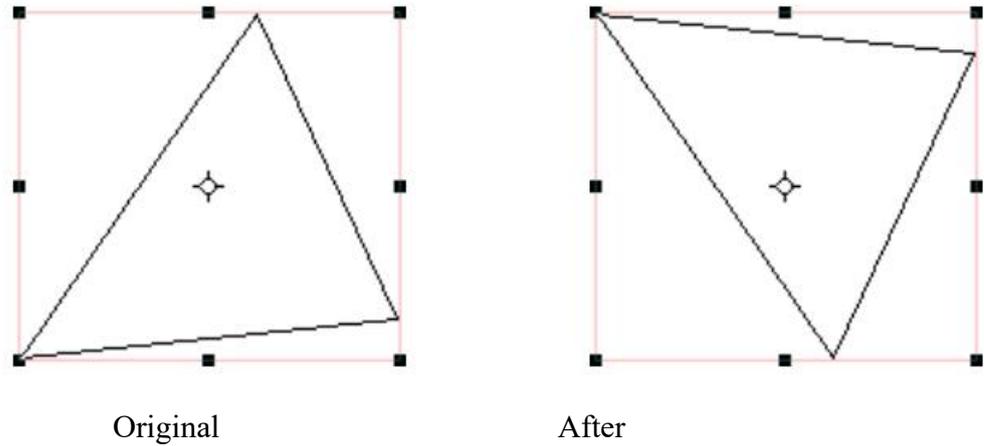


Figure 4-111

■ Path-Mirror Reflect Copy:

Select the path, choose  Path-Mirror Reflect Copy, and then move the cursor to the drawing area and a path mirrored and inverted with the original path will appear (Figure 4-112).

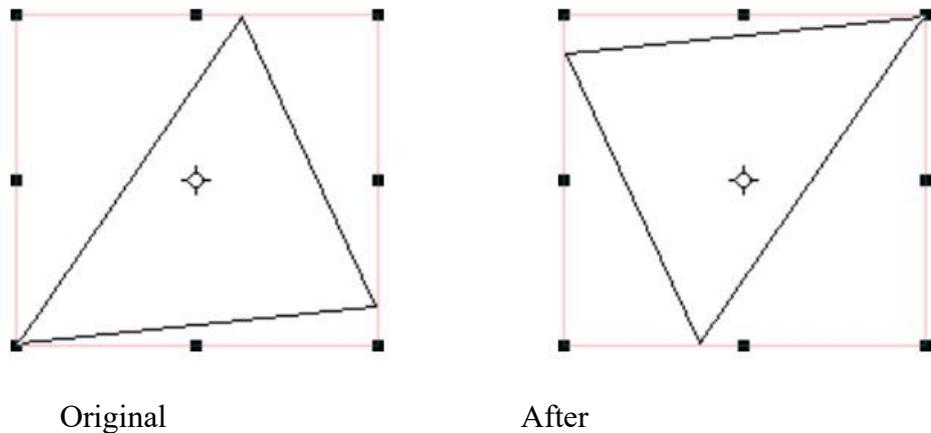


Figure 4-112

◇ Path-Stamp:

For the convenience of operation, you can use Path-Stamp to imprint the path into a graphic. The operation steps are as follows:

 Click Pain, select the color on the Color Panel, set the shape and size of the brush on the Pen Panel, select the brush tool on the Pen Option Panel, adjust the transparency, so as to set the outer line of the embossed graphic; then

select the path area, Click  Path-Stamp, move the path with the mouse, and you can see the graphics after stamp (Figure 4-113).

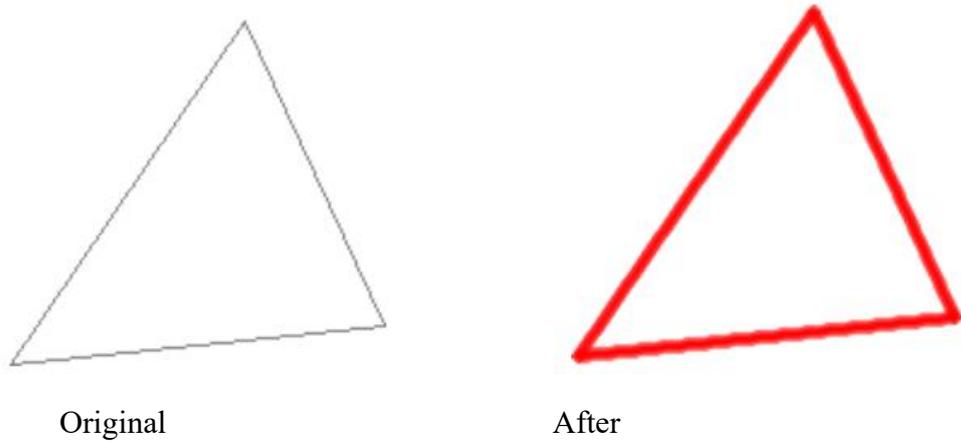


Figure 4-113

◇ Path-Delete:

Select the path and click  Path-Delete, the path will be deleted.

§4-11 Fill

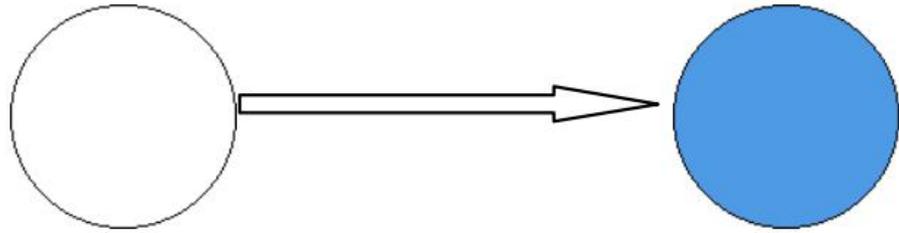
 Select Fill, the subcommand icon area displays the fill subcommand (Figure 4-114):



Figure 4-114

◇ Single Color Fill:

1. Select Single Color Fill in the Fill subcommand icon area.
2. Move the cursor to the Color Panel and select a color as the fill color.
3. Make sure that the outline of the filling area is closed, move the cursor into the filling area and click the left mouse button to fill, and click the right mouse button to end the single color fill.

Figure 4-115 **Single Color Fill**◇ **Pattern Fill:**

1. Draw an enclosed filled area with Paint.
2. Select the window before pattern fill.



3. Select Pattern Fill, the Pattern Fill Option Panel displays the Height and Width of the fill pattern, and you can set numerical values for the "Drop Gap" and "Shift Gap" of the pattern fill. (Figure 4-116)

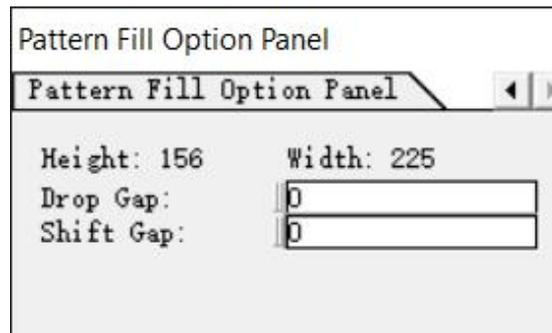


Figure 4-116

4. Move the cursor to the drawing area, and a white rectangle appears, the size of which is the same as the original window. In the fill area, click the left button of the mouse to complete the pattern fill, and click the right button to end the pattern fill.

