



# Adding Elements

The Mugeda Team

[www.mugeda.com](http://www.mugeda.com)

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# Supported Elements

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Image



Text



Rectangle

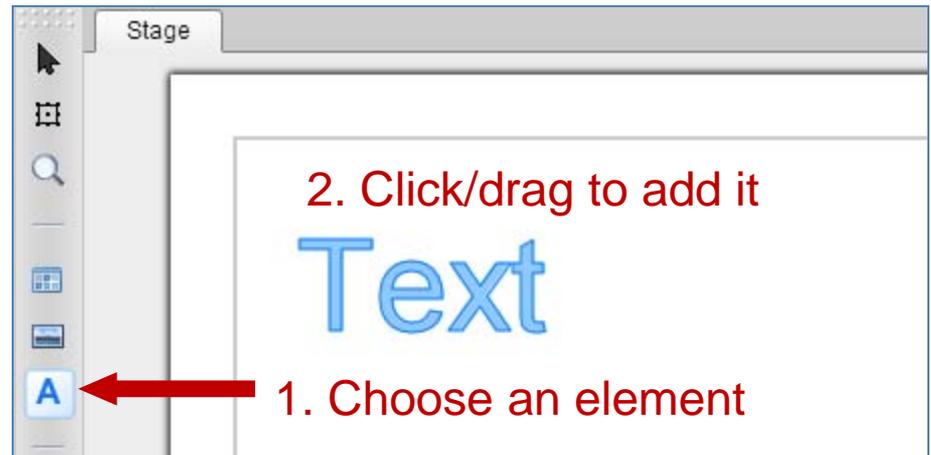


Ellipse



Rounded Rectangle

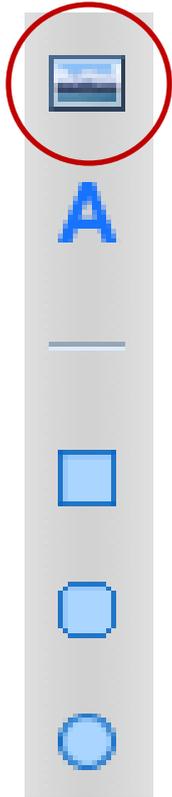
Choose a desired object from the toolbar, and then click or drag on the stage to add it



More advanced objects, like curves, drawings, audios, may also be supported, and will be discussed in later tutorials.

