VectorTube 0.5

This script takes the currently selected vector objects and paints the edges of the objects with the current tube. The vector objects can be either lines drawn with the Pen tool, Preset Shapes, or Text. Just choose a tube, select the vector objects(s) that you want to paint and run the script.

Note: Tubes, like paint brushes, don't render at a subpixel level so if you experience jaggy output, try working with a larger image. After you've run the script, you can resize it down to what you need. Jaggy output may also be due to the tube. When creating tubes, feather the edge by 1 or 2 pixels to prevent jaggies.

Options to explore:

- Run the script multiple times on the same vector with different tubes.
- Play with the tube settings. Try a Step of 1 and a Selection mode of Incremental.
- Try different fonts. Certain font and tube combinations work better than others.

- If you want more images to be applied, run the script again or lower the tube step size to get more impressions.

See also:

VectorPaint - The paint brush version of this script.

Installation instructions:

Download the file. Unzip the script and place it in your Scripts-Restricted folder.

To Run:

Open or create a new image. Select the Picture Tube tool and choose the settings you wish to use. Select the vector objects that you want to paint in the layer palette . Select the VectorTube script in the scripts list and press play.

Change history:

Changes in 0.5 (12/07/03):

- More text conversion changes. Reuses stroked object layer if present.

Changes in 0.4 (12/06/03):

- Fixed bug in reselection of objects after text conversion.

Changes in 0.3 (12/05/03):

- Modified to use tubes.

Changes in 0.2 (11/28/03):

- Changed to run restricted, added text support, added auto estimate of number of points for curve tracking

Changes in 0.1 (09/11/03):

- Initial code - Joe Fromm, Peter Ward. Many thanks Joe and Pete!