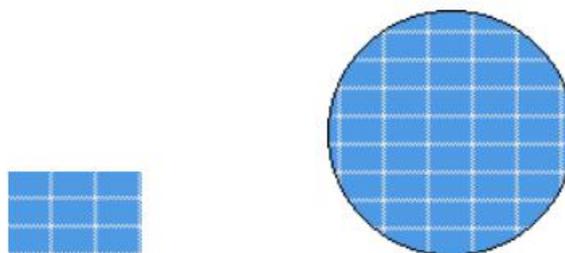
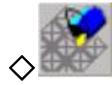
**Pattern****Pattern Fill**

Figure 4-117



◇ **Pattern Rotating Fill:**

1. Draw an enclosed filled area with Paint.
2. Select the fill pattern window before Pattern Rotating Fill.
3. Select Pattern Rotating Fill, the Pattern Fill Option Panel displays the height and width of the filling pattern, and you can achieve the desired rotating fill effect by setting "Drop Gap", "Shift Gap" and "Angle(Deg)". (Figure 4-118)

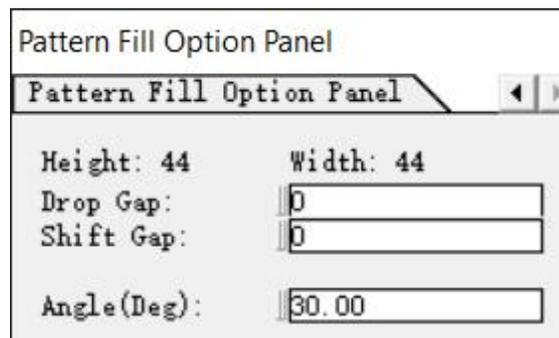


Figure 4-118

4. Set the value (eg: enter "30" in Angle (Deg)). Move the cursor to the drawing area, and a white rectangle will appear, the size of which is the same as the original window. In the filling area, click the left button of the mouse to complete the pattern filling, and click the right button to end the filling.

5. If you do not set the rotation angle directly, you can click the left button of the mouse in the drawing area, and then the white rectangle will rotate clockwise or counterclockwise. After reaching the desired angle, click the left button to confirm, and move the cursor to the filled area. , click the left button to complete the Pattern Rotating Fill, and click the right button to end the filling.

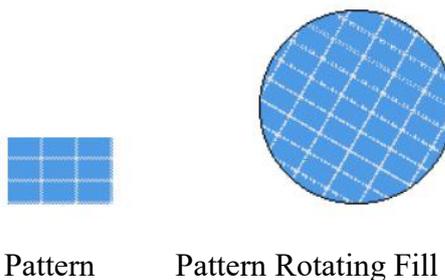
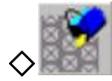


Figure 4-119



◇ **Pattern Half-Drop Fill:**

1. Draw an enclosed filled area with Paint.
2. Select the window before Pattern Half-Drop Fill.
3. Select Pattern Half-Drop Fill, the Pattern Fill Option Panel displays the height and width of the fill pattern, and you can achieve the desired effect by setting "Drop Gap", "Shift Gan" and "Drop Off". (Figure 4-120)
4. Set the value (eg: enter "21" at Drop Off).

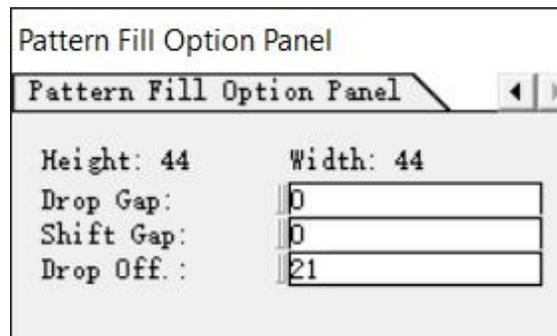


Figure 4-120

5. Move the cursor to the drawing area, a white rectangular box appears, the size is the same as the original window, move the cursor to the filling area, click the left mouse button to complete the Pattern Half-Drop Fill, and click the right mouse button to end the filling.

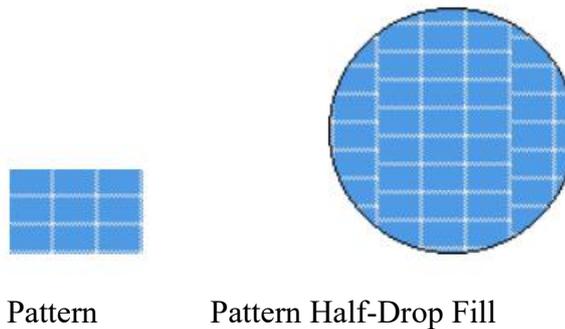


Figure 4-121

◇  **Pattern Half-Drop Rotating Fill:**

1. Draw an enclosed filled area with Paint.
2. Select the window before the Pattern Half-Drop Rotating Fill.
3. Select Pattern Half-Drop Rotating Fill, the height and width of the filling pattern are displayed in the Pattern Fill Option Panel, and the desired setting can be achieved by setting "Drop Gap", "Shift Gap", "Drop Off", and "Angle(Deg)" Effect. (Figure 4-122)

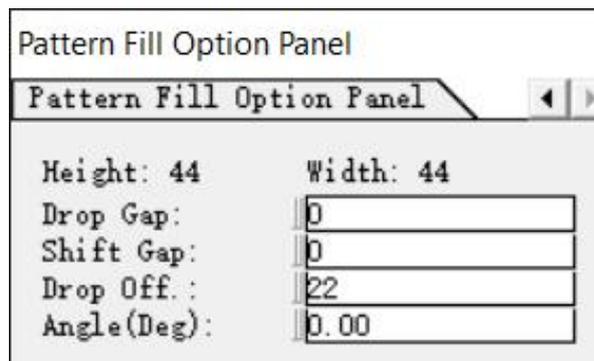


Figure 4-122

4. Set the value (eg: "21" for Drop Off, "45" for Angle (Deg)).
5. Move the cursor to the drawing area, a white rectangle box appears, the size is the same as the original window, move the mouse to the desired position, click the left button of the mouse to complete the Pattern Half-Drop Rotating Fill, and click the right button to end.

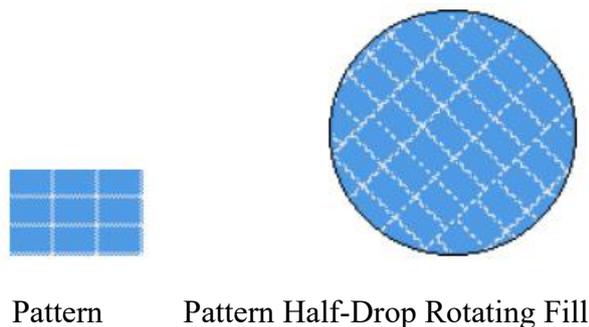


Figure 4-123

◇  **Pattern Half-Shift Fill:**

1. Draw an enclosed filled area with Paint.
2. Select the window before Pattern Half-Shift Fill.
3. Select Pattern Half-Shift Fill, the Pattern Fill Option Panel displays the height and width of the fill pattern, and achieve the desired effect by setting "Drop Gap", "Shift Gap", "Drop Off". (Figure 4-124)

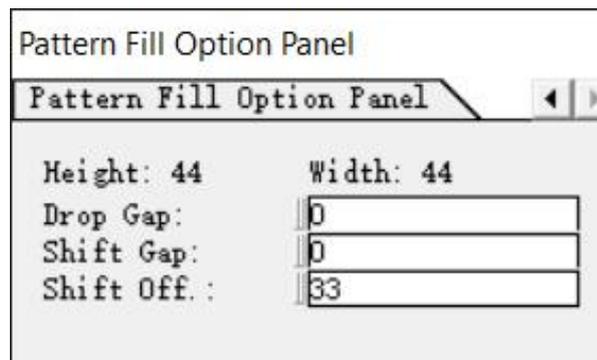
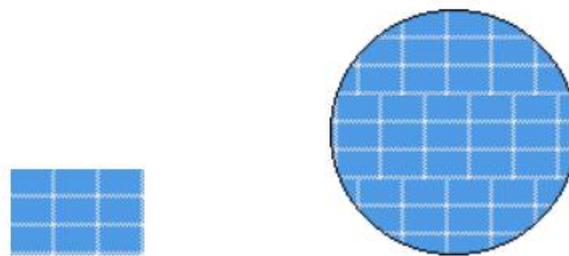


Figure 4-124

4. Set the value (eg: Drop Off enter "33").
5. Move the cursor to the drawing area, a white rectangular box appears, the size is the same as the original window, move the mouse to the fill area, click the left mouse button to complete Pattern Half-Shift Fill, click the right mouse button to end.



