

# DRAWART™

*Professional*





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DrawArt graphics drawn by Tom Ethen.

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Migraph is pleased to present DrawArt Professional (TM), a full set of predrawn, object-oriented graphics for use in desktop communications. DrawArt images can be used to enhance newsletters, reports, flyers, forms, brochures and more. With DrawArt graphics you'll save time, effort and money on all your projects!

### **Copies of DrawArt**

You may make one copy of DrawArt Professional on a floppy or hard disk. Use this copy instead of the original disk in case of damage or error in use. The information on this disk is for your use only and may not be sold or rented. You may use these images in your projects, but you may not transfer this information electronically for any use except to print it. Migraph retains all rights to these images. If you have any questions about use of your DrawArt images, please call us at (206) 838-4677.

### **Using DrawArt Graphics**

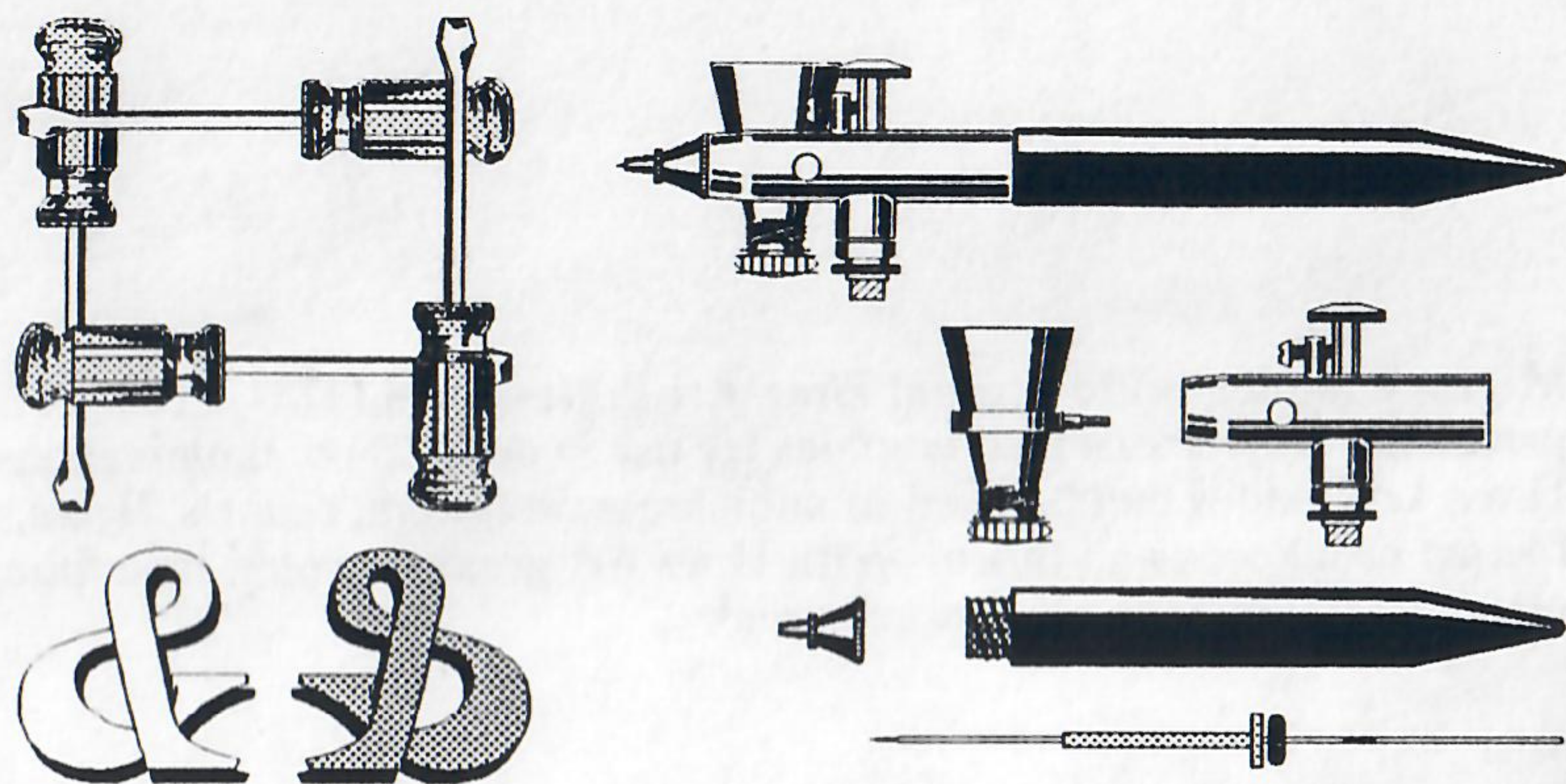
Because DrawArt illustrations can be used by a variety of application programs, please refer to the documentation of your particular product concerning the loading of .GEM files. Your documentation should also provide you with information regarding the moving, sizing and stretching of .GEM graphics. Because DrawArt graphics are object-oriented instead of bit-mapped, you'll find that they retain their detail even when enlarged or shrunk and do not get blocky when printed on high-resolution devices like laser printers.

### **Editing DrawArt Graphics**

There will be times when you want to alter one of the illustrations. DrawArt graphics can be edited on the IBM with Digital Research's GEM Draw Plus and on the Atari ST with Migraph's Easy-Draw. Both of these draw programs contain essentially the same tools for editing and creating object-oriented graphics.

We recommend purchasing one of these programs if you do not already own one. Besides offering the obvious editing advantages of changing patterns or line styles, you can group and ungroup graphics, rotate, flip, mirror and combine illustrations, as well as create your own graphics. With these programs, our DrawArt library becomes a creative beginning with endless possibilities. The following examples illustrate some of the flexibility you'll gain using either drawing program.

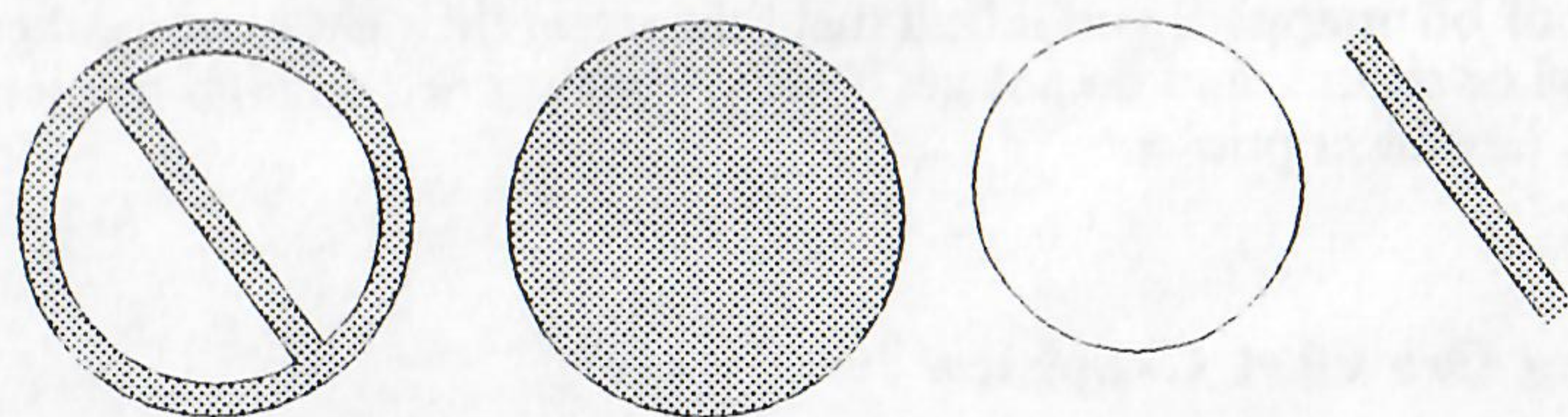




### Ungrouping and Grouping Graphics

Most DrawArt graphics consist of several levels of groups of objects. To edit a graphic, most times it will be necessary to explode or ungroup the graphic. We strongly recommend that you proceed slowly and do this in stages, otherwise it may be difficult for you to regroup the illustration correctly.

The design of each image has been carefully thought out and the pieces are in logical sections, for instance the head, body and each leg of the ant are all separate sections. If you are not going to edit a particular section or sections, then DO NOT ungroup them. Ungroup only those sections necessary to make the changes you desire, working on one section at a time. After you have made the desired changes, regroup the section before going onto the next section. The example below illustrates ungrouping an object to all its individual parts.



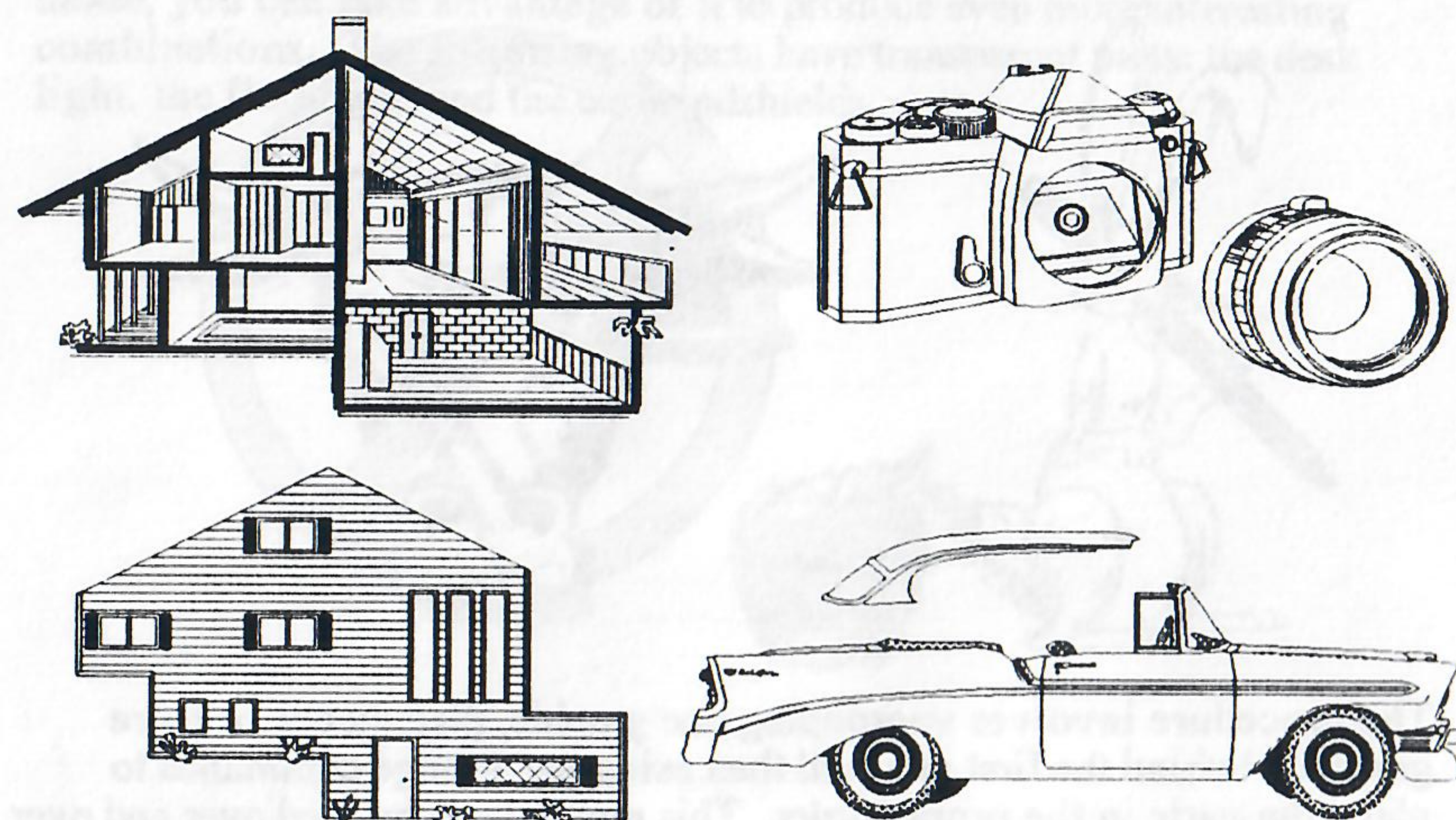
Original object

Ungrouped into its parts

This is a simplistic example, but it serves to show how what appears to be one object can actually be several pieces grouped together. The airbrush shown above illustrates how complex objects are made of groups within groups within groups of objects.

When you have made the changes you desire and have regrouped the sections, you may regroup the whole graphic. Note that when editing and regrouping sections, some sections may be placed towards the front of the graphic instead of the back. If this happens, use the 'Put to Front' and 'Put to Back' commands to place the sections in the correct order so the whole object appears correct, then group everything together.

Several of the graphics have been constructed with realistic underlayers and "removable" parts which can be seen as the graphic is drawn on the screen. These graphics can be ungrouped and used in a variety of ways. The following graphics have been ungrouped to show the different layers.



### Saving an Edited Graphic

Once you have edited a graphic, you may wish to save it in a library for future use. DO NOT save it out over the original unless you no longer want that image. It is best to save it out with a new name in a logical category, that way you will have use of both images. In fact, if you are going to be creating/editing many illustrations, you may find it handy to start your own library disks of images. This preserves your work without affecting the DrawArt Master disks.

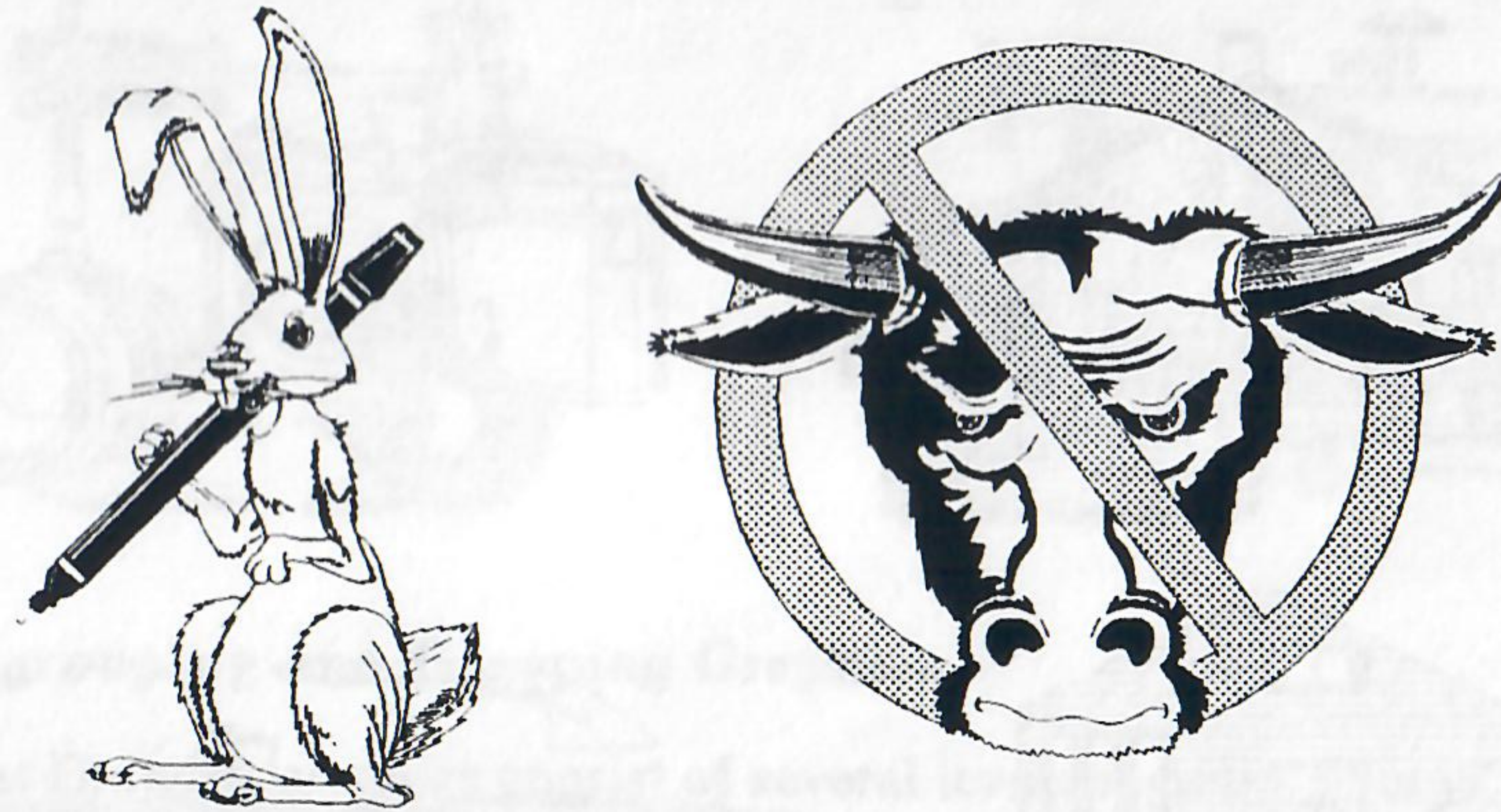
### Combining DrawArt Graphics

The ability to combine and group DrawArt graphics to form new illustrations or scenes is one of the most powerful features of object-oriented art. Graphics can be placed in front or back of other graphics, parts from one illustration can be combined with parts of another and so on. You are not limited with object-oriented art because each part of the illustration always maintains its integrity; it can be sized, stretched, edited, added to one drawing and deleted from another without affecting other parts of the design.

Simple combining can be accomplished to a certain extent within desktop publishing programs. Graphics can be copied, shrunk or enlarged and then placed in relation to each other to create different effects and new illustrations.



There is greater flexibility however, when one of the drawing programs is used for combining. The example below shows how two DrawArt graphics were combined to create a new one. Notice how parts of the rabbit overlap the pen to give a more realistic look.

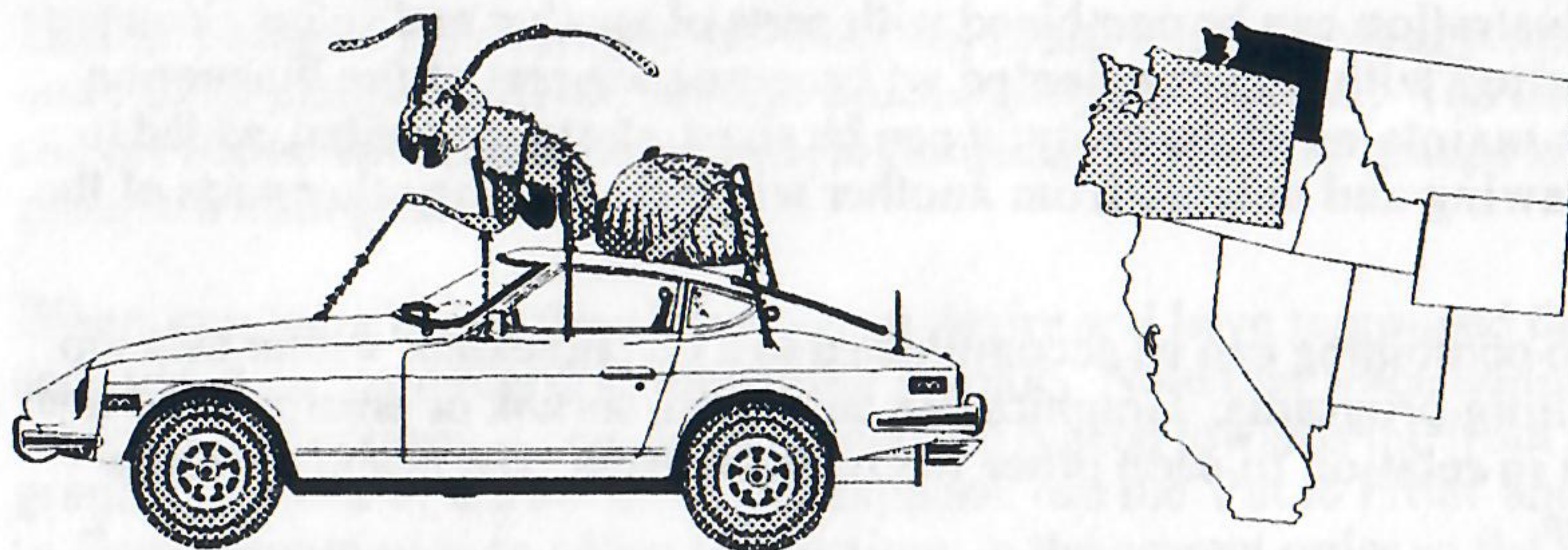


The procedure involves ungrouping one graphic, placing one or more graphics behind the first one, and then using the arrange commands to place the parts in the proper order. This method can be used over and over again to create new and exciting illustrations.

To create the illustration of the rabbit, follow these directions:

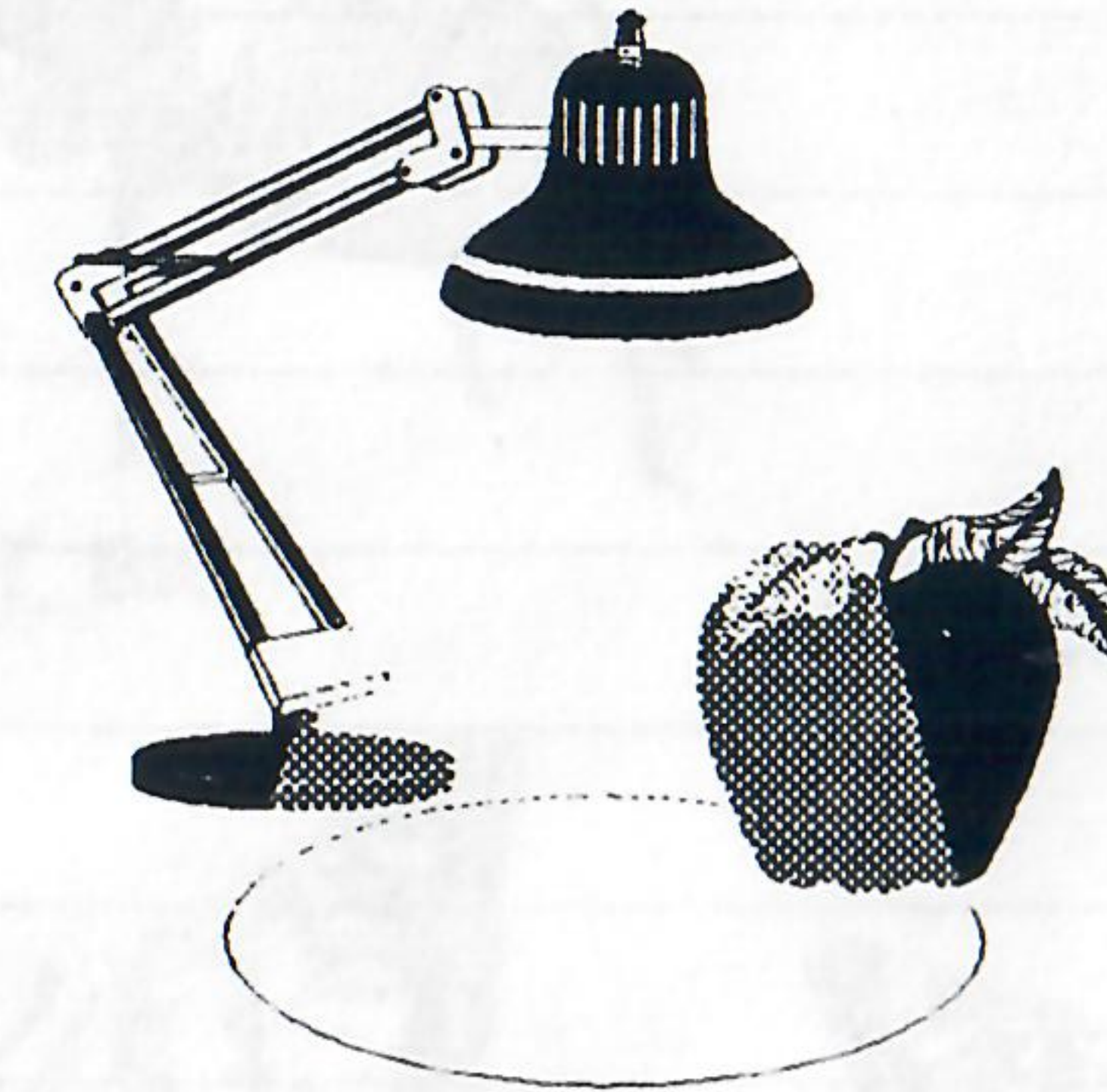
1. Load the file RABBIT\_L onto your page.
2. Load the file INK\_PEN onto your page.
3. Select the rabbit and explode it once. Deselect the rabbit.
4. Select the pencil and size it to the proportion you desire. Using the arrange commands put it in back of the rabbit. Deselect the pencil.
5. Select the rabbit's left arm. Using the arrange commands, put the arm to the back.
6. Select all the objects and group them to form one graphic.

Another method for combining graphics involves enlarging one graphic while shrinking another. This can be used to create eye-catching illustrations like the car and ant below, or to highlight a particular item such as the state on the map.



## Transparent Objects

Depending on the drawing or publishing program you are using, DrawArt graphics can either be opaque or transparent. If you have a transparent mode, you can take advantage of it to produce even more interesting combinations. The following objects have transparent parts: the desk light, the flashlight, and the car windshields.



NOTE: GEM Draw Plus does not have transparent patterns, so if you load and save any of the graphics listed above, the transparent sections will become opaque.

## Shadows

All shadows are actually a duplicate border of the object. This enables you to change its size, pattern and remove its outline if you desire. You may also move the shadow for different effects.



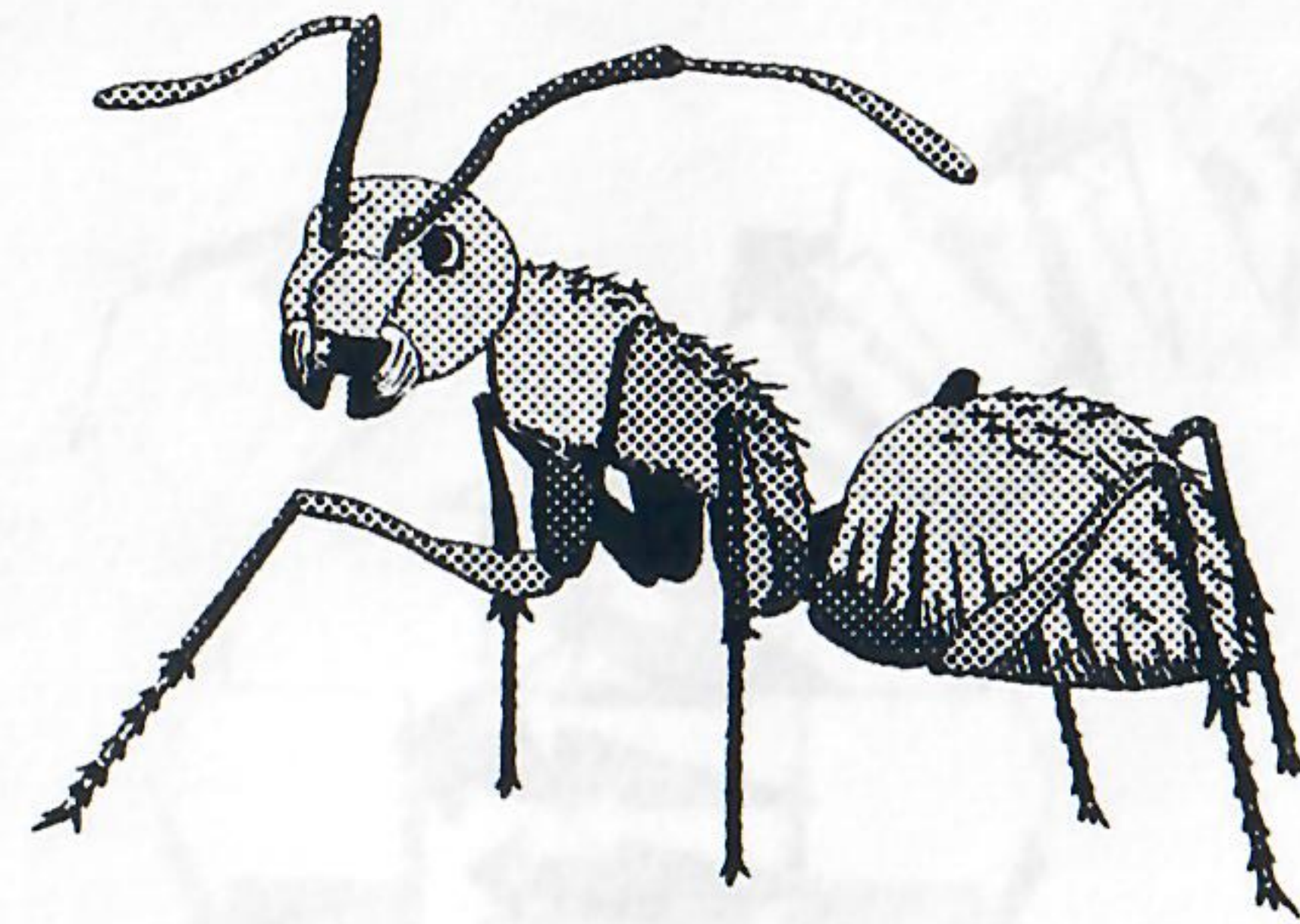
## More DrawArt!

Thanks for purchasing Migraph's DrawArt Professional. We know that you will find this to be an exciting and enjoyable addition to your GEM collection. We are already in the stages of preparing a DrawArt Professional #2. If you have any comments or suggestions for graphics for the next product, please write them on the registration card or mail them to Migraph separately.



