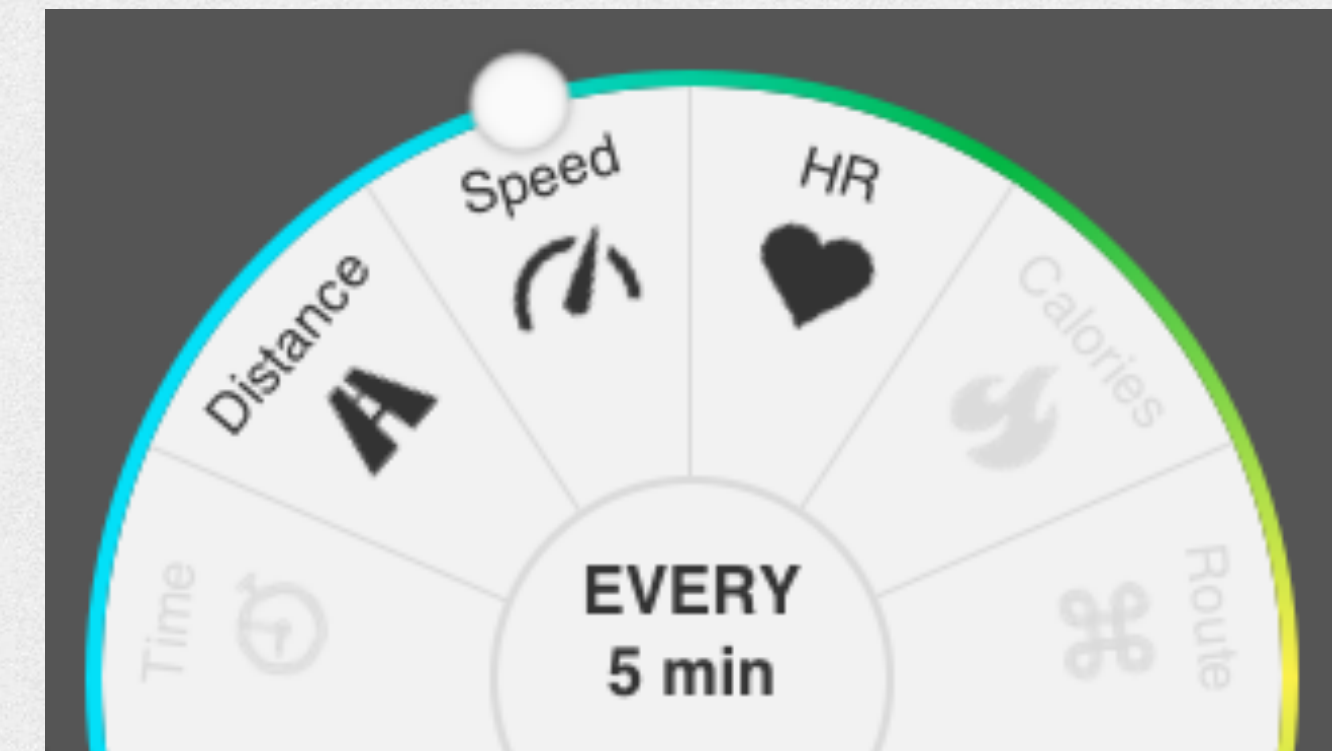
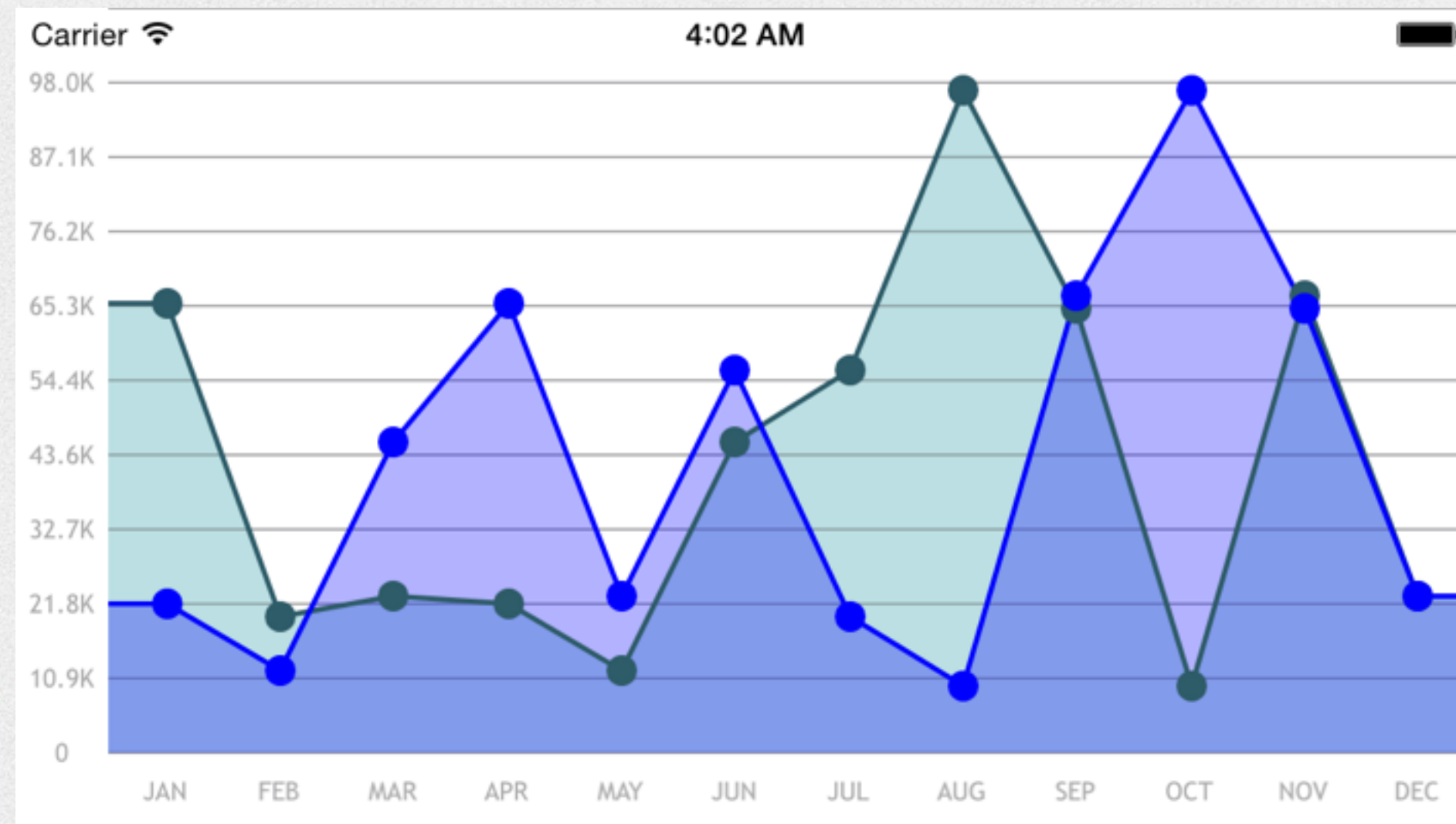
