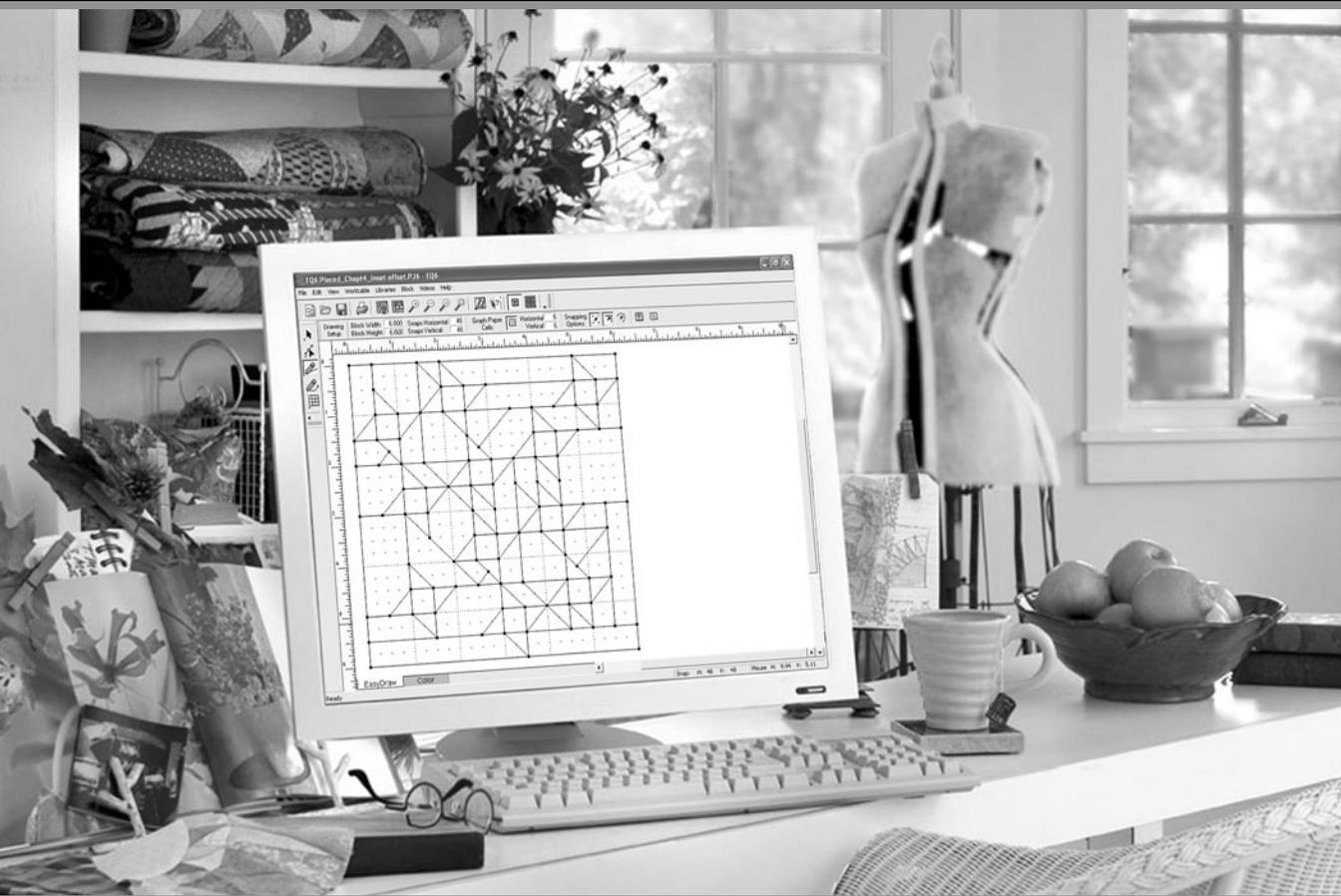


EQ

PIECED DRAWING

Exercises in Pieced Block Design by Patti R. Anderson



Chapters

Click and Draw Blocks with Pieced PatchDraw



In this chapter we will cover a fun and fast way of drawing pieced blocks. New to EQ6 is the Pieced layer of PatchDraw (which I refer to as Pieced PatchDraw in this book). With Pieced PatchDraw, you build your block with closed patches. You can clone, flip, rotate, and move a patch or groups of patches to create an entire block very quickly. Once the block is completely filled with shapes, you can print foundation patterns and rotary cutting instructions just like for any other pieced block.

In Pieced PatchDraw if you can click a mouse button, you can draw a block! You don't need to know advanced math to create spectacular blocks—that part is done for you when using the special grids. Using one of the new Polydraw tools (PolyLine or PolyArc) you click around the special grids to create patches to fill the block. There are six special grids you can choose from: Rectangle, Circle, Arc, Eight Point Star, Kaleidoscope and Octagon.

If you have not done so already, read through the sections in the *EQ6 User Manual* just to get familiar with some of the terms of Pieced PatchDraw (pages 101-102 and pages 238-239). I will cover much of the same in this chapter, but much more in depth.

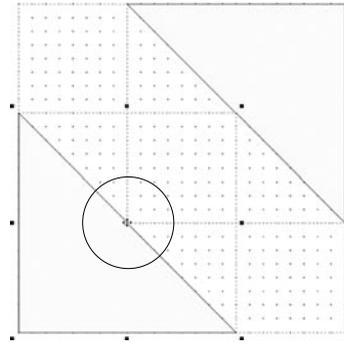
The exercises in this chapter will introduce you to each of the six special grids of Pieced PatchDraw. Along the way you will learn to use the tools and grids. I recommend working through the exercises in this chapter in the order they are presented, as I have added special tips and information throughout the first exercises that you will want to know before proceeding to the next.

At the end of each Pieced PatchDraw grid exercise you will find a special section called “Show & Draw.” I will present you with 16 blocks to try on these special grids. Because drawing with Pieced PatchDraw is so easy, all you'll need is the Precision Bar settings for the block and then you can click your way to a Sketchbook full of new blocks. I am sure by the time you work your way through these blocks you will begin to think of a gazillion more blocks you can create with Pieced PatchDraw. Let's get started!