*NOTES*

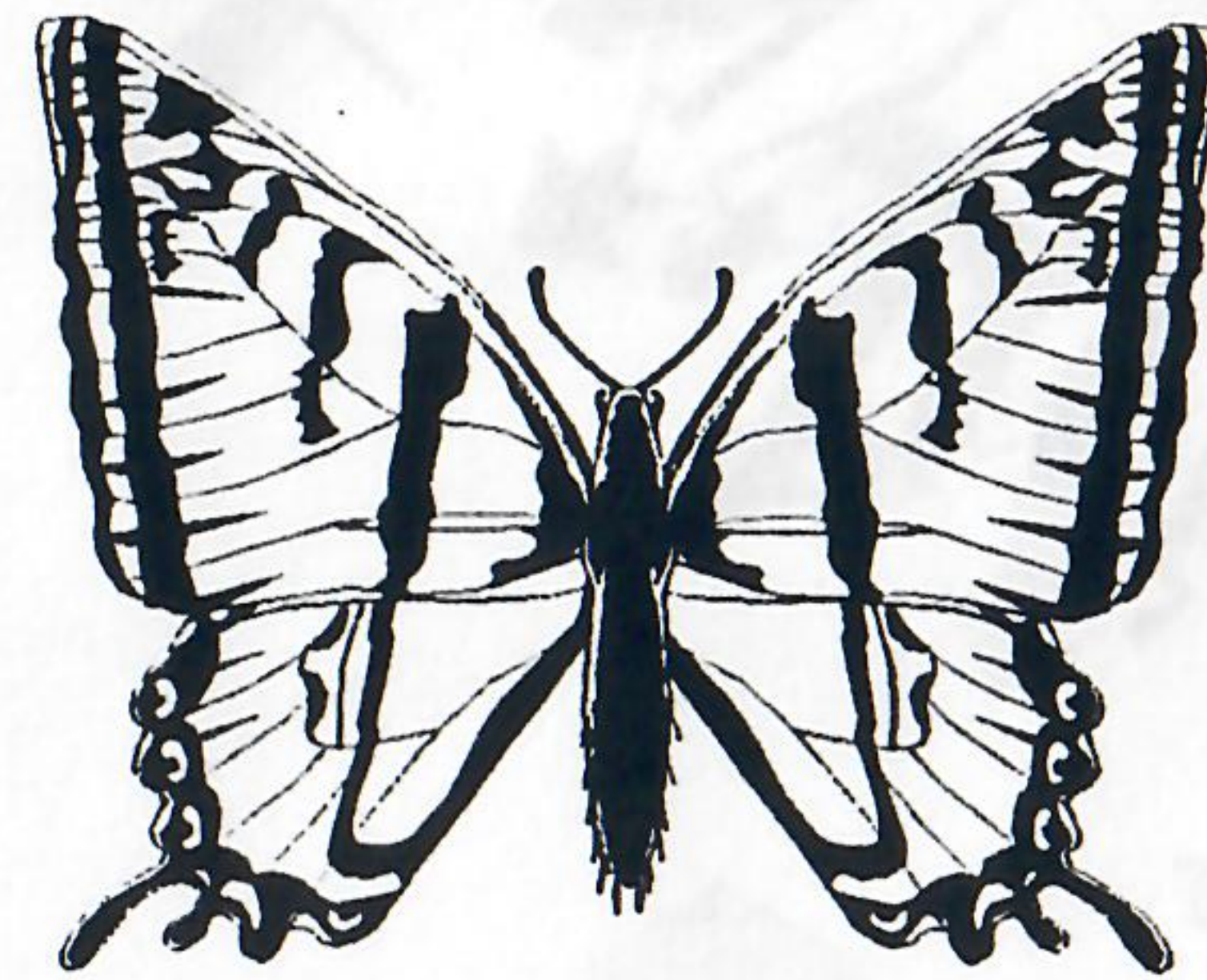
*ANIMALS*



ANT\_BIG



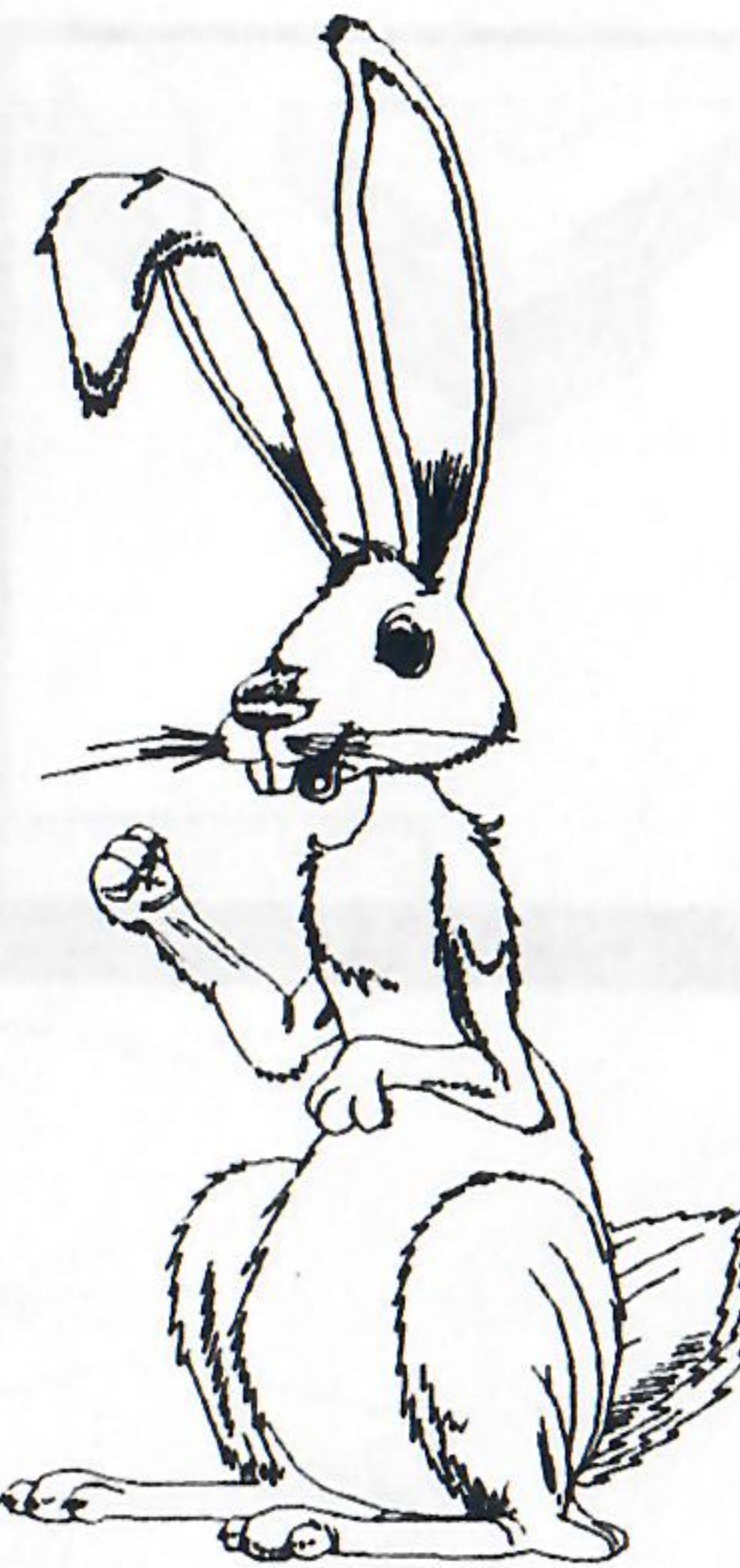
BULL



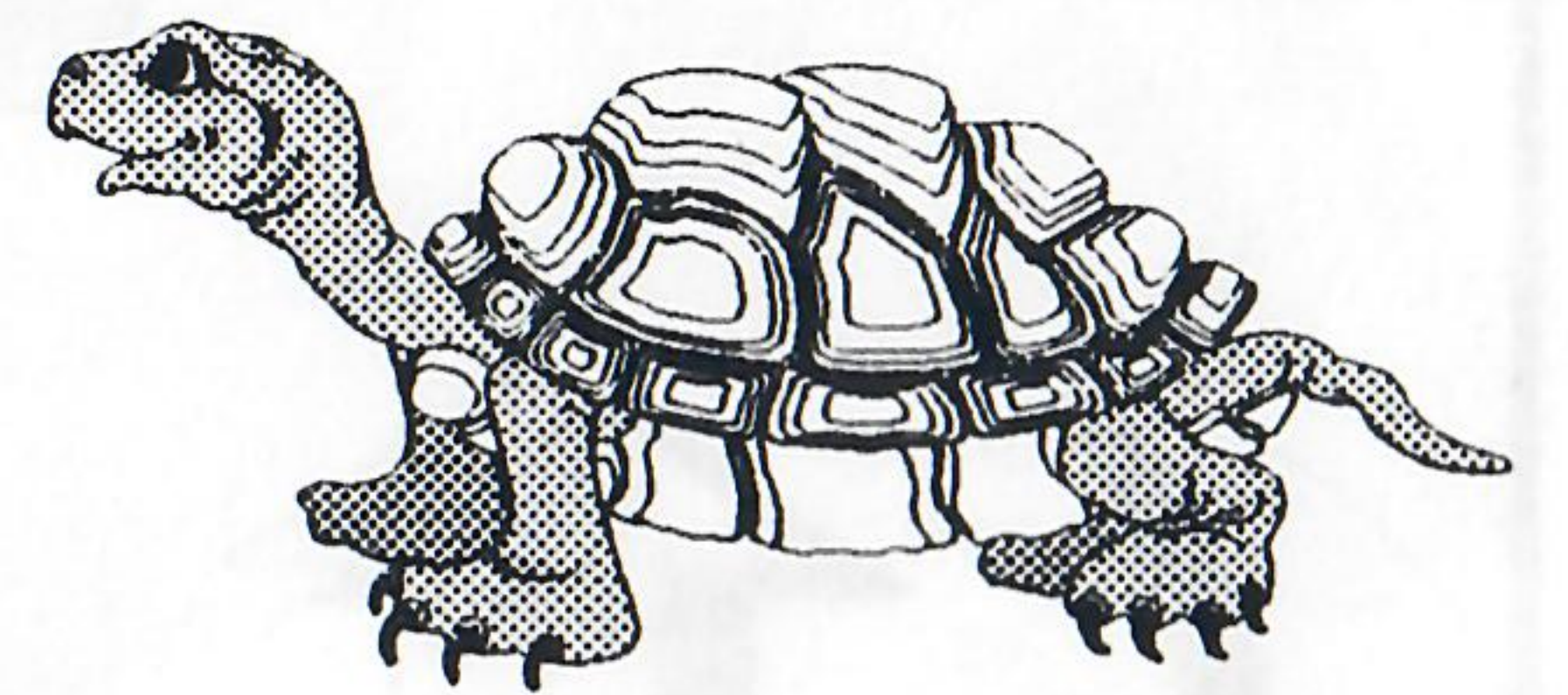
BUTRFLY



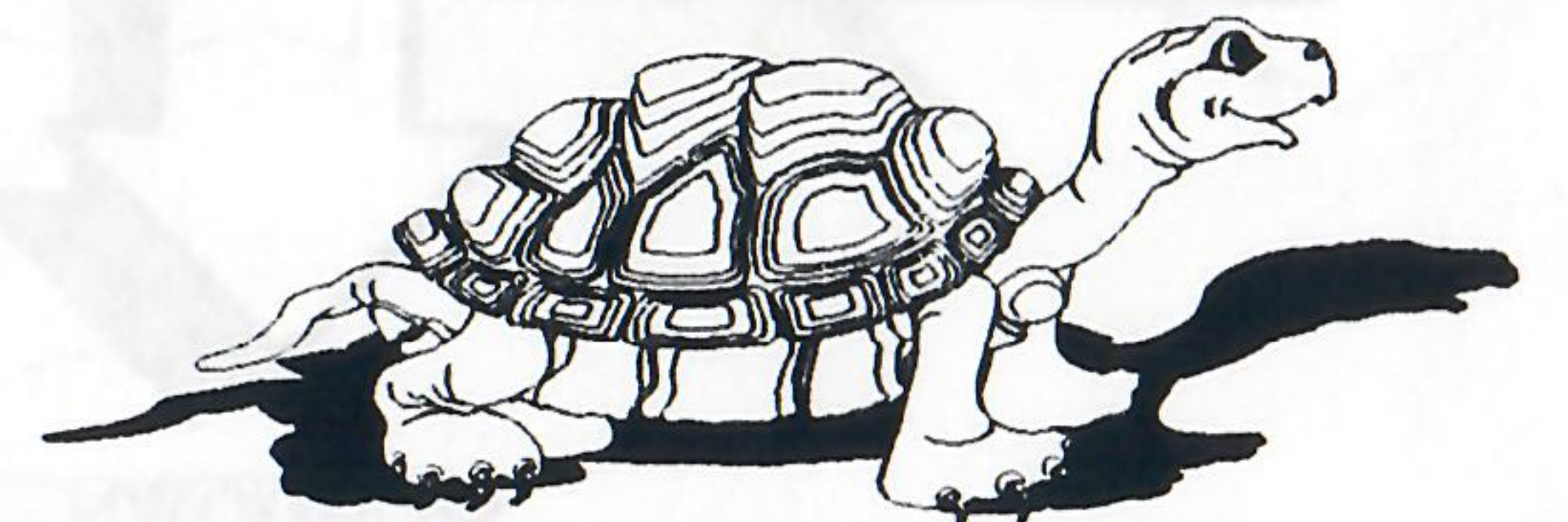
BUTRFLY2



RABBIT\_L



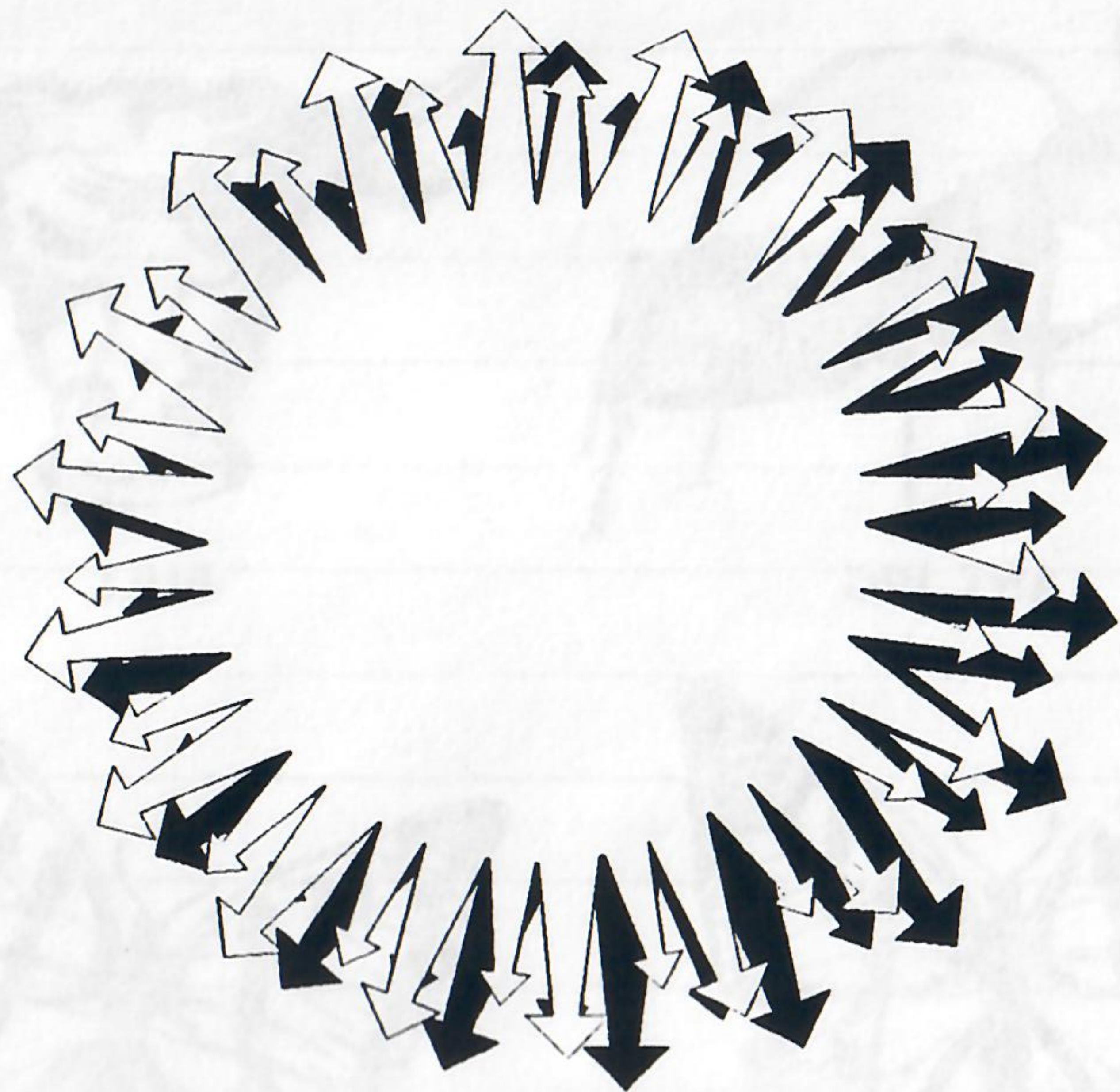
TURTLE\_L



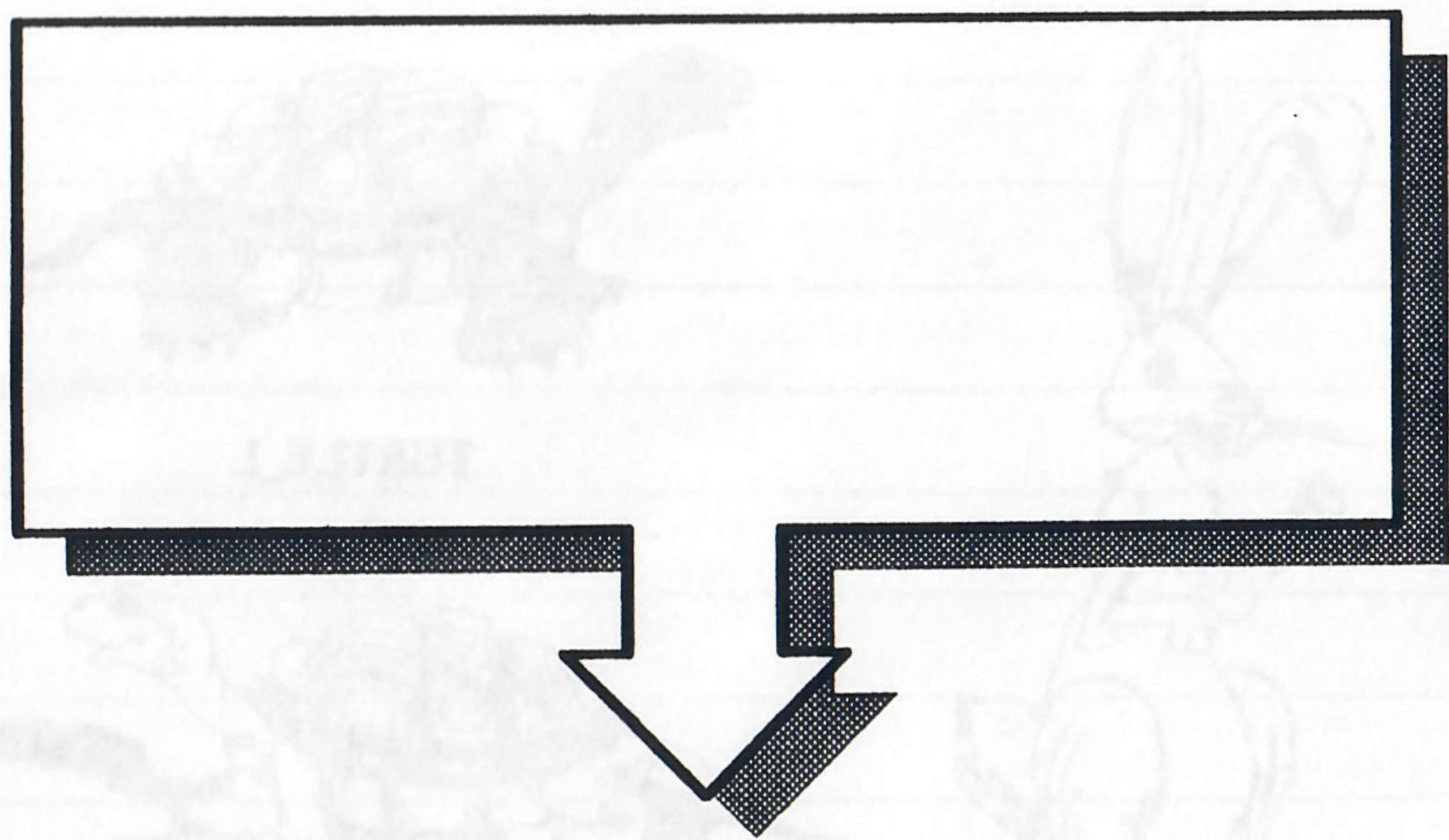
TURTLE\_R



*ARROWS*

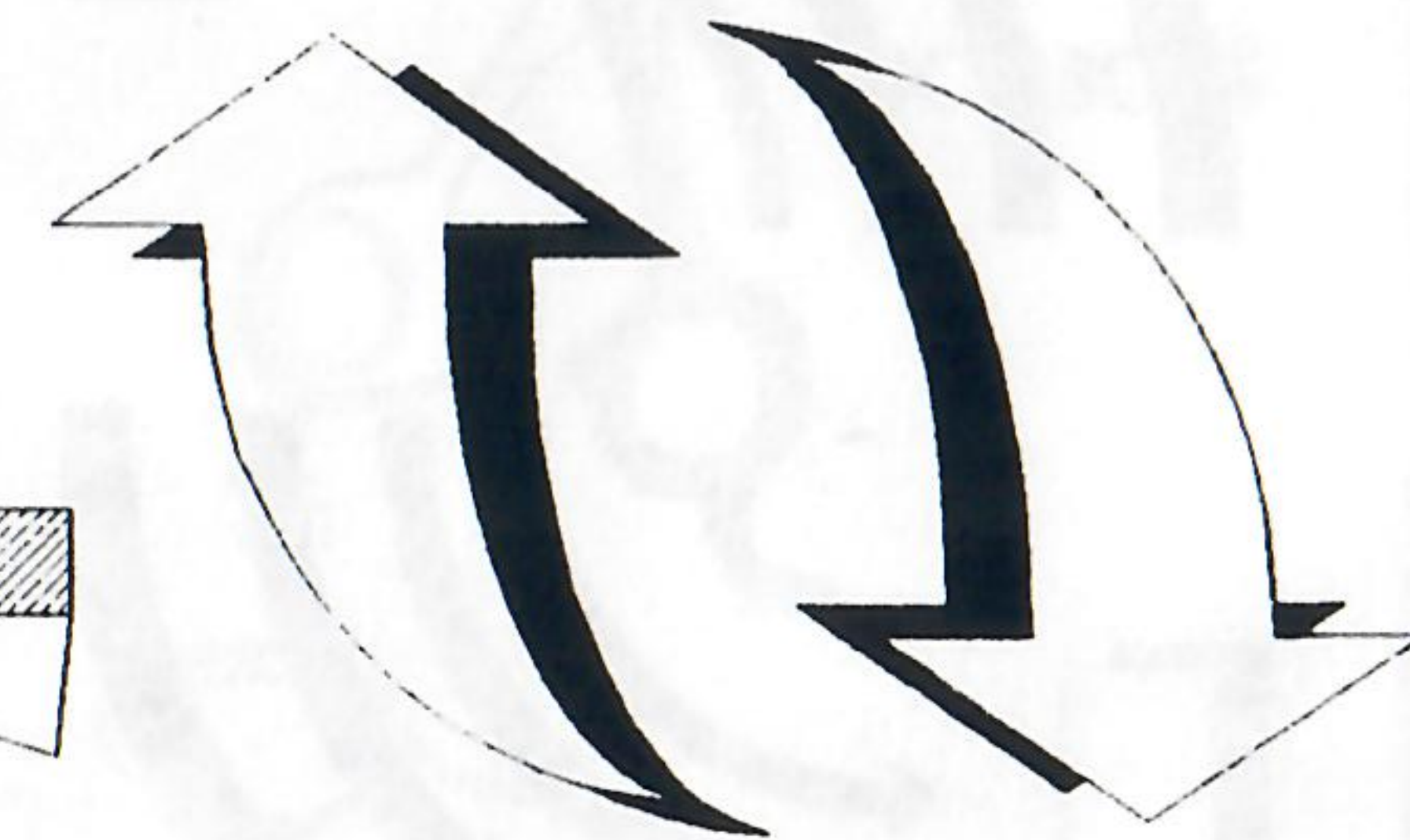
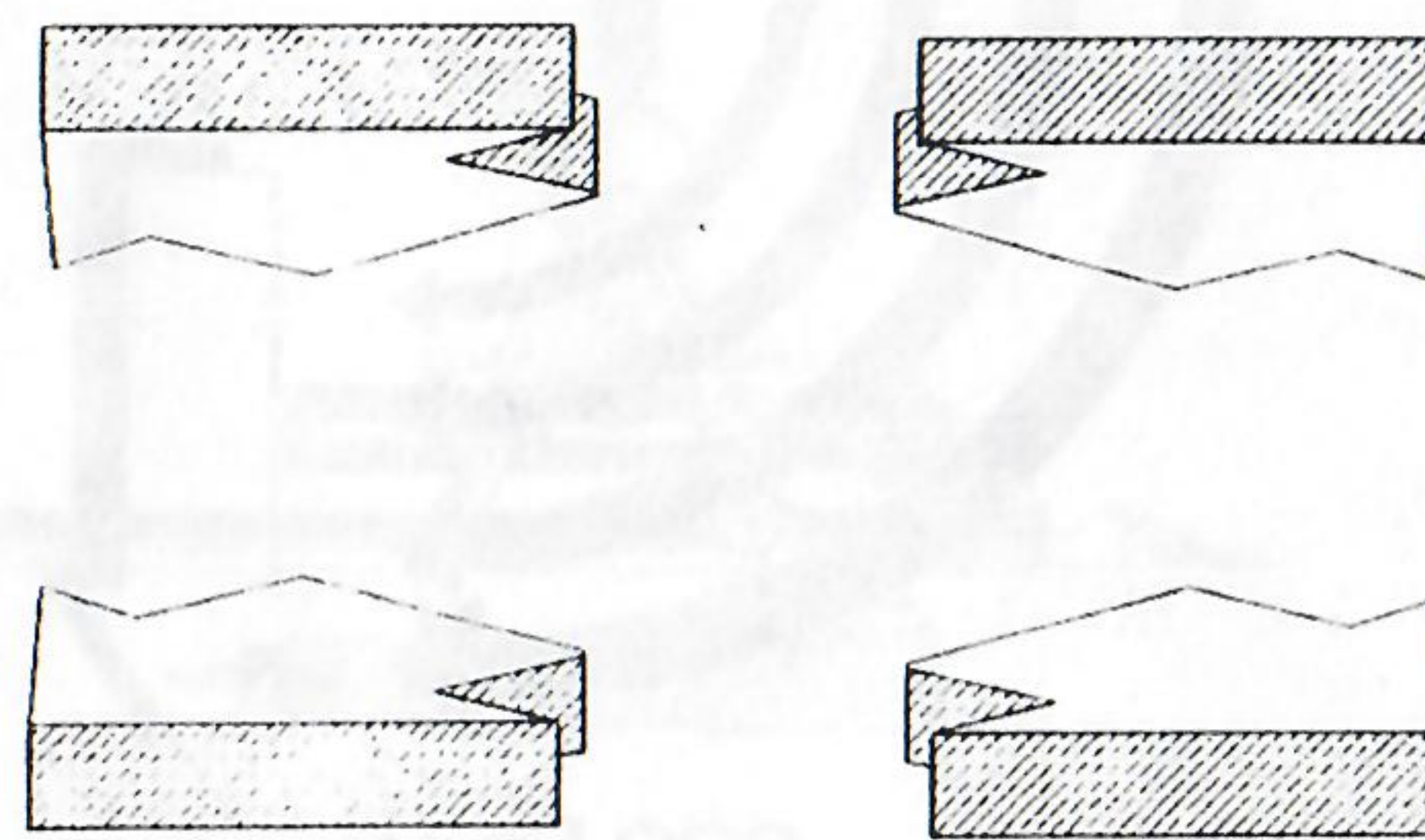
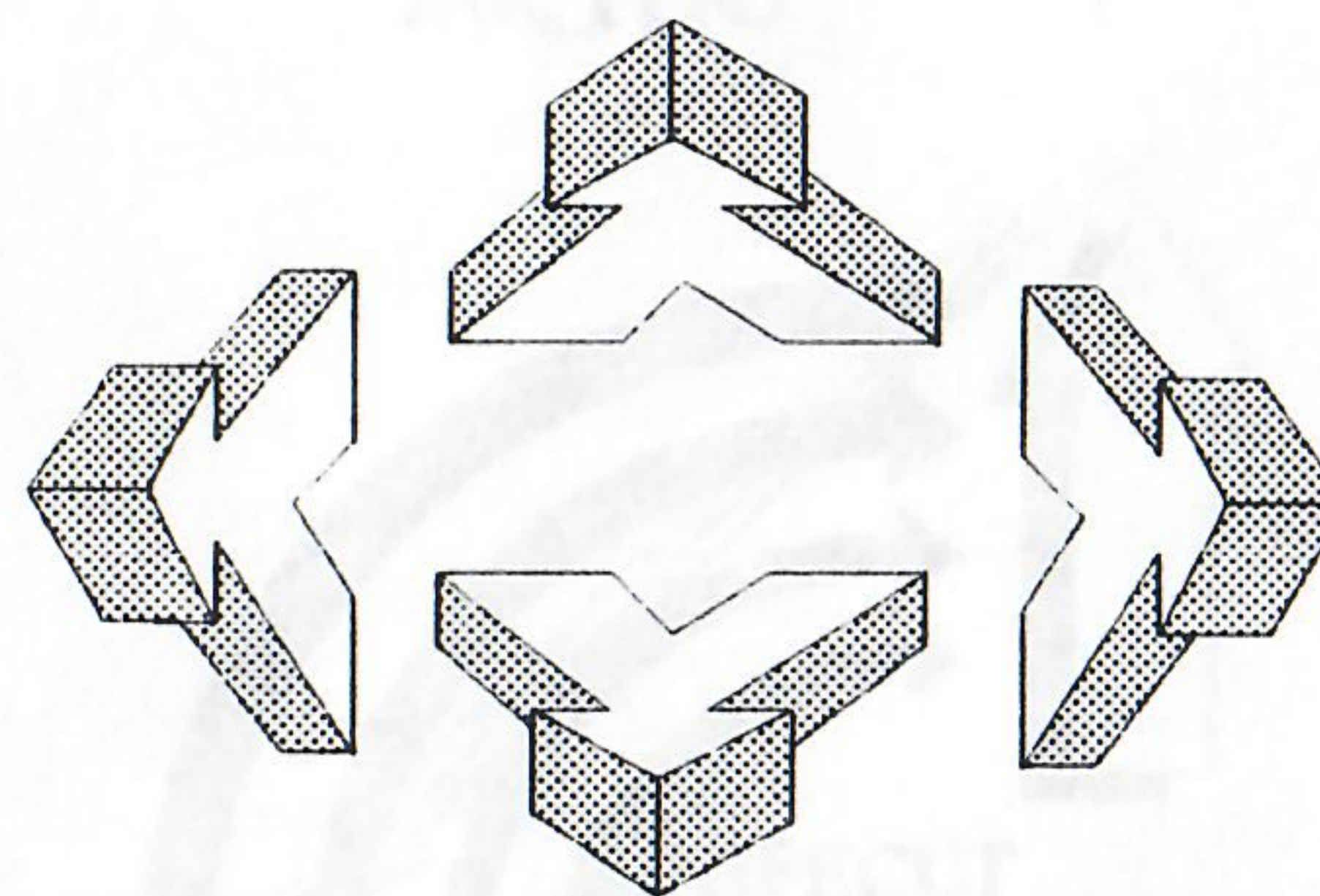
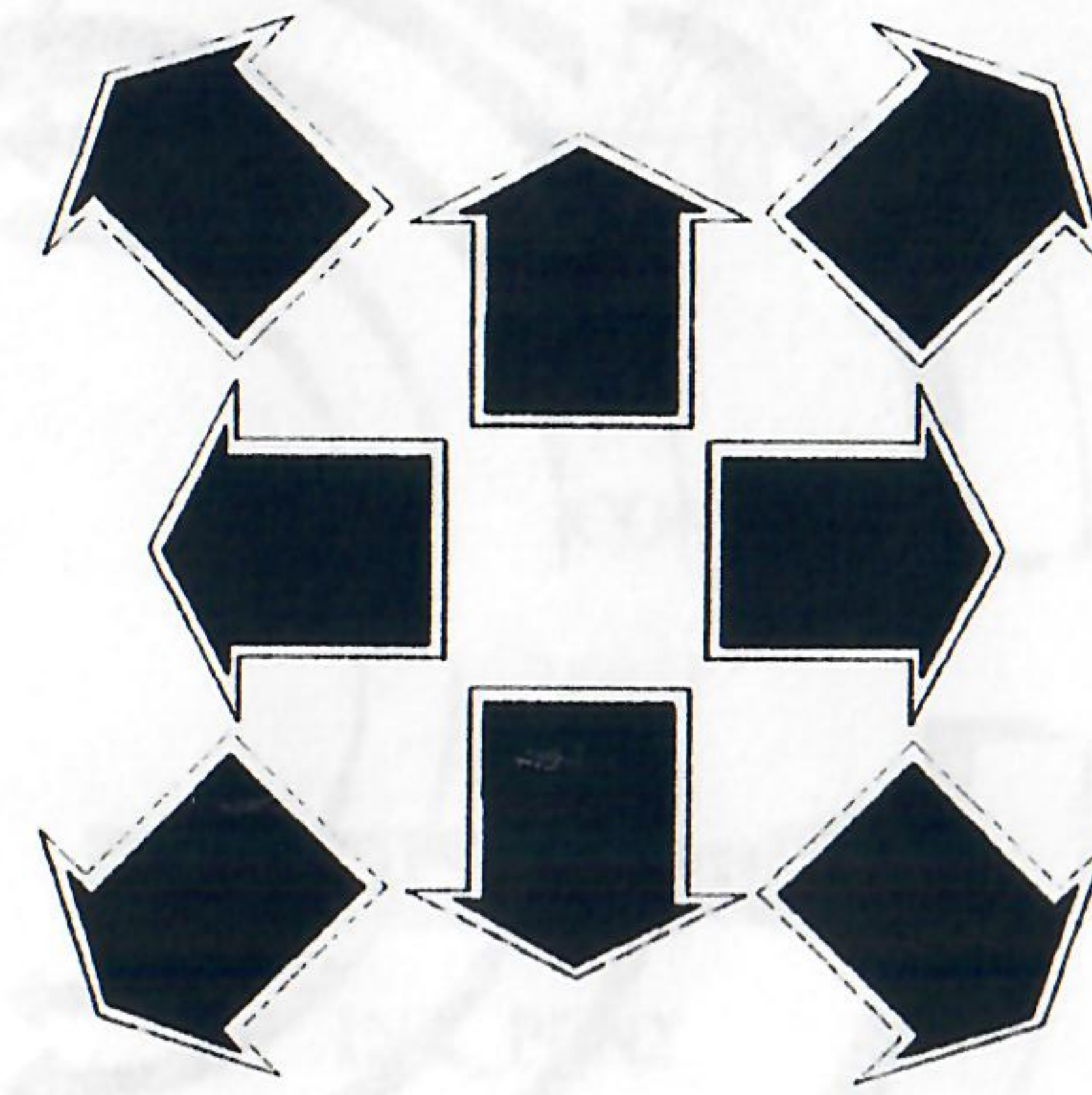
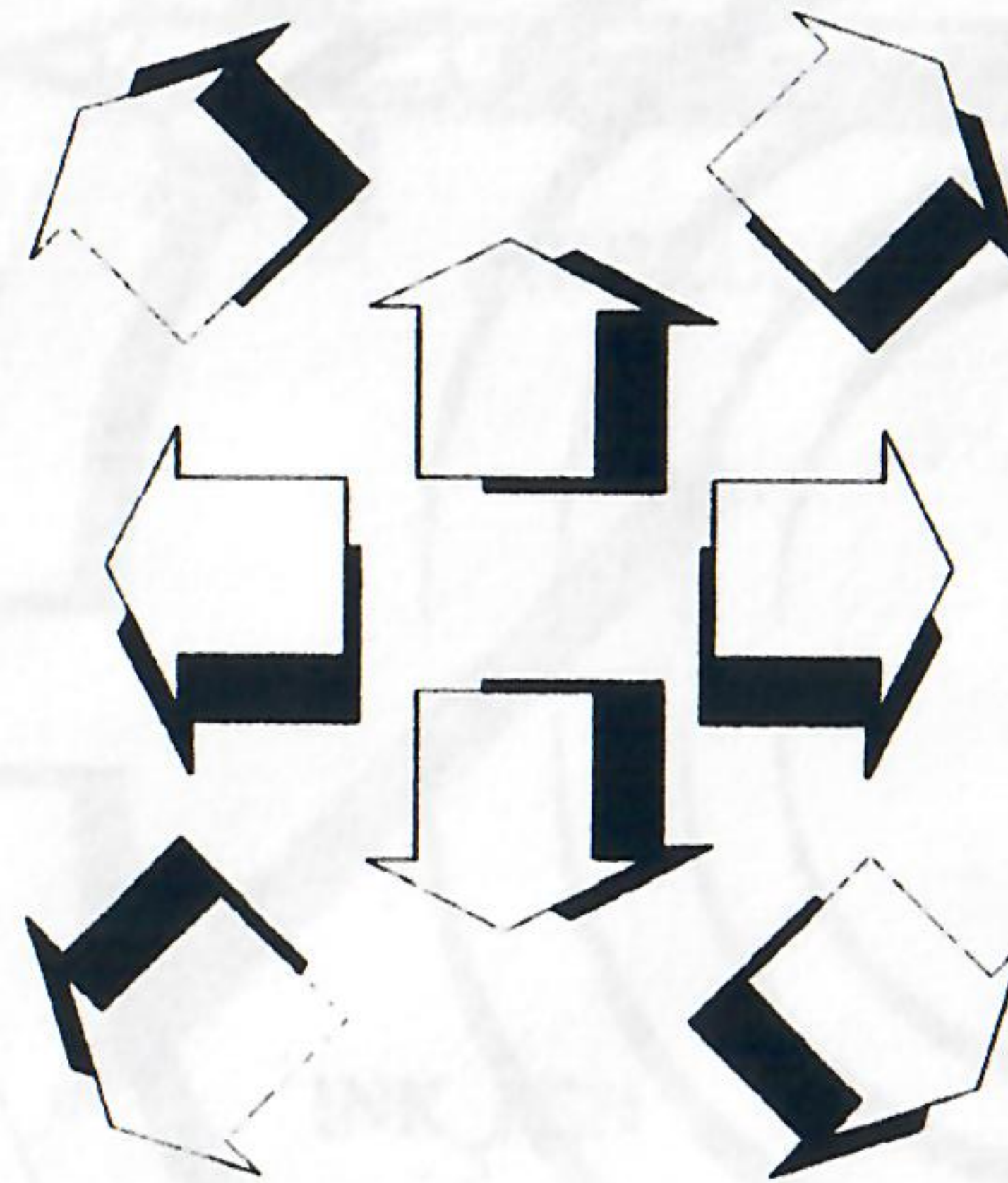


POINTOUT



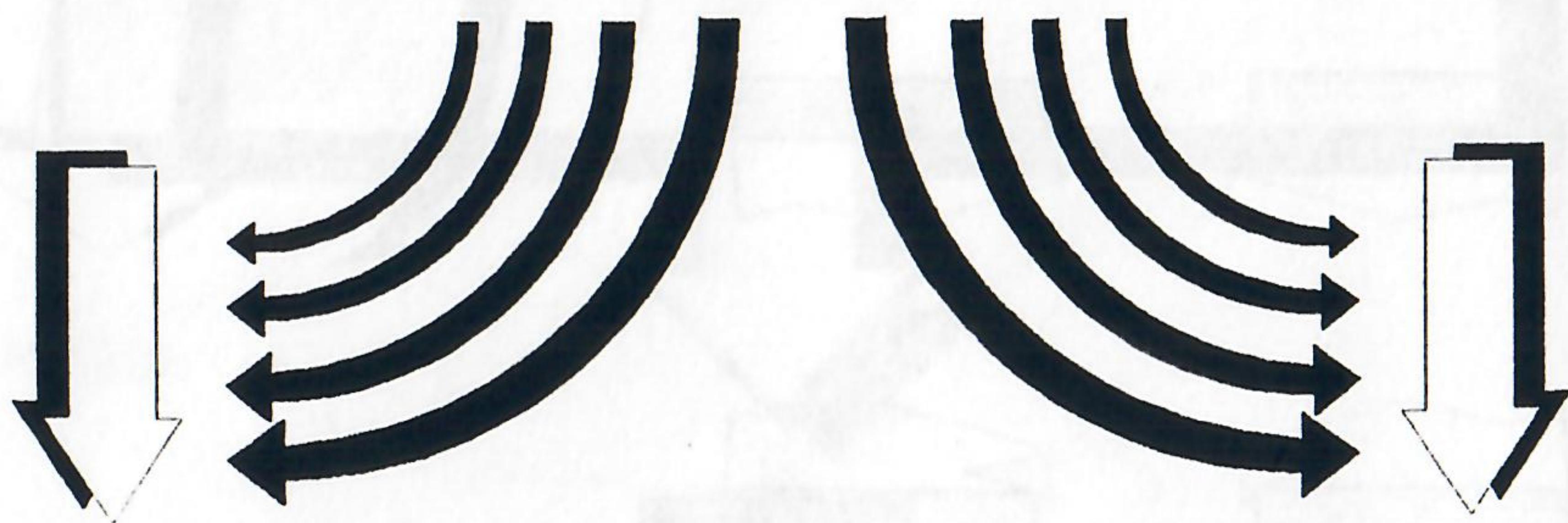
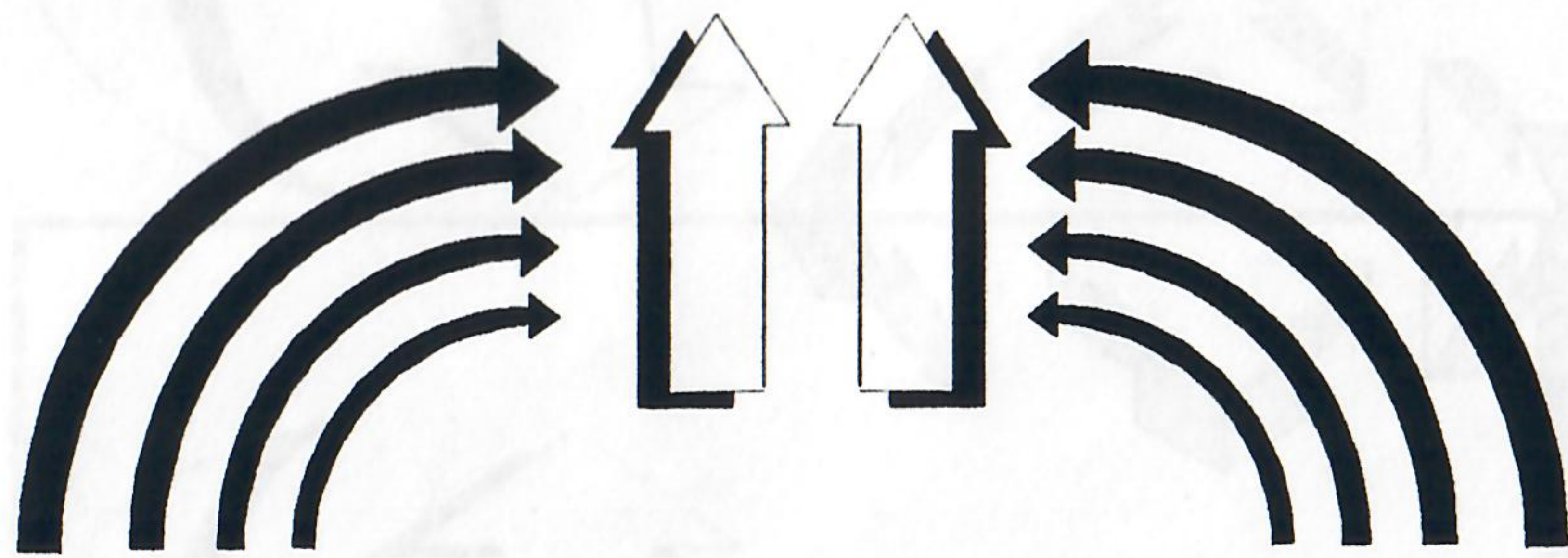
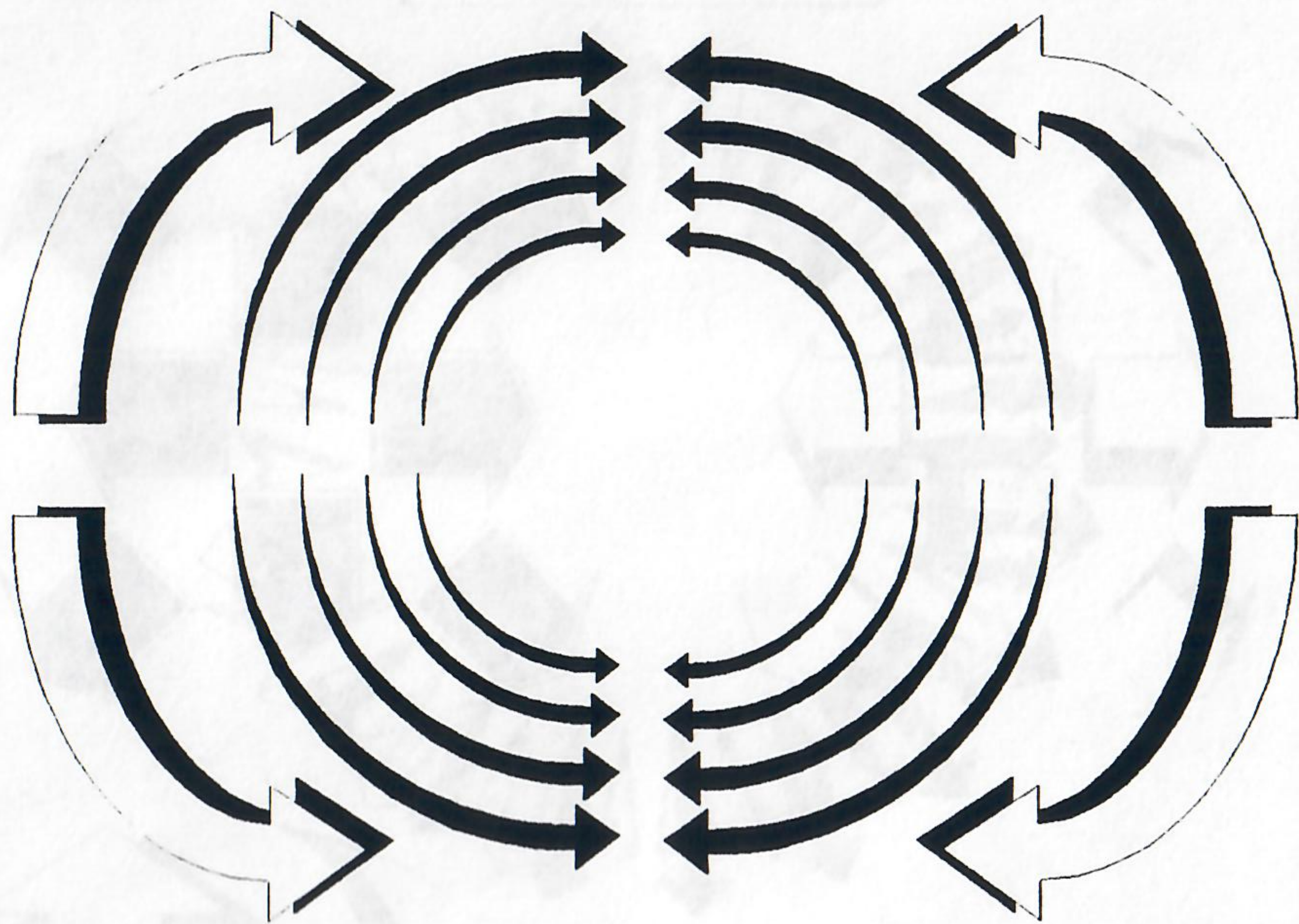
SIGNDOWN

