2D TUTORIAL: Product Illustration using Inkscape

Product Front View illustration created using the free open source vector program Inkscape

The following are tips for creating product illustration using Inkscape

Inkscape is an exciting FREE vector program that has features similar to those found on commercial counterparts such as Illustrator, Freehand and CorelDraw. It can be downloaded from its official website www.inkscape.org

By profession, I am an industrial designer. Inkscape feels to me as a pretty good tool for product illustration. For industrial design students who wouldn't want to spend money on buying software for rendering or are financially burdened... look no more... this is the tool.

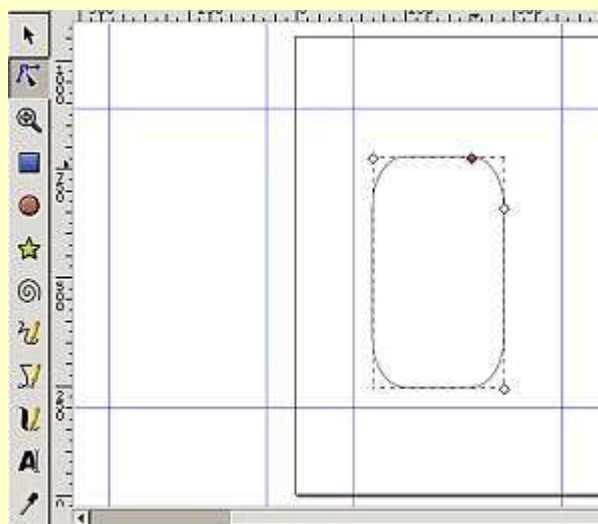**1.** Basically, for this tutorial we will create using the basic available shapes.

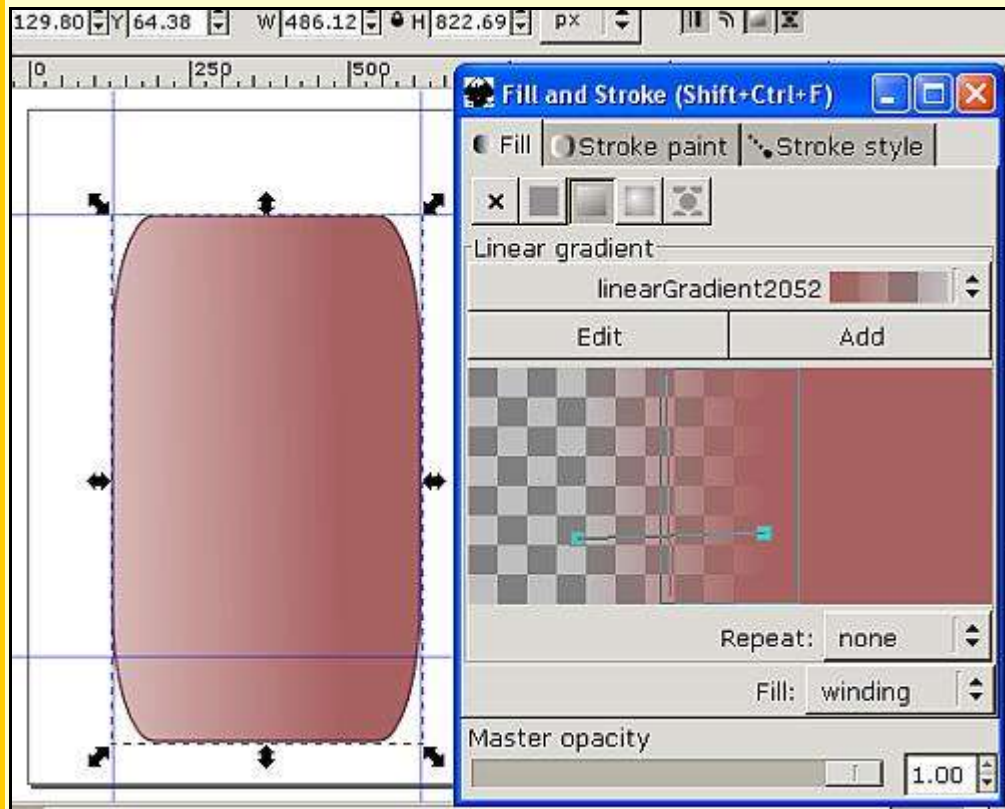To create the product (a simple mobile phone) body, I use the **rectangle tool** .

