Getting Started Guide

Chapter 11
Graphics, Gallery, Fontwork

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Note for Mac users

Some keystrokes and menu items are different on a Mac from those used in Windows and Linux. The table below gives some common substitutions for the instructions in this chapter. For a more detailed list, see the application Help.

Windows or Linux	Mac equivalent	Effect
Tools > Options menu selection	**LibreOffice > Preferences**	Access setup options
Right-click	*Control+click* or *right-click* depending on computer setup	Opens a context menu
Ctrl (Control)	⌘ *(Command)*	Used with other keys
F5	*Shift+⌘+F5*	Open the Navigator
F11	*⌘+T*	Open the Styles and Formatting window

Documentation for LibreOffice is available at http://www.libreoffice.org/get-help/documentation

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Introduction

You can add graphic and image files, including photos, drawings, scanned images, and others, to LibreOffice documents. LibreOffice can import various vector (line drawing) and raster (bitmap) file formats. The most commonly used graphic formats are GIF, JPG, PNG, and BMP. See Appendix B for a full list of the graphic formats LibreOffice can import.

Graphics in LibreOffice are of three basic types:

- Image files, such as photos, drawings, and scanned images
- Diagrams created using LibreOffice's drawing tools
- Charts created using LibreOffice's Chart component

This chapter covers images and diagrams.

More detailed descriptions on working with drawing tools can be found in the *Draw Guide* and *Impress Guide*. Instructions on how to create charts are given in the *Calc Guide*.

Adding images to a document

Images can be added to a document in several ways: by inserting an image file, directly from a graphics program or a scanner, or by copying and pasting from a source being viewed on your computer.

Inserting an image file

When the image is in a file stored on the computer, you can insert it into an LibreOffice document using either of the following methods.

Drag and drop

1) Open a file browser window and locate the image you want to insert.
2) Drag the image into the LibreOffice document and drop it where you want it to appear. A faint vertical line marks where the image will be dropped.

This method embeds (saves a copy of) the image file in the document. To link the file instead of embedding it, hold down the *Ctrl+Shift* keys while dragging the image.

Insert Image dialog

1) Click in the LibreOffice document where you want the image to appear.
2) Choose **Insert > Image** from the menu bar.
3) On the Insert Image dialog, navigate to the file to be inserted, and select it.
4) At the bottom of the dialog (Figure 1) are two options, **Preview** and **Link**. Select **Preview** to view a thumbnail of the selected image in the preview pane on the right, so that you can verify that you have the correct file. See page 5 for the use of **Link**.
5) Click **Open**.

Note

If you choose the **Link** option, a message box appears when you click **Open**. It asks if you want to embed the graphic instead. Choose **Keep Link** if you want the link, or **Embed Graphic** if you do not. To prevent this message from appearing again, deselect the option **Ask when linking a graphic** at the bottom of the message.
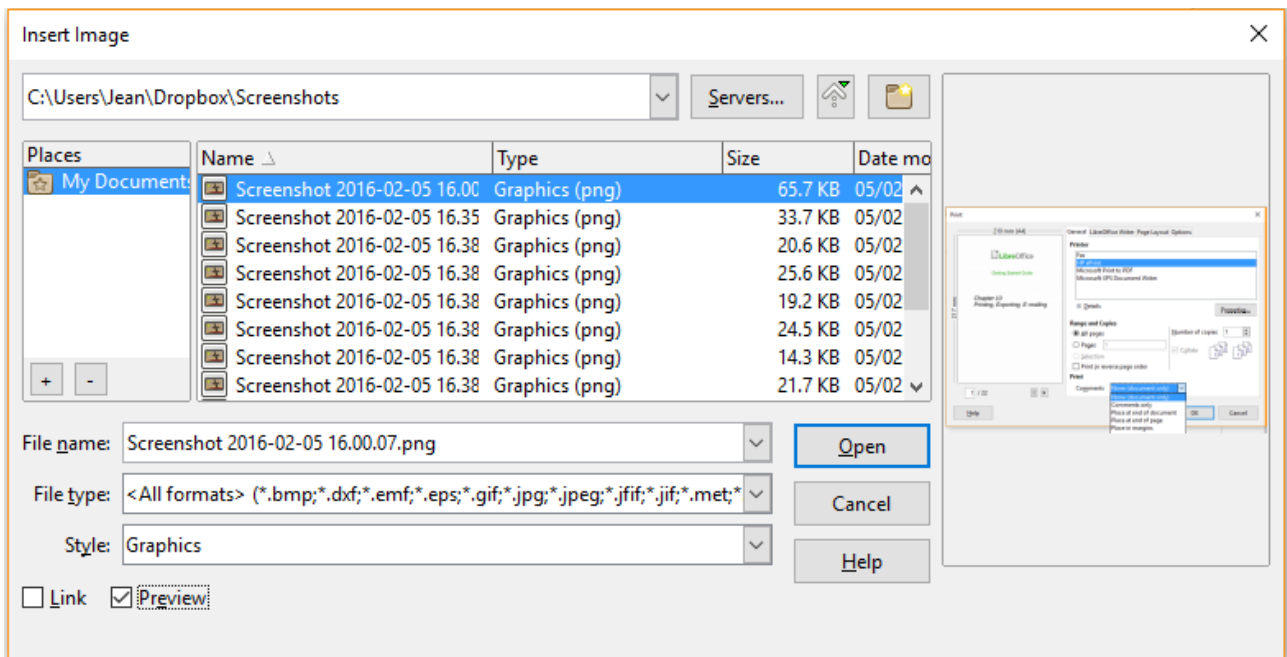
Figure 1: Insert Image dialog

Linking an image file

If the **Link** option in the Insert picture dialog is selected, LibreOffice creates a link to the file containing the image instead of saving a copy of the image in the document. The result is that the image is displayed in the document, but when the document is saved, it contains only a reference to the image file, not the image itself. The document and the image remain as two separate files, and they are merged together only when you open the document again.