*ARROWS\_1*

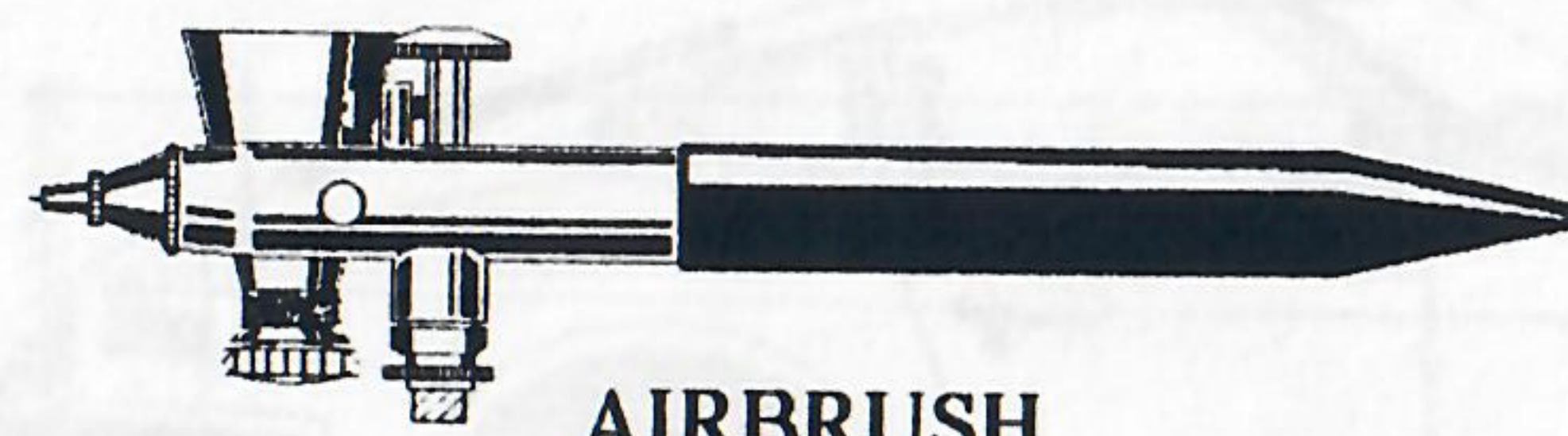




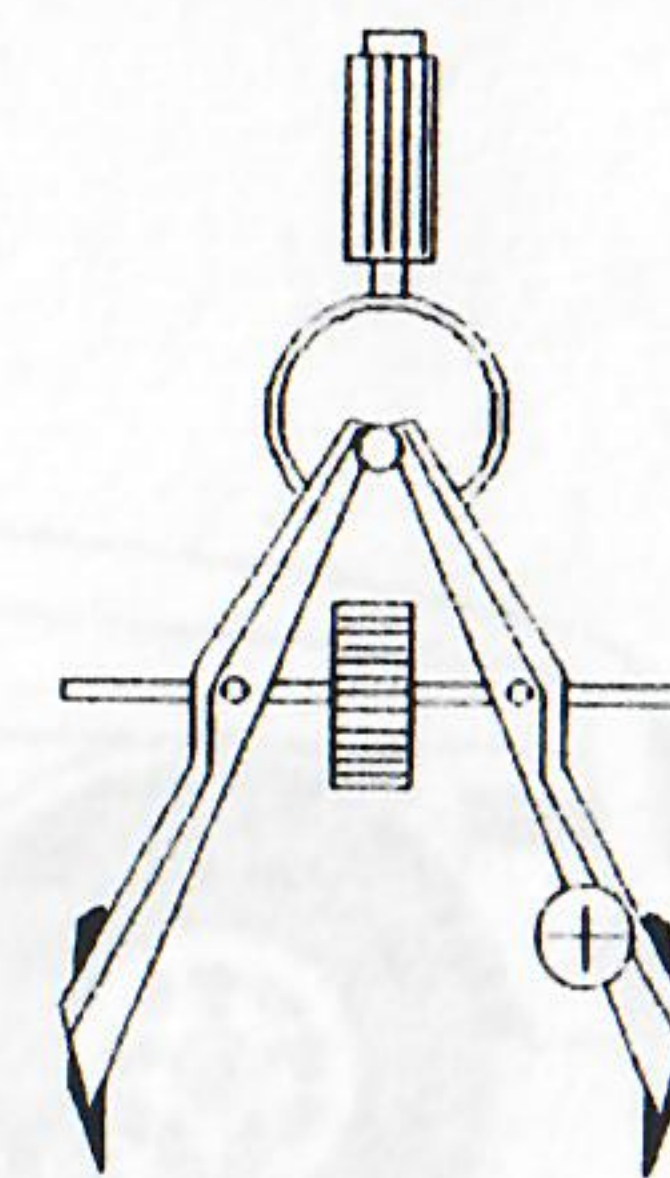
ARROWS\_2



ART\_TOOL



AIRBRUSH



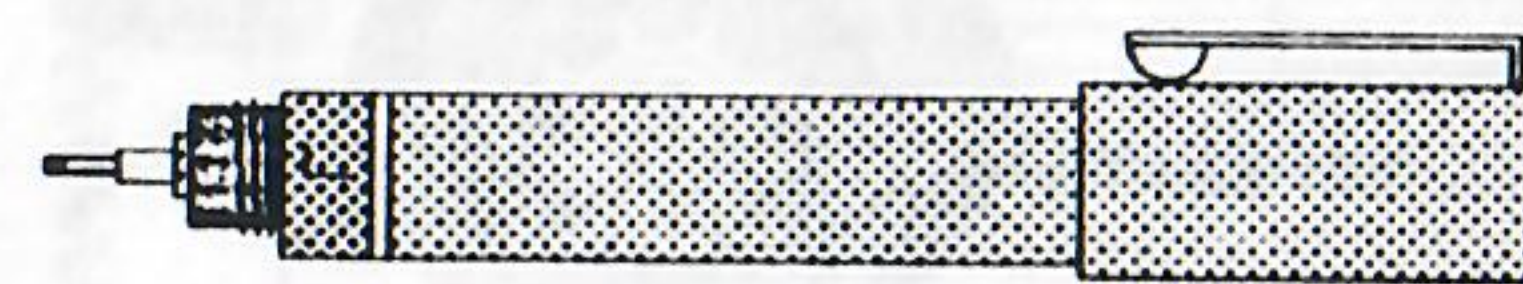
COMPASS



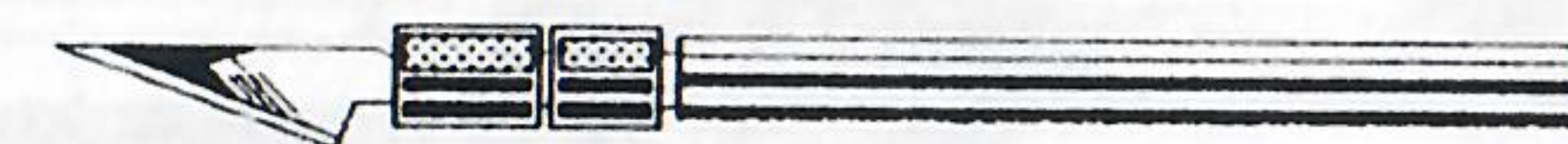
INK\_PEN



INK\_PEN2



INK\_PEN3



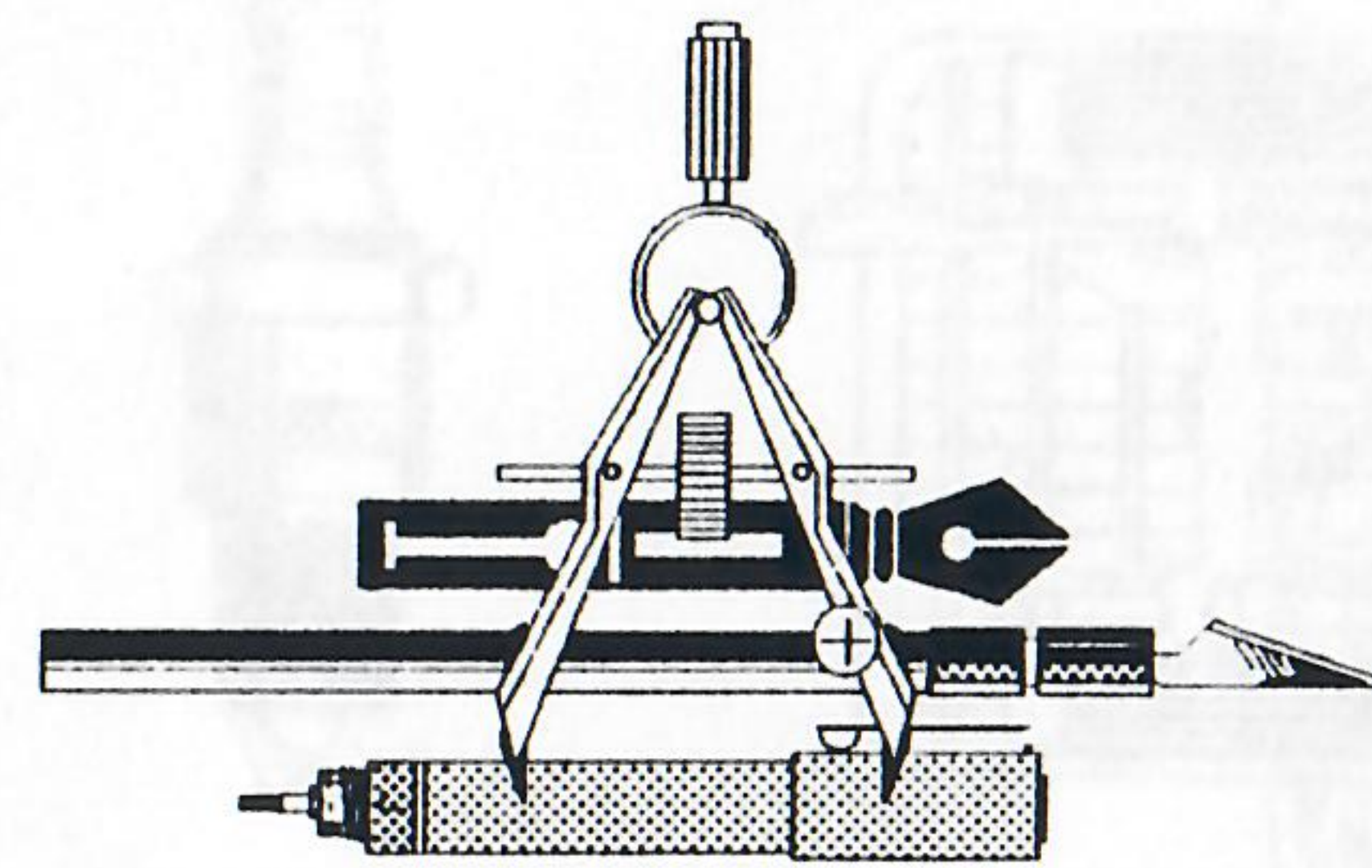
KNIFE



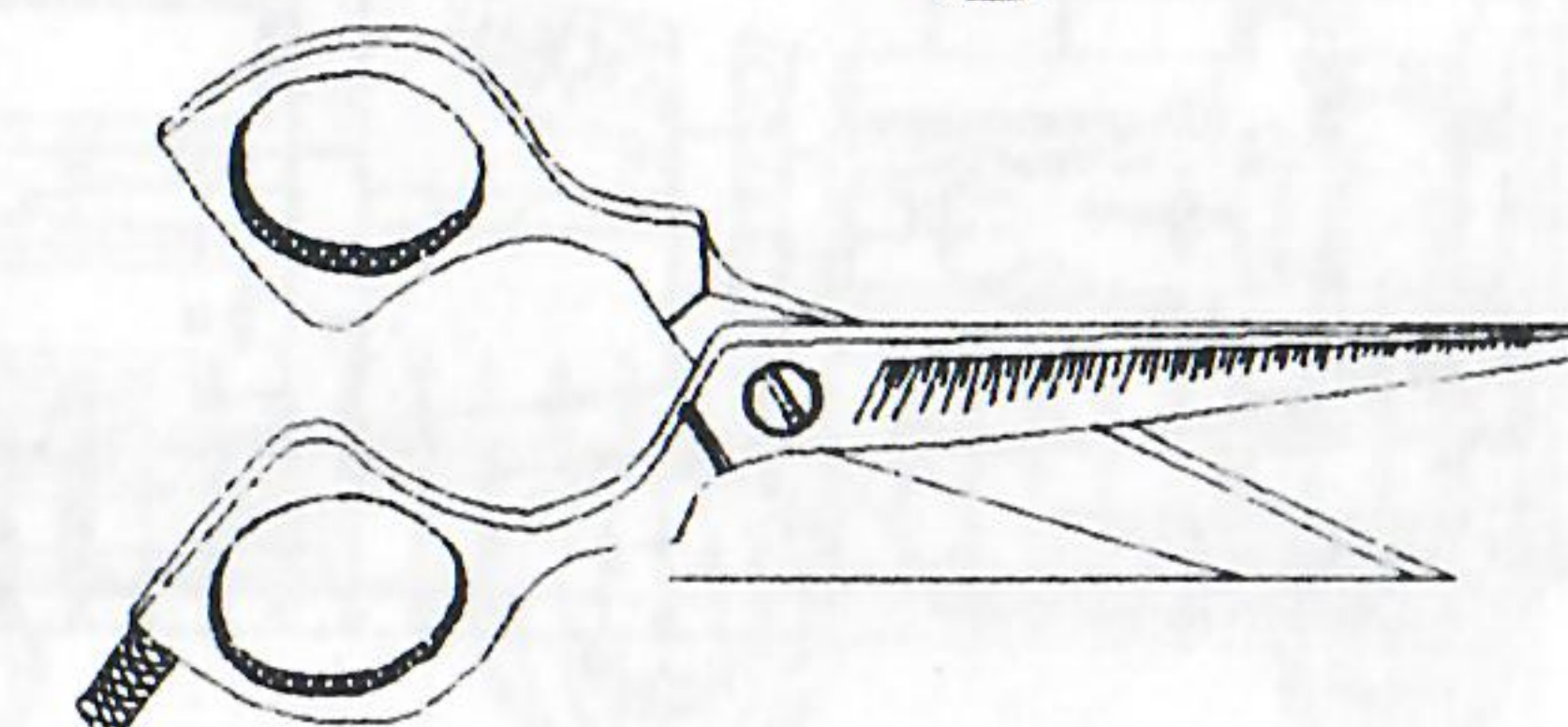
KNIFE CUT



SCISSORS



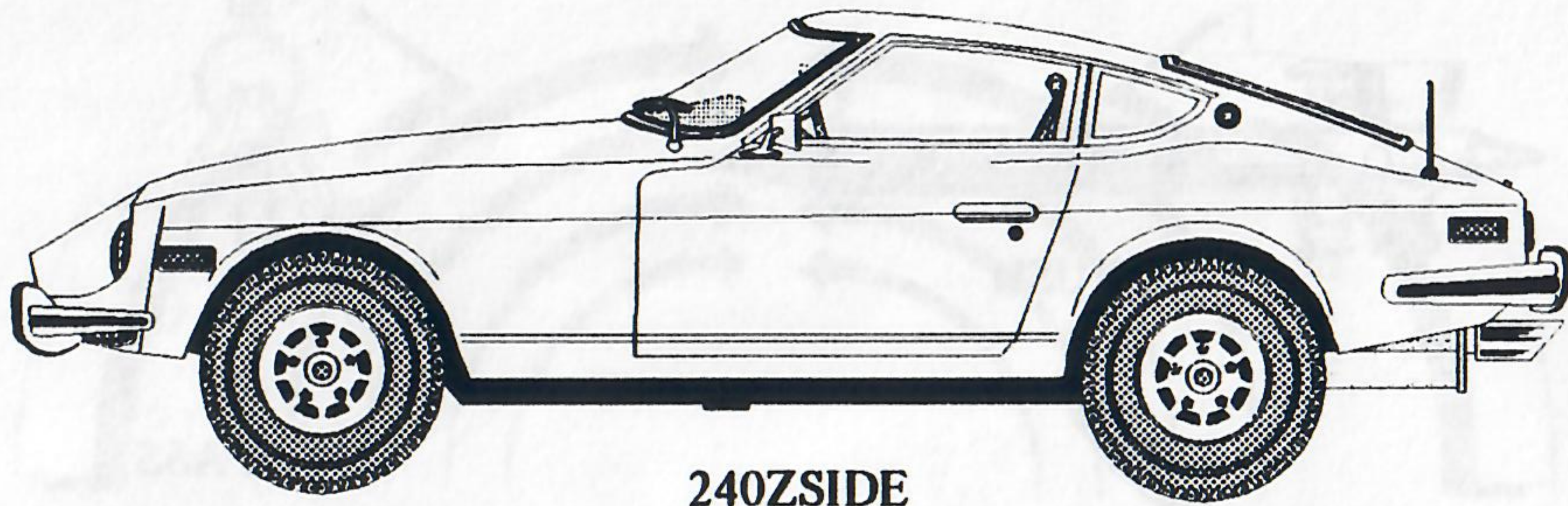
TOOLLOGO



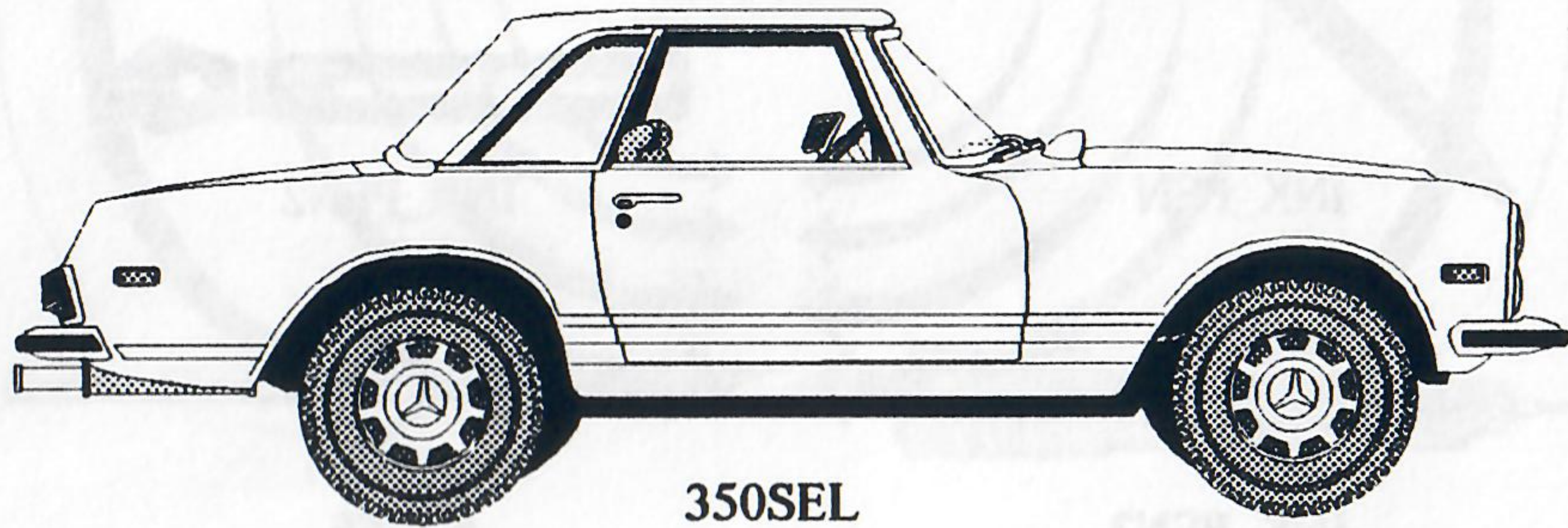
SCISS\_CUT



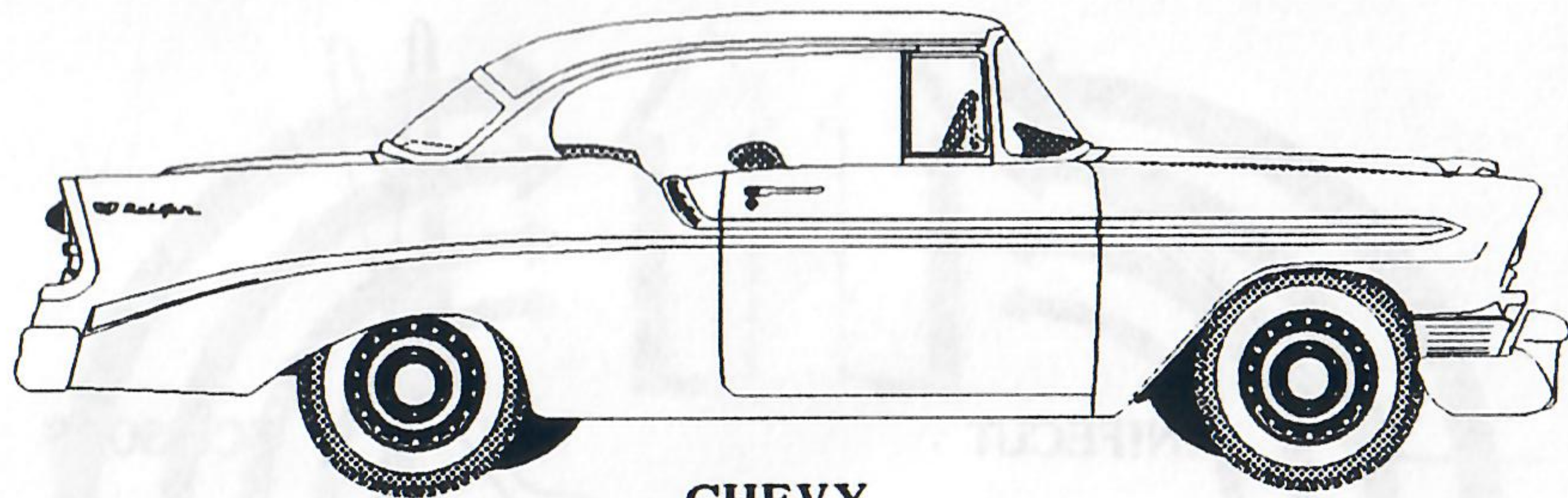
*AUTOS*



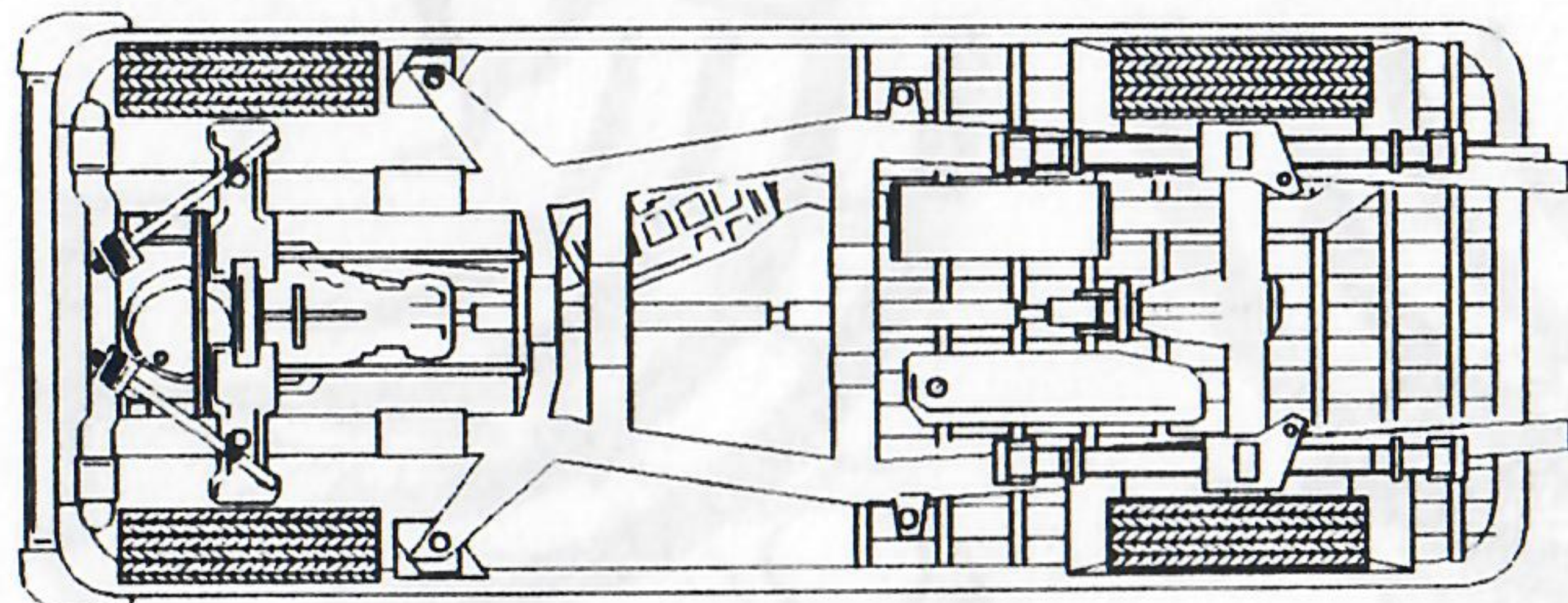
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350SEL



CHEVY

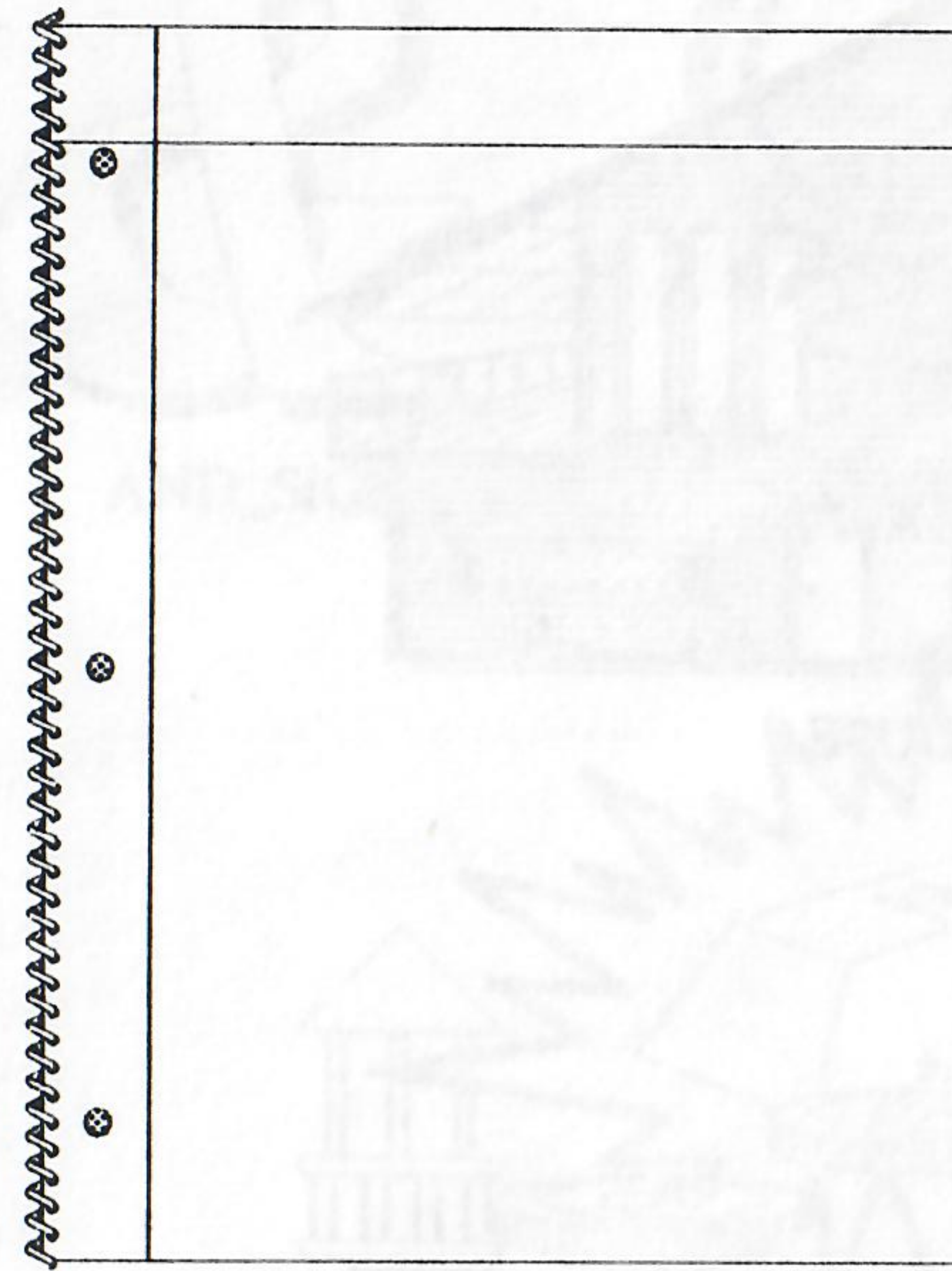


PICKUP

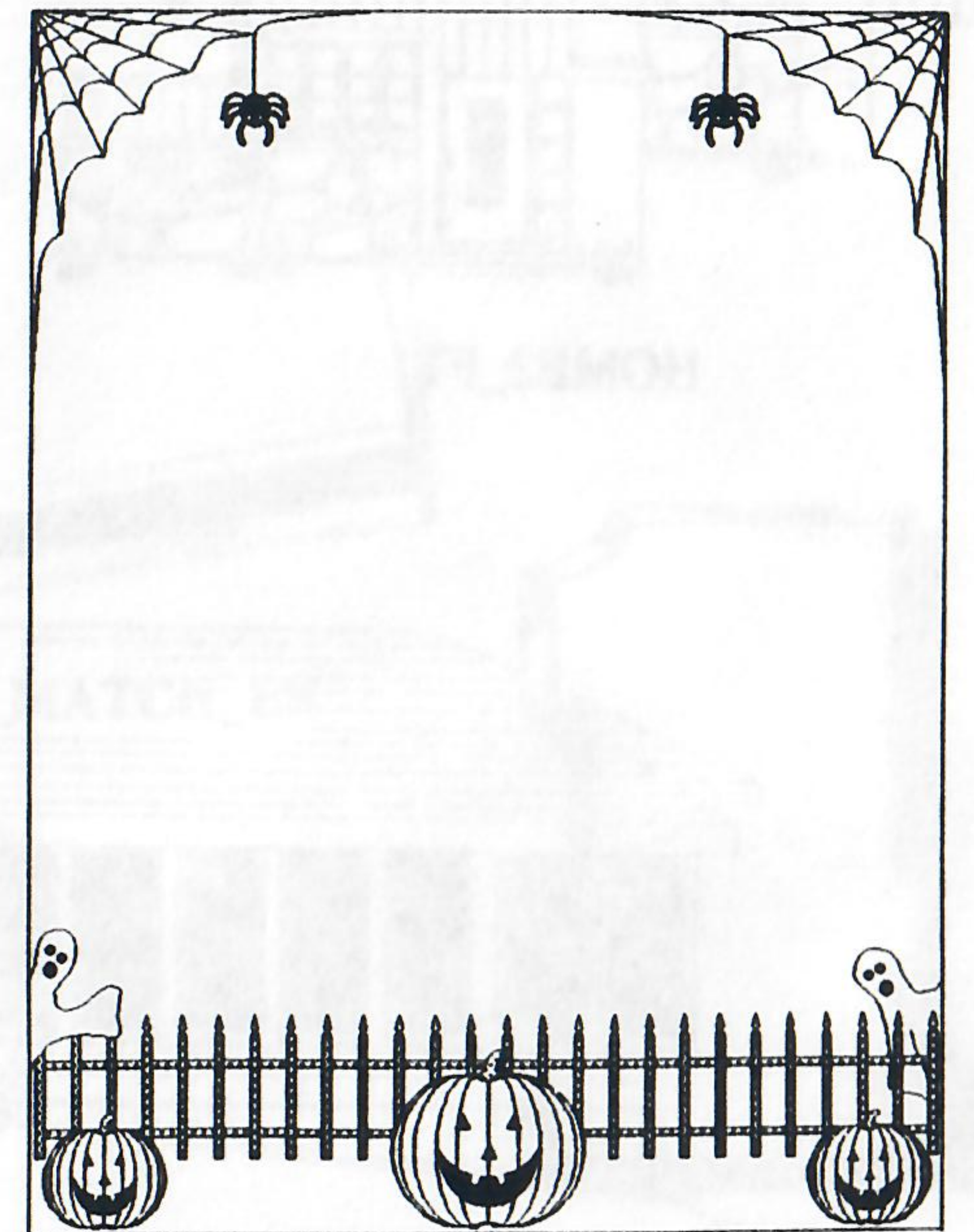


SPRKPLUG

*BORDERS*



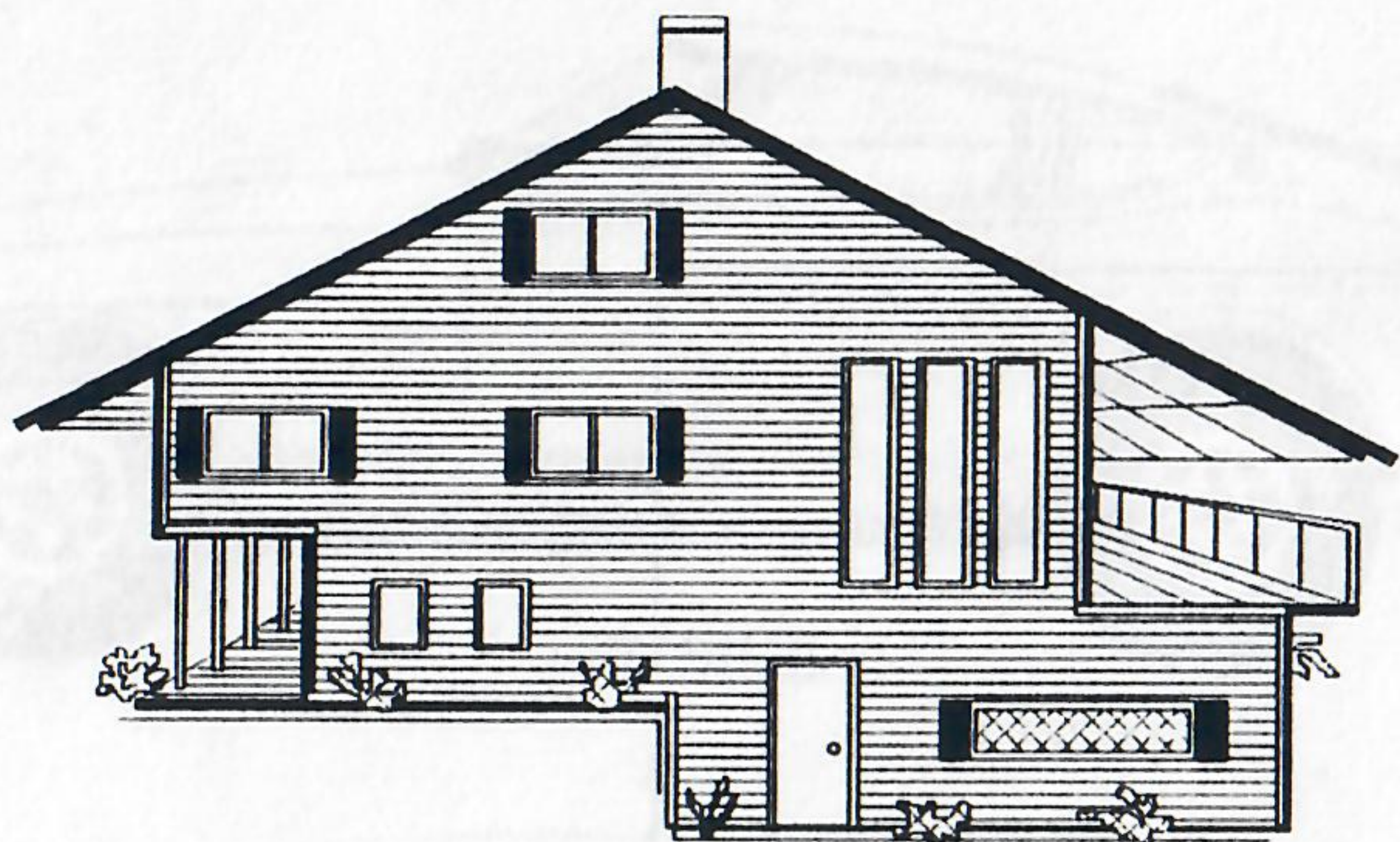
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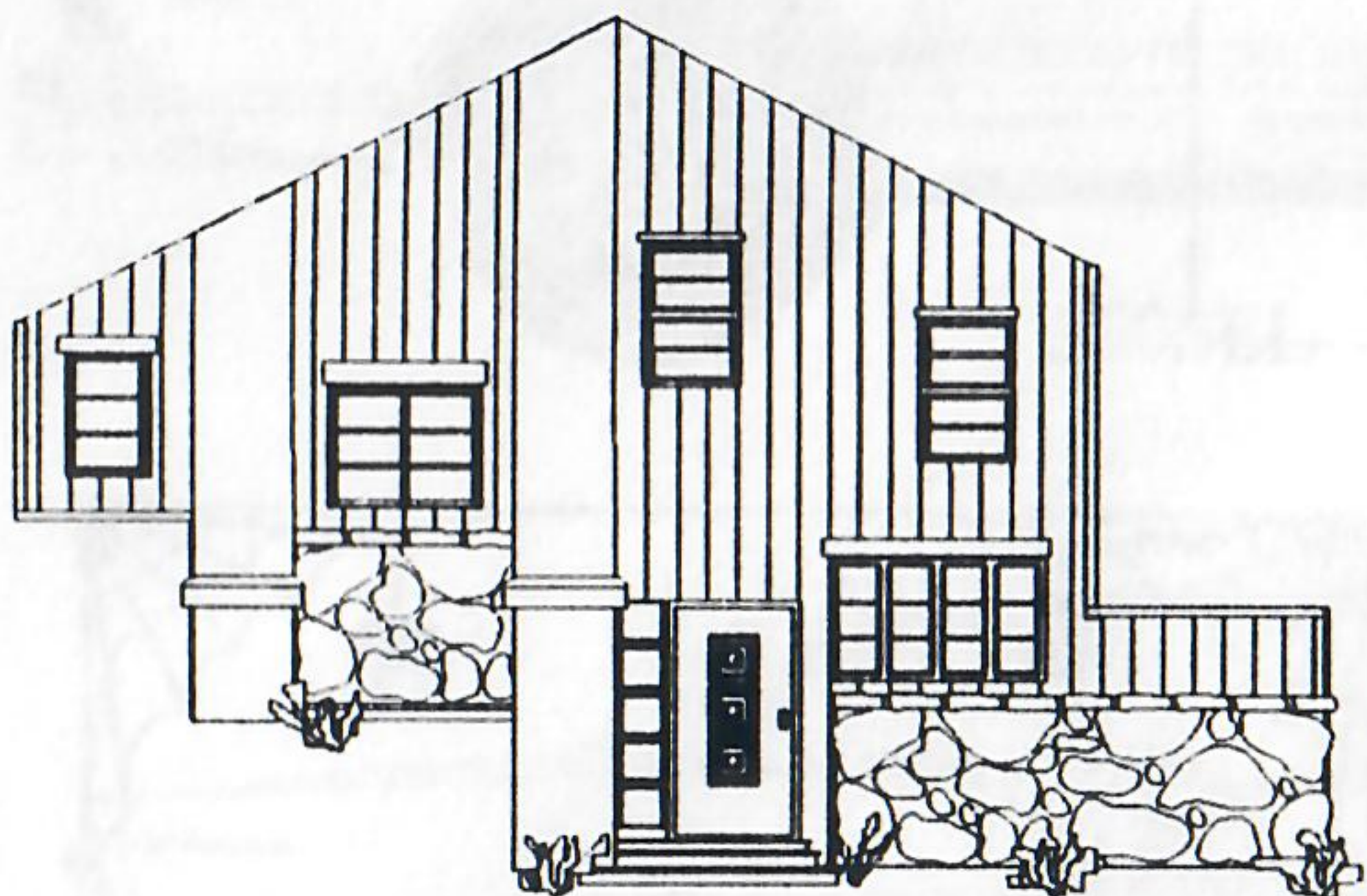
HALOWEEN



**BUILDING**



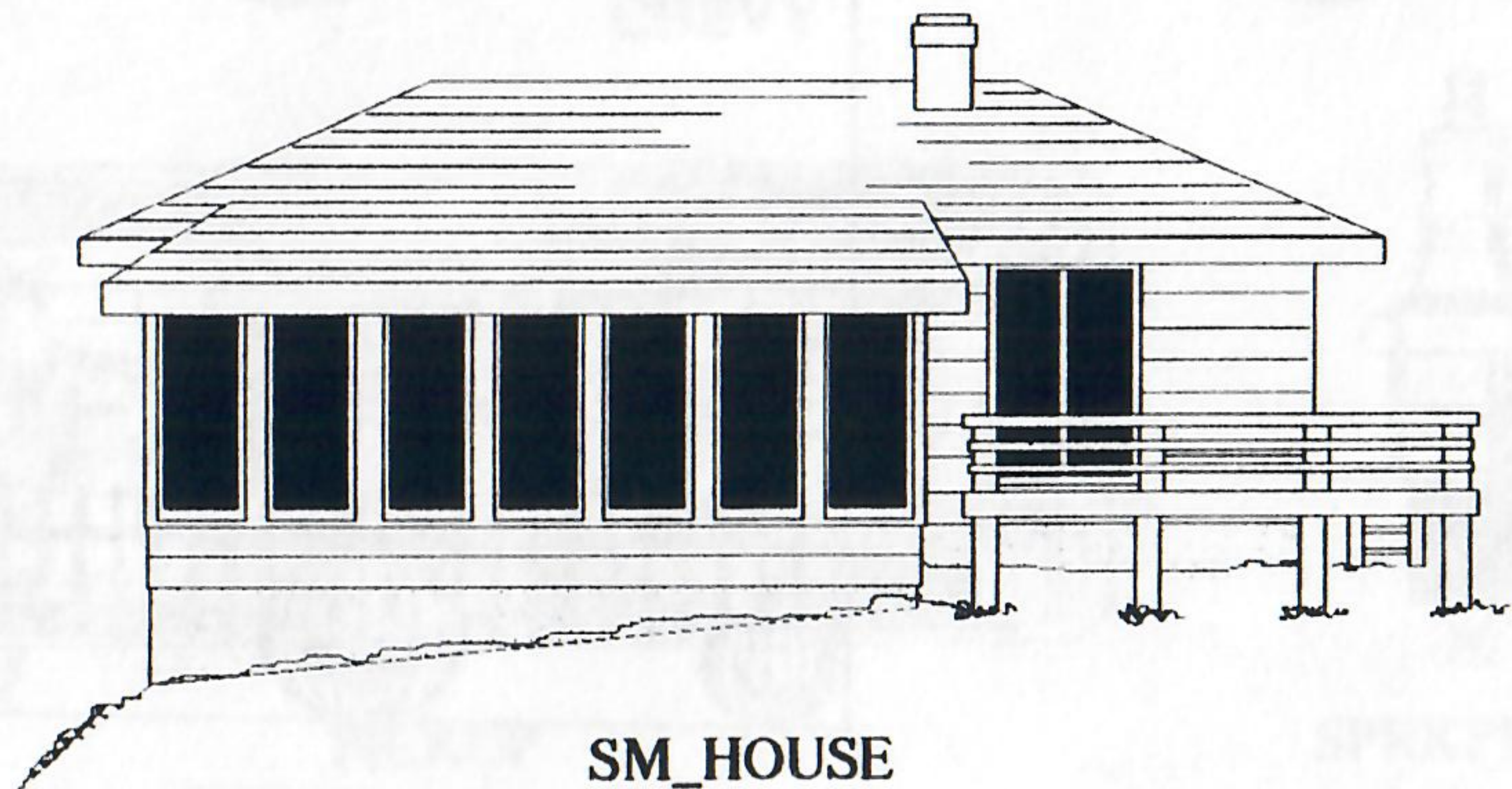
**3D\_HOUSE**



**HOME2\_FT**

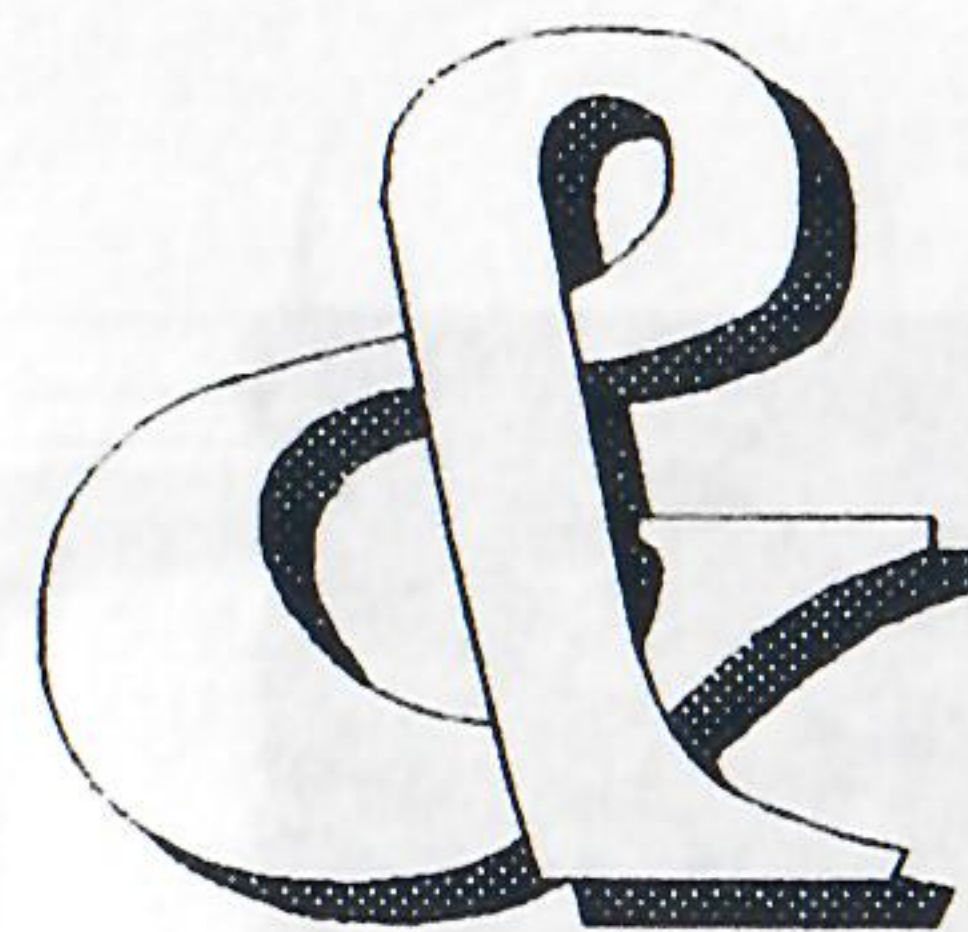


**LT\_HOUSE**



**SM\_HOUSE**

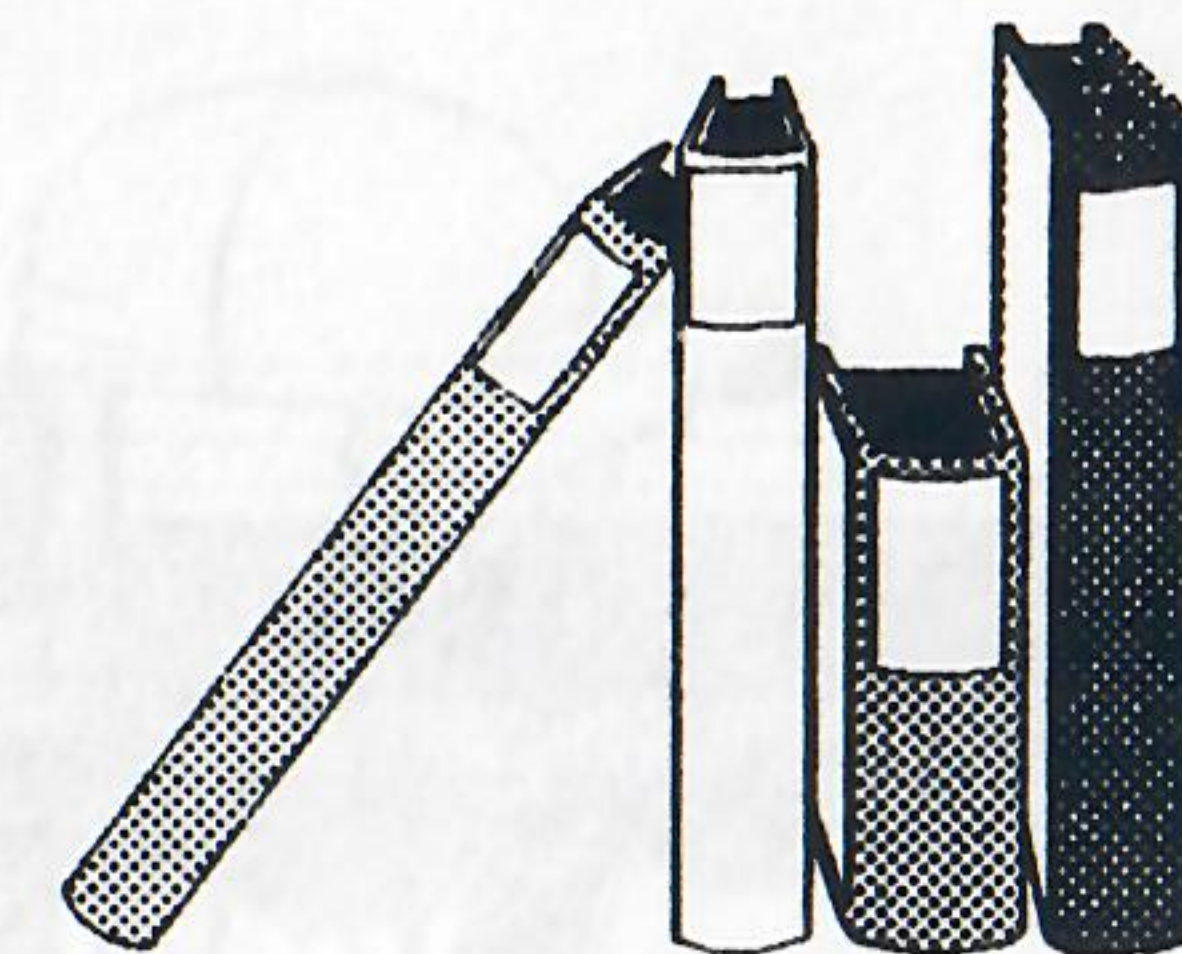
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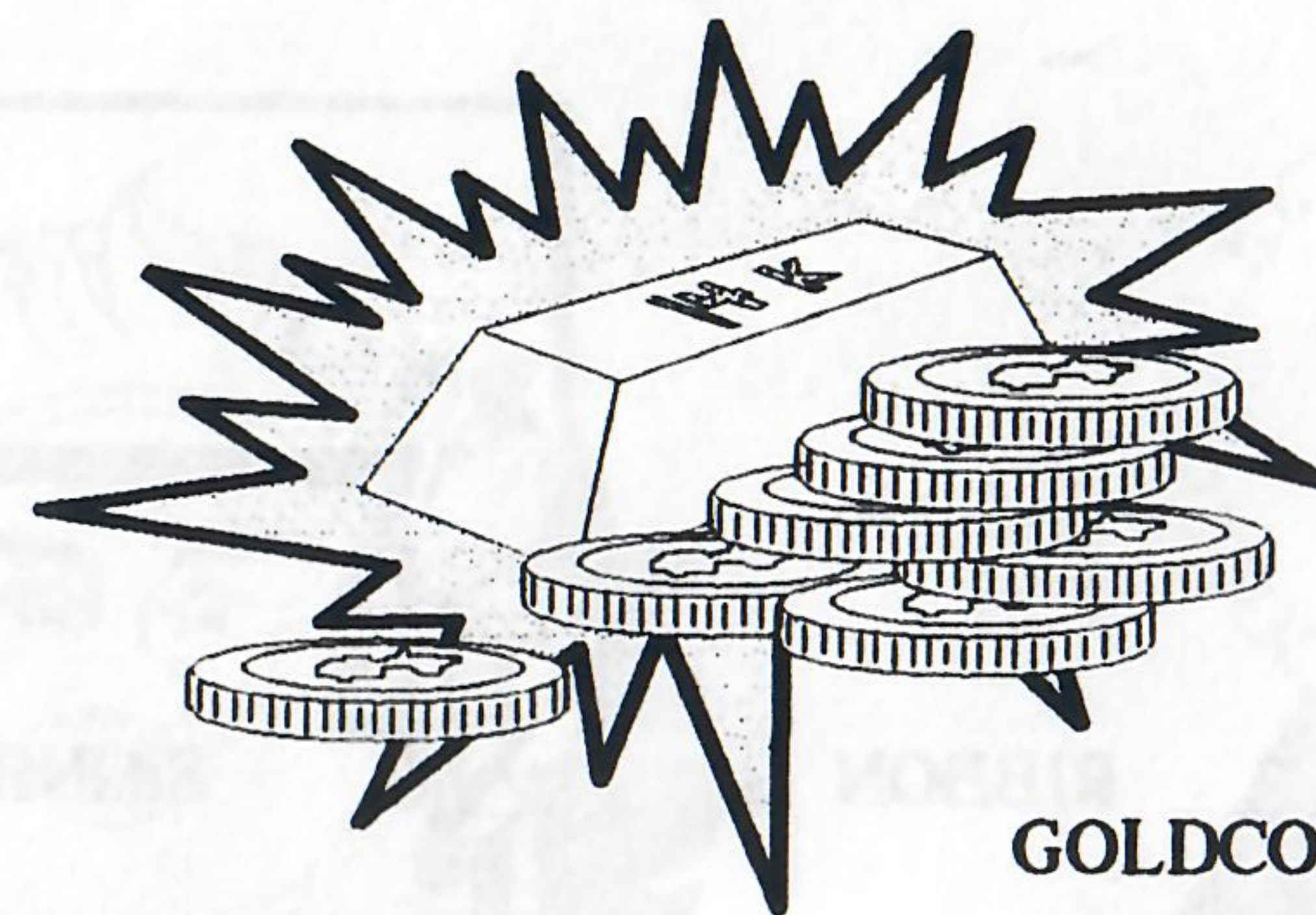
**AND\_SIGN**



