

**TIPS N TRIX****AFFINITY
DESIGNER**

Hendi Hendratman





PRAKATA

Salam Desain Grafis ! Affinity Designer adalah software desain grafis yang memadukan format vector & bitmap dalam satu software! Ajaib dalam hal kecepatan, kemudahan dan interaktifitas.

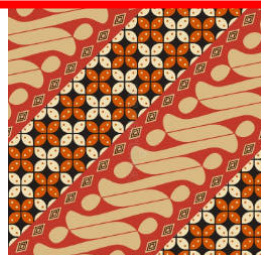
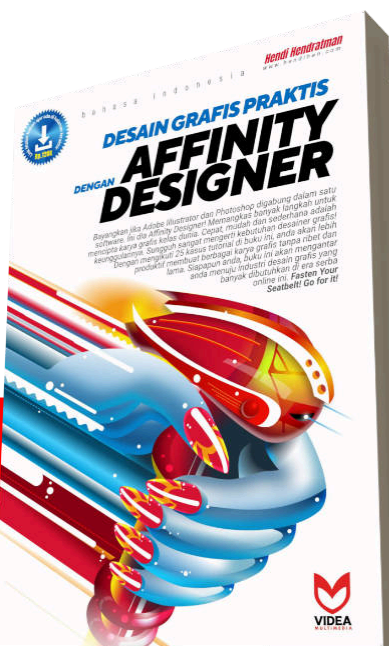
Sesuai pengalaman penulis, banyak hal2 yang menarik dan bermanfaat. Agar tidak lupa maka ditulishlah buku ini yang tersusun secara acak alias tidak sistematis.

Buku ini akan mudah dipahami jika sebelumnya pernah membuat karya di Affinity Designer. Bagi pemula sebaiknya mempelajari buku Affinity Designer Praktis di web penulis.

Semoga ilmu ini bermanfaat bagi anda dan orang lain. Aamiin



Hendi Hendratman
www.hendihen.com
<https://lynk.id/video>



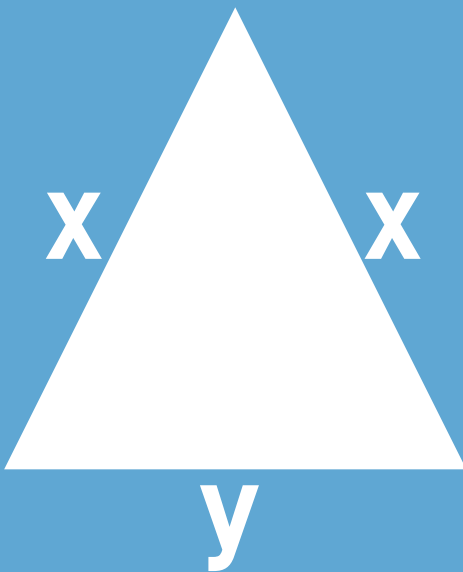


TRIANGLES

Membuat segitiga sama sisi (*equilateral triangle*) lebih mudah dengan **Polygon Tool**. Karena jika menggunakan **Triangle Tool** hasilnya segitiga sama kaki (*isoceles triangle*).



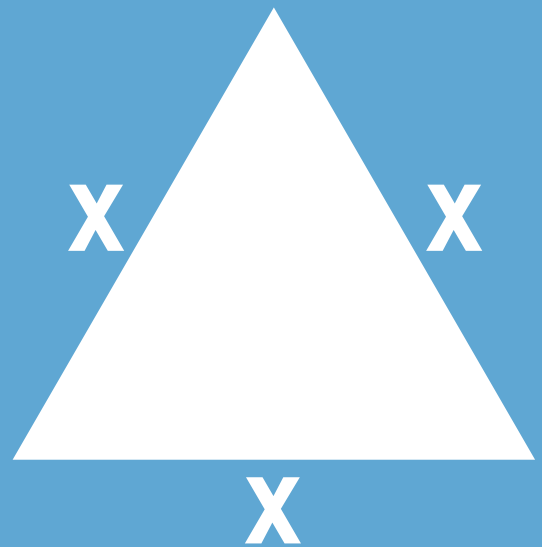
Triangle Tool



**isoceles
triangle**



Polygon Tool



**equilateral
triangle**

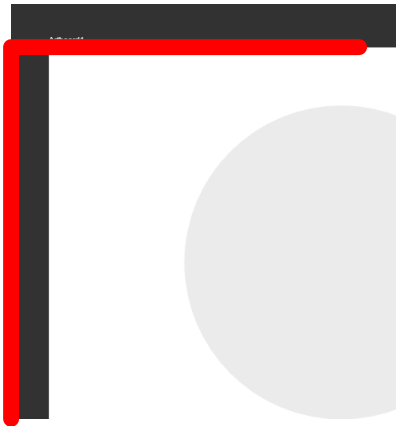


- Snap to guides
- Snap to spread
 - Include spread mid points
- Snap to margin
 - Include margin mid points
- Snap to object bounding boxes
 - Include bounding box mid points
 - Snap to gaps and sizes
- Snap to shape key points
- Snap to object geometry
- Snap to pixel selection bounds



