

Version 9



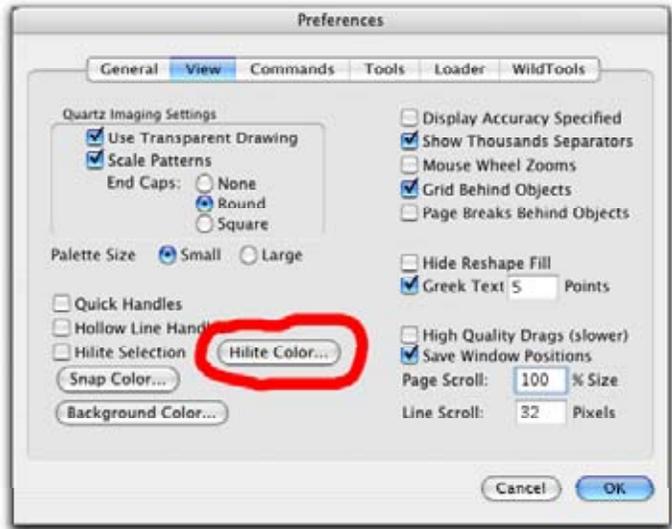
Read me, Seymour!

WildTools, Live Selection and Hiliting

WildTools makes heavy use of live selection, which means that objects in the drawing are hilited in the PowerCADD selection hilite color. The default color is gray, which makes the hiliting difficult to see.

To change the hilite color:

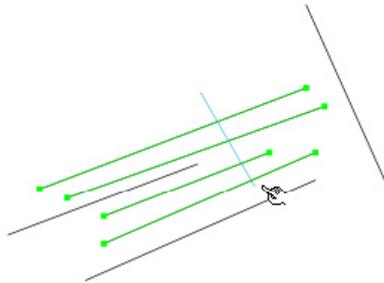
- ❑ Choose Preferences... from the PowerCADD menu.



- ❑ Select the view pane of the Preferences dialog.
- ❑ Click on Hilite Color... button.



- ❑ Select a color, say a vibrant green.



Live Selection

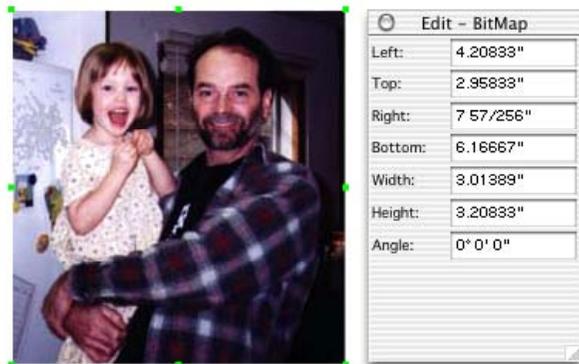
Now when you use a tool you can clearly see which objects are going to be selected for the operation. The example above shows the Trim tool in action. This color is used for selection handles and highlighting in WildTools, even if Hilite Selection is turned off.

WildTools and Bitmaps

With WildTools, you can do essentially anything to a bitmap that you can to any other object in a PowerCADD drawing.

But just because you have a photograph or a scanned image in the drawing, that doesn't mean you can work on it with WildTools. Bitmaps can exist in Placed objects, and if you copy a photograph into a PowerCADD drawing, it can be in a number of formats or object types.

If you want to cut, distort, rotate, move in perspective, or do any of the other WildTools/Bitmap operations, you must first insure that the object is a bitmap.



Select the object and then look at the top of the Edit Window. If the object is a PICT or Placed object, choose Objects to Bitmap from the Tool menu. You will now have a bitmap object.

Bitmap Tour

Now, let's take a quick run through WildTools and take a look at what you can do with bitmaps. Along the way, we will give you a few hints and tips on how you can get the most out of these new capabilities.



Knife Tool

It's essential that your cutting line go completely across the bitmap.



Remember also that you can cut-with-line with the Knife tool.



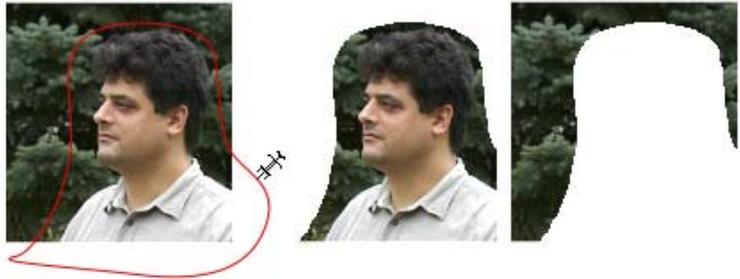
Freehand Knife Tool

Like the Knife tool, your cut must go completely across the bitmap.