**AWARD**



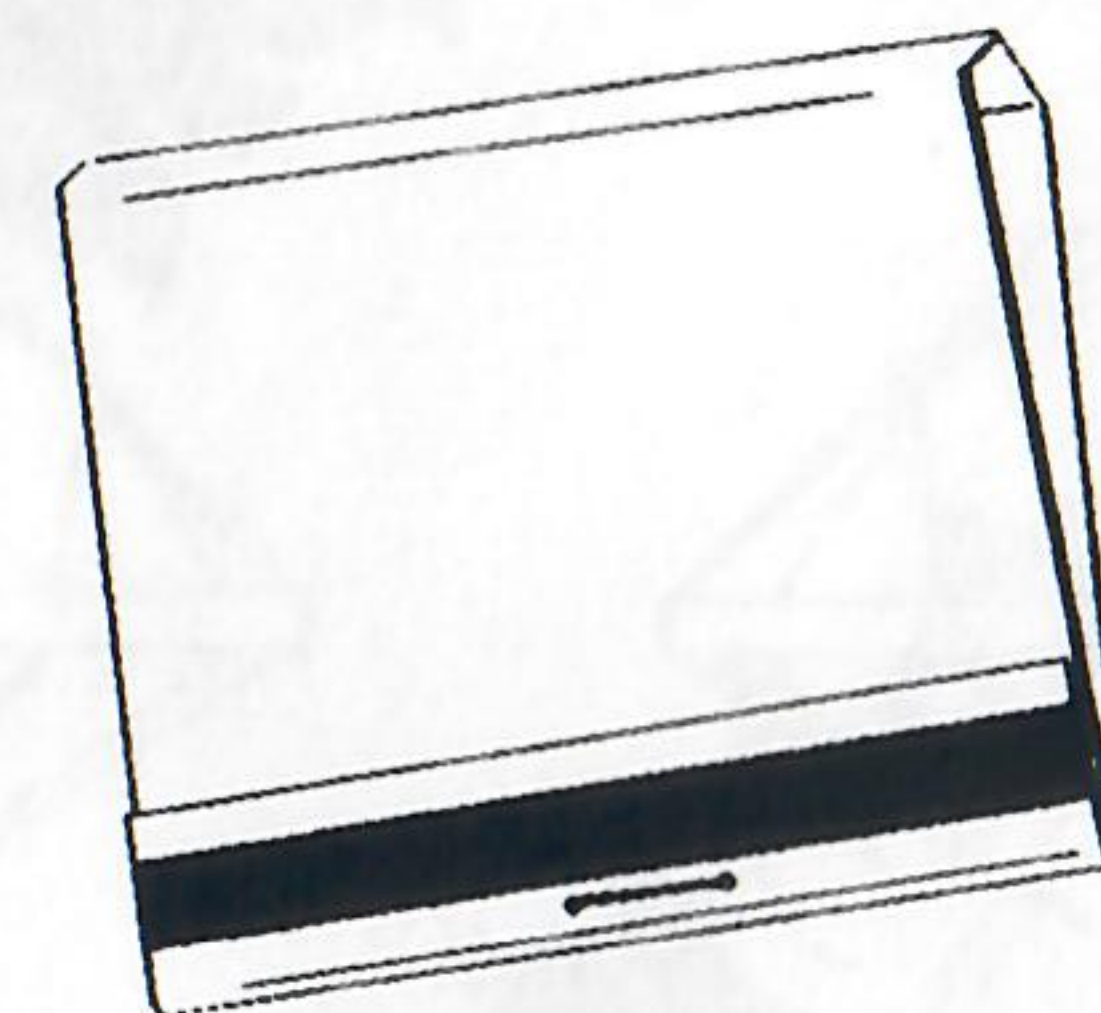
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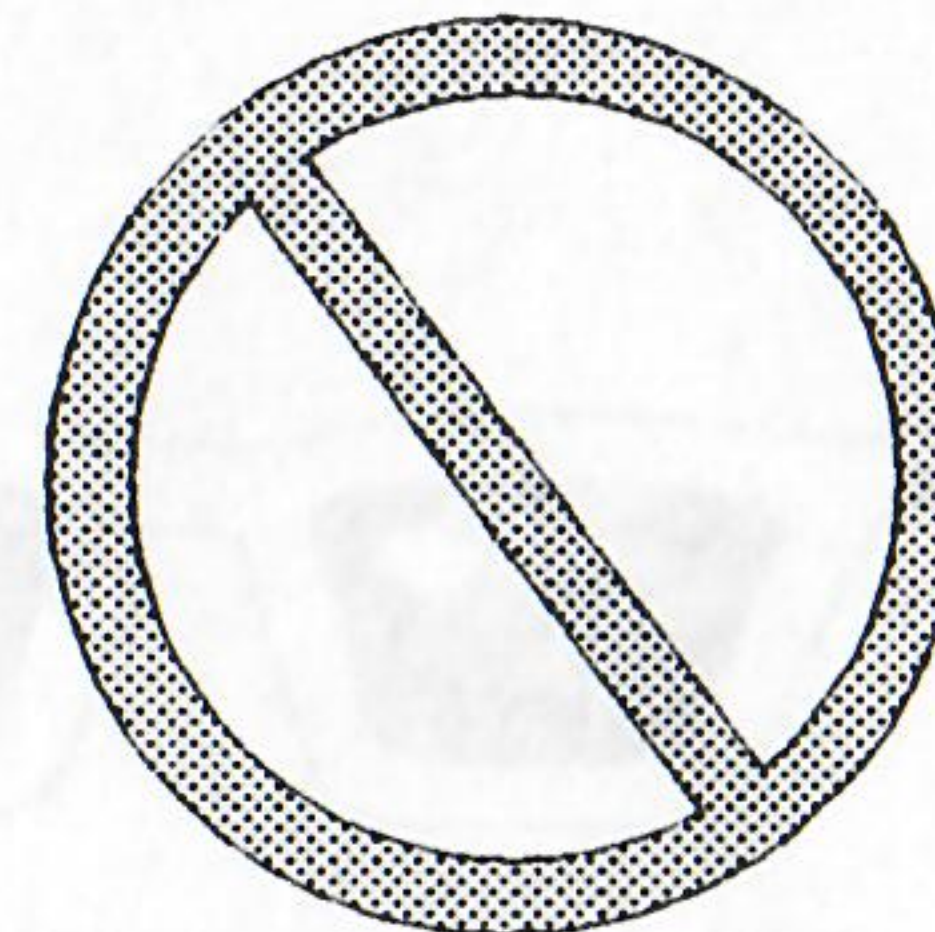
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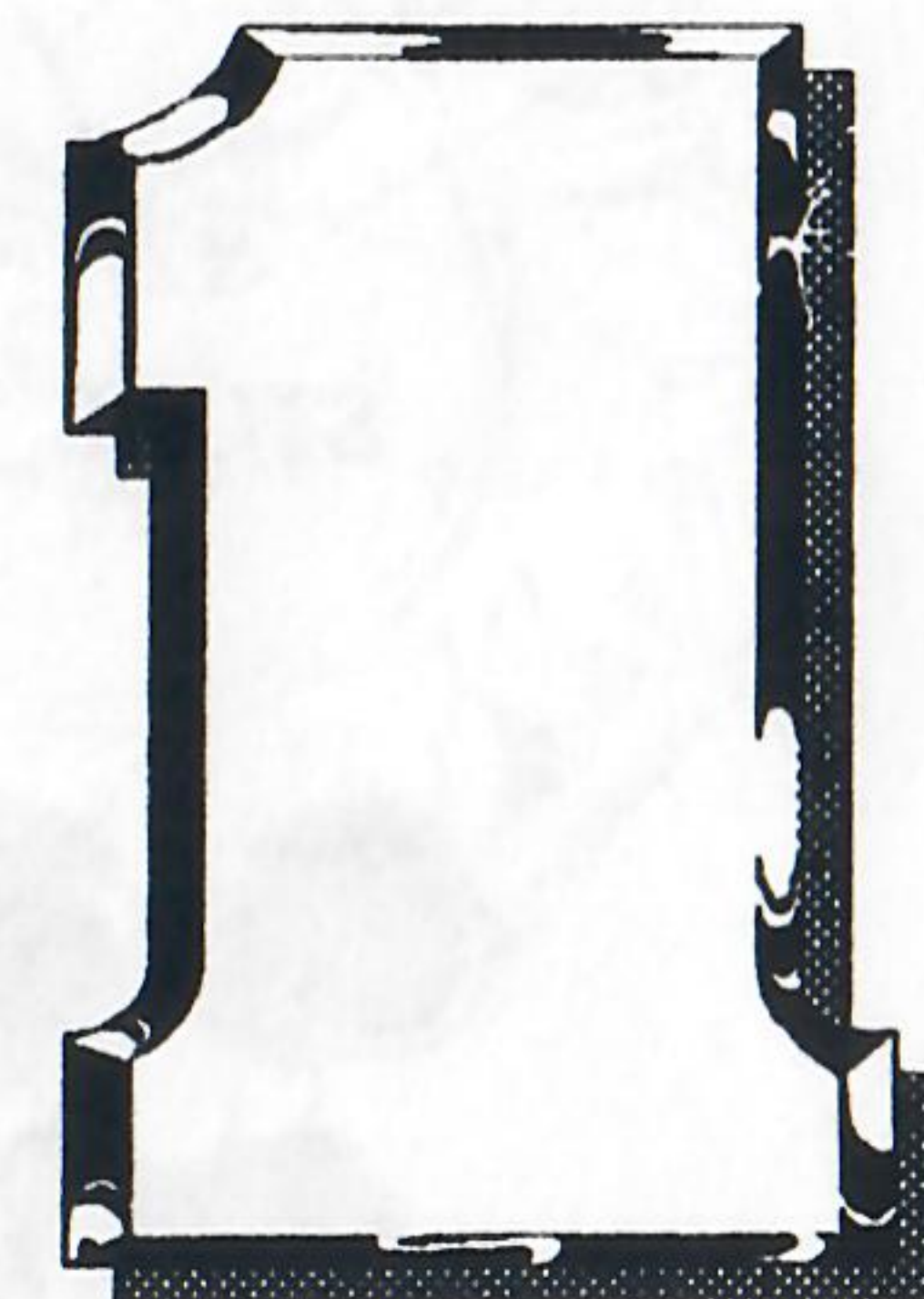
**INKSPLAT**



**MATCH\_BK**



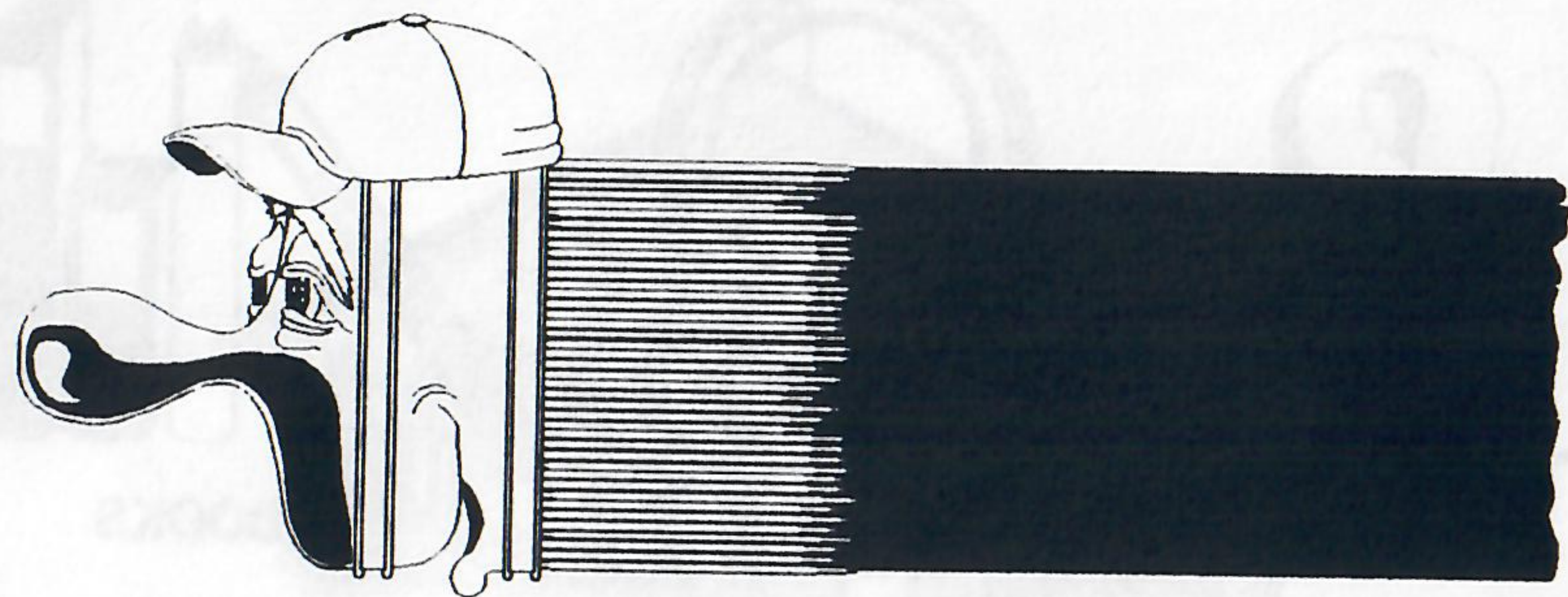
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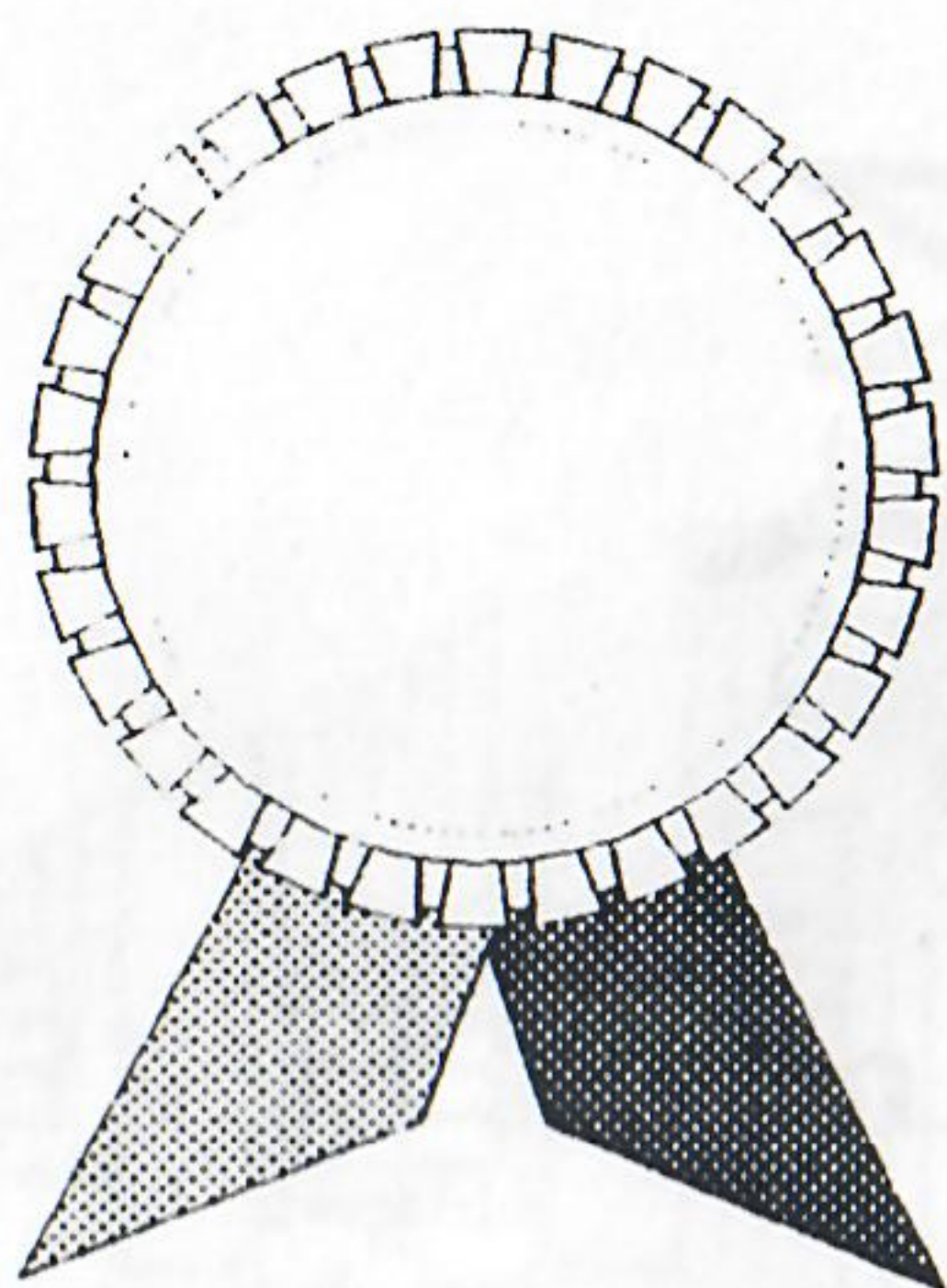
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CLIPART



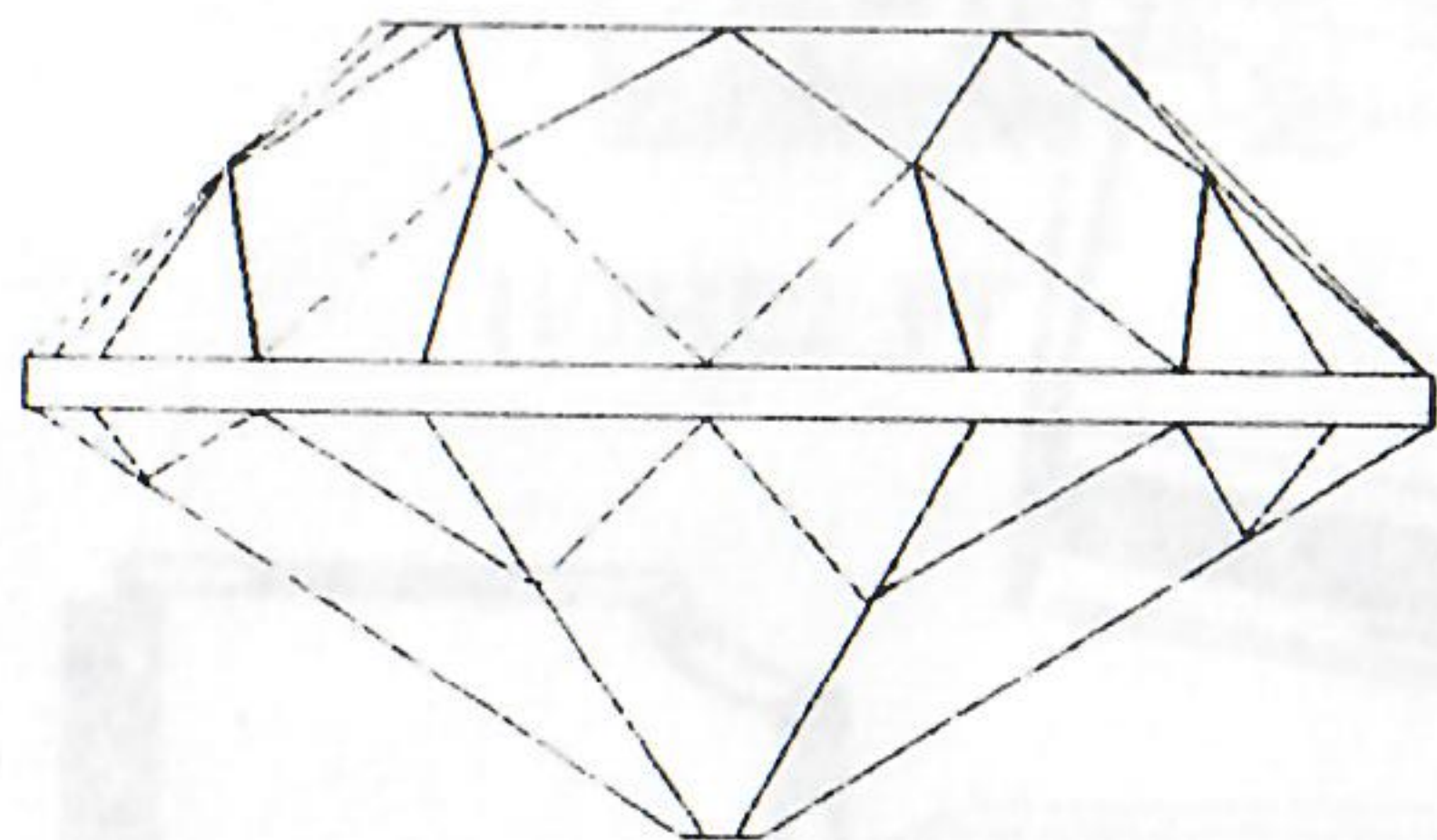
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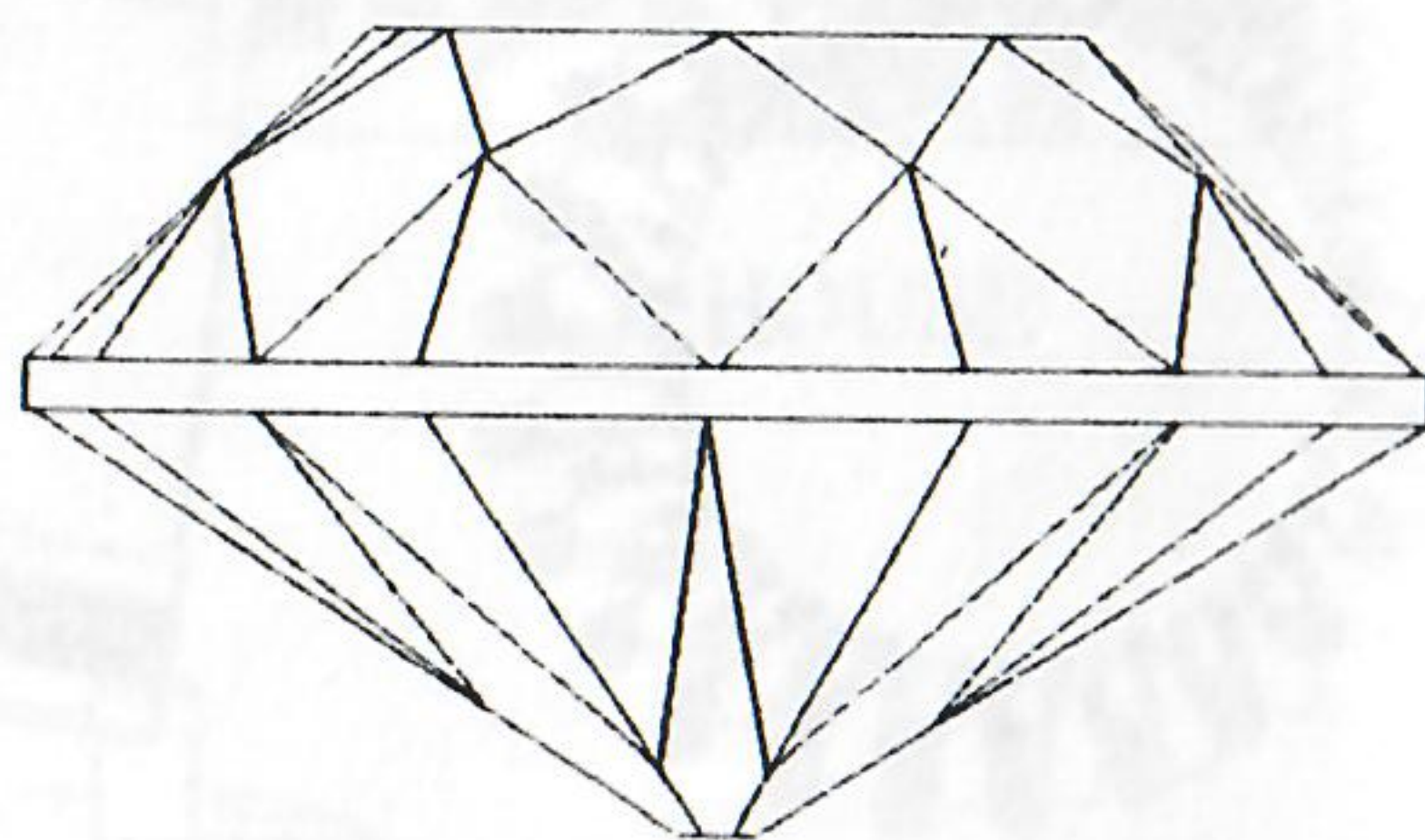
RIBBON