# Ways To Add Image

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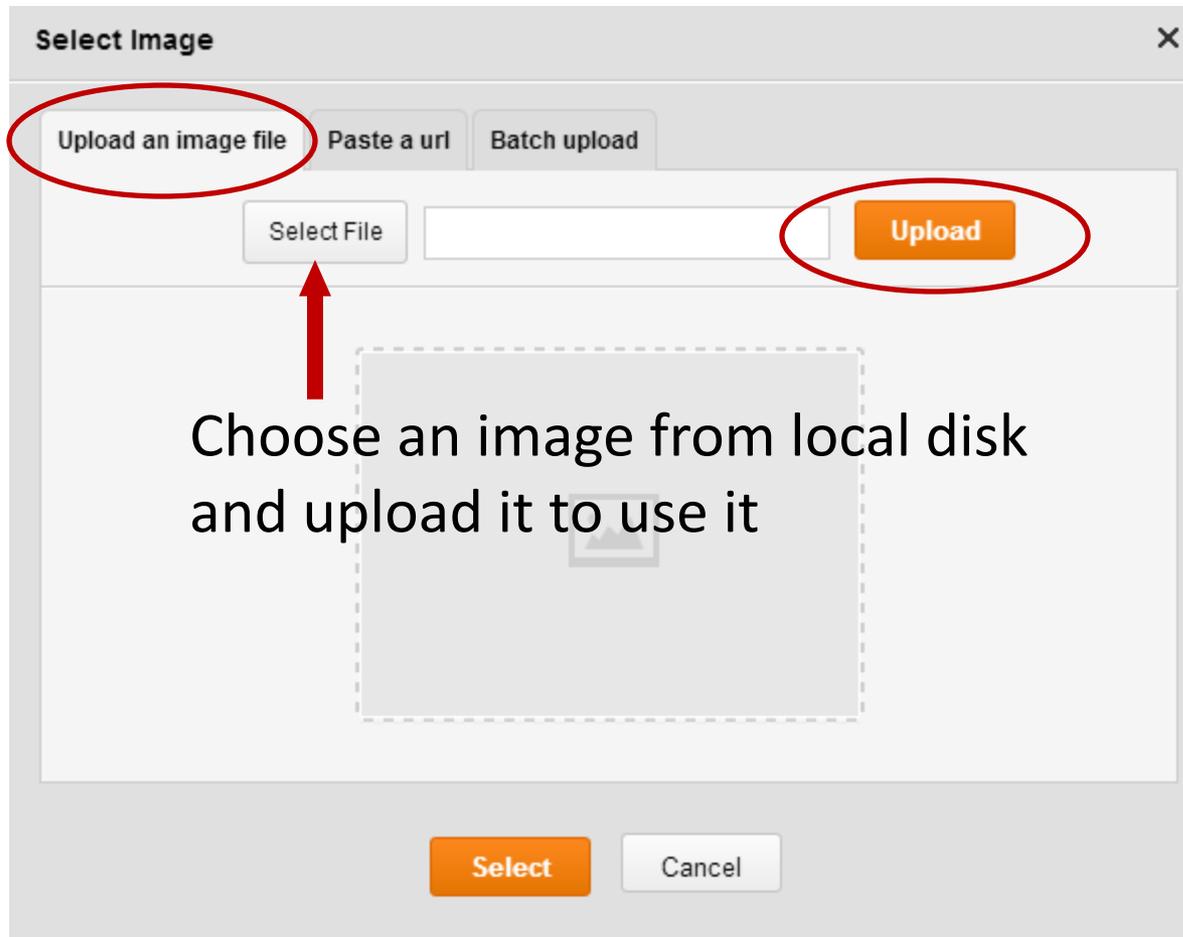
Upload from local disk

