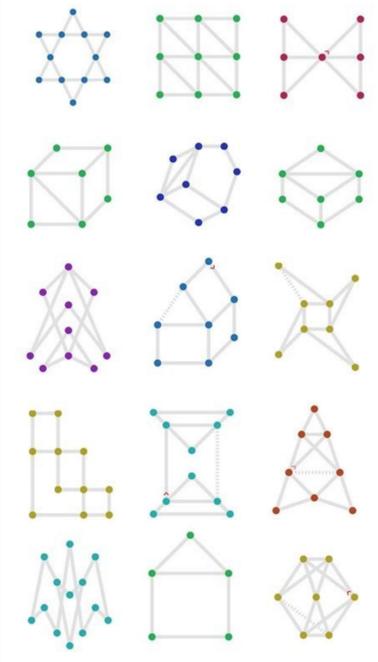
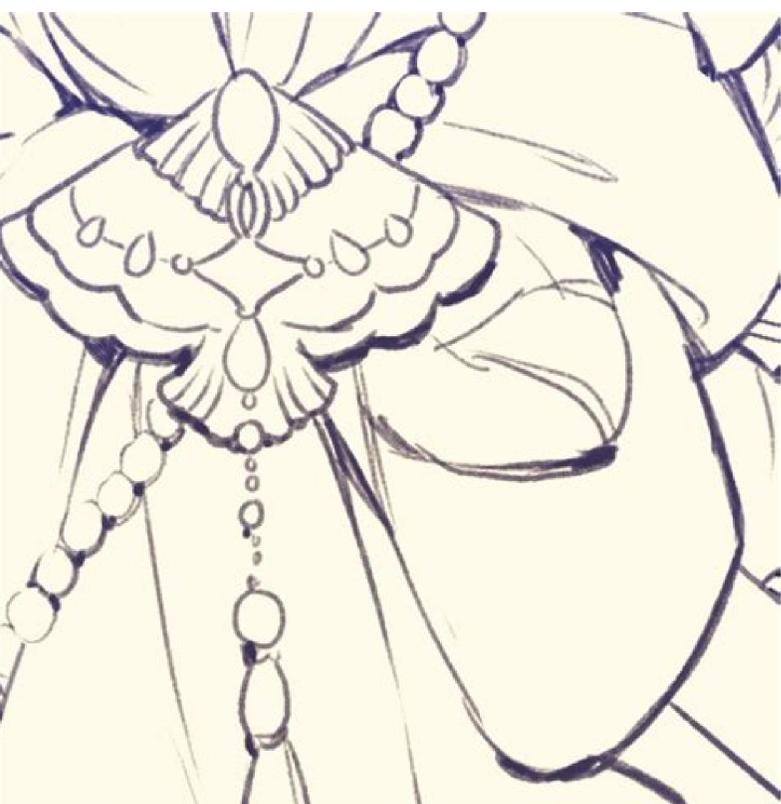


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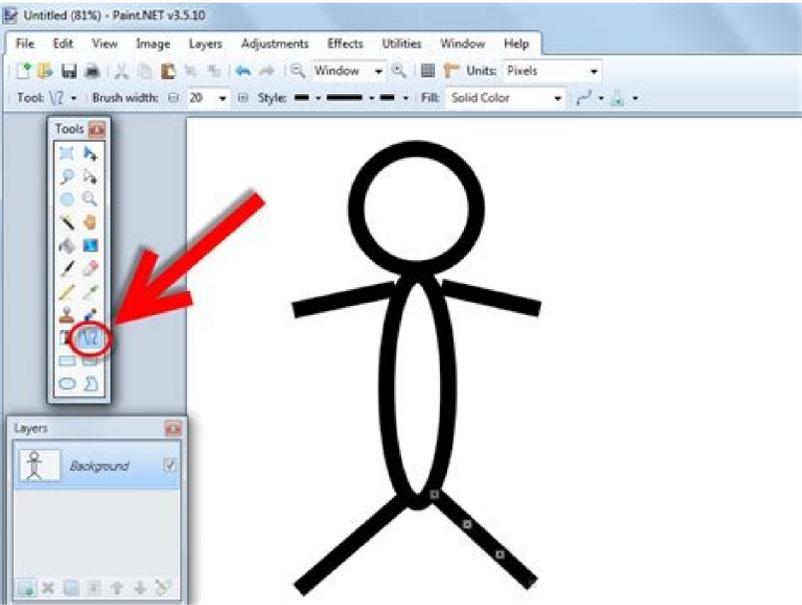
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Hi!
