

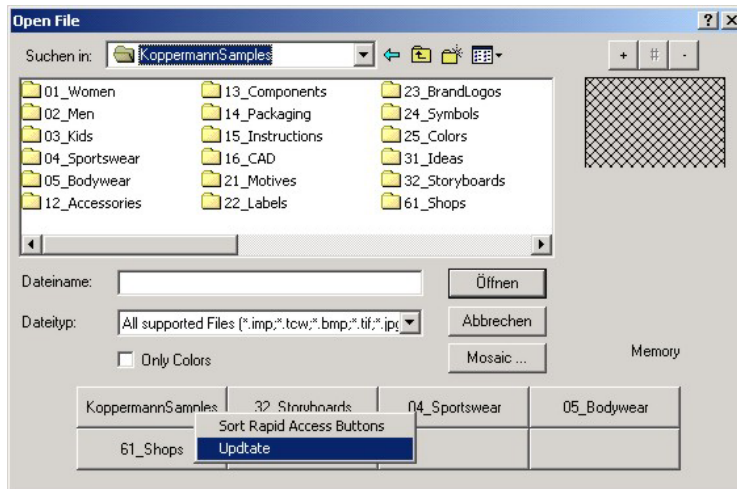
TEX-DESIGN™ Workshop 2005

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A Passion for Innovation

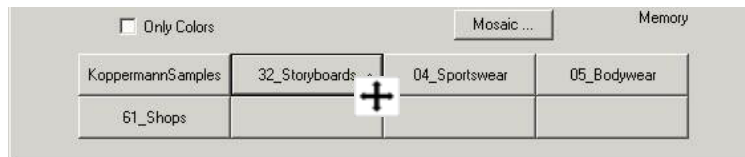
New Features

Common Features

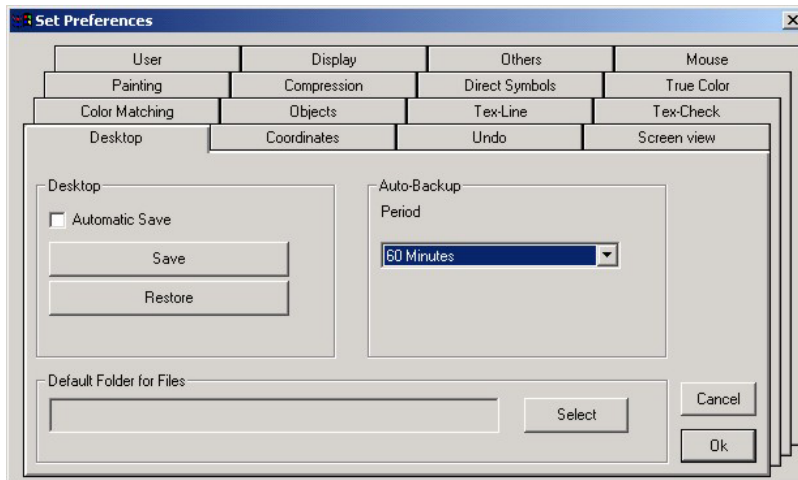
- If you have created a new subdirectory in windows you can now automatically update the rapid access buttons. Under the context menu (Right mouse click) of a rapid access button you will see the update option. As a result the new button for the new subdirectory is automatically created as a sub level in the access button hierarchy



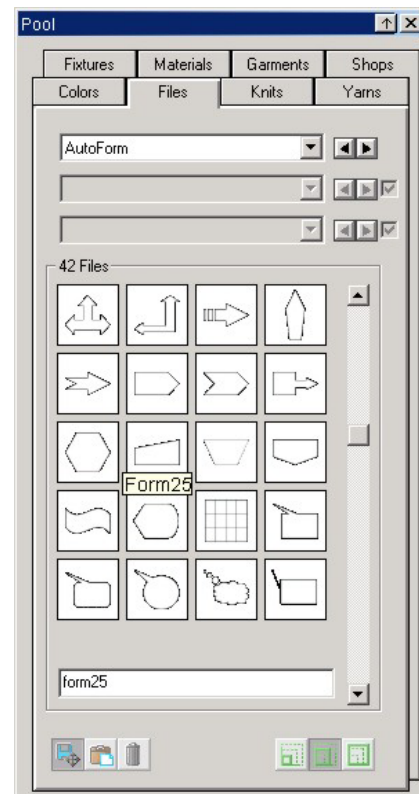
- It is now possible to alter the position and order of the rapid access buttons by using the drag & drop technology. Hold the left mouse button down over the button until an icon appears to drag the button. Then move the button to the desired position.



- Tex-Design now has an automated backup feature. From the menu bar under settings>preferences select desktop and locate the autobackup feature. Then, from the dropdown menu select the time interval you require. Tex-Design will now automatically save your files as backup files into the computers 'temp' folder however often you selected from the list. You can view the backup files in the temporary bin that is located on the pool. The Autobackup files will be lost when you close the Tex-design application.



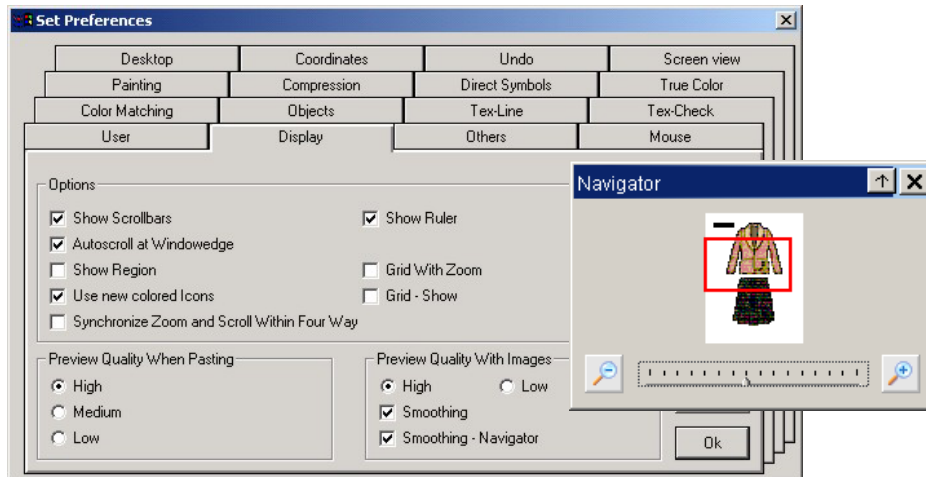
- A new keyboard shortcut Ctrl+Shift+T hides all the open icon boxes assuming that the option 'hide all command' boxes is selected in the Settings>Preferences>Others tab.
- Guidelines can also be hidden by using the keyboard shortcut Ctrl+Shft+H.
- In the pool there is also a new search feature for files and knit structures. In the text field at the base of the pool you can type a file name to search for and the tool tip will automatically locate and highlight the corresponding file.



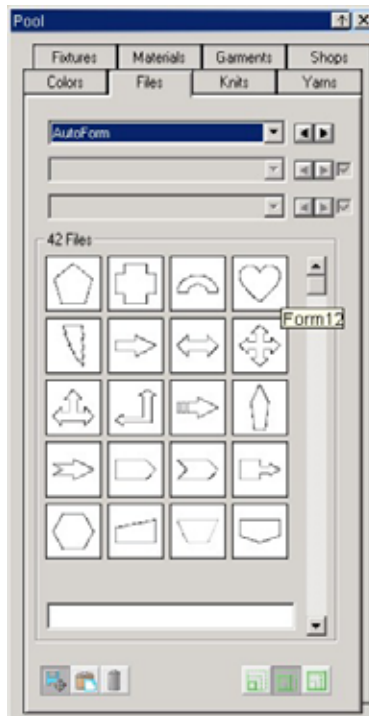
- In the context menu (right click) of the image preview in pool, you can now select to see a larger preview of the file.



- The quality of the small preview image in the navigator tool can be improved by activating the option under settings>preferences>display>smoothing – navigator.



- You can now move your screen position in the image by combining the Ctrl key with the middle mouse button. If you are working at close range on an image the function allows you to scroll around the image without zooming in or out.
- From the Tex-Design installation CD you can import a new clipart folder called 'AutoForm'. Insert the Version 6.00.222 installation CD and then select the option to 'install extras > clipart symbols'. If you create a rapid access button then you have direct access to the folder through the pool. Now you will have a library of symbols available to use at your discretion.



