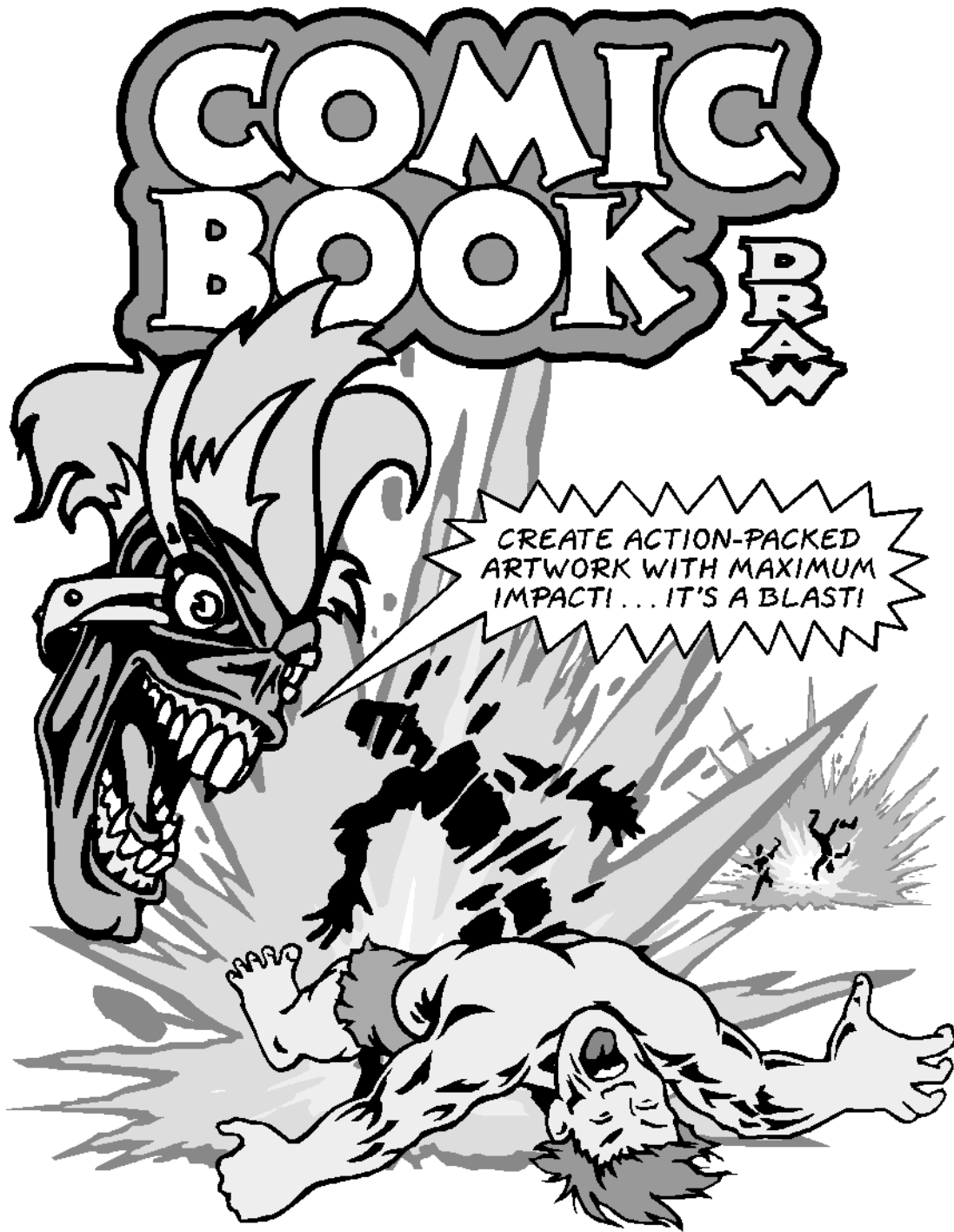


*ARTS & LETTERS.*



Getting Started Guide

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## COMIC BOOK Clip Art

Pull down the Draw menu and click on Clip Art Manager to access these COMIC BOOK libraries.

Androids  
 Robots  
 Buildings  
 Backdrops  
 Dialog/Word Balloons  
 Heroes  
 Heroines  
 Lettered Sounds  
 Makeup  
 Mythical Creatures/Aliens  
 Props  
 Vehicles  
 Villains  
 Vixens

## COMIC BOOK Activities

Pull down the Draw menu and click on Activity Manager to access these activities.

Backgrounds (Textures)  
 Calendars 1998-2001  
 Coloring Book  
 Compositions (General)  
 Dinosaur Quiz  
 Drawing Order Examples  
 Greeting Cards  
 Special Type Effects  
 Stationery & Bulletins

## Welcome to COMIC BOOK Draw

*COMIC BOOK Draw* celebrates one of the most unique American art forms — the COMIC BOOK.

While cartoons and comic strips may have appeared in other parts of the world first, comic books were born in America and they are one form of visual entertainment that remains uniquely American.

Comic books have been part of the American culture since the early 1930's. Super heroes, talking animals and lettered sound effects captured the imagination of several generations of readers who grew up reading them under bedcovers, in barber shops, candy stores and hidden inside textbooks. Once thought to be evil or illicit fun, comic books have become an art form.