To get the corners rounded, select the created rectangle, then use **control handles** to manipulate the corners.

2. Now, we give a gradient fill to the object. Click **Fill and Stroke** .
In the **Fill** column, fill the form with **Linear Gradient** (see screenshot below).


2a. Under **Fill** > **Linear Gradient**, click on **Edit** to open the **Gradient editor.**

We are going to edit the gradient colour and remove the transparency.

Click on **Add stop**, select white on the colour wheel. On the **Offset** bar, set the value to 1.00. Also, set the Value of **A** (transparency) to 255.
This will make the white portion opaque.
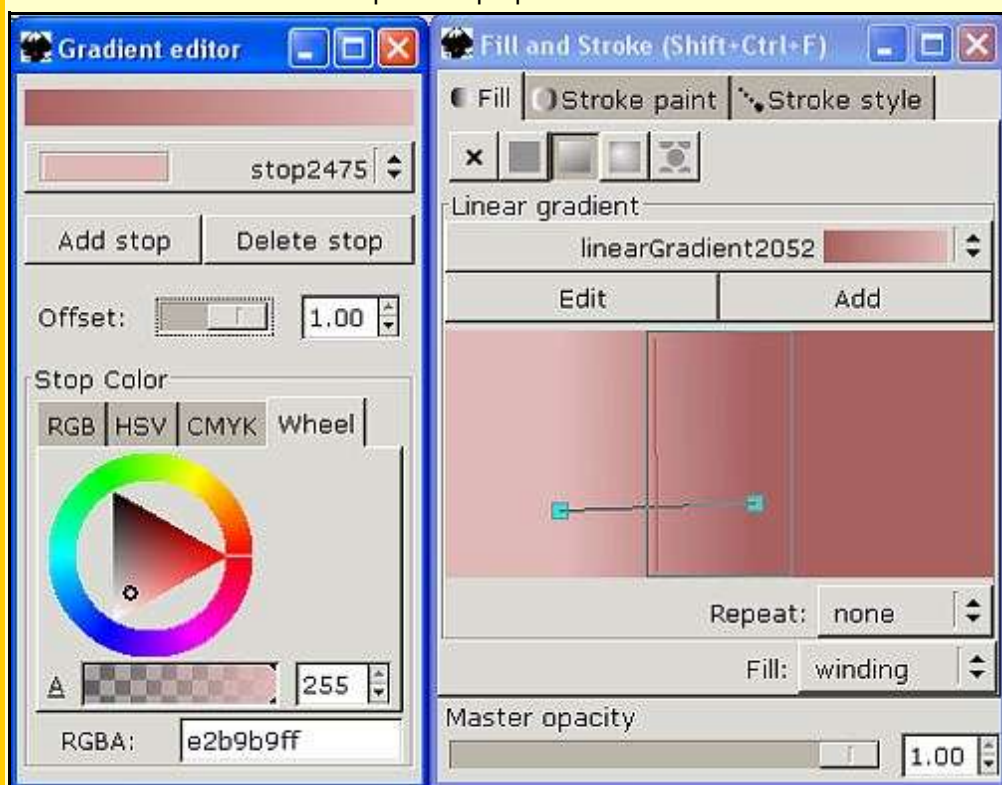
3. Point to take note: As with most illustrations, we have to determine the direction of the light source. In this case, the light is illuminating from the left.
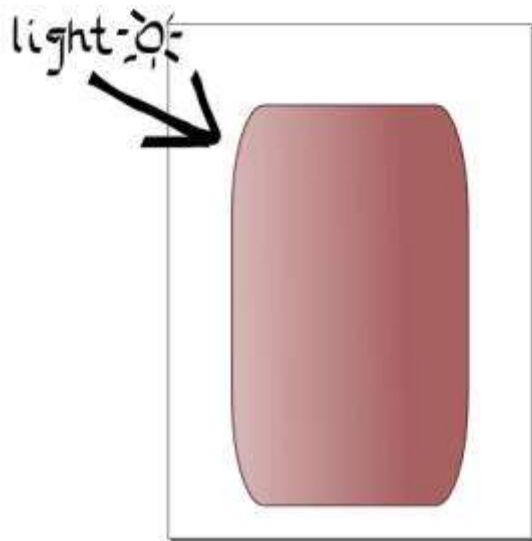
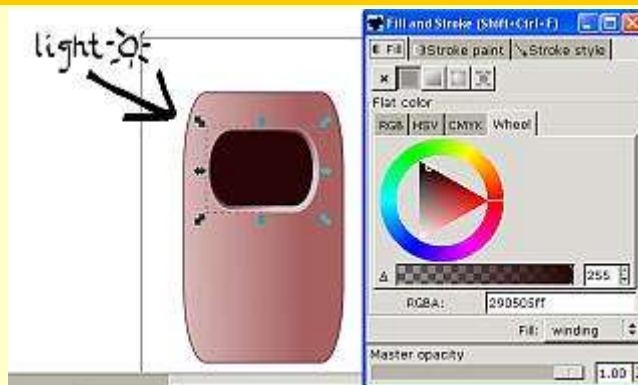**4.** Add a **rectangle** [icon] as the basic form of the mobile phone screen.
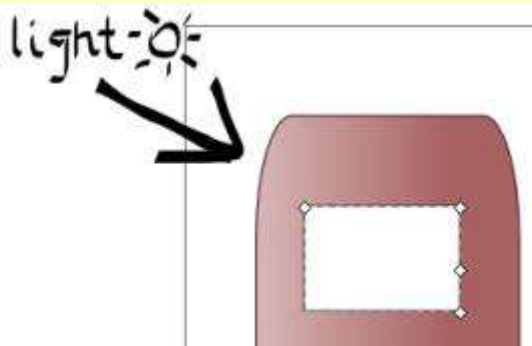
5. Here comes the interesting part...