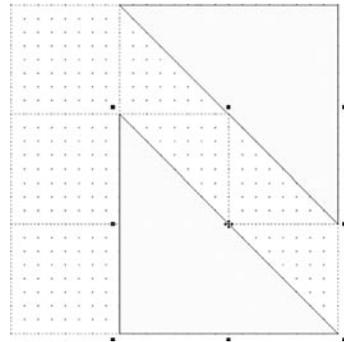
Important Tips for Pieced PatchDraw	18
Pieced PatchDraw Rectangle	19
Pieced PatchDraw Circle	25
Pieced PatchDraw Arc	34
Pieced PatchDraw Eight-Point Star	39
Pieced PatchDraw Kaleidoscope	46
Pieced PatchDraw Octagon	51

Important Tips for Pieced PatchDraw

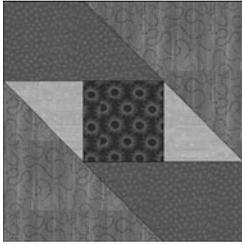
- It does not matter where you begin drawing. Just remember to end the patch at the same point where you began.
- Press your keyboard **ESC** key or double-click on the worktable to remove the entire drawing while still in the drawing mode.
- Hold down your keyboard **SHIFT** key and click to detach the last anchored point from the grid—removing the last drawn segment while still in the drawing mode.
- Do not use **EDIT > Undo** while still in the drawing mode. It will undo your last action before you began drawing with the PolyLine or PolyArc tool. It will not undo your drawing while in the drawing mode. To undo while still in drawing mode, use the **ESC** key or **SHIFT** key as noted above.
- The Pieced layer of the PatchDraw worktable is permanently set to **Snap to Grid**. When you are using the PolyLine or PolyArc tools, you will notice the segments snapping to the closest grid point.
- Patches are automatically selected after you double-click to close them, allowing you to clone, rotate, and move your patch without switching to the Pick tool.
- To move a selected patch, position your cursor over the four-headed arrows in the center of the patch, click, hold and drag the patch to the new location.



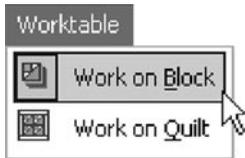
To move patches, position cursor over center of selected patch



Click, hold and drag the patch to its new location



Example of Garret Windows Block



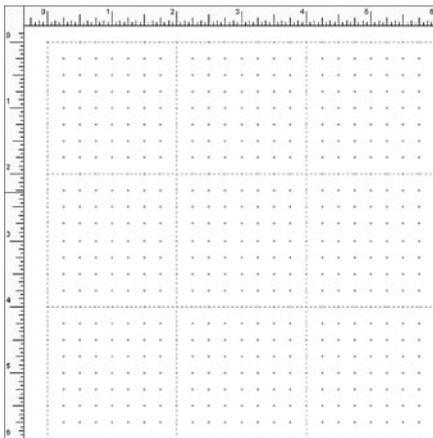
Step 1



Step 2



Step 3



Rectangle Drawing Board



Polydraw Tools

Step 4
PolyLine

Pieced PatchDraw Rectangle

You can draw just about any rectangular block with this grid on the Pieced layer of PatchDraw. Let's begin by creating a simple *Garret Windows* block. You'll see how quickly you can build a block with closed shapes in Pieced PatchDraw.

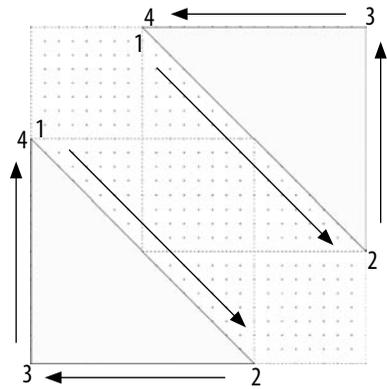
- 1 Click **WORKTABLE > Work on Block** on the top menu bar.
- 2 Click **BLOCK > New Block > PatchDraw Block** on the top menu bar.
- 3 On the Precision Bar, enter these values pressing your keyboard TAB key after each:
 - Block Width = **6.00**
 - Block Height = **6.00**
 - Grid: **Rectangle**
 - Snaps Horizontal = **24**
 - Snaps Vertical = **24**
 - Graph Paper visibility is toggled **ON**
 - Cells Horizontal = **3**
 - Cells Vertical = **3**

Can you see the grid dots? EQ6 lets you choose large or small grid dots. You will probably find large dots make it much easier to draw the patches. To change the dot size, click **BLOCK > Drawing Board Setup > Snap Grid**. Under Grid Display, click **Display large grid dots**. You can also change grid dot color if you like. Click **OK**.

- 4 **Click and hold** on the **Polydraw** tool to make the PolyLine and PolyArc tools appear on the flyout. Click the **PolyLine** tool.

We're going to draw two half-square triangles—one in the upper-right corner; one in the lower-left corner. You'll draw like you were connecting the dots—click, click, click, double-click.

- 5 Following the illustration at the right, **click** at number 1 to begin drawing. When you release your mouse, you will notice a blue line connected to your cursor. This indicates you are in “drawing mode.” Move your cursor to number 2 and **click**, then move to number 3 and **click**, move to number 4 and **double-click** to close the patch.
- 6 Repeat step 5 to draw the half-square triangle in the other corner of the block.

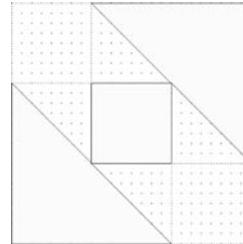


Steps 5 and 6
Click in number order

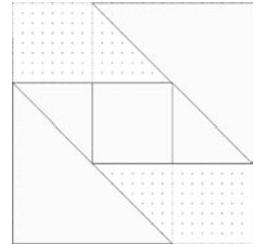
Note

Patches should fill with cream when you double-click to close a shape. If the “Auto fill patch” option is not turned on, click **BLOCK > Drawing Board Setup > Options > under Join and fill options, click Auto fill when patch is closed > OK.**

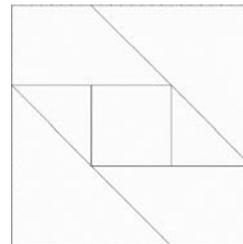
- 7 Next, we'll follow the graph paper lines to draw a square in the center of the block. **Click** at any corner of the square, work clockwise or counter-clockwise, **clicking on each corner** as you go around and **end with a double-click** at the same point you began to close the patch.
- 8 Draw two triangle patches—one on the left and one on the right side of the square.
- 9 Draw two shapes in the remaining blank areas to complete the block.
- 10 Click **Add to Sketchbook** to save the block.



