

In this tutorial, you will learn to split dingbat fonts into separate objects by using the Divide Tool. You will also learn how to set the stroke and fill settings.

DINGBAT FONT INTO SEPARATE SHAPES

LET'S GET STARTED

Click the **Download** link at the top of this page. **Download** and unzip the **dingbat.zip** file which contains the **Animox.ttf** dingbat.

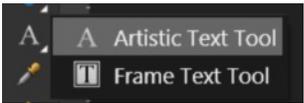
To **install** your dingbat Font, **double click** on Animox.ttf to open the font. There will be a button at the top of the dialog box allowing you to install it.



NEW DOCUMENT

When opening Affinity Designer, Select **File/New** on the top menu or **Ctrl+N**. Create a new document setting the **Dimensions: Page Width: 600px. Page Height: 600px. DPI: 72** . Use either a white or transparent background.

To give your document a name, select **File/Save** and **remember to save often**.

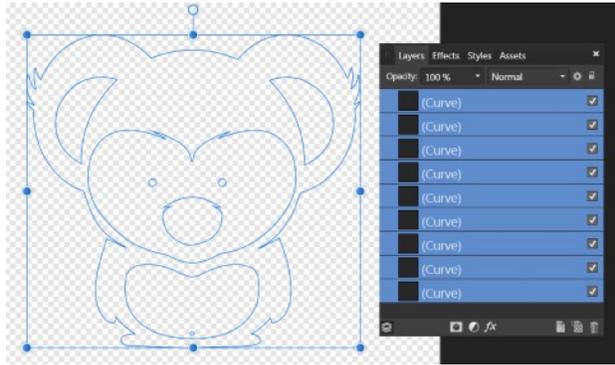


CREATING THE SHAPE

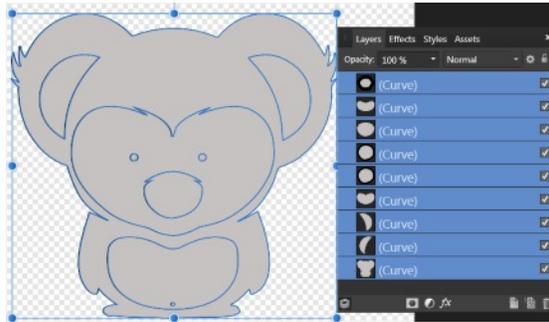
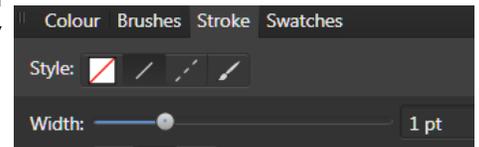
1. Select the **Artistic** text tool from the left toolbar.
2. Go to the **Context** toolbar and select **Font:** Downward arrow and locate **Animox** then change the **size** to 288pt.
3. Do not worry about selecting a colour at this stage.
4. Click on the Document and Type **Capital K**.
5. Use the **Move** tool  and move your dingbat to the center of the document.
6. While your dingbat is still selected, **right click** on the dingbat and select **Geometry > Divide** or select **Divide**  on the **Context** toolbar.



7. This is how your dingbat and **Layers** panel should look like now. Do **not click** anywhere before you do the next step otherwise you will not see your dingbat on the work space. If this does happen, go to the **Layers** panel, highlight the first layer, then use the **Ctrl+A** to select all.



8. With the dingbat still selected, open the **Colour** panel and change the colour in the **Stroke** with black and the **Fill** colour to a light grey.
9. Select the **Stroke** panel and change the **Width: 1pt**. In this tutorial, we are using a black outline but you may wish to have no outline or a colour of your choice.
10. Your dingbat and **Layers** panel should look like this.



11. Click anywhere in the work space to deselect your dingbat.

NAMING THE LAYERS

It is a good idea to name the layers so you know which curve you are working with.