In the beginning, comic-book artists were unheralded, faceless laborers, toiling in oblivion, scorned by others in more respectable professions. From the super-hero genre to the adaptations of famous novels (called Classic Comics and later Classics Illustrated), the artists of the golden age of comic books worked unfettered with little to inhibit them. Their patrons were children and for a dime you could buy imaginative variations on adventure, romance, terror, and war.

And then there was the art. Much of it was amateurish and poorly reproduced but there were notable exceptions; talented artists that produced amazing drawings and characters — Superman, Captain Marvel, Wonder Woman, Plastic Man, Captain America. So take that.... Zap!, Aargh!, EEEEHAAA!

## Product Information and Technical Support

For information about any *Arts & Letters* products, new releases, free clip art and fonts, visit our website at **[www.arts-letters.com](http://www.arts-letters.com)**.

Please e-mail requests for technical support to **[support@arts-letters.com](mailto:support@arts-letters.com)**.

To contact us by mail, telephone or fax, see below.

Computer Support Corporation  
15926 Midway Road  
Dallas, Texas 75244  
Tel: 972-661-8960  
Fax: 972-661-5429  
Hours: 8:30 am to 6:30 pm, CST.

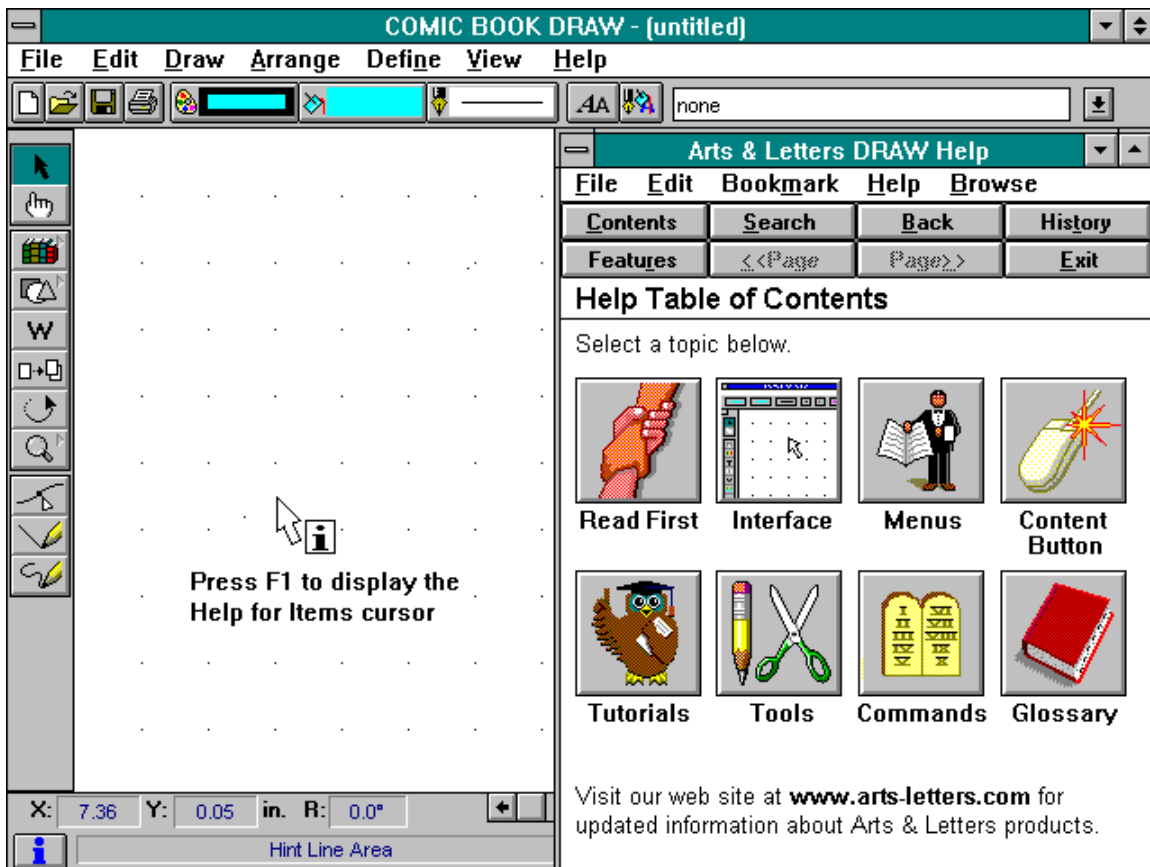
Outside of the United States, see our website for updated information about dealers and distributors of our products worldwide.

## COMIC BOOK Draw

*COMIC BOOK Draw* consists of a collection of clip art, typefaces and a drawing program; Arts & Letters DRAW. The On-Line Help facility and Tutorials lead you through the creation of artwork using the drawing tools, backgrounds, and clip art in *DRAW*, and sample compositions can be found as the first entry in the Clip-Art Manager. A continuously-updated Hint Line identifies whatever the cursor passes over and lists the options available; just point on an item and read the Hint Line.

