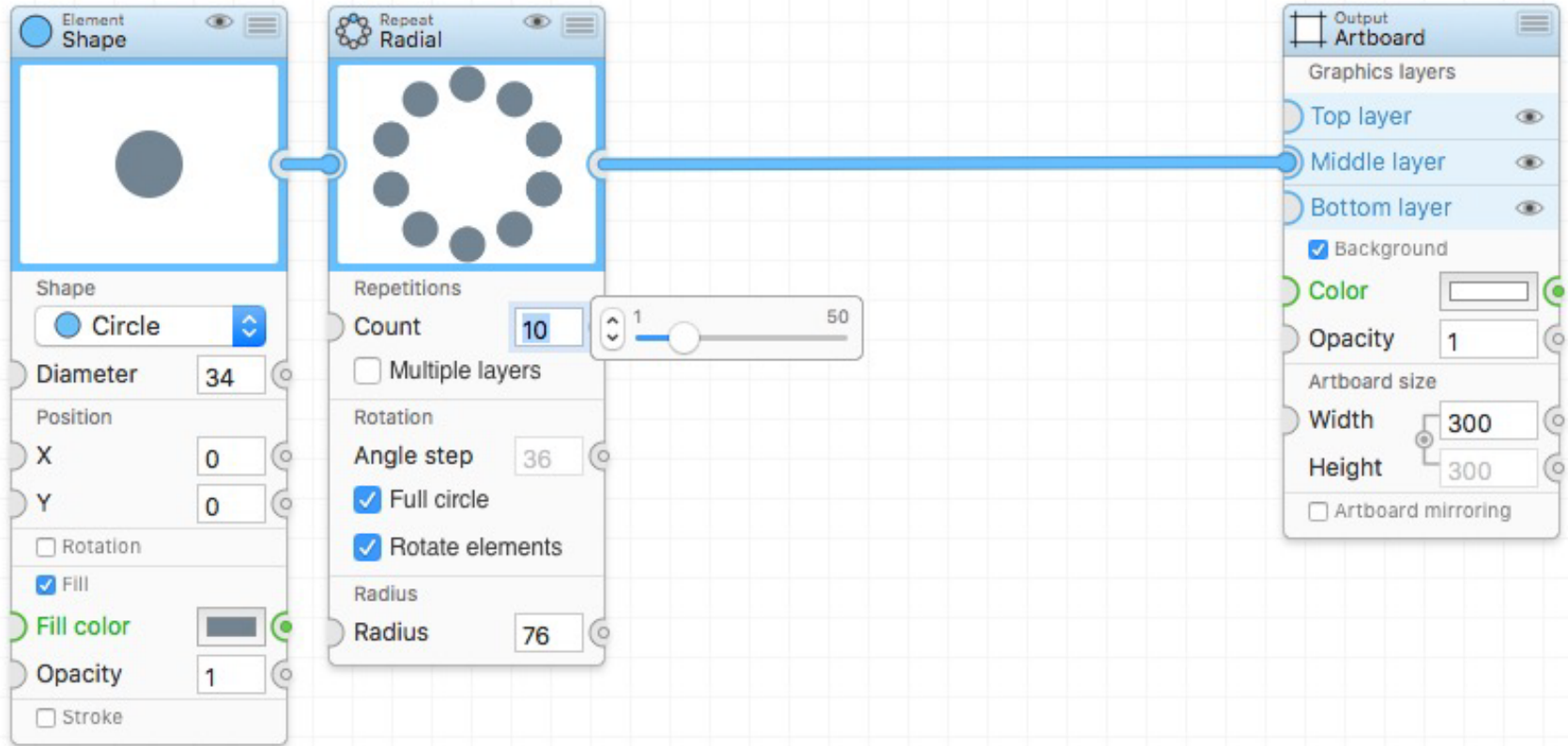
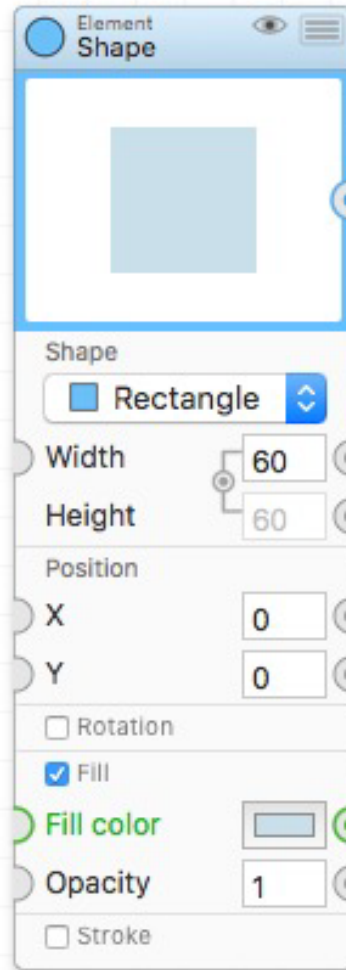