My name is hi0Chan and I'll be guiding you
on how to draw with MEDIBANGPAINT android edition.
The tools used for this guide are
Samsung Galaxy Note 10.1 2014 Edition and
Wacom Bamboo Feel
Though any android devices with a stylus will do.

Let's get started!



Draw and label circle. Draw and label cube. Draw and label camel.

Adding cleaner forms to improve your personalized shape, you can add some simple decorations such as stars or circles in a partially faded color. Before drawing anything, you need to know the main points that make up that shape. Start Android Studio 3.6.1 or later and select Open an existing Android Studio project. You then need a paint object with the color you prefer to start drawing that right on the canvas. Extend the Android view to draw and paint it on the canvas. Graphic user interface and Android & Kotlin Nursery Animation The Raywenderlich.com newsletter is the easiest way to stay updated on everything you need to know as a mobile developer. Take your pencil and draw a circle in the center of the circle that is a quarter of the width, in this way: now, to convert that shape to your sheet into a form in Android, you must consider its coordinates. Implementation of the painter interface Start creating a new class ProfileCardPainter in the StarsOfScience package. The coordinates calculation coordinates are pairs of numbers that define the exact position of a point on a plane. False steps like the last parameter to avoid starting a new sub-path for the bow. This says Android that you want the bow on the same path. Subsequently, you will use a quadratic curve Bézier to create an interesting shape of background. A Cubic Bézier curve needs four points to be drawn: a starting point, a final point and two steps handle that pull the curve towards them. This is how to move a pencil to a starting point without touching the card. The following image shows a blue bow that starts the zero grade angle and sweeps at 90 degrees. In addition to taking a deep look on canvas and many Android graphics bees, you have learned to: Prepare the custom shape on paper of coding. In ProfileCardPainter, go to the last line in paint () and add the following code: // 1 Val curvedshapebounds = redfactory.fromLTRB (deck chair, (Deckchair + Shatsbounds.Height () * 0.35F, Dysliatzatura.right, Dreaming.bottom) // 2 DrawcurvedShape (canvas, curvashapebounds, avatarbounds) Here: Create a rectum that is similar to the rectified shatebounds, except you moved its look slightly 35% of the height of 35% of Shatebounds height: this is the red rectum dotted in the image above. See that the card now has a blue rectangle as a background. The right is the right point of the Axis X. Here is what this code defines: the width and height of the canvas. Top is the highest point of the Y axis. Before you can draw a form, you need to consider which functionality they must have the canvas object. Now that you know more about the classes you will work with you take a moment to learn part of the theory behind making beautiful shapes. So, you need the function of the drawing line in your picture. Impressed an app called science stars. Write all your design code within this function, which gives you a parameter: the canvas to be drawn. The bottom is the lowest point on the Y axis. In the code above: Define the properties of the custom form: color, avatar radius, avatar margin, width and height. This arc should have a radius equal to the radius of avatar. Adding a margin around the avatar there is a difference, but you don't see it because the negative space is exactly the size of the circular avatar. For good practices, calculate all the coordinates and sizes on your document before writing any code. Use the path and how to add different lines to it sequentially. The view contains circularimeview you will use to view the avatar in circular form. Each color needs stop to specify its position on a line from 0.0 to 1.0. Start by creating a new function called CreateGradient () Inside ProfileCardPainter with the following Private Fun Creategradient (Bunds: Reddf): lineargradient (// 1 Val Colors = Color, color.darkershade () // stop from 2 val = floatarrayarrayof (0.0f, 0.3f, 1.0f) // 3 return lineargradient (limits.centleft.x, limitations.centleft.y, limits.centerterright.x, Limitations. They are more dark shades that color of the profile. You know how? Subsequently, it will make a negative space a little bigger to leave a margin between it and the avatar. Coding the shapes before throughout the tutorial. In this tutorial, rely on RECTF for form limits. You don't need that line because you want to add your personalized shape instead of that solid color. Making paper sketches is a prerequisite for your custom design! Using Custom Painter now that you have learned some theory, it's time to start using Android canvas and add a code that will reproduce your design in the app. In the previous code: create a paint object and set its color. StarsOfScience contains three files: MainActivity.kt is the main activity and pramework of the app. The canvas needs a Including width and height. Don't worry, he adjusted this later. For example, you can clique a bitmap from a path, or you Use a path to draw a personalized shape as if you are going to do right now. Adding