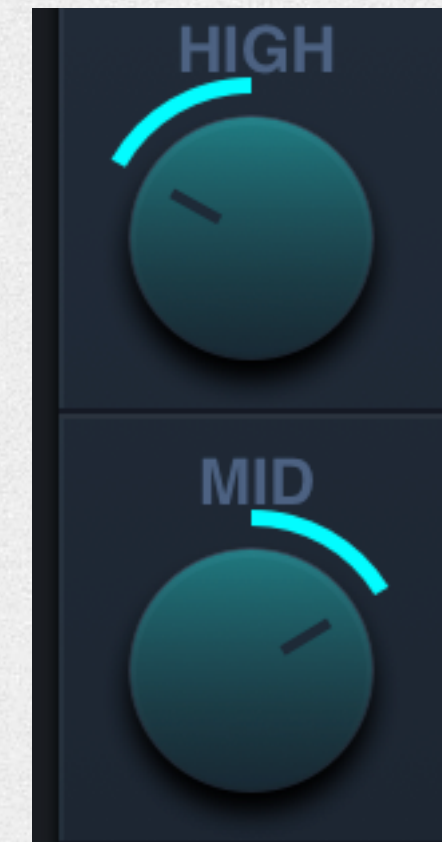
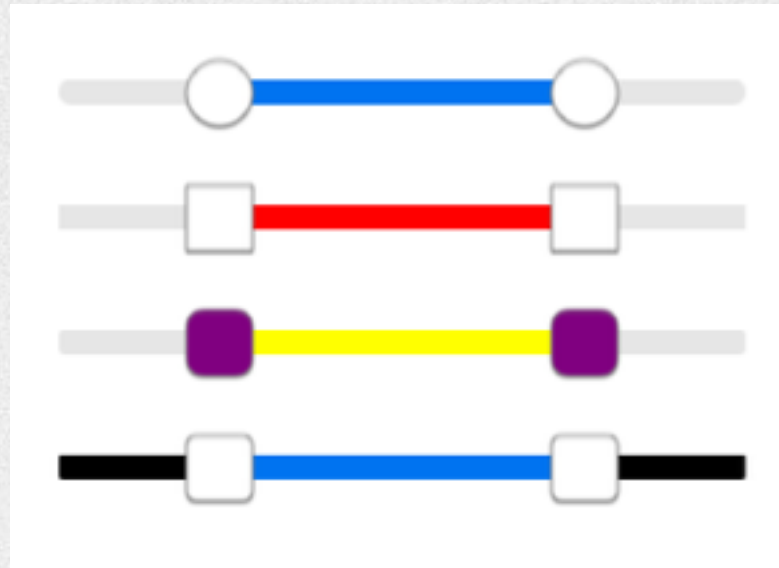


