

# LopArt DUO

*Interactive Visual Art*

## Instruction Manual



**Les produits logiques LopLop inc.**







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## I. What you need




The minimal technical requirements to run LopArt DUO are:


Mac OS X or Windows  
 Processor Speed: 600 MHz  
 Monitor: 1024 x 768 pixels, in millions of colors  
 Accelerated Graphics Card  
 Video Memory: 16MB  
 Harddrive: 100MB available  
 An Internet connection is required for network functionalities

## Installation

### a. Windows




LopArt DUO is an executable program (.exe). Once the installation CD is inserted, or following the download, the installation manager opens. By default, the application installs in the "Program Files" folder. Open the folder, LopArt DUO, then double-click on the LopArtDUO icon  and start drawing!

### b. Macintosh

LopArt DUO is compressed in the .sit format. Decompress the folder and open the application – you might be required to download the application Stuffit. Double-click on the LopArtDUO icon  and start drawing!

## I. What you need

### c. Proxy Settings

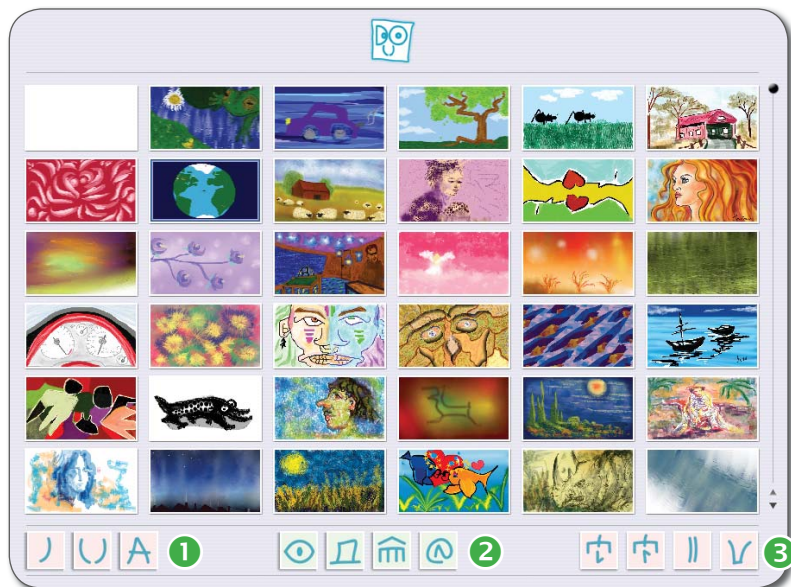
If your network system is set through a proxy, you will need to register these settings in LopArt DUO. Following the installation and opening of LopArt DUO, hold the **Shift** key  on the keyboard and click . Enter the proxy's address and port number; save these settings by clicking .

## II. Portfolio



The **Portfolio** is the central section of LopArt DUO. It always contains a blank page (top left corner) that enables you to start a new drawing. Artwork is presented side by side, as created. The Portfolio can contain as many as 2000 images.

Through the Portfolio, you have access to **creating** ①, **publishing** ②, and **handling** ③ functions related to your works. These functions are described below (see sections 1, 2, and 3 respectively).



## II.1 Creating

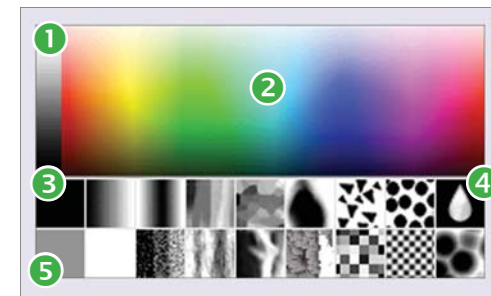
### 1. Creating

#### a. Drawing Workshop )

To start drawing, select the **blank page** at the top left of the Portfolio – the blue contour indicates the page has been selected – and click ) : the Drawing Workshop appears.

The Drawing Workshop includes a **color pallet** ② as well as a **greyscale pallet** ①.

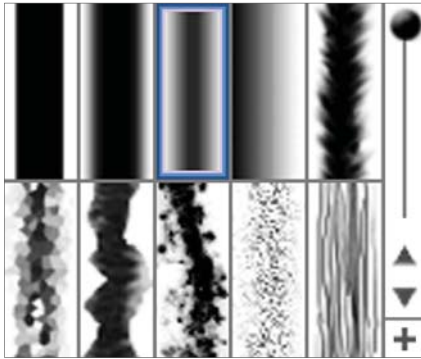
The **half-tone pallet** ③ is located under the color pallet. Half-tones are combinations of the two last selected colors. There is a variety of half-tones based on different motifs and nuances, from a simple gradient to leopard spots. Half-tones can be coupled with all other tools in the Workshop. You therefore have access to millions of color combinations.