Fetch from a URL

Drag and drop

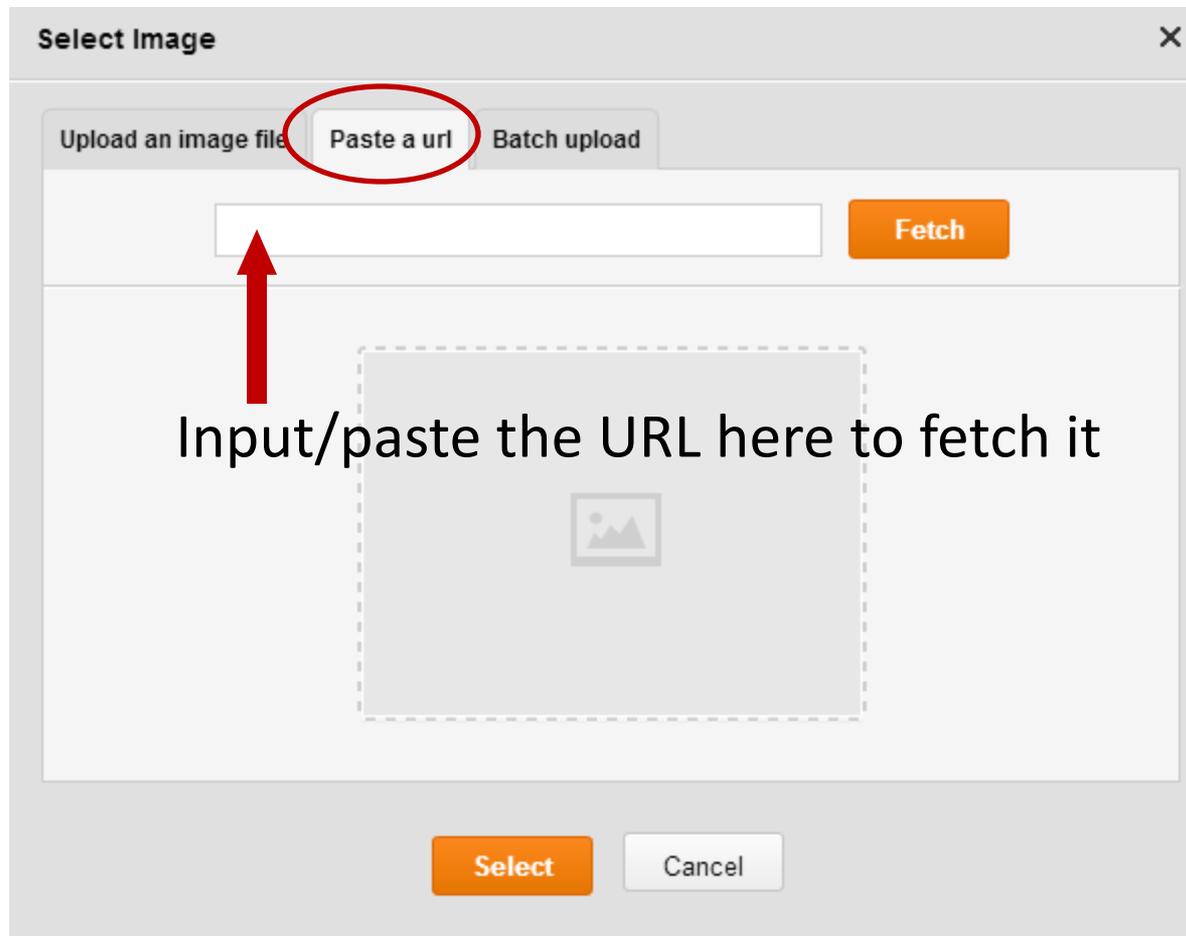
# Upload From Local Disk

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# Fetch From A URL