Welcome to Patternodes



In Patternodes the graphics output is defined by a sequence of **nodes**, creating, repeating or changing **graphical elements** and then adding the result to the **artboard**.

Node output
preview

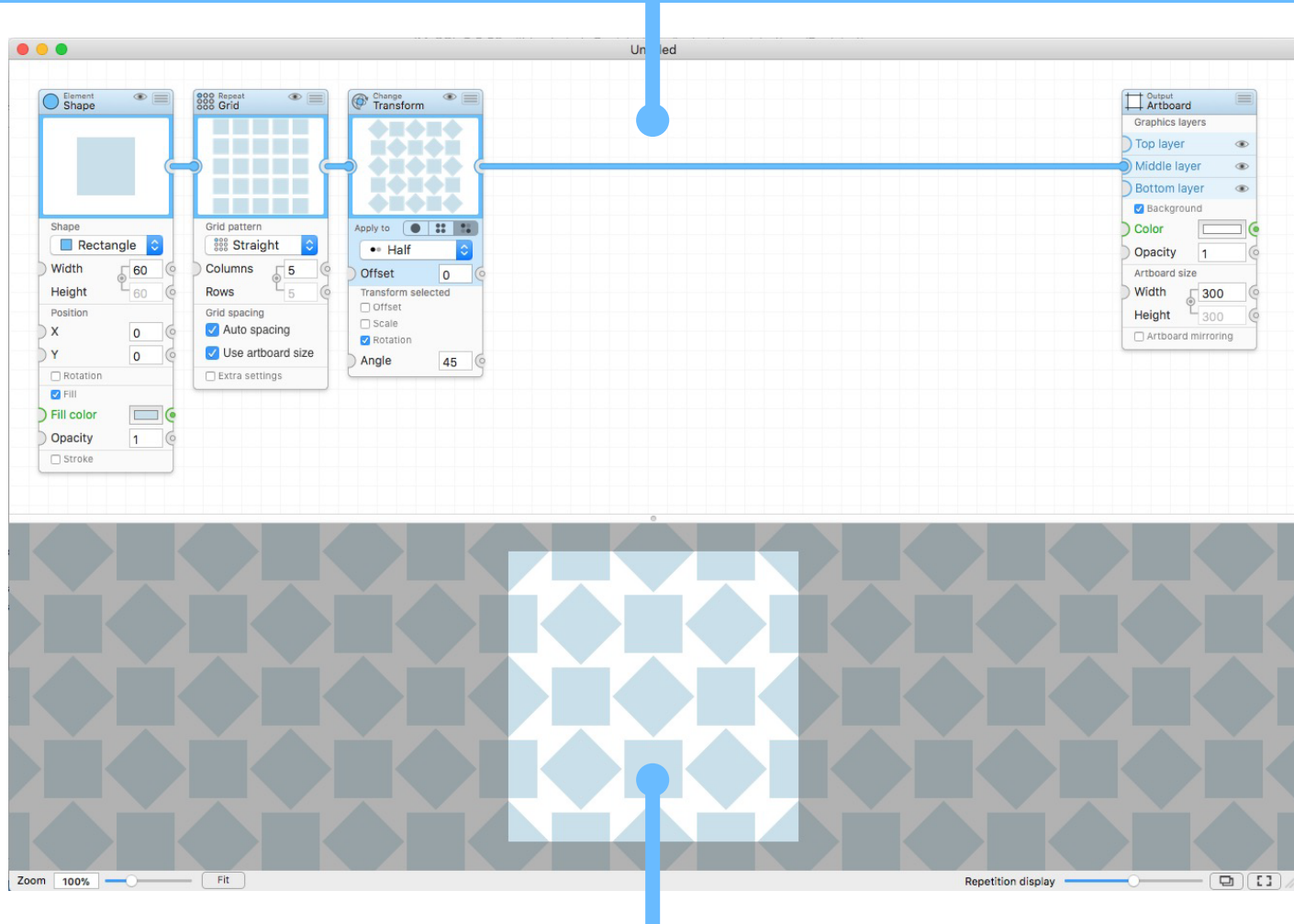