Pattern

Pattern Half-Shift Fill

Figure 4-125

◇  **Pattern Half-Shift Rotating Fill:**

1. Draw an enclosed filled area with Paint.

2. Select the window before Pattern Half-Shift Rotating Fill.

3. Select Pattern Half-Shift Rotating Fill, the Pattern Fill Option Panel displays the height and width of the fill pattern, which can be achieved by setting "Drop Gap", "Shift Gap", "Drop Off", and "Angle(Deg)" desired effect.
(Figure 4-126)

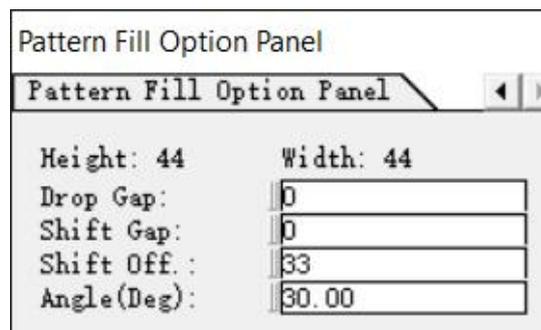


Figure 4-126

4. Set the value (as shown in Figure 4-126: Enter "33" for Drop Off and "30" for Angle (Deg)).

5. Move the cursor to the drawing area, a white rectangle box appears, the size is the same as the original window, move the cursor to the filling area, click the left mouse button to complete the Pattern Half-Shift Rotating Fill, and click the right mouse button to end.

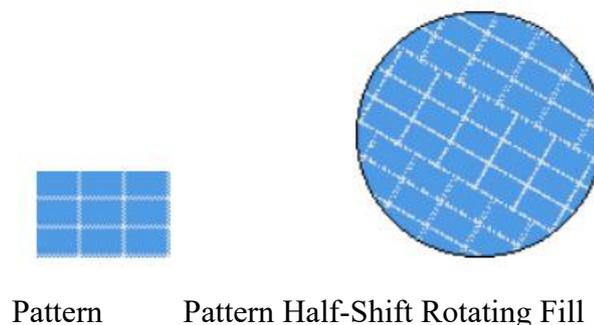


Figure 4-127

※**NOTE:** In Pattern Rotating Fill, Pattern Half-Drop Rotating Fill and Pattern Half-Shift Rotating Fill, the angle can be determined by free rotation,

that is, without setting the value in the dialog box, directly move the cursor to the drawing area, and click the left mouse button to rotate to the desired angle. angle, click the left button again to complete the setting of the angle.

§4-12 Change Color

For a pattern that contains multiple colors and the distribution of each color is irregular, if you want to change one of the colors and avoid other colors, Change Color can convert all or part of the color of the pattern to the specified color.

Select the Change Color in the main command icon area to display its subcommands (Figure 4-128).



Figure 4-128

◇ Single to Single:

1. Defines the window to change color.
2. Select Single to Single in the subcommand icon area of Change Color to display the Single to Single Option Panel (Figure 4-129):

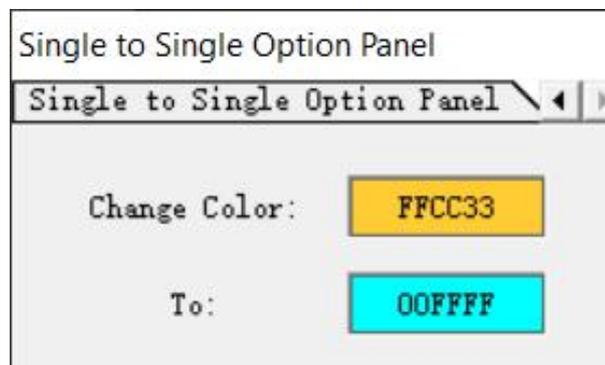
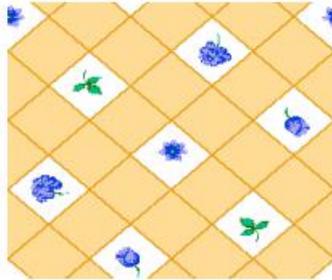


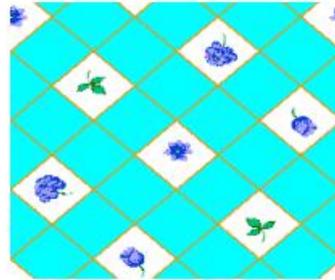
Figure 4-129

3. Click the left-click of the mouse at the defined pattern to select the color to be changed, move the cursor into the color panel or the drawing area,

select the color to be changed to and left-click to confirm, the color of the pattern will be changed. Left click or  Go back to end the mission and go back.



Change Before



Change After

Figure 4-130

Single Exchange:

When performing the Single Exchange operation, the selection window must contain two or more colors.

1. Defines the window for Single Exchange.

2.  Select Single Exchange to display the Pen Option Panel (Figure 4-131):

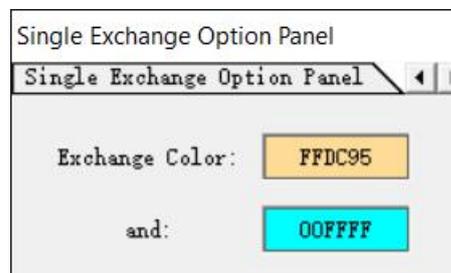
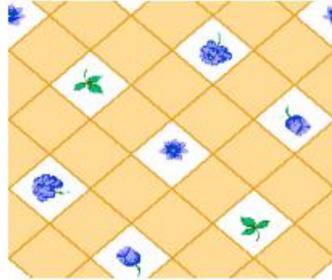


Figure 4-131

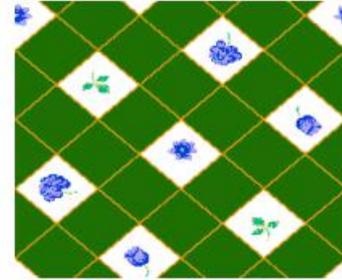
3. Select the color that needs to be single exchanged in the selection window, left-click, and the Pen Option Panel will display the color and color number to be exchanged at the same time.

4. After the two colors of the selected window are swapped, right-click or

click  Go back to end and return.



Change Before



Change After

Figure 4-132

◇  **Multi to Single:**

1. Defines the window for color change.

2.  Select Multi to Single to display the Multi to Single Option Panel

(Figure 4-133):

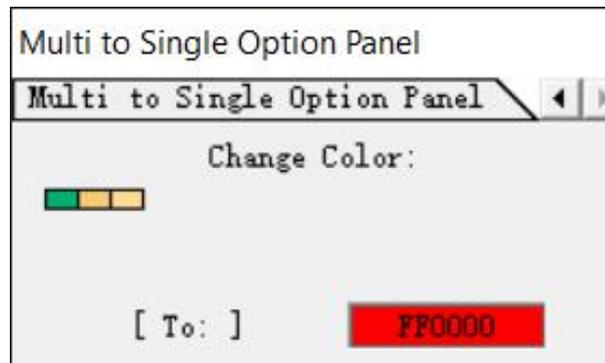


Figure 4-133

Divided into two parts in Multi to Single Option Panel:

① "Change Color" Displays multiple colors selected from the pattern.

② "To" replaces the selected color with the desired one, which can be obtained from Patterns, Color Panel and Pantone Panel.

3. The subcommand icon area displays the subcommands of Multi to Single (Figure 4-134):



Figure 4-134



- Go back: Return to the previous level.