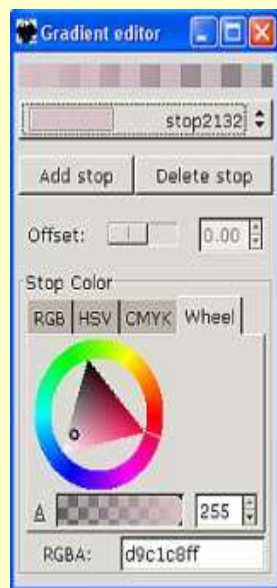Select the screen object, Round off the corner using **control handles** [icon] again.

Next, click **Fill and Stroke** [icon]. In the **Fill** column, fill the form with an opaque color.

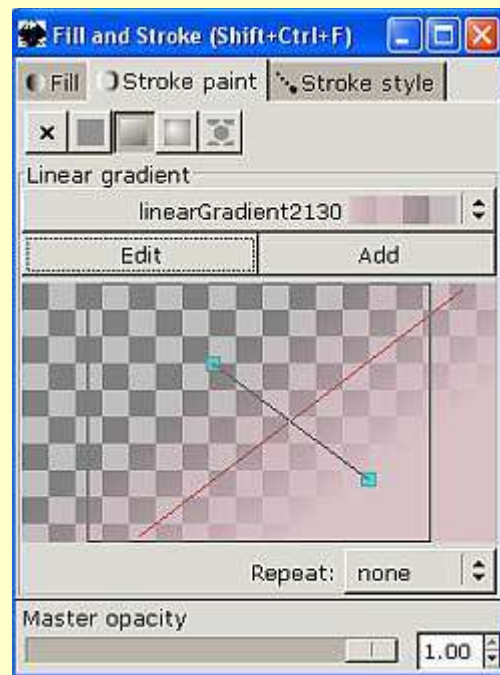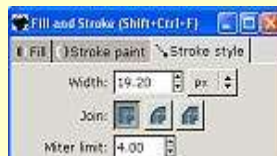**6.** Next, click the **Stroke paint** column. See screenshot on the left >>>

Click on **Linear Gradient**. We are going to give an area of highlight to the edge of the screen.

To edit the colours, click on **Edit**, and adjust the parameters accordingly (see screenshot below)

Fill and Stroke (Shift+Ctrl+F)

Fill | Stroke paint | Stroke style

Linear gradient

linearGradient2130

Edit | Add

Repeat: none

Master opacity

1.00

Drag the handle of the gradient control to achieve the desired direction and gradient spread.

Gradient editor

stop2132

Add stop | Delete stop

Offset: 0.00

Stop Color

RGB | HSV | CMYK | Wheel

A 255

RGBA: d9c1c8ff

Next, click the **Stroke Style** column.

In the **Width** Parameter, set the desired width of the highlight.