Made Easy

206: Core Graphics

Part 1: Overview

Drawing API

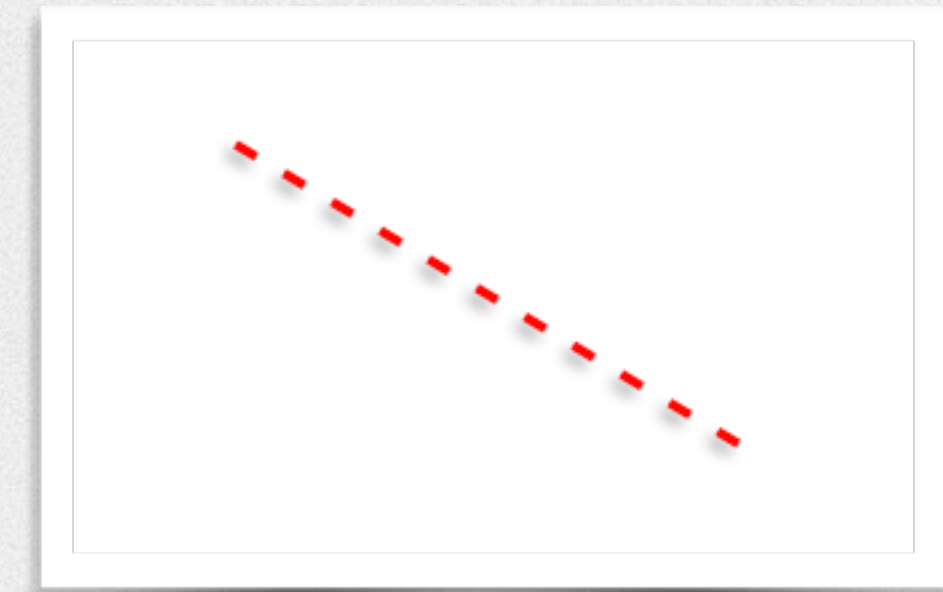
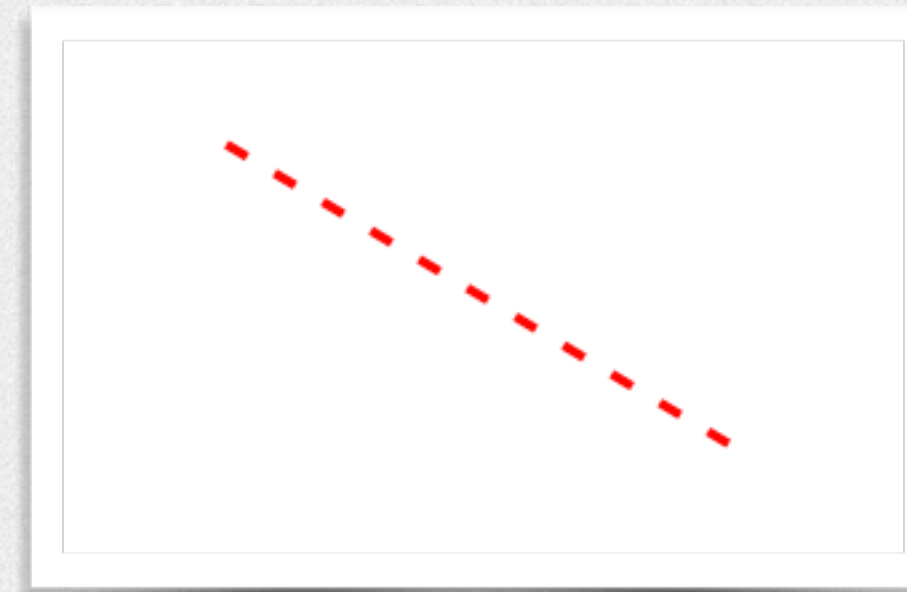
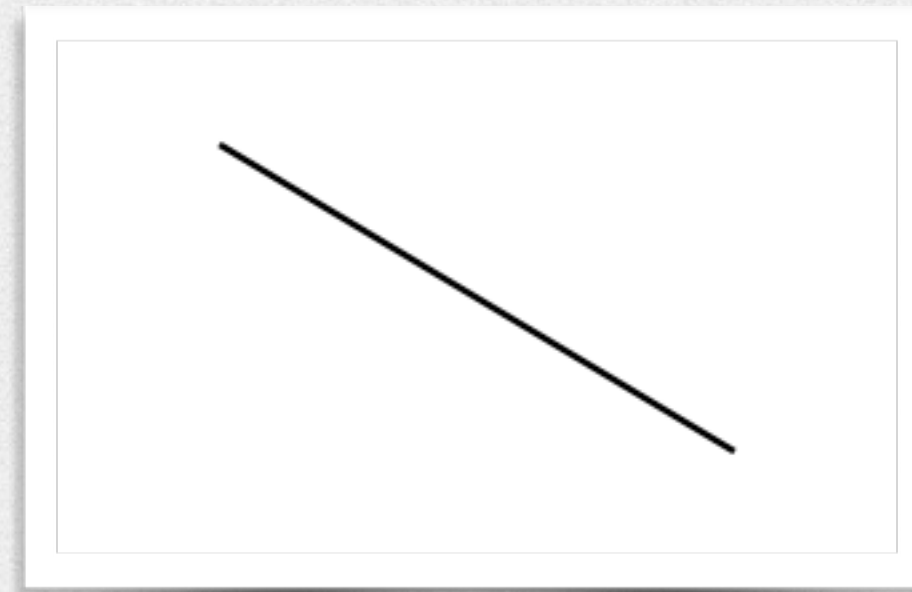