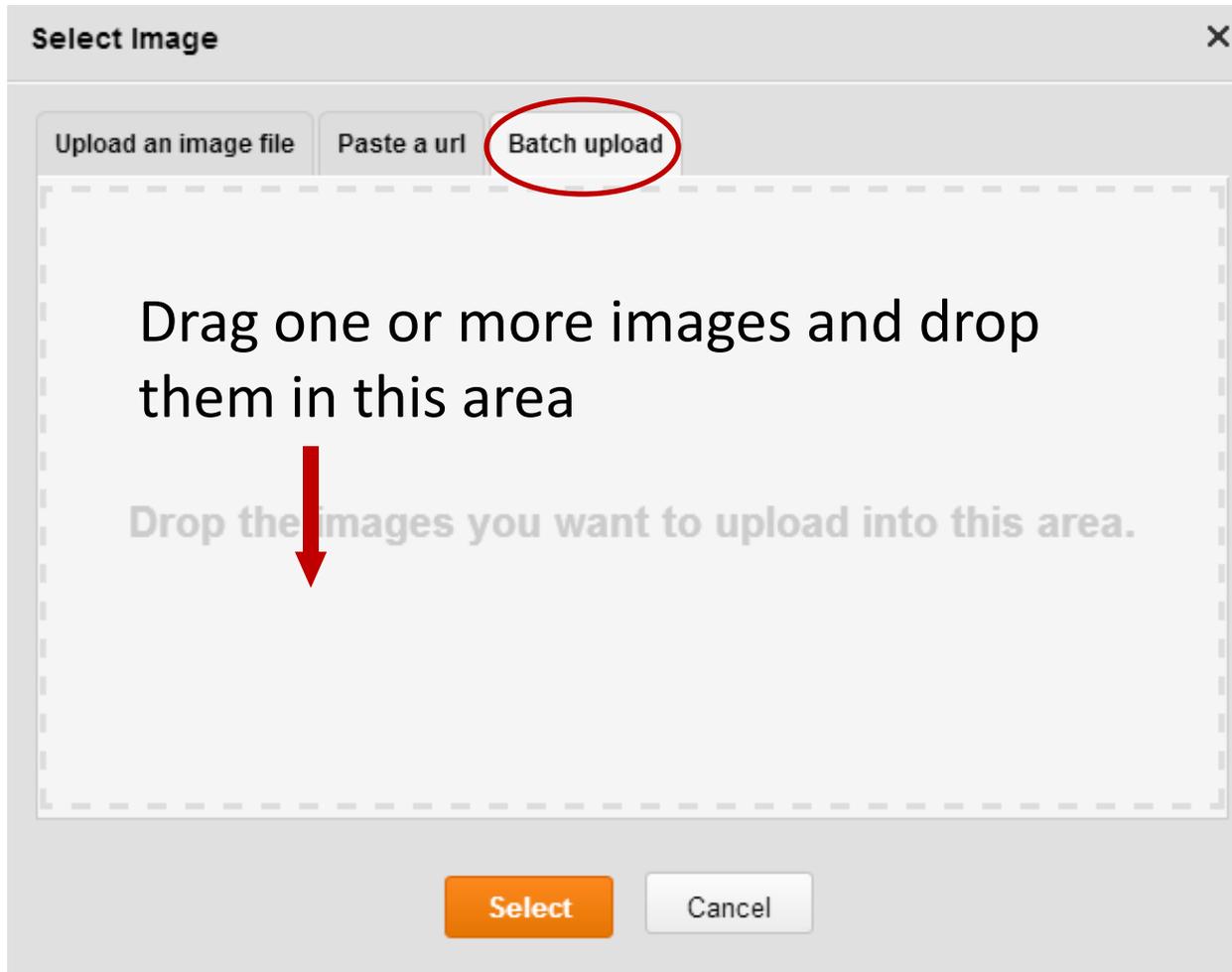
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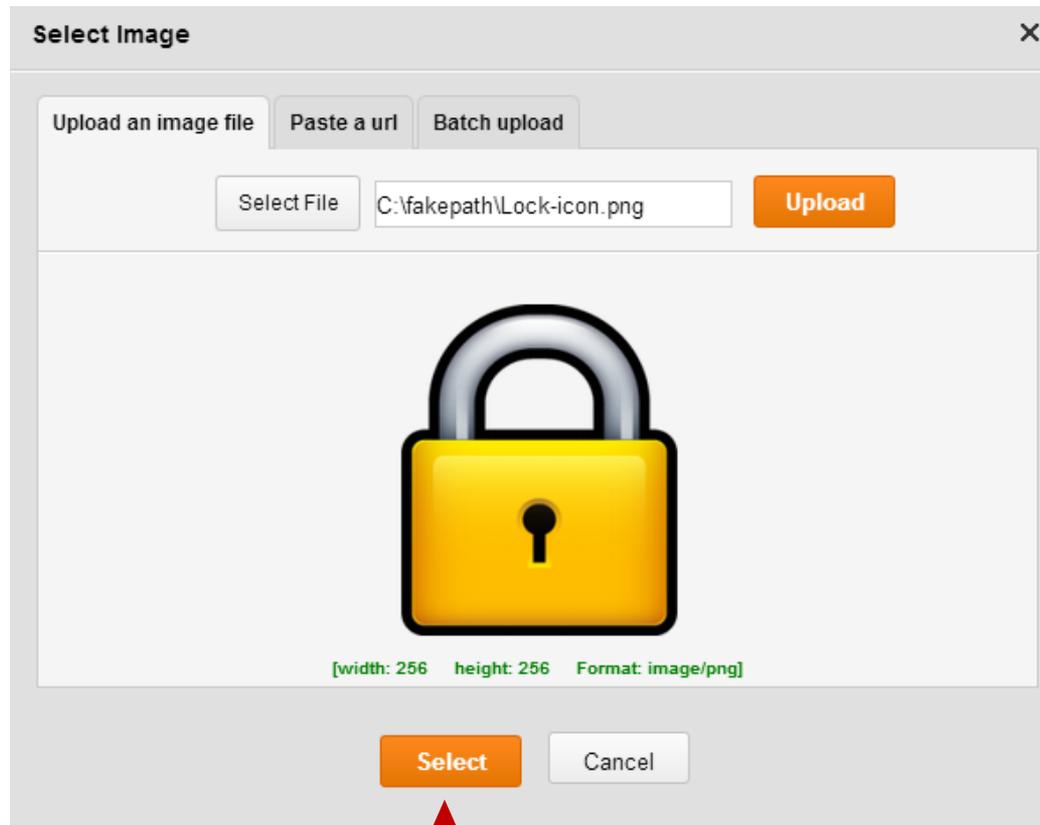
Input/paste the URL here to fetch it