Step 7



Step 8

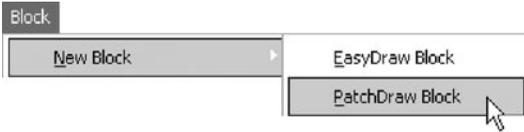


Step 9



Step 10
Add to Sketchbook

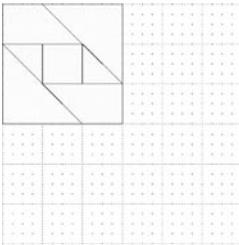
That was easy! See how fast you can build a block just by connecting the dots, so to speak? The graph paper is very helpful when you build a rectangular block because you know the grid points are at the intersections of the graph paper divisions.



Step 11



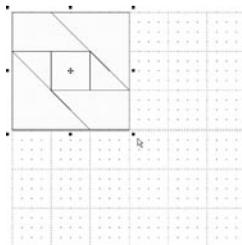
Step 12



Step 13



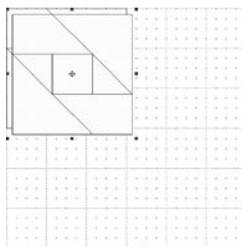
Step 14
Pick



Step 15
Drag diagonally to form
selection box



Step 16
Clone



Step 16
Clone of selection

Now, let's try a variation of *Garret Windows*, but this time let's make it into a four patch block.

- 11 Click **BLOCK** > **New Block** > **PatchDraw Block** on the top menu bar to place a new PatchDraw block on the worktable.
- 12 We'll use the same settings on the Precision Bar as in step 3, except make this change:
 - Cells Horizontal = 6
 - Cells Vertical = 6
- 13 In the upper-left quadrant of the block, draw the *Garret Windows* block just as we did in the first part of this exercise.
- 14 Click the **Pick** tool.

Note

You can quickly switch back and forth between the Polydraw tools and the Pick tool by pressing the SPACEBAR on your keyboard.

- 15 **Point the cursor** at an area *just above the left corner of the block*. **Click and drag** diagonally to form a selection box (marquee) around the *Garret Windows* patches you just drew. All patches should be selected.
- 16 While the patches are still selected, click the **Clone** button on the Precision Bar. This makes a clone (copy) of the patch.

17 While the clone is still selected, click the **Rotate** button *twice*. The clone rotates 45 degrees with each click and is now rotated 90 degrees. Click and hold the center four-headed arrows and **drag** these patches to the top-right quadrant and keep them selected.

18 *Repeat* the clone and double-rotate action two more times, moving one clone to the lower-right quadrant and the other clone to the lower-left quadrant.

Notice how easily the patches snap into place in Pieced PatchDraw—almost like you were placing them on a magnetic board!

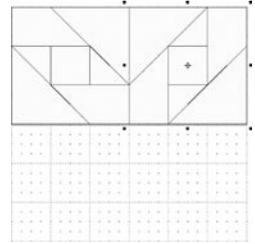
19 Click **Add to Sketchbook**. This is your *Garrett Windows Variation* block.

Note

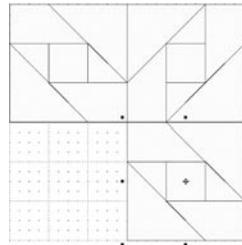
When you name your block on the Sketchbook Notecard, include *PatchDraw* in its name. Later, when you want to search for your Pieced PatchDraw blocks, you can do a search for “PatchDraw” and easily find them as a group.



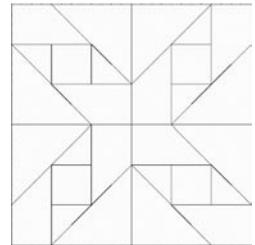
Step 17
Rotate



Step 17
Drag to top-right quadrant



Step 18
Drag to lower-right quadrant



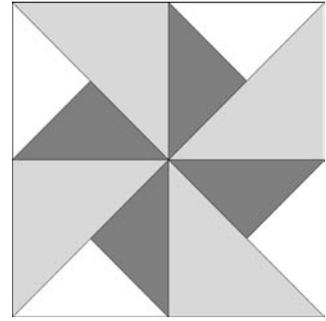
Step 18
Drag to lower-left quadrant



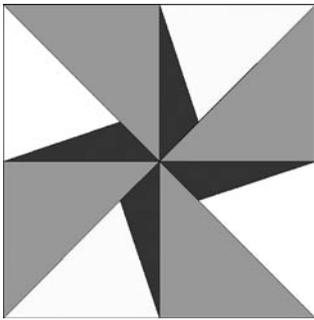
Step 19
Add to Sketchbook

Show & Draw Rectangle Grid

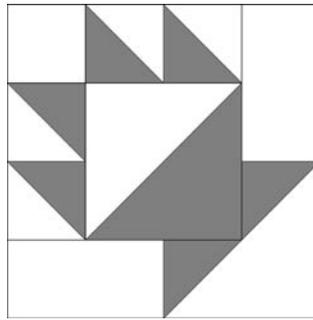
Now that you've gone over the basics of the special Rectangle grid, exercise your mouse some more and try one of these blocks. Almost any traditional pieced blocks with straight line patches can be drawn on the Pieced PatchDraw Rectangle grid. This is just a sampling of some of the blocks I created on the Rectangle grid. Try one or try them all!