Core Graphics

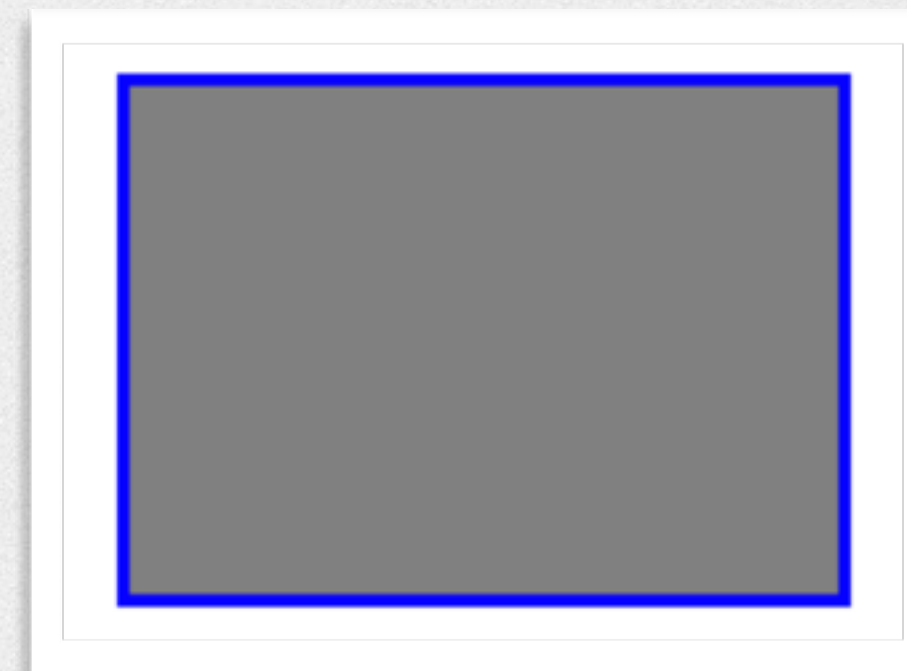
- ⚙ Low Level - C structs
- ⚙ Some features have higher level objects wrappers
- ⚙ State Machine