# Drag and Drop

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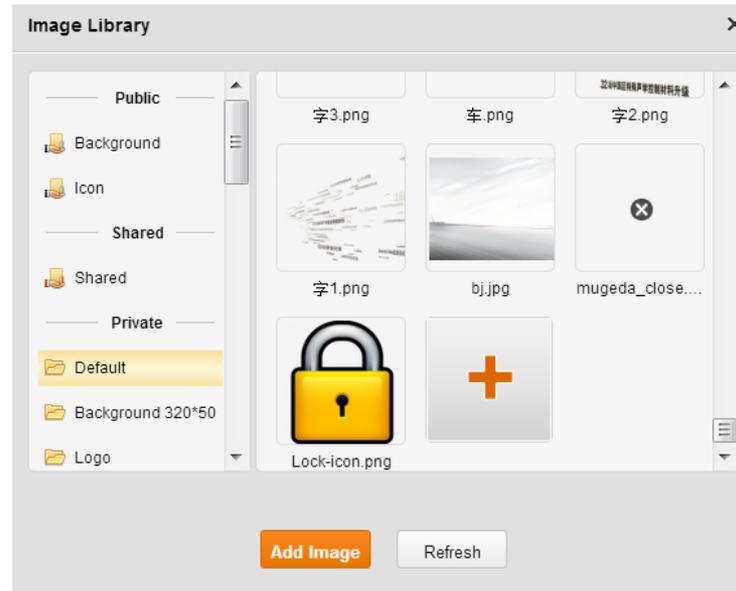


# Use An Image



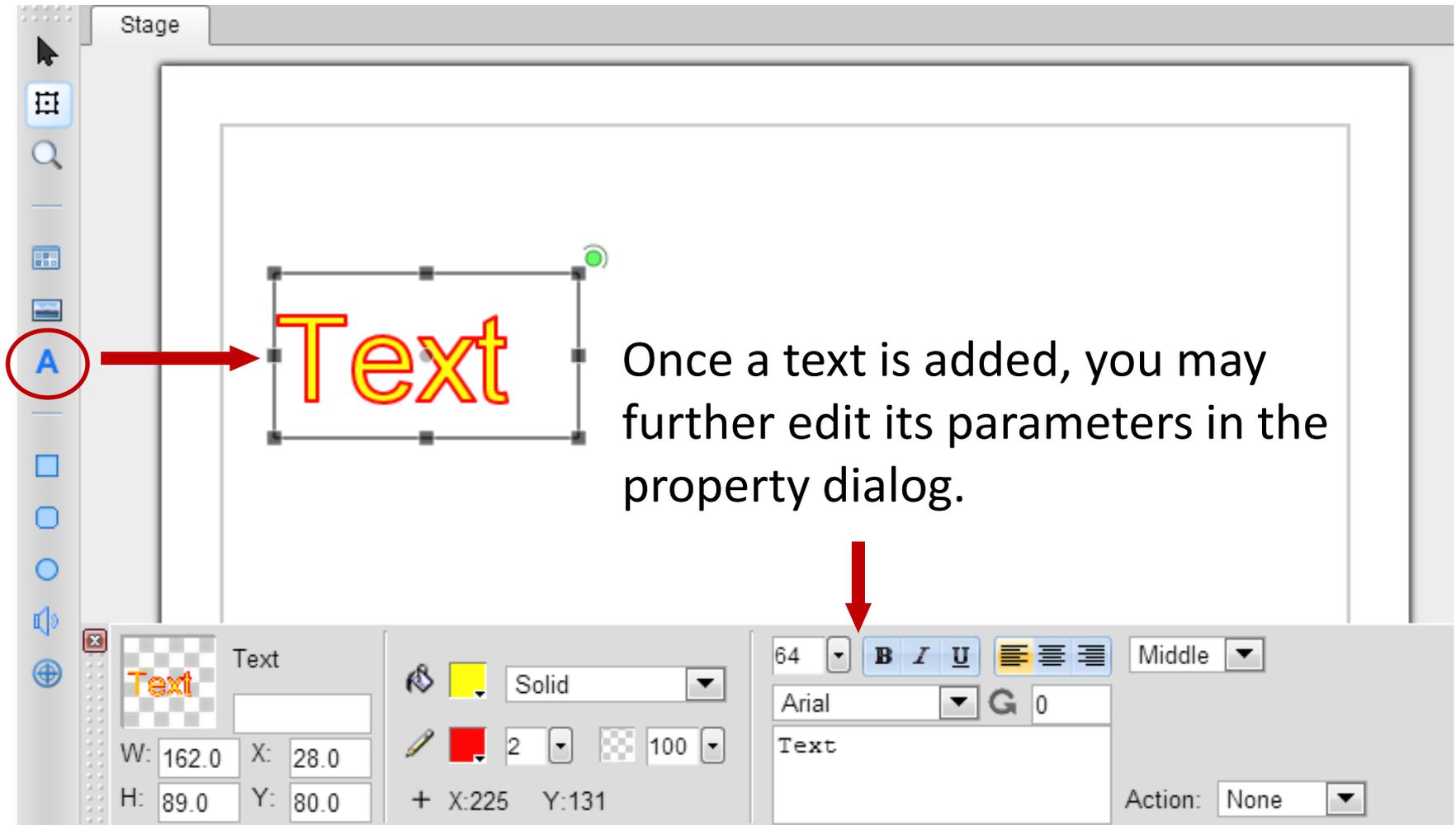
Once the image is uploaded, click "Select" to add it to the stage