### On-Line HELP Facility

The most immediate and complete source of information about Arts & Letters DRAW is the on-line HELP facility. Just pull down the Help menu and click on the Table of Contents to display the opening screen. If you are looking for information about a specific topic, click on Search and type the topic. If you are uncertain about the function of any of the tools (left side of the screen) or the buttons at the top, press F1 key and when the Help cursor appears, place it over the item in question and click on the left mouse button.





## On-Line User's Guide

Detailed instructions on the use of all of the features of Arts & Letters DRAW, organized as an 80+ page manual can be found in the DRAW User's Guide. To view the *DRAW On-Line User's Guide*, click on its icon in the *Arts & Letters* group in the Windows Program Manager.



A WordPerfect® Envoy Viewer will open to display the *User's Guide*. Like *DRAW*, the viewer has a Hint line that identifies tools and menus when you touch them with your cursor. You can size the display of the manual's pages and zoom in and out. Envoy allows you to display thumbnails of the manual's pages along the top of the screen or along the side; click on these to move to the page represented.

In addition, you can search for words and phrases in the document and make annotations, much as you can in a Help file.

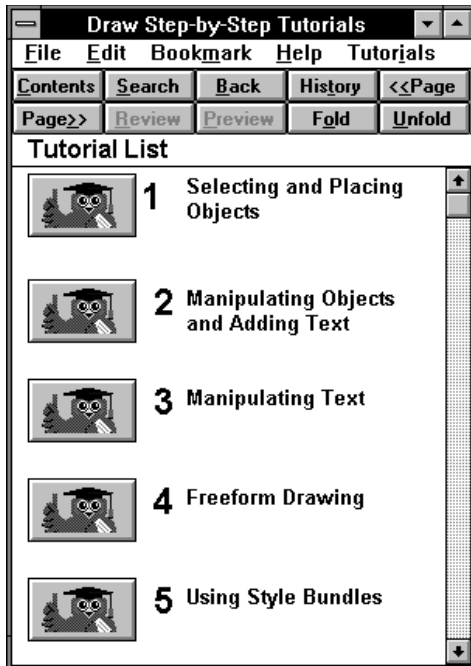
To print the *DRAW On-Line User's Guide*, pull down the **Print** menu and select **Print**. Specify a range of pages and click on **OK**.

## Tutorials

If you want to go beyond the basics and learn how to get the most from this easy-to-learn drawing and illustration product, click on **Help**.

Help	
Special Offer...	
Free Gift...	
Table of Contents...	
Help for Items	F1
Search for Help on...	
How to Use Help...	
Tutorials...	
About Arts & Letters® Draw...	

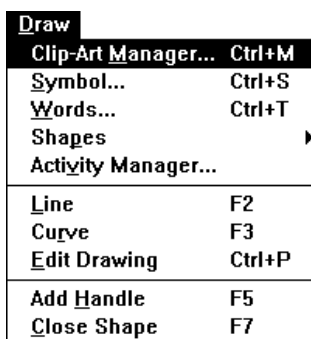
Five simple tutorials guide you through lessons that give you practice in using the drawing and composition features of *COMIC BOOK Draw*.



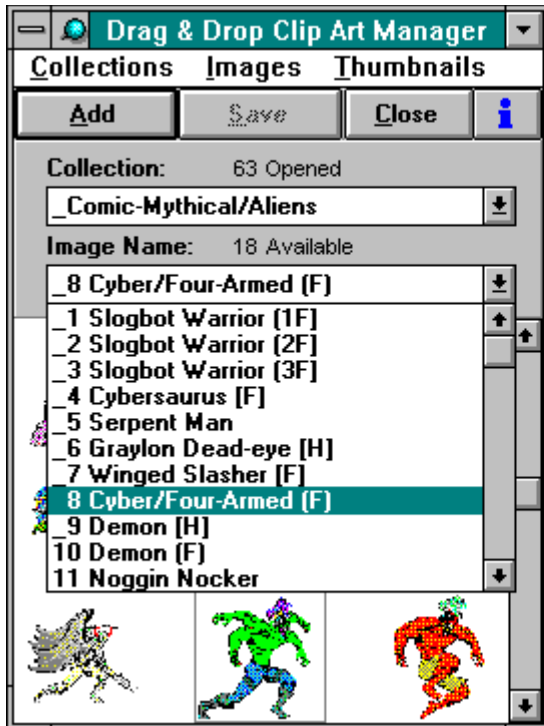
## Clip Art

*COMIC BOOK Draw* comes with over 1,000 clip-art images. In addition to images of comic book characters, lettered sounds, props and backdrops, the *COMIC BOOK Draw* clip-art collection includes general purpose imagery — animals, cartoons, maps & flags, technology, scenery & landscapes, props & skylines, and more.