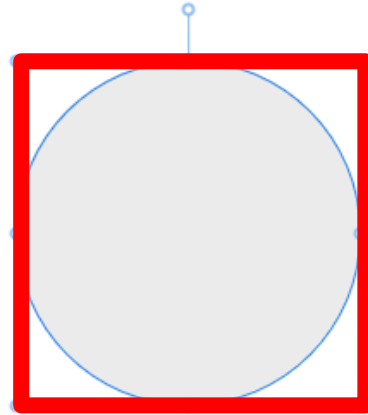
Snap to Spread

Snap to the artboard edges



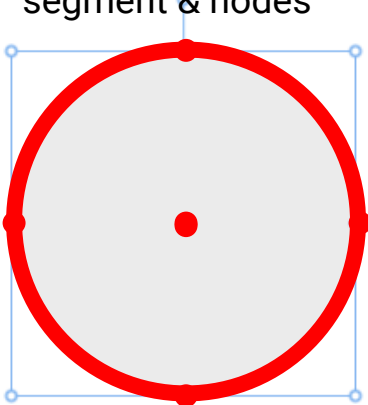
Snap to Bounding Box

Snap to objects box selection



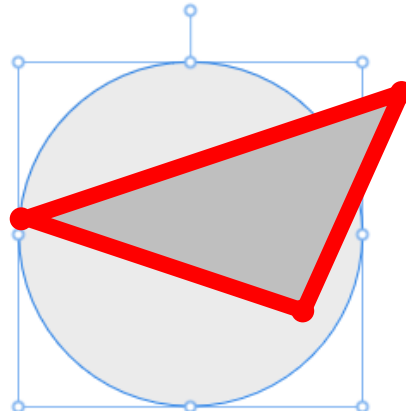
Snap to Geometry

Snap to objects segment & nodes



Snap to Shape key points

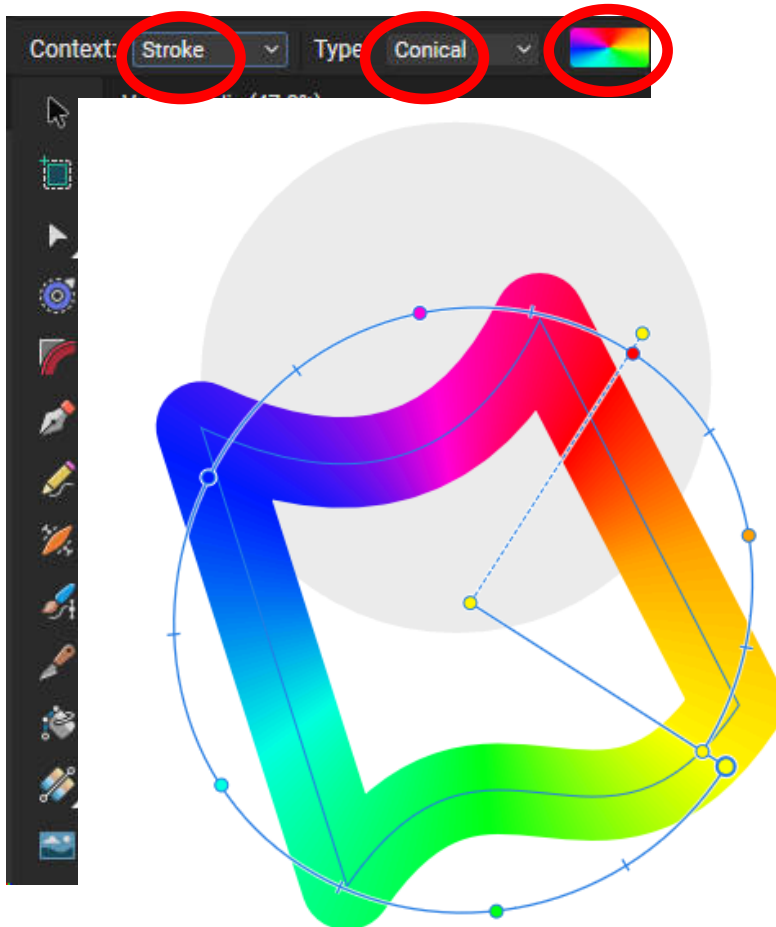
Snap to own segment & nodes





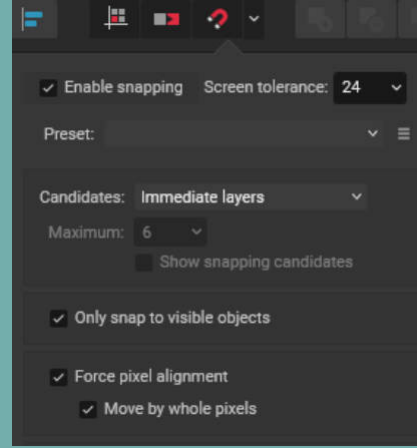
GRADIENT STROKE

Warna garis / stroke / outline object bisa diubah begitupun jenis dan arahnya. Untuk itu di Gradient Tool pastikan Context : Stroke