Disable toggle and
node options menu

Node parameters
and sockets

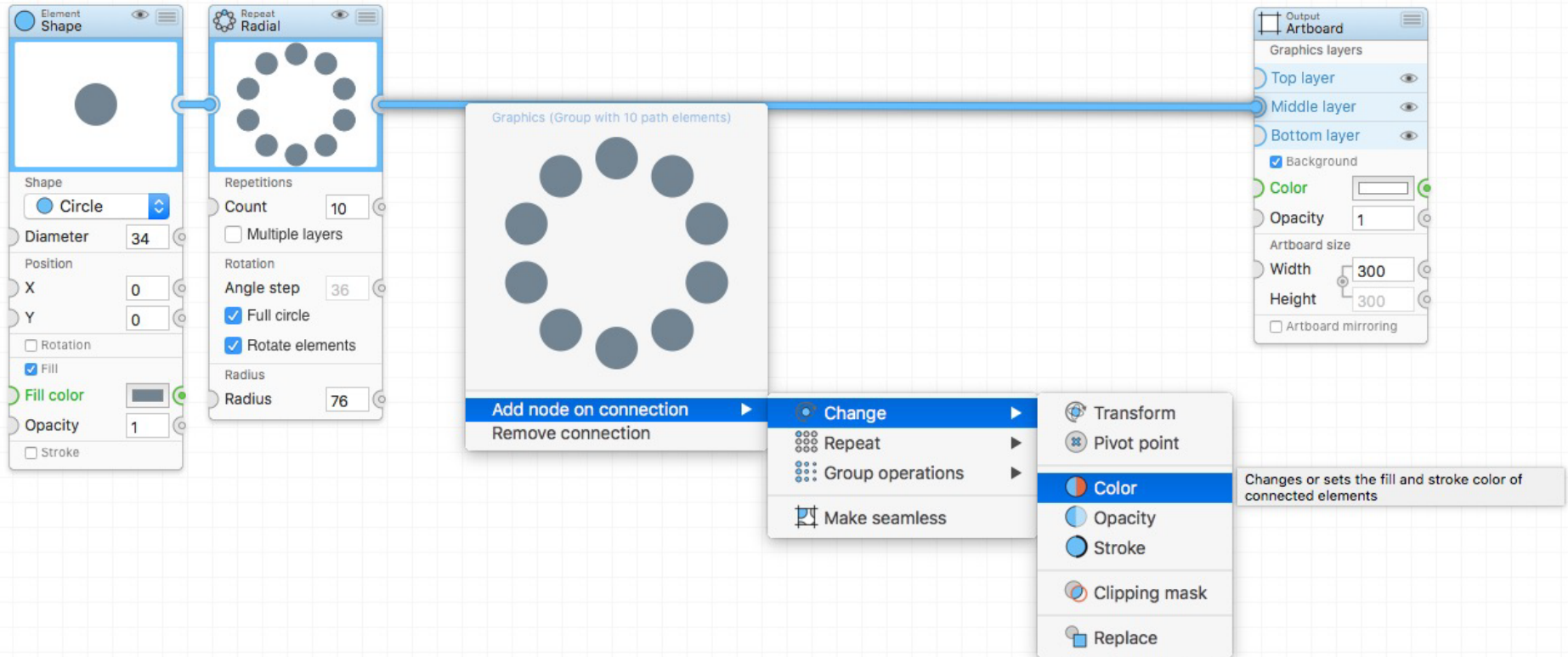
The node sequence starts with one or more **element nodes**, adding graphics that are then repeated or changed by other nodes in the sequence.

