



Figure 1: An example of a complex vector drawing created in Inkscape; it contains 280 objects, mostly paths and groups (page 4).

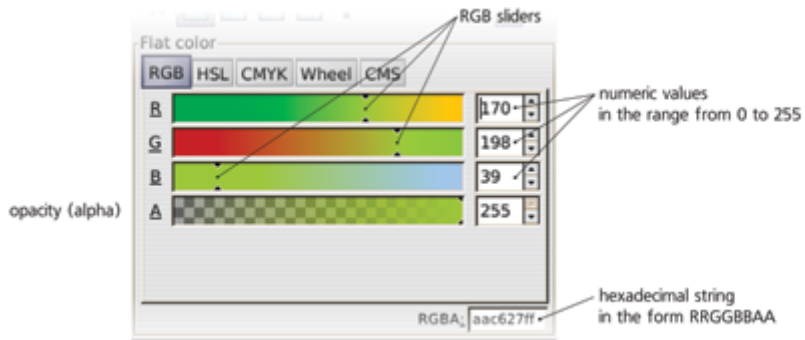


Figure 2: Edit a fill or stroke color by dragging the RGB (Red, Green, Blue) sliders in the Fill and Stroke dialog (page 122).

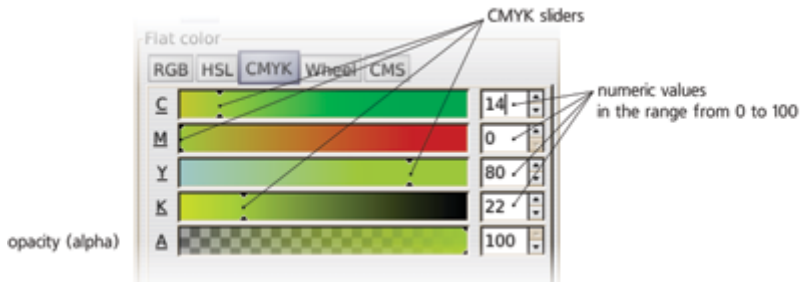


Figure 3: Edit a fill or stroke color by dragging the CMYK (Cyan, Magenta, Yellow, black) sliders in the Fill and Stroke dialog (page 122).

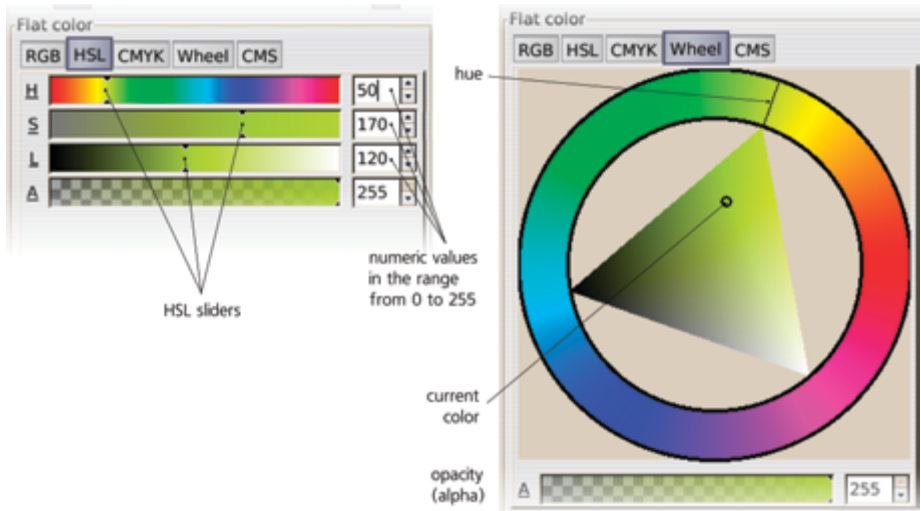


Figure 4: Edit a fill or stroke color by dragging the HSL (Hue, Saturation, Lightness) sliders or the color wheel in the Fill and Stroke dialog (page 123).

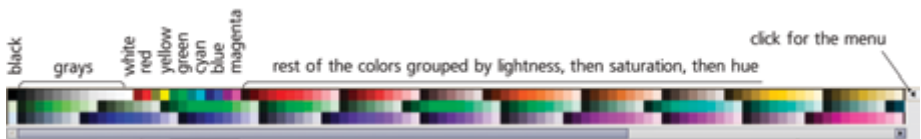


Figure 5: Inkscape's default color palette at the bottom of the window; here it is wrapped to show all colors without scrolling. You can choose from about 20 palettes that come with Inkscape, or create your own (page 124).

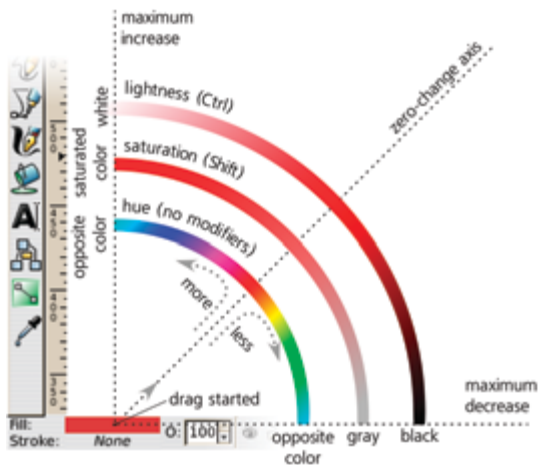


Figure 6: Using color gestures to adjust the fill or stroke color of a selection: Start dragging from the selected style indicator at the left of the status bar, then drag around the NE line with various keyboard modifiers to adjust hue, saturation, or lightness (page 126).

