HIDDEN GEMS IN DRAW/IMPRESS

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LIBREOFFICE CONFERENCE BRNO
SEPTEMBER 8, 2016
GraphicObjects – what Application offers what?

- **Draw & Impress is the same Module/Program**
  - In principle, all functionality is available in both
  - Question of configuration → by purpose to reduce UI

- **Writer uses DrawingLayer as Heaven/Hell, Calc similar**
  - All GraphicObjects can be inserted and copy/pasted lossless, but creation/modification is limited
  - Writer frames support the same set of FillStyles/LineStyles as GraphicObjects now
  - For advanced editing it’s best to copy/paste to Draw
Draw/Impress as advanced geometric editor

• Draw/Impress has a lot of advanced features
  – Other offices are not capable of efficient geometric manipulation

• This functionality is mostly
  – quite hidden (by purpose or bad design/configuration)
  – often not very intuitive

• Is own advanced functionality needed...?
  – There are external editors

• It is there – how to offer it more intuitively?
  – It is hard to identify and implement useful new features
  – Already in FileFormat/API/UI, maybe put work in better presenting these?
Purpose of this Talk

- Make you more aware of this hidden gems
- Maybe see something useful and use it later
- So, let’s see some examples...
Object Selection/Z-Order

- Travel, select single/next/previous
- Often asked question: How to select covered objects?
- Arrange toolbar
- Curve Tools (F8), travelling, all keyboard-accessible
Underestimated Helpers

- Color Bar – useful for fast Fill and Line Color
- Alignment Toolbar, Distribution
- Controlled movement: Use the Arrow Keys and Qualifiers
- Grid, Helplines
Multiple ways to multiply Objects

- Copy/Paste
- Hold CTRL when moving
- Duplicate (SHIFT F3)
- Combinations
Sources of Geometries to work with

- Built-in CustomShapes
- Fonts (esp. SymbolFonts)
- Gallery
- D&D from the WebBrowser
Object 'Sculpturing'

- Convert to Curve/Polygon/Contour
- How to use Combine/Break
- Merge/Subtract/Intersect
- Use with Filled FreeformLine to quickly modify shapes
How to create/extract Contour Geometries

• Also asked quite often: Is it possible to work geometrically with Outlines? Yes!
Interesting, very unknown tools

- Have you ever tried Cross-Fading objects?
- Slant/Distort/Perspective with GraphicObjects
- Interactive Gradients with Color D&D
How to fill your GraphicObject Resolution-Independent

- For quite some time it is possible to not only use Bitmaps as Fill, but also Vector Data Formats
- The Name in the UI changed from Bitmap To Graphic, but it is not intuitively accessible
- You may use Metafile or SVG
- Small FileSizes and Resolution-Independent usage (Print, PDF export, FileFormats)
- How to use temporary Objects and D&D
- How to use the Gallery
And then there is 3D, too...

- Multiple Objects in a 3D Scene
- How to Edit – what works, what not
  - Enter/Leave 3D Scene (like Group)
  - 3D Dialog
  - How to quickly create some stuff...