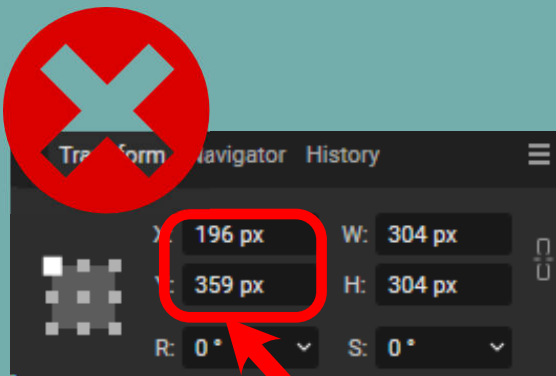
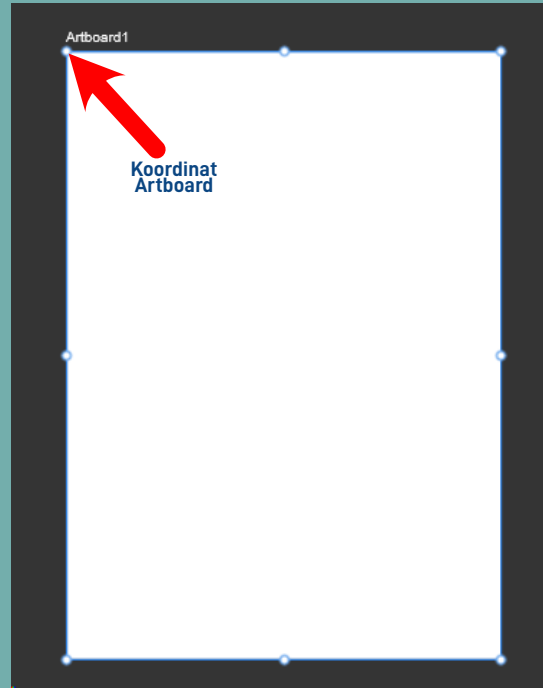




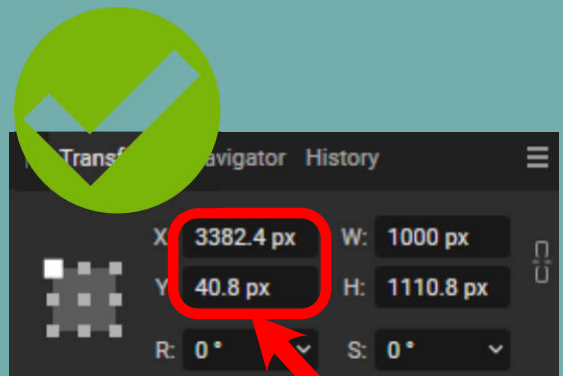
PIXEL ALIGNMENT



Pastikan posisi / koordinat Artboard (X,Y) bilangan bulat tanpa koma atau desimal. Untuk itu aktifkan Snap **Force Pixel Alignment** Lebih baik lagi jika angkanya genap bukan bilangan ganjil agar saat export ke JPG/PNG tidak ada pinggiran putih



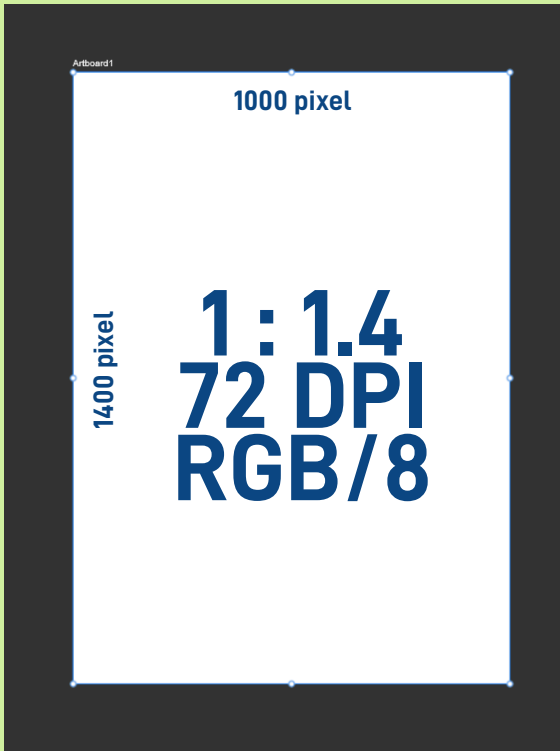
Bilangan Bulat



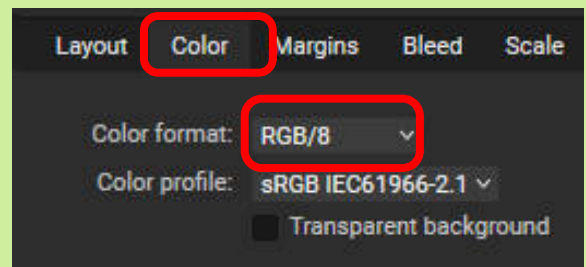
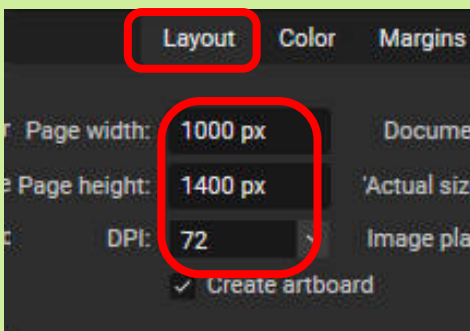
Decimal



