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# HIDDEN GEMS IN DRAW/IMPRESS

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# 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/LineStyle as GraphicObjects now
    - For advanced editing it's best to copy/paste to Draw
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# 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?
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## 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...
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## 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
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# Underestimated Helpers

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

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

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

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

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

- Have you ever tried Cross-Fading objects?
  - Slant/Distort/Perspective with GraphicObjects
  - Interactive Gradients with Color D&D
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# 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
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## 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...
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