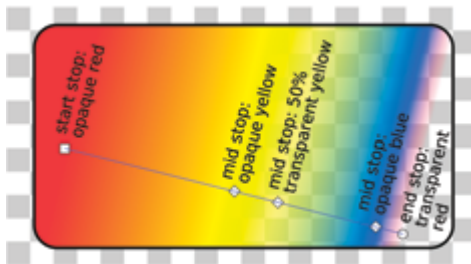


Figure 7: A linear gradient with middle stops, setting arbitrary color/opacity values at arbitrary points along the gradient line; in the Gradient tool, double-click the gradient line to create a middle stop, then assign style to it as you would to an object (page 158).

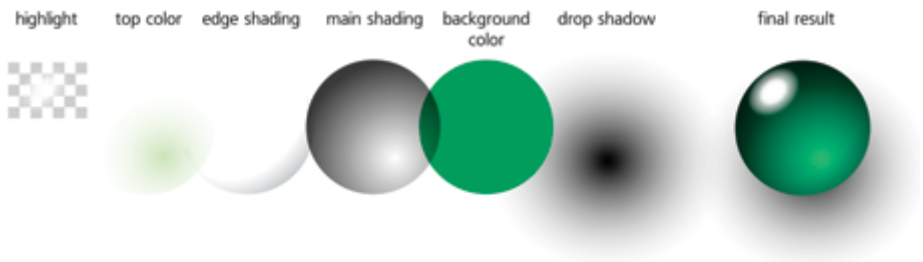


Figure 8: Creating a translucent glass effect with various elliptic gradients (page 161).

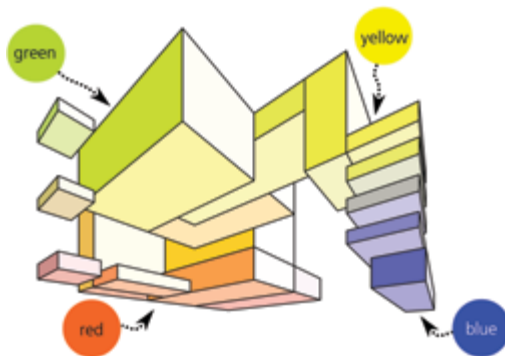


Figure 9: A composition of 3D boxes is painted different colors using a wide brush in the Tweak tool, Color Paint mode. This tool allows you to smoothly adjust the color of multiple objects in one stroke, partly preserving their original differences—in this case, the lightness differences in the sides of the boxes (page 177).



Figure 10: A rainbow pattern created by the Create Tiled Clones dialog, Color tab; you start with a single rectangle with unset color and set the original color as well as the amount of change for each color channel per row and per column (page 283).

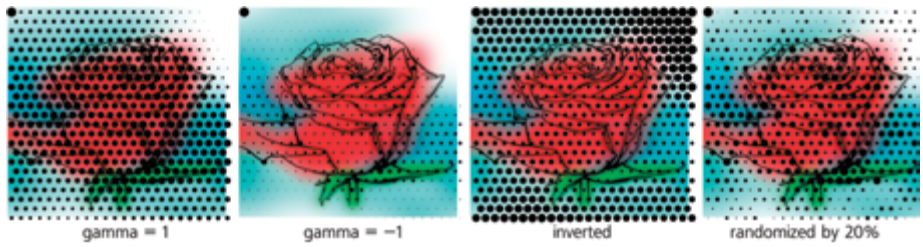


Figure 11: The Create Tiled Clones dialog can trace an image by a pattern. Here, a rose image is traced by a pattern of black dots, converting picked lightness to dot size. The color value picked from the image is modified by gamma correction, inversion, and randomization (page 284).

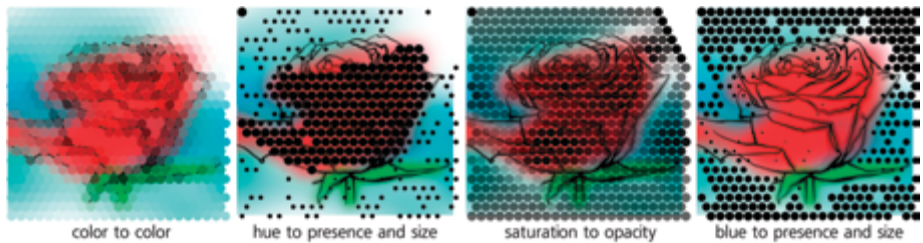


Figure 12: A rose image is traced by a pattern of black dots using the Create Tiled Clones dialog (page 284). Here, we try various combinations of what value to pick (color, hue, saturation, blue channel) and to what aspect of the pattern to apply it (to color, to presence, to size, to opacity).



Figure 13: A bitmap image can be tinted if you overlay it with colored rectangles residing in layers with various blend modes set (page 289). All rectangles have 100% opacity.



Figure 14: A bitmap image (left) and a group of colored vector paths (right) created by the Trace Bitmap dialog in Multiple scans mode with 12 colors (page 313).