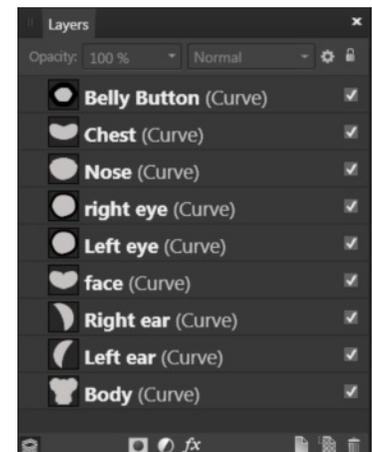
Double click on the 1st layer and you will see what part of your dingbat curve it is. In the **Layers** panel you will see **Name the Object**. You do not have to highlight this, just type away then either click the next layer or press enter and your layer will be named. **Image 2** is showing you how all the layers are named for this tutorial.

It is easy to work with layers if you have a lot when they are all named. **Image 1** is showing the layer selected is the **right eye** so that is what you would name it.

Image 1



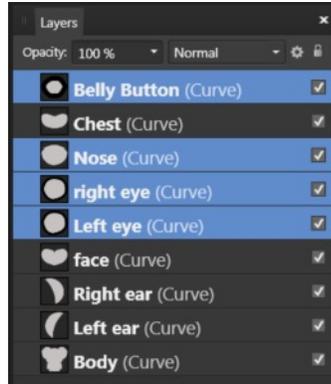
Image 2



COLOURING THE SHAPES

There are two ways you can select your shapes either by clicking the shapes in the document or clicking the shape in the **Layers** panel. In this tutorial, will use the Layers panel.

1. On the **Layers** panel, select the belly button. Then holding down the **Ctrl** key, select the **nose, left** and **right eye** layers.



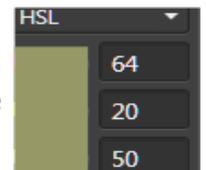
2. Go to the **Colour** panel and select the Colour **Fill**.
3. Click the downward arrow on the  **Colour** panel menu to select the **Sliders**. The colours will be used via the **HSL**.



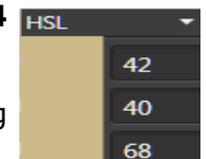
4. To change the colour to black, type **0** in all the boxes and press **Enter**. Now the belly button eyes and nose are all black.
5. Select the **body layer** and change the **H:64 S:20 L:50** and press **Enter**. This will give you an olive green or use a colour of your choice.



6. Select the **left and right ear layers** to make this a lighter colour than the body. Use **H:64 S:20 L:70** and press enter. Increasing the L: by 20 lightens the colour decreasing will darken the colour.



7. Select the **Chest layer** and to make this a lighter green again use **H:64 S:20 L:80** press enter.



8. Finally select the **face layer**. Lets make that another colour beige using **H:42 S:40 L:68**, press enter.

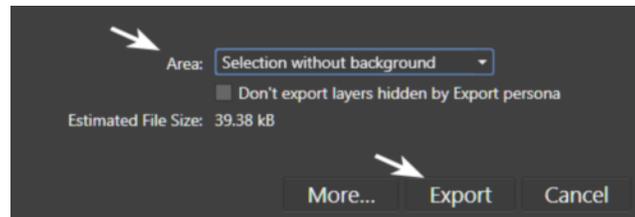
Now that you have a coloured dingbat, you can always change the colours using the gradients, bitmaps, the outline or even the **Node** tool change the shapes.



SAVING YOUR IMAGE

Save your image for a final time. Use the **Move**  tool to drag a "box" around your entire image to select everything or use Ctrl+A.

On the top menu, select **File\Export**. On the **Export Settings** dialog box, select the **PNG** format, then change the **Area** to **Selection without Background**, and click **Export**. Give your file a name and save it to your hard drive.



Hope you have enjoyed this tutorial for Affinity Designer! Have fun creating!!

Here are some samples done using bitmaps, changing nodes and using daub papers for textures.



Teejay



San



MaryLou

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