Fill and Stroke (Shift+Ctrl+F)

Fill | Stroke paint | Stroke style

Width: 19.20 px

Join:

Miter limit: 4.00

7. Next we create different objects using the same technique. See the diagram on the right >>>

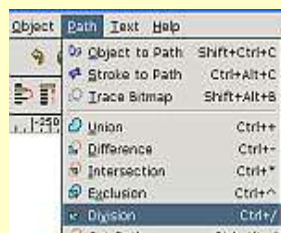Note: for illustrative purposes, the 3 objects that made up the screen are staggered for easy viewing.
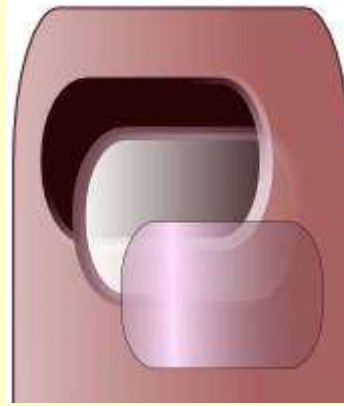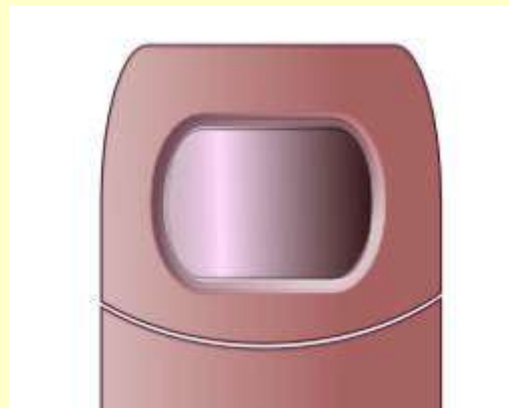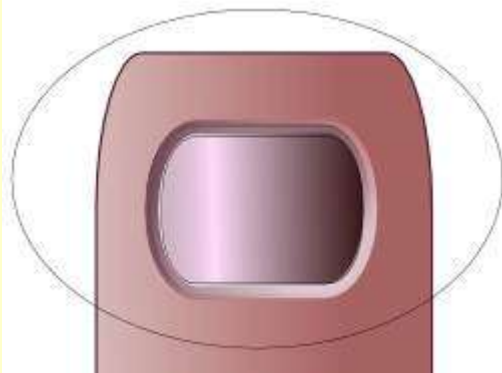
8. The assembled screen should look like this >>>

9. We are now going to split the phone body into a top and a cover.

Create a Oval . Select *both* phone body and oval, by selecting one, press *shift* and select the other.

Select from the menu..**Path** >> **Division** See screenshot below.

The phone body should now be split onto 2 parts. See diagram on the right >>>

10. Next we create an oval-shaped detail on the cover. For this, we can usethe same technique as described in part 7.
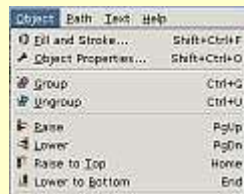
Note: for illustrative purposes, the 2 objects that made up the detail are staggered for easy viewing.

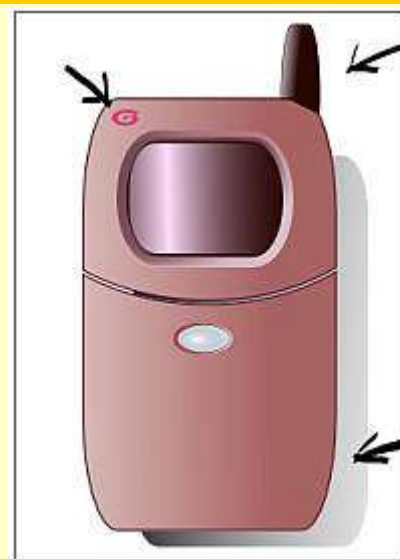Use **Radial gradient** on **Fill and Stroke** to achieve the highlight.
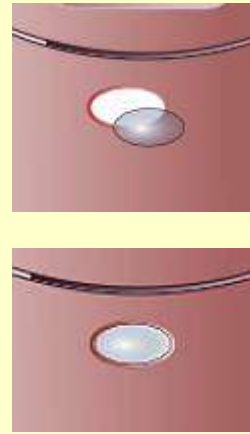
11. To complete the illustration, we add an antenae, a speaker hole and a drop shadow.

Point to note: Use Object>>> Raise or Lower to re-arranged the objects

The speaker hole is create using

the spiral .