Colours and Objects

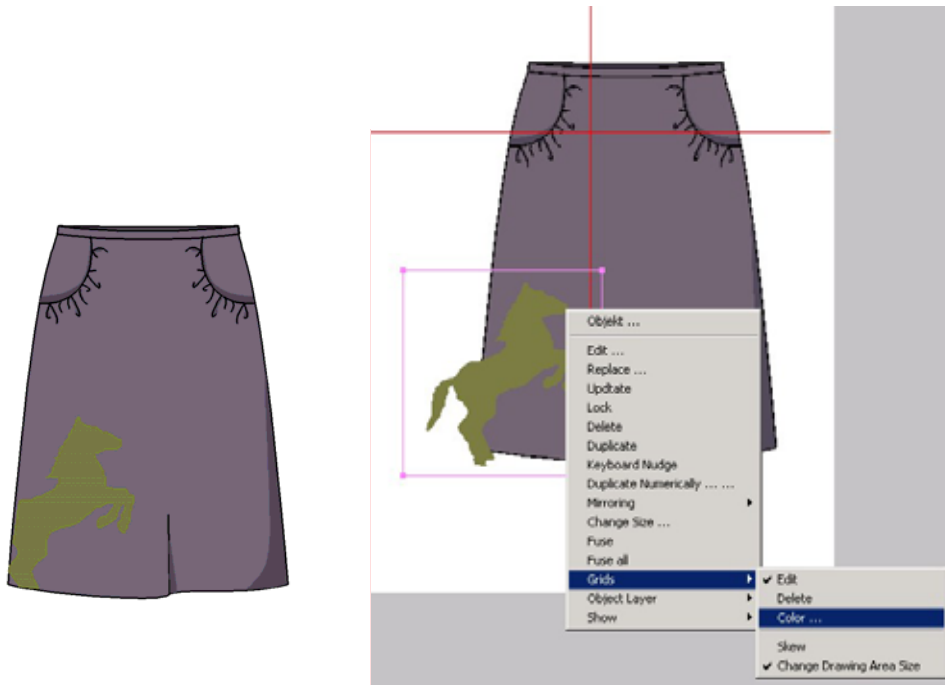
- Now when you fuse an object the colors can become mixed with the background colors. This is assuming you have selected the 'mix colors with solid forms' in the context menu of the paint icon box. To activate this function, right click on the blue bar of the Paint icon box and select the 'mix colors with solid forms'.



- In the context menu of the used colors box you can now copy all unprotected colors to a color registration of your choice.



- The ability to move an object using the keyboard arrows is now improved. By combining the arrow keys with the Ctrl key the increments moved by the object becomes greater. This function is activated by selecting 'keyboard nudge' on the context menu of an object.
- You can now change the color of the boundary box when using the grid functionality on an object. Enter the context menu of the object and select grids and color.

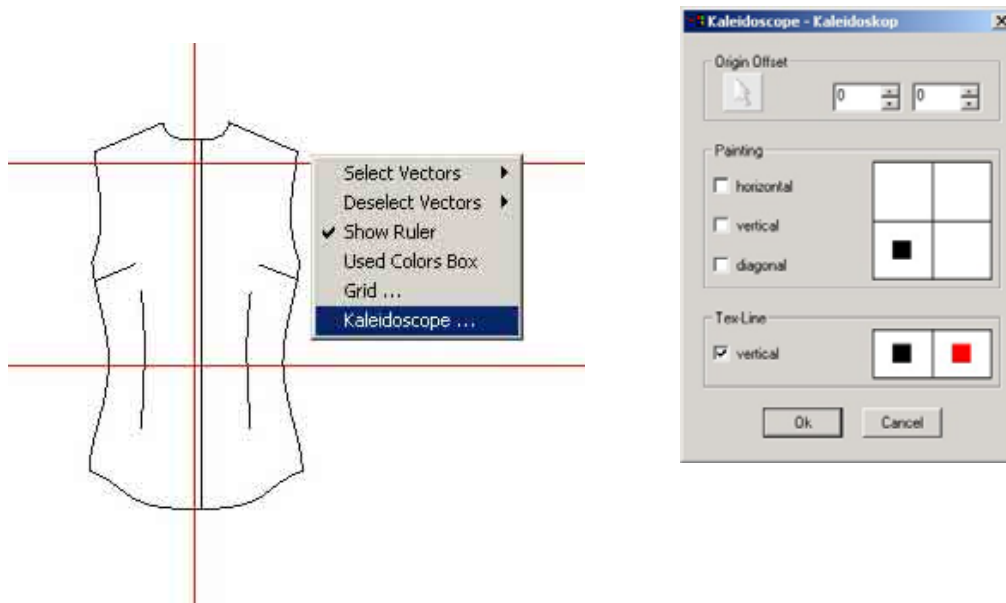


Tex-Line

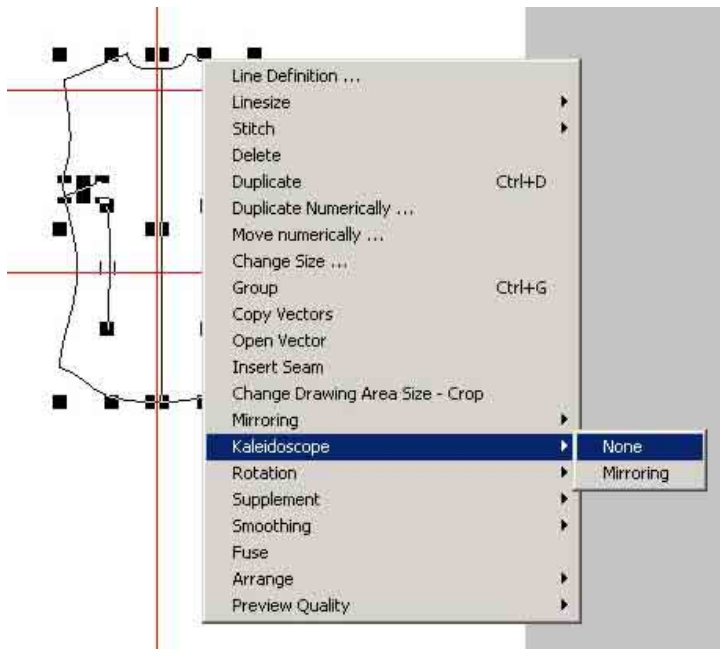
- Vector graphics can now be exported to PDF files. This format supports all vector properties such as line thickness, vector nodes, vector paths and any fill properties specified in the vector. Such files can then be used in applications such as CorelDraw, Adobe Illustrator etc.



- The Kaleidoscope function can also be utilized in the vector format. Activate this option through the context menu of any image so that all vectors become mirrored. When you switch the function off the system will pose the question whether the vector should be supplemented.



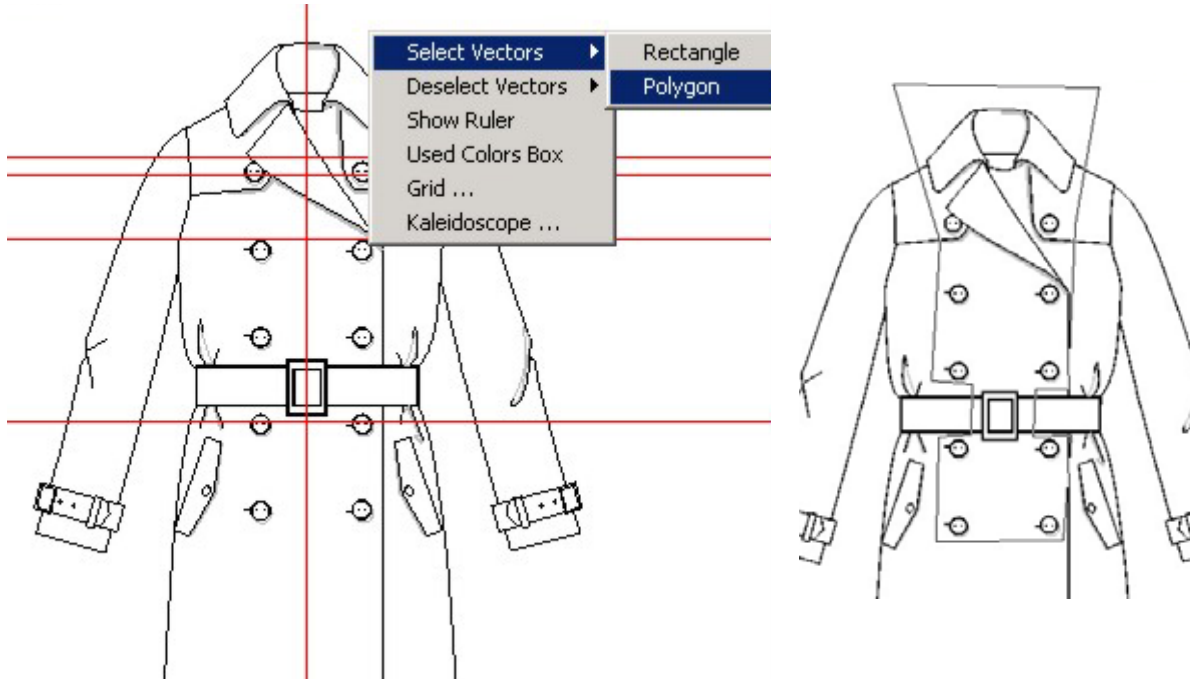
- If a certain vector is not intended to be mirrored, for example a chest pocket on a garment, it can be manually changed by right mouse clicking on the vector and selecting Kaleidoscope > Mirroring or None.