Linking an image has two advantages and one disadvantage:

- Advantage – Linking can reduce the size of the document when it is saved, because the image file itself is not included. File size is usually not a problem on a modern computer with a reasonable amount of memory, unless the document includes many large graphics files; LibreOffice can handle quite large files.

- Advantage – You can modify the image file separately without changing the document because the link to the file remains valid, and the modified image will appear when you next open the document. This can be a big advantage if you (or someone else, perhaps a graphic artist) is updating images.

- Disadvantage – If you send the document to someone else, or move it to a different computer, you must also send the image files, or the receiver will not be able to see the linked images. You need to keep track of the location of the images and make sure the recipient knows where to put them on another machine, so that the document can find them. For example, you might keep images in a subfolder named Images (under the folder containing the document); the recipient of the file needs to put the images in a subfolder with the same name and in the same place relative to the document.

🟢 **Note**

> When inserting the same image several times in the document, it would appear beneficial to link rather than embed; however, this is not necessary as LibreOffice embeds only one copy of the image file in the document.

Embedding linked images

If you originally linked the images, you can easily embed one or more of them later if you wish. To do so:

1) Open the document in LibreOffice and choose **Edit > Links**.

2) The Edit Links dialog (Figure 2) shows all the linked files. In the *Source file* list, select the files you want to change from linked to embedded.

3) Click the **Break Link** button.

4) Save the document.

🟢 **Note**

> Going the other way, from embedded to linked, is not so easy—you must replace the images, one at a time, selecting the **Link** option when you do so.
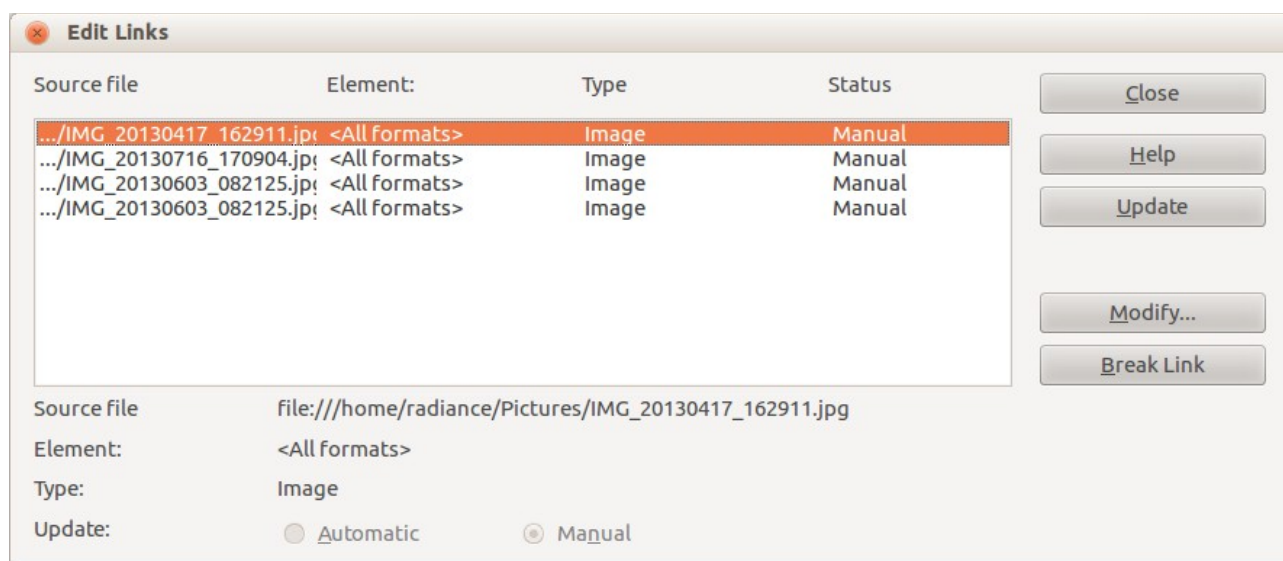

Figure 2: The Edit Links dialog

Inserting an image from the clipboard

Using the clipboard, you can copy images into a LibreOffice document from another LibreOffice document and from other programs. To do this:

1) Open both the source document and the target document.

2) In the source document, select the image to be copied.

3) Click once on the selected image and press *Ctrl+C* to copy the image to the clipboard.

4) Switch to the target document.

5) Click to place the cursor where the graphic is to be inserted.

6) Press *Ctrl+V* to insert the image.

🟧 **Caution**

> If the application from which the graphic was copied is closed before the graphic is pasted into the target, the image stored on the clipboard could be lost.

Inserting an image using a scanner

If a scanner is connected to your computer, LibreOffice can call the scanning application and insert the scanned item into the LibreOffice document as an image. To start this procedure, place the cursor where you want the graphic to be inserted and choose **Insert > Image > Scan > Select Source**.

Although this practice is quick and easy, it is unlikely to result in a high-quality image of the correct size. You may get better results by passing scanned material into a graphics program and cleaning it up there before inserting the resulting image into LibreOffice.

Inserting an image from the Gallery

The Gallery (Figure 3) provides a convenient way to group reusable objects such as graphics and sounds that you can insert into your documents. The Gallery is available in all components of LibreOffice. See "Managing the LibreOffice Gallery" on page 8. You can copy or link an object from the Gallery into a document.

