
CoDrawing Documentation

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Charlyoleg

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CODRAWING PRESENTATION

1.1 The concept

Drawing together is cool, because:

- it increases the value of the drawing.
- it helps practicing working in collaboration with others.
- it increases his own [holistic](#) capability.

The codrawing methodology relies on [Inkscape](#) and [GitHub](#). Inkscape lets import external [SVG](#) files in the main document. Working with those *dynamically imported images* avoids conflict between drawers. Drawing with many characters and small scenes are well adapted with this methodology. Each character or scene are files and can be made by other drawers. [git](#) can easily support the versioning of such a project.

1.2 License

CC BY-SA 3.0

CODRAWING ANNOUNCEMENTS

2.1 First attempt (2013/08/09)

During the [Aymon folks festival](#), three wild bigs have decided to propagate the collaboration skill well-developed between programmers to a wider range of the people and in particular among the [Inkscape](#) drawers.

CODRAWING USAGE

3.1 Quick start

- Install [Inkscape](#) on your laptop.
- Install [git](#)
- Clone the [CoDrawing](#) project from [GitHub](#):

```
> git clone https://github.com/charlyoleg/CoDrawing
```
- Look the drawings located in the directory *studio/* with [Inkscape](#) or with a browser such as [FireFox](#).
- Choose a drawing that you want improve
- Create a new *SVG file* in the directory *studio/library/* with [Inkscape](#) and draw a new character or new small scene.
- Add a link in the main drawing to your new piece of work (check *Inkscape tips and tricks*)
- Commit your contribution

3.2 Inkscape tips and tricks

3.2.1 Create an *picture link* to a *SVG* file

The native format of [Inkscape](#) is *SVG*. A *SVG* document can embed an external picture with the format *PNG* or *SVG*. Inkscape supports this *SVG* feature. But the Inkscape GUI only propose to create an *dynamic picture link* to *PNG* file. So you need to hack a little to create an *dynamic picture link* to *SVG* file. Let's say, you want to create a link to the *SVG* file *embed.svg* into the main *SVG* document *main.svg*:

- with Inkscape, create *main.svg*
- create *embed.svg* and export the *page* as *embed.png*:

```
Inkscape menu > File > Export Bitmap...  
In the *Export Bitmap* window,  
  Export Area: Select *page*  
  Choose the filename  
  Export
```
- with Inkscape, open *main.svg* and import the *embed.png*:

```
Inkscape menu > File > Import...
In the *Import* window,
  Select the file *embed.png*
In the pop-up window *png GDK pixbuf Input*,
  Link or embed image: Chose *link*
```

- save the document *main.svg* and quit Inkscape
- with a *text editor*, open *main.svg*
- find the line containing the path to *embed.png*
- change this path to *embed.svg*
- save the modification and re-open *main.svg* with Inkscape

You see *embed.svg* inside *main.svg*! *main.svg* contains only a link to *embed.svg*. If you modify *embed.svg*, after re-opening *main.svg*, you will get the modifications:)

Notice that, if you directly import *embed.svg* with the Inkscape GUI, the content of the file *embed.svg* is copied into the file *main.svg*. The modification of *embed.svg* won't be seen from *main.svg*.

3.2.2 SVG syntax

We mostly rely on [Inkscape](#) to create the [SVG](#) files. So we don't really need to know about the SVG syntax. But because we hack a little the SVG documents with a *text editor*, we need some hints:

- SVG comments:

```
<!-- this is a comment -->
```

- absolute path to an external SVG file:

```
xlink:href="file:///home/roberto/GitHubStuff/CoDrawing/studio/library/wild_pig.svg"
```

- relative path to an external SVG file:

```
xlink:href="library/wild_pig.svg"
```

3.2.3 Change the size of a SVG document

The *page* of a SVG document defines the *official* border of the drawing. You can draw inside and outside the *page*. The limits of the page are you when you export the document and you select *page*. Also, when you create a dynamic link to a SVG document, the coordinates of the page are used to crop and place the imported picture. Usually, you use the space around the page to make draft and write comments. After drawing an object, you usually want to resize the page to a small surrounding around this object. You can select the object and resize the page to it but you want get any space between the enveloping rectangle of the object and the page. Some people prefer adding some margins between the object and the page borders. If you want such margin, follow this procedure:

- draw a rectangle with a *transparent fill* where you want to get the page
- select this rectangle and resize the page:

```
Inkscape top menu > File > Document Properties...
In the *Document properties* window,
  Unfold *Resize page to content...*
  click on *Resize page to drawing or selection*
```

- Delete or move the rectangle outside the page

3.3 Git howto

<http://git-scm.com/documentation>

3.4 Github howto

<http://opentechschoool.github.io/social-coding/>

3.5 CoDrawing good practises

- Enhance the whole picture by adding local modifications. Improve or add a character or an object. Avoid big figure that cover more than 20% of the complete surface.
- Use external link for each object or character to minimize versioning conflict.
- Add comments, suggestions and ideas in the `reStructuredText` document *docs/drawings.rst*.

3.6 Licensing

To improve the efficiency and the accuracy of the licensing, when you create a new file, add in comment of the file (namely outside the *page* in a *SVG*) the following line:

```
Copyright YYYY YourName CC BY-SA 3.0
```

With *YYYY* the current year and *YourName* your real name, artist name or pseudo.

If you modify an existing file, add the current year if it is not yet present and add your name and pseudo:

```
Copyright 2012, 2013 Tom Grant, Lucas Spring CC BY-SA 3.0
```

3.7 View the drawing evolution

The script *scr/drawing_evolution.py* will create a series of picture that show you easily the evolution of a drawing.

3.8 SVG viewers

Possible tools to watch a *SVG* file:

```
> inkscape myfile.svg # you see adn you can edit the file
> inkview myfile.svg  # much faster than inkscape
> firefox              # use a URL looking like file:///home/.../myfile.svg
```


DRAWINGS

This page gathers text information and commentaries on the co-created drawings.

4.1 Evolution saga

4.1.1 Original idea

A population searches its destiny. People must face many hurdles and difficulties. Their reactions are very various. This aims at being a symbolic representation of the evolution.

Find solutions to help this folk to find an issue or express your fear of the civilization decline!

4.1.2 Plastic information

format: A2 background: mountain pass

4.2 Ducal square

4.2.1 Original idea

A burlesque scene on the Ducal square of [Charleville-Mézière](#).

format: A2

DRAWERS

Usage this page to present yourself to your co-drawers.

5.1 Charlyoleg



I'm a *pythonistas libriste* and I have rediscovered the joy to express things by drawing. This happened when I tried to illustrate the website MesCarottes.com. I have found the amazing *vectorial graphics editor* [Inkscape](https://inkscape.org/). It lets me reconquer my drawing skill. After several years of usage, [Inkscape](https://inkscape.org/) keeps surprising me with its numerous efficient features. Now I use it daily not only for illustrations but also for [documentation draft](#).

For me, drawing is a skill as important as the ability to write. A drawing can be so universal and self-understanding. New concept are difficult to explain with a text because words are too connoted or imprecise or even missing. A drawing is much more straight forward to communicate on thing that doesn't exist yet.

5.2 ZoeZiris

I'm an anthousiast beginner with Inkscape. CoDrawing is an attractive concept that I want to experiment.

INDICES AND TABLES

- *genindex*
- *modindex*
- *search*