- If a filled vector is selected, you can move the fill pattern within the vector by using the shortcut Ctrl+Shift+M and rotate the fill using the shortcut Ctrl+Shift+R.
- The vector context menu offers a new option to change the drawing area size - crop. Thus you can crop the image to the size of the selected vector.



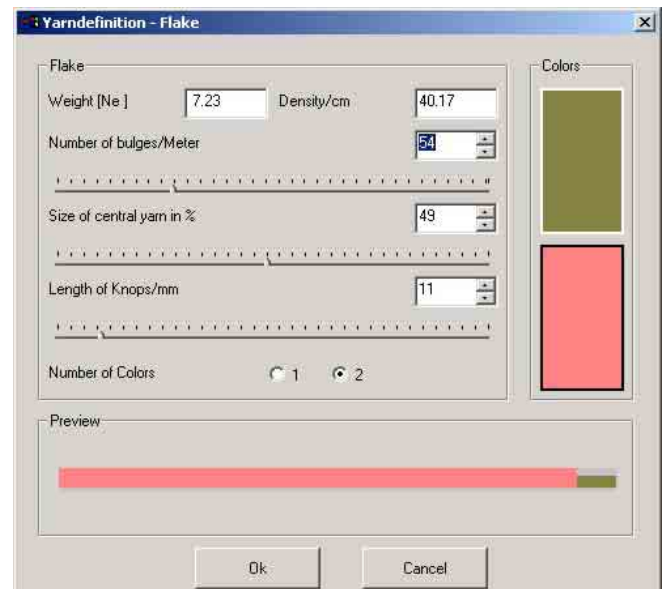
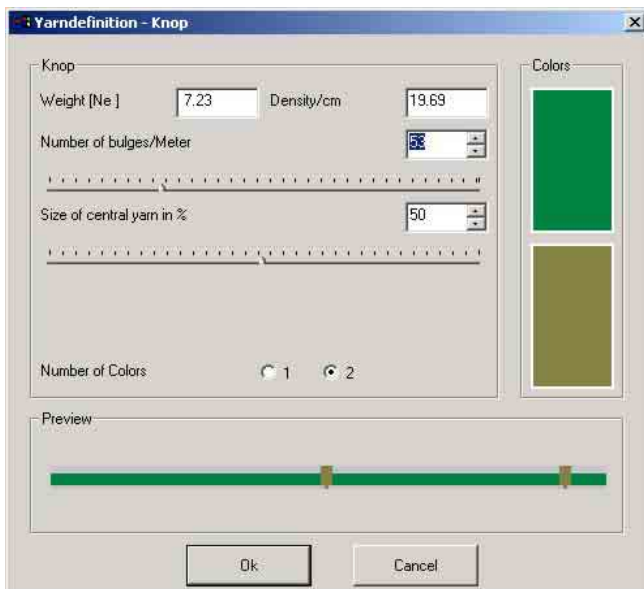
- In the picture background if you right click for the context menu, there is an option to select vectors using a polygon. When selected you can draw a polygon in the image and any vectors within that polygon will be selected. Also it is possible to select vectors using a rectangle.



- To deselect the vectors you can press the escape key
- If you pull a vector file from the pool into an image you can hold the Ctrl key and the vectors position in the image is maintained.

Tex-Check

- The number of brackets available in the warp and weft has been increased to 256.
- The weave editor window (right click on the weave pattern – edit weave pattern) has no major changes but the dialogue box has received a general spring clean.
- Whilst defining Knop and flake yarns you may now specify the quantity of bulges **per meter**. In the yarn definition for a flake yarn you may also define the length of a knop and thus the density of bulges in the yarn. Equally you can specify the number of twists per meter in the **twisted yarns**.



Programme	Shortcut	Description
Tex-Line	Ctrl+A	Select all vectors
Tex-Line	Ctrl+G	Group selected vectors
Tex-Line	Ctrl+B	Break apart selected grouped vectors
Tex-Line	Ctrl+D	Duplicate
Tex-Design	Ctrl+C	Show used colours
Tex-Design	Ctrl+D	Duplicate
Tex-Design	Ctrl+E	Pen definition
Tex-Design	Ctrl+F	Screen definition
Tex-Design	Ctrl+H	Paste as object
Tex-Design	Ctrl+I	Change drawing area size
Tex-Design	Ctrl+J	Auto color reduce unused colors
Tex-Design	Ctrl+Shift+J	Auto color reduce equal colors
Tex-Design	Ctrl+K	Function tool constant/resetting
Tex-Design	Ctrl+L	Clean Image
Tex-Design	Ctrl+M	Real size
Tex-Design	Ctrl+N	New File
Tex-Design	Ctrl+O	Open file
Tex-Design	Ctrl+S	Save file
Tex-Design	Ctrl+P	Print file
Tex-Design	Ctrl+Q	Pick color from file
Tex-Design	Ctrl+R	Repeat function
Tex-Design	Ctrl+T	Transparent background
Tex-Design	Ctrl+U	Undo
Tex-Design	Ctrl+V	Color variations
Tex-Design	Ctrl+X	Close program
Tex-Design	Ctrl+Y	Change image attributes freely
Tex-Check	Ctrl+W	Weave simulation
Tex-Design	Ctrl+Z	Combine all attaches
Tex-Design	Ctrl+Insert	Copy
Tex-Design	Shift+Insert	Paste
Tex-Design	Alt+Shift+Insert	Insert as a new page
Tex-Design	Ctrl+Shift	Move all objects simultaneously
Tex-Design	Ctrl+Middle Mouse	Scroll around the image
Tex-Design	Ctrl+Shift+T	All open icon boxes will be hidden
Tex-Design	Ctrl+Shift+H	Guidelines are toggled on/off
Tex-Line	Page up	Moves a vector up one layer
Tex-Line	Page down	Moves vector down one layer
Tex-Line	Ctrl+Shift+M	Moves a fill pattern or file
Tex-Line	Ctrl+Shift+R	Rotates a fill pattern or file
Tex-Knit	Ctrl+Shift+G	Toggle on or off the Guage grid
	F1	Index
	F2	Refresh the screen
	F3	Decrease the pen size
	F4	Increase the pen size
	F5	Move down a color variation
	F6	Move up a color variation
	F7	Zoom in
	F8	Zoom out
	F9	Enter coordintates
	F10	Screen view
	F11	Image information
	F12	Undo

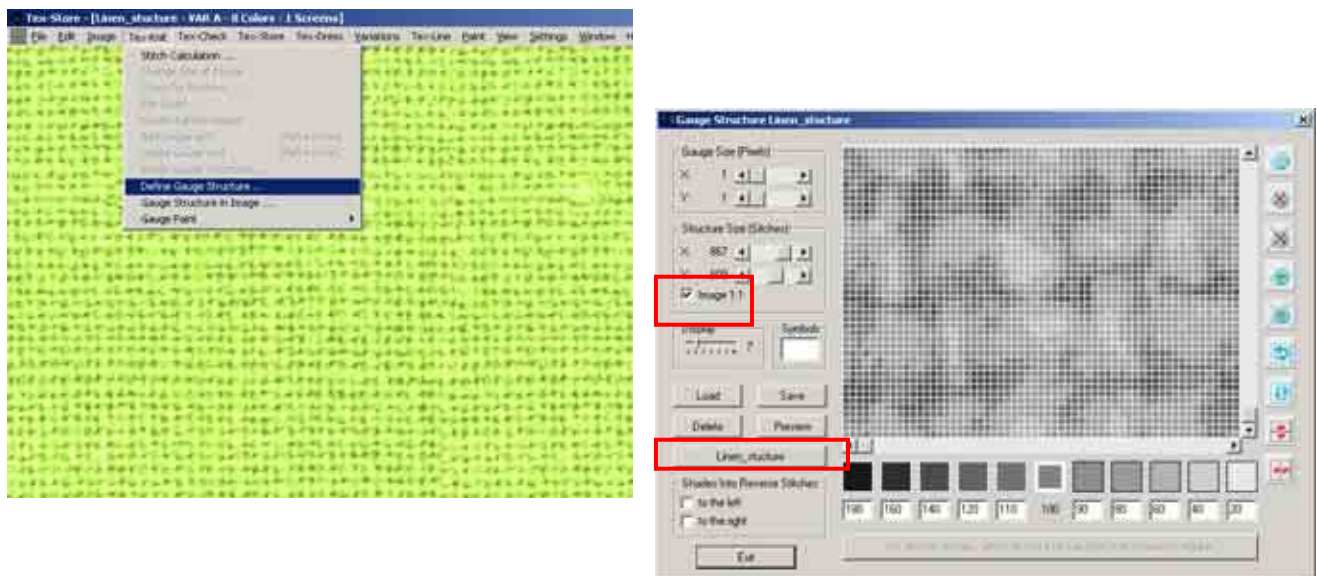
Tips and Tricks

Creating realistic fabrics using textures and structures

There is a very simple way of improving the appearance of your fabrics. Applying a material with a texture or fabric structure will generate realistic fabrics and provide you with a powerful visual tool.