the faded paint You created your first beautiful curved shape tailor-made, but your designer graph wants you to do another thing: add gradient colors to the curved shape. Since you have already drawn a circle that the canvas on your sheet, you have already calculated two things: the center of the circle: since your circle is at the center of the canvas, the center of the circle is the center of the canvas. Adding a curved shape before starting to draw, take a moment to know the different types of curves. They are very similar to the physical tools you used to draw a circle on a sheet. Think about drawing in the physical world. Then close the path by adding a straight line that starts at the current point P6 and ends at the starting point on the path, P1. Don't stop drawing. Don't worry, you'll start drawing something at a time. Then navigate to and select the start-up project folder where you find the files you need to start, along with some widgets. Drawing the profile card in this section, you will start using the route class to draw a more complex form as the blue shape here: but before starting, you have to make some preparations. Draw your first form in this section, you practice with the tools you need to draw in the world of computer graphics. Then, add a straight line that starts at P2 and ends at P3: the point on the edge of where you will start drawing the bow. Then, create a path object. Finally, a linear gradient is created by passing the start-up coordinates and the end coordinates of the gradient with the colors and data arrests and the tilemode of Shader to repeat the gradient in case the area that fills is larger than the Shadow you created. A quadratic curve Bézier requires three points from An initial point, a final point and a handle point that pulls the curve towards it. Get a weekly weekly of our tutorials and courses, and receive a free in-depth email course as a bonus! You will find the following line of code in onCreate (): profilecardcontainer.setBackgroundColor (r.color.colormary.tocolorint (this) Val avatarradius = r.dimen.avatar_radius_restopx (this) Val Cardwidth = viewgroup.layoutParams.match_parent Val Cardheight = r.dimen.profile_card_height_restopx (this) .toint () // 2 Val Painter = ProfileCardPainter (Color = AzureColor, Avatarradius = Avatarradius) Finally, returns to ProfileCardPainter.kt and update shadrounds by subtracting avatarradius from its height to fromlwh () 0f, width, height - avatarradius) To view the build results and run the app. Now the blue background stops at half of the length of avatar. Nice - now that you have a canvas, it's time to create a form. Avatarmargin = avatarmargin) Finally, back to ProfileCardPainter.kt and where you create avatarbounds in paint, add: inflate (avarmargin) to the end: Val avatarbounds = redfactory.fromcircle (center = centeravatar, radius = avatarradius) inflate (avarmargin) call the swelling () on a rectus creates a new rectof object whose single, higher, right and lower edges are moved towards the exterior from the given value. Thus, starting from the current point, P2, add an arc to the upper region of the Meta of the Avatar limits: the ARC starts from the corner -180 degrees and 180 degree sweeps ending in P3. The center is centeravatar, which you have just created, and the ray is the avatarradius. Explore the project Take a quick look at the project structure. Take a pencil and a map and prepared! Know your canvas the Canvas acts as the digital version of the paper piece of paper draw on. Draw on a canvas without knowing its size can lead to unexpected results. But ordinary. Finally, add a new custompainter as a ProfileCardPainter subeSW passing all its necessary properties: Context to create this custom Android view. You can find the solution in the spoiler below. Red dashed rectangle: marks the limits of the blue shape. Replace that line with the following code: // 1 Val azureColor = r.color.colormary.tocolorint (this) Val avatarradius = r.dimen.avatar_radius_restopx (this) Val avatarmargin = r.dimen.avatar_margin_restopx (this) Val Cardwidth = viewgroup.layoutParams.match_parent Val Cardheight = r.dimen.profile_card_height_restopx (this) .toint () // 2 Val Painter = ProfileCardPainter (Color = AzureColor) // 3 ProfileCardPainter.Addiew (Custom parent (backdrop width = CardWidth, height = Cardheight, painter = painter)) Add any missing import by pressing Option + Enter to Mac or Alt + Enter on PC. Then move to the lower left corner, P1 in the guide image. So in its primary manufacturer define the color of the profile as a class property. Then this is the tutorial for you! To draw custom shapes, you must continue to interact until you reach the beautiful art you want. Pull every shape inside and based on a certain right. For more information on Canvas and Android custom views check the following links: Furthermore, you can check the RichPath library. Then, a RECTF object is created from the Avatar circle using Dacircle (). Call DrawCurvedShape () and pass the canvas object, curved shape limits and avatar is limited to it. Now, create and run the app. Define how to move your pencil into visual arts, you have to move the pencil correctly through the paper surface to create Your work work. There are different types of shaders