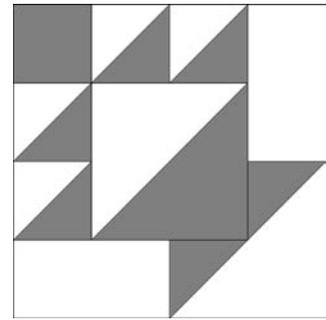
Block W: 8.00, Block H: 8.00
Snap H: 8, Snap V: 8
Graph Paper H: 8, Graph Paper V: 8



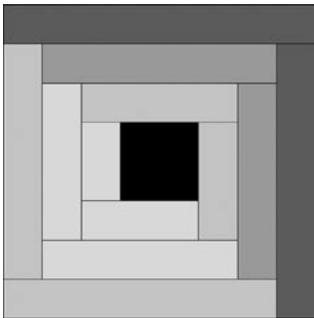
Block W: 8.00, Block H: 8.00
Snap H: 8, Snap V: 8
Graph Paper H: 8, Graph Paper V: 8



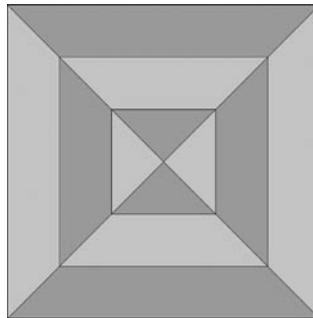
Block W: 4.00, Block H: 4.00
Snap H: 4, Snap V: 4
Graph Paper H: 4, Graph Paper V: 4
Tip: Use flip buttons for asymmetrical blocks



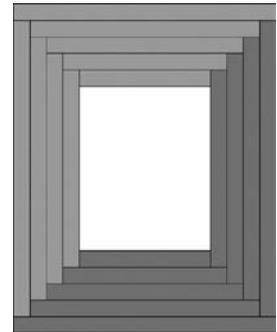
Block W: 4.00, Block H: 4.00
Snap H: 4, Snap V: 4
Graph Paper H: 4, Graph Paper V: 4
Tip: Use flip buttons for asymmetrical blocks



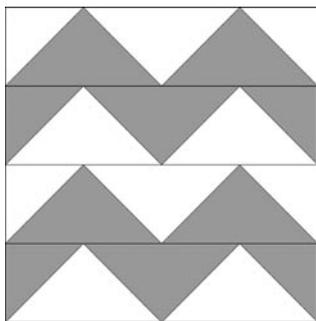
Block W: 8.00, Block H: 8.00
Snap H: 8, Snap V: 8
Graph Paper H: 8, Graph Paper V: 8
Tip: Logs are 1"



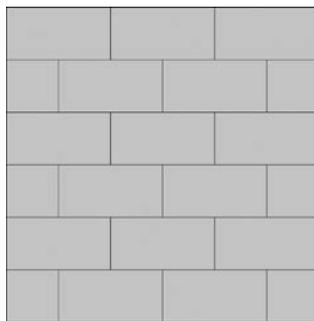
Block W: 6.00, Block H: 6.00
Snap H: 6, Snap V: 6
Graph Paper H: 6, Graph Paper V: 6



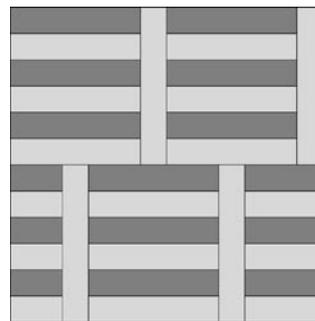
Block W: 16.00, Block H: 20.00
Snap H: 16, Snap V: 20
Graph Paper H: 16, Graph Paper V: 20
Tip: 1" logs frame an 8 x 10 center
– great picture frame!



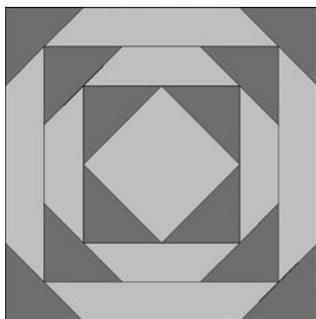
Block W: 8.00, Block H: 8.00
 Snap H: 24, Snap V: 24
 Graph Paper H: 4, Graph Paper V: 4
 Tip: Repeater block



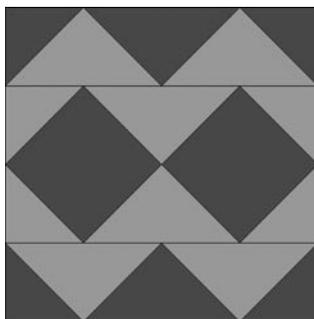
Block W: 12.00, Block H: 12.00
 Snap H: 24, Snap V: 24
 Graph Paper H: 12, Graph Paper V: 12
 Tip: Repeater block



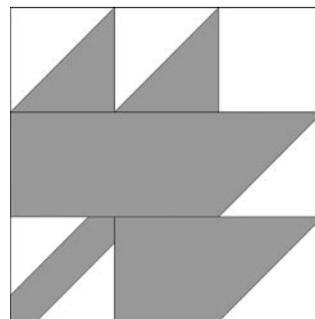
Block W: 12.00, Block H: 12.00
 Snap H: 24, Snap V: 24
 Graph Paper H: 12, Graph Paper V: 12
 Tip: Repeater block



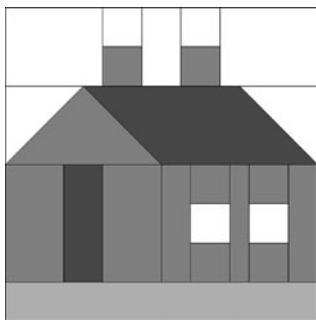
Block W: 12.00, Block H: 12.00
 Snap H: 24, Snap V: 24
 Graph Paper H: 12, Graph Paper V: 12
 Tip: Draw triangles first



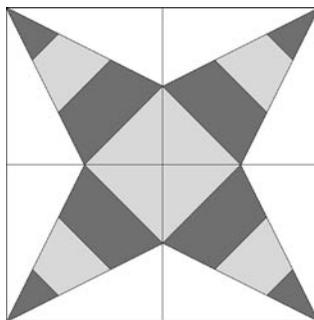
Block W: 8.00, Block H: 8.00
 Snap H: 24, Snap V: 24
 Graph Paper H: 8, Graph Paper V: 8
 Tip: Repeater block



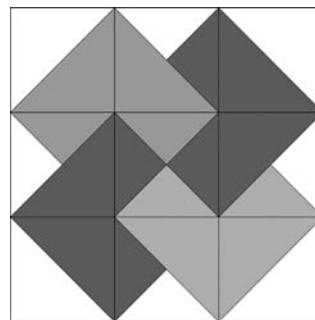
Block W: 6.00, Block H: 6.00
 Snap H: 12, Snap V: 12
 Graph Paper H: 6, Graph Paper V: 6
 Tip: Easy foundation pattern



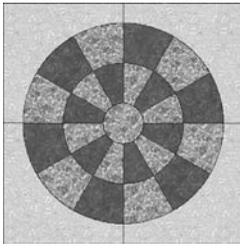
Block W: 8.00, Block H: 8.00
 Snap H: 32, Snap V: 32
 Graph Paper H: 8, Graph Paper V: 8
 Tip: Change graph paper to 32 x 32 for small patches