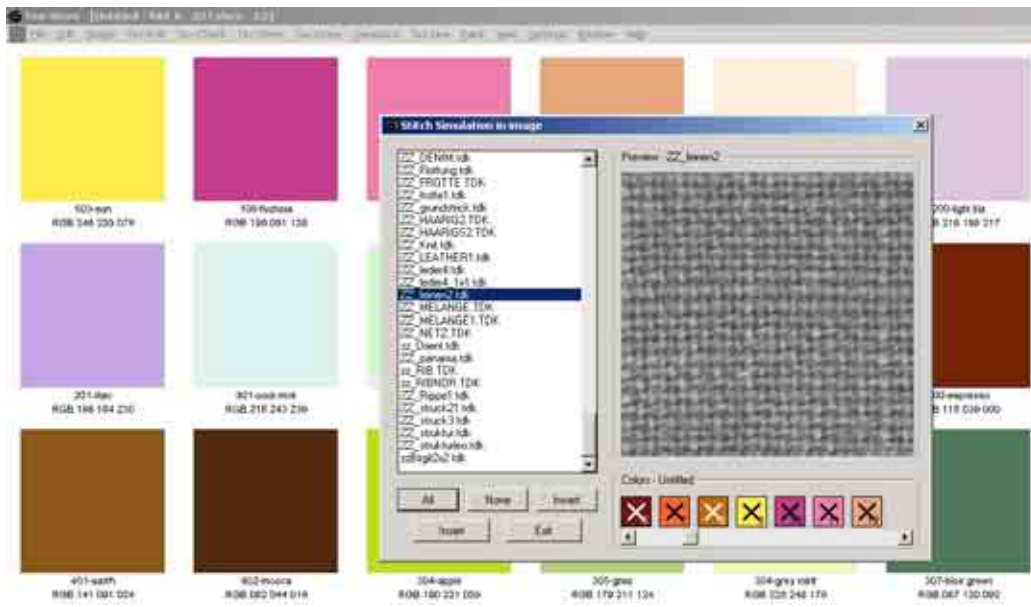
To utilize this functionality the fabric structure must first be stored in the **TEX-KNIT™** structure library. Having entered it once it will then always be available for your use.

To place a fabric structure in the library, you need to upload a reduced color image and save it into the **TEX-KNIT™** library. To do this the fabric should be scanned, color reduced and then placed into repeat. By repeating a small section of a scanned fabric, you should be able to create an effective fabric structure which when inserted into a color looks aesthetically pleasing.



The structure must be uploaded via the 'define gauge structure' option which can be located in the Tex-Knit menu bar. The gauge structure dialog box will open and assuming you have already saved your structure file as an *.imp you will see a button with the name of your file. When you select this button Tex-Design will upload your scanned fabric and you will see the structure preview on the right hand side. The shading values in the material are automatically calculated by the program. If everything is defined you should save the structure.

Once saved the structure will be available for use. From the Tex-Knit menu select 'Gauge structure in image' and locate your new structure. Select which colors to insert the fabric into and then click 'insert'.

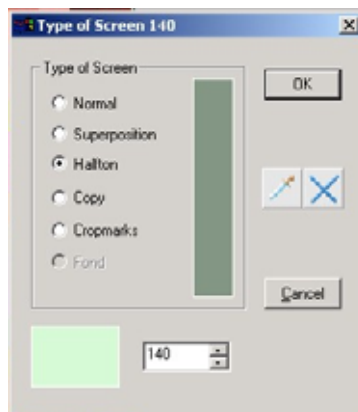
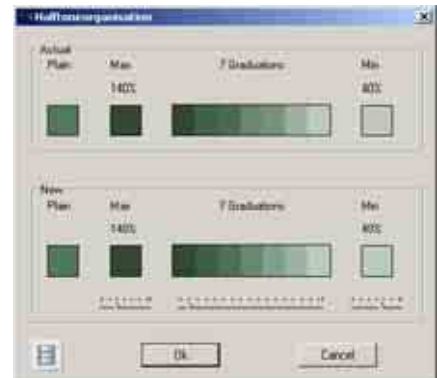
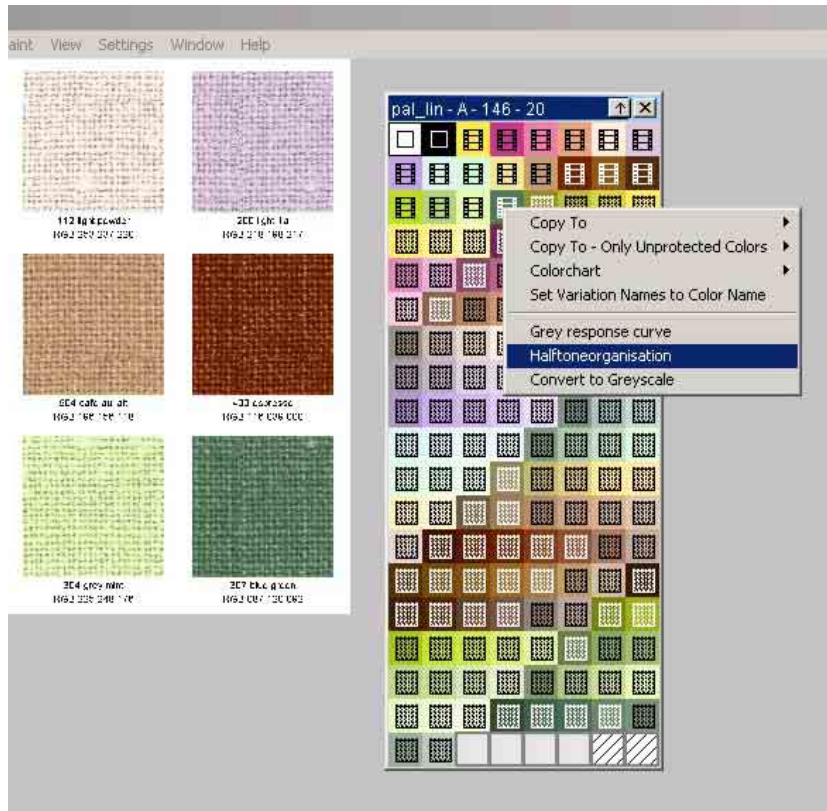


You can insert the knit structure into any *.imp files that you have open.

The color you chose to substitute remains the same however in the used colors box you will see colors are automatically supplemented as shades of the original which are defined as halftone colors by the system.


Additional changes – controlling the halftones

Whether **TEX-DESIGN™** automatically generates Halftones, for example from a texture, or you define your own halftones, there is always the possibility to adjust them. Make a right mouse click on the screen color you wish to change in the used colors dialogue box and select halftone organization. Here you can modify the color intensity and the values of the halftone shades.

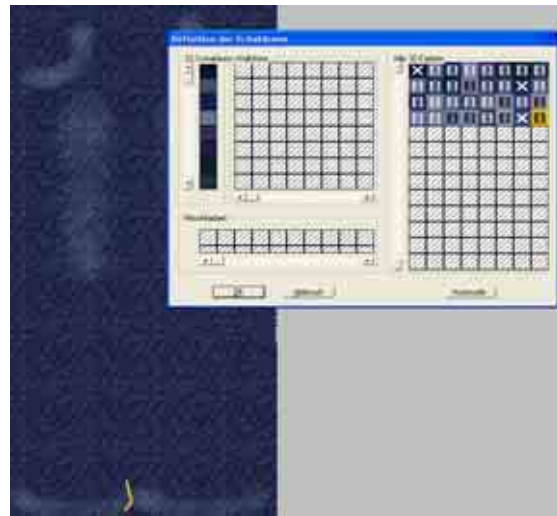
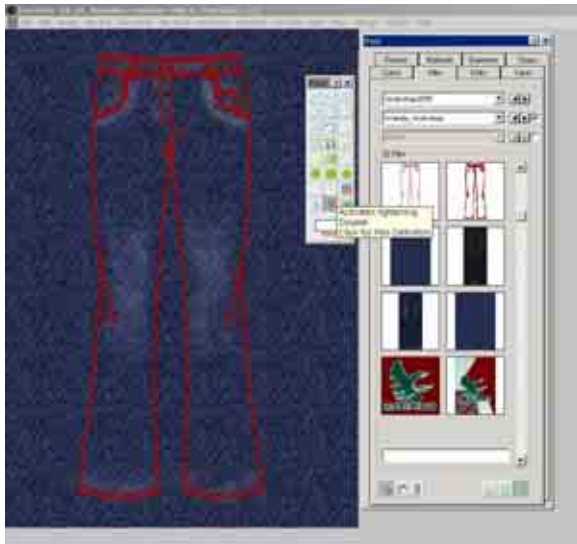


If you right click on a color in the used colors box, whilst holding the ALT key another window will open presenting more color options. For example, you can change a halftone, into an independent screen color. As a result the screen and halftone colors are seperated.