# Image Asset



Uploaded images are reusable in the image asset library. Double click an image or click “Add Image” to add an image in the library can add it into the stage.

# Add Text



The screenshot displays a software interface for adding and editing text. On the left, a vertical toolbar contains various icons, with the text tool (represented by a blue 'A' in a circle) highlighted by a red arrow pointing to the word 'Text' on the stage. The stage itself is a large white rectangle containing the word 'Text' in a yellow, outlined font. A red arrow points from the text tool icon to the text on the stage. Below the stage, a properties panel is visible, showing various settings for the text object. A red arrow points from the text on the stage to the properties panel. The properties panel includes a preview of the text, a name field containing 'Text', dimensions (W: 162.0, H: 89.0), position (X: 28.0, Y: 80.0), fill color (yellow), stroke color (red), stroke width (2), and font settings (font size 64, font family Arial, bold, italic, underline, and alignment Middle).

Once a text is added, you may further edit its parameters in the property dialog.

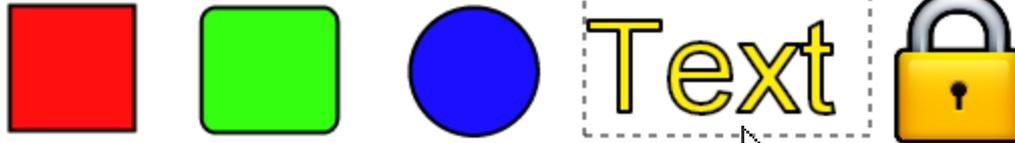
# Add Shapes

Once a shape is added, you may further edit its parameters in the property dialog.

The interface shows a 'Stage' window with a grid. On the left, a toolbar contains various tools, with the shape tools (square, rounded square, circle) circled in red. A red arrow points from this toolbar to a green square on the stage. Below the stage, a 'Shape' property dialog is open, showing a red arrow pointing from the green square to the dialog. The dialog includes a color swatch, a fill type dropdown set to 'Solid', a stroke color swatch, a stroke width dropdown set to '2', a pattern dropdown set to a checkerboard pattern, and a pattern opacity dropdown set to '100'. The dimensions are W: 67.7, H: 63.2, X: 18.7, Y: 123.4. The position is X: 65, Y: 157. The 'Line cap' is set to 'Roun', 'Line join' is 'Roun', and 'Action' is 'None'. The 'Corner Radius' is set to 16.