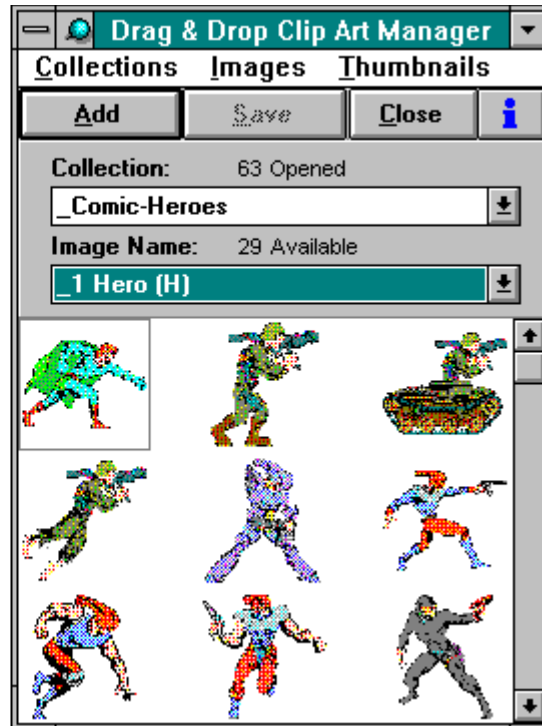
*COMIC BOOK Draw's* Drag & Drop Clip-Art Manager is the key to all this imagery. Click on the Clip-Art Manager tool in the Toolbox or choose Clip-Art Manager from the **Draw** menu.



Using bitmapped thumbnail renditions, the Clip-Art Manager lets you preview the contents of each collection. When you've made your choice, you can use one of two methods to place the image in the drawing area. You can select the image name from the drop-down menu and click on the **Add** button; the Clip-Art Manager will disappear and the arrow cursor will change to the Add Object cursor. Move the cursor to the point at which you wish the image to appear, and click the left mouse button.



Select an image and click on Add and drop it



Select and image, drag

The second method, called “Drag and Drop” is quicker. Move the arrow cursor into the thumbnail area of the Clip-Art Manager. The cursor changes into a “hand” cursor, with which you can select an image. Hold down the left mouse button to pull the image out of the Clip-Art Manager and into the drawing area.

## Using Flex Art

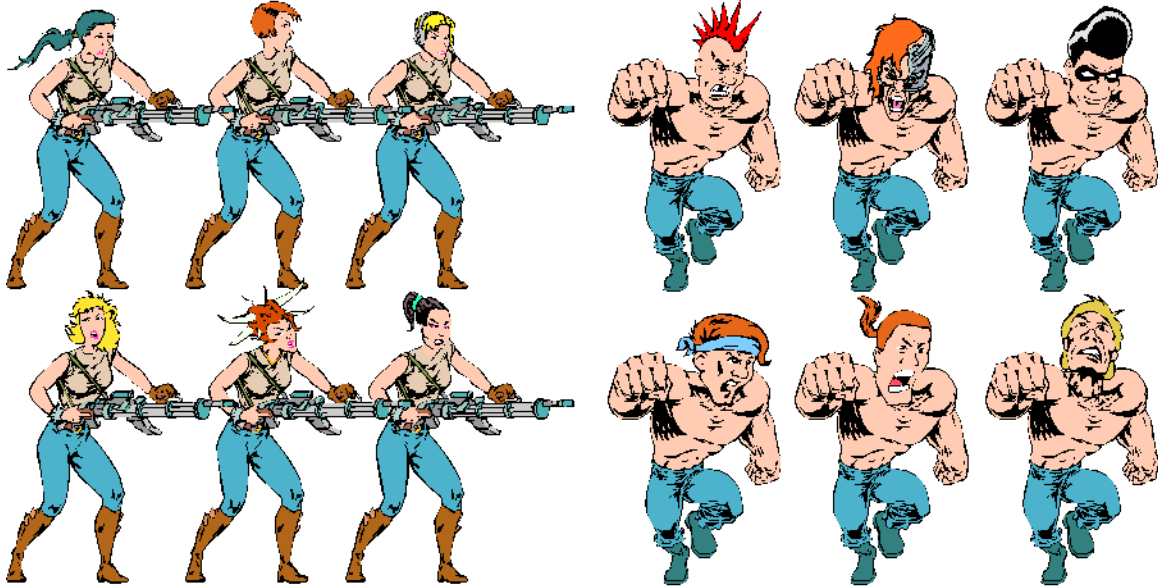
What makes *COMIC BOOK Draw's* collection of images unique is Flex-ART, a method of creating realistic images that spring to life. Flex-ART images are modular in design and can be easily manipulated by users to create dramatic variations on the basic image. Change heads, torsos and legs; rotate arms and legs; endless variations can be created from just a few characters.

When you break apart a Flex-Art image (those images with an “F” in parenthesis after the name in the Clip Art Manager), you can select the modular pieces that make up the image. Each module is named; i.e., head, right arm, left leg, torso, upper body, etc. If the name is a single word, such as “Head,” you should not break the module apart any further unless you need to change the color of the fill or the width of the line. If only the head can be interchanged, the description of the character is followed by an “H” in parenthesis.