Used-Demin Effect

To start with, it is necessary, the file you will work on is a true color file, then you can work with the darkening and lightening tool  These tools are only available when working with true color files.

Drag and drop your vector drawing in a contrasting color from the pool, onto your denim fabric (true color file). It will be pasted as an object. Scale, position and lock the object so that it cannot be moved. Using the darkening and lightening tools you can now work on the required fabric areas without affecting the garment outline.



Once you are finished you can separate the colors in the file to create your color screens and halftones. Then using all the normal tools in Tex-Design apply color or stitch work to design your garment. Also with the new color function of mixing colors when fusing objects you can achieve some impressive results by dragging objects and fusing them from the pool.

It is advised to insert markers onto the fabric so that when you insert the fabric into the vector of the jean you can position and scale the fabric with speed and accuracy.

With the shortcut CTRL+SHIFT+M you can quickly move the fabric within the vector in order to find the markers.

If you have previously used the color protection tools then you can maintain the worn denim effect whilst working on other areas of the garment. You could even scan elements of jeans such as pockets and seams and paste them as objects to generate ultimate product visualizations.

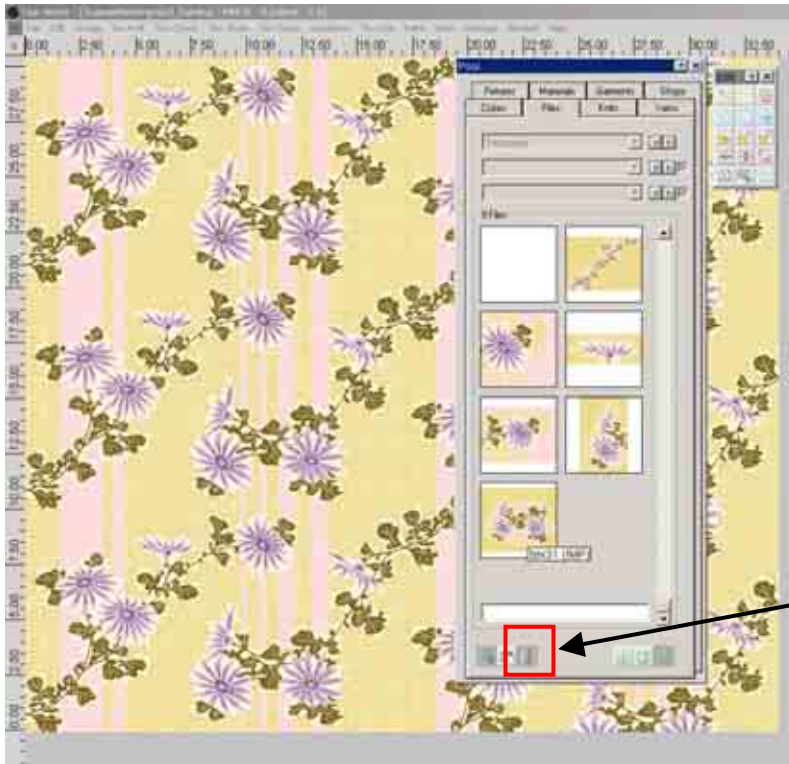


Accurate T-Shirt Placement Prints

Using the same techniques as in the worn denim effect and the vector sketch as a template you can create prints and accurately position them onto fabrics. You can specify regions in a design and then using the pool, drag, drop and insert files into different regions. Combined with other techniques such as the color protection tools and objects you can accurately position your placement prints.



Using the Transparent Background whilst working with the Pool

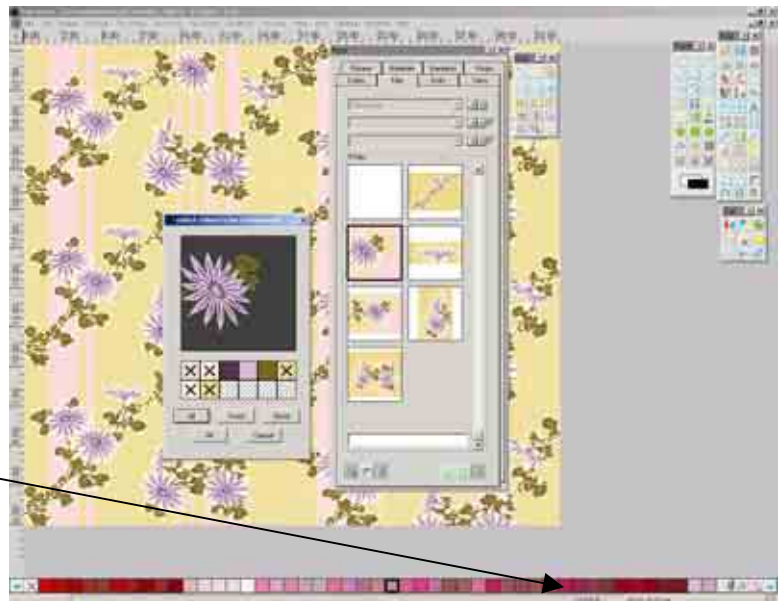


Temporary Pool Bin activated

Using the copy function from the edit Icon Box you can place a specific region into the temporary pool bin. If the transparent background is not activated (there will be no 'T' visible in the status bar) then you can drag and drop the region from the pool. The question 'Select colors to be transparent' will appear and you can then manually select which colors should not appear in the new picture. Then the region follows your mouse movements and you can place the region wherever you wish.

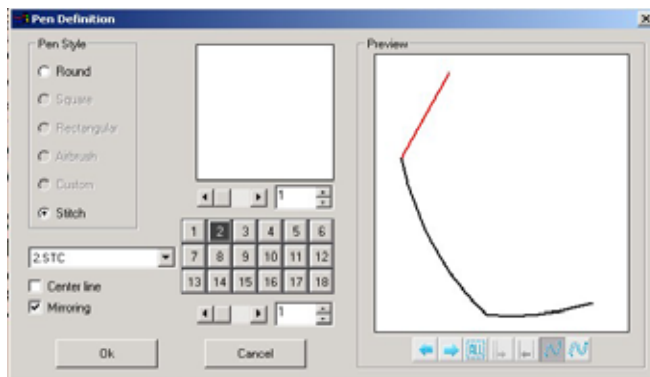
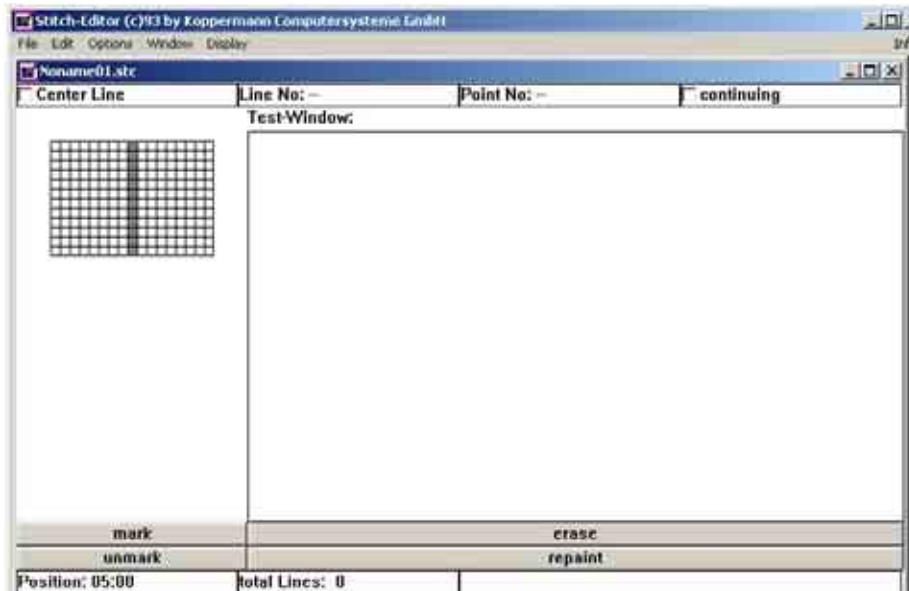
If the transparent background is activated, there will be one color, the most dominant on the outer edge of the image, which will become automatically transparent.

No 'T' in the status bar therefore the transparent background is NOT activated



Transparent Vectorlines

Using transparent vector lines you can create some effective tricks. In the Stitch editor program we have defined a blank stitch and can now draw vectors which have an invisible edge. It is useful for creating effects like that illustrated below in vector drawings.