Block W: 12.00, Block H: 12.00
 Snap H: 24, Snap V: 24
 Graph Paper H: 12, Graph Paper V: 12
 Tip: Stripes must fall on grid points



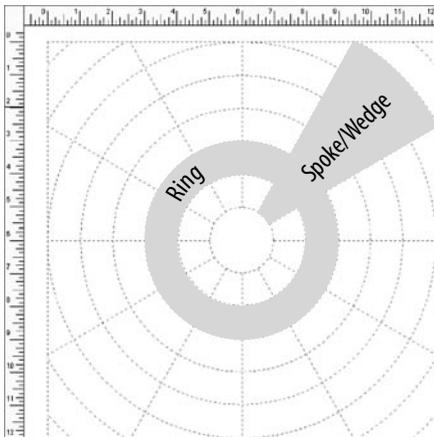
Block W: 9.00, Block H: 9.00
 Snap H: 18, Snap V: 18
 Graph Paper H: 9, Graph Paper V: 9



Example of Pieced PatchDraw
Circle Block



Step 3



Circle Drawing Board



Step 4



Polydraw Tools



Step 5
PolyArc

Pieced PatchDraw Circle

Welcome to the world of drawing on a circular grid! In EQ6 the Pieced PatchDraw Circle grid opens a whole new way of drawing circle-based quilt blocks. No partitioning of arcs is needed and no math is required! Decide on the number of spokes and rings you want and you are ready to draw. Let's try a fancy wheel block to practice drawing on the circular grid.

Wheel-type blocks

- 1 Click **WORKTABLE** > **Work on Block**.
- 2 Click **BLOCK** > **New Block** > **PatchDraw Block**.
- 3 On the Precision Bar, enter these values pressing your keyboard TAB key after each:
 - Block Width = **12.00**
 - Block Height = **12.00**
 - Grid: **Circle**
 - Rings* = **6**
 - Spokes* = **12**
 - Graph Paper visibility is toggled **OFF**

*see illustration

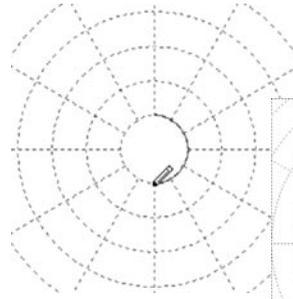
Notice we have turned the graph paper visibility off. We don't need these square divisions when we draw circular blocks.

- 4 Make sure you are working on the **Pieced** tab of the PatchDraw block and not the Appliqué.
- 5 **Click and hold** on the **Polydraw** tool to make the PolyLine and PolyArc tools appear on the flyout. Click the **PolyArc** tool.

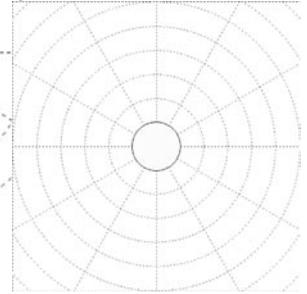
The PolyArc tool is used for drawing on the Circle and the Arc special grids. You can draw straight lines as well as circular ones using this tool.

- 6 Begin by drawing a 2" circle in the center of the block. Start at any spoke around the center grid circle, click on each intersection going in a clockwise direction. **Double-click** when you reach the same point where you began to close the shape.

Notice how the lines automatically bend to the curve after you make the next click! This special bending will be even more apparent as you draw patches further away from the center of the circular grid.



Step 6
Click on each intersection

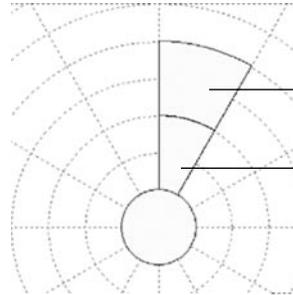


Step 6
Double-click to close shape

Note

When using the PolyArc tool around curves, the more clicks or nodes you add the better. This is necessary to make a smoother, more accurate curve. If you skip intersections when tracing around a curve it may leave gaps in your drawing. For example if you have the circular grid set up with twelve spokes, click at all twelve spoke intersections when you draw a circle.

- 7 Working in the wedge area to the right of the spoke at 12:00 (12 o'clock), draw a blade shape two rings high from the center circle.
- 8 Draw another two-ring high blade shape on top of this.
- 9 Press the **SPACEBAR** to switch to the **Pick** tool.
- 10 Click and drag diagonally to make a selection marquee around the two blades to select them both.

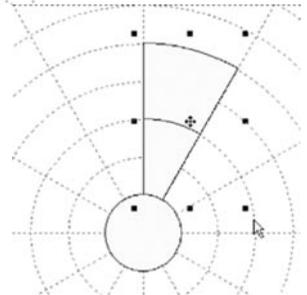


Step 8

Step 7



Step 9
Pick



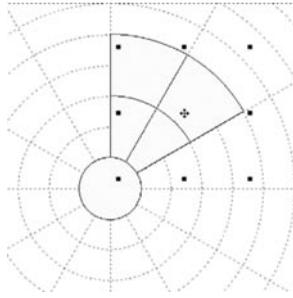
Step 10
Drag diagonally to form selection box



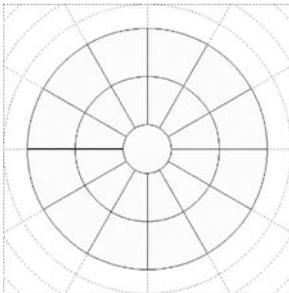
Step 11
Clone



Step 11
Rotate



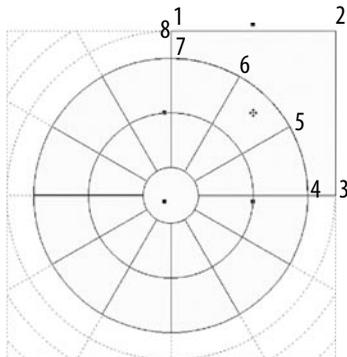
Step 11
Drag to the right of first set
of blades



Step 12
Wheel of 12 double blades



Step 13
PolyArc



Step 14

11 On the Precision Bar, click the **Clone** button > **Rotate** button > **drag** the patch to the right of the first patch of blades.