The **water drop tool** ④, located at the top right of the half-tone pallet, allows you to extend or smear colors just as you would rub a pastel with your finger or dilute ink with water.



## II.1 Creating





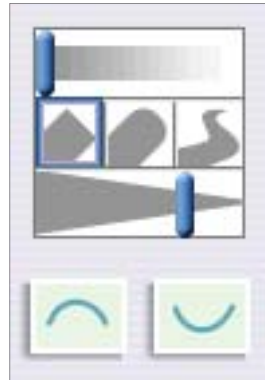
As for the bottom left box in the half-tone pallet, it represents the **intermediary color 5** between the two last colors selected.


The **texture pallet** lets you choose the shape of your stroke. Clicking the  symbol opens the Personal


Texture Creation Workshop, allowing for an infinite range of drawing tools (see below).


To the right of the texture pallet are the **transparency tool**, **stroke tips** (squared, rounded, or calligraphic), and a **stroke thickness** bar.

To erase a part of you're artwork, draw over it using either white or the background color; you can also click  to undo the last drawn stroke(s). To redo the stroke, click .



**Finding a stroke:** to find the characteristics of a stroke that has been used – a color, for example – hold the **Shift** key  on the keyboard and click on the desired stroke. By doing so, all of the stroke's previously established parameters will be displayed again.

The **stroke movement console** enables you to animate each of your strokes. Assign a movement to a stroke immediately after having drawn it or by selecting it later with the help of the **Shift** key .



There are four types of movement that can be combined with each other: scroll **1**, wriggle **2**, pulse **3**, and wave **4**. Assign a speed for each movement with the help of their respective scrollbars. Additionally, the pulse and wave movements offer three types of displacement that can be selected by clicking on the squares above each movement's scrollbar. The overall speed of movement is controlled by using the **stroke movement activation** button (


DRAWING WORKSHOP





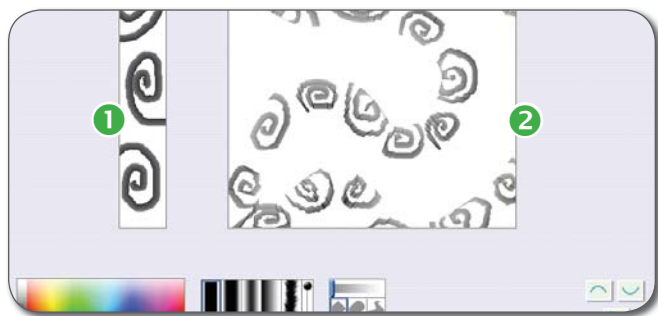
## II.1 Creating

**To assign the same movement to more than one stroke:** immediately after assigning a combination of desired movements to a stroke, hold the **Ctrl** key on the keyboard and click on another stroke for which you would like to assign the same combination of movements. You may repeat this process on as many strokes as desired.


The **animation tool** replays the drawing of the artwork. By holding the **Shift** key  and then clicking , the replay loops, stroke by stroke.

To access the Personal Texture Creation Workshop, click the  button at the bottom right of the texture pallet.

To your left, the white strip is the **mini-canvas**  on which you create your personal textures. To your right, the white area acts as a **draft sheet**  to test a newly created texture.



This Workshop offers the same tools as the Drawing Workshop (colors, half-tones, textures, transparency, tips, thickness, etc.) However, you do not assign a color to personal textures; in this workshop, the color pallet allows you to change the opacity of a personal texture. Darker colors act as opaque tones; the lighter the tone, the more transparent the texture becomes.

Once the new texture is completed, click  to return to the Drawing Workshop. The new texture is added at the end of the textures already available in the texture palette. Note that only a part of the texture is apparent in the texture palette, but that it is whole when used. It is possible to create up to 2000 personal textures.



The **zoom** lets you enlarge a section of the drawing board to add detail to your artwork. Click and hold the **red square** at the bottom of the zoom window. Then move it up and down to change the dimension of the zoom: a part of the artwork will either appear closer or farther. Move the zoom area by clicking, holding, and moving the interior of the selected zoom zone. By doing so, you will be able to draw in high definition.