To insert an object:

1) Click the **Gallery** icon in the Sidebar.
2) Select a theme.
3) Select an object with a single click.
4) Drag and drop the image into the document.

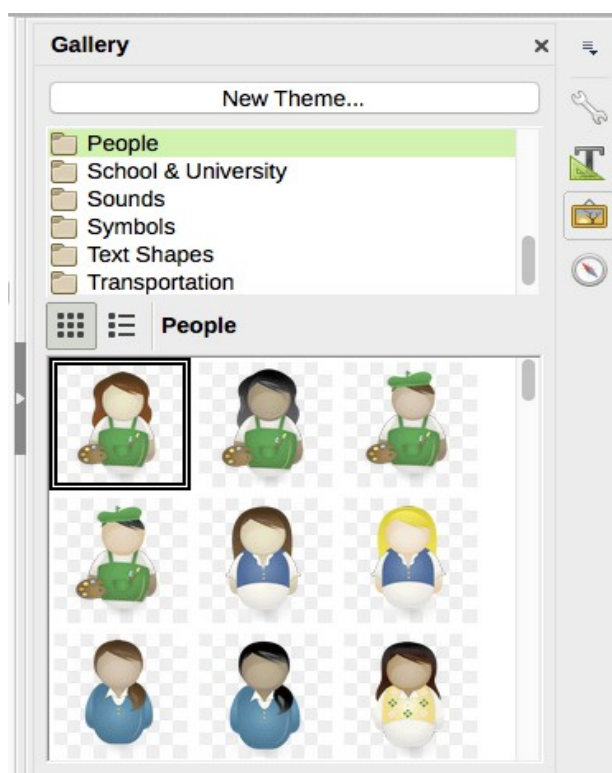   You can also right-click on the object and choose **Insert > Copy**.

Figure 3: The Gallery in the Sidebar

To insert an object as a link:

1) Choose **Tools > Gallery** and select a theme.
2) Select an object with a single click, then while pressing the *Shift* and *Ctrl* keys, drag and drop the object into the document.

Inserting an image as a background

To insert an image as the background to a page or paragraph:

1) Choose **Tools > Gallery** and select a theme.

2) Select an object with a single click, right-click on the object, and choose **Insert > Background > Page** or **> Paragraph**.

Modifying and positioning graphics

LibreOffice provides many tools for cropping, resizing, modifying, filtering, and positioning graphics; wrapping text around graphics; and using graphics as backgrounds and watermarks. These tools are described in relevant chapters of the other guides. Some sophisticated adjustments of the graphics are best done in an image manipulation program and the results brought into LibreOffice, rather than using LibreOffice's built-in tools.

Managing the LibreOffice Gallery

Graphics in the Gallery are grouped by themes, such as Arrows, Diagrams, and People. You can create other groups or themes and add your own pictures or find extensions containing more graphics. Click on a theme to see its contents displayed in the Gallery window.

You can display the Gallery in *Icon View* (Figure 3) or *Detailed View* (Figure 4), and you can hide or show the Gallery by clicking on the Sidebar's *Hide* button.
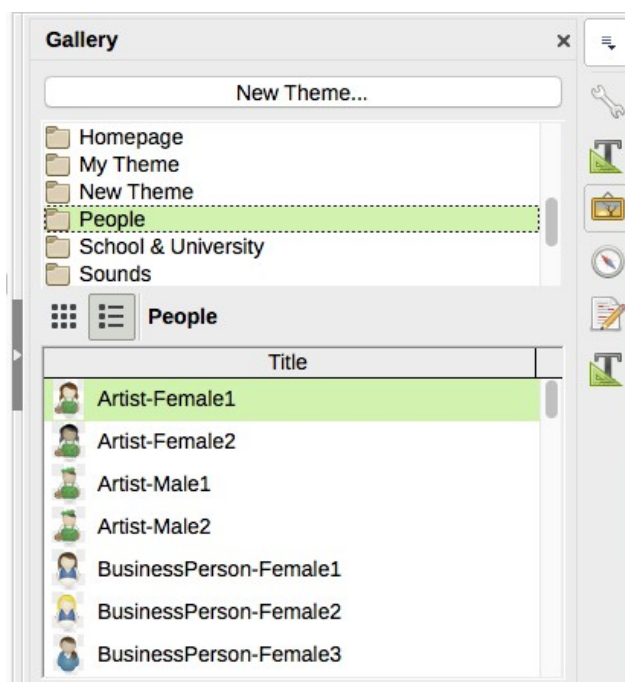

Figure 4: Gallery in Detailed View

🟢 **Note**

> In some installations, only the *My themes* theme is customizable, although new themes can be added as explained in "Adding a new theme to the Gallery" on page 10. The locked themes are easily recognizable by right-clicking on them; the only available option in the context menu is **Properties**.

By default, the Gallery is opened in the Sidebar. You can float the Gallery as you can other Sidebar panes; see Chapter 1, Introducing LibreOffice, for more information.

Adding objects to the Gallery

You may wish to add to the Gallery any images that you use frequently, for example, a company logo. You can then easily insert these graphics into a document later.

1) Right-click on the desired theme and select **Properties** from the context menu.