SIGNHOPE



STONE\_1



STONE\_2

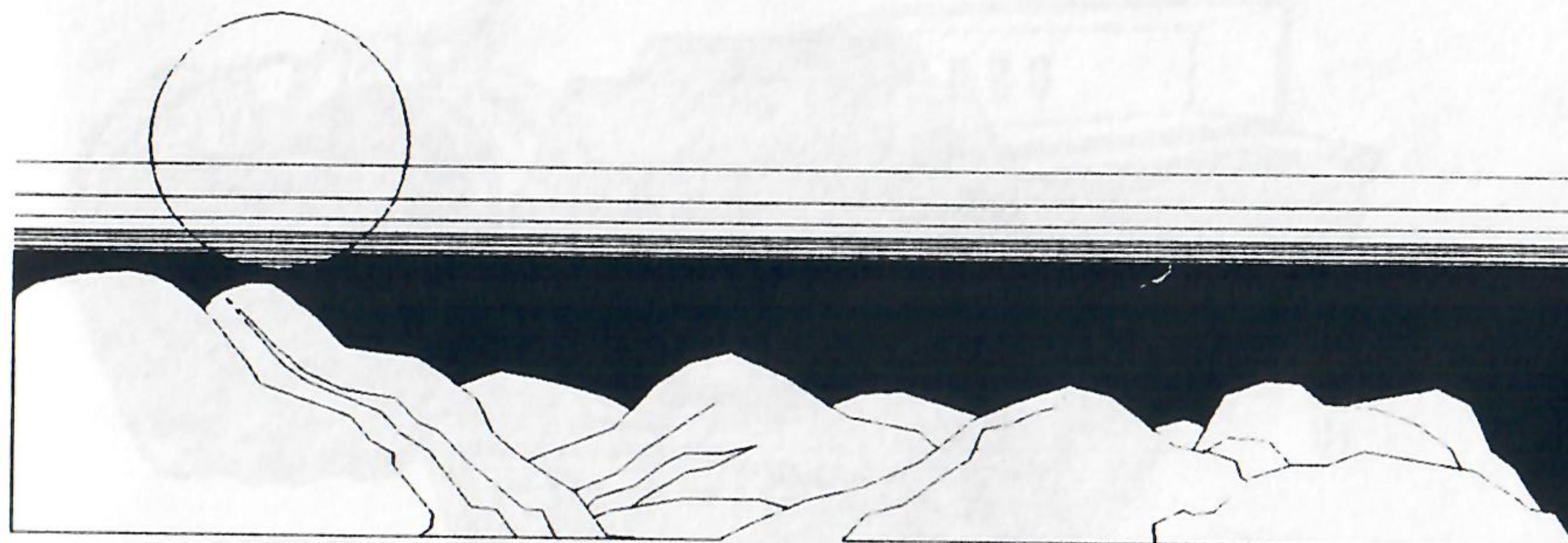


SUNGLAS2

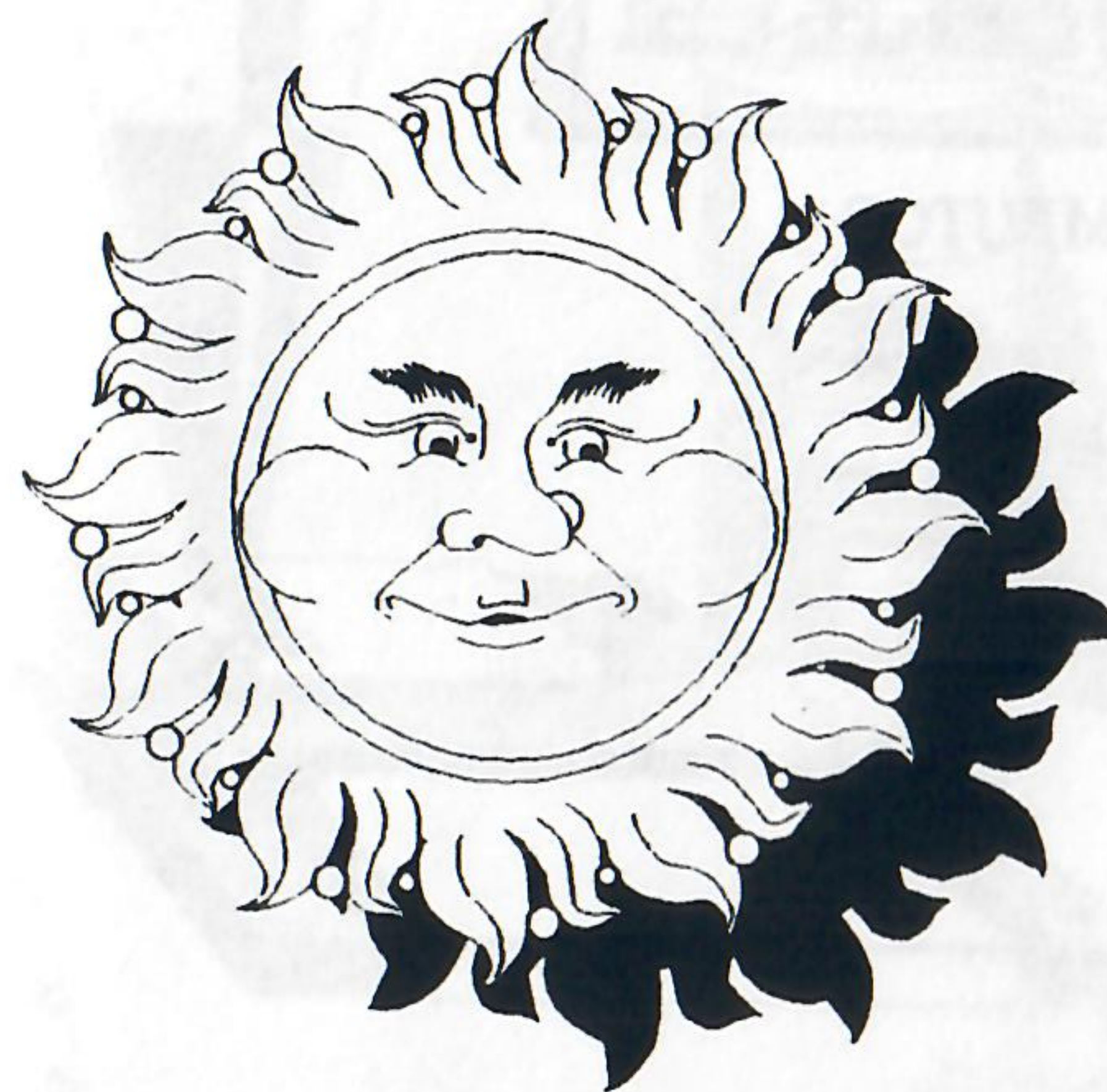


SUNGLASS

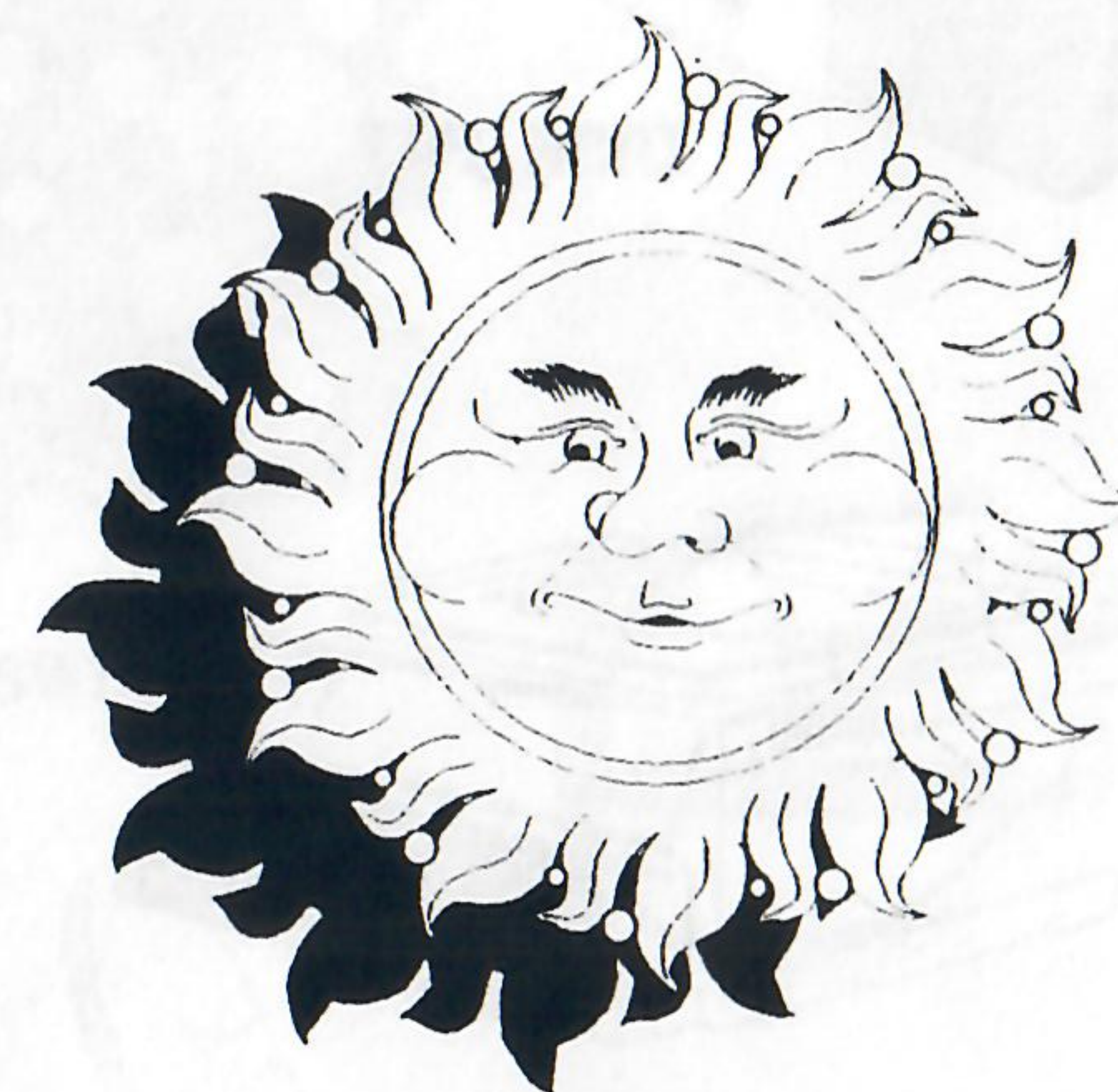
CLIPART



SUNSET



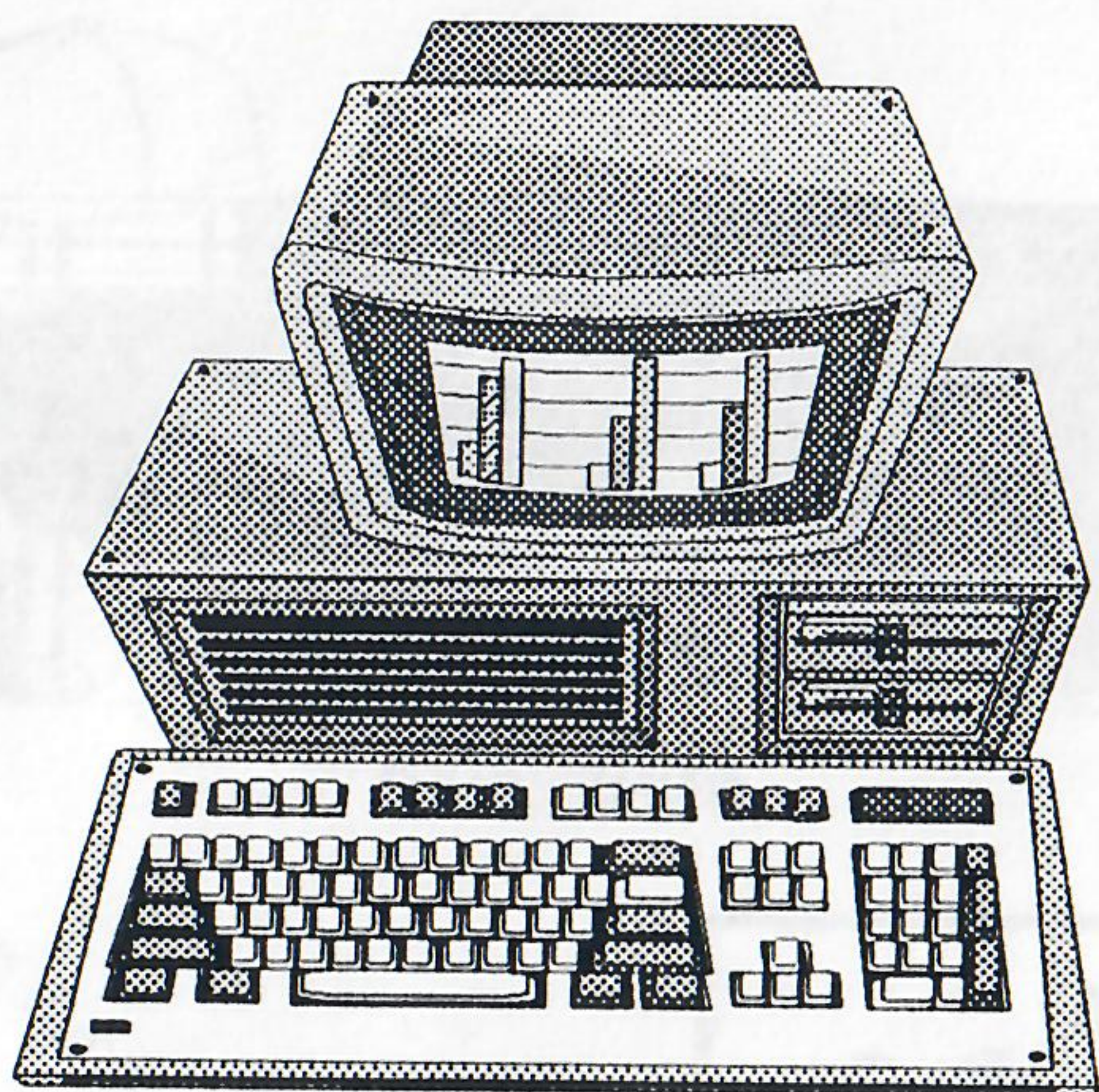
SUNMAN\_L



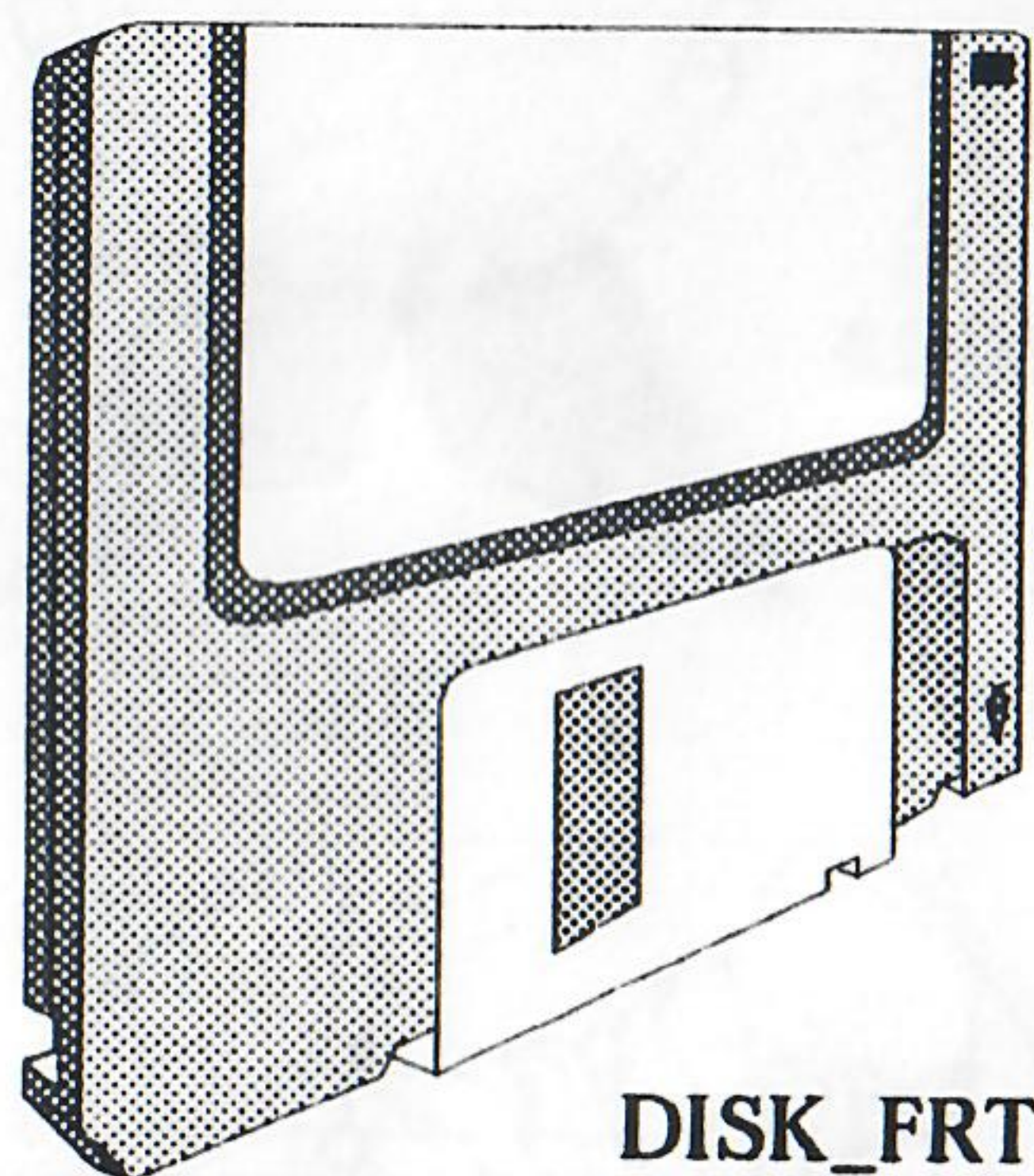
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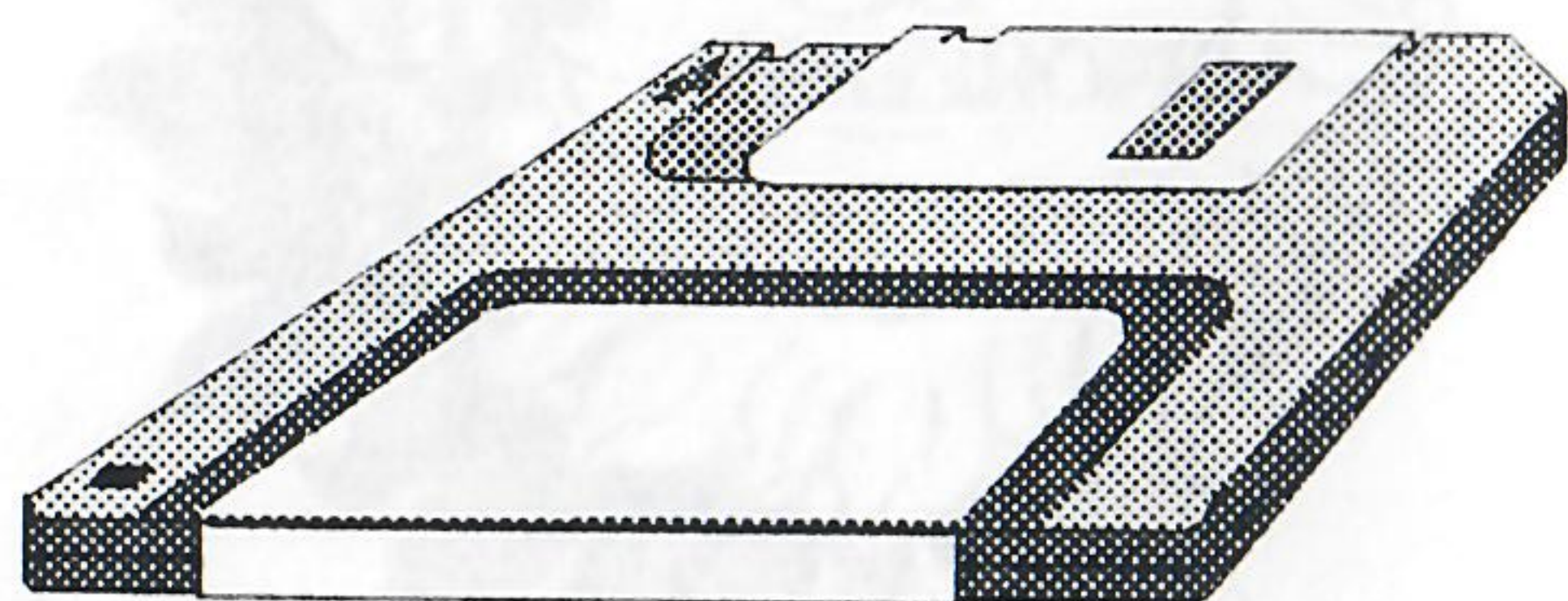
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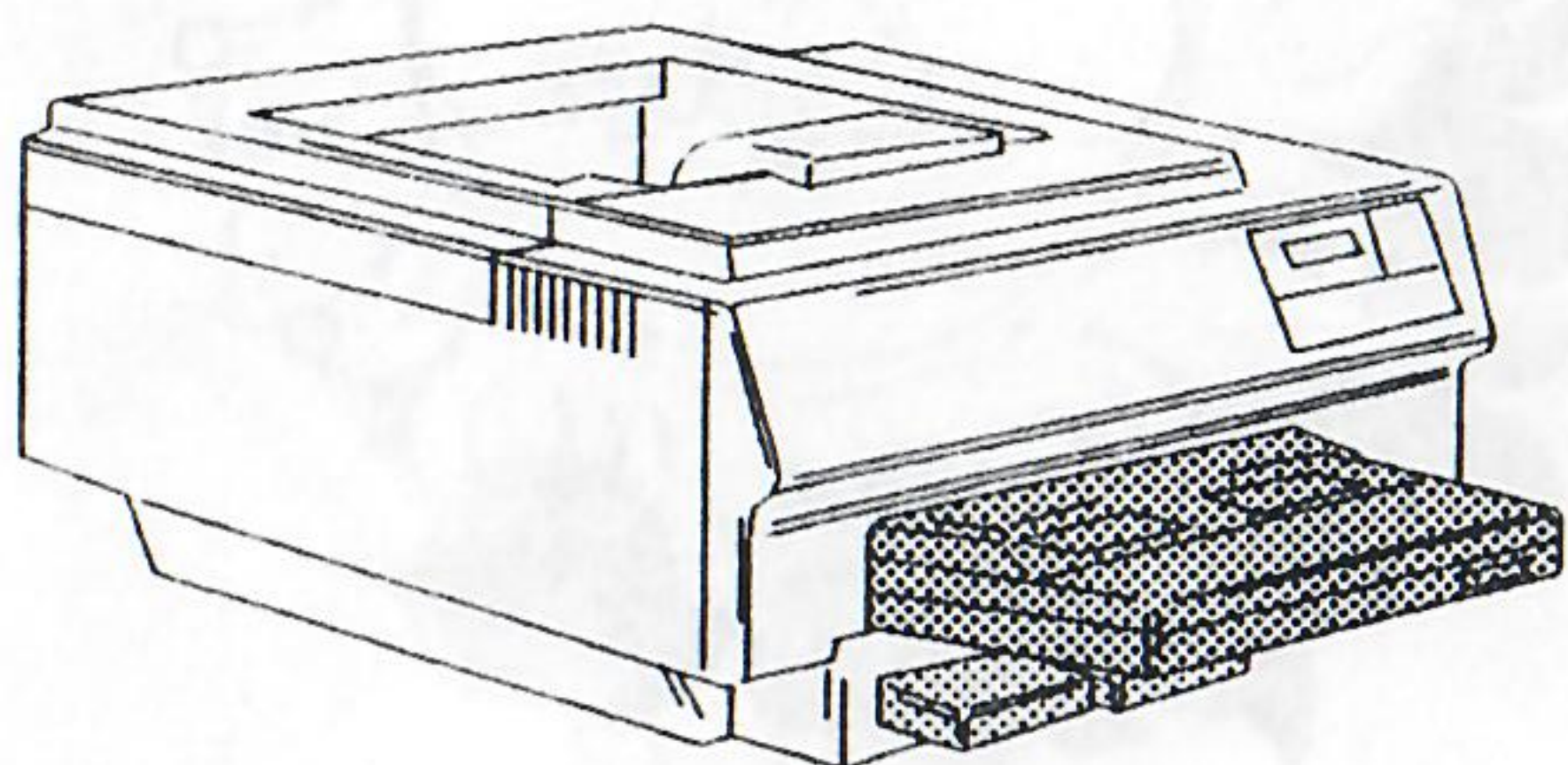
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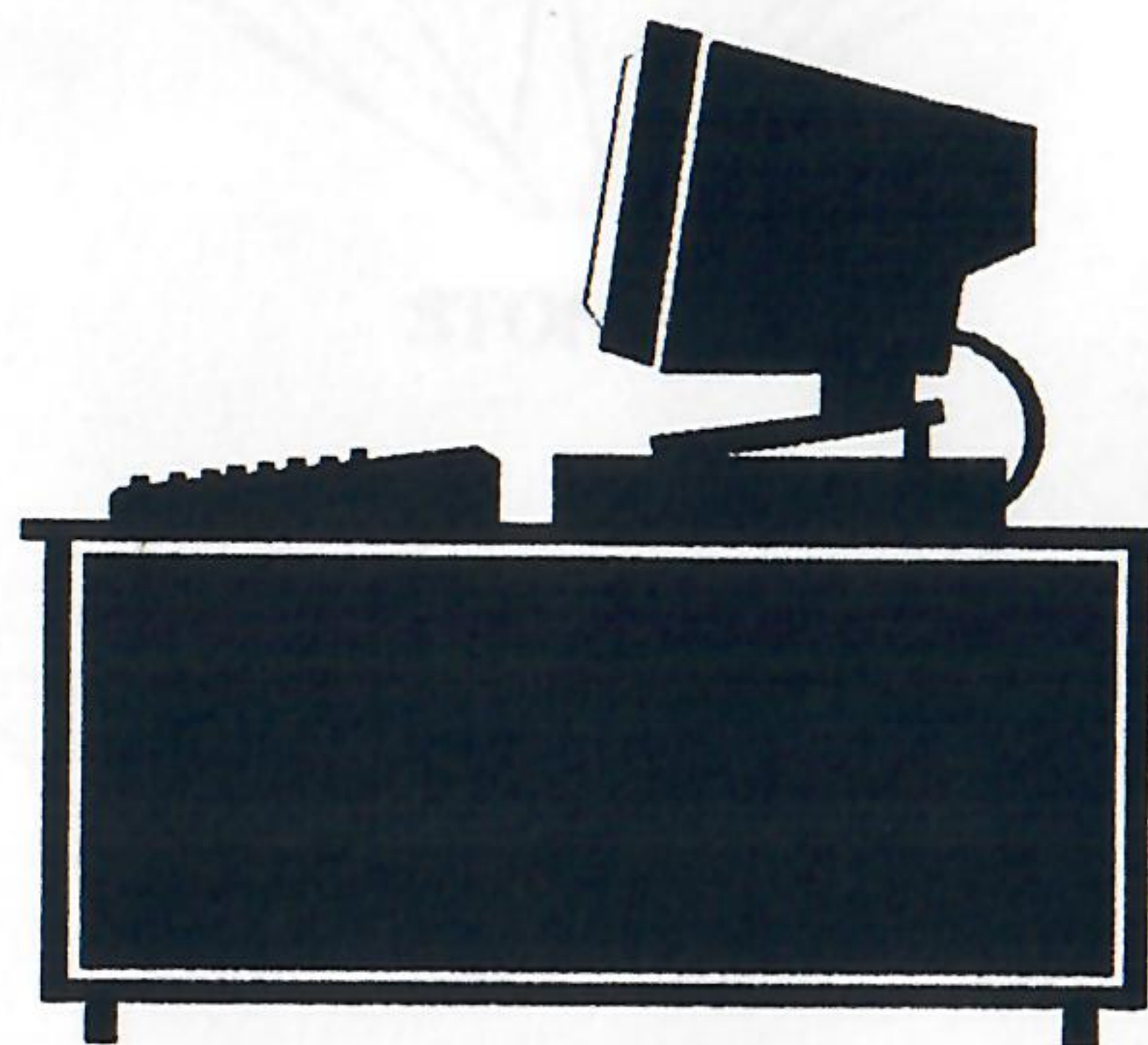
DISK\_FRT



DISK\_TOP

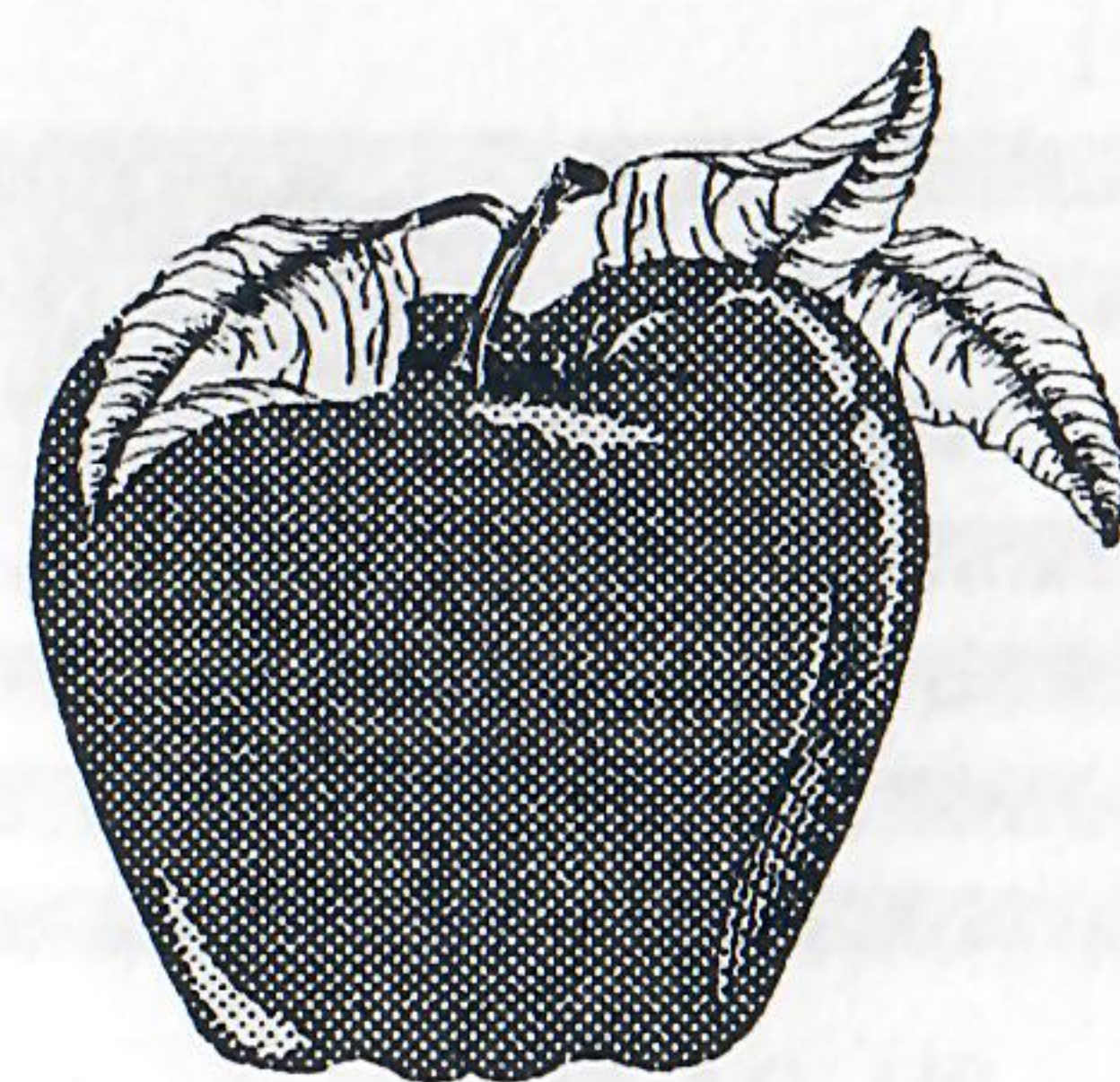


LASER

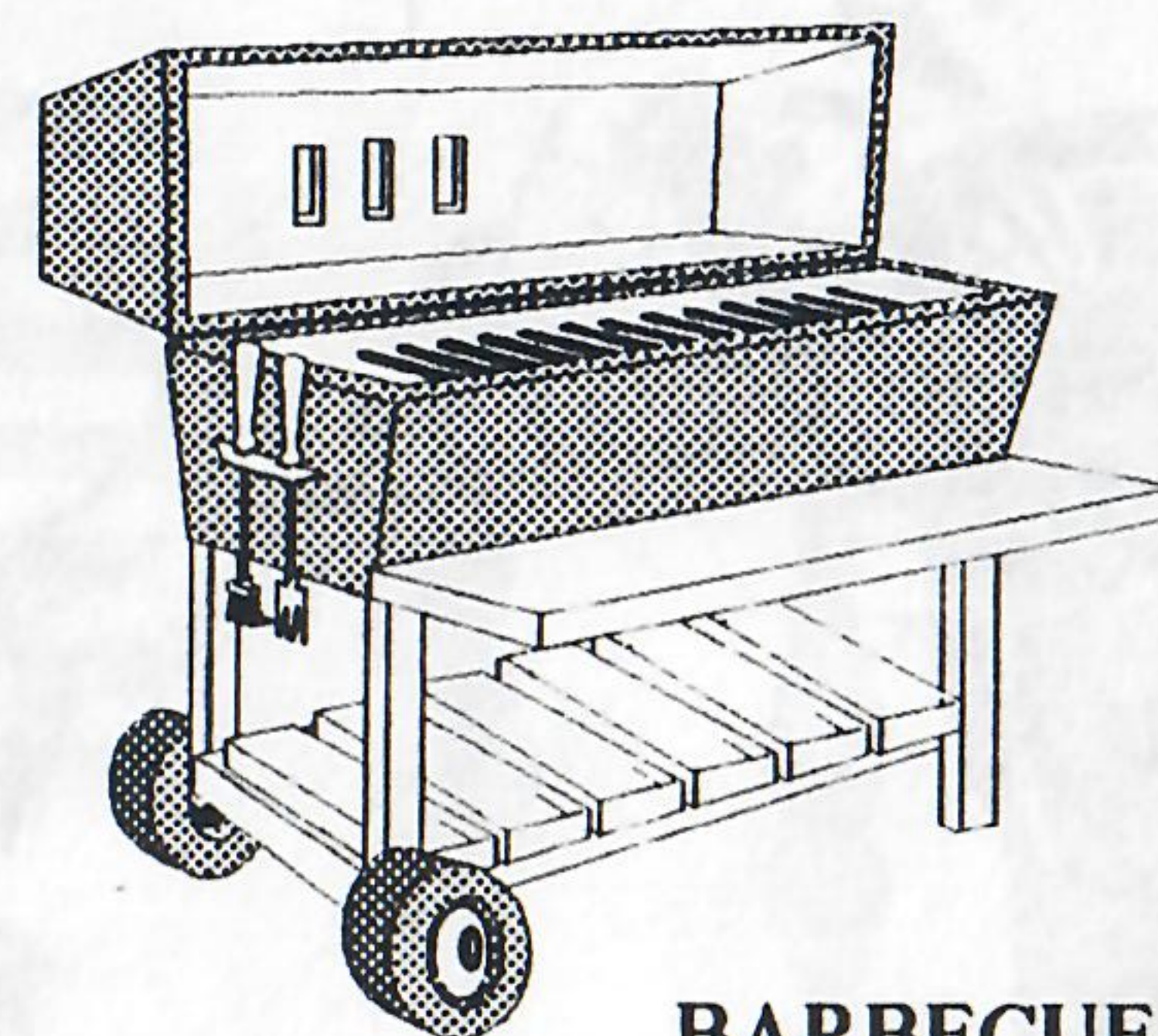


WORKDESK

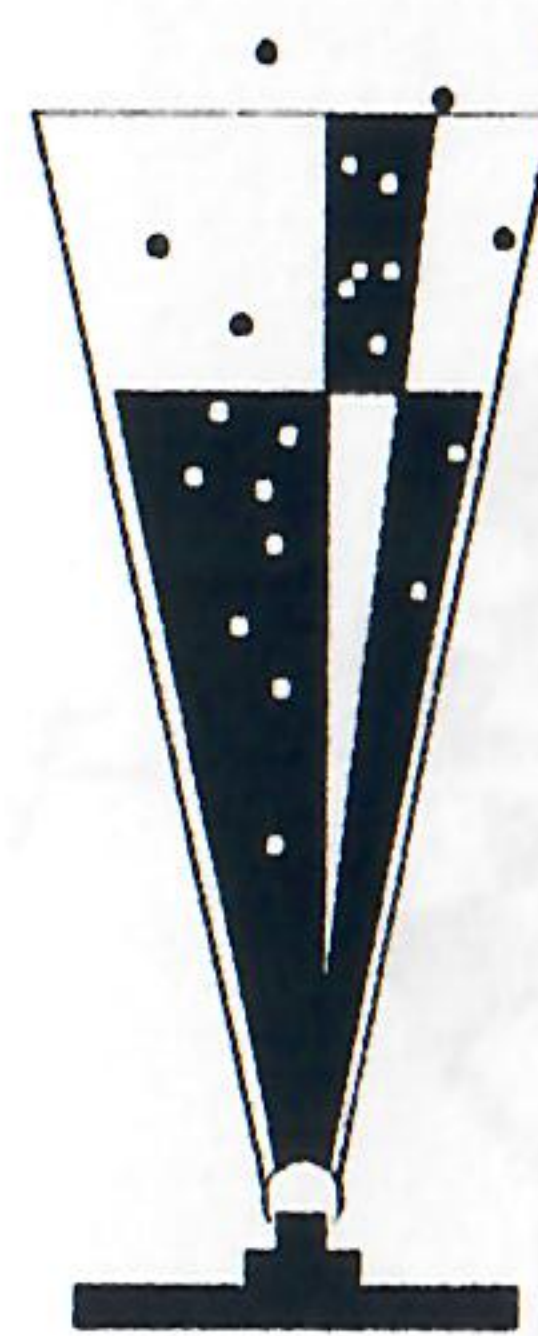
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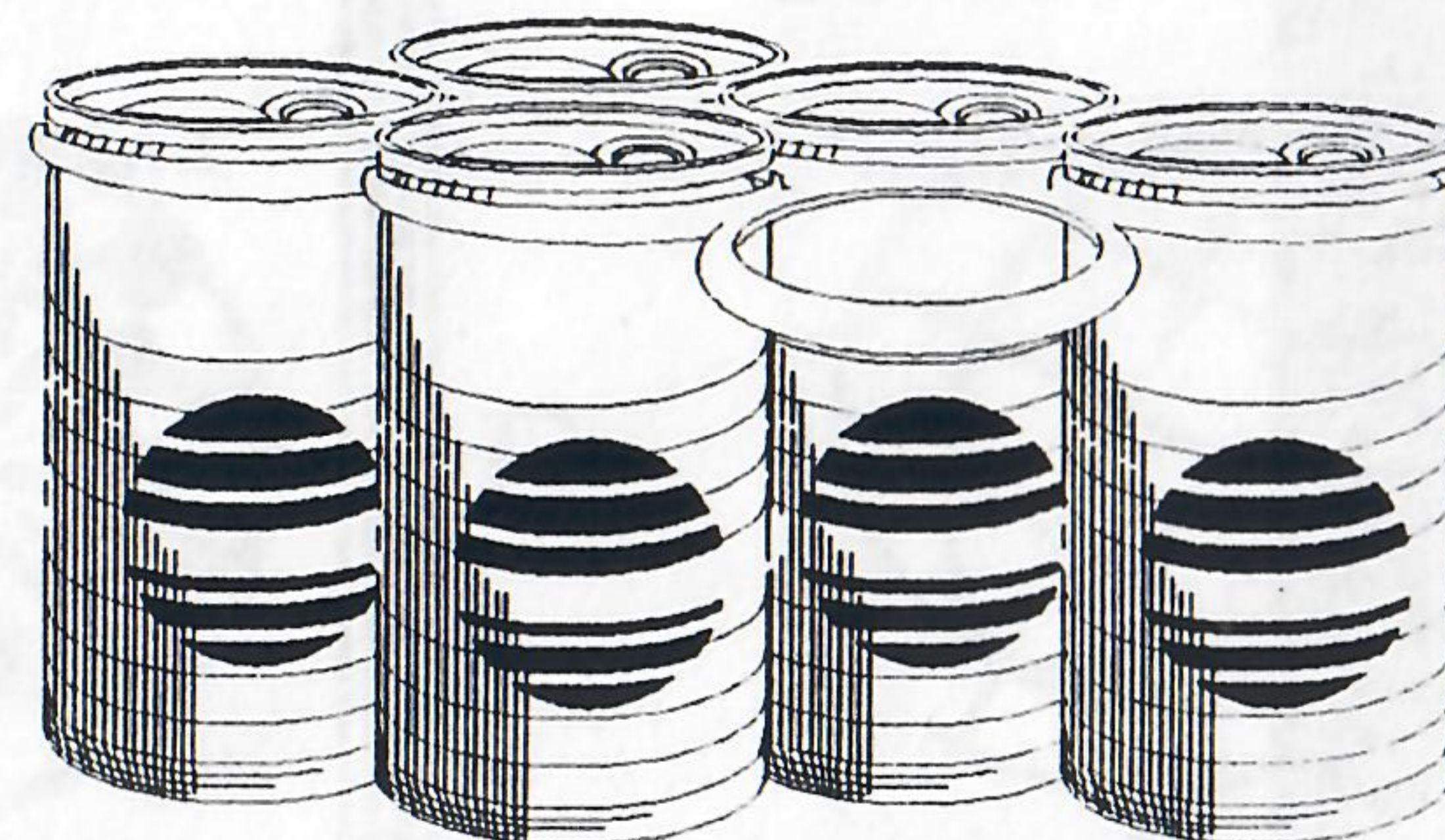
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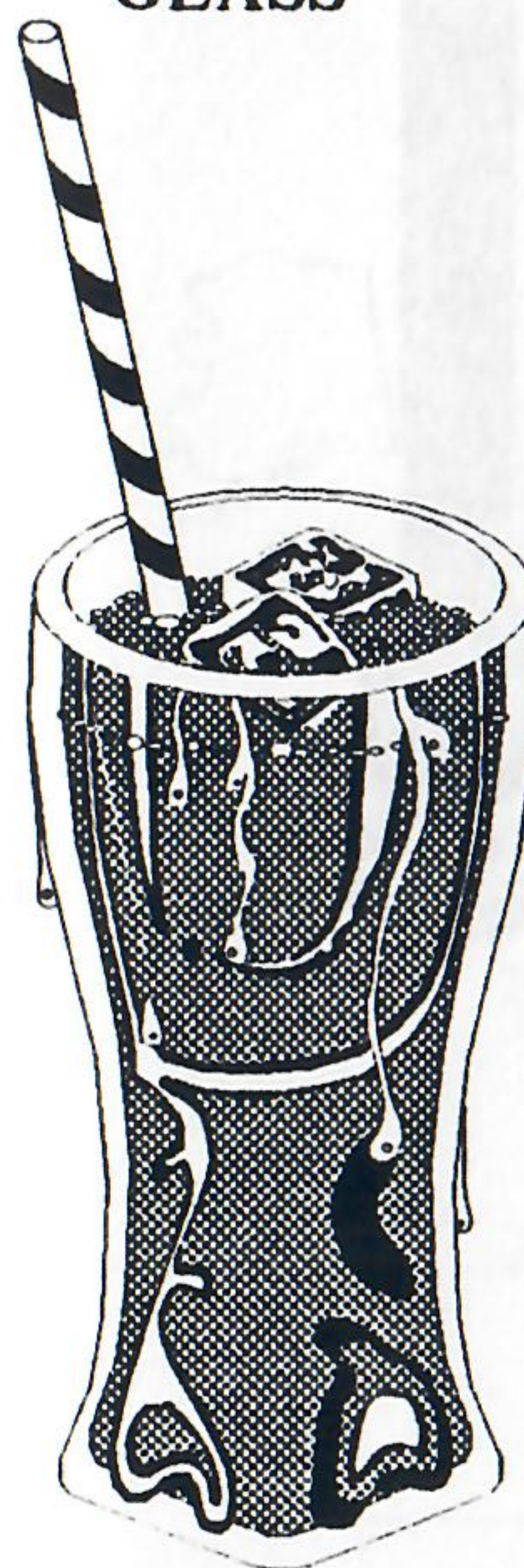
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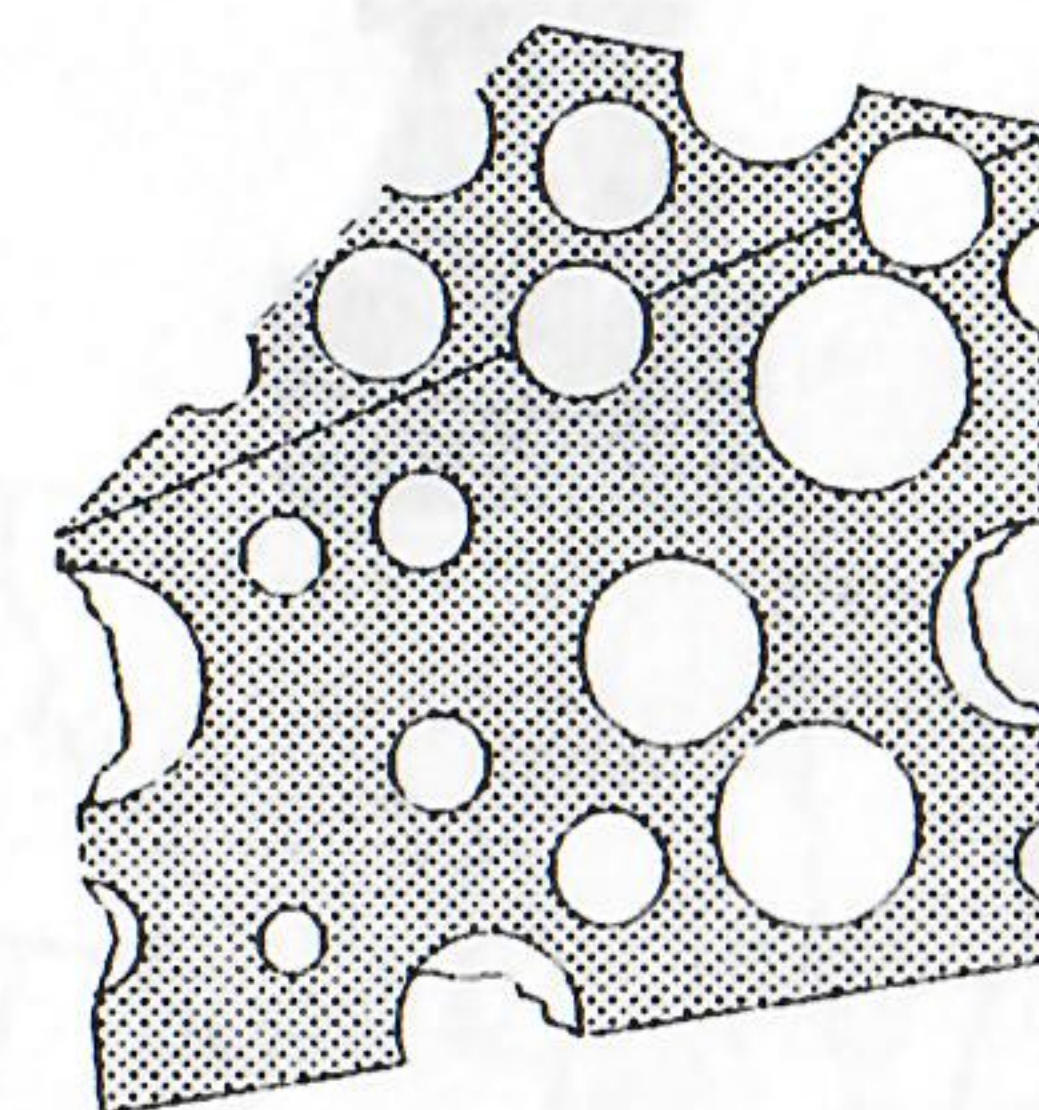
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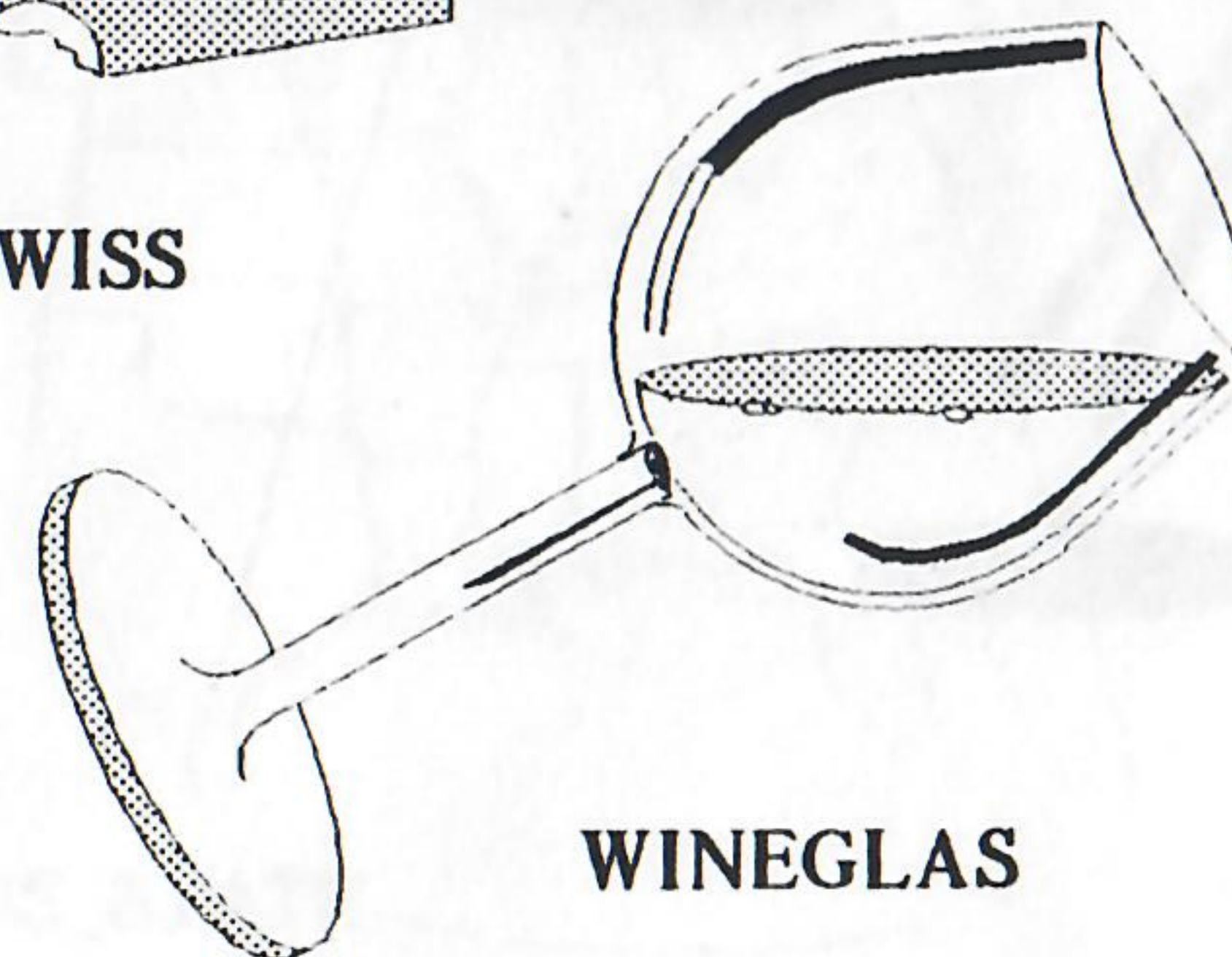
SIXPACK



SODA



SWISS



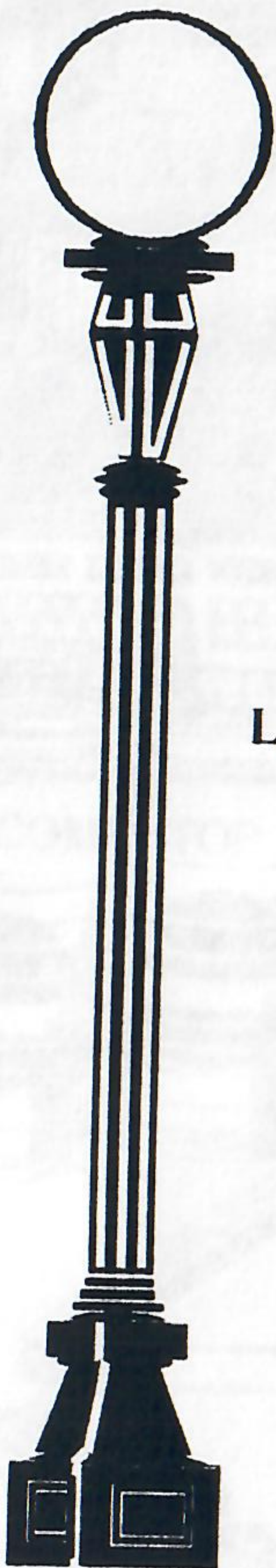
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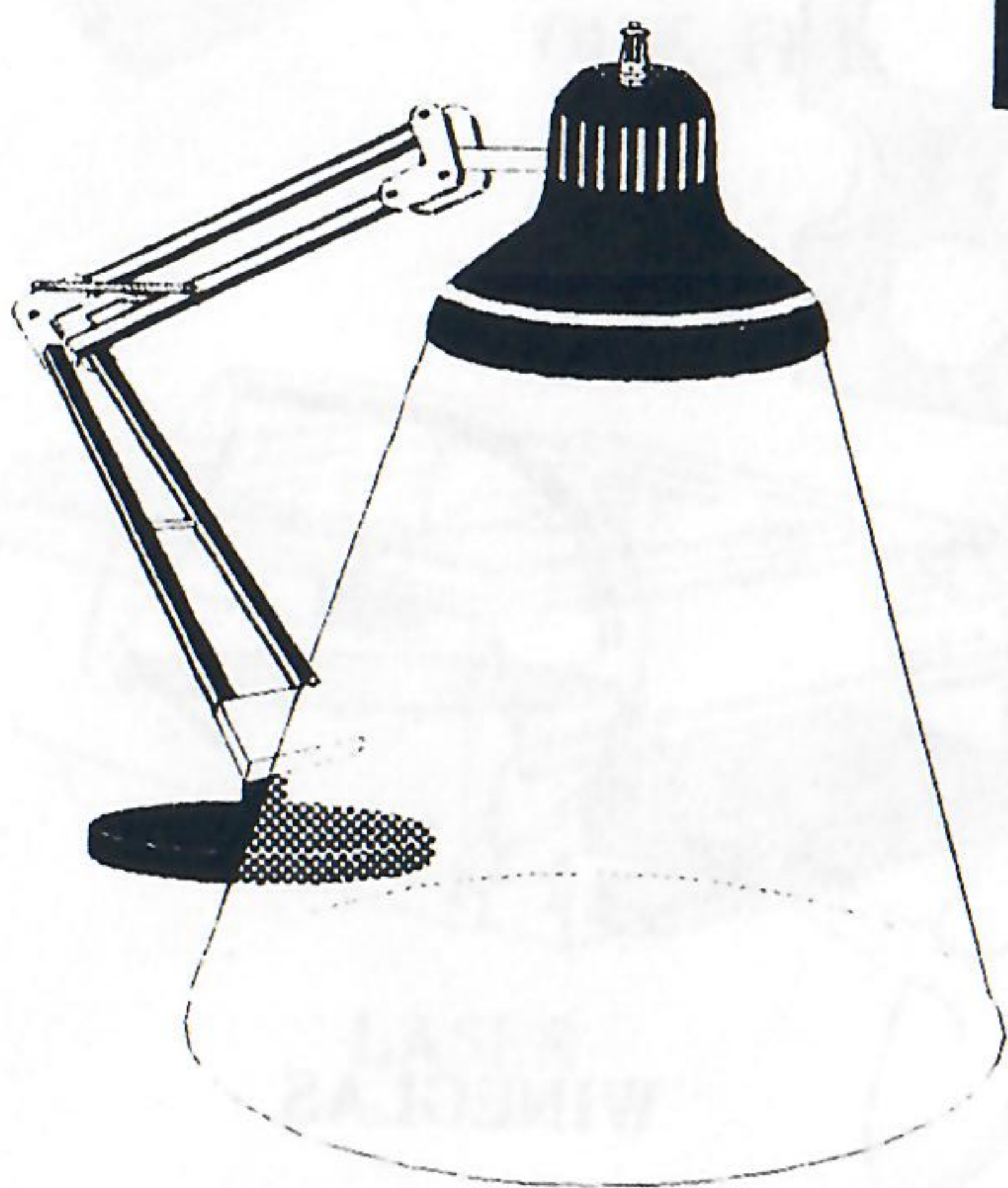
LIGHTS