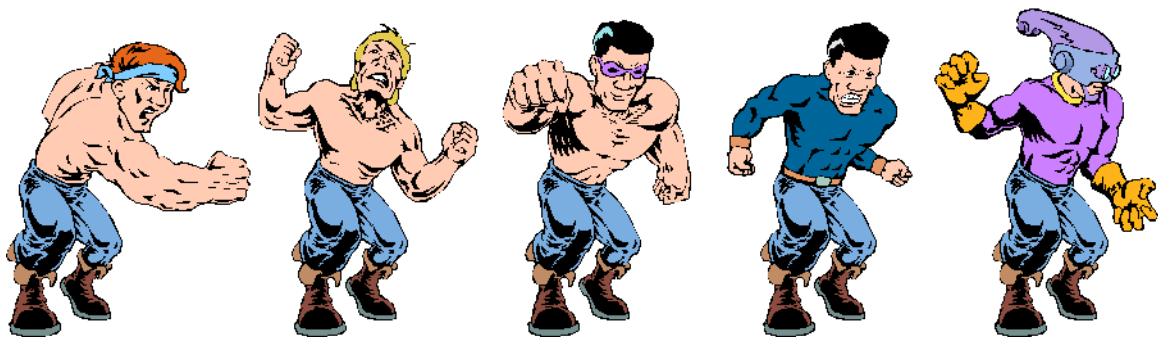
## Changing Heads

The simplest change to alter a character is to change the head. Select a character and place it in the drawing area. Pull down the Arrange menu and choose Break Apart. Delete the head. From the Mix & Match - Heads library, select a different head, size and rotate it as necessary and place it on the character. Several examples are shown below.



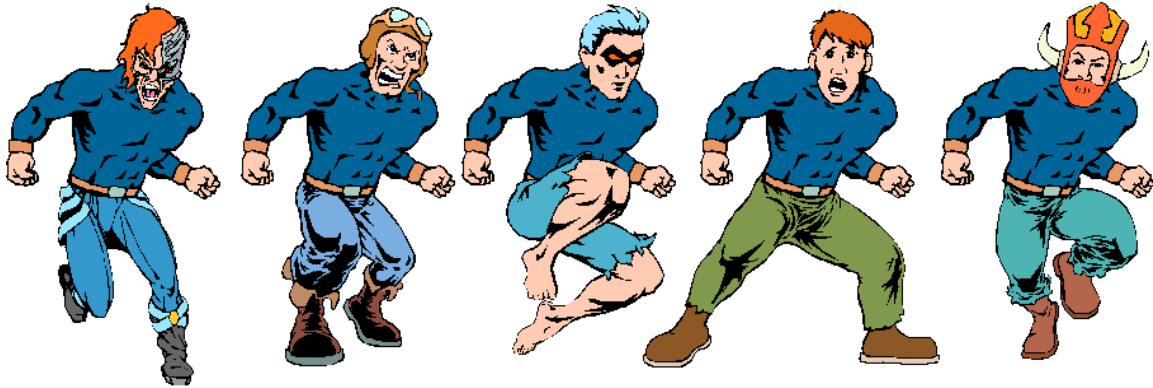
## Changing Torsos

You can mix and match heads, torsos and legs to create a variety of characters from a few images. Not all heads, legs and torsos will work together. Some judgment is required as to the perspective and anatomy of the images.



## Changing Legs

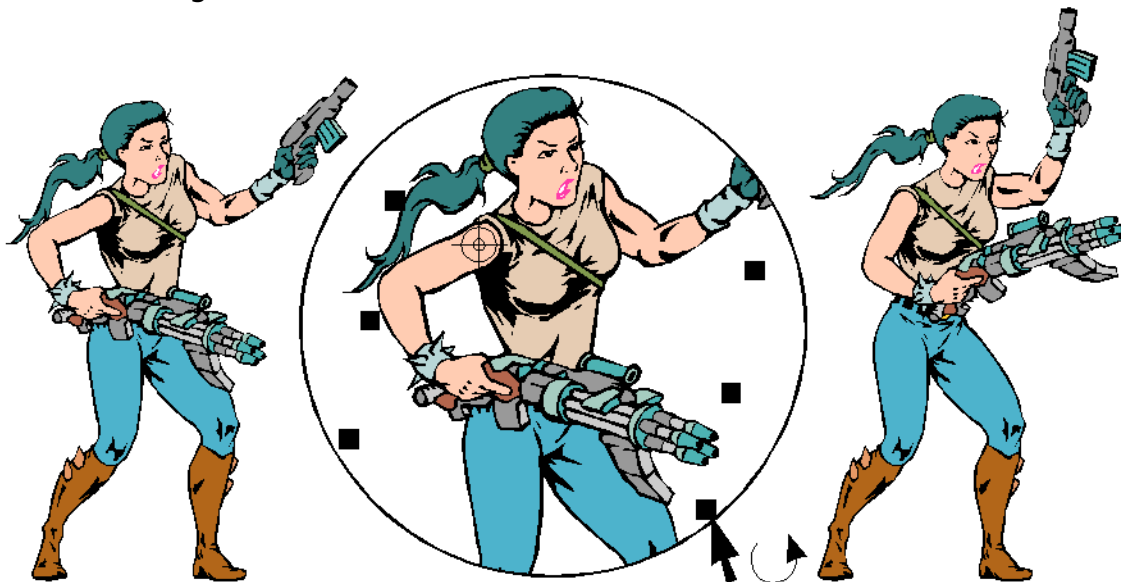
The same torso can be configured with different heads and legs to create many different characters. The first entry in the Mix & Match libraries is an example of pre-selected components that you can practice with.



## Rotate

Using **Rotate**, **Bring to Front**, and **Send to Back**, the modules can be moved in relation to each other to create different poses.