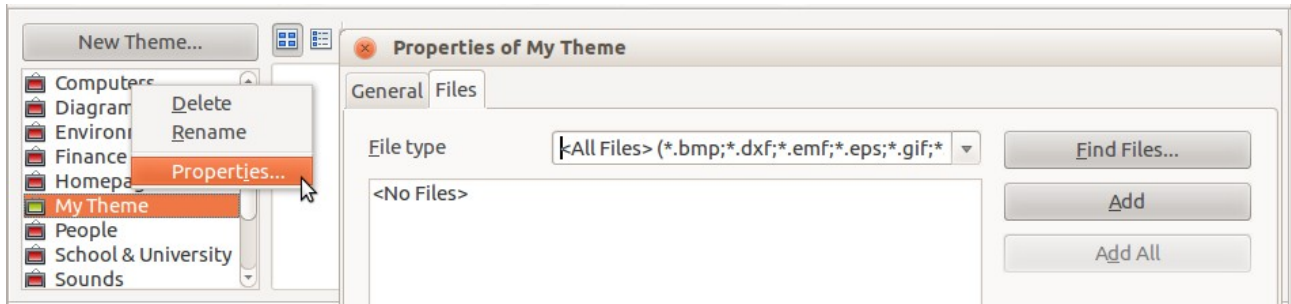2) In the theme's Properties dialog, click the *Files* tab (Figure 5).

Figure 5: Gallery Properties dialog

To add several files at once:

1) Click the **Find Files** button.

2) The *Select path* dialog (not shown) opens. You can enter the path for the file's directory in the *Path* text box, or you can navigate to locate the file's directory.

3) Click the **Select** button to start the search. A list of graphic files is then displayed in the Properties dialog. You can use the *File type* drop-down list to limit the files displayed.

4) To add all of the files shown in the list, click **Add All.** Otherwise, select the files to add and then click **Add** (hold down either the Shift key or the *Ctrl* key while clicking on the files).

To add a single file:

1) Click **Add** to open the Gallery dialog.

2) Use the navigation controls to locate the image to add to the theme. Select it and then click **Open** to add it to the theme.

3) Click **OK** on the Properties dialog to close it.

Deleting images from the Gallery

To delete an image from a theme:

1) Right-click on the name of the image file or its thumbnail in the Gallery.

2) Click **Delete** in the context menu. A message appears, asking if you want to delete this object. Click **Yes.**

Note

Deleting the name of a file from the list in the Gallery does not delete the file from the hard disk or other location.

Adding a new theme to the Gallery

To add a new theme to the Gallery:

1) Click the **New Theme** button above the list of themes (Figure 4).

2) In the Properties of New Theme dialog, click the **General** tab and type a name for the new theme.

3) Click the **Files** tab and add images to the theme, as described earlier.

Deleting a theme from the Gallery

To delete a theme from the Gallery:

1) Go to **Tools > Gallery.**

2) Select from the list of themes the theme you wish to delete.

3) Right-click on the theme, then click **Delete** on the context menu.

Location of the Gallery and the objects in it

Graphics and other objects shown in the Gallery can be located anywhere on your computer's hard disk, on a network drive, or other removable media. When you add graphics to the Gallery, the files are not moved or copied; the location of each new object is simply added as a reference.

In a workgroup, you may have access to a shared Gallery (where you cannot change the contents unless authorized to do so) and a user Gallery, where you can add, change, or delete objects.

The location of the user Gallery is specified in **Tools > Options > LibreOffice > Paths**. You can change this location, and you can copy your gallery files (SDV) to other computers.

Gallery contents provided with LibreOffice are stored in a different location. You cannot change this location.

Creating an image map

An image map defines areas of an image (called *hotspots*) with hyperlinks to web addresses, other files on the computer, or parts of the same document. Hotspots are the graphic equivalent of text hyperlinks (described in Chapter 12). Clicking on a hotspot causes LibreOffice to open the linked page in the appropriate program (for example, the default browser for an HTML page; LibreOffice Calc for an ODS file; a PDF viewer for a PDF file). You can create hotspots of various shapes and include several hotspots in the same image.

To use the image map editor:

1) In your LibreOffice document, click on the picture in which you want to create the hotspots.

2) Choose **Edit > ImageMap** from the menu bar. The ImageMap Editor (Figure 6) opens.

3) Use the tools and fields in the dialog (described below) to define the hotspots and links necessary.

4) Click the **Apply** icon ✓ to apply the settings.

5) When done, click the **Save** icon 💾 to save the image map to a file, then click the **X** in the upper right corner to close the dialog.

The main part of the dialog shows the image on which the hotspots are defined. A hotspot is identified by a line indicating its shape.

The toolbar at the top of the dialog contains the following tools:

- **Apply** button: click this button to apply the changes.
- **Load, Save,** and **Select** icons.
- Tools for drawing a hotspot shape: these tools work in exactly the same way as the corresponding tools in the Drawing toolbar.
- **Edit**, **Move**, **Insert**, **Delete Points**: advanced editing tools to manipulate the shape of a polygon hotspot. Choose the Edit Points tool to activate the other tools.
- **Active** icon: toggles the status of a selected hotspot between active and inactive.
- **Macro**: associates a macro with the hotspot instead of just associating a hyperlink.
- **Properties**: sets the hyperlink properties and adds the Name attribute to the hyperlink.
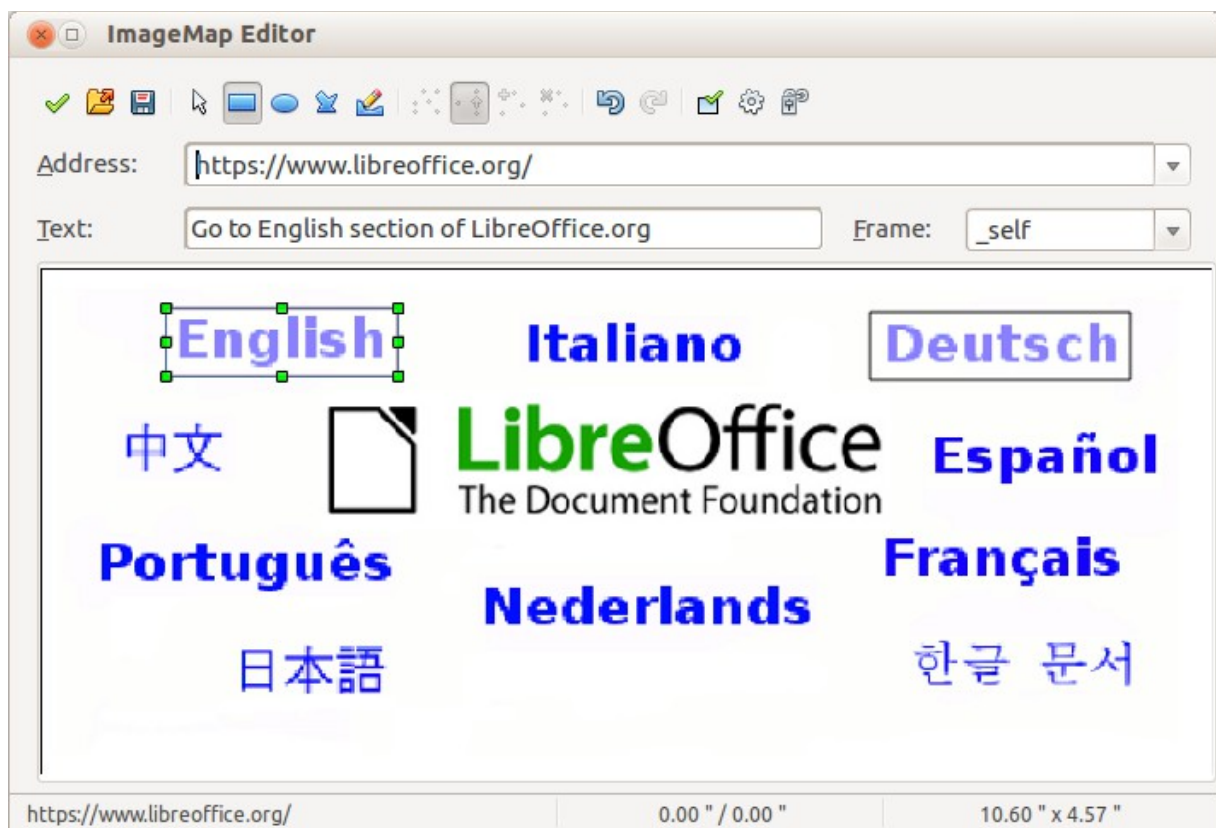

Figure 6: The dialog to create or edit an image map

Below the toolbar, specify for the selected hotspot:

- **Address:** the address pointed to by the hyperlink. You can also point to an anchor in a document; to do this, write the address in this format:
  `file:///<path>/document_name#anchor_name`
- **Text**: type the text that you want to be displayed when the mouse pointer is moved over the hotspot.
- **Frame:** where the target of the hyperlink will open: pick among _blank (opens in a new browser window), _self (opens in the active browser window), _top or _parent.

► **Tip**

The value _self for the target frame will usually work just fine. It is therefore not recommended to use the other choices unless absolutely necessary.

Using LibreOffice's drawing tools

You can use LibreOffice's drawing tools to create graphics such as simple diagrams using rectangles, circles, lines, text, and other predefined shapes. You can also group several drawing objects to make sure they maintain their relative position and proportion.

You can place the drawing objects directly on a page in your document, or you can insert them into a frame.

You can also use the drawing tools to annotate photographs, screen captures, or other illustrations produced by other programs, but this is not recommended because:

- You cannot include images in a group with drawing objects, so they may not remain aligned in your document.
- If you convert a document to another format, such as HTML, the drawing objects and the graphics will not remain associated; they are saved separately.

In general, if you need to create complex drawings, it is recommended to use LibreOffice Draw, which includes many more features such as layers, styles, and so on.

Creating drawing objects

To begin using the drawing tools, display the Drawing toolbar (Figure 7) by clicking **View > Toolbars > Drawing**.

If you are planning to use the drawing tools repeatedly, you can tear off this toolbar and move it to a convenient place on the window.
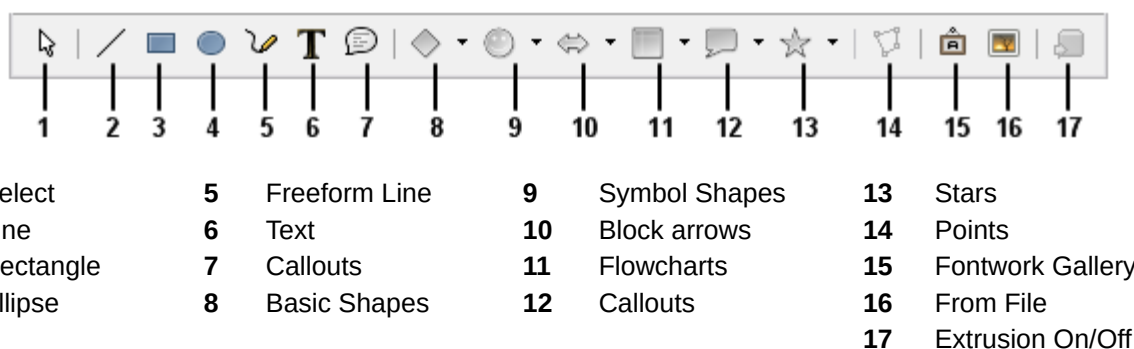

1	Select	5	Freeform Line	9	Symbol Shapes	13	Stars
2	Line	6	Text	10	Block arrows	14	Points
3	Rectangle	7	Callouts	11	Flowcharts	15	Fontwork Gallery
4	Ellipse	8	Basic Shapes	12	Callouts	16	From File
						17	Extrusion On/Off

Figure 7: The Drawing toolbar

To use a drawing tool:

1) Click in the document where you want the drawing to be anchored. You can change the anchor later, if necessary.