Drawing

Lines

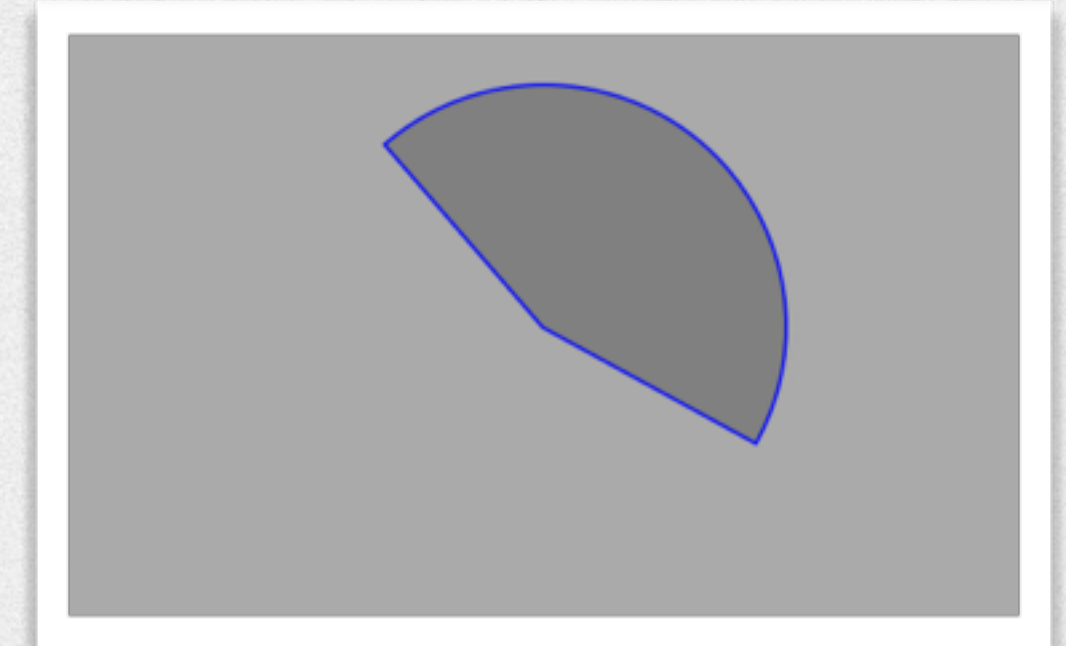