Rotating modules is an easy way to change the appearance of the image. Simply select a module and choose the **Rotate** tool from the Toolbox. A center point marker will appear (the cross-hairs in the center of the selected module). You should move the Center Point to the approximate location of a joint or hinge. For example, if you wish to rotate the arms of a Flex-Art image move the Center Point to the shoulder.



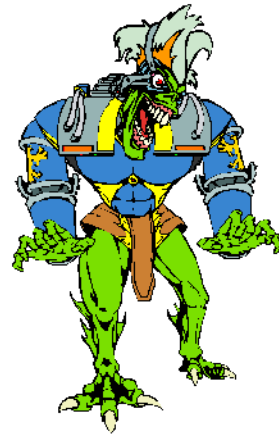
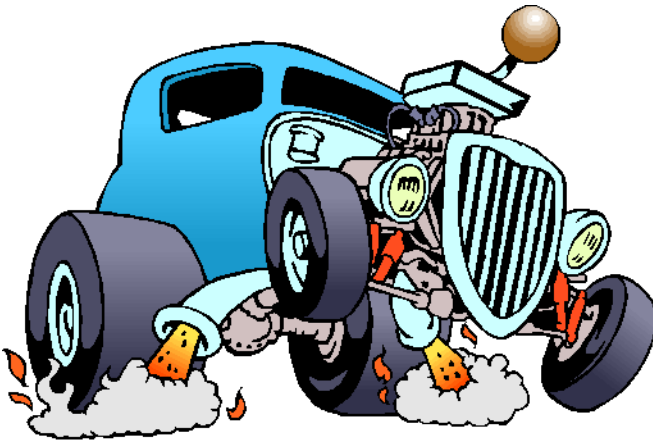
Once the selected module has been rotated, you may need to move it slightly to adjust its position, depending on where you placed the Center Point prior to rotating.

You can experiment to find just the right spot from which a module should be rotated. If you rotate a module and it doesn't look right to you, choose **Undo Rotate** from the **Edit** menu.

In the example above, both arms were rotated counter-clockwise, the torso and head were rotated clockwise.

## Stacking Order

Altering the stacking order of modules using **Bring to Front** and **Send to Back** allows you to combine images to create realistic compositions. In the example below, the Flex-Art dragster and a Cybersaurus are placed in the drawing area.



Dragster

Cybersaurus

The Cybersaurus is maneuvered into position in front of the dragster; then the dragster is broken apart into its modules. Click on the module "Bring to Front", pull down the Arrange menu and select the command Bring to Front. The dragster draws last on top of the Cybersaurus giving the appearance that the Cybersaurus is now inside the dragster.



Place the Cybersaurus on top of the dragster  
order of the objects



Change the stacking  
order of the objects

To enhance the illusion of the Cybersaurus driving the dragster, rotate the left arm so it appears to be on the throttle. Rotate the right arm so it appears to be gripping the roof of the dragster.



Rotate the left arm to place it on the throttle  
grips the roof



Rotate the right arm so it  
grips the roof

Not all characters are suitable for this purpose as they should have a complimentary perspective relative to the dragster.

## Dialog/Word Balloons

Over 100 Dialog/Word Balloons are provided in the Dialog library. In addition there are many other word balloons without dialog in the Word Balloon library.

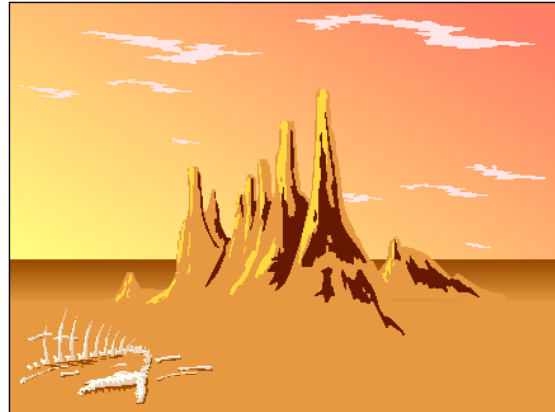


The dialog has been converted to freeform objects in the event you do not wish to install the COMIC BOOK fonts using the BOSS Font Manager provided on the COMIC BOOK CD.

There are over 400 PostScript and 400 TrueType fonts provided on the CD of which 100 were especially chosen for use with comic book artwork.

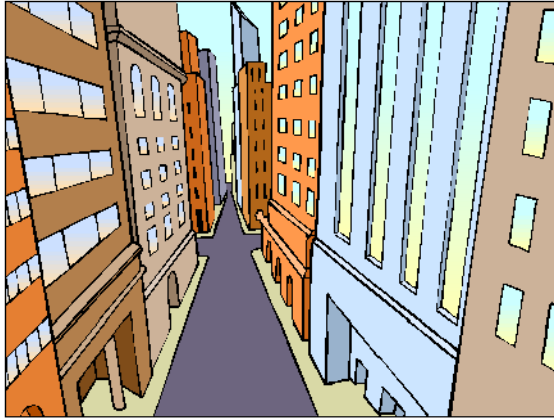
## Backdrops

For your convenience, we have included a collection of backdrops, scenes and props you can use to start your composition. Just select a backdrop, as shown at the right, add characters, props, word balloons and in just a few minutes you have a complete composition.