To return to the Portfolio, click .






## II.1 Creating


### b. Drawing in DUO

#### *Presentation*

The DUO function enables you to create artwork simultaneously with a partner anywhere in the world, on the same drawing board. The only requirement is that both you and your partner have LopArt DUO, and access to the Internet.

#### *Opening a DUO session*





Before drawing in DUO, contact your partner and determine a team name. Then click  in the Portfolio. In the **team name** field () , type the name of your team, and click  . A blinking colored box will appear, indicating that the computers are connecting to each other.

**Note:** If you would like to chat with your partner during the DUO session, both you and your partner must click  . The chat window (white box) will appear in the Drawing Workshop.

You may also leave the team name field blank, in which case you will be coupled with the first person that chooses the same option. However, keep in mind that you will not know with whom you will draw or if you will be able to find a partner at all...

When the drawing board appears, this means you are connected with your partner. The strokes you draw will appear simultaneously on both computers. Be creative and create a dialogue through art!

#### *The DUO Drawing Workshop*

The  icon indicates that you are connected with your partner. If you wish to start a new artwork, click on the icon; it will blink yellow  . If your partner clicks on the  icon as well, a new drawing board will appear. The previous artwork is saved in the Portfolio. If the  icon appears but does not blink, this means that your partner is in his Personal Texture Creation Workshop and may not respond.

If the icon becomes red  , either the connection has






## II.1 Creating


been suspended or your partner has left the drawing session. To draw together once more, you will need to start a new drawing from the Portfolio or verify your Internet connections. If the problem persists, contact your system administrator.

### Notes on DUO


- In DUO, it is not possible to undo and redo strokes or use the zoom.
- Artworks created in DUO are saved and managed in the Portfolio, in the same manner as those created in SOLO.
- If you and your partner share the same gallery and wish to send a DUO artwork to the Virtual Museum, you should determine beforehand who will name and send the artwork to prevent it from appearing twice in your gallery.
- If you return to the Portfolio (  ) during a DUO session, that session will be interrupted. You will have to reconnect with your partner and start a new drawing. Note that it is not possible to select an existing artwork when drawing with a partner.


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- You may animate (  ) an artwork at any time and then resume drawing in DUO.
- When working in DUO, it is possible to share a personal texture with your partner by using that texture in your artwork. By doing so, the texture will appear in your partner's texture palette.

### Organizing a DUO session



First, contact your partner beforehand (via email, chat, or simply by telephone) to establish a meeting time. Determine the common team name (  ) that you will each have to type to establish a connection.

It is very useful, but not essential, to communicate during a DUO session. Whenever possible, use the  function in DUO or a chat application to exchange information with your partner. Consequently, you and your partner will be able to decide on a theme for your artwork, or on a particular activity or game to play in DUO.



## II.2 Publishing

### c. Footnoting the Artwork




Once you have finished an artwork, go to the Portfolio to footnote it. Select the artwork you wish to footnote and click **A**. Give your work a **name** (  ) and a **signature** (  ). In the box, you can describe or comment on your work. Even better, complete your artwork by adding a short text, an explanation, or a poem... If the artwork is sent to the Museum, this text will be presented with the artwork and will be useful for searches by theme. It is therefore important to always use the same artist name, especially when sending your work to the Museum.




### 2. Publishing

#### a. Viewing the Portfolio's Artwork - Slideshow ( )

##### Stroke by Stroke

The animation tool (  ) allows you to replay the creation of an artwork. By holding the **Shift** key  and then clicking , the replay of the drawing loops, stroke by stroke. You can control the speed of the replay by using the scroller. This functional enables you, among other things, to view the animation created through the artwork.

##### Stroke Movements

The **stroke movements activation** button  lets you see the artwork's strokes in movement, if a movement is assigned to them. This button is also used to adjust the movements' speed based on your preferences: yellow designates a slow movement, green, a swift one, and red stops the movement.

##### Zooming

The **zoom** enables you to add detail to your artwork. By clicking and holding the **red square** at the bottom of the zoom window, and then moving it up and down, you can change its dimension: a part of the artwork will either





## II.2 Publishing



appear closer or farther. You may also move the zoom area by clicking, holding, and moving the interior of the selected zoom zone (avoiding the red square itself).