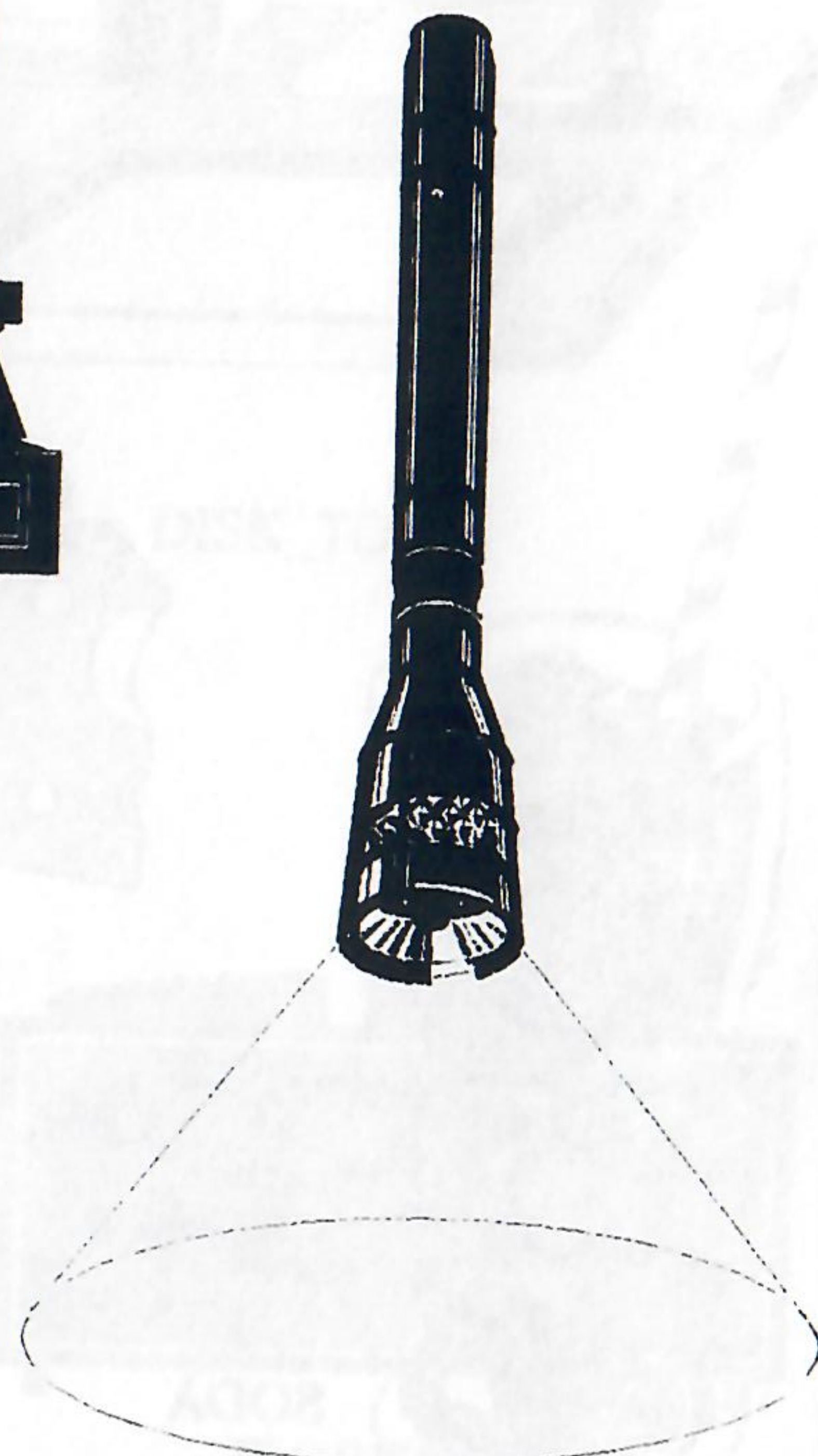
FLASH\_UP



LAMPPOST

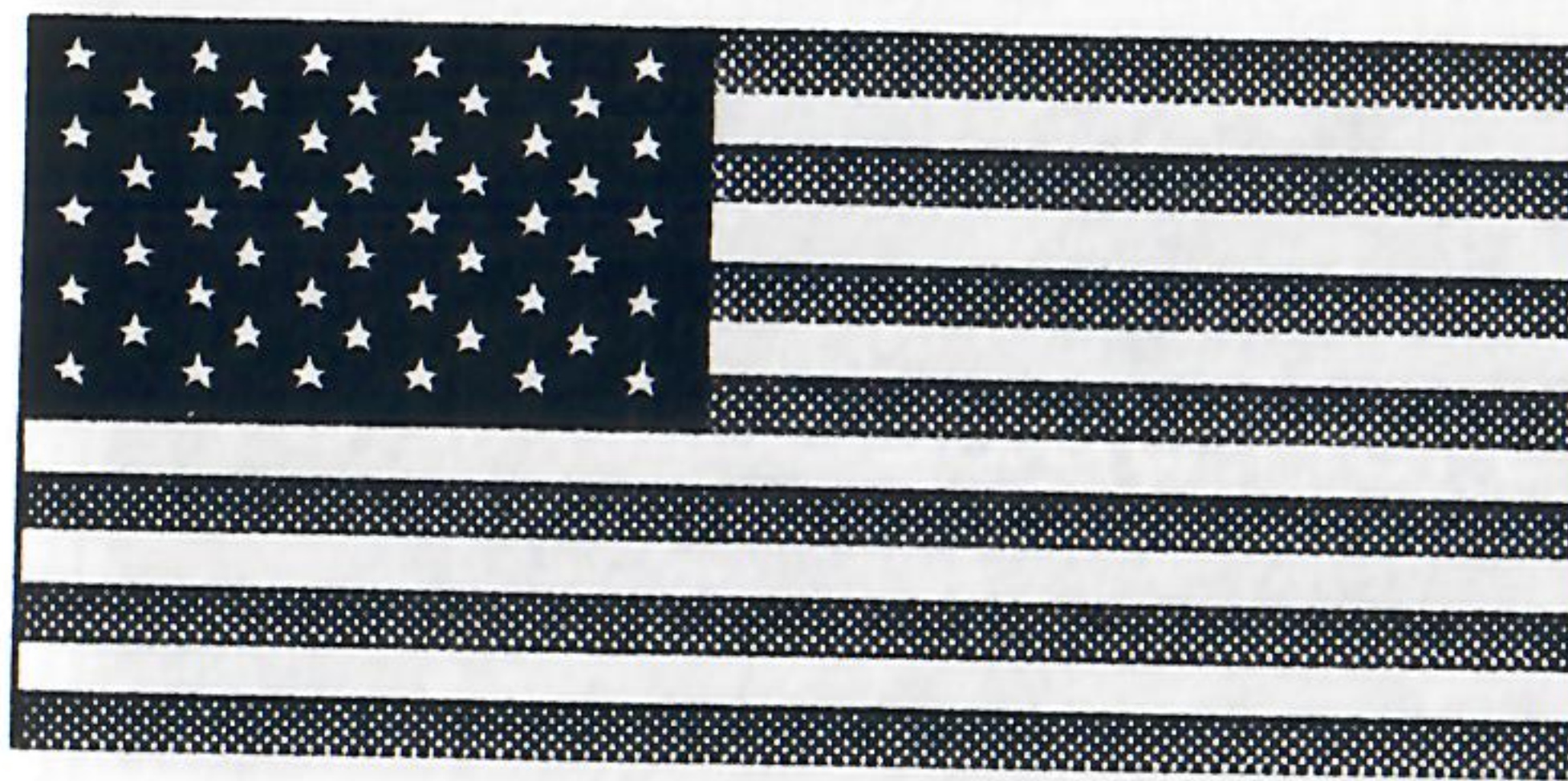


ON\_TABLE

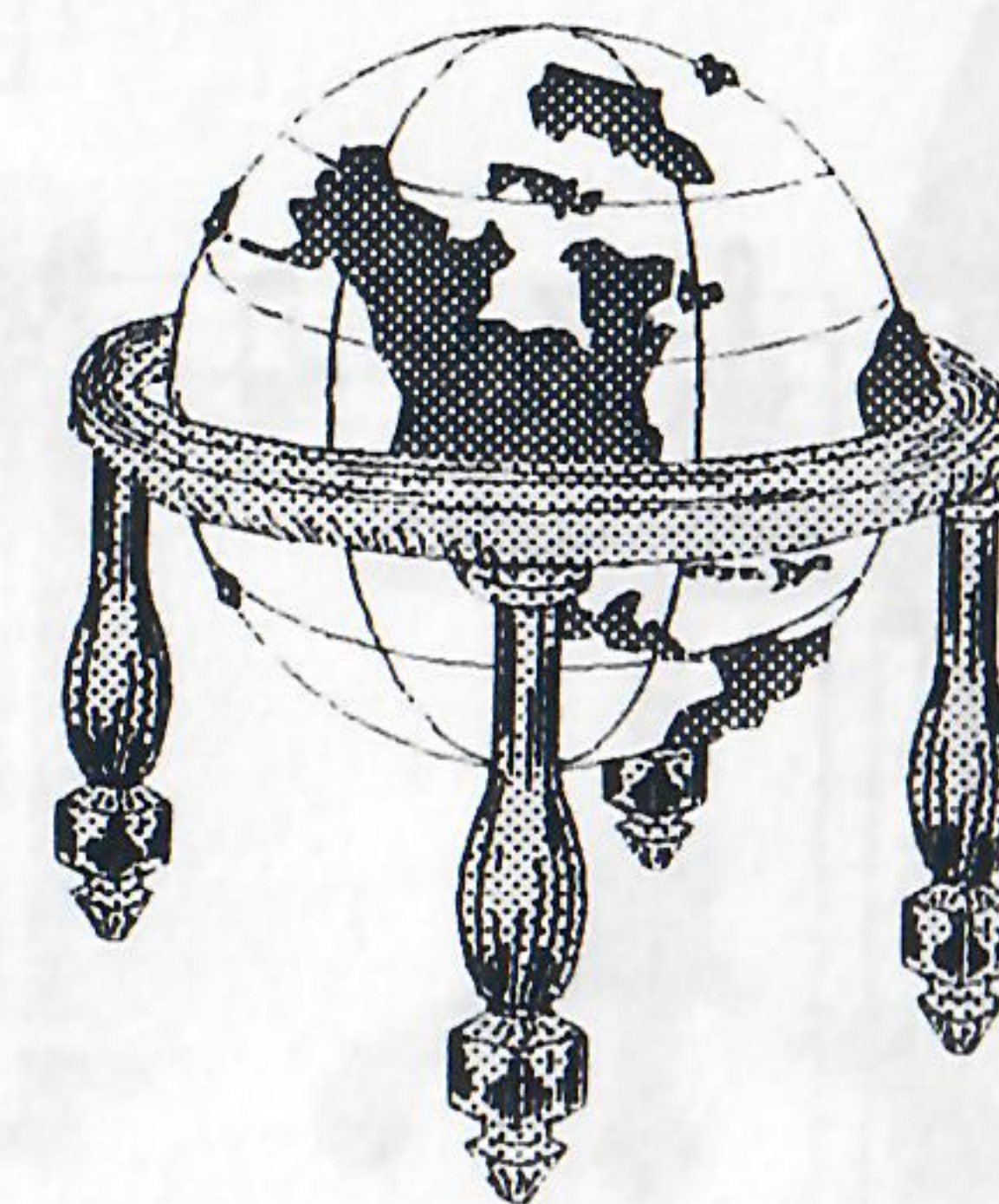


ON\_FLASH

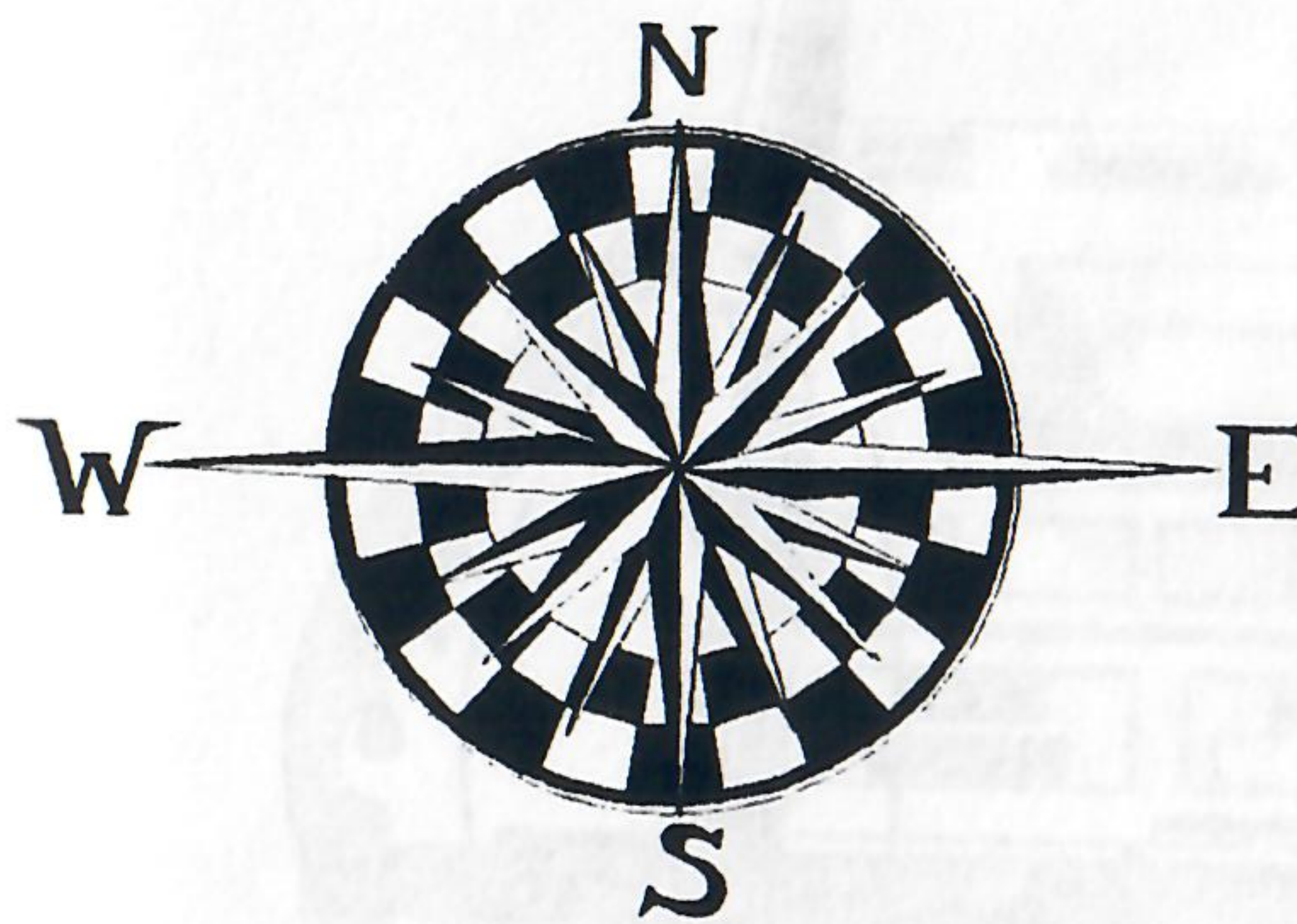
MAPS



FLAG\_US



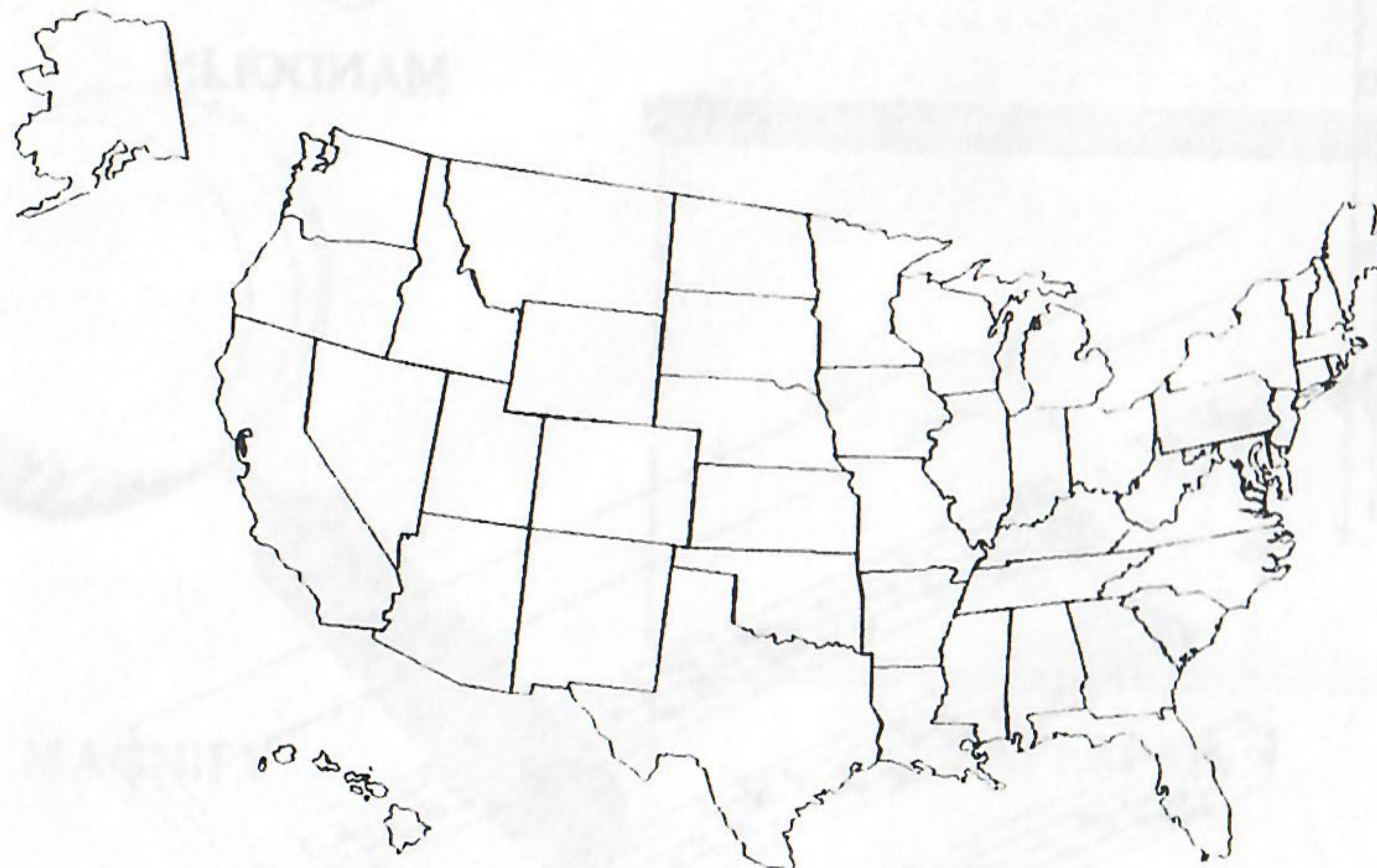
GLOBE



MAP\_COMP



GLOBE\_SM



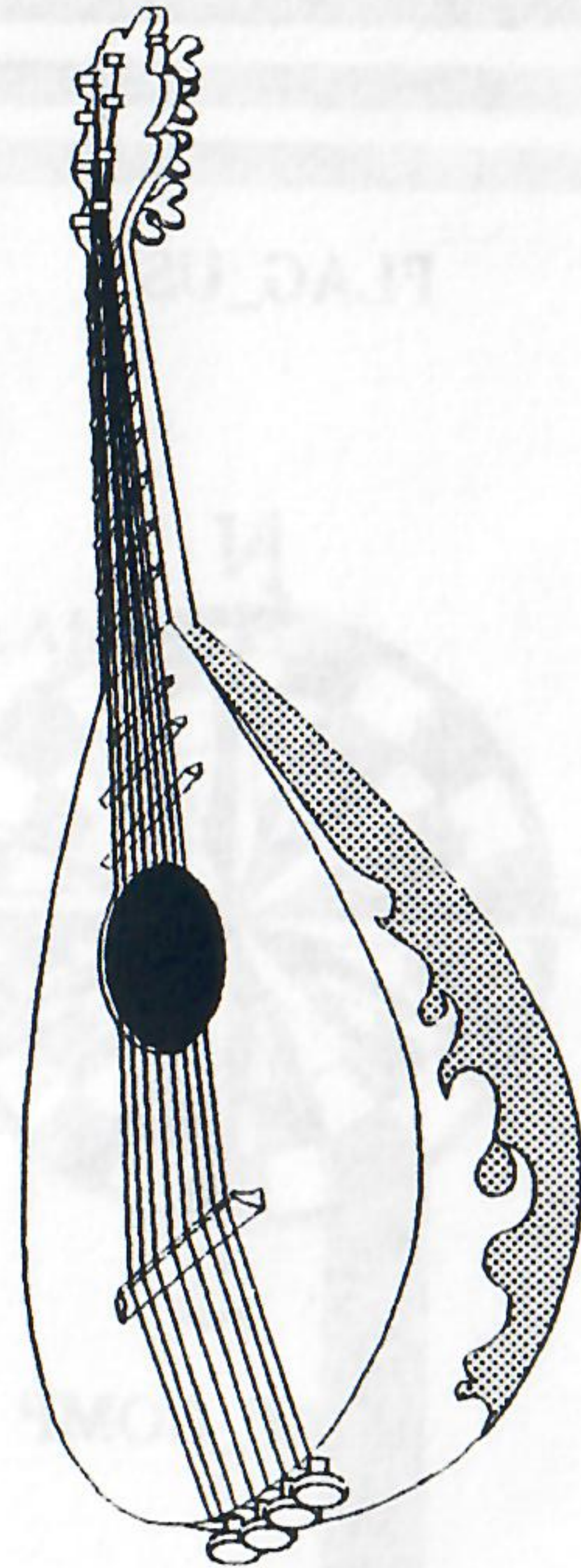
US\_STATE



*MUSIC*



BORDER



MANDOLIN



SHEETS

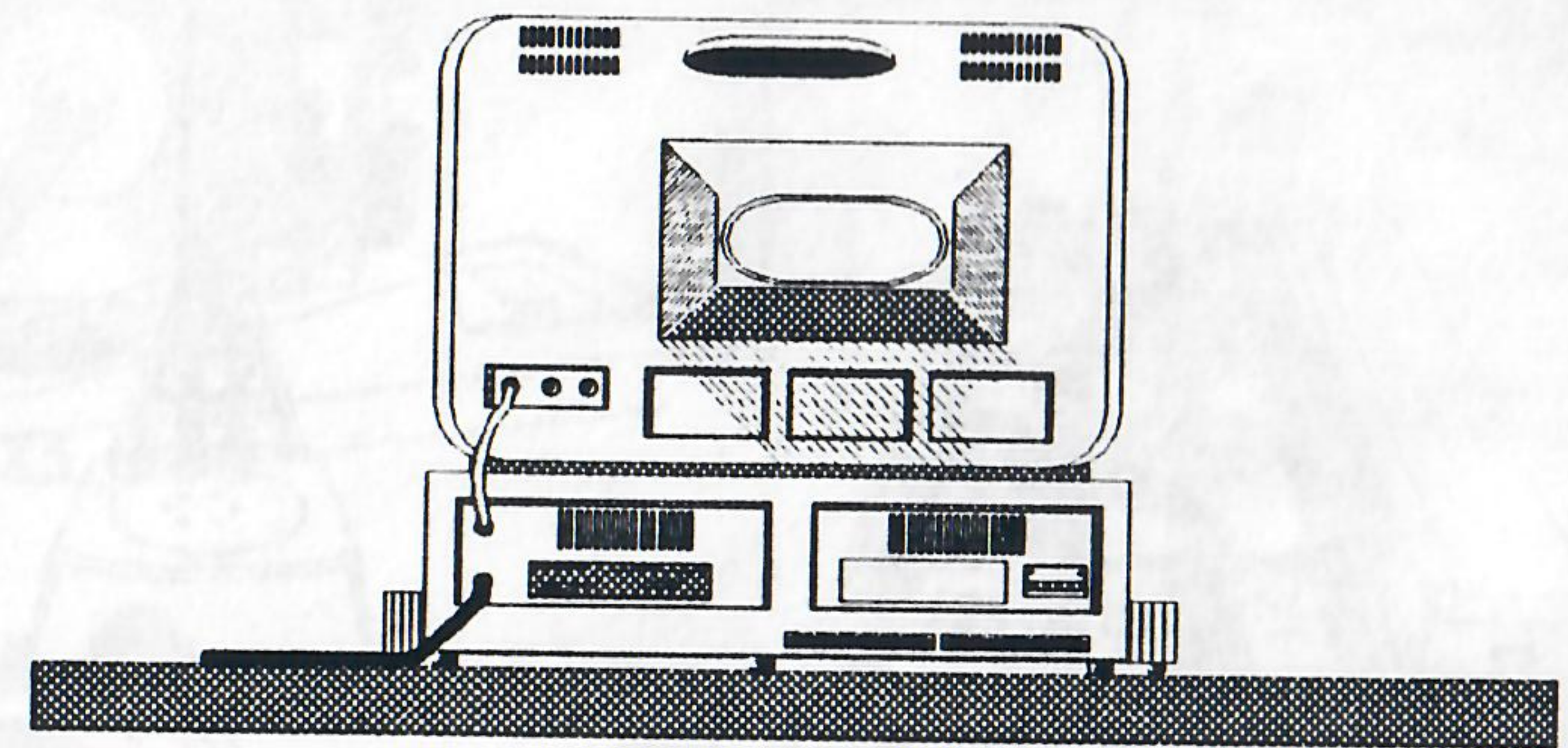
*OFFICE*



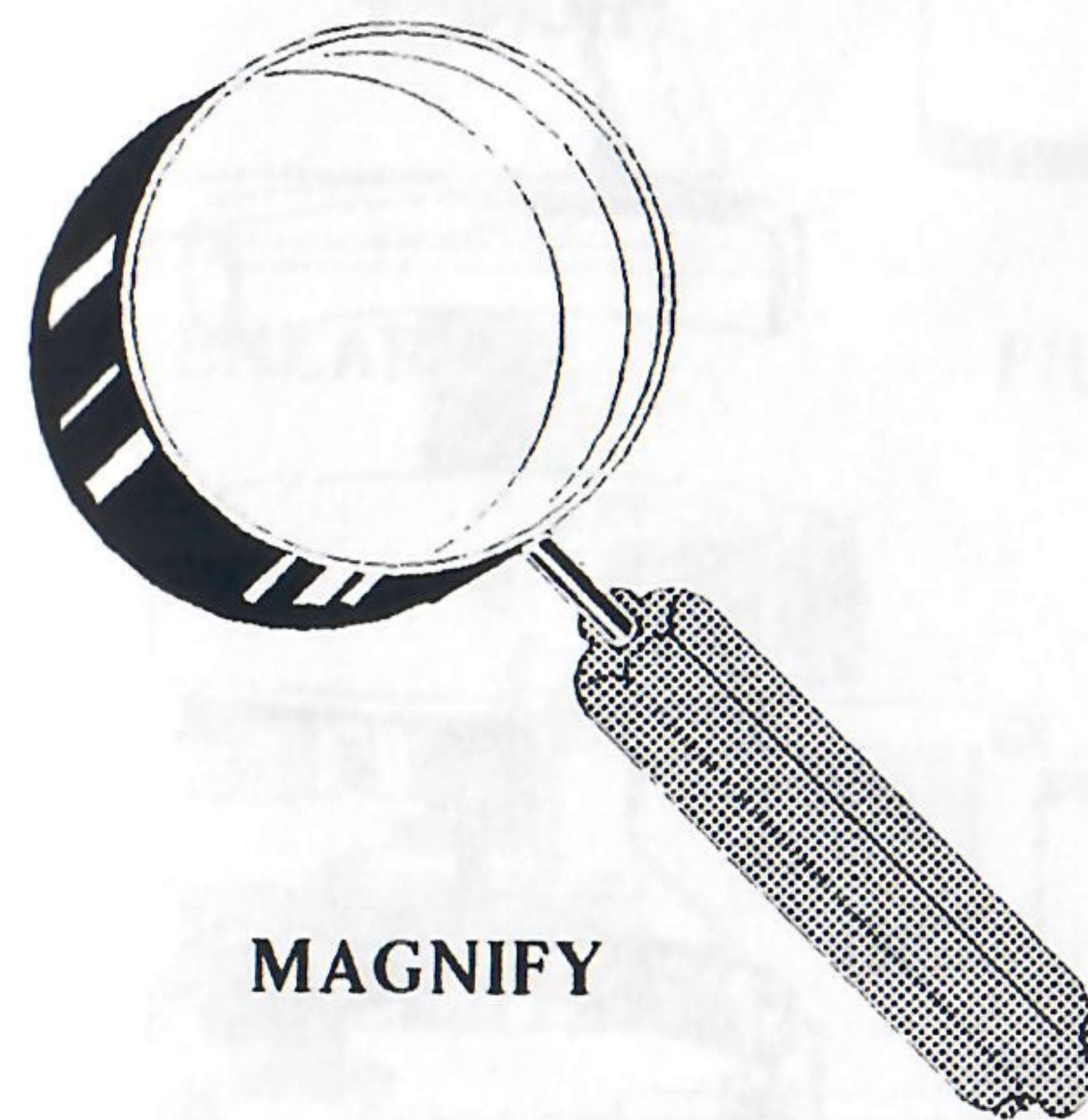
BLACKBRD



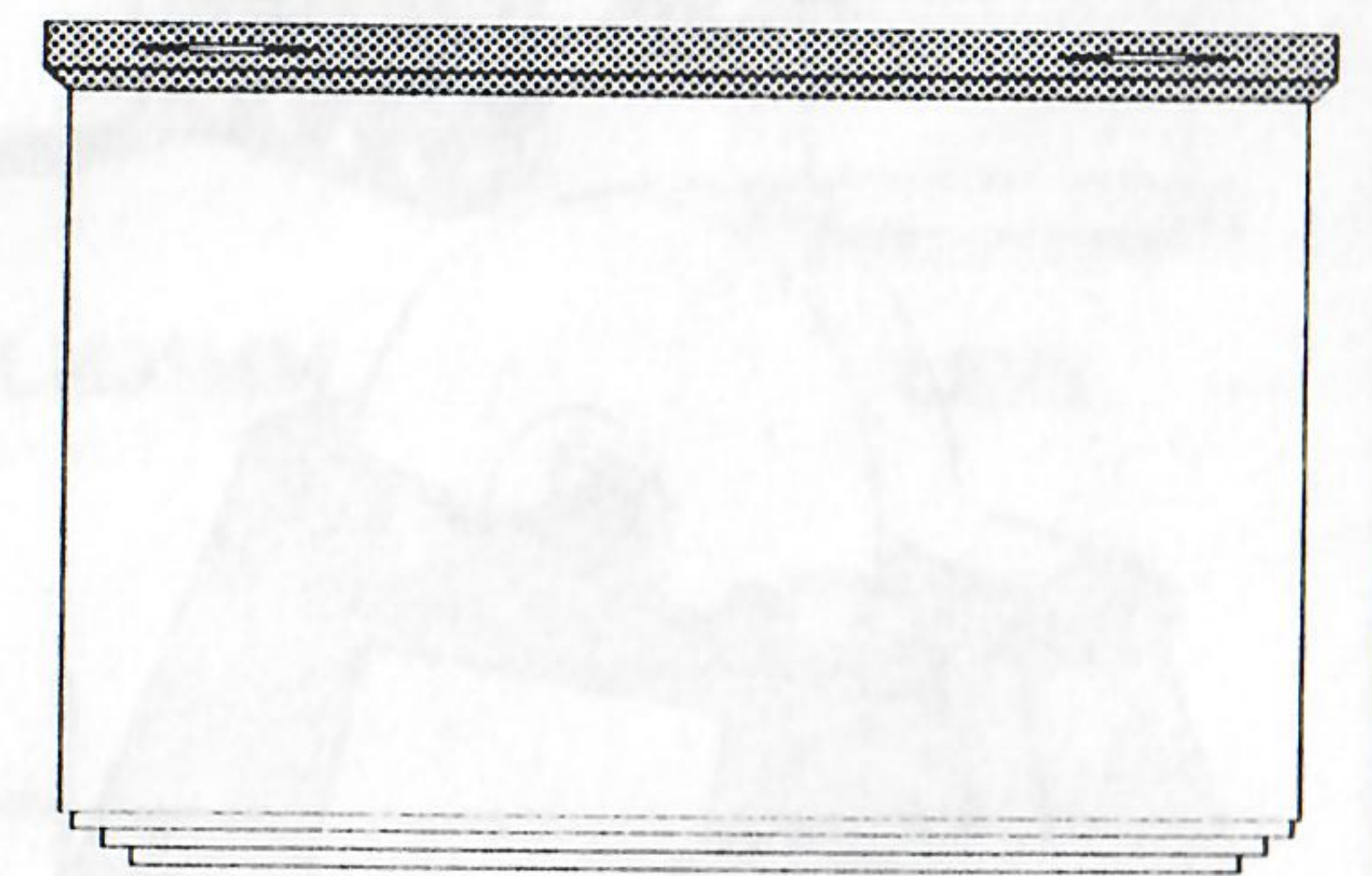
CHAIR



COMPBACK



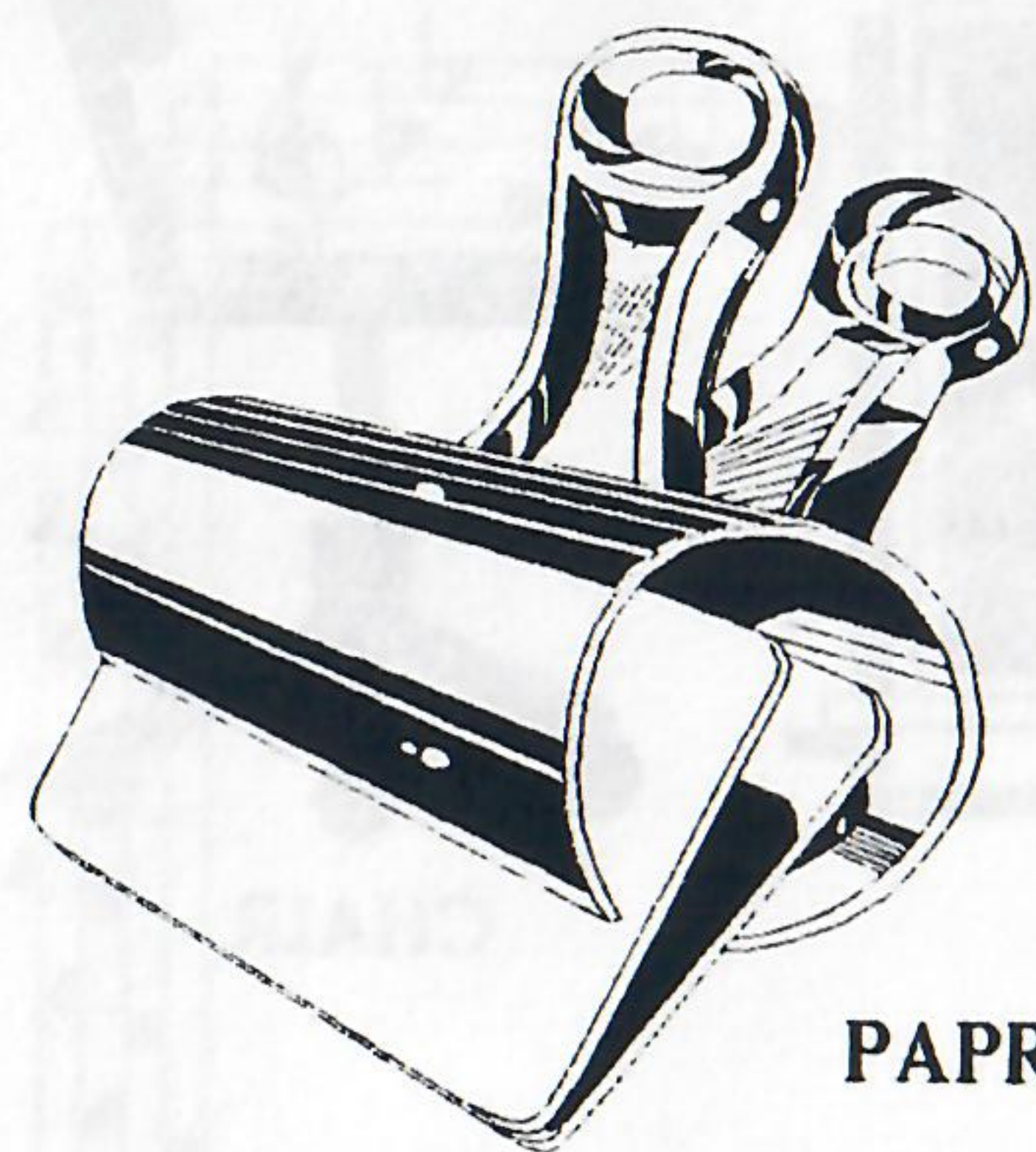
MAGNIFY



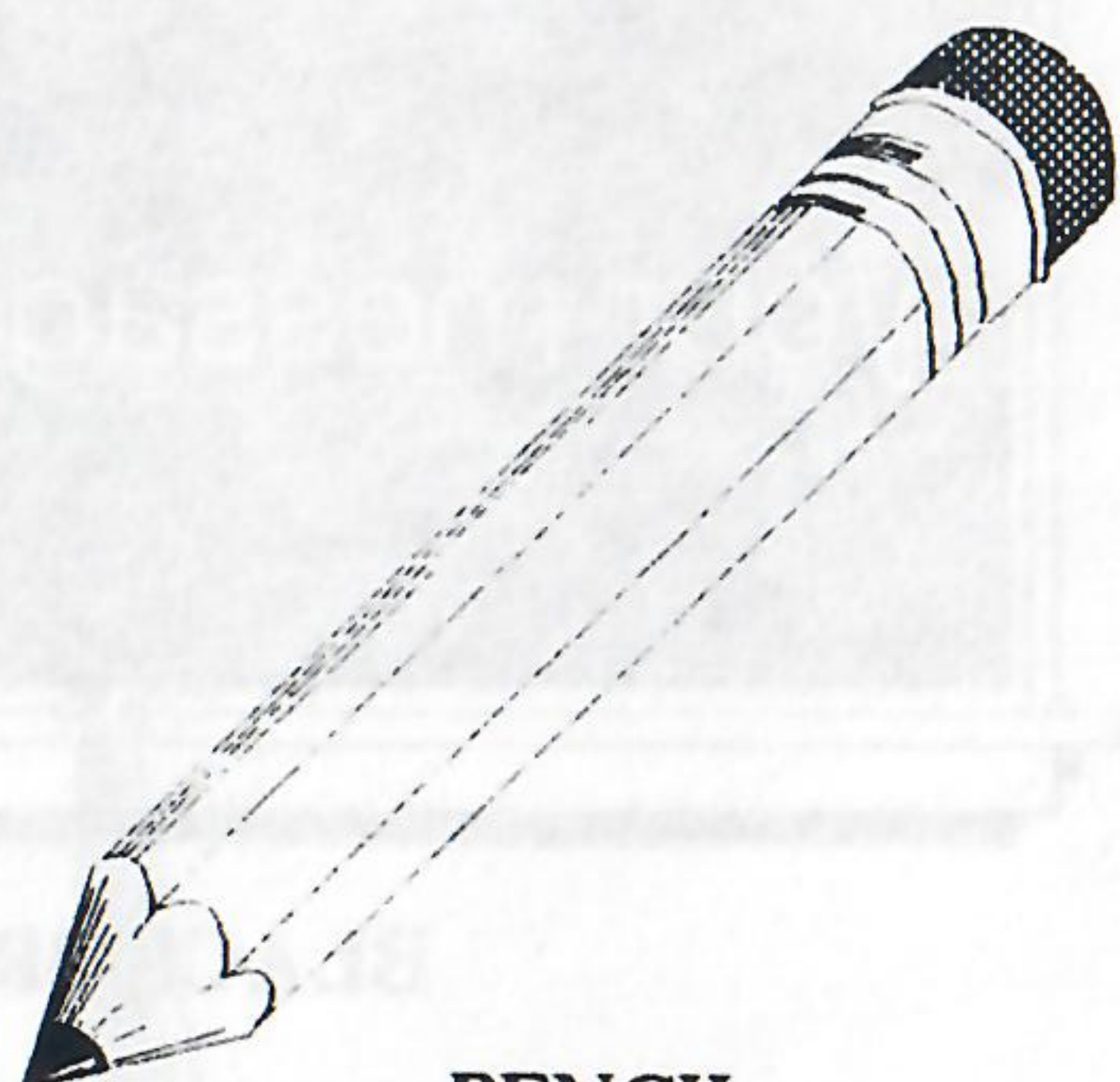
PAPERPAD



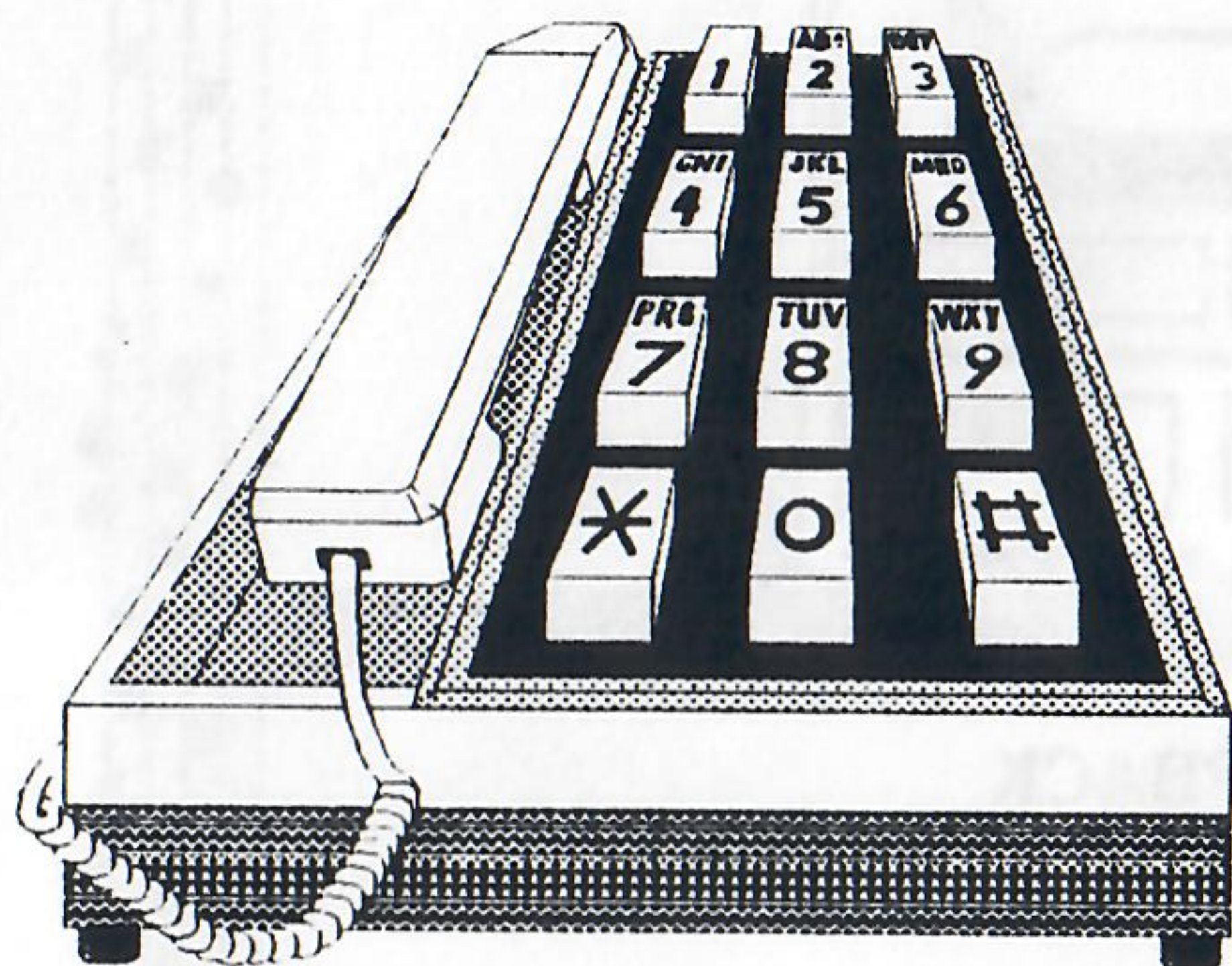
OFFICE



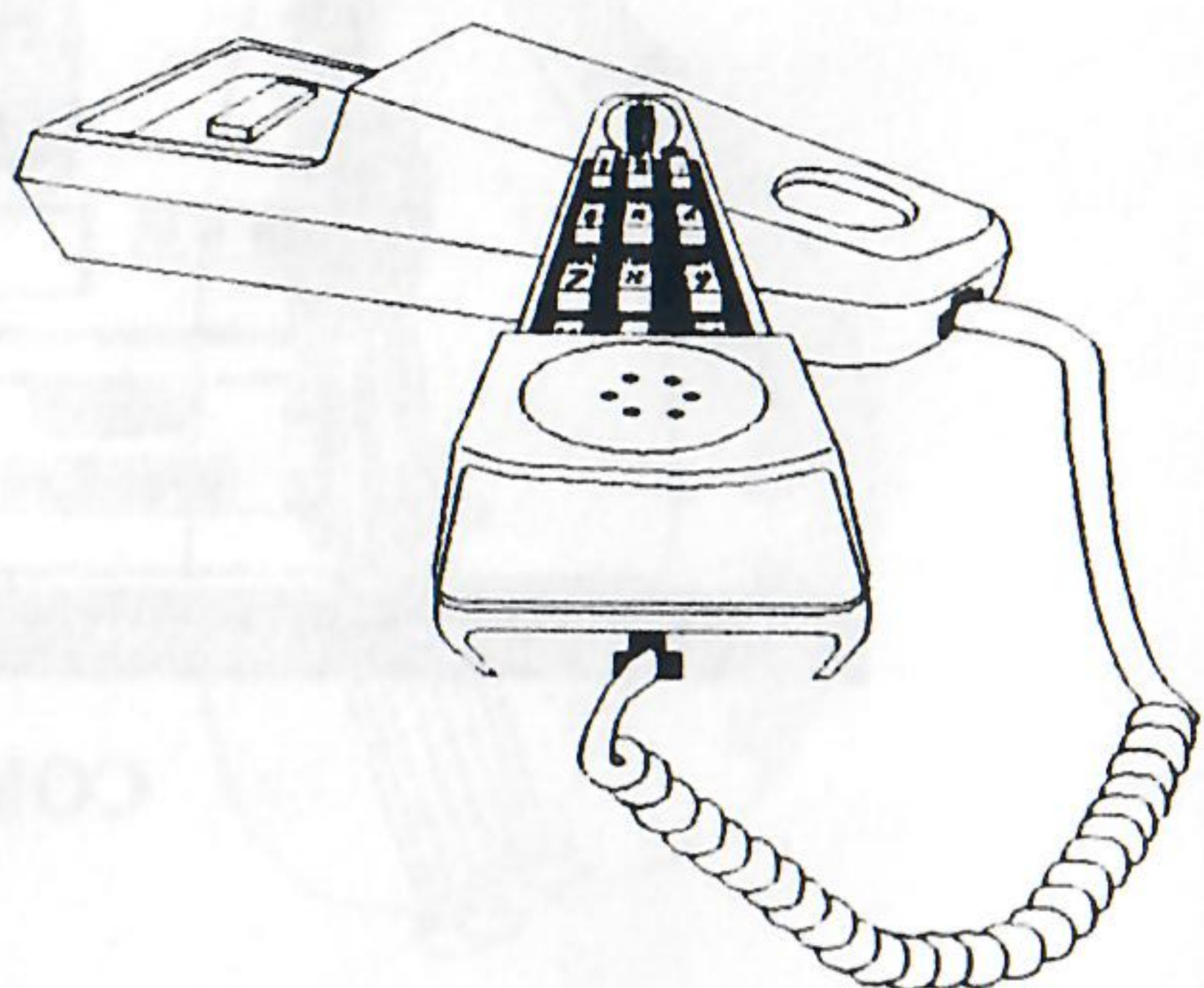