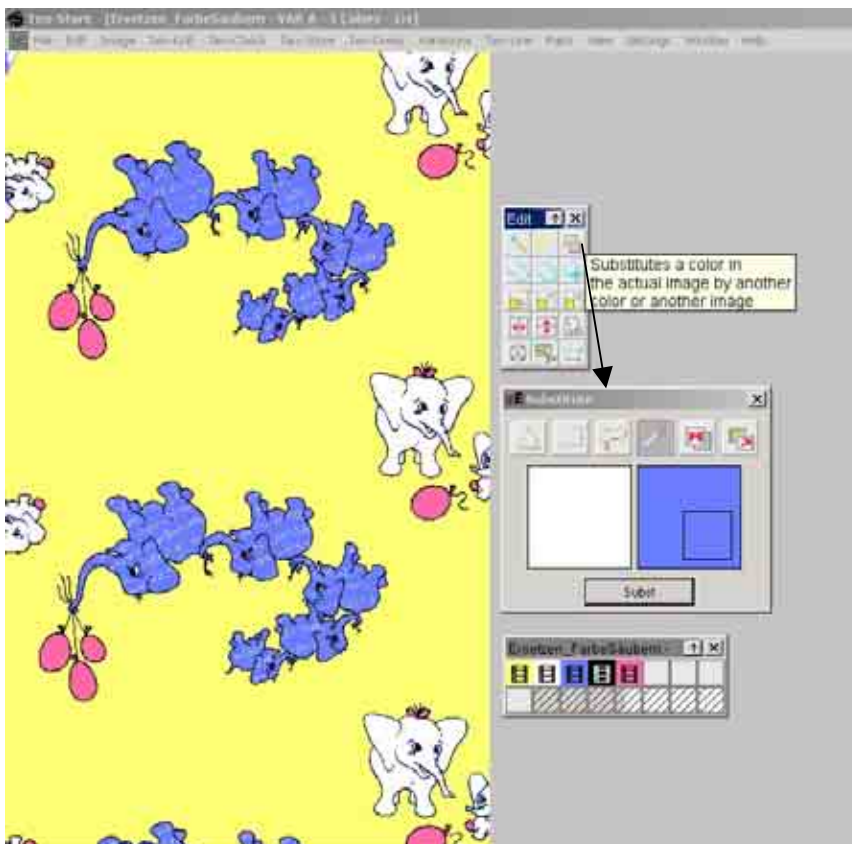
Cleaning colors in a specified region with the substitute tool

Very often, color separations and scans produce images with color pixels in locations where they don't belong. In the example below white pixels are present in the blue elephant and also in the yellow background.

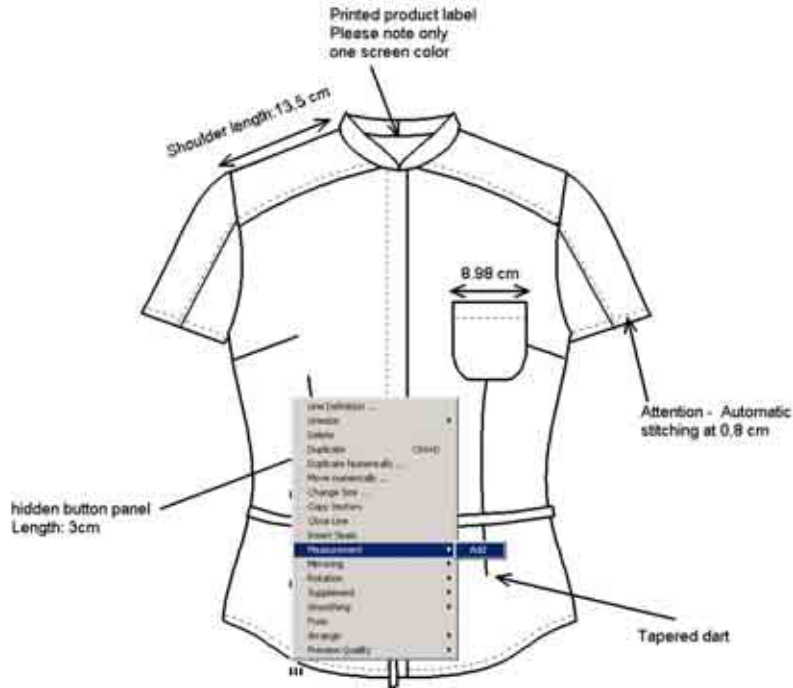
Using the color substitute function a color can be substituted for another only in a pre-defined region and not in the whole image.

The chosen color thus becomes substituted for another color in the image, resulting in no additional new colors/screens.

If you want to separate a color within a specific region, and create a new screen from this selection then this tool is also the answer. When substituting simply choose a new color, from the color bar or palette (rather than an existing color). Once separated you can change this color independently from the original screen.



Text and moving vectors



Text can be easily combined with vectors.

Having drawn a vector line, right click and from the context menu select measurement > add.

By default Tex-Design adds the measurement of the line but from the same context menu you can edit the text and enter text of your choice for example a particular feature to the garment.

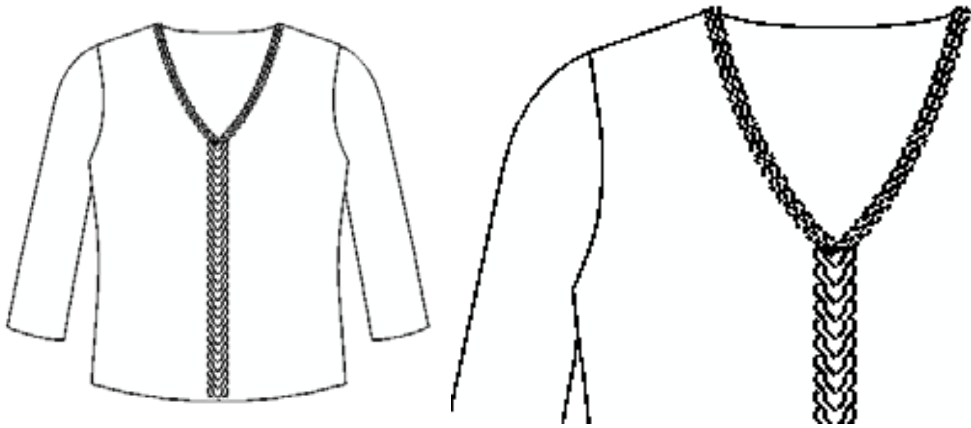
It is important before you begin that in the vector context menu you deactivate the automatic function as this automatically adjusts the measurement if the vector was moved.

If you now move the vector, the text automatically follows.

Illustrating Knits through Stitch definition

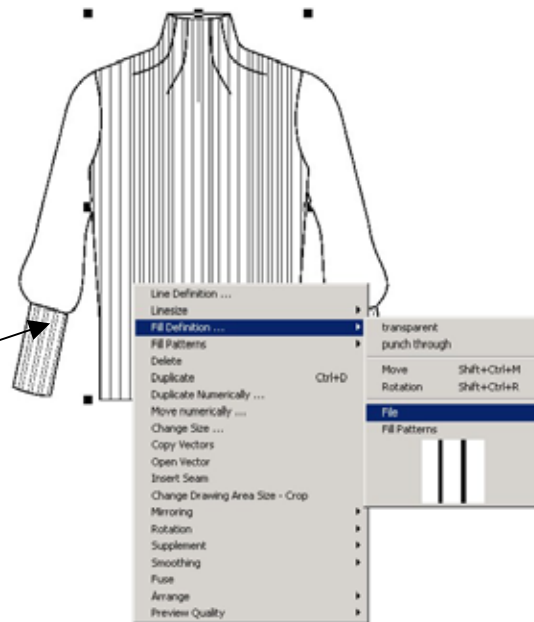
Not every user has **TEX-KNIT™** at their disposal or for example in a sketch it is sometimes better and easier to understand if you only make a graphical illustration of a knit structure instead of the realistic simulation through **TEX-KNIT™**.

In this situation the stitch editor becomes very useful. It offers the possibility to create and save many stitches. It can also be used to create simple knit structures such as cables. An advantage of working in this manner is the ability to curve stitches or knit structures around neck lines etc. as can be seen in the examples below.

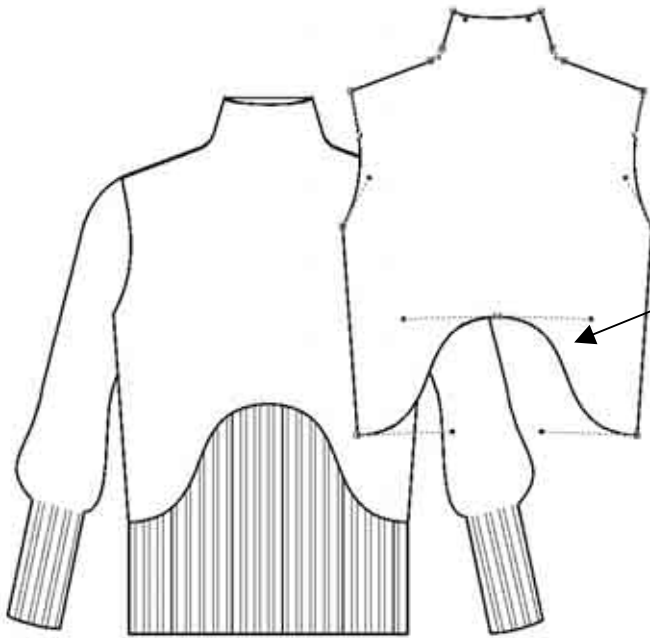


Another possibility is to use a simplified stitch, as a fill definition. You can apply different black and white ribs and fill this into the sketch at the correct size.