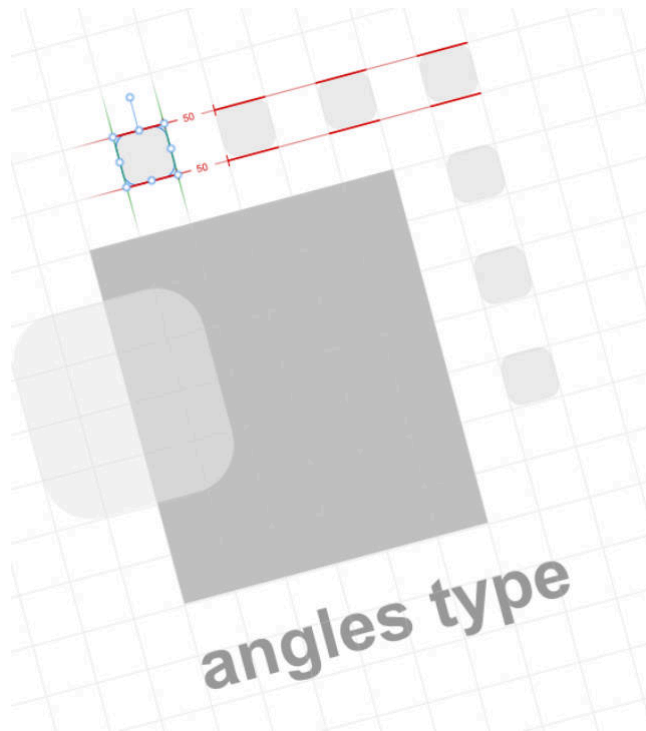
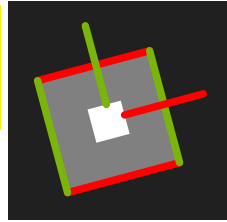
WHATSAPP TEMPLATE



Agar gambar yang dikirim via WhatsApp, tampil tanpa terpotong, gunakan resolusi 1000 x 1400 pixel (maximal **Ratio 1 : 1.4**), 72 DPI dan Color format: **RGB/8**
Di Menu **File > New**, simpan template ini dengan nama misal WhatsApp



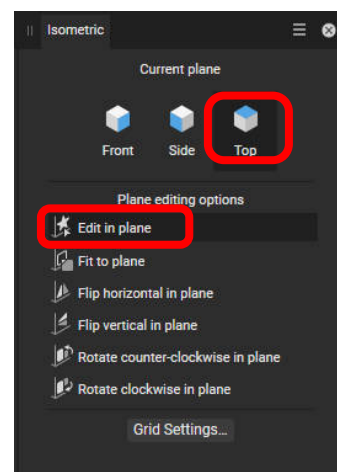
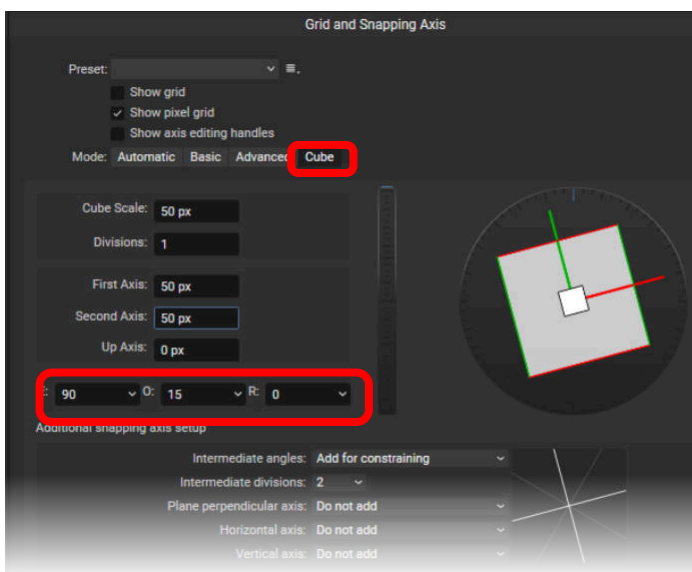
ANGLES DRAW



Agar apapun yang anda buat miring (misal) 15 derajat

atur: View > **Grid and Axis**, tab **Cube**, nilai **E:90, O:15, R:0**
Window > Isometric, aktifkan **Top** dan **Edit In Plane**

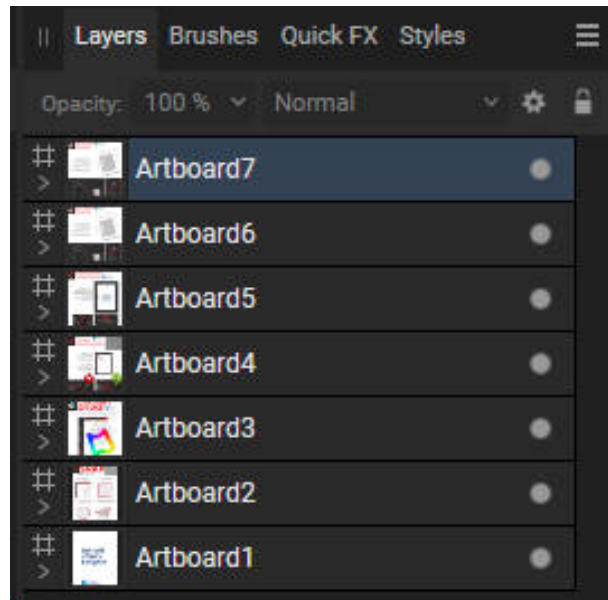
Maka apapun yang anda buat akan selalu miring 15 derajat



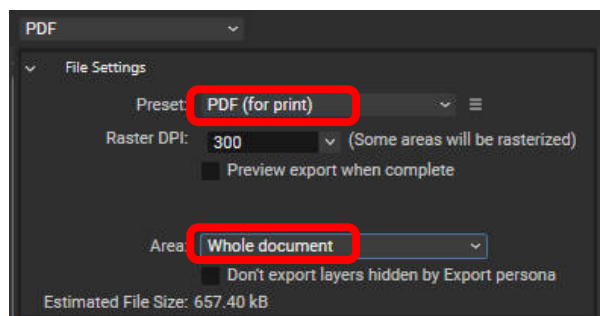


E-BOOK EXPORT

Untuk membuat buku beberapa halaman, pastikan halaman awal di layer terbawah dan halaman terakhir di layer teratas