PAPRCLIP



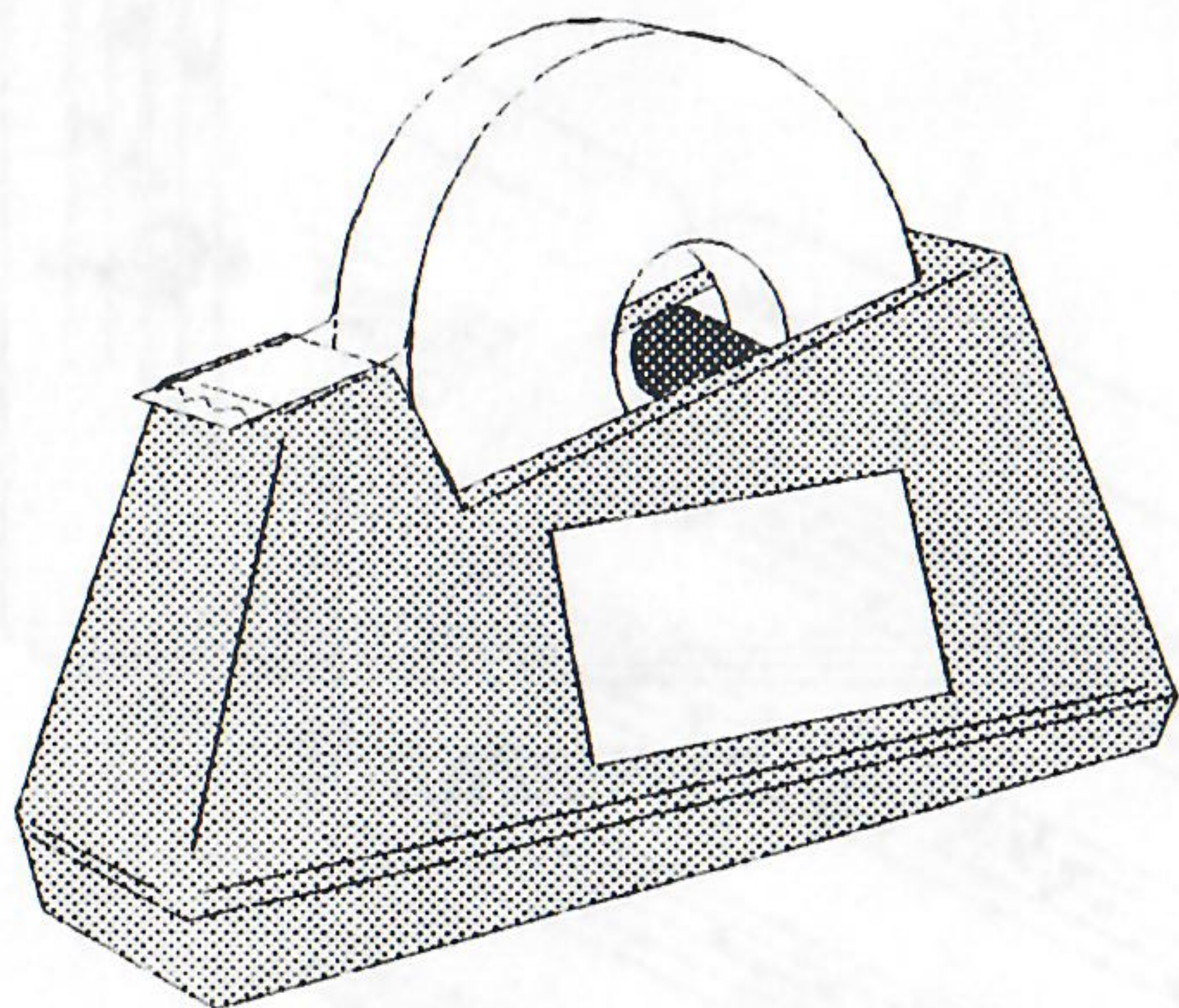
PENCIL



PHONE\_1



PHONE\_2

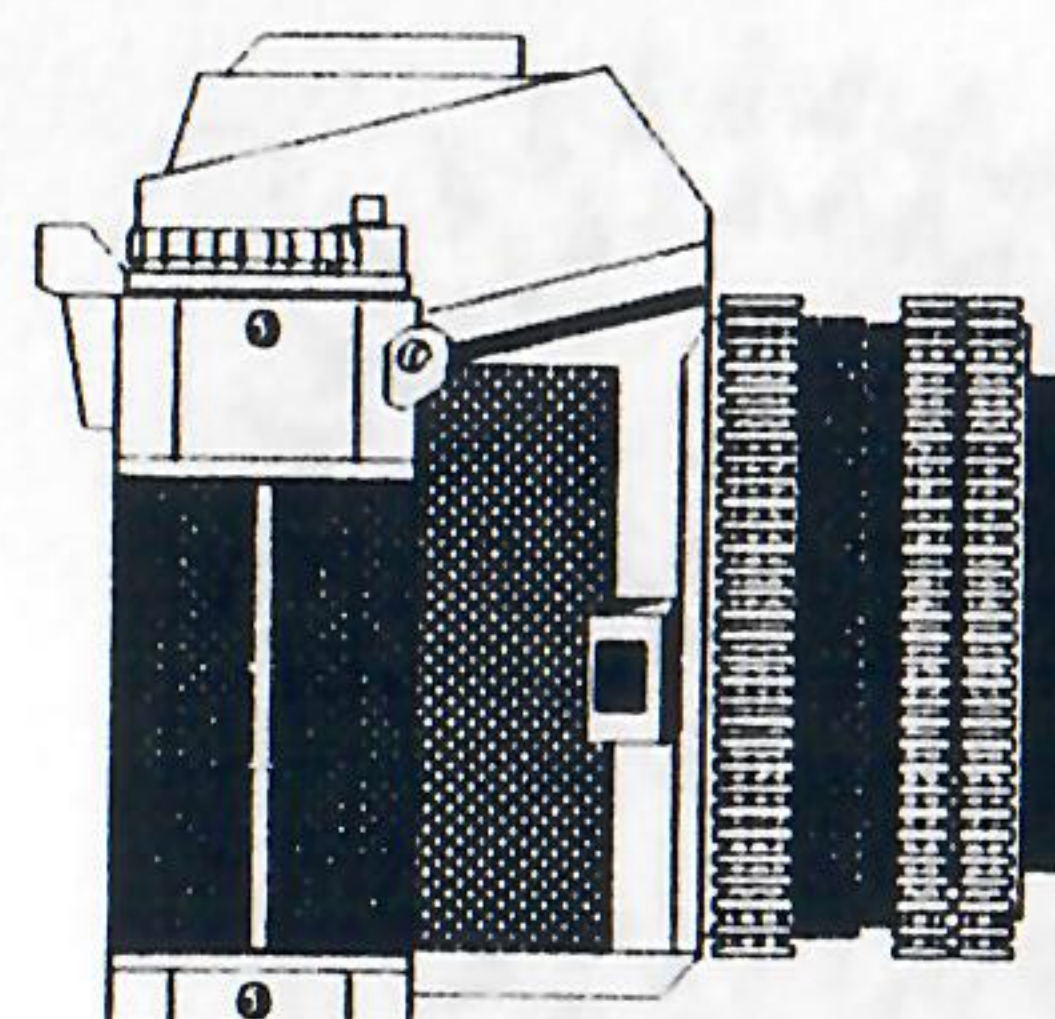


TAPEROLL

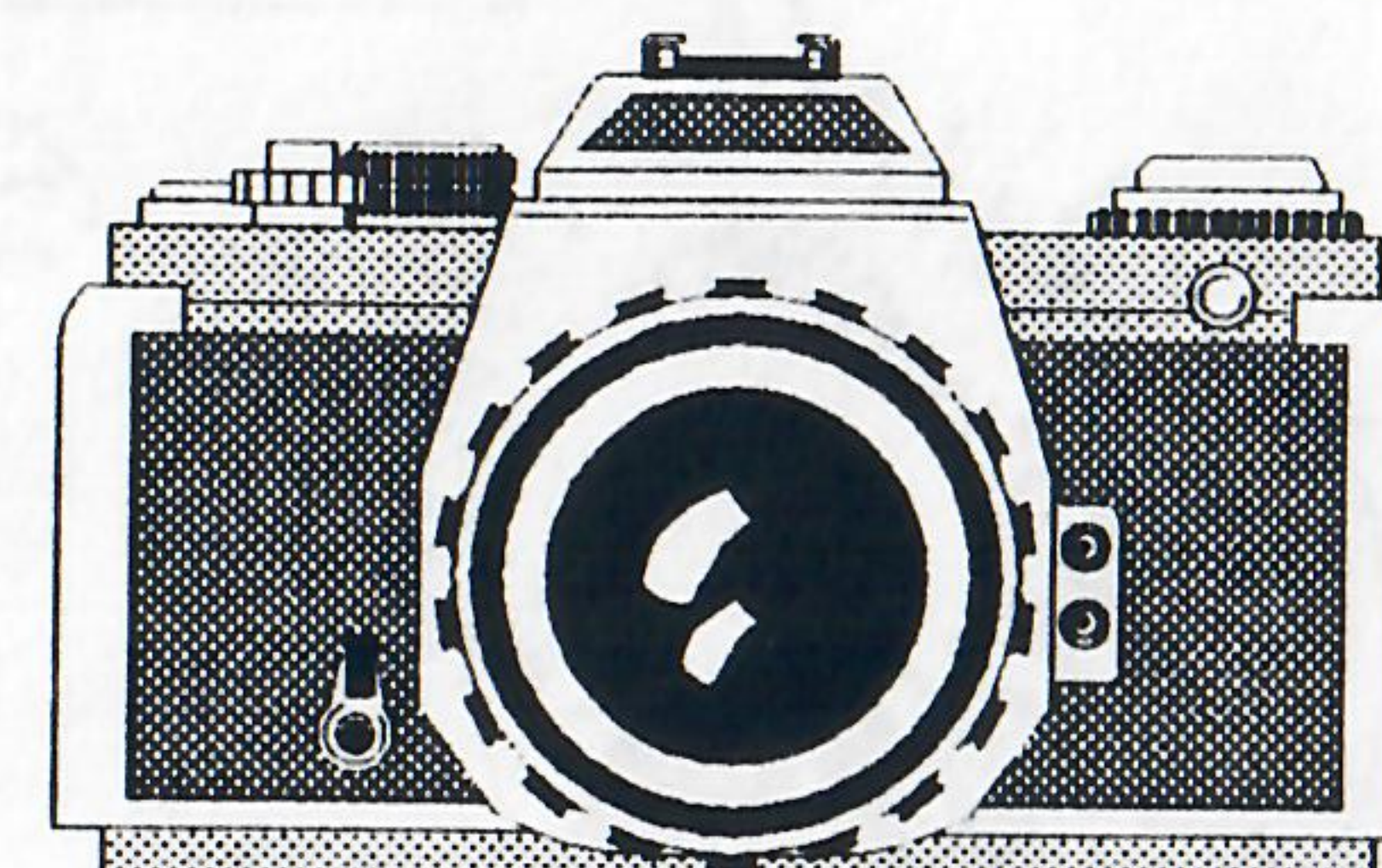


STENO\_CH

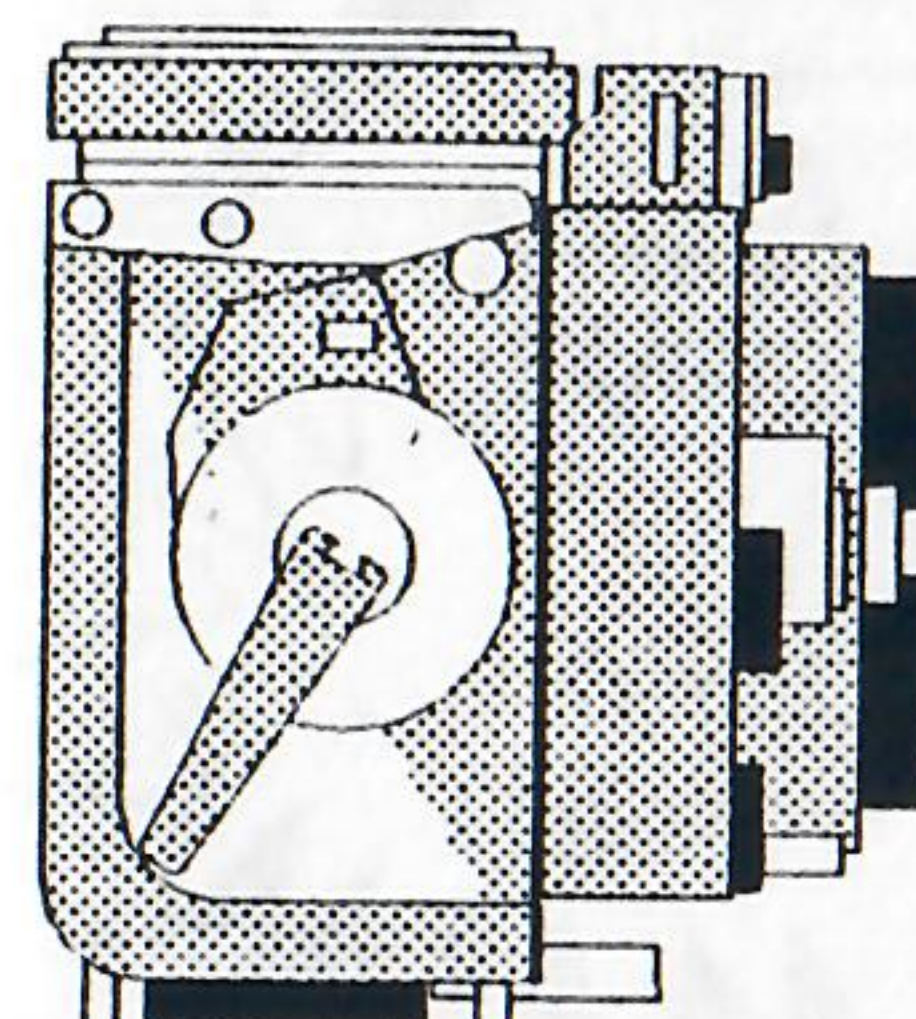
PHOTO



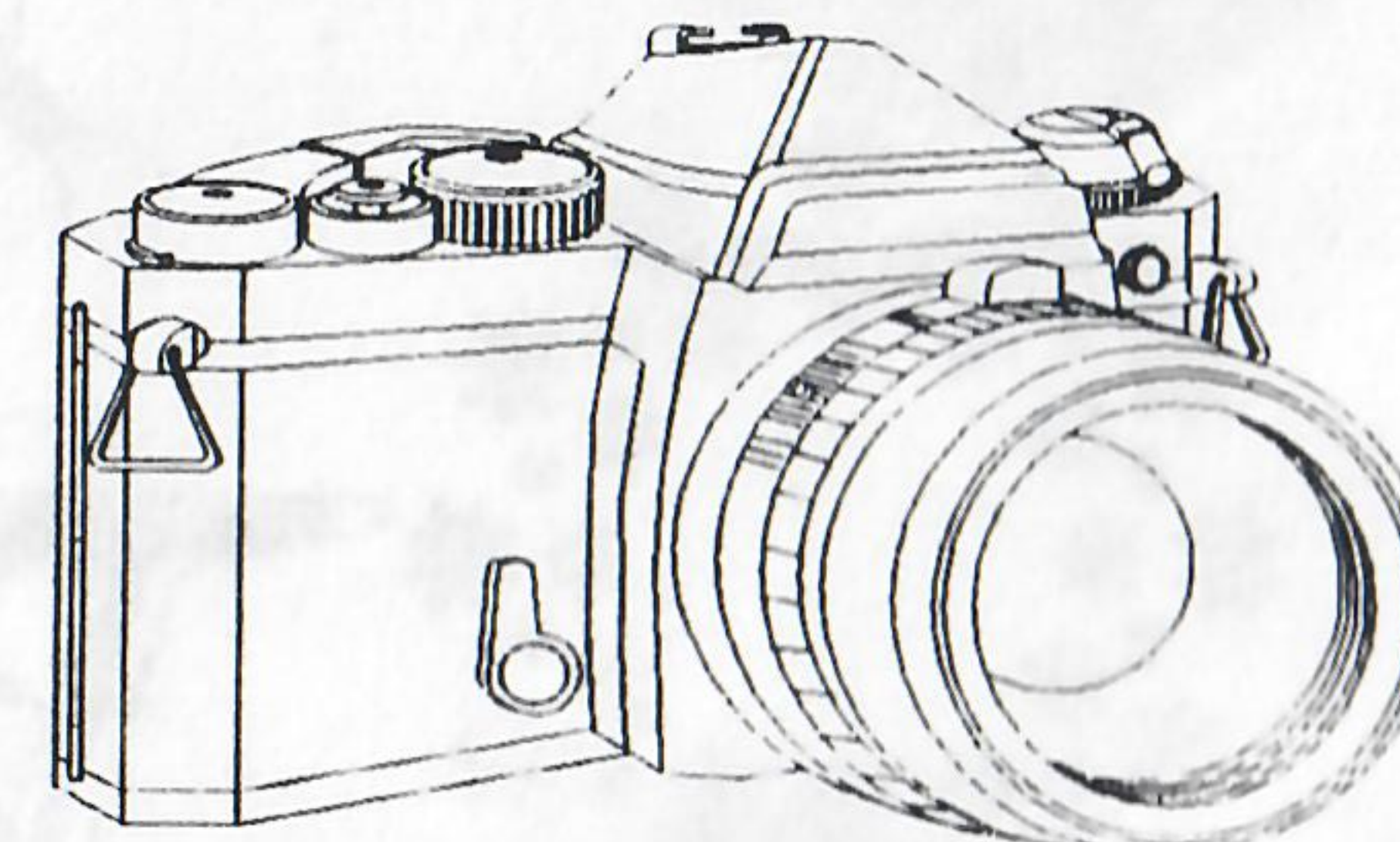
35MMSIDE



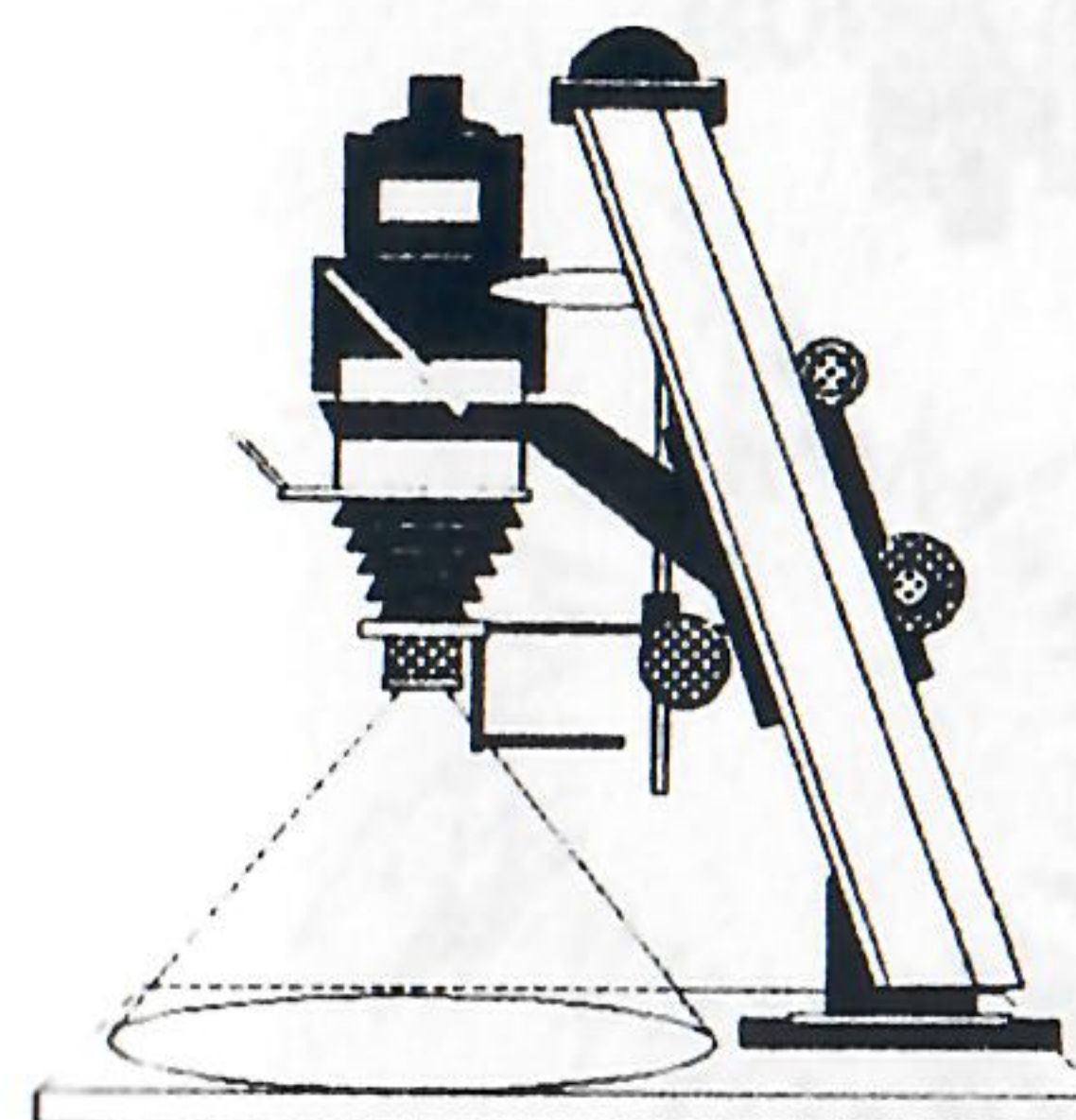
35MM\_FRT



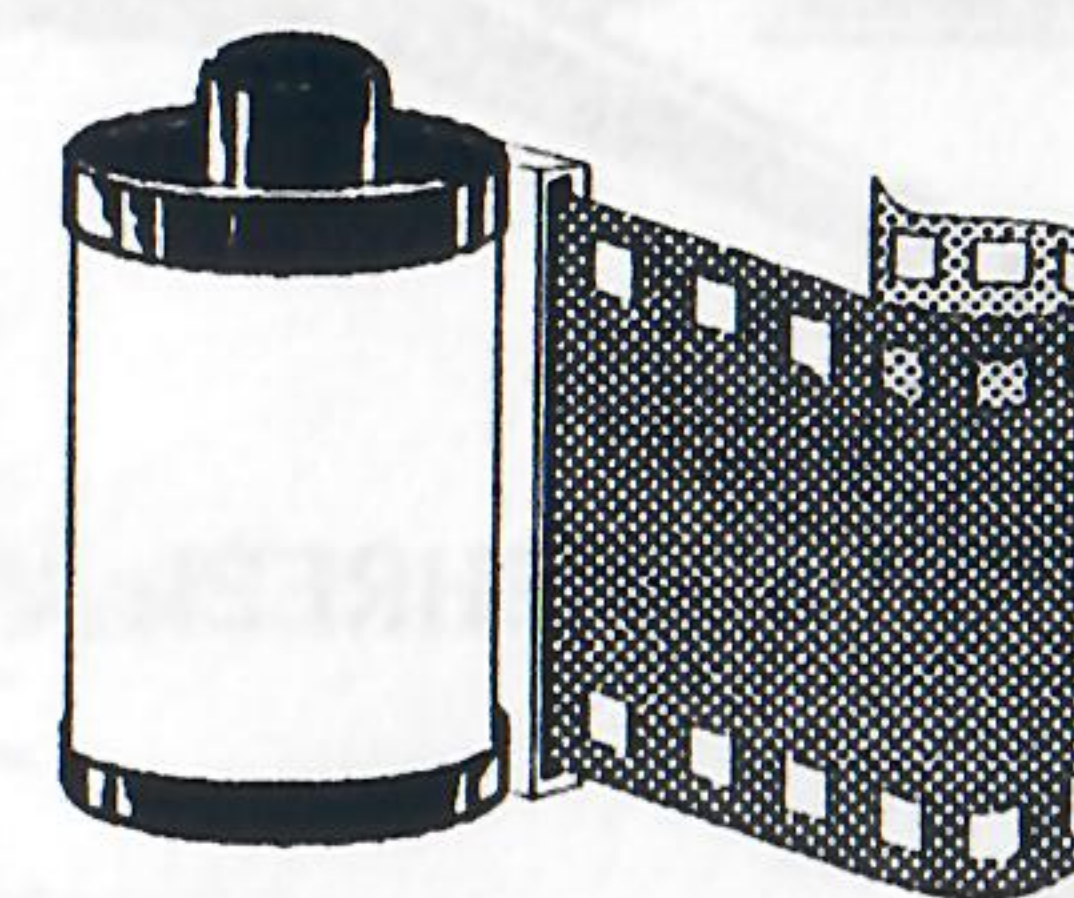
3X5\_SIDE



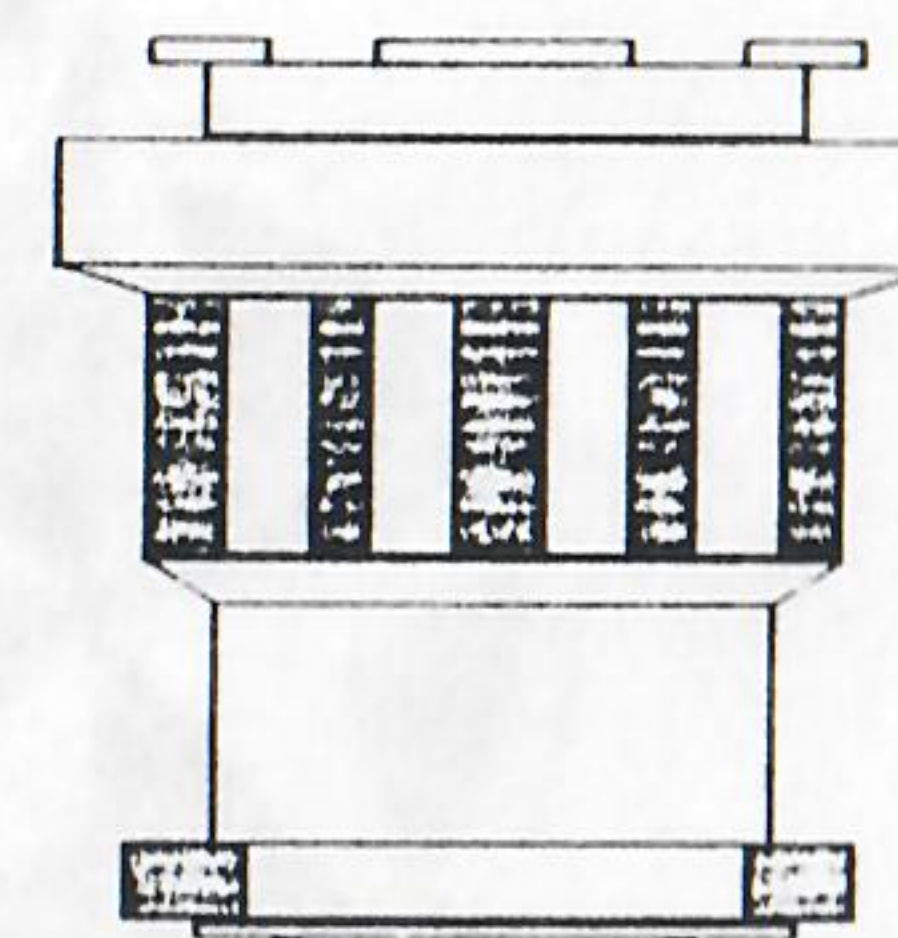
CAMERA



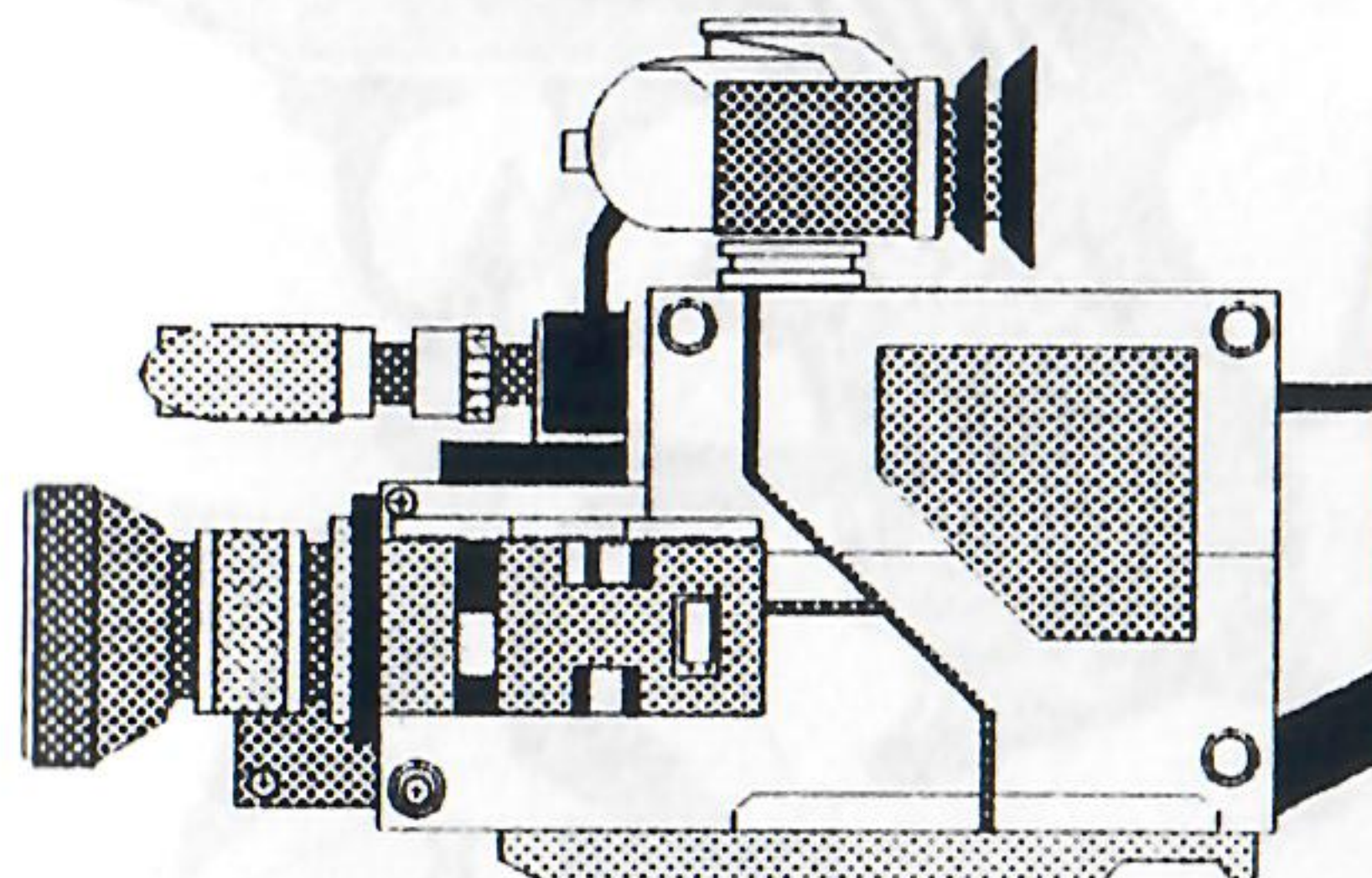
ENLARGER



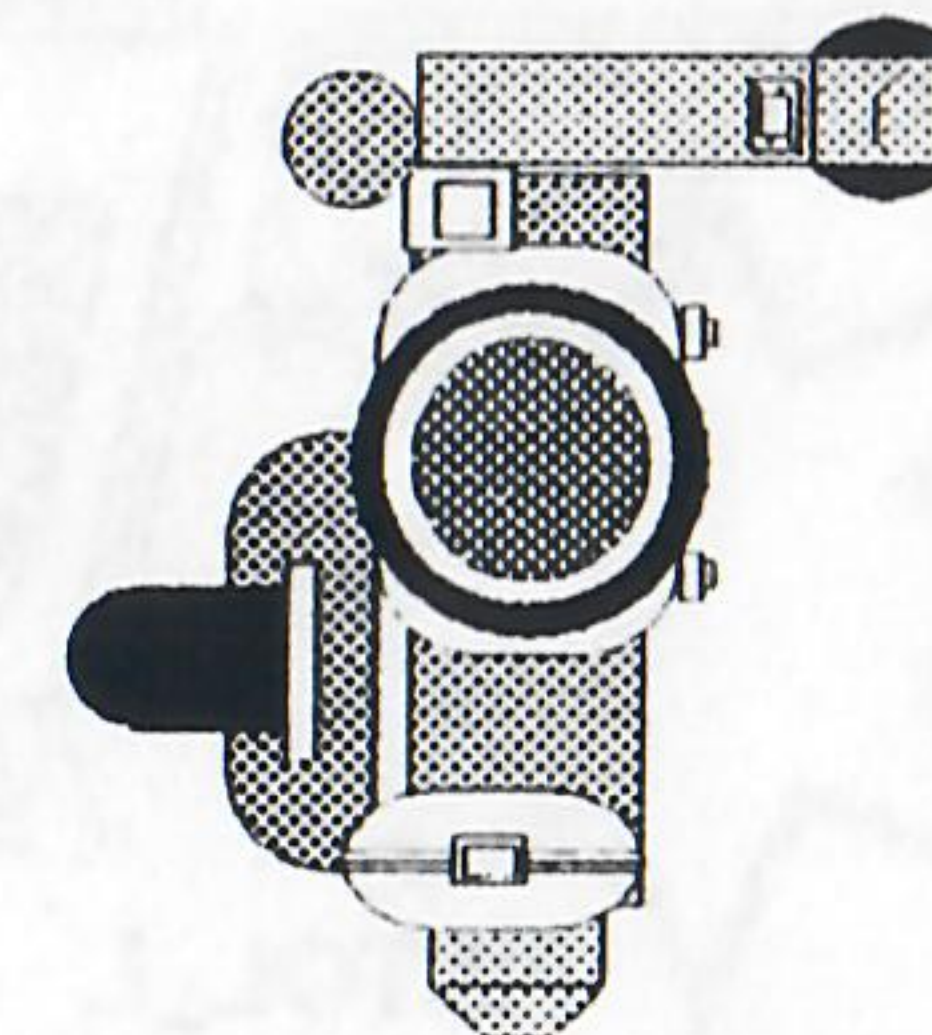
FILM35MM



LENS



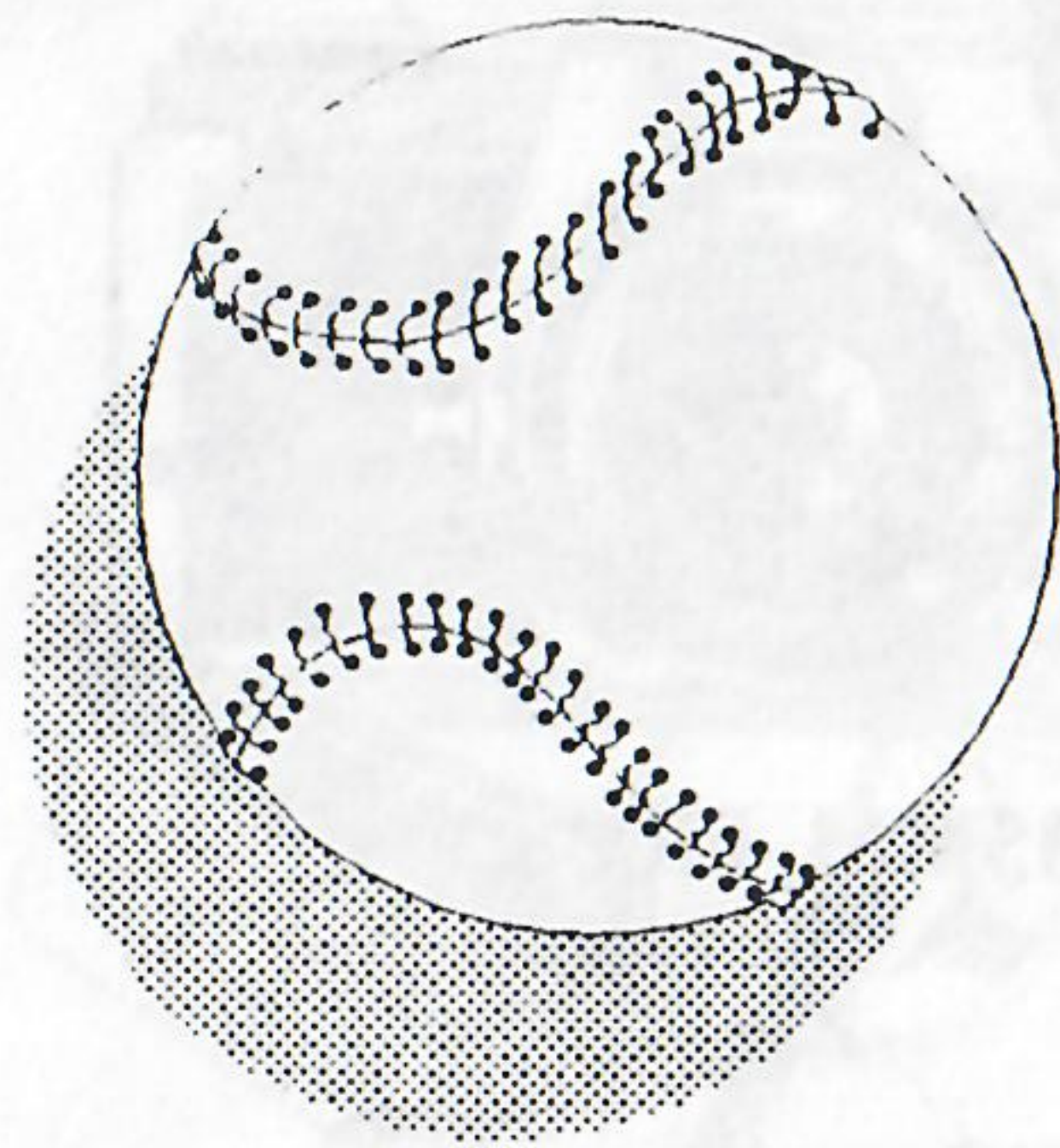
VIDEOCAM



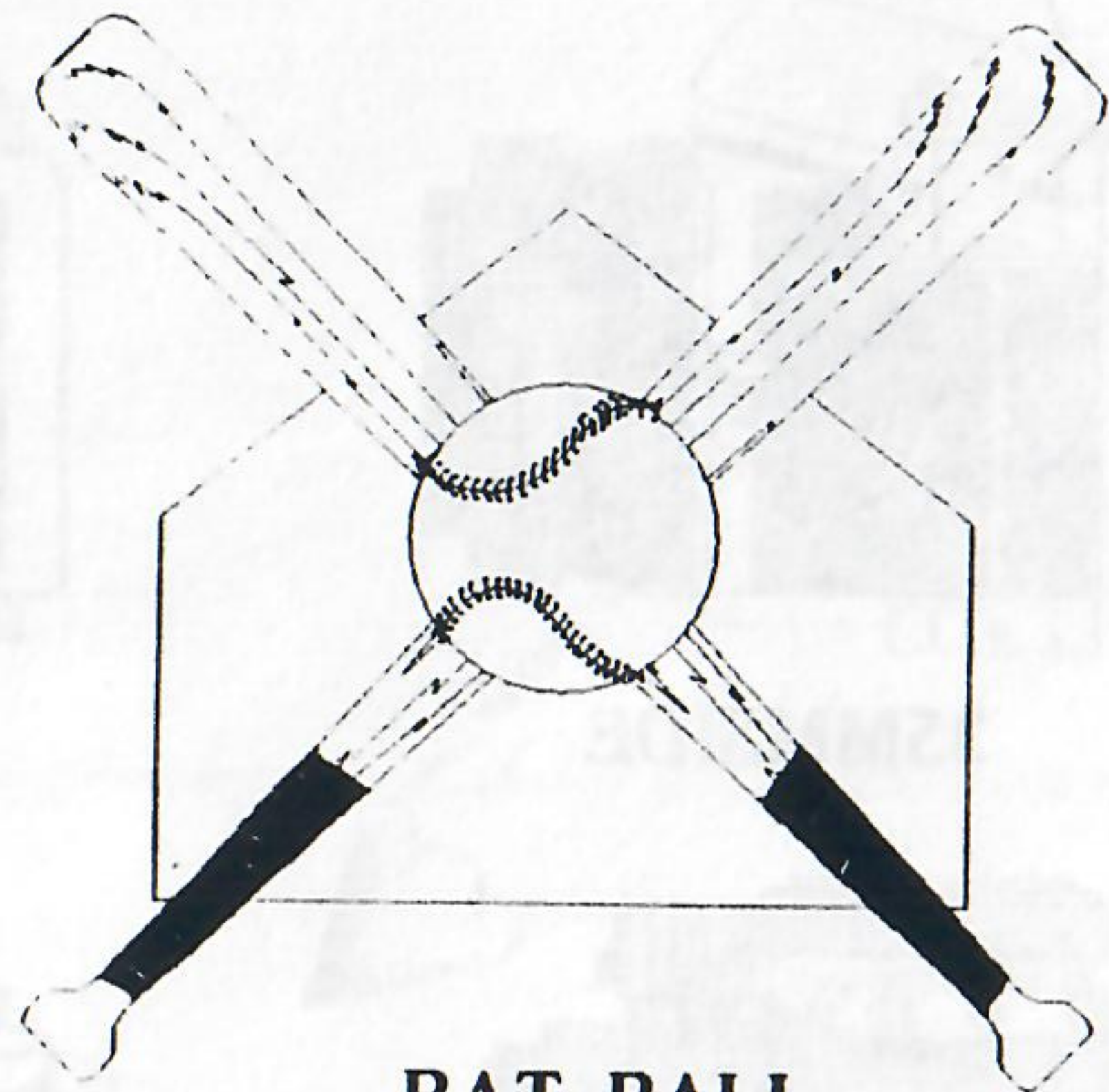
VIDEO\_FT



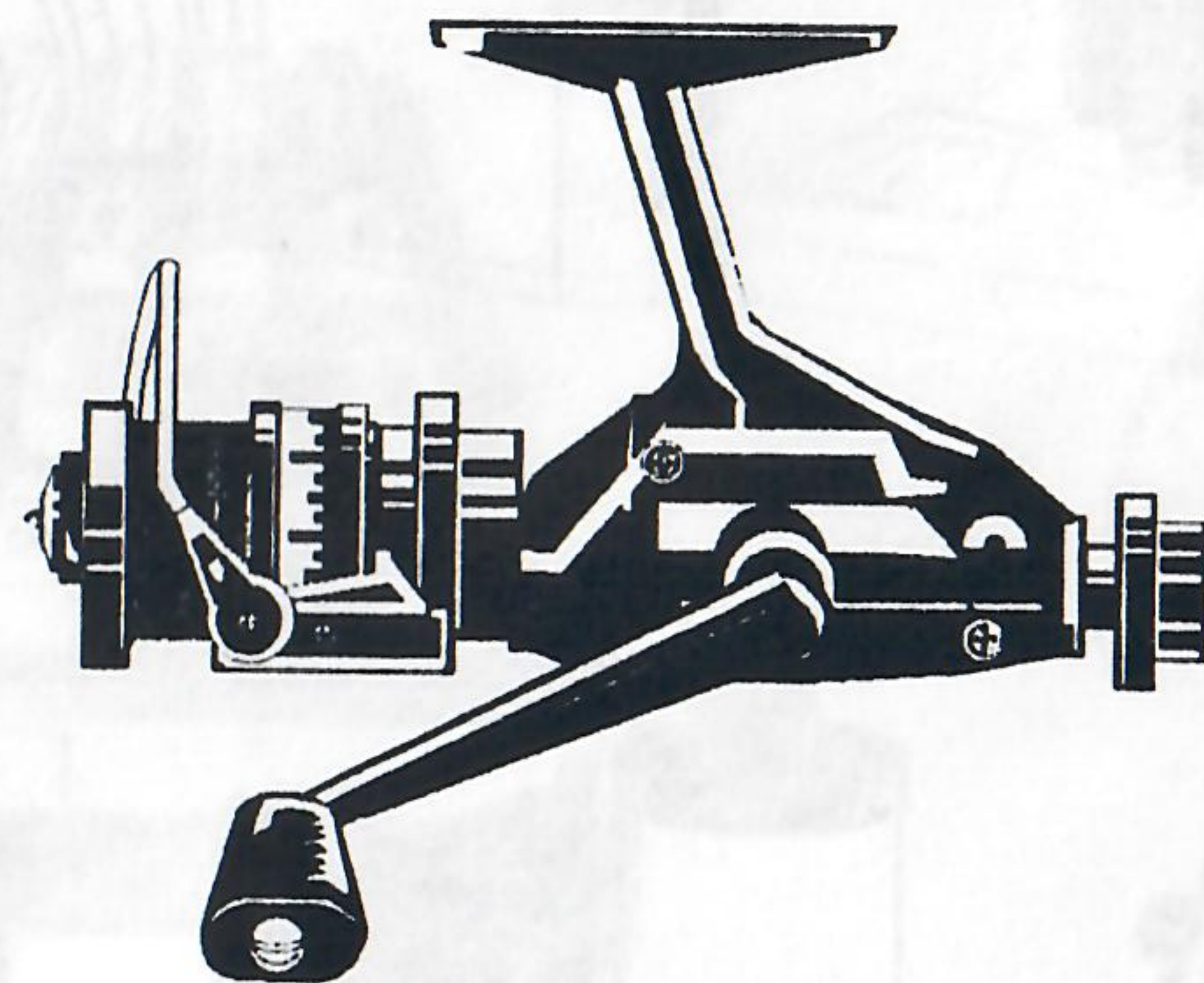
*SPORTS*