- Clear Colors: Clears the color selected by "Change Color" in the Multi to Single Option Panel.



- Add Color: Add color at "Change Color" of Multi to Single Option Panel, the color is obtained from the pattern.

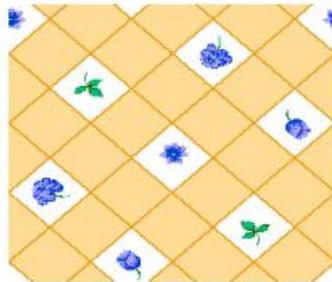


- Remove Color: Click on "Change Color" in the Multi to Single Option Panel to delete the extra color in the pattern.

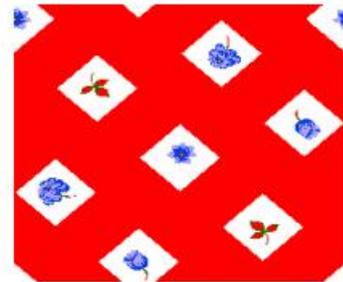


- OK: Determines the selected color.

4. Select the color to be replaced in the pattern, click OK, move the cursor to the color of the "To" selected in the drawing area or in the Option Panel, and left-click to confirm.



Change Before



Change After

Figure 4-135

※**NOTE:** If there are too many colors to be changed in the pattern, move the mouse to the upper left corner of the pattern, click the left mouse button and drag, then a dotted box will appear, and the color in the box will be selected.

◇  **Multi to Multi:**

1. Defines the window for changing colors.

2.  Select Multi to Multi to display the Multi to Multi Option Panel (Figure 4-136):

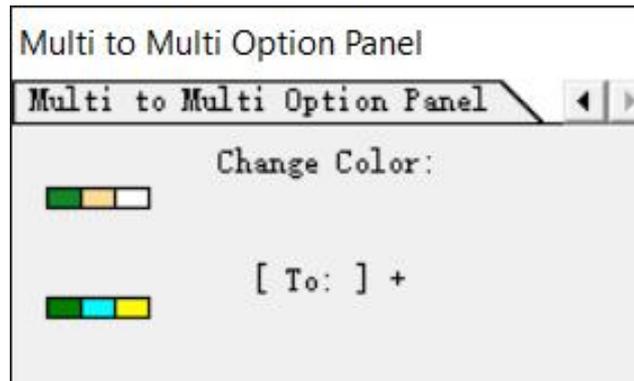


Figure 4-136

The Multi to Multi Option Panel is divided into two parts:

① "Change Color" displays multiple colors selected from a defined pattern.

② "[To]" replaces the selected color with the desired color or colors, which can be obtained from Patterns, Color Panel and Ponpane Panel.

3. The subcommand icon area displays the Multi to Multi subcommand (Figure 4-137):

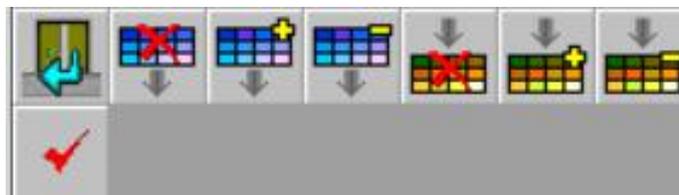


Figure 4-137



The functions and objects of these four items are the same as Multi to Single.

■  Clear Color-Tos: Clear the color selected by "[To]" in the options panel

■  Add Color-Tos: Added option panel "[To]" selection color.

■  Remove Color-Tos: Removed color from option panel "[To]".

■  OK: Determines the operation of Multi to Multi.

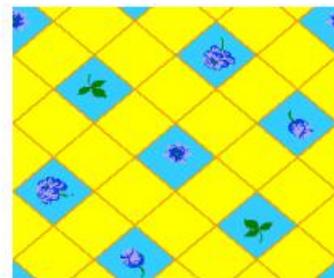
4. Move the cursor into the defined selection window, select the color to be replaced, and click the left mouse button to select; You can also pull out a dashed rectangle diagonally, and all the colors in the dashed frame are selected.

5. After defining "Change Color", use these commands to determine the color of "[To]". The color selection can be done through the Color Panel or the image in the drawing area.

6.  Click OK to complete Multi to Multi.  Click Go back to return.



Before



After

Figure 4-138

 **Color Combination:**

Group the patterns that need Color Combination. When the number of colors is less than or equal to 12, select Color Combination and enter the Color Combination window (Figure 4-139):

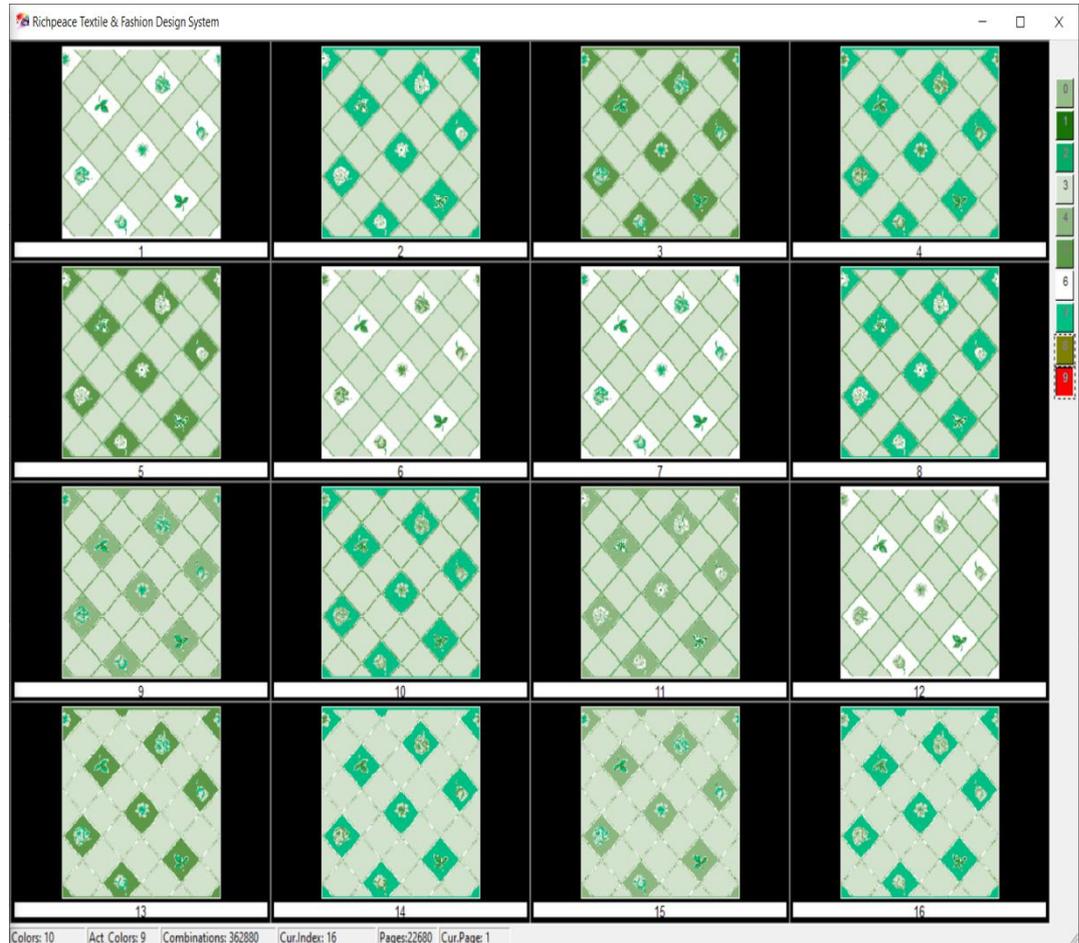


Figure 4-139

1. On the right side of the color matching window, the color blocks and color numbers participating in the color matching are displayed. Click the color block with the left mouse button to add or delete the color, and you can also add the desired color by selecting it on the color panel.