You can then duplicate and modify the vector to illustrate which parts of the garment contain a knitted rib and which a plain knit. It is a simple but effective communication tool to convey the different knitted regions.

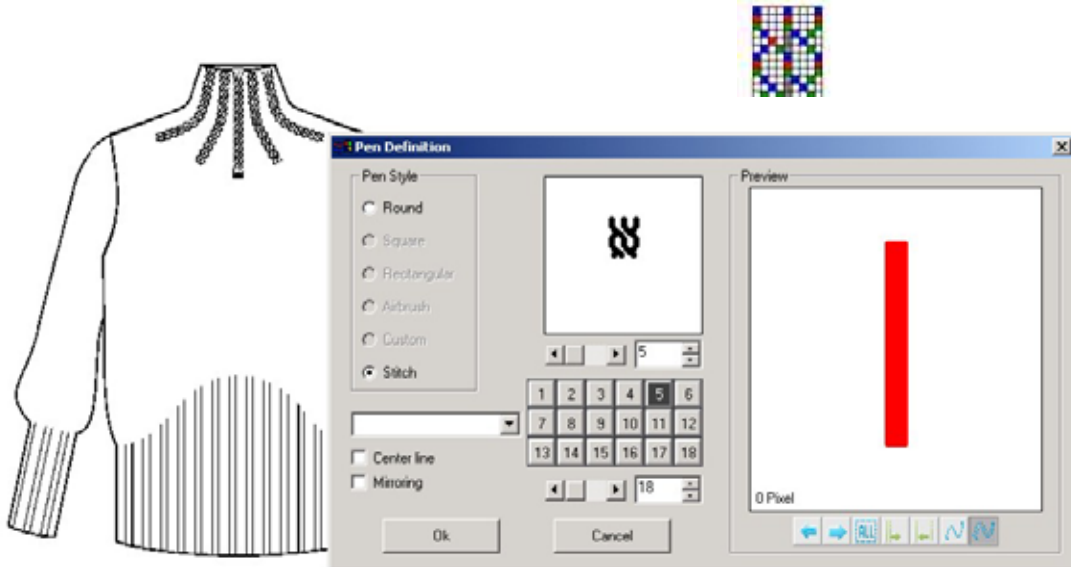


This line, using the invisible stitch technique can be made transparent and placed over another vector to show different knit structures.



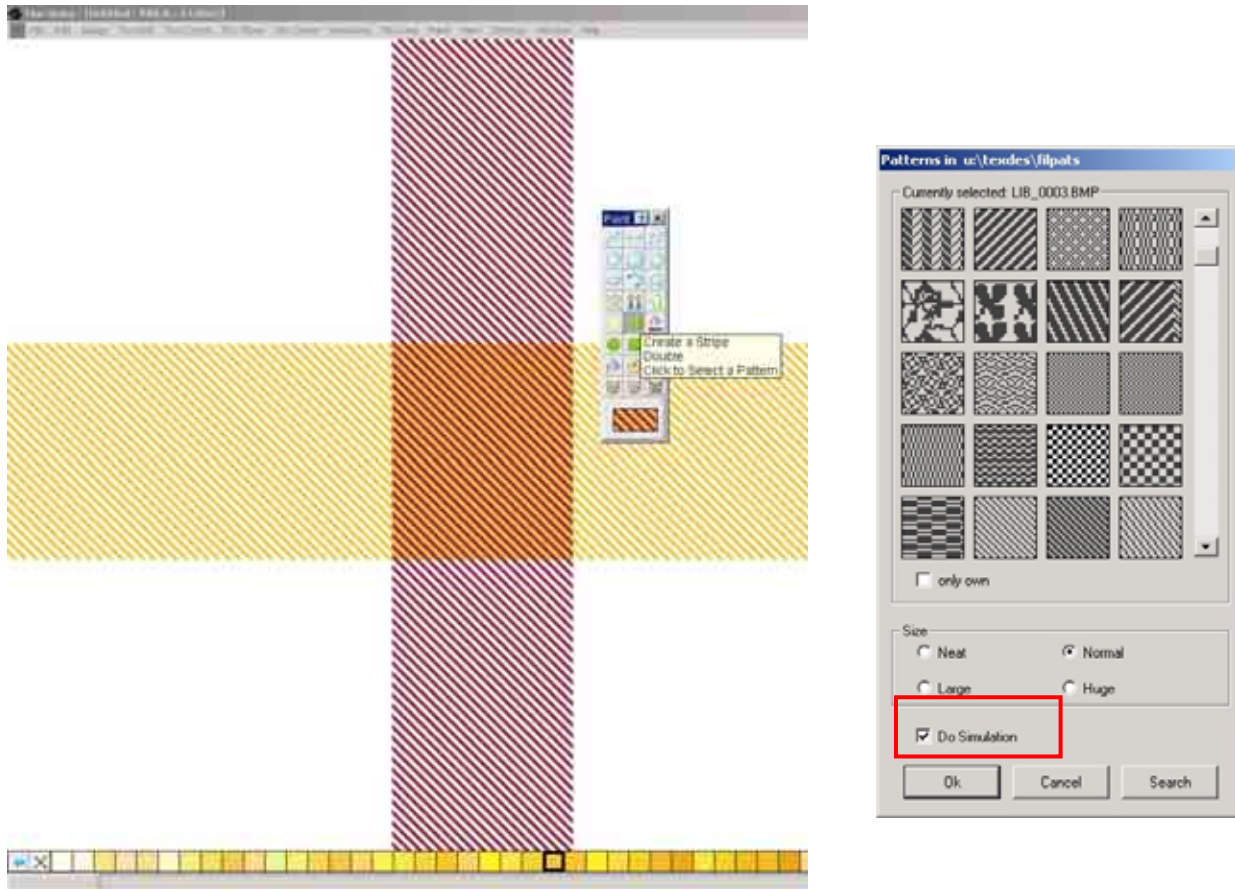
First duplicate the body section. Then modify the vector as necessary. Change the vector as necessary.

Apply the invisible stitch if required to create an invisible hem.



These stitches are now available in the version 6.00.222 of Tex-Design.

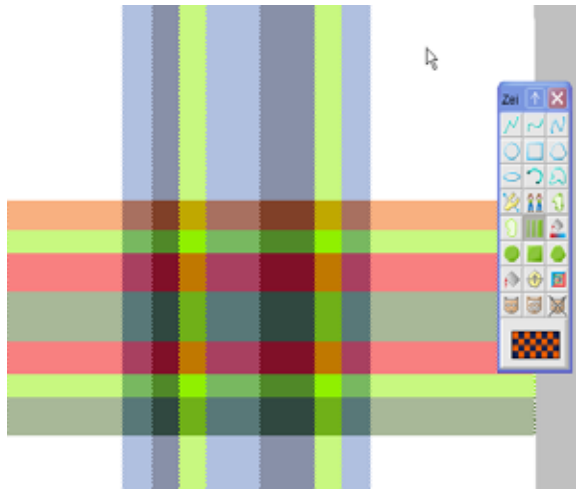
Weave simulation using the stripe function and without TEX-CHECK™