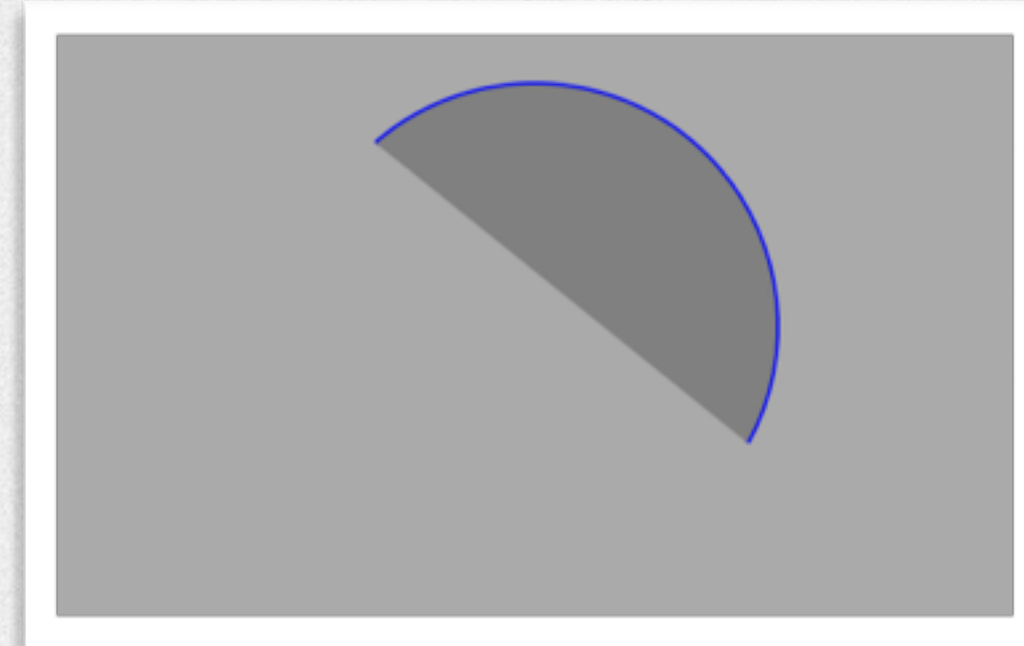
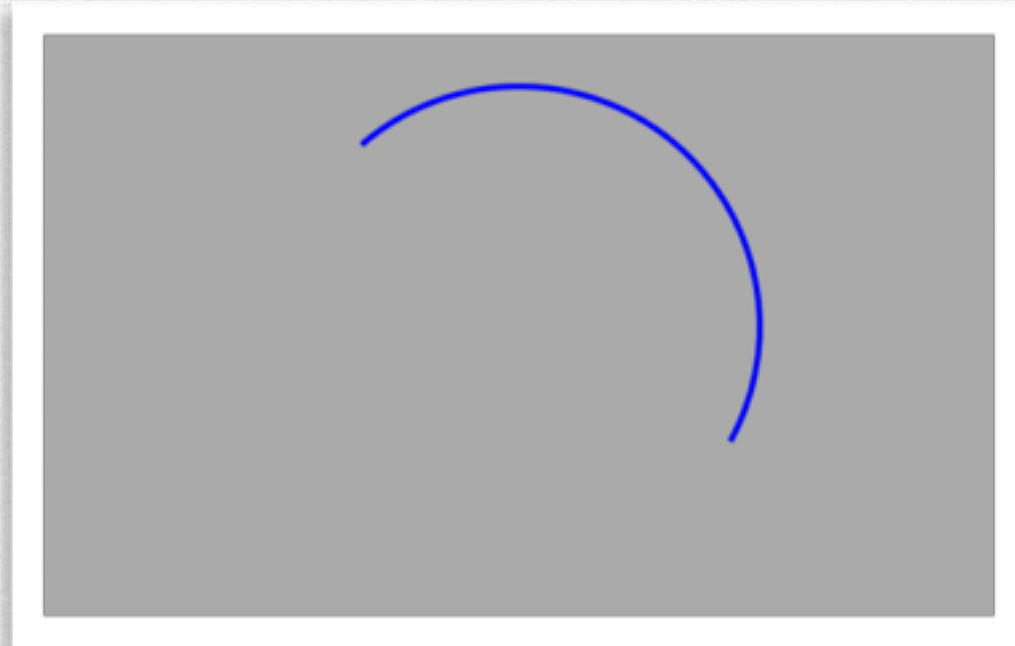