12 With the cloned patches still selected, click the **Clone** button > **Rotate** button. *Repeat* this process (Clone > Rotate) *10 more times* to create a wheel of 12 double blades.

Notice how EQ6 knows just how much to rotate the patches! This particular Circle grid has twelve 30 degree wedges. But guess what? You don't need to know any math to create this block!

13 Press the **SPACEBAR** to switch back to the **PolyArc** tool.

Now let's draw the background around the wheel. For this block we'll create the background in four separate sections.

14 Beginning at the top-center of the block at 12:00, draw around the background area in the upper-right quadrant. Basically you will be tracing around the area not yet covered with patches. When you click around the side next to the wheel, click at points where the spokes meet the wheel. It takes only eight quick clicks to get back to the starting point. When you get back to the point where you began the patch, **double-click** to close the patch.

Note how patches are automatically selected after you double-click to close them. If you just need to rotate or clone one patch you can do this without switching to the Pick tool. But also note that the PolyArc tool is still active.

- 15 So with the patch still selected, click the **Clone** button > **Rotate** button *three* times to rotate it 90 degrees. Move this clone to the bottom right-quadrant.
- 16 While each successive cloned patch is still selected, *repeat* **Clone** > **Rotate** *two more times*, moving each clone into its corresponding quadrant to complete the block.
- 17 Click **Add to Sketchbook**.

Note

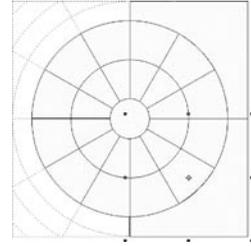
The Symmetry box is available if you want to use it to clone, rotate or flip patches. It is only available if patches are selected with the Pick tool. With a patch or patches selected, on the BLOCK menu, click on Symmetry. Most of the time you will not need to use the Symmetry box as it is usually quicker to use the buttons on the Precision bar.



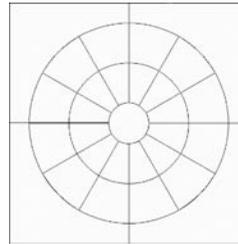
Step 15
Clone



Step 15
Rotate



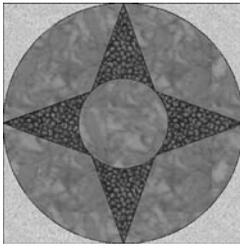
Step 15
Drag to bottom-right
quadrant



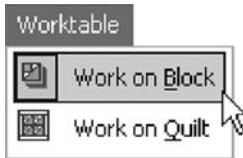
Step 16



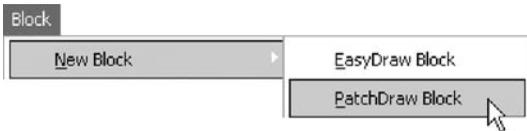
Step 17
Add to Sketchbook



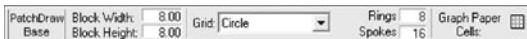
Example of *Compass Block*



Step 1



Step 2



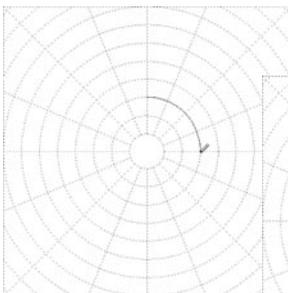
Step 3



Polydraw Tools

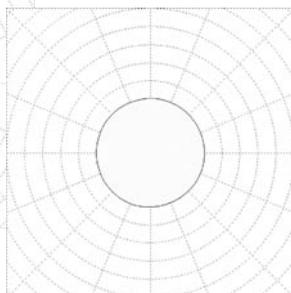


Step 4
PolyArc



Step 5

Count two rings out from the center to begin drawing



Double-click to close patch

Compass-type blocks

Now that you have learned how to draw a wheel on the Circle grid, let's put together a simple compass block so that you can practice drawing star points. You're going to love how easy this is!

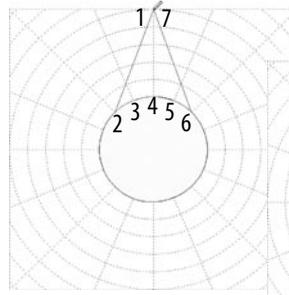
- 1 Click **WORKTABLE > Work on Block**.
- 2 Click **BLOCK > New Block > PatchDraw Block**.
- 3 On the Precision Bar, enter these values pressing your keyboard TAB key after each:
 - Block Width = **8.00**
 - Block Height = **8.00**
 - Grid: **Circle**
 - Rings = **8**
 - Spokes = **16**
 - Graph Paper visibility is toggled **OFF**
- 4 **Click and hold** on the **Polydraw** tool to make the PolyLine and PolyArc tools appear on the flyout. Click the **PolyArc** tool.
- 5 First draw the circle patch in the center of the compass. Count two rings out from the center and begin drawing the circle at 12:00. Work clockwise by clicking around the circle on each grid intersection. **Double-click** when you get back to the starting point to close the patch (17 clicks).

- 6 Draw the first star point from the top-center of the block to the second spoke intersection to the left of 12:00 on the center circle patch. Click around the top of the circle at each intersection and when you get to the second spoke to the right of 12:00 go back up to the top-center of the block where you began. **Double-click** to close the patch.
- 7 With the patch still selected, click **Clone** > **Rotate** *four times* and place the clone on the East side of the center. *Repeat* two more times until you have four compass points around the center (North, South, East and West).

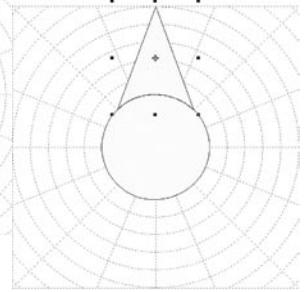
Note

If your patch takes up more than one wedge between spokes, click the Rotate button that many times to rotate a clone to the next matching area on the Circle grid. For example, if I draw a star point patch that crosses over two wedges, I click the Rotate button twice, or if I cross over four wedges, I click Rotate four times.

- 8 Draw the curved background patch between the star points in the upper-right quarter of the block, clicking around the area between the two star points. Remember to click at spoke intersections around the outer curve to keep the curve smooth.
- 9 Draw the remaining part of the background in this quarter, clicking around the curve of the previous patch and around the corner of the block. You might find it easier to begin at the upper-right corner of the block and work your way around the patch. Be sure to click at the narrow area at the top- and right-center of the block (at the tip of the star point) to make the complete patch.