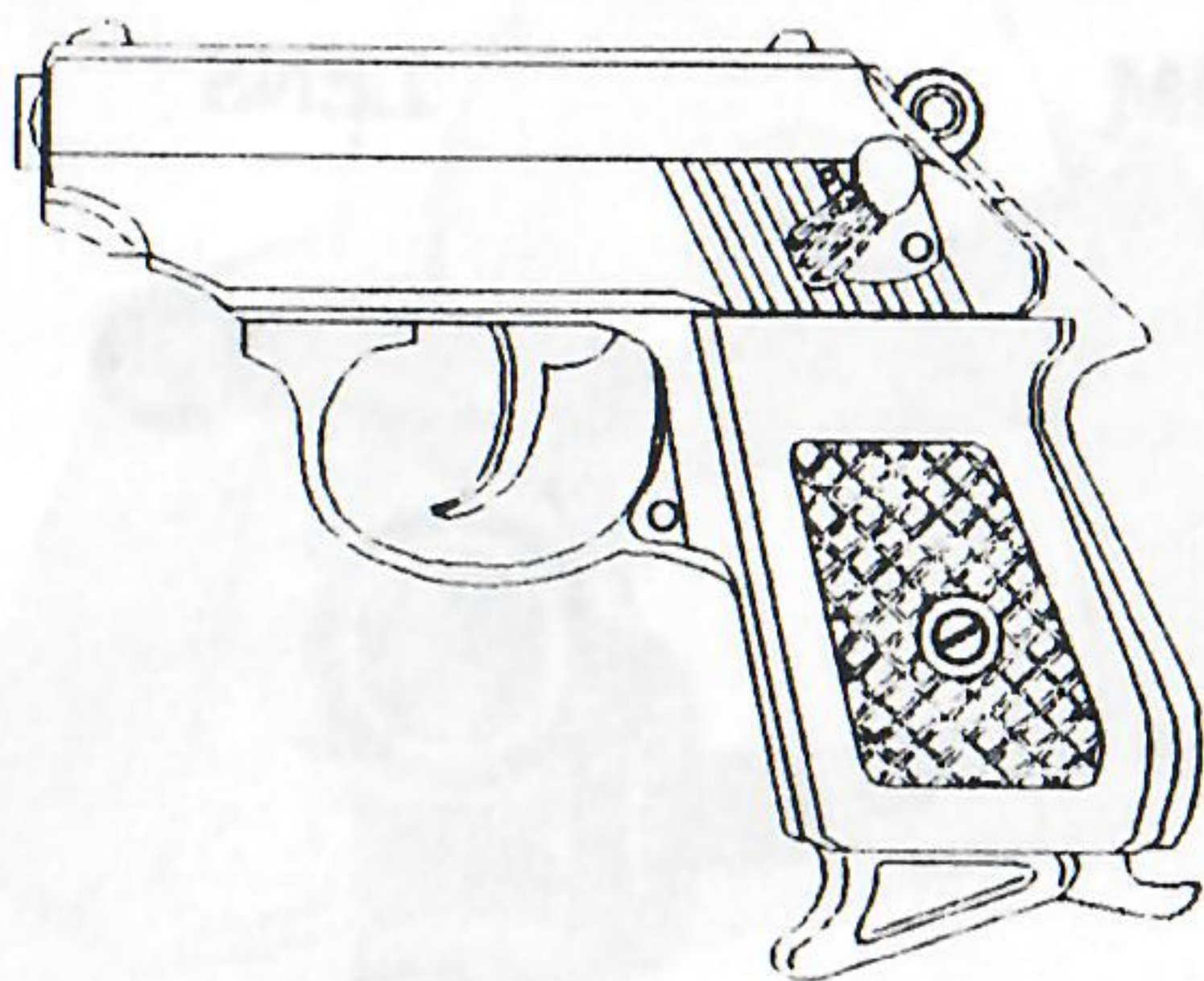
BASEBALL



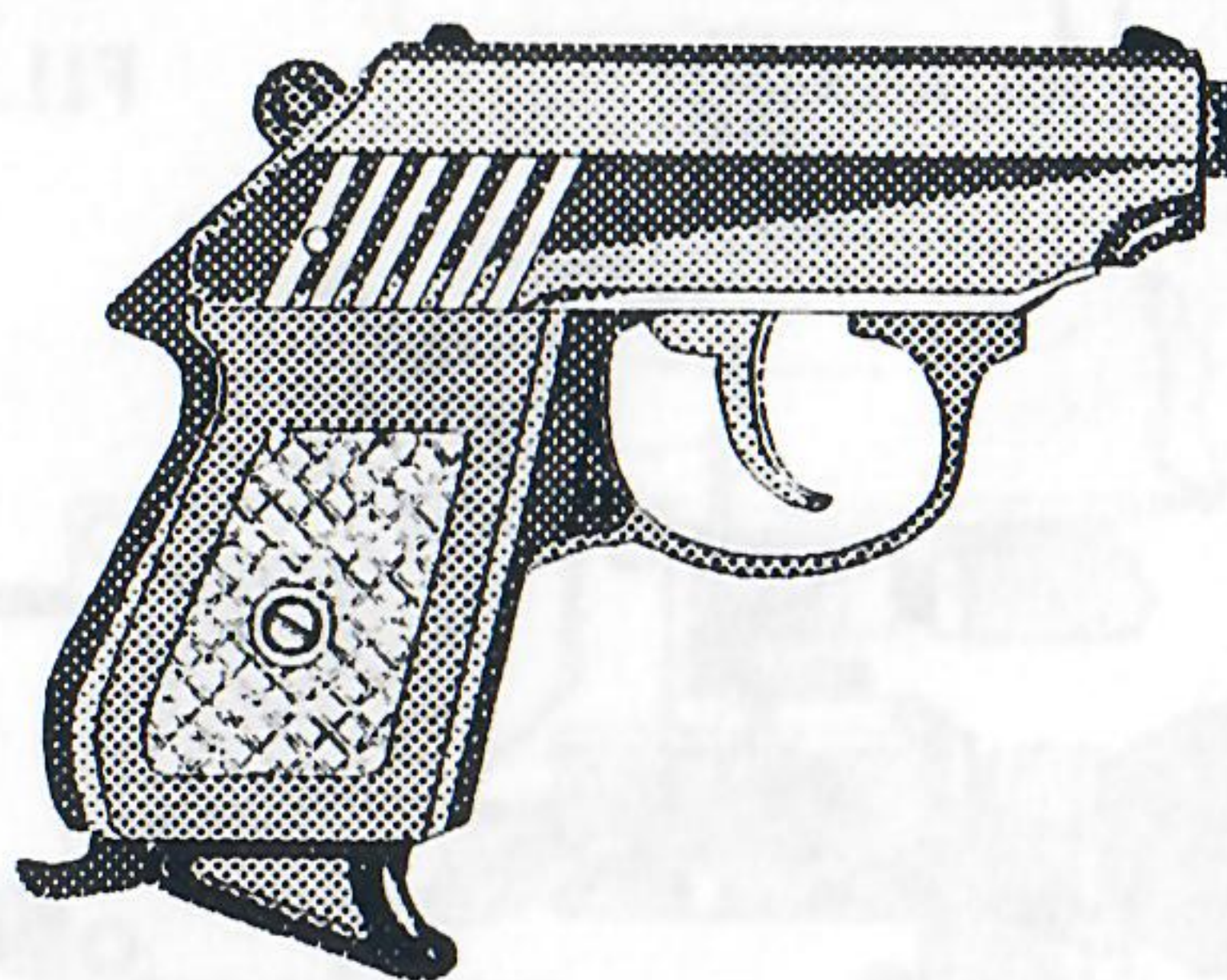
BAT\_BALL



FISHREEL

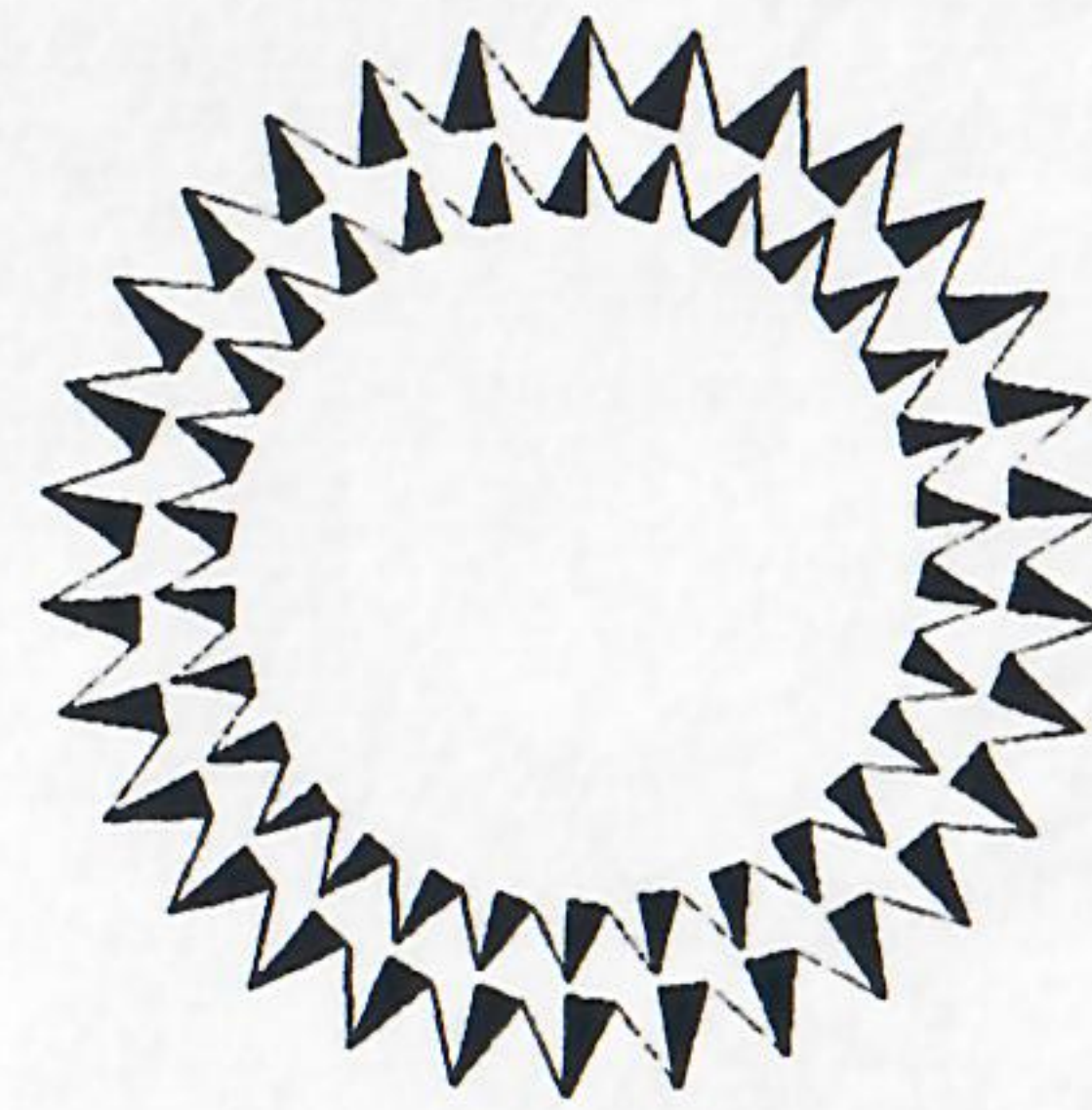


PISTOL\_L

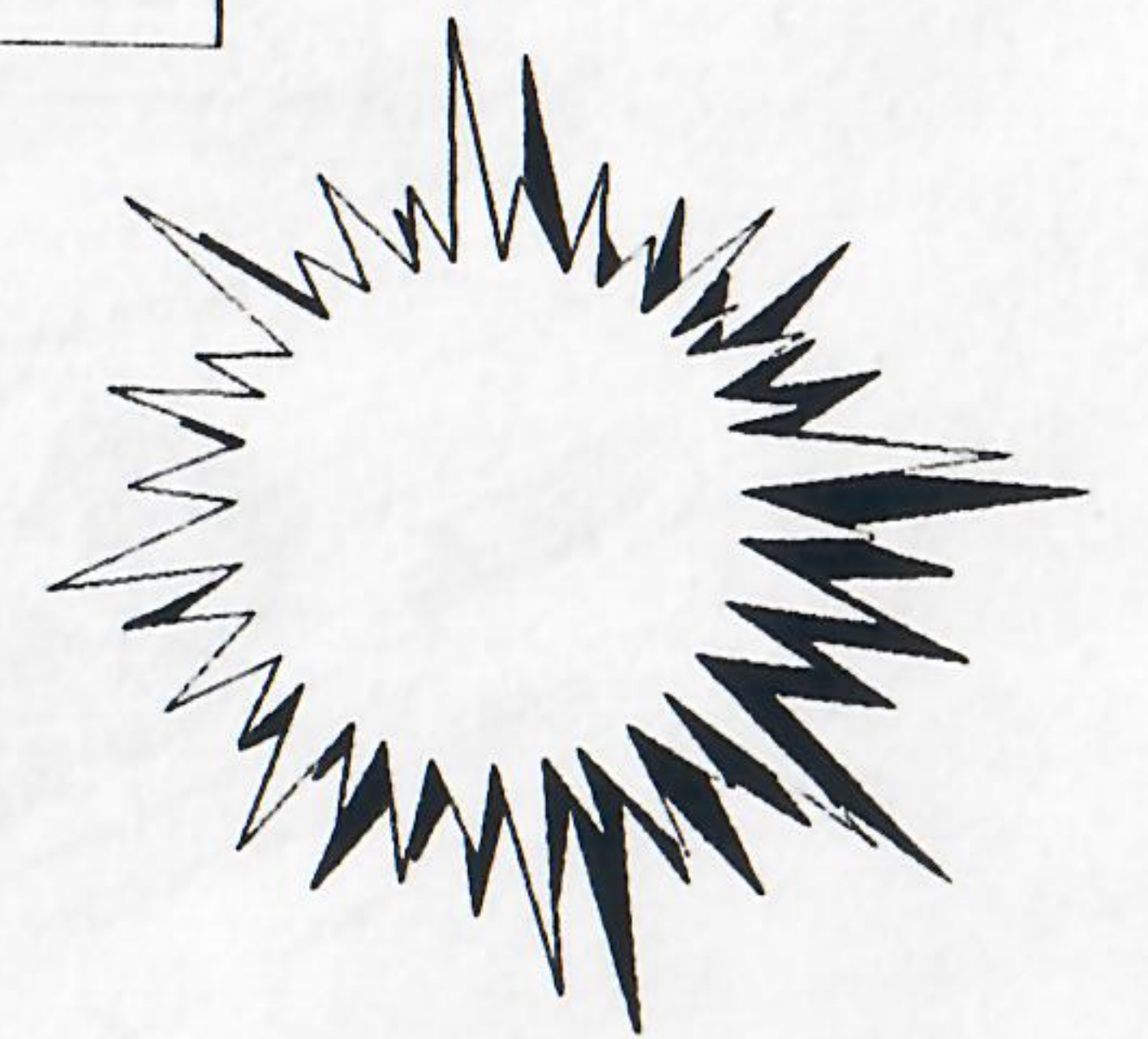


PISTOL\_R

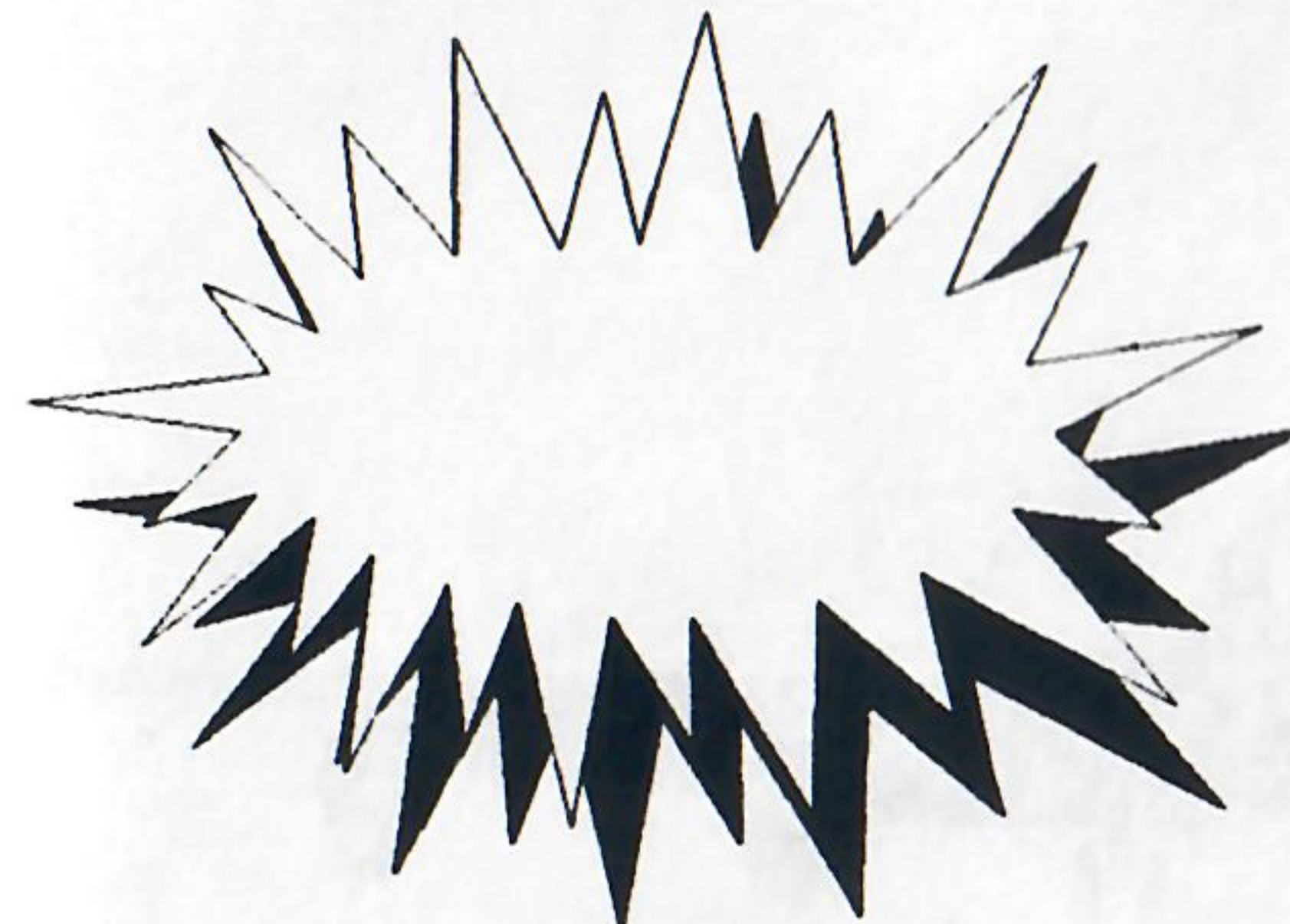
*STARS*



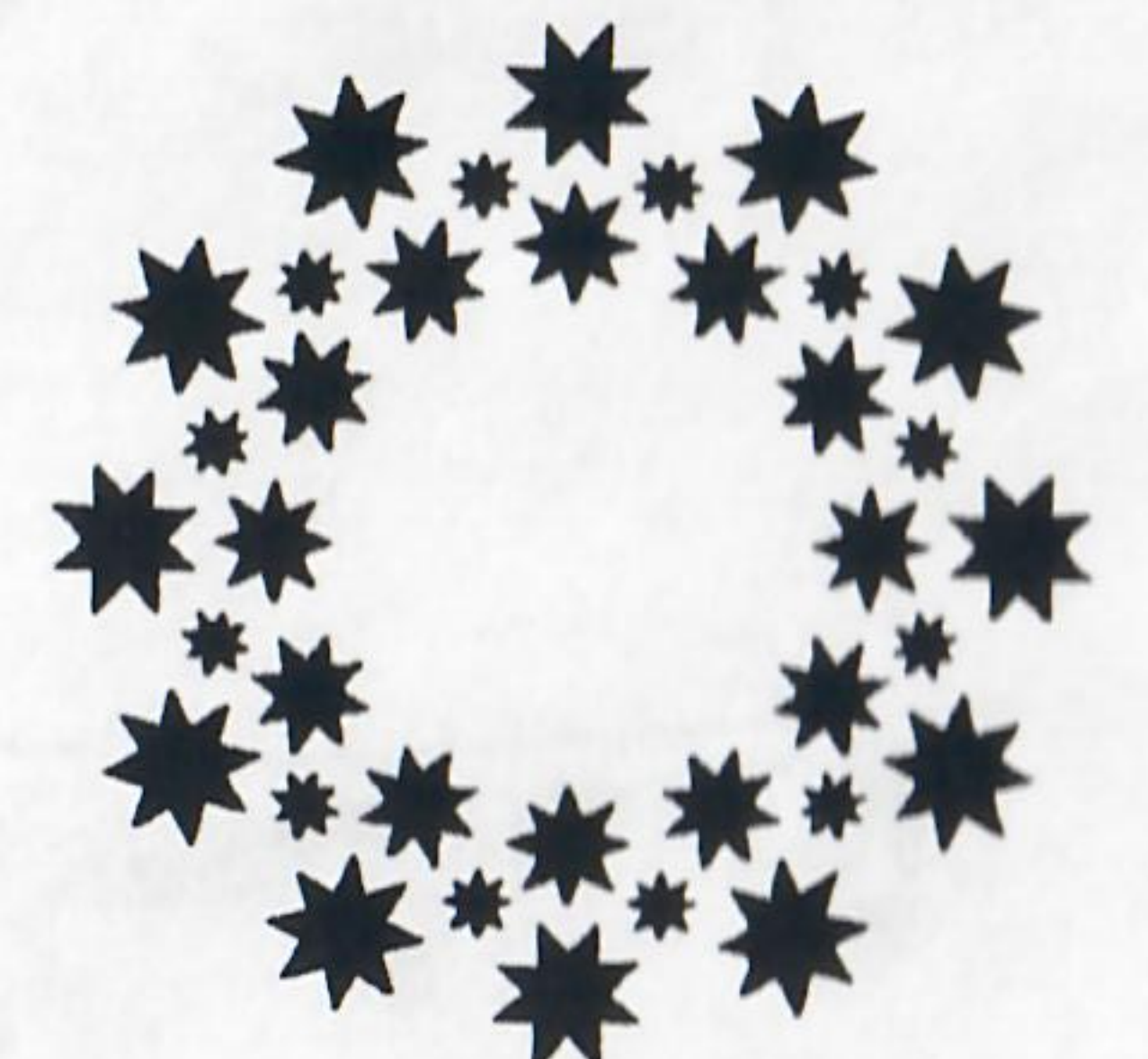
BADGE



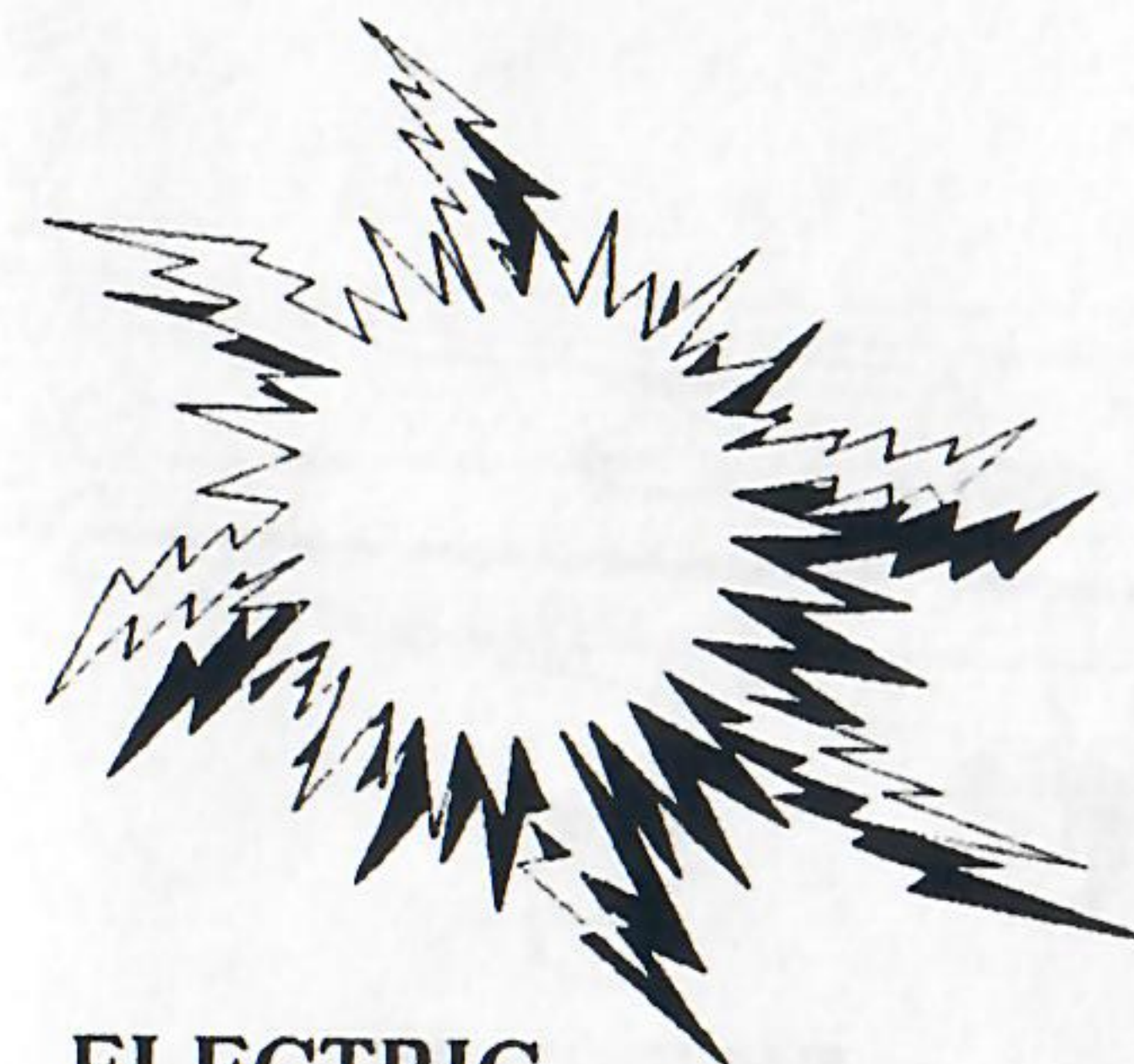
BURST\_C



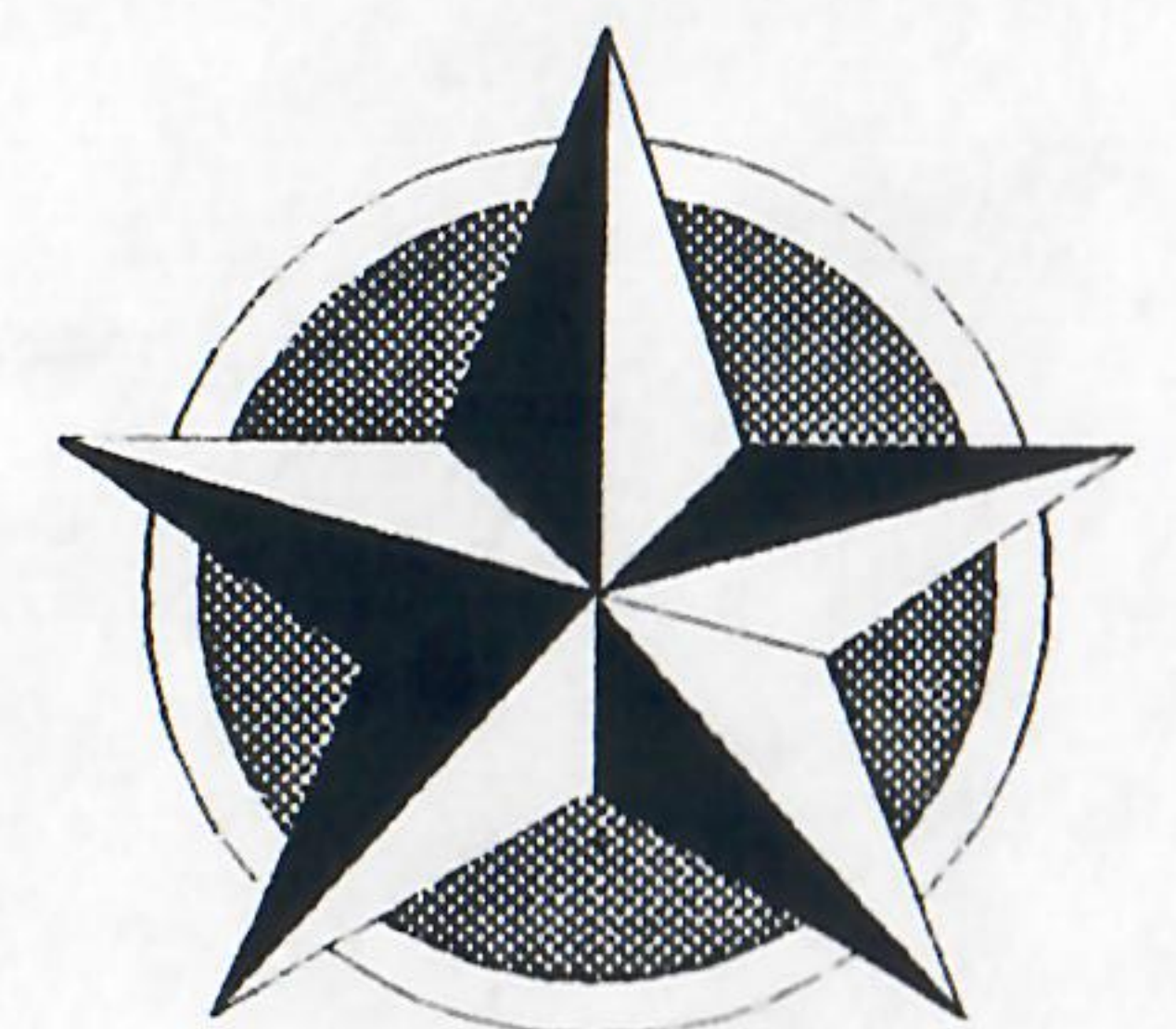
BURST\_E



CIRCLED



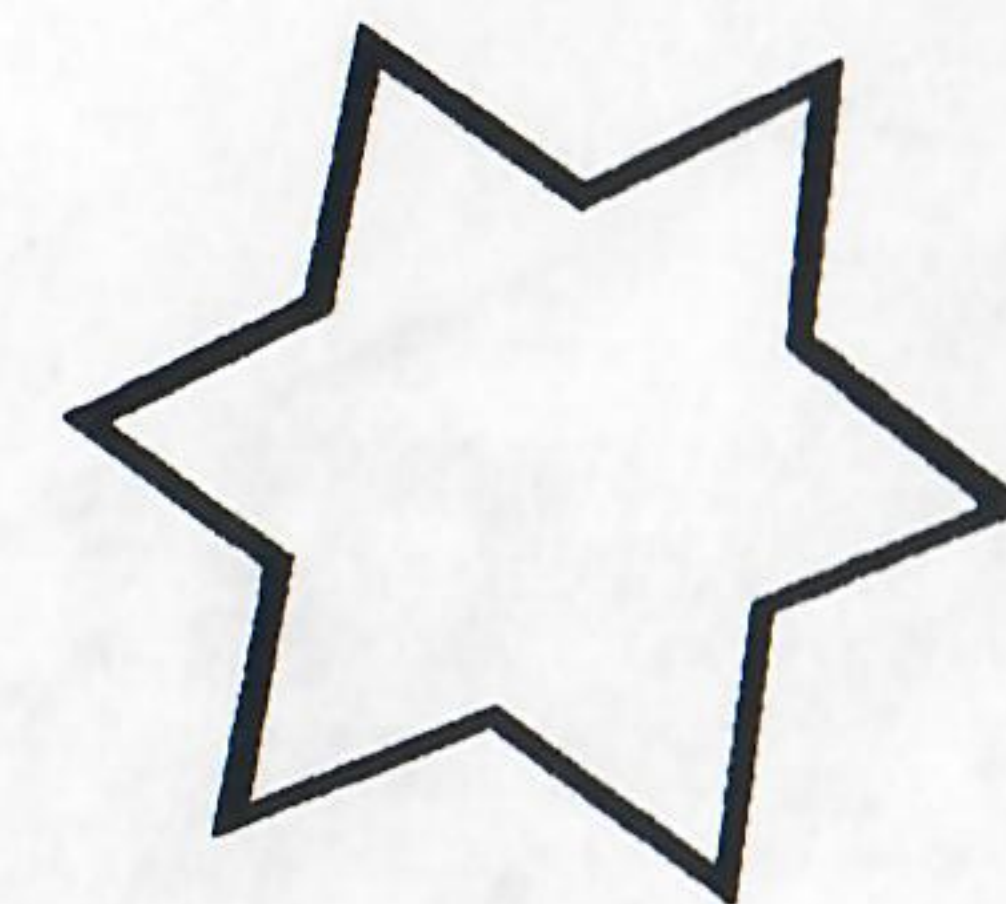
ELECTRIC



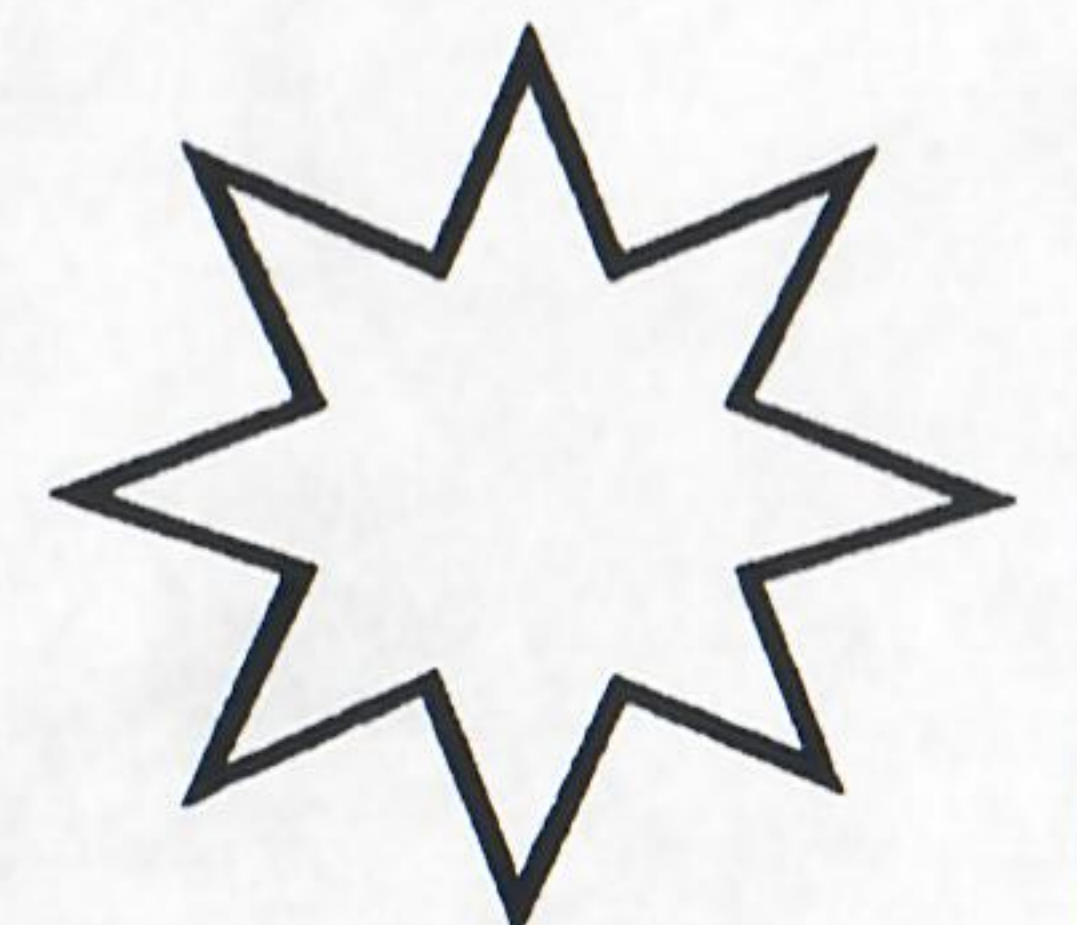
PIN\_CIRC



PIN\_ON



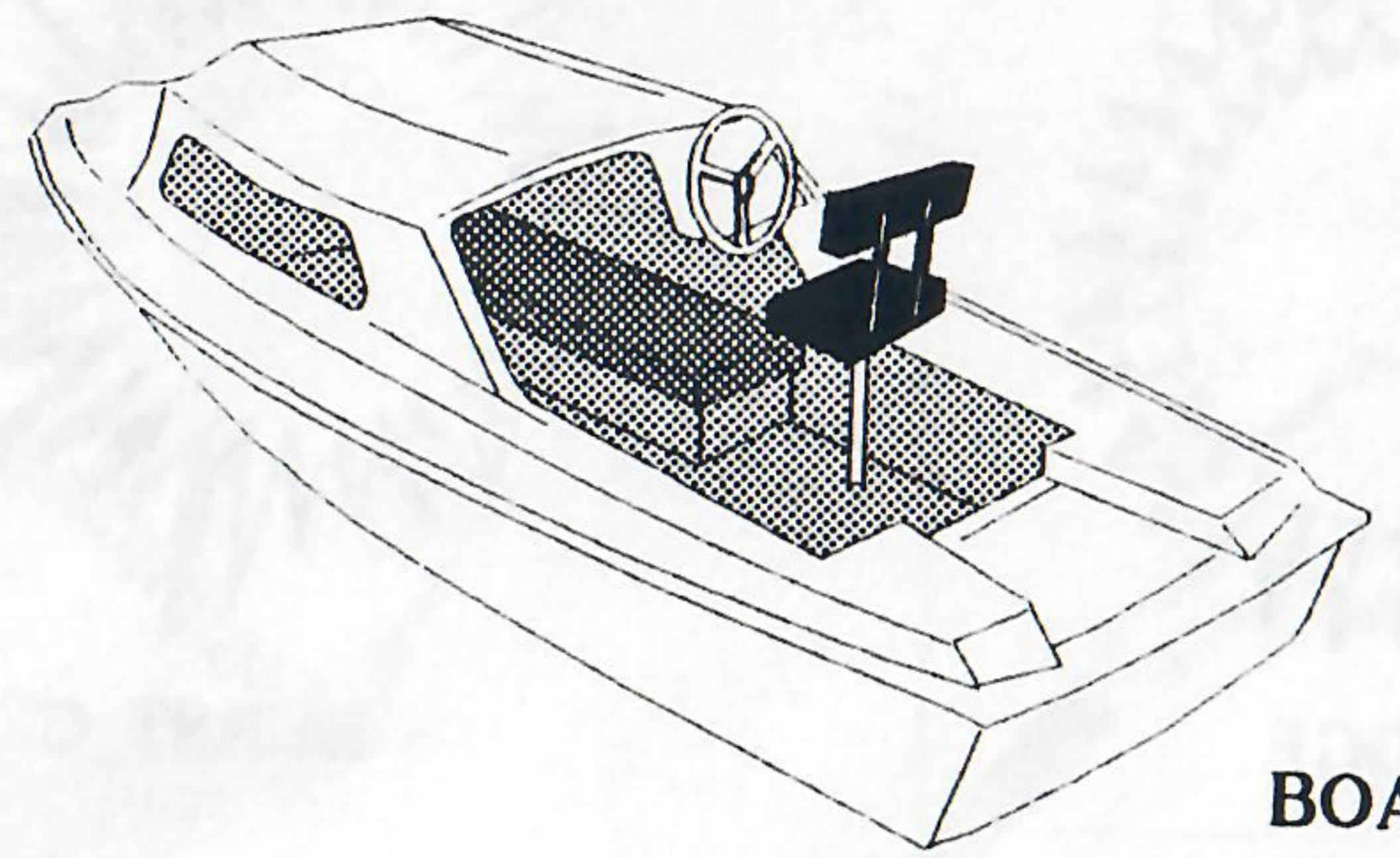
STAR\_6PT



STAR\_8PT



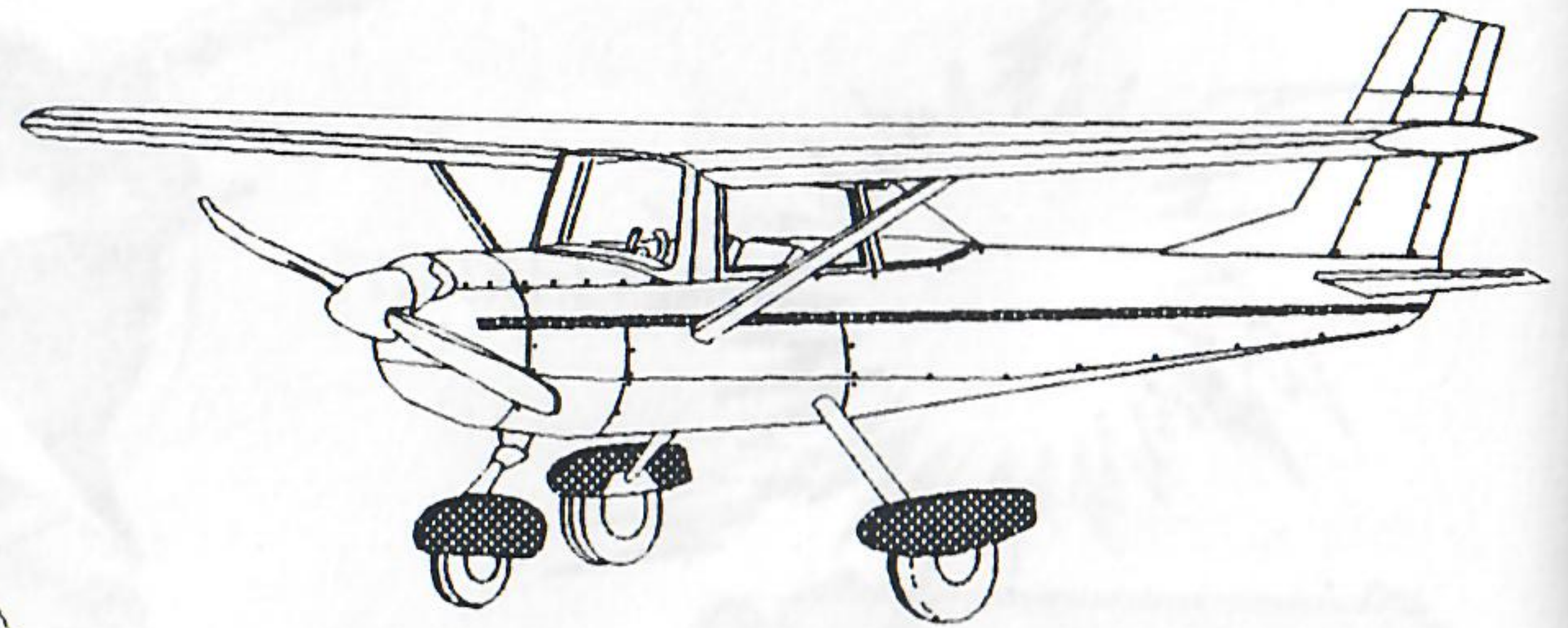
*TRANSPRT*



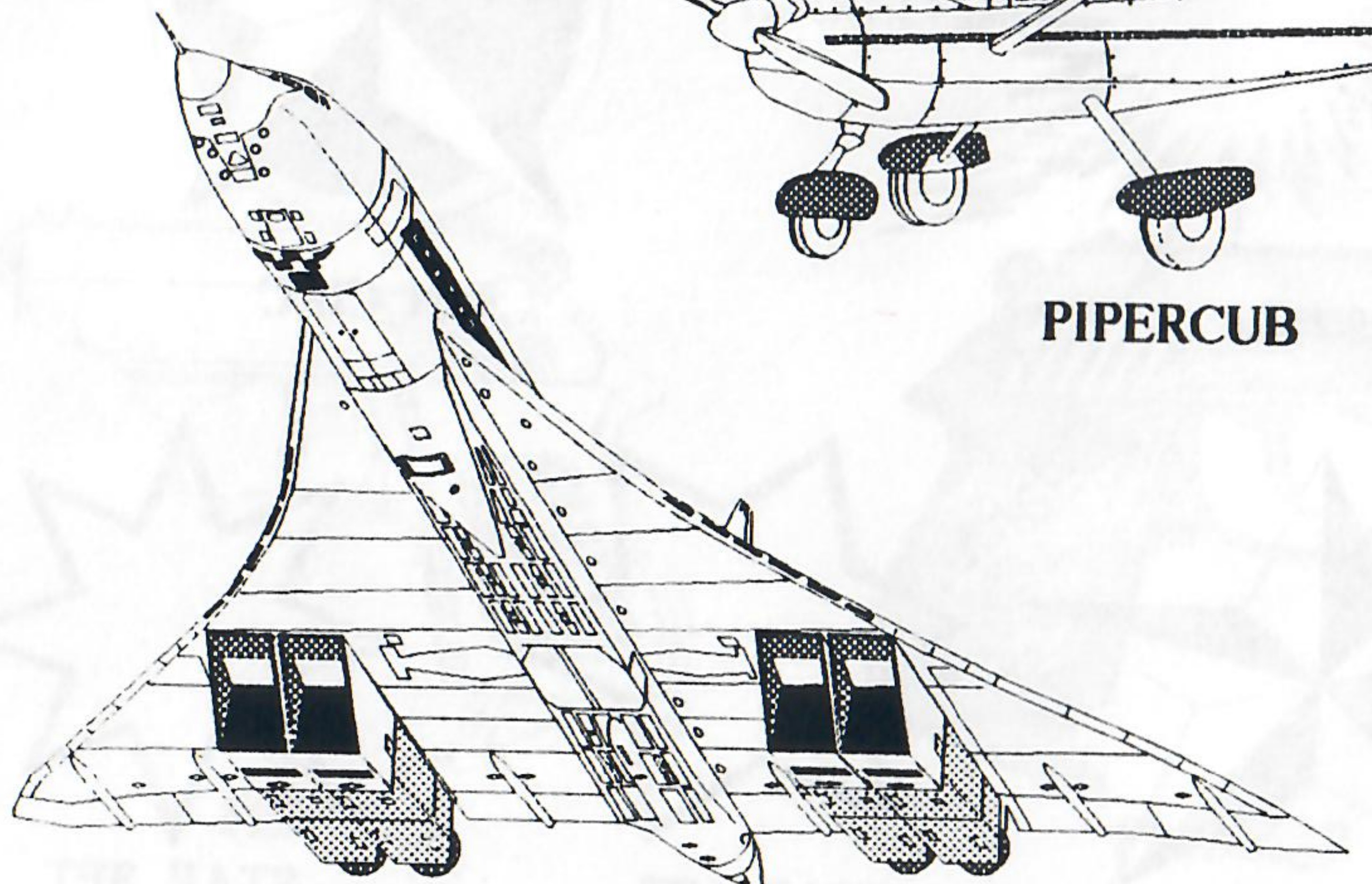
BOAT\_SM



JETFRONT



PIPERCUB



SSTUNDER