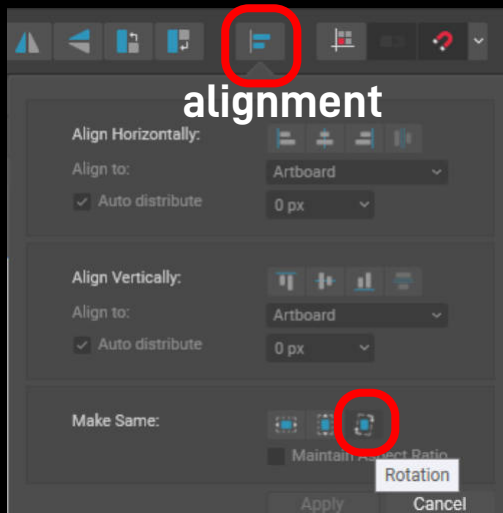
File > Export ke format **PDF** area **Whole Document**.
Book Done!



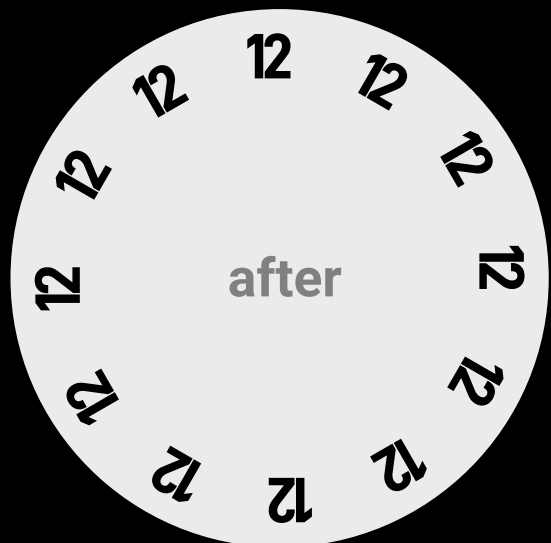
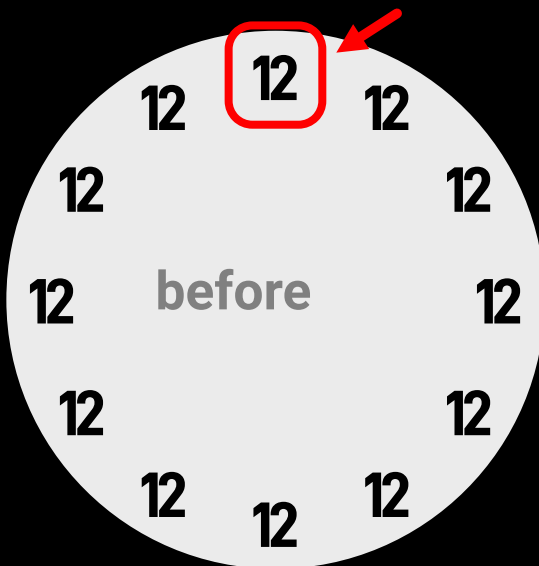


MAKE SAME: ROTATION

Setelah angka jam diputar (kiri) lalu seleksi semua angka. Tekan **Alt + Klik** pada angka 12 yang berdiri normal, klik **Make Same: Rotation**



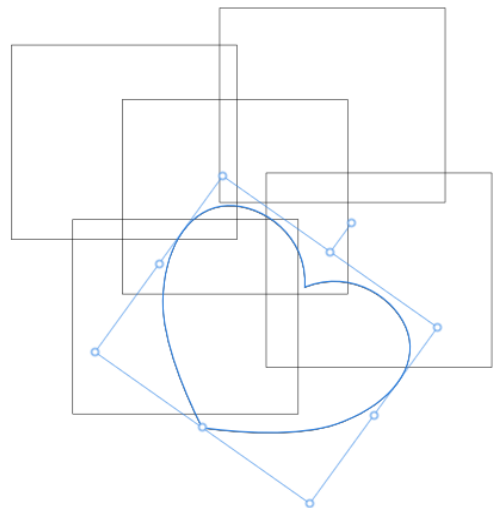
same rotation as:
(alt + click)





TEMPORARY UNGROUP

Pada objek yang sudah diGroup, kita dapat menyeleksi salah satu objek dengan **Ctrl Klik** atau **Wireframe View (Alt 0)** lalu klik salah satu objeknya.





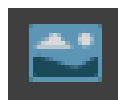
ENLARGE TINY IMAGE

Jika gambar bitmap resolusi rendah diperbesar dengan Place Tool maka hasilnya blur / buram
Jika gambar bitmap resolusi rendah tsb diperbesar dengan **Pixel Tool** (di Pixel Persona) maka hasilnya tegas / jaggies.