When you cut with wildly irregular shapes passing in and out of the bitmap, you can create situations the tool can't handle gracefully, and you may end up with an undesirable cut.

You are always better off cutting with a closed shape, and it's almost always easiest to draw the shape in advance, then Option-click on the object to cut with the closed shape.



In the example above, we had drawn a closed Bézier curve, and then this shape is used to cut the bitmap.

You can, of course, do a better cut than this, but we're just showing the principle here.



Trim with Object Tool

Use this tool to cut with any closed shape.



In this case, we've drawn a rounded rectangle.



Click outside the cutting object to cut a hole.



Or click inside the cutting object to trim the others off.



Distort Points Tool

You can really do some strange things to a photo with the Distort Points tool.



You can use this for perspective distortions, but you can do even better with the Perspective Blockout tool.



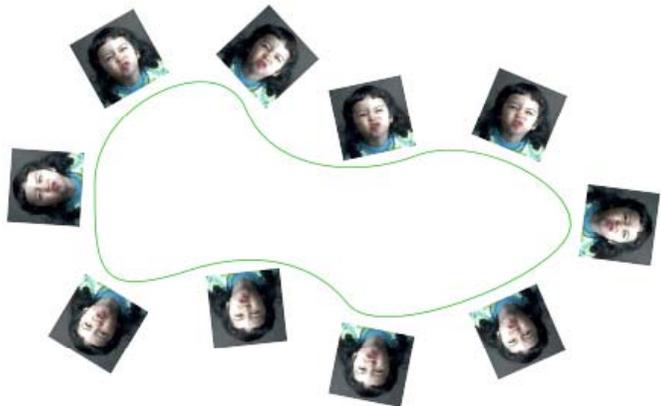
Shear Points Tool



The Shear Points tool will handle bitmaps, of course.



Linear Patterning Tool



And so does the Linear Patterning tool.

This is getting boring, isn't it?.



WildTools 3D

Now, things really start to get interesting.



You can shear a bitmap into any three dimensional depiction.



And then you can rotate the image in the plane.



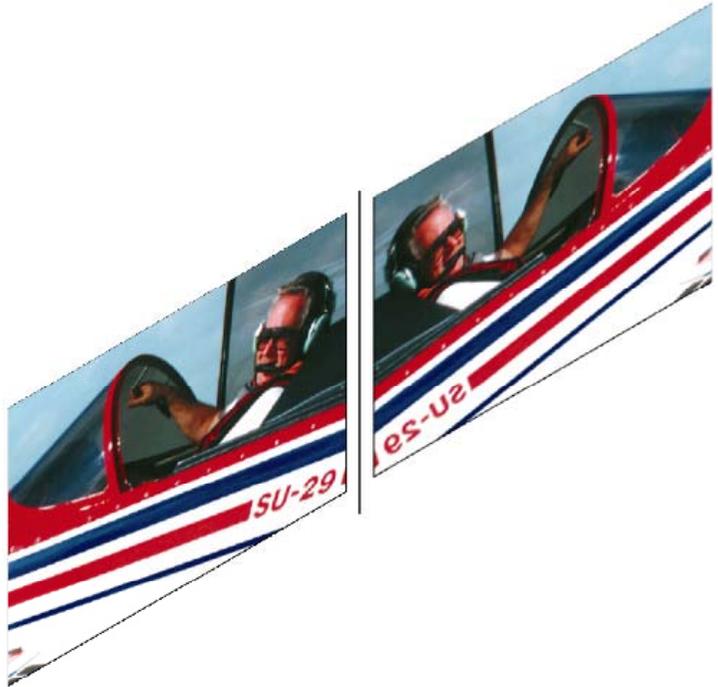
3D Axial Rotate Tool



Yeah, this handles bitmaps as well.



3D Mirror Tool



Anything you want to do.



PerspectiveTools

Now things start to get serious.



You can use the Perspective Blockout tool to convert a bitmap to a perspective view, or use the Perspective Camera tool to go the other way—perspective to orthogonal.

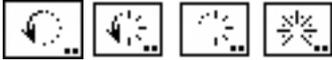
Do we have your attention?



Perspective Moves and Duplications



Use the Perspective Move, Duplicate or Move Points tools.



Perspective Rotations and Duplications



Use the Perspective Rotate, Radial Duplicate or Radial Distribute tools to do this sort of thing.



Mirroring in Perspective



The Perspective Mirror tool is at your service.



Do it, dude.

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