### Automatic Image Sequencing




The **editing console** allows you to record up to eight frames in an artwork, using the zoom. The eight boxes on top **1** are for saving the selected frames, while the boxes on the bottom **2** are to view the saved frames. First, modify the zoom's dimensions using the red square at the bottom of the zoom window. Move the zoom area by clicking, holding, and moving the interior of the selected zoom zone. Select the desired frame (close-up of an interesting area or detail) and click on the first top box of the editing console. Select other frames and save them. To view the saved frames, click on the bottom boxes. Note that it is possible to overwrite a frame by saving another shot over it. You can also delete the last frame by pressing the **Backspace** key  on the keyboard. At all times, you may click the  icon to preview the sequence.



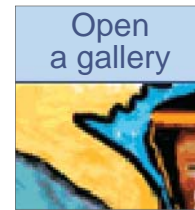
The **scrollbar** on the left of the console determines the speed at which the selected shots will succeed each other. Hold the **Shift** key  and click  to display a random sequence of the frames selected.





### b. Printing the Artwork

Printing artwork is made easy with LopArt DUO. From the Portfolio, select the work you would like to print, and click . Four different resolutions are available (1, 4, 25, and 100). Therefore, a resolution of "1" prints the image with the same amount of pixels as on the screen, whereas "100" prints with a resolution that is one hundred times superior.

### c. Exhibiting Artwork on the Virtual Museum

To exhibit artworks in the Virtual Museum, you must first open a gallery in the LopArt Museum website ([www.lopart.net](http://www.lopart.net)). Click on the **Open a gallery** button in the "Galleries" section, type in the required information, and register.



From the Portfolio in the application, select the artwork you wish to exhibit and click . Choose a gallery **name** () and a **password** () , and confirm your choices . You may also open a private gallery, in which access is limited to those who possess the password.



## 11.3 Handling

### d. Sending a Postcard @

This option allows you to send an artwork via email. Type the **recipient's email** (A@), a **return address** (A@), a **title** (T), a **message** (A)... and then, simply send by clicking @!



Dai53 gallery

### 3. Handling

#### a. Exporting an Artwork ↗

If you wish to save an Artwork to your computer, you can do so in five formats:

**JPEG** (.jpg): this format allows you to save an image that does not take much space on your harddrive.

**LOP** (LOP): this format is particular to LopArt. It allows you to transfer an artwork from one LopArt application to another, while preserving its history of strokes, stroke movements, animations, and the image sequencing that is associated to it.


**Film** (Film): this format preserves 200 images of the drawing's reconstruction in the "Film" folder. These images are in JPEG format and may be exported into a video editing program or an image treatment software to create more customized animations or to view the artwork's history






## 11.3 Handling

without the LopArt DUO application. The images are saved in the “Film” folder, right next to the application. Be careful to save them elsewhere on your computer, since they will be overwritten during the next export.



**Stroke Movements** (  ): saving in this format will export 200 images of a completed artwork with stroke movements in the “Film” folder. These images are in JPEG format and may be exported into a video editing program or an image treatment software to create movies featuring your artwork and its stroke movements.

**Image Sequencing** (  ): this type of saving exports 200 images based on your editing to the “Film” folder. These images are in JPEG format and may be exported into a video editing program or an image treatment software to create movies with your editing sequences.


### b. Importing an Artwork to the Portfolio

Click  to import a .lop file into your Portfolio.

### c. Managing your Personal Textures

When you click , the personal textures you have created are displayed. You can delete a texture by clicking . Textures are also conserved in the artwork itself. To find a texture used in a specific artwork, open it and the texture will appear in the list of personal textures.

### d. Deleting an Artwork

From the Portfolio, select the work you wish to delete, and click . After you have confirmed your choice, the artwork will be erased from your harddrive.



For further information on LopArt DUO, visit our website:

**[www.lopartduo.net](http://www.lopartduo.net)**

There, you will find an overview of the software's functions as well as a wide array of ideas and help material that will further your understanding of LopArt DUO. You can also contribute to this bank of ideas by submitting your own! Also available is a resource center for teachers, outlining the benefits of LopArt DUO and facilitating exchanges of projects between classes. The website also allows you to order LopArt DUO by downloading it or purchasing a CD-ROM copy. Finally, the website features galleries that have stood out... maybe you will even find your gallery there!

If you have any comments or inquiries, or if you wish to send us brief descriptions of personal creations or teaching accomplishments using LopArt DUO, please contact us at [duo@lopart.net](mailto:duo@lopart.net), or visit our website at [www.lopartduo.net](http://www.lopartduo.net) and fill out the form in the "The Software > Ideas Bank" section.



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