Hidden Gems in Draw/Impress
Part 2

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Armin.Le.Grand@extern.cib.de
Agenda

- So ... why 'Part2'?
- What to do in Part2
  - GraphicObjects – what Application offers what?
  - Draw/Impress as Advanced Geometric Editor
  - Object Selection/Z-Order
  - Underestimated Helpers
  - Multiple ways to multiply Objects
  - Sources of Geometries to work with
  - Object 'Sculpturing'
  - How to create/extract Contour Geometries
  - Interesting, very unknown tools
  - How to fill your GraphicObject Resolution-Independent

- And then there is 3D, too :-)}
So … why ‘Part2‘?

> ...because ‘Part1‘ was held by me in Brno on LibreOffice Conference 2016
  - See video (look for ‘libreoffice hidden gems in draw/impress’)
  - https://www.youtube.com/watch?v=QuQSZSCOtAY

> Echo was very positive → Decided to continue that
  - Wanted to do ‘lesson’ Videos, but found no time yet, sorry ;-(
  - Thankfully, some community members started a Wiki-Page at Documentfoundation covering it.
  - See https://wiki.documentfoundation.org/Videos/Hidden_Gems_In_Draw
  - Thanks for that! Greatly appreciated!
What to do in Part 2

> When presenting Part 1, time was fleeting and I maybe could show half of what I intended to show
  - Due to live presentation
  - Due to interesting Questions coming up
  - Due to not having a Tool to show KeyPresses :-)

> Thus, Today (also just 20 minutes, argh) :
  - Repeating some Stuff
  - Going into new Stuff :-) Of course live editing!
  - Have a Tool now to show Key/Mouse actions, see 'Carnac'-Tool, available on GitHub. Thanks for this great work!
What to do in Part2

- Only brief mentioning of Part1-Stuff
- Sharing Slides from Part1 – to be complete
- Text in Orange can be referred in original Presentation and in the Video covering it
- Will still try to show briefly :-)
- Let’s concentrate on stuff not yet shown!
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?
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, Helplines while Moving
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/Substract/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!

> It’s a mighty tool for Geometry Creation
Interesting, very unknown tools

- Have you ever tried Cross-Fading objects?
- Slant/Distort/Perspective with GraphicObjects
- Interactive Gradients/Transparency with Color D&D
- Text-On-Curve
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...
Thanks for your interest!

Thanks to Everyone supporting continued Work on the Office!