2. In the color matching window, a variety of different patterns formed by the color blocks participating in the color matching are displayed. Click on the pattern with the left mouse button, and the page will automatically flip down. You can also use the "Enter" key on the keyboard to flip the page. Use the right

mouse button to click the color pattern, and the options of "Save" and "Get this project" will pop up (Save: save the color pattern, Get this project: put the color pattern in the drawing area).

3. Displays Colors, ACT_Colors, Combinations, Cur.Inde, Pages and Cur_Page in the status bar.

4. Color Combination subcommand (Figure 4-140):



Figure 4-140

■  **StopAndExit:** Stop Color Combination and exit the Color Combination window.

■  **Display:**

Set the row and column of the Color Combination pattern arrangement,

and click  Display to display the Setting dialog box. Figure (4-141):

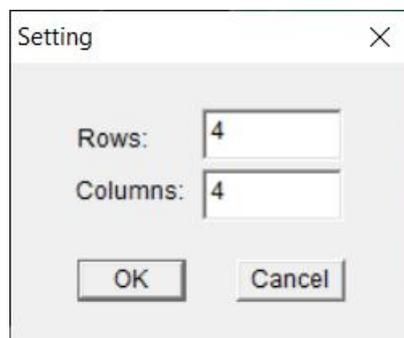


Figure 4-141

Edit the value in the dialog box, the value range of Rows and Columns (1-7), click "OK" after completion, the new setting will appear in the color matching window (adjust the size of the color matching pattern through the Display option).



■ **New Object:**

When Color Combination needs to be performed on multiple patterns, you can select New Object to replace the original Color Combination pattern.



■ **Find:**

Find the completed pattern and place it in the drawing area, select Find, and display the Finder dialog box (Figure 4-142)

Enter the pattern code in the Index text box, click "OK", the selected pattern will be displayed in actual size. Right-click on the found pattern and click "Get this project", the pattern is opened in the drawing area.

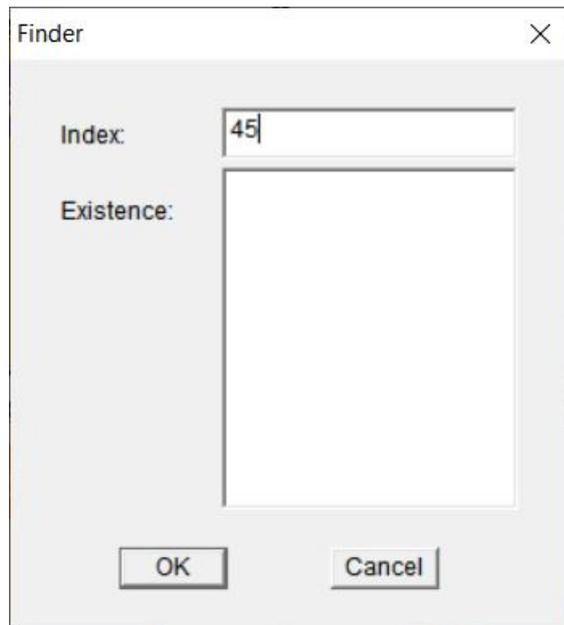


Figure 4-142



■ **Previous Page:** Go one page up on the current page.



■ **Next Page:** Go to the next page on the current page.

※**Note:** The number of colors in Color Combination must be between (1-12). When the pattern is in Color Combination, if the color is more than "12", you can use To Selected Color or To Auto Selected Color in Color Grouping to reduce and or control The number of colors in the pattern.

◇  **Color Combination Expert:**

Select Color Combination Expert to enter the Color Combination Expert window (Figure 4-143):

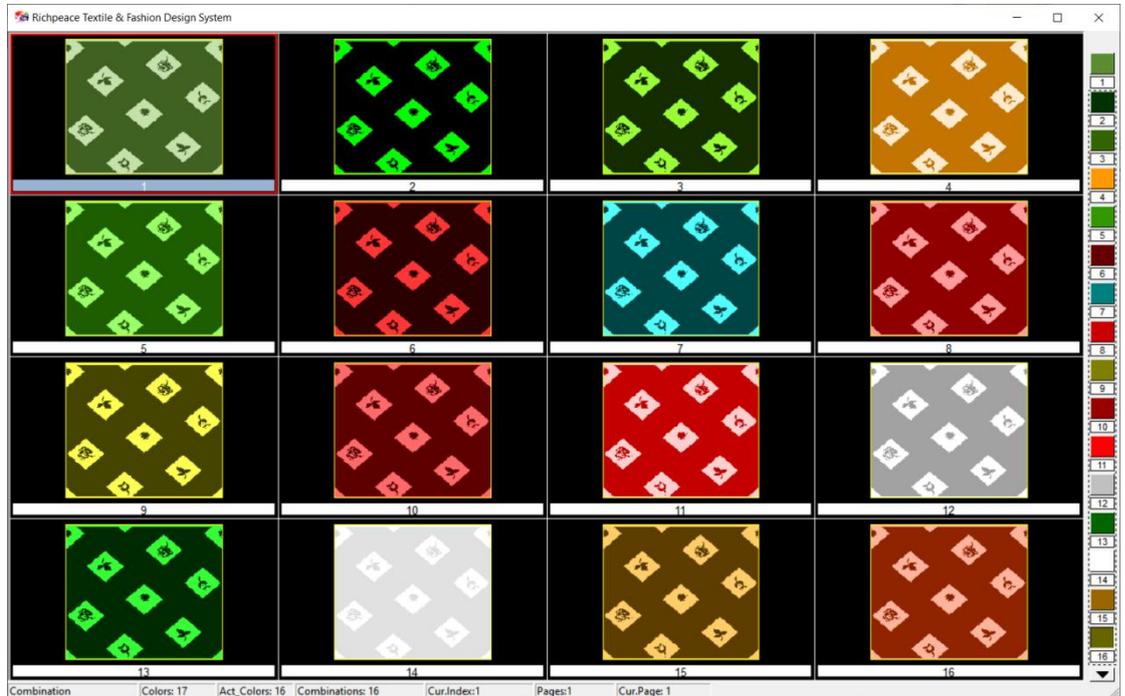


Figure 4-143

1. Combination work area: Displays Combination scenarios.

Mouse operation:

- 1) Left-click the non-image area: turn down a page.
- 2) Right-click the non-image area: turn up a page.
- 3) Right-click the image area to pop up the menu (Figure 4-144).

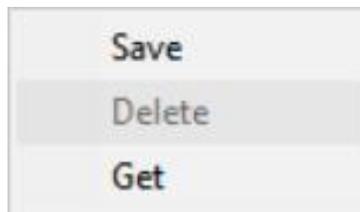


Figure 4-144

- ① Save: Save pattern.
- ② Delete: Delete saved patterns.
- ③ Get: Put the current soft fetch into the drawing work area.

2. Color Combination Expert toolbar:

1) Display Color Combination Expert color.

① Combined color: displayed outside the virtual frame.

② Add custom color: displayed in the virtual frame.

2) Right-click Custom Add Color to pop up a dialog box (Figure 9-145).



Figure 9-145

①Change: Modify custom add color.

②Delete: Remove custom added color.

3)Click the color block: toggle to show/hide the color to participate in the color change.

3.Color Combination Expert Status Bar: Displays Color Combination Expert solution information.

Colors、 Act_Colors、 Combinations、 Cur.IndexPages、 Cur.Page

4.Color Combination Expert command bar (Figure 4-146):

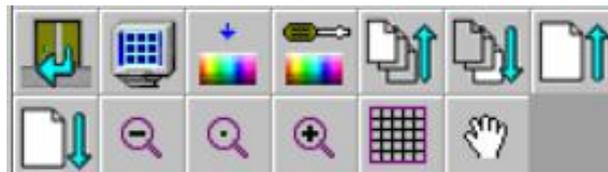


Figure 4-146



■ **StopAndExit:** Exit the color change window.