or gradients, including linear gradients, which transition through at least two straight-line colors and radial gradients, transition transition Colors starting from a central point and radiating outwards. Your app will already have its basic use interface set so you can focus your custom design shapes in Android. Wow, it was a lot of work! But you've learned a lot too. For this app, you will add a more interesting decoration: a curvy shape in the colors of the gradient. Note: You don't want your shapes to have a position or an absolute dimension. At this time, you will create a shader, a linear gradient described by three colors. First, take the avatar margin. Subsequently, a straight line is added starting from the current point and ends to P5 in the lower right corner. This allows you to view your shapes on different devices with different screen sizes. There are some things you should see in the previous image: the black dashed rectangle: it represents the entire canvas. Finally, it implements the paint (canvas: canvas). Then, add a straight line that starts at P1 and ends at P2. The ray is half a diameter. You will learn how to create custom shapes by painting a profile card on the canvas passing it on Drawpath () together with the object object. Note: You can calculate any extra property in Rectorof, such as width and height, based on these four main properties. Blue shape: a rectangle with half a circle, a bow of a circle, like a negative space in the lower center. Then the X coordinate of the center of the circle is equal to half of the canvas width and the coordinate y of the center of the circle is equal to half of the canvas. To see the margin in action, space around the avatar. It is an open source library that offers you full control over custom shapes in vector drawn format so you can easily manipulate them and get them into runtime. The use of a route makes scalable shapes independent of the screen resolution. Finally, if you want to make it nice, you have to take a brush with some paint. To import all the necessary extension functions to reddf in a row, add the following import: import com.raywenderlich.android.starscience.utils. * This diagram illustrates the correct coordinates for each point it is necessary to build the path. Arcto (avatarbounds, -180F, 180F, false) The official documentation of Arcto (Reddf Oval, Float Staturluge, Float Handle, Boolean Forecdth) says: A € ä, ~ "If the start of the course is different from the current point path, then an automatic line () is added to connect the current outline at the beginning of the bow. [spoiler] Phew! It was a lot of code, but it was worth it! Create the rectangle around the Avatar in ProfileCardPainter, Go to paint () and replace the last three lines: Val Paint = paint () paint.color = color.canvas.drawrect (shatebounds, paint) with the following code to create a new recture around the avatar: // 1 val centeravatar = pointf (sdraounds.centerX (), spinning.bottom) // 2 val avatarbounds = reddfactory.fromcircle (center = centeravatar, radius = avatarradius) // 3 deckchairs (canvas, deckchair, avatarbounds) Here is what this code does: CREA A POINTF object for the central point of the avatar, where X is the shatsbound cheese. TERX () and Y is the bottom of cheesess. With Custom Painter go to mainactivity.kt. Build and run the app a The sorted background curve behind the avatar: so you're done, right? It is a contour that represents a series of smooth lines, arches or bésier curve. This adds a line from P3 to P4. In the previous code, you can collapse the lines five and six in a single line. To draw a form, you need to take a pencil and a paper and then use your hand to move the pencil to the surface of the paper. Painter responsible for the whole logic of the drawing. This means: diameter = canvas width / 4 radius = diameter / 2 = width of the canvas / 8 See, drawing the paper shapes helps to calculate the necessary points to attract your shape with respect to the canvas. To draw a rectangle, you need to create a reddf object with the desired size. It is efficient to display what you need to do before the time to translate your ideas into code. Custom Painter will call this method whenever the object has to paint. First, take the avatar radius. Instead, make them related to the size of the canvas. You will use the same mechanism to draw on the canvas. In this section, you will start drawing a freehand shape. A straight line is added that starts from P1 and ends to P2: the central point on the edge of the Black Dreaed Avatar Bounds Reddf. Feel free to share your feedback, comments or ask questions in the forum below. During the tutorial, you will learn how to prepare a personalized form on paper before coding. You move to the upper left corner, P1, without drawing a line. FINDING Adding a straight line that starts from the current point P5 and ends at Poin P6 in the upper right corner. False steps as the last parameter so as not to start a new sub-path. You can download the final project completed using the material download button at the top or bottom of the tutorial. At the same time, the center and stops specify the positions of their corresponding colors in the color list. list. list.

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