Rectangles

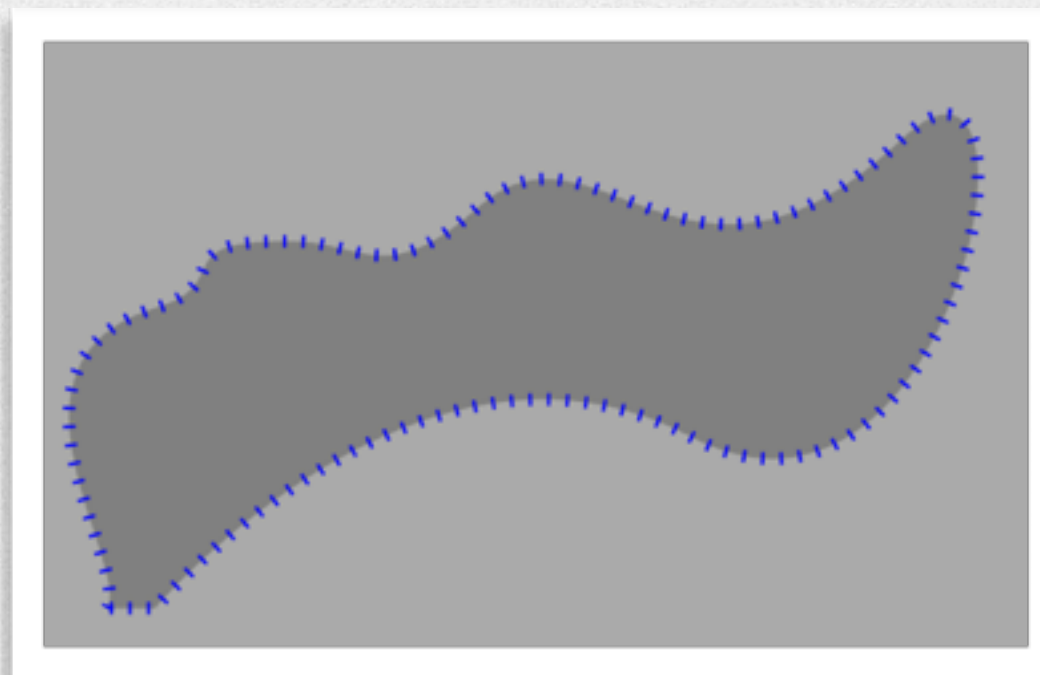
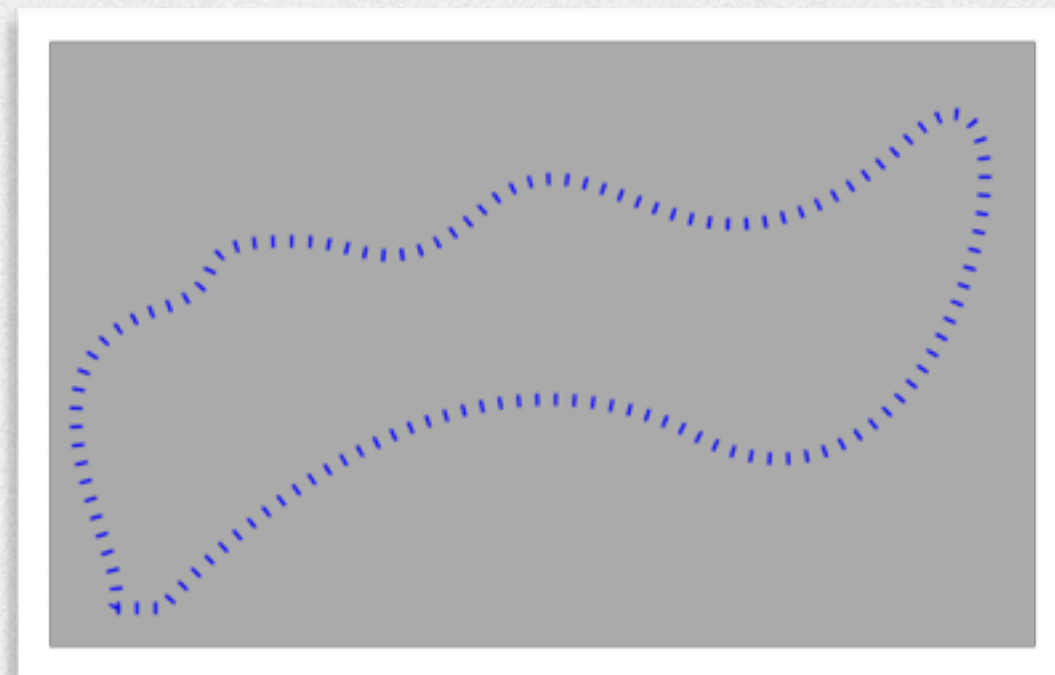