-  **Display:** Set the number of rows and columns displayed in the window.

 Select Display to pop up a dialog box (Figure 4-147); set the number of rows and columns of the display scheme in the color-changing area, and the range of the number of rows and columns is [1,8].

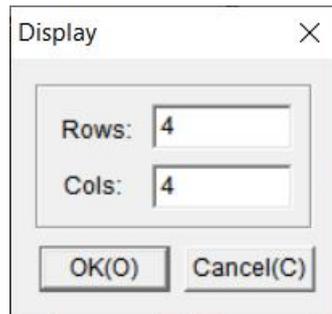


Figure 4-147

-  **New Object:** Reset work area color.

 Select the New Object prompt (Figure 4-148):

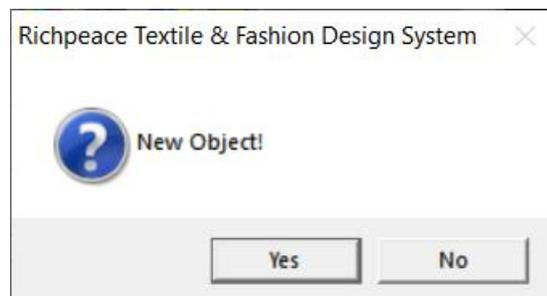


Figure 4-148

1. Click "Yes": the selection image is initialized.
2. Click "No": Cancel.

-  **Setup:**

 Select Setup to open the Combination Setup dialog (Figure 4-150):

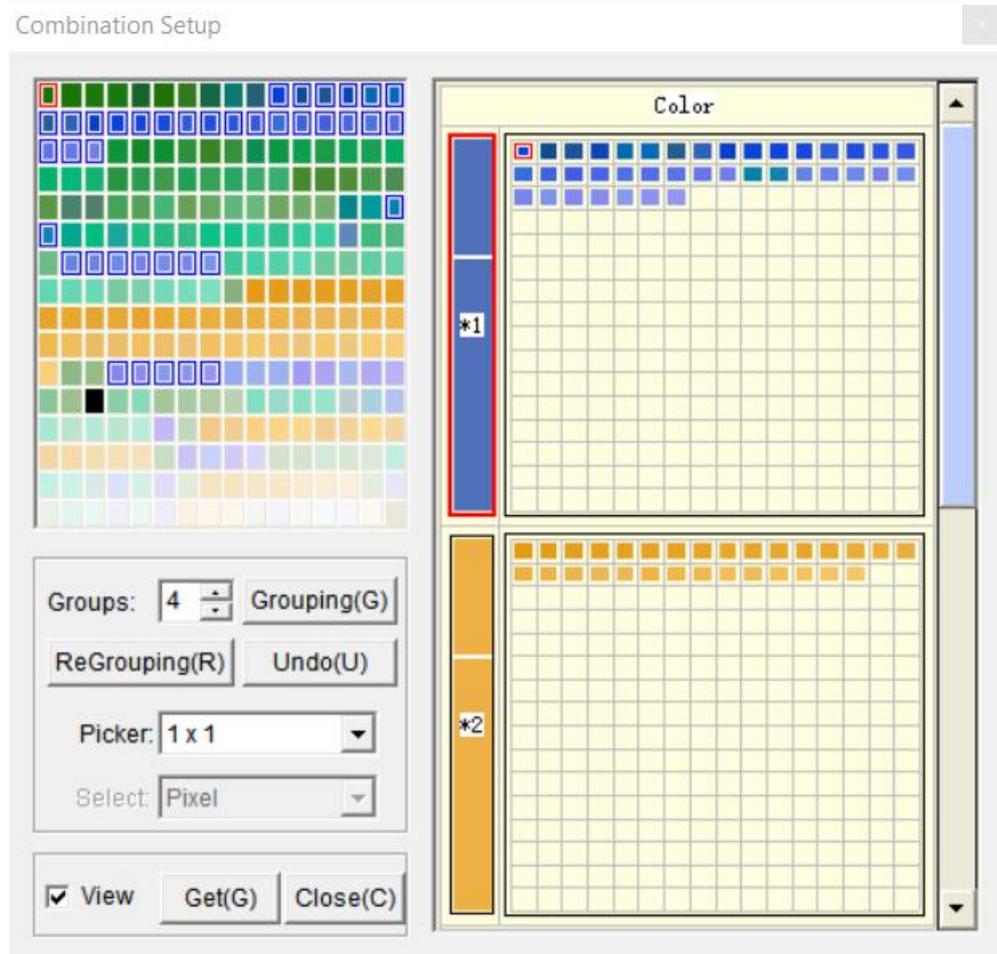


Figure 4-150

1. Color Palette: Shows all colors.

Right-click popup menu (Figure 4-150A):

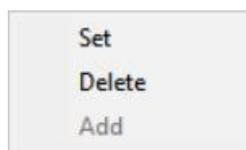


Figure 4-150A

- 1) Set: Sets the current color to the selected group color.
- 2) Delete: Removes the color from the currently selected group.
- 3) Add: Add the current color to the group.
- 4) Blue Box: The color is in the grouping.
- 5) Red Box: The color is selected.
- 6) Green Box: This color is not in all groupings.

2. Group Color:Group color display.

- 1) Top part: Apply grouping color.
- 2) The following part: Group Color .
- 3) Right-click on the Group Color to display the menu (Figure 4-150B).

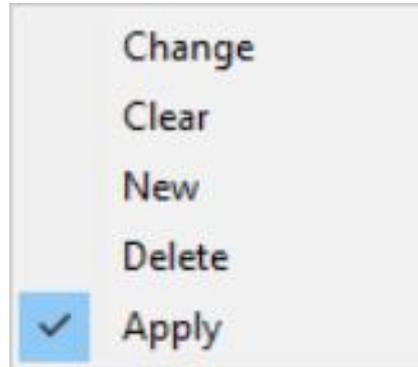


Figure 4-150B

- ① Change: Set the grouping colors (Figure 4-150C).

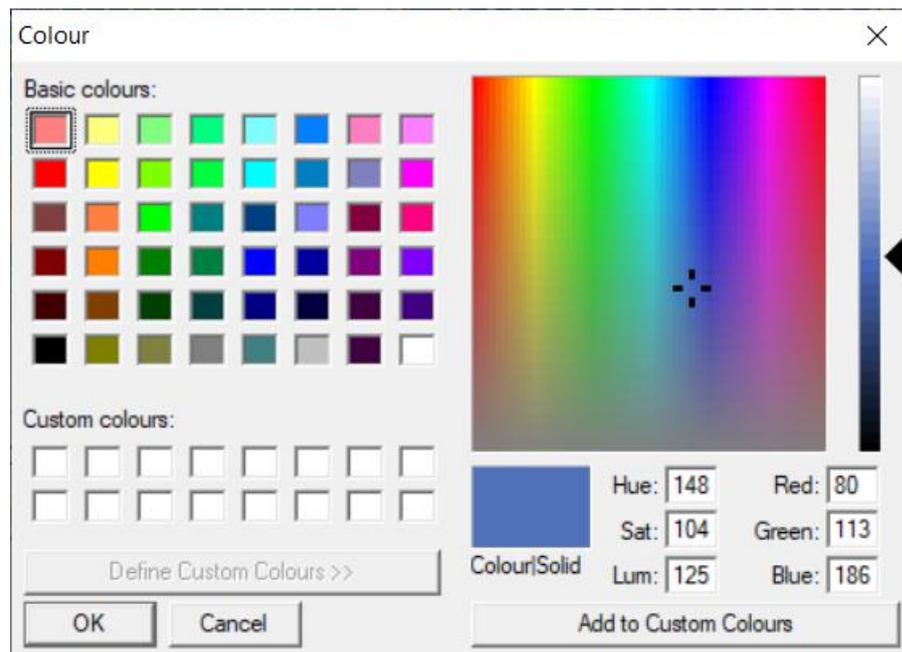


Figure 4-150C

- ② Clear: Group Color Sets the group color.
- ③ New: Adds a group color after the currently selected group color.
- ④ Delete: Deletes the currently selected group color.
- ⑤ Apply: Whether to apply a color change to the group color.