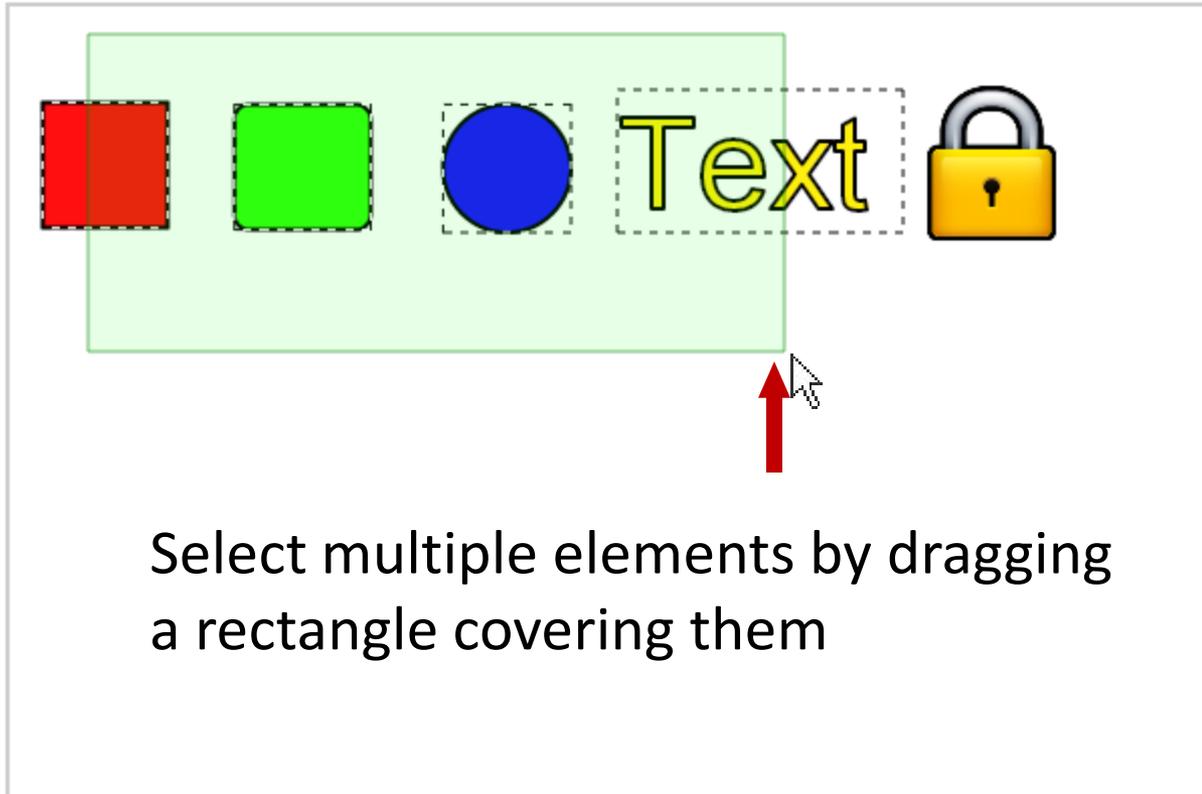
Property	Value
W	67.7
H	63.2
X	18.7
Y	123.4
Fill	Solid
Stroke	2
Pattern	100
Line cap	Roun
Line join	Roun
Action	None
Corner Radius	16

# Selecting by Clicking



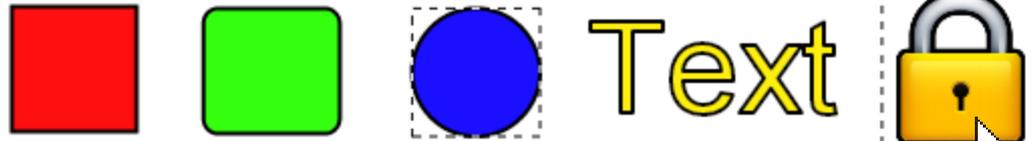
Select an element by clicking it

# Selecting by Dragging



Select multiple elements by dragging  
a rectangle covering them

# Selecting by Picking



**Ctrl** + Click

Select multiple elements by clicking individual elements with the Ctrl key pressed.