Pixel Tool

Memperbesar image resolusi rendah akan tegas/ pecah / bergerigi



Place Tool

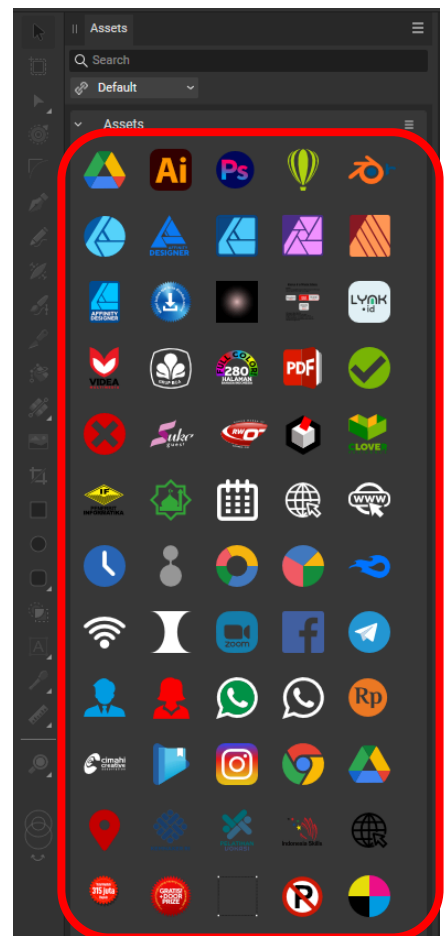
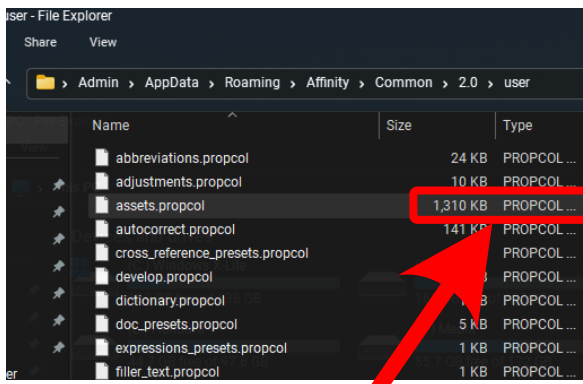
Memperbesar image resolusi rendah akan buram / blur



Save / backup asset-asset anda yang tersimpan di file **assets.propcol** yang akan berguna di lain waktu atau lain komputer.

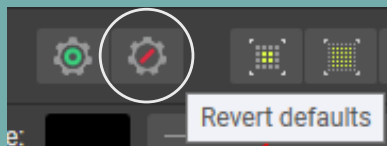
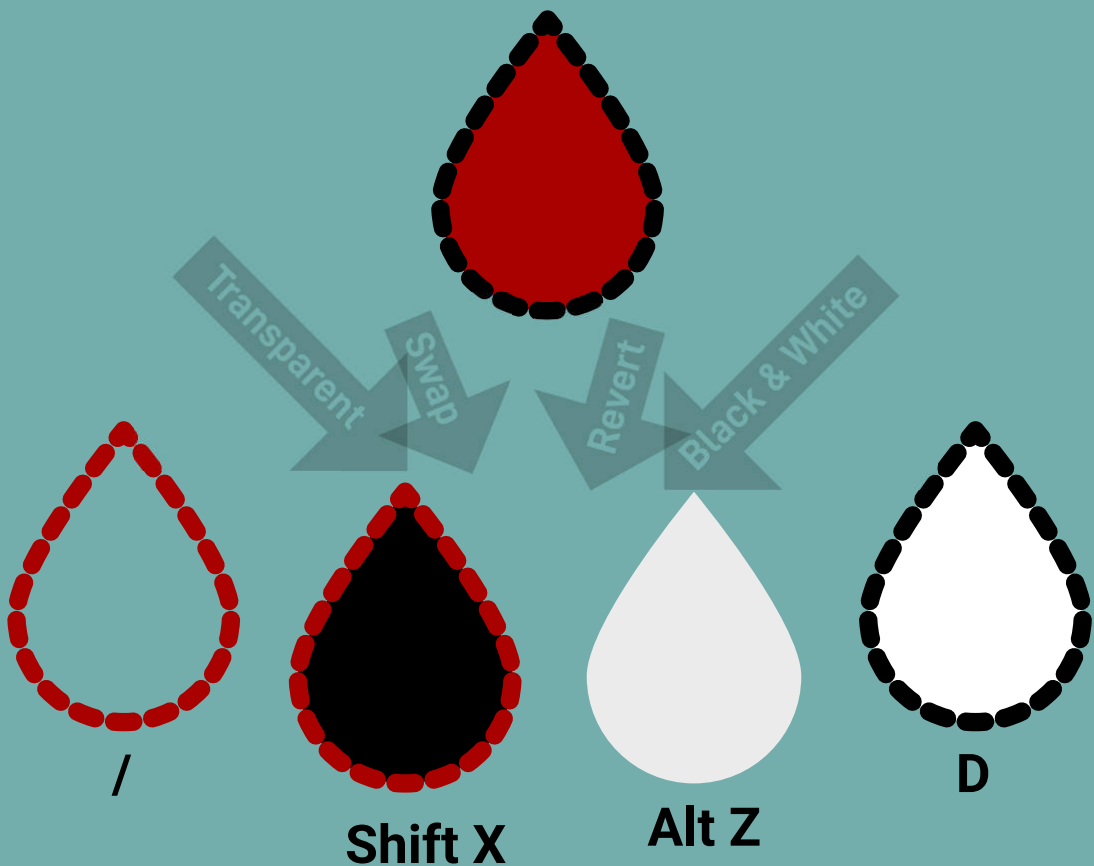
BACKUP ASSETS FILE