3. Group Color:Group color display.

4. Color manipulation:

1)Groups: .

- ① Set Groups number.
- ② Grouping.

2)ReGrouping:  ReGrouping colors.

3)Undo/Redo:   : Undo/Redo last step.

Operation: Grouping, Set, Add, Delete, Add, ReGrouping.

4)Group color row selection: Select the replacement group color in the color change work area.

Picker:

- ① 1x1: Read the color of the mouse click position from the original image.
- ② 3x3: The mouse click position is the center, expand 1 pixel up, down, left and right to form a 3x3 rectangle, and read the average value of the color from the original image at the 3x3 rectangle position.
- ③ 5x5: The mouse click position is the center, expand 2 pixels up and down, left and right to form a 5x5 rectangle, and read the average value of the color from the original image at the 5x5 rectangle position.

5)Group color selection: The mouse selects the color in the add/delete group color in the original image.

①Pixel:

a Left-click on the image area in the color-changing work area to add the color at that location to the color grouping.

bLeft-click the color in the image area in the color-changing work area to delete the color in the group color.

②Border:

a Area operation:

- (1) Add a key point: Left-click a location.
- (2) Right-click to delete the added key point.
- (3) Finish: Press Ctrl while adding the last key point.
- (4) F3 : Switch the key point to draw a curve or a straight line.
- (5) Finish Effect.

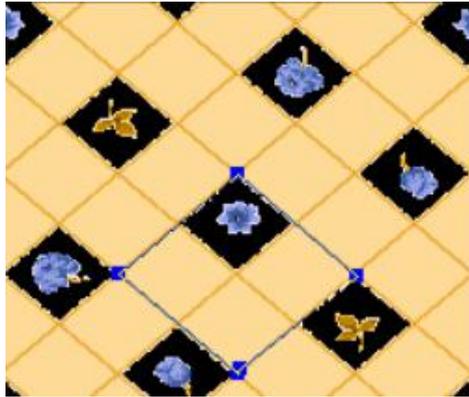


Figure 4-150D

b Right-click the popup menu (Figure 4-150E).

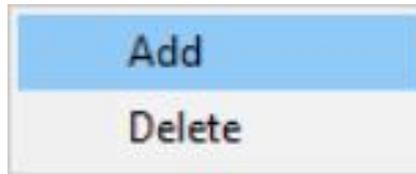


Figure 4-150E

- (1)Add: Adds the colors in the area to the grouped colors.
- (2)Delete: Deletes the colors in the area of the group color.

c Press the Delete key to delete the selection.

5.View:

- 1) Check: The Color Change workspace displays the rendering of the applied color grouping.
- 2) Not check: Display the original image.

6.Get: The renderings are extracted into the design workspace and Color Combination Expert exits.



■ **Home:** Switch to the top of the color change workspace.



■ **End:** Switch to the bottom of the color change workspace.

-  **Previous Page:** Go one page up on the current page.
-  **Next Page:** Go to the next page on the current page.
-  **Zoom Out:** Reduce the image.
-  **Real:** The image returns to the default size.
-  **Zoom In:** Enlarge the image.
-  **Grid:** Set the grid display image.
-  **Move:** Move the image.

§4-13 Text

Using the system's Text , you can input a variety of English and Chinese characters in the document, and the input font has a variety of different artistic font effects.

Select Text  in the main command icon area to display its subcommands (Figure 4-151).



Figure 4-151

◇  **Text:**

 Select Text in the subcommand icon area of Text to enter the text tool dialog box (Figure 4-152):

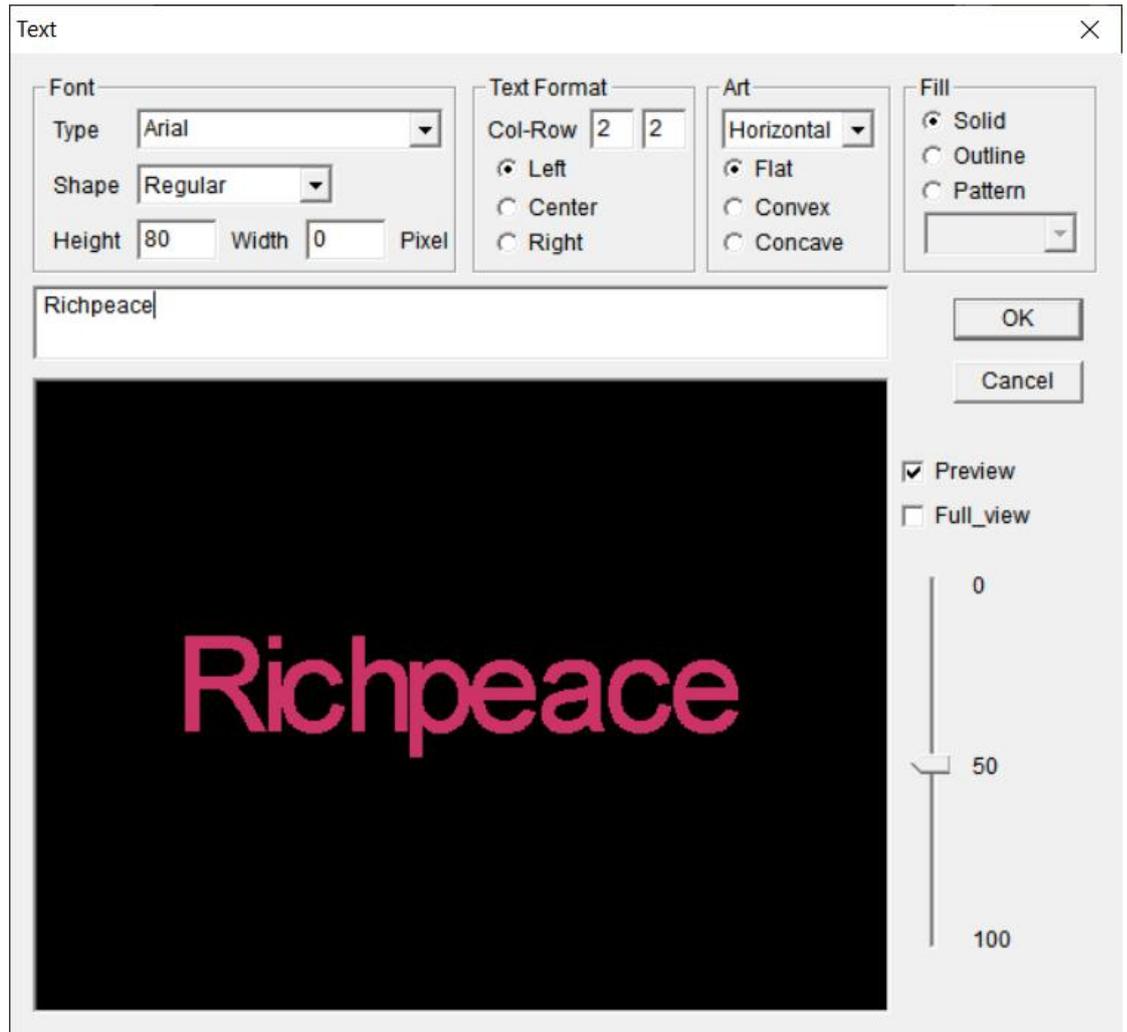


Figure 4-152

The Text dialog is divided into several parts;

1.Font:

Font is divided into Type,Shape,Height and Width.