Drawing

Arcs



Bezier



Steps 1:Context

- ⚙ Get Context
- ⚙ Screen, bitmap (image), or PDF
- ⚙ UIView? override drawRect

Step 2: Create a Path

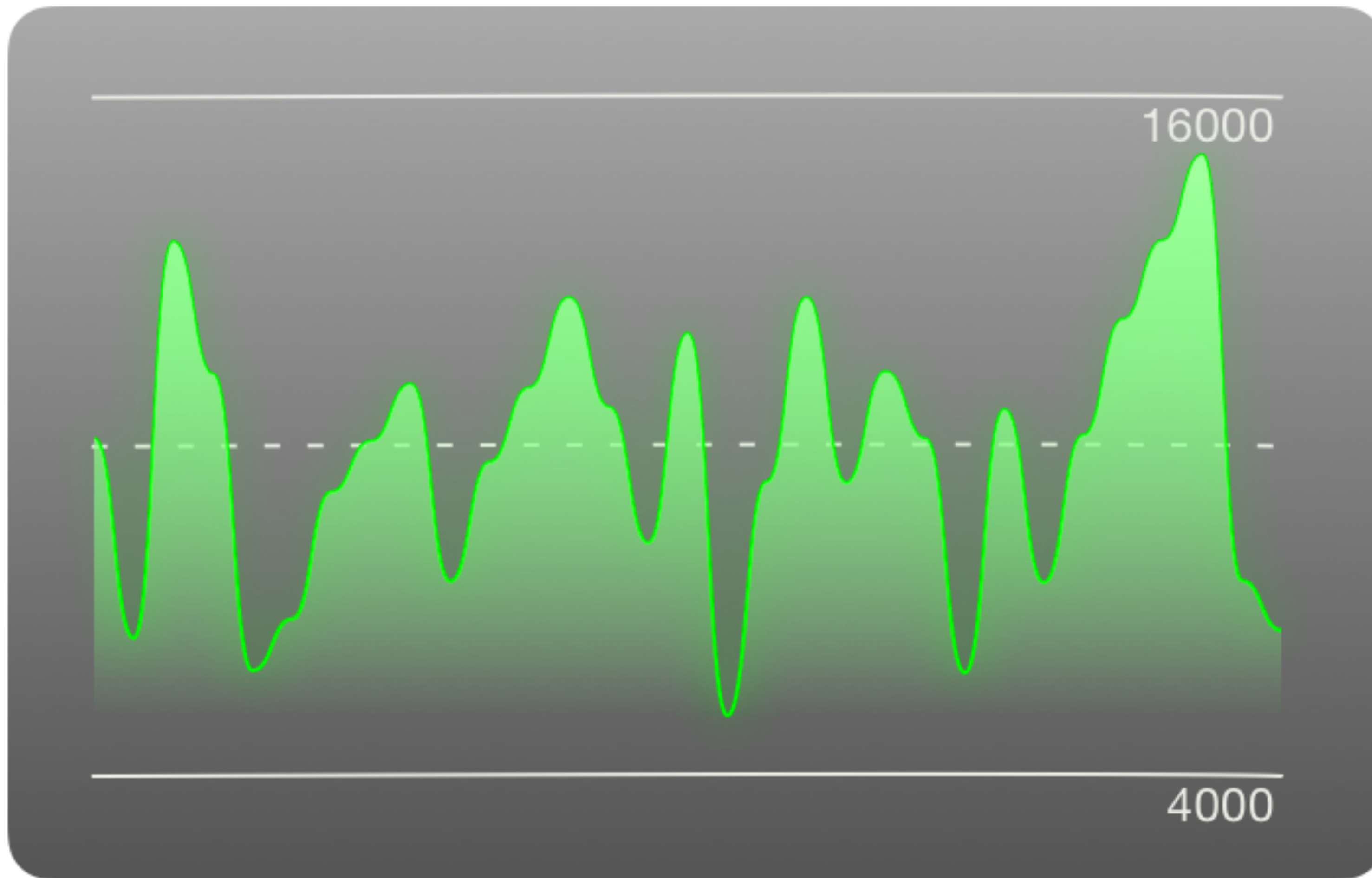
- ⚙ Path = Series of lines
- ⚙ Closed V Open paths
- ⚙ Lines
 - ⚙ Straight
 - ⚙ Arcs
 - ⚙ Bezier

Step 3: Set State

- ⚙ Color
- ⚙ Line width
- ⚙ Clipping
- ⚙ Shadow
- ⚙ Transformations
- ⚙ Blend Mode
- ⚙ etc

Step 4: Draw

- ⚙ Fill
- ⚙ Stroke
- ⚙ Draw Gradient
- ⚙ Draw Image



Paintcode

- ⚙️ Vector Drawing Interface
- ⚙️ Export Core Graphics Code
- ⚙️ Import SVG or PSD files
- ⚙️ Great for learning