C:\Users\Admin\AppData\Roaming\Affinity\Common\2.0\user





COLOR SHORTCUT

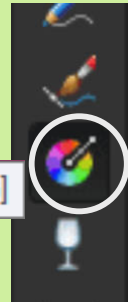




FILL TOOL TO GRADIENT TOOL

Affinity Designer 1.x

Fill Tool [G]



Affinity Designer 2.0

Fill Tool [G]



Affinity Designer 2.3

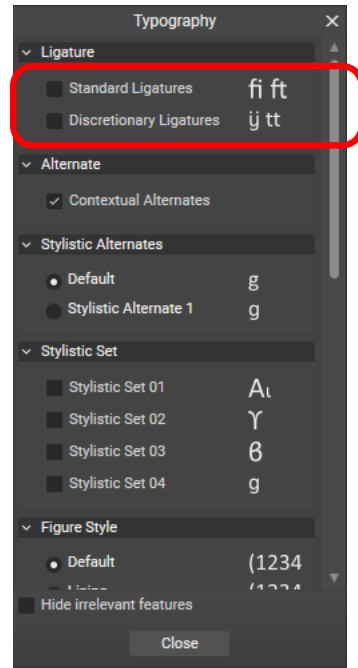
Gradient Tool [G]





LIGATURE TYPE

Buka menu **Window > Text > Typography**.
Aktifkan **Standard Ligatures** dan
Discretionary Ligature.
Pastikan teks menggunakan font **calibri**.



Contoh Kasus:

just fine

Tanpa Ligature

fi ft ff fj ij tti st ct

Dengan Ligature

fi ft ff fj ij tti st ct



MASKING

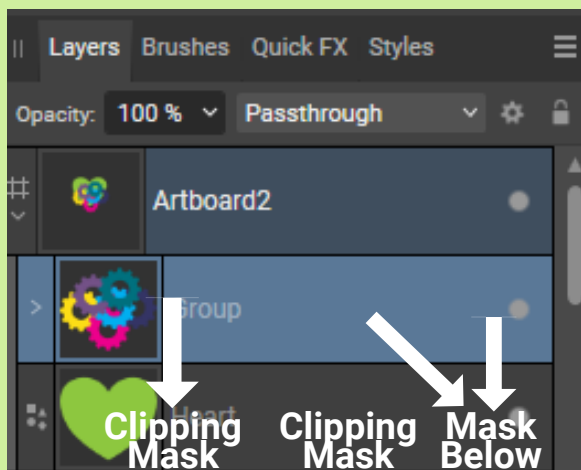
before



clipping mask



mask to below





Area Tool

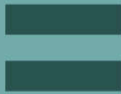
WITH

FUN MATH

Area: 12 cm^2 Perimeter: 14 cm



Area: 3.14 cm^2 Perimeter: 6.28 cm

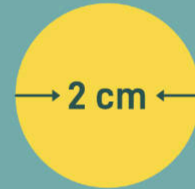


Area: 8.86 cm^2 Perimeter: 20.28 cm

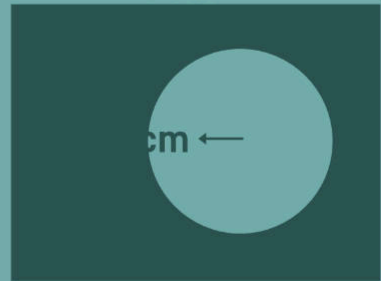
4 cm



3 cm



4 cm



3 cm



MESH WARP IN GRADIENTS

original



mesh warp in
affinity photo 

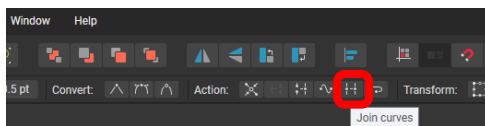
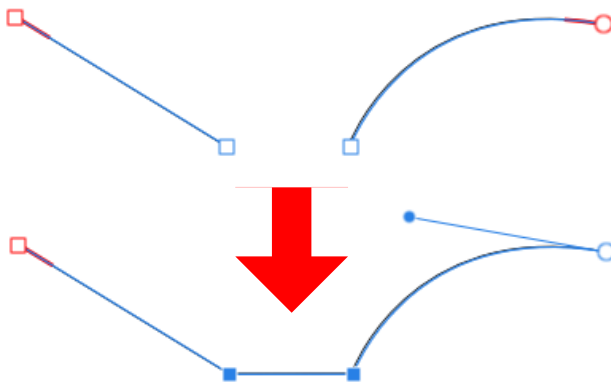


mesh warp in
affinity designer 

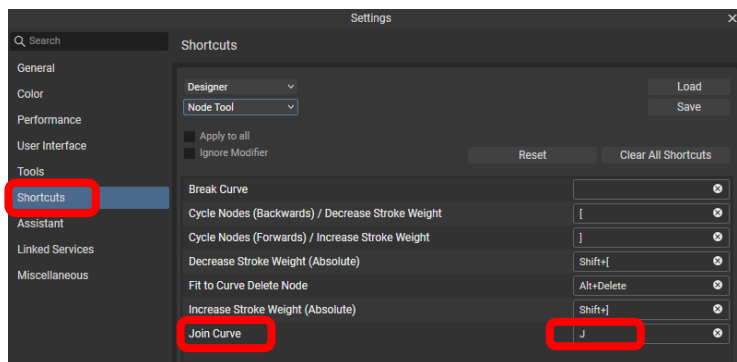
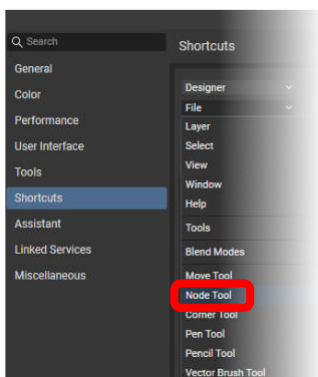




JOIN 2 NODES SHORTCUT



menu **Edit > Settings... : Shortcut**





TABEL EXCEL KE AFFINITY DESIGNER



Copy Paste
Tabel Excel ke Affinity
Designer menjadi
Frame Text.