2) Choose the tool from the Drawing toolbar (Figure 7). The mouse pointer changes to a drawing-functions pointer similar to this one for a rectangle shape .

3) Move the cross-hair pointer to the place in the document where you want the graphic to appear and then click and drag to create the drawing object. Release the mouse button. The selected drawing function remains active, so that you can draw another object of the same type.

4) To cancel the selected drawing function, press the *Esc* key or click on the **Select** icon (the arrow) on the Drawing toolbar.

5) You can now change the properties (fill color, line type and weight, anchoring, and others) of the drawing object using either the Drawing Object Properties toolbar (Figure 8) or the choices and dialogs reached by right-clicking on the drawing object.

Set or change properties for drawing objects

To set the properties for a drawing object before you draw it:

1) On the Drawing toolbar (Figure 7), click the **Select** tool.

2) On the Drawing Object Properties toolbar (Figure 8), click on the icon for each property and select the value you want for that property.

3) For more control, or to define new attributes, you can click on the **Area** or **Line** icons on the toolbar to display detailed dialogs.

1	Styles and Formatting	**4**	Line Style	**7**	Area	**10**	Effects
2	Line	**5**	Line Width	**8**	Area Style / Filling	**11**	Alignment
3	Arrow Style	**6**	Line Color	**9**	Shadow	**12**	Arrange

Figure 8: Drawing Object Properties toolbar

The default you set applies to the current document and session. It is not retained when you close the document or close Writer, and it does not apply to any other document you open. The defaults apply to all the drawing objects except text objects.

To change the properties for an existing drawing object:

1) Select the object.

2) Continue as described above.

You can also specify the position and size, rotation, and slant and corner radius properties of the drawing object:

1) Right-click on the drawing object and then choose **Position and Size** from the context menu. The Position and Size dialog is displayed.

2) Choose any properties, as required.

Resizing a drawing object

An object is resized in a similar way to an image. Select the object, click on one of the eight handles around it and drag it to its new position. For a scaled resizing, select one of the corner handles and keep the *Shift* key pressed while dragging the handle to its new position.

For more sophisticated control of the size of the object, choose **Format > Object > Position and Size** from the Menu bar. Use the Position and Size dialog to set the width and height independently. If the **Keep ratio** option is selected, then the two dimensions change so that the proportion is maintained, allowing for a scaled resizing.

Grouping drawing objects

To group drawing objects:

1) Select one object, then hold down the *Shift* key and select the others you want to include in the group. The bounding box expands to include all the selected objects.

2) With the objects selected, hover the mouse pointer over one of the objects and choose **Format > Group > Group** from the Menu bar or right-click and choose **Group > Group** from the pop-up menu.

Note

You cannot include an embedded or linked graphic in a group with drawing objects.

Using Fontwork

With Fontwork you can create graphical text art objects to make your work more attractive. There are many different settings for text art objects (line, area, position, size, and more), so you have a large choice.

Fontwork is available with each component of LibreOffice, but you will notice small differences in the way that each component displays it.

Creating a Fontwork object

1) On the Fontwork toolbar (**View > Toolbars > Fontwork**) or the Drawing toolbar (**View > Toolbars > Drawing**), click the Fontwork Gallery icon ![icon].

2) In the Fontwork Gallery (Figure 9), select a Fontwork style, then click **OK**. The Fontwork object will appear in your document. Notice the colored squares around the edge (indicating that the object is selected) and the yellow dot; these are discussed in "Moving and resizing Fontwork objects" on page 18.
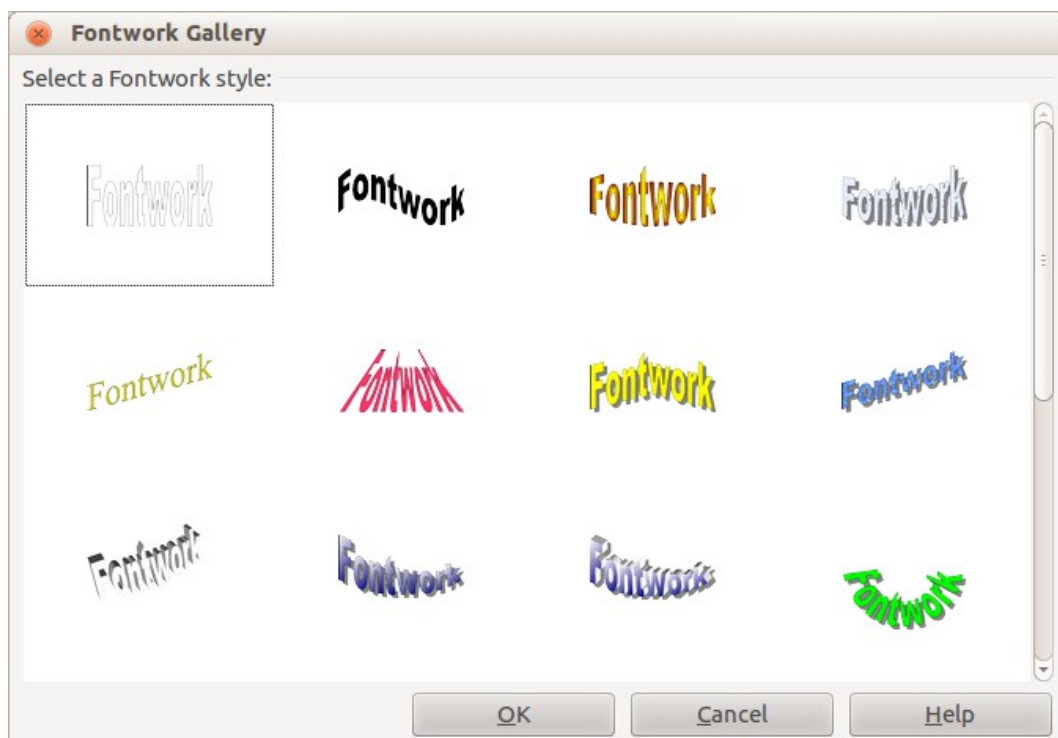

