

# **Doodle 11 Quick Tutorial**

**If you're in demo mode, make sure to do the following before running Doodle:**

1. Set the "Layer Options" under the "Organize" menu is set to "Show, Snap, Modify others".
2. "Select All" in the "Edit" menu.

Doodle (in demo mode) treats the tutorial file as a special exception that will disable the limit of doodled objects allowed.

Therefore, the entire image will be doodled as if you were running the full version of Doodle, instead of doodling a small number of objects as the demo version normally does. If any changes are made to this file, Doodle may not recognize it as a special exception. In this case, close it and reopen the original tutorial file again.

## **Doodle! 11 Tutorial 1:**

1. Open the file named "Marketplace Elev.mcd" contained in the "Quick Tutorial" folder.
2. Make sure the "Layer Options" under the "Organize" menu is set to "Show, Snap, Modify others".
3. Go to "Select All" in the "Edit" menu.
4. Run the "Doodle!..." command. (if you have not yet added Doodle to you workspace, see installation instructions).
5. Try the default Style (it should be "Technical Pen"). To do this, make sure there is only one style listed in the "Styles" box. If there are more, click the "- Style" button until only one style is showing. Also notice the "Place on Layer" popup list and the "New Layer" checkbox. Choose "Doodle Layer" in the "Place on Layer" popup list. Then click "OK" to begin doodling.
6. Doodle starts by preparing the selected objects. In this prep phase, a series of standard Vectorworks dialog boxes may come up. If you see these, always click on the "Yes" or "OK" button. Any dialogs with other settings available should be left at the default settings. After the prep phase you will see, in the message box, the number of remaining objects to be doodled counting down.
7. When Doodle is finished, the "Layer Options" setting under the "Organize" menu will be set to "Active Only" in order to show you the resulting doodle without the original objects showing.

## **Doodle! 11 Tutorial 2:**

3. Now we'll try using the multiple style feature of Doodle. Close and re-open the same "Marketplace Elev.mcd" file, select all of the objects and run Doodle.
4. Open a new saved style by clicking on the "Open" button in the style #1 row. A standard open dialog appears. Open the folder "Vectorworks" / "Doodle! 11 Folder" / "Doodle Styles-Tutorial" and open the file named "Style-Main".
5. Add a new style by clicking the "+ Style" button below the style row. You should now see a second style row.
6. Open the "Style-Shadow" Style (in the same folder as in step 2) by clicking on the "Open" button in the new style row (style #2).
7. Assign a class to this style by clicking on the "Edit" button (in that style row under "Classes"). Select the "Shadow" class in the left list and click the "Add" button. Click "OK".
8. Add another style by clicking the "+ Style" button below the style rows. You should now see a third style row.
9. Open the "Style-Sky Marker" Style (in the same folder as in step 2) by clicking on the "Open" button in the new style row (style #3).
10. Assign a class to this style by clicking on the "Edit" button (in that style row under "Classes"). Select the "Sky" class in the left list and click the "Add" button. Click "OK".

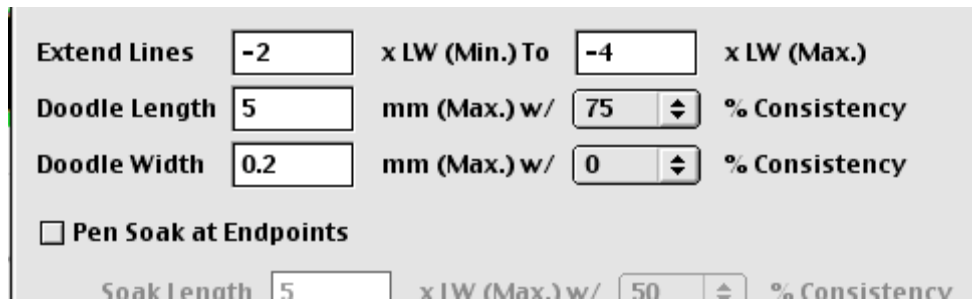
**Note:** To save all of these style and class settings for future use, you can save a “Doodle Batch” by clicking the “Save Batch” button locate near the top of the main dialog. You can open a saved “Doodle Batch” by clicking on the “Open Batch” button.

11. In the main dialog, click “OK” to begin doodling.

If you zoom in to the resulting doodle, you’ll notice many of the (light colored) brick mortar lines are overlapping the vertical lines of the brick wall. If this doesn’t bother you, then you done! Assuming this does bother you, see “Tutorial 3”.

### **Doodle! 11 Tutorial 3:**

1. Follow steps 1 – 8 in “Tutorial 2”. Note: if you’ve just finished “Tutorial 2”, when you run Doodle, all of the previous settings (styles and class assignments) will be remembered.
2. Add a new style by clicking the “+ Style” button below the style row. You should now see a fourth style row.
3. Open the “Style-Main” Style (in the same folder as in step 2) by clicking on the “Open” button in the new style row (style #2).
4. Edit the style’s “Pen” settings by clicking the “Edit” button to the right of the “Pen” checkbox. In the “Pen Settings” dialog, change the “Extend Lines” values to “-2” and “-4” as shown below. Placing a negative number will cause the lines to fall short of their original endpoints instead of extending past them. Also, uncheck the “Pen Soak at Endpoints” checkbox. This will turn off the Pen soak effect on this style.



<b>Extend Lines</b>	<input type="text" value="-2"/>	<b>x LW (Min.) To</b>	<input type="text" value="-4"/>	<b>x LW (Max.)</b>
<b>Doodle Length</b>	<input type="text" value="5"/>	<b>mm (Max.) w/</b>	<input type="text" value="75"/>	<b>% Consistency</b>
<b>Doodle Width</b>	<input type="text" value="0.2"/>	<b>mm (Max.) w/</b>	<input type="text" value="0"/>	<b>% Consistency</b>
<input type="checkbox"/> <b>Pen Soak at Endpoints</b>				
<b>Soak length</b>		<input type="text" value="5"/>	<b>x LW (Max.) w/</b>	<input type="text" value="50"/>

5. Assign classes to this style by clicking on the “Edit” button (in that style row under “Classes”). Add the “Pen-0.13 (Mort Red)” and “Pen-0.13 (Mort Tan)” classes from the left and click “OK”.

**Note:** To save the new settings as a new style for future use, you can save a “Doodle Style” by clicking the “Save” in that style row.

6. In the main dialog, click “OK” to begin doodling.

The result should be similar to “Tutorial 2” except the mortar lines will now fall short of the endpoints and they will have no Pen soaks.