Hasilnya akan rapi
dengan pengaturan
Tab Stops

Harga Software Vector & Bitmap			
1	Coreldraw	5,700,000	pertahun
2	Adobe Illustrator	8,360,000	pertahun
3	Adobe Photoshop	8,360,000	pertahun
4	Affinity Designer	770,000	Selamanya
5	Affinity Photo	770,000	Selamanya
6	Inkscape	0	Selamanya
7	GIMP	0	Selamanya

Harga Software Vector & Bitmap

1	Coreldraw	5,700,000	pertahun
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4	Affinity Designer	770,000	Selamanya
5	Affinity Photo	770,000	Selamanya
6	Inkscape	0	Selamanya
7	GIMP	0	Selamanya

Paragraph Panel Settings:

- Justify Right
- Spacing: Leading: [13.4 pt]
- Space between same styles: 0 pt
- Sum space before and after
- Use space before: Only Between Paragraphs
- Tab Stops: 60 px, 12 px, 160 px



**AFFINITY
DESIGNER**

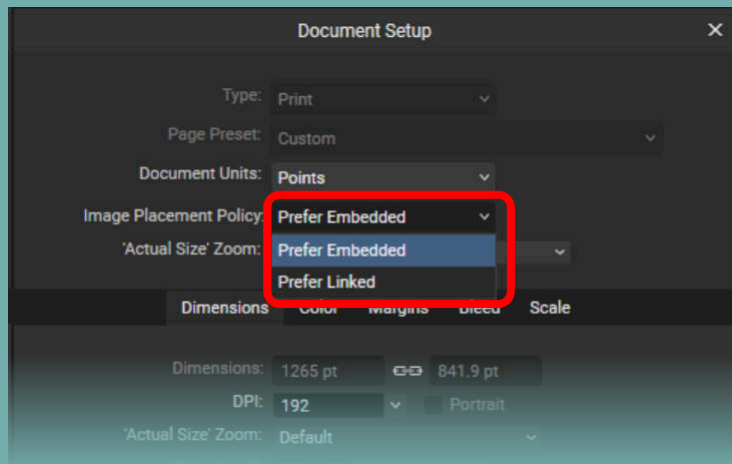
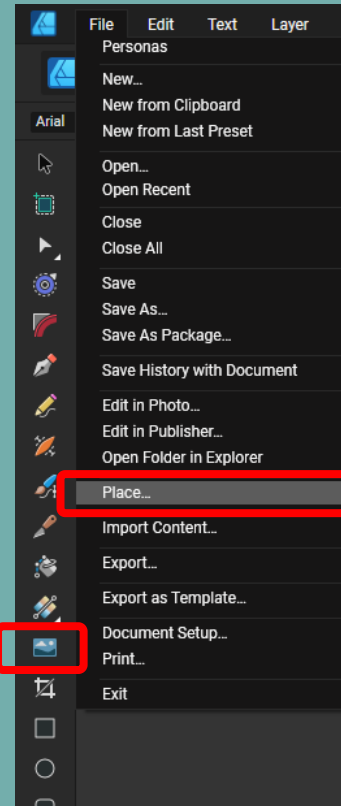


LINK VS EMBEDDED



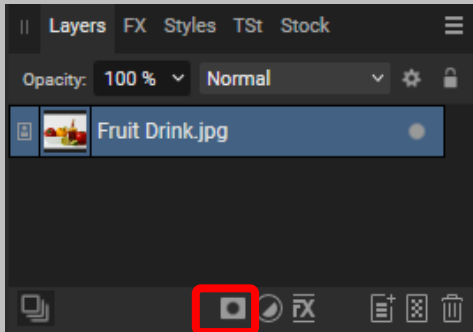
Secara *Default*, file gambar yang diimport via **Menu Place** atau **Place Tool** adalah **Embedded**. Dimana file foto akan masuk ke file *.afdesign sehingga bisa berukuran besar.

Untuk mengubah defaultnya, ada di menu **File > Document Setup**. atur Image Placement Policy ke **Prefer Linked**. Resikonya file foto harus disertakan jika file *.afdesign dipindah / copy ke komputer lain.



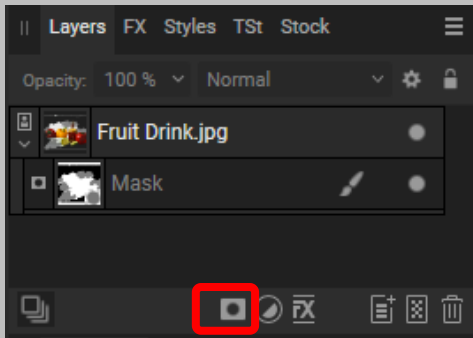


MASK DENGAN BITMAP BRUSH



Mask Layer

Mask Layer bisa diisi dengan objek Bitmap. Untuk itu gunakan **Pixel Persona**



Brush dengan warna hitam agar transparan dan abu2 agar semi transparan. Putih kembali tampil semula





Bersambung.....