Step 6



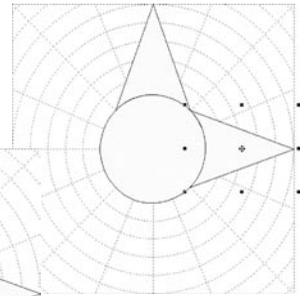
Step 7
Selected patch



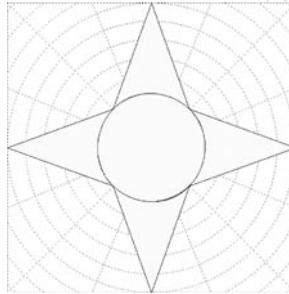
Step 7
Clone



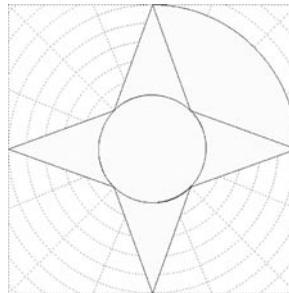
Step 7
Rotate



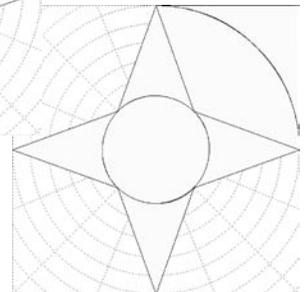
Step 7
Patch rotated 4 times



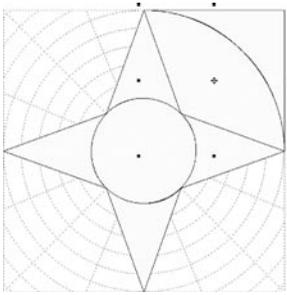
Step 7
Patch with four compass points



Step 8



Step 9



Step 10

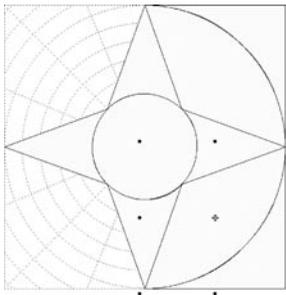
Select both background patches



Step 10
Clone

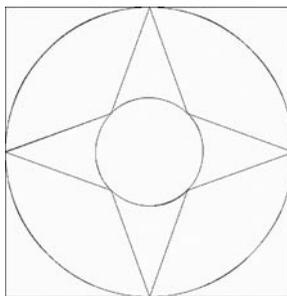


Step 10
Rotate



Step 10

Move cloned patches to lower-right corner



Final block



Step 11
Add to Sketchbook

- 10 Switch to the **Pick** tool (press the **SPACEBAR**) and select both background patches. You will probably find it easier to select these two patches by dragging a marquee around them. Click **Clone** > **Rotate** *four times*, moving the cloned patches to the lower-right corner. *Repeat* two more times, moving the clones each time to the next corner around the block.

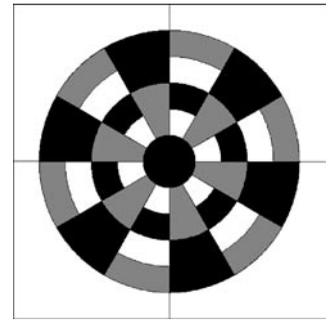
- 11 Click **Add to Sketchbook**.

Notes

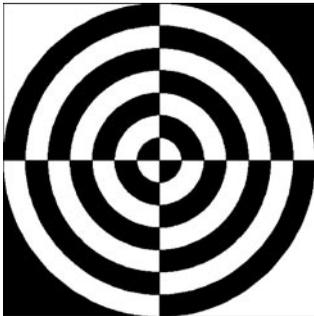
- There is no set order when you draw the patches, so don't feel you must draw them in the same order as I do! Sometimes I do not know where I am headed when I am drawing a compass design, so I may draw and rotate the longest points first and then go back and fill in the shapes between these, rotating as I go. Other times I may draw the center first and work my way around the block. Do whatever works easiest for you and your block.
- To make a more foundation-friendly pattern, try using the PolyLine tool on the Circle and Arc grids. Keep in mind that you are still limited to snap points on ring/spoke intersections, so usually you must draw the background patches in sections to match the wedges in the main design.

Show & Draw Circle Grid

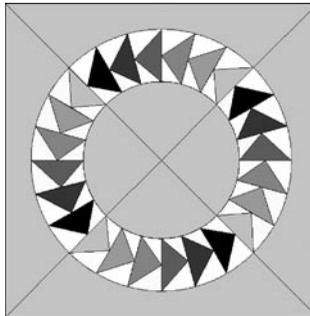
Click your way to a Sketchbook full of circular blocks! All you need to get started on these is the size, rings and spokes. Some of the circles fill the block and some have more background—feel free to vary the designs as you like. Two of the stars I drew with just the PolyLine tool, creating a block that can easily be foundation pieced. Note that when you draw a circular block with all straight lines you will need to section the background.



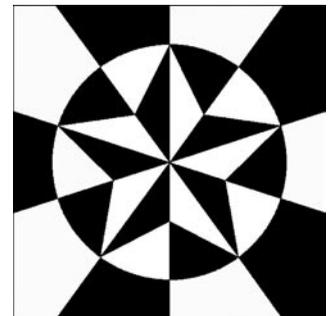
Block W: 12.00, Block H: 12.00
Rings: 6
Spokes: 12



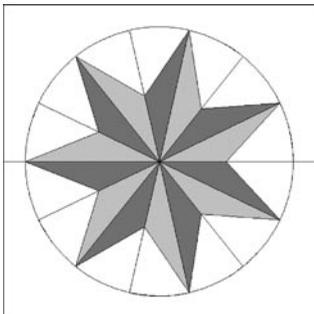
Block W: 14.00, Block H: 14.00
Rings: 7
Spokes: 4



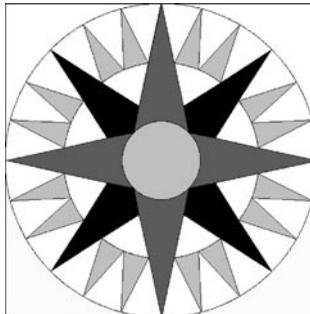
Block W: 12.00, Block H: 12.00
Rings: 12
Spokes: 24
Tip: Draw one quarter block first