## Buildings

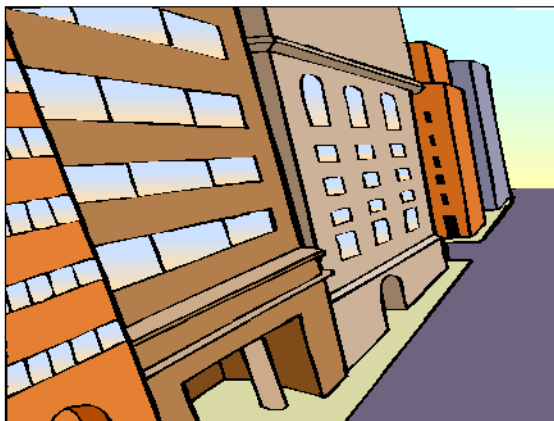
Many of the buildings are backdrops but unlike the conventional backdrops, they can be modified to change their appearance. Most of the buildings are colorized for both day and night.



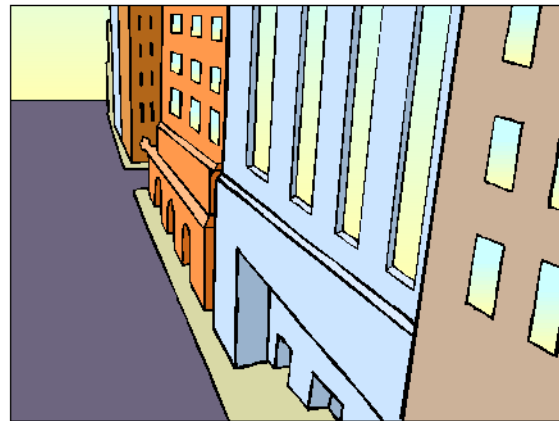
City Streets/Day  
widen the street



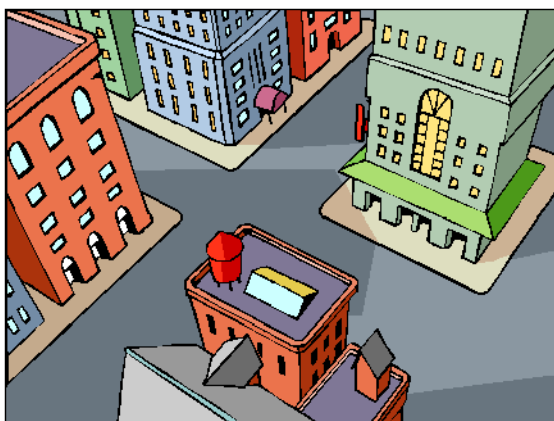
Buildings on the right moved to



Buildings on left stretched to change perspective  
enlarged to change view



Buildings on the right



Aerial view of City Streets/Day  
moved/enlarged

Each of the city blocks can be



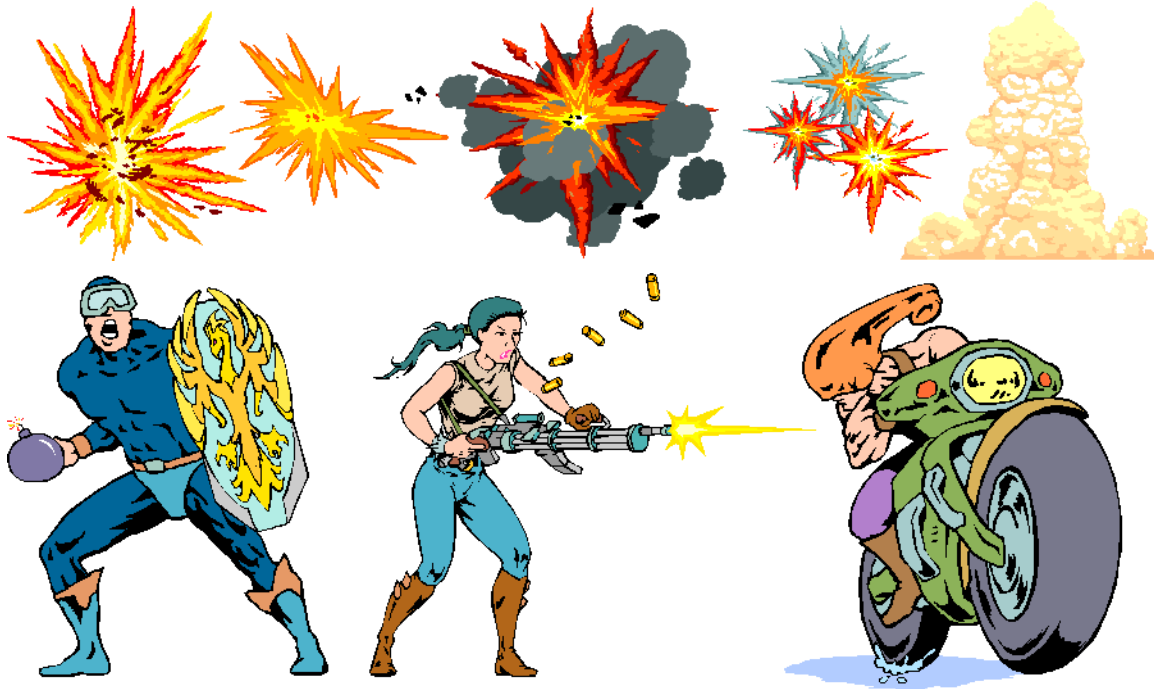
## Lettered Sound Effects

One of the distinguishing characteristics of Comic Book art is the use of lettered sound effects to heighten the action and drama of the scenes. The sound effects are drawn by hand and unlike text, cannot be altered: Just place them in your composition as you would characters and props.