# Scaling



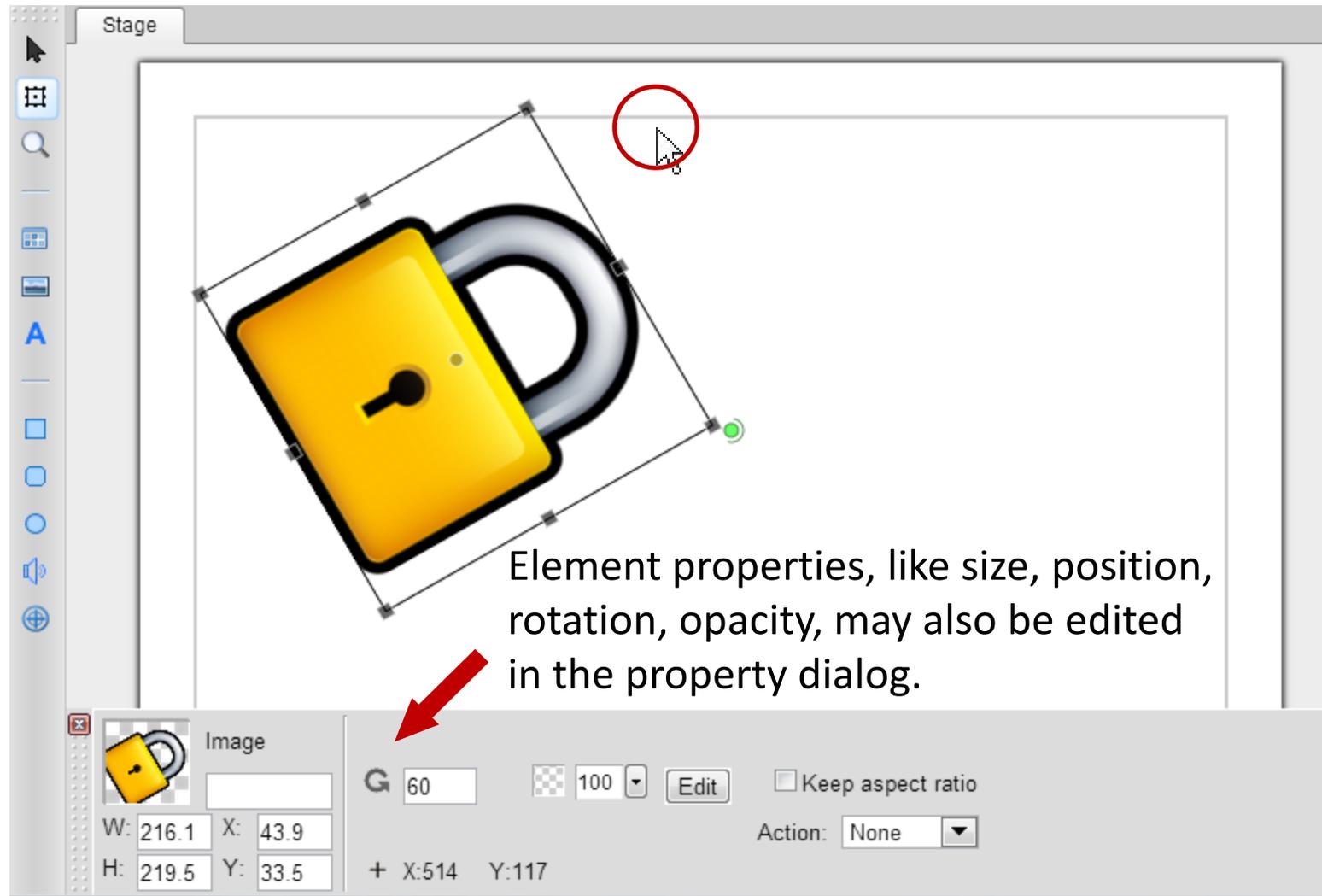
Scale an element by dragging one of the controlling blocks surrounding the element

# Rotating



Rotate an element by dragging the rotating node

# Property Editing



# What's next

## Adding Animations

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