- ①Select the appropriate item from the drop-down list box of Type and Shape.

Type: Arial

Shape: Regular

- ②Adjust Font Height and Width: The text size determines the size of the text in the image. The default text size is 80 pixels, and the distance between the fonts is set by the font width. You can move the mouse to the text box where the font height and width are located, left-click to activate, and set the font height and font width according to your needs. Enter a value.

Height: 80

Width: 0

The default unit for font width and height is Pixel.

2.Text Format:

Text Format is divided into Col-Row and text settings.

①Col-Row: Col-Row refers to the spacing and line spacing between words, and is measured in the units specified in the Text dialog box.

②Align: There are three types of text alignments: Left, Center, and Right. Left-click the radio button in front of the desired item and select Apply.

3.Art:

In Art, it is divided into two parts: the trajectory of the font and the shape of the font.

①Click the arrow at the font track ▼, Displayed: Horizontal, Octagon, Triangle, Anti-Triangle, Anti-V-Shaped, V-Shape, Clockwise, Anti-Clockwise, Thin_upper ellipse, Thin_lower Ellipse, Thin_upper Arc, Thin_lower Arc, Thick_upper Elliptical Arc, Thick_lower Elliptical Arc and other font trajectories.

※**Note:** The most commonly used font track is the Horizontal track, which is a default value. The settings of other parameters in the "Text Tools" dialog box remain unchanged. By selecting different track types from the font track drop-down list box, the different effects (Figure 4-153).

RICHPEACE

Octagon

RICHPEACE

Clockwise

RICHPEACE

Left near right far

Figure 4-153

② There are three types of font styling options: Flat, Convex, and Concave.

(Figure 4-154)。

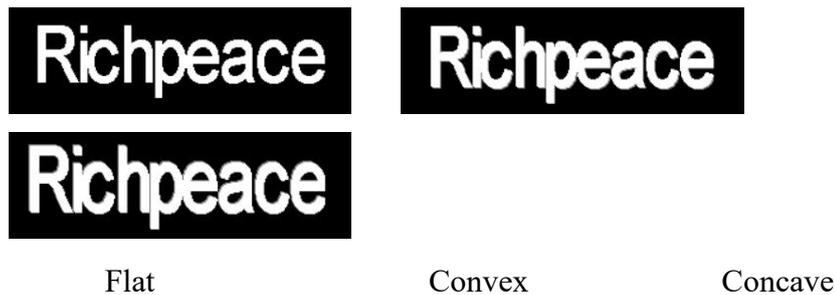


Figure 4-154

4.Fill:

Filling is divided into three forms: Solid, Outline and Pattern. Select the radio button and the filling method will be applied.

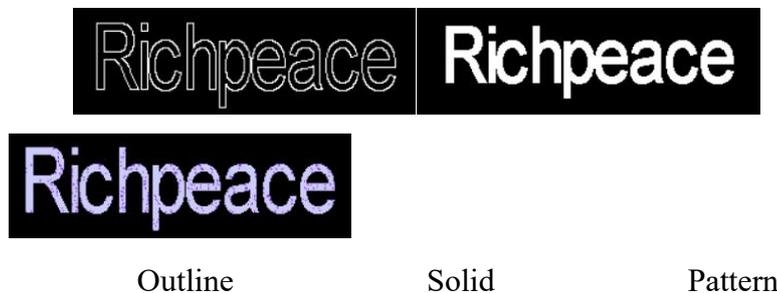


Figure 4-155

5.View Window:

① Click and enter text in the text area in the lower part of the dialog.

When the cursor is in the text area, press "Enter" to wrap the line.

② Preview option: preview the artistic effect of the input font, select the previous radio button, the input font effect will be displayed in the preview window.

③ Full_View: Select to display all, all the entered text will be displayed in the preview window.

- ④ Change the shape of the glyph with the "Deformation Control



Slider" for better results.

- ⑤ Click the Color Panel to change the color of the text.

After editing the displayed content, left-click "OK" to return to the drawing area. A rectangle box appears at the cursor to set the font size, it moves with the cursor movement, move the cursor to the position where you want to put down the read text, and click the left button to confirm.



◇ **Text input:**

Text input is used for the input of small font text, used in comments and instructions.



Click Text input to pop up the Text Input dialog box (Figure 4-156).

After editing, click  to confirm.

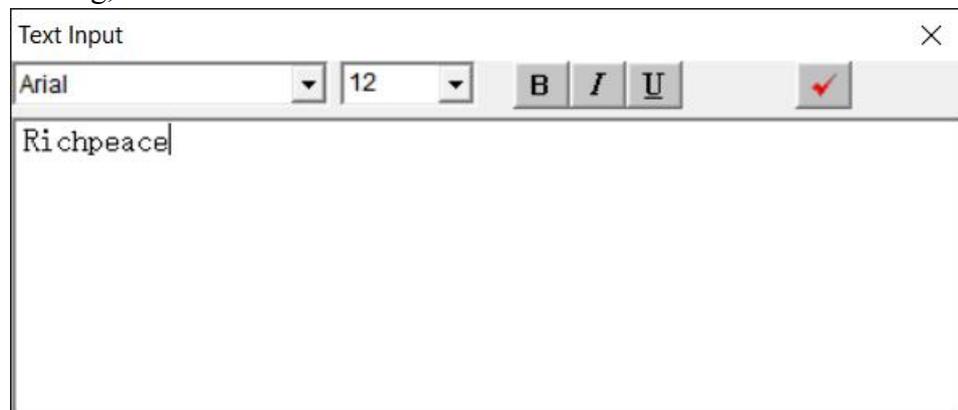


Figure 4-156

§4-14 Color

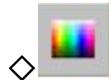
Richpeace Hometextile Fashion Design CAD has rich color and color processing functions.



Select Color, and the Color subcommand will be displayed in the subcommand icon area (Figure 4-157):



Figure 4-157



◇ **Color chooser:**



Select Color chooser, the color selection dialog box will pop up (Figure 4-158), you can set the H (Hue), S (Saturation), V (Brightness) value and R, G, B value of the selected color, You can also directly select with the mouse in the color box and color density box on the left. Use Color chooser to make color selection more intuitive and convenient, and the selection range is also larger.

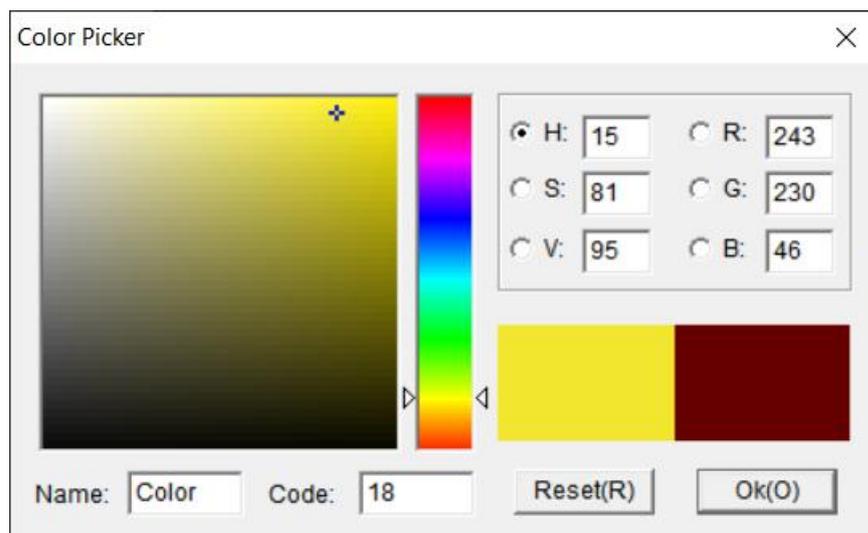


Figure 4-158