Figure 9: The Fontwork Gallery

3) Double-click the object to edit the Fontwork text (see Figure 10). Select the text and type your own text in place of the black *Fontwork* text that appears over the object.

Figure 10: Editing Fontwork text

4) Click anywhere in a free space or press *Esc* to apply your changes.

Editing a Fontwork object

Now that the Fontwork object is created, you can edit some of its attributes. To do this, you can use the Fontwork toolbar, the Formatting toolbar, or menu options as described in this section. If the selected Fontwork object is a 3-D object, you can also use the 3D-Settings toolbar.

Using the Fontwork toolbar

Make sure that the Fontwork toolbar, shown in Figure 11, is visible. If you do not see it, go to **View > Toolbars > Fontwork**. Click on the different icons to edit Fontwork objects.

Figure 11: The floating Fontwork toolbar

 Fontwork Shape: Edits the shape of the selected object. You can choose from a palette of shapes.
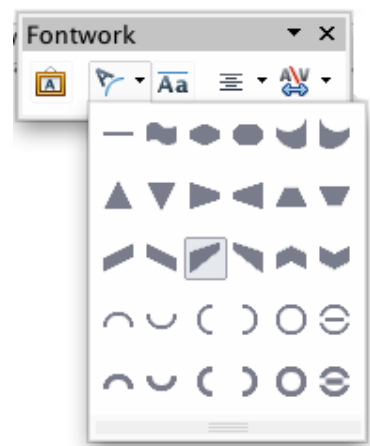

*Figure 12: Fontwork toolbar showing palette of shapes*

 Fontwork Same Letter Heights: Changes the height of characters in the object. Toggles between normal height (some characters taller than others, for example capital letters, d, h, l and others) and all letters the same height.

*Figure 13: Left: normal letters; right: same letter heights*

 Fontwork Alignment: Changes the alignment of characters. Choices are left align, center, right align, word justify, and stretch justify. The effects of the text alignment can only be seen if the text spans over two or more lines. In the stretch justify mode, all the lines are filled completely.
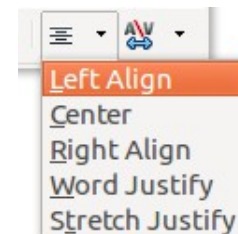
Fontwork Character Spacing: Changes the character spacing and kerning in the object. Select from the choices in the drop-down list.
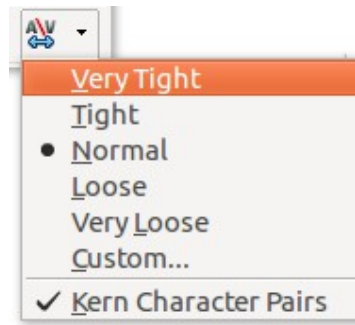
Using the Formatting toolbar

Now let us go further and customize the Fontwork object with several more attributes.

Click on the Fontwork object. The Formatting toolbar changes to show the options for editing the object. (The toolbar shown in Figure 14 appears when you use Fontwork in Writer.)
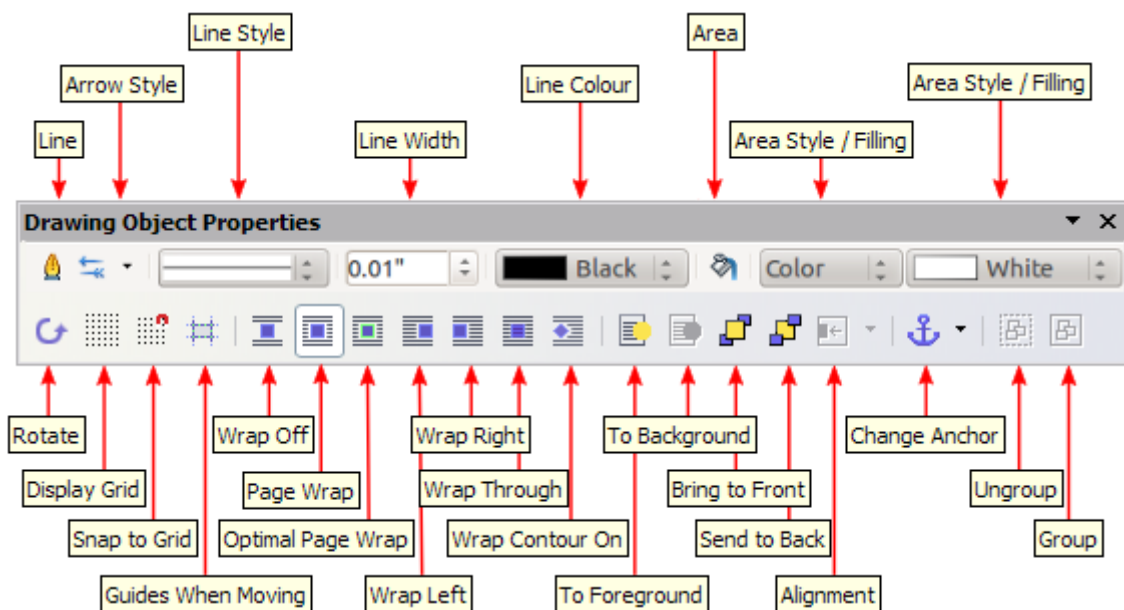