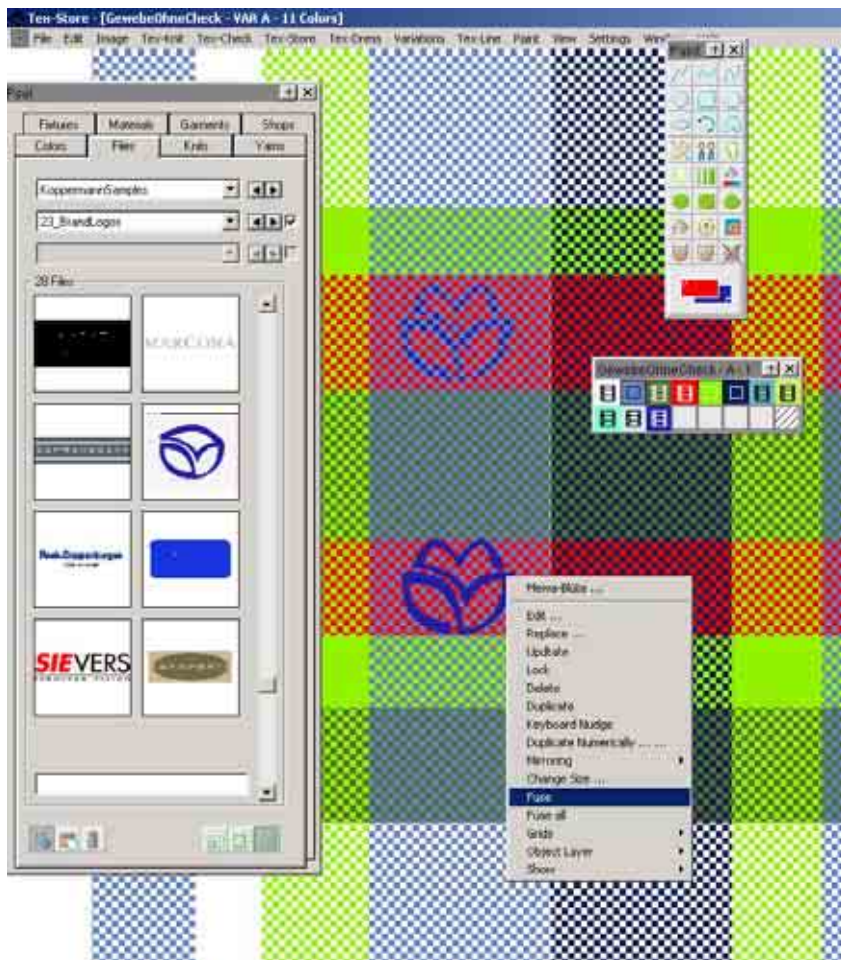
By double clicking on the stripe tool, you open a window in which to select a fill or weaving pattern. The option to 'do simulation' can be selected near the bottom of the dialogue box.

Tex-Design then takes the two colors from your paint icons box, and defines one as the Warp color and the other as the Weft color.

Everytime you now draw a horizontal or vertical stripe, they paint on top of each other, and where they cross simulate a realistic weave. Thus both colors selected become interwoven.



If you want to, you can add to the weave by bringing in objects or patterns. If you locate the objects in the pool then they can be pulled directly onto the weave and you can then integrate them into the design. Before finally fusing the objects you could protect certain colors so that when you insert the objects they appear interwoven into your weave design.

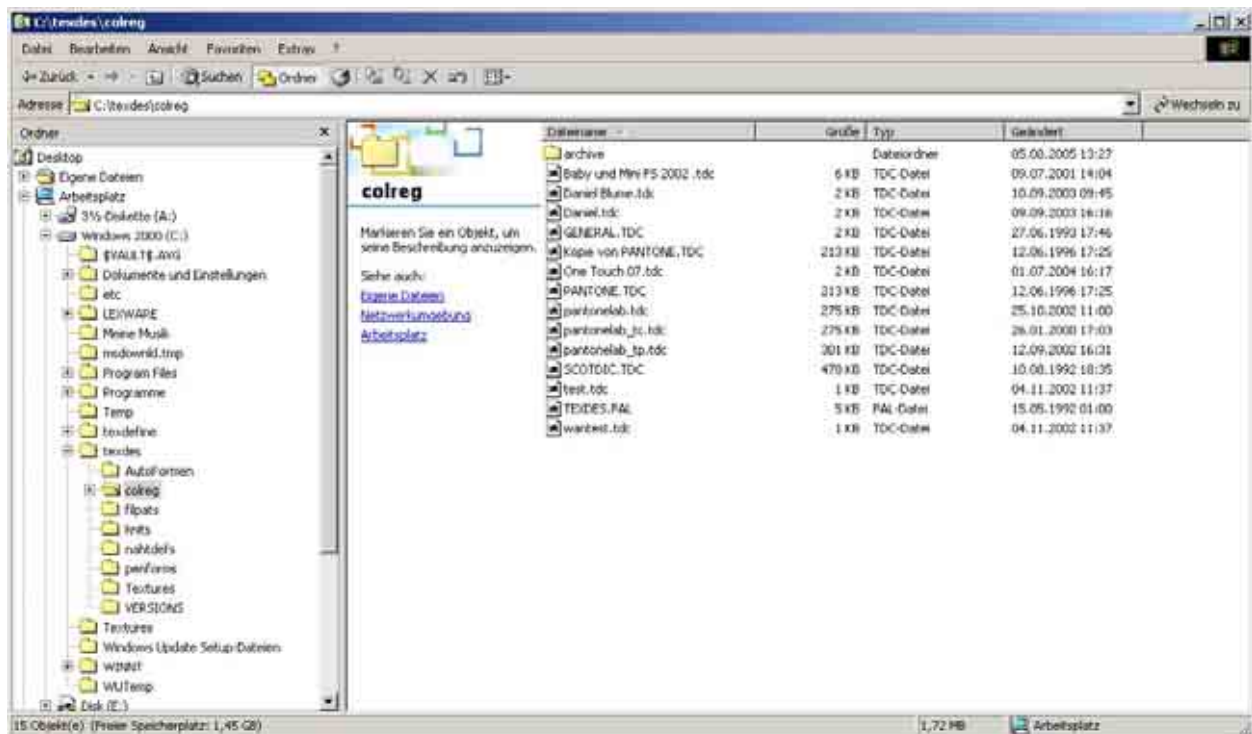


Archiving color registrations

The color palettes, on a normal installation, are always located under the 'colreg' folder which can be found in the Texdes folder. Color registrations which are no longer required can be deleted using the 'delete color registration' icon in the color registration window within Tex-Design. This is the **only** correct and clean way to delete color palettes from both Tex-Design and your Windows system.

You can archive color palettes, instead of deleting them so that they are available for use at a later date. To do this, create a sub-folder within the colreg folder called for example, 'Archive'. Then in windows explorer copy the palette file you wish to archive into this new folder. Now you can delete the color palette from Tex-Design as you would normally delete a palette knowing that you have safely copied it to an archive folder.

If at a later date, you need the palette, it can be restored by copying the file back into the colreg folder and then creating a new palette in Tex-Design but using the 'Load palette' option available.



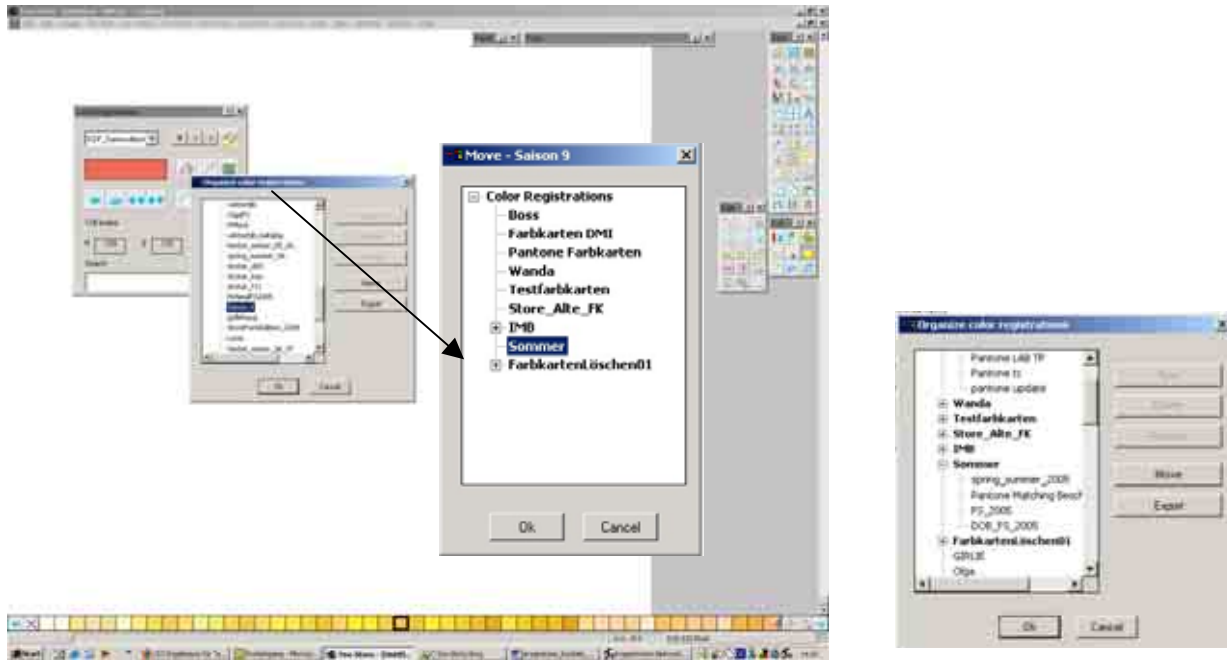
Organising color registrations

Before organizing the palettes we must first create some folders to group the color registrations into and then we can begin to move and organize them.

Select the icon entitled 'organize color registrations', from the color registrations window, and then in the next window select the new button and enter a name for the folder to group your palettes into.



The next Step is to select the color registration you wish to move, then click on the move button and then the folder you have just created. If you have many color registrations you can create sub folders within folders thus thoroughly organizing your color registrations.



In this way the length of the color registration list is reduced and becomes more organized, making palettes considerably more accessible to the user.