## Props

The Props library contains a variety of incidental images that can be used to enhance your compositions. Bomb bursts, explosions, and smoke are highly visible additions to a composition but there are many subtle props such as bombs, shields, muzzle flashes, flying shell casings and puddles that add detail and interest to your compositions.

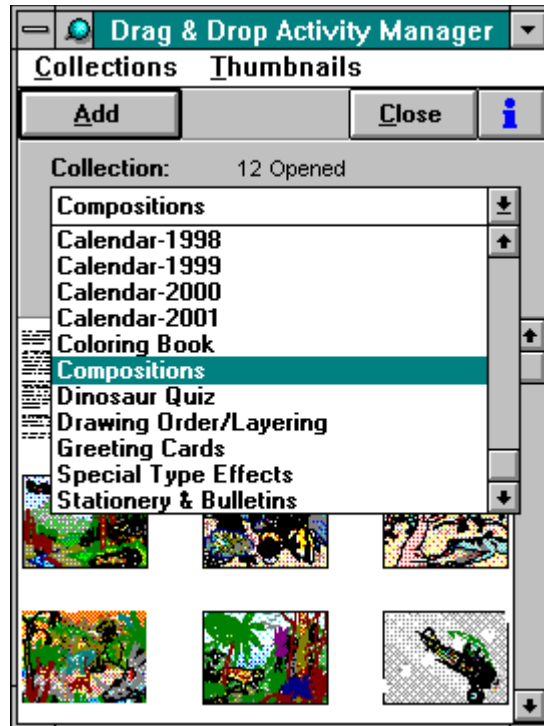


## Activity Manager

Often overlooked by many users, the Activity Manager is similar in appearance to the Clip Art Manager and functions in the same way: The primary difference is in the content.

Pull down the Draw menu and click on Activity Manager. The Activity Manager offers a variety of finished artwork, such as calendars, greeting cards and stationery, that can be used as is or modified. Also included are activities such as Coloring Books and a Dinosaur Quiz.

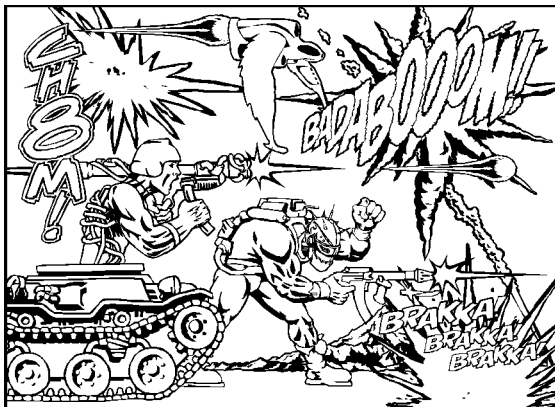
Each activity is intended to show you how you can use Arts & Letters by combining clip art, text and special effects to create your own artwork.



## Coloring Book Pages

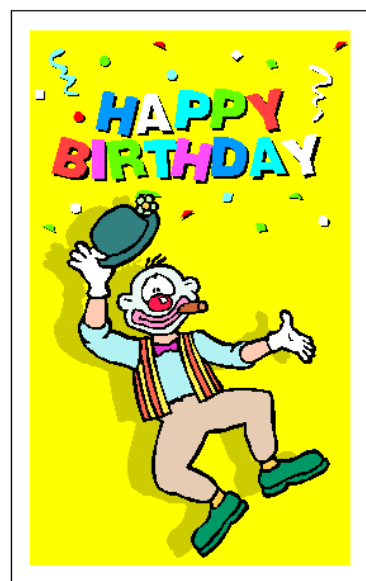
Print coloring book pages from the Activity manager. Just drag and drop the selected pages into the drawing area and print. Pull down the File menu, click on Page Setup and select the correct orientation for the page, either wide or tall. Pull down the Arrange menu and click on Align. Click on Relative to Page, Center vertically and Center horizontally. Click on Apply to center the image on the page. To print more than one page, click on View and select all pages. You can arrange several coloring book pages in a single document and then print All Pages. To create your own coloring book pages, we have included black and white libraries of clip art in the Activity Manager. Use the images from the Activity Manager in the same way you would using the Clip Art Manager.





## Greeting Cards and Stationery

Dozens of greeting cards for all occasions are provided in the Greeting Card activity. The cards shown below use characters from the COMIC BOOK clip art collection. There is also a Stationery activity that contains dozens of templates for printing stationery and bulletins, each with a theme to match the seasons of the year.



## Special Type Effects

The Special Type Effects activity contains a variety of special type treatments created using Arts & Letters EXPRESS. Certain features such as Extrude are not represented as they must be applied in EXPRESS.

Arts & Letters DRAW allows you to change the words and colors in these examples and the effect will be applied automatically. Select the effect you want from the Activity Manager, drag it into the drawing area and follow the directions provided.





## **Computer Support Corporation**

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