Figure 14: Formatting toolbar for a Fontwork object in Writer

This figure shows the toolbar floating. In its default, docked position it is one of the toolbars located below the menu bar. The example toolbar has also been customized to show all of the available options; by default only a subset of these options is shown.

The Formatting toolbar provides a large choice of options for customizing your object. These choices are the same as the ones for other drawing objects. For more information, see the *Draw Guide*.

Line options
Line icon: Opens a dialog with three tabs: **Line**, **Line Styles**, **Arrow Styles**. Use the **Line** tab to edit the most common properties of the line around the selected Fontwork object, by choosing from previously-defined attributes including line style, line color, and arrow styles. Use the **Lines Styles** and **Arrow Styles** tabs to edit the properties of line and arrow styles, and define new styles.

Arrow Style icon: Choose from the different arrow styles.

Line Style box: Choose from the available line styles.

Line Width box: Set the width of the line.

Line Color box: Select the color of the line.

Area options

Area icon: Opens a dialog with seven tabs: **Area**, **Shadow**, **Transparency**, **Colors**, **Gradients**, **Hatching**, **Bitmaps**.

- **Area** tab: Choose from the predefined list a color, bitmap, gradient or hatching pattern to fill the selected object.

- **Shadow** tab: Set the shadow properties of the selected object.

- **Transparency** tab: Set the transparency properties of the selected object.

- **Colors** tab: Modify the available colors or add new ones to appear on the Area tab.

- **Gradients** tab: Modify the available gradients or add new ones to appear on the Area tab.

- **Hatching** tab: Modify the available hatching patterns or add new ones to appear on the Area tab.

- **Bitmaps** tab: Create simple bitmap patterns and import bitmaps, to make them available on the Area tab.

Area Style / Filling boxes: Select the type of the fill of the selected object. For more detailed settings, use the Area icon.

Positioning options

Rotate icon: Rotate the selected object manually using the mouse to drag the object.

To Foreground icon: Move the selected object in front of the text.

To Background icon: Move the selected object behind the text.

Alignment icon: Modify the alignment of the selected objects.

Bring to front icon: Move the selected object in front of the others.

Send to back icon: Move the selected object behind the others.

Change Anchor icon: Choose between anchoring options:

- To Page—The object keeps the same position in relation to the page margins. It does not move as you add or delete text.

- To Paragraph—The object is associated with a paragraph and moves with the paragraph. It may be placed in the margin or another location.

- To Character—The object is associated with a character but is not in the text sequence. It moves with the paragraph but may be placed in the margin or another location. This method resembles anchoring to a paragraph.

- As Character—The object is placed in the document like any character and moves with the paragraph as you add or delete text before the object.

Ungroup icon: Ungroup a selection of grouped objects, so that they can be managed individually.

Group icon: Group the selected objects, so you can manage them as a single object.

Using menu options

You can use some the choices on the **Format** menu to anchor, align, arrange, and group selected Fontwork objects, wrap text around them, and flip them horizontally and vertically.

You can also right-click on a Fontwork object and choose many of the same options from the pop-up menu. The pop-up menu also provides quick access to the Line, Area, Text, and Position and Size dialogs. The Text dialog offers only a few options for Fontwork objects and is not discussed here. On the Position and Size dialog, you can enter precise values for size and position. For more information on all of these menu options, see the *Draw Guide*.

Using the 3D-Settings toolbar

If the selected Fontwork object is a 3-D object, you can also use the options on the 3D-Settings toolbar. You can also change a 2-D Fontwork object into a 3-D object (or change a 3-D object into a 2-D object) by clicking the Extrusion On/Off icon on the 3D-Settings toolbar. For more information, see the *Draw Guide*.
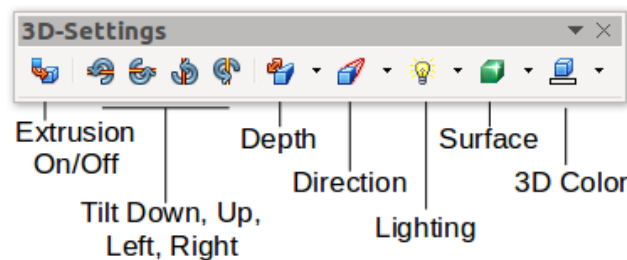

Figure 15: 3D-Settings toolbars

Moving and resizing Fontwork objects

When you select a Fontwork object, eight colored squares (known as *handles*) appear around the edge of the object, as shown below. You can drag these handles to resize the object.

A yellow dot also appears on the object. This dot may be along an edge of the object, or it may be somewhere else; in the example on the right. If you hover the pointer over this yellow dot, the pointer turns into a hand symbol. You can drag the dot in different directions to distort the object.

Hovering the pointer over other parts of the object turns the pointer into the usual symbol for dragging the object to another part of the page.

For precise control of the location and size of the object, use the Position and Size dialog.