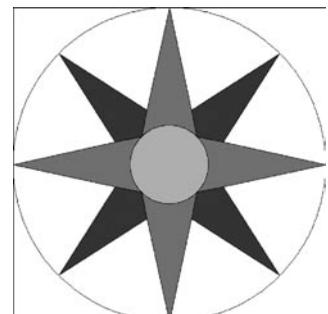
Block W: 8.00, Block H: 8.00
Rings: 8
Spokes: 20
Tip: Background patches follow the star wedge lines



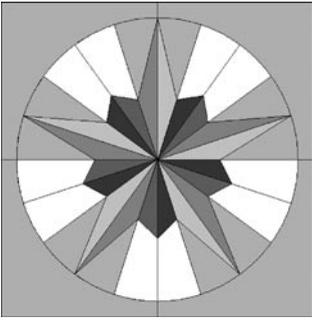
Block W: 14.00, Block H: 14.00
Rings: 7
Spokes: 14
Tip: It's easier to make the background in two pieces for 7-point stars



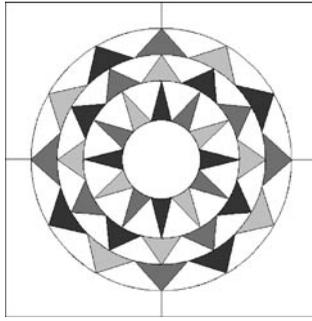
Block W: 16.00, Block H: 16.00
Rings: 8
Spokes: 48
Tip: Bottom corners of secondary points must be on spoke/ring intersection



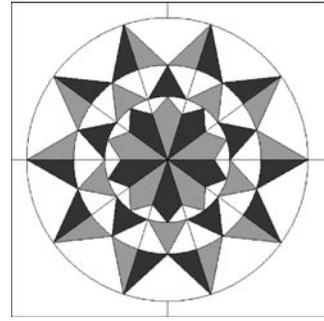
Block W: 16.00, Block H: 16.00
Rings: 8
Spokes: 16
Tip: Bottom corners of secondary points must be on spoke/ring intersection



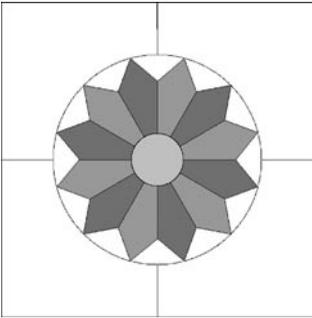
Block W: 10.00, Block H: 10.00
Rings: 10
Spokes: 20



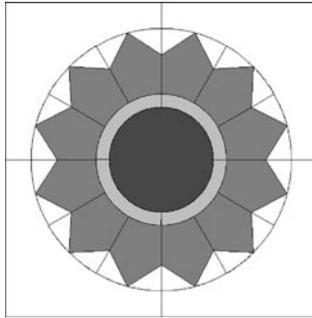
Block W: 12.00, Block H: 12.00
Rings: 12
Spokes: 24
Tip: 3" center circle



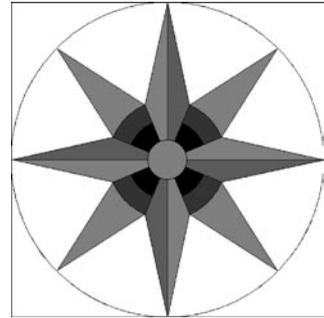
Block W: 10.00, Block H: 10.00
Rings: 10
Spokes: 20



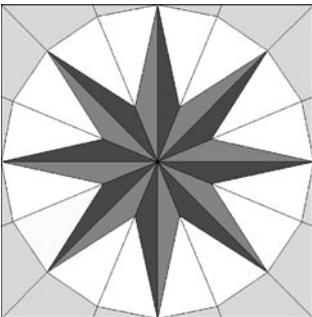
Block W: 12.00, Block H: 12.00
Rings: 12
Spokes: 24



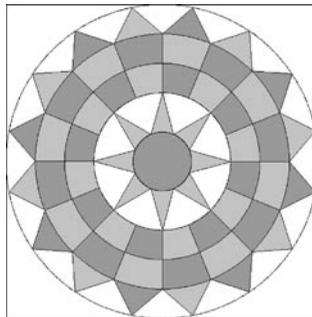
Block W: 12.00, Block H: 12.00
Rings: 12
Spokes: 24
Tip: 4" center circle



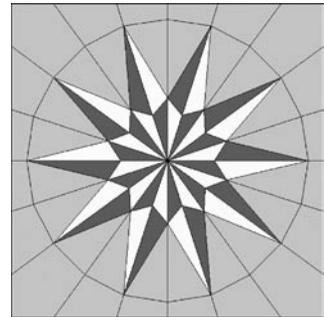
Block W: 8.00, Block H: 8.00
Rings: 8
Spokes: 16
Tip: Draw half top star point, clone & flip. 1" center circle



Block W: 8.00, Block H: 8.00
Rings: 8
Spokes: 16
Tip: Use PolyLine tool only
(all lines are straight)



Block W: 16.00, Block H: 16.00
Rings: 16
Spokes: 32
Tip: 3" center circle



Block W: 10.00, Block H: 10.00
Rings: 10
Spokes: 20
Tip: Use PolyLine tool only
(all lines are straight)

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Check out www.electricquilt.com to order your own copy of *EQ6 Pieced Drawing*. Let Patti walk you through the basic and advanced steps to drawing blocks in EasyDraw™ and Pieced PatchDraw.

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Chapter 2: Dive into EasyDraw™ learning the basics of pieced drawing. Learn how to set up your drawing board with correct snap settings and graph paper divisions to make workable blocks.

Chapter 3: Go above and beyond in block designing with the Seredipity feature. Use your new knowledge of EasyDraw™ to create beautiful *Giant Dahlia* blocks, *Curved Geese*, and *Prairie Braid Strips*. Draw blocks you've always been too afraid to try!

Chapter 4: Step outside of the box with this chapter and design the most unbelievable blocks in minutes! Learn to trace images to turn them into foundation patterns. Draw 60° grids and use them to design 3-D and tessellating blocks. Oh, and have you heard of Node Select All? You won't want to miss that lesson!