Node editor view, where you add and modify the node sequence.



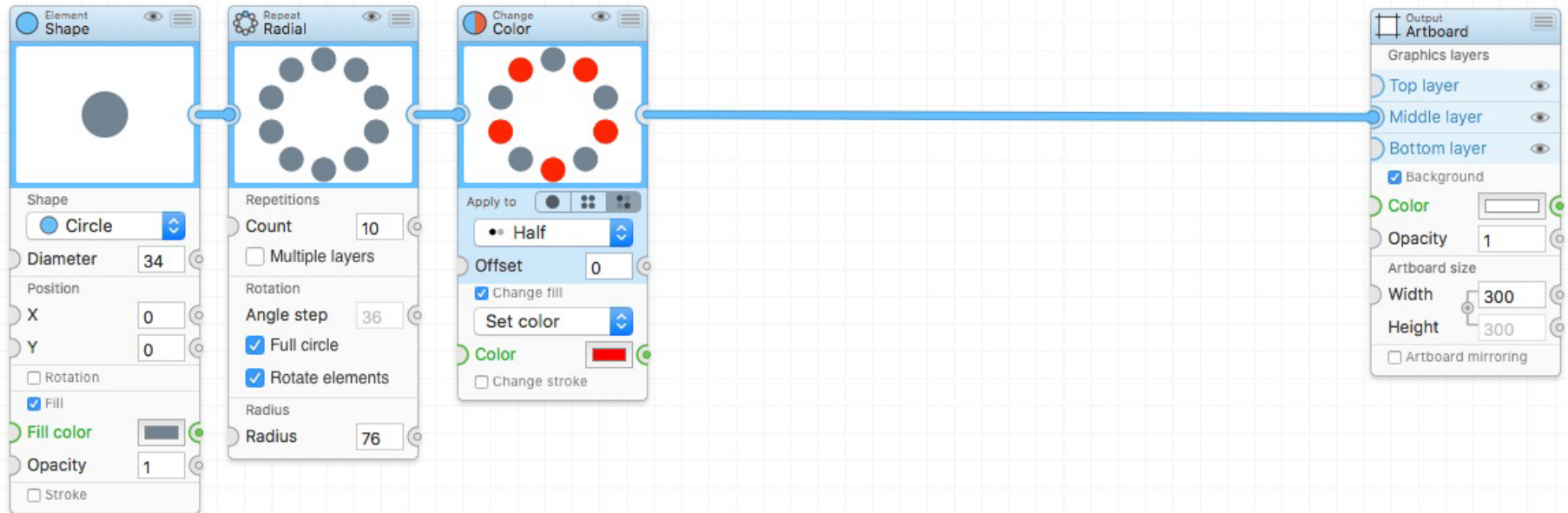
Preview view, a live updating view of the current result of the node sequence.

Right-click or control-click on a connection to see a preview of its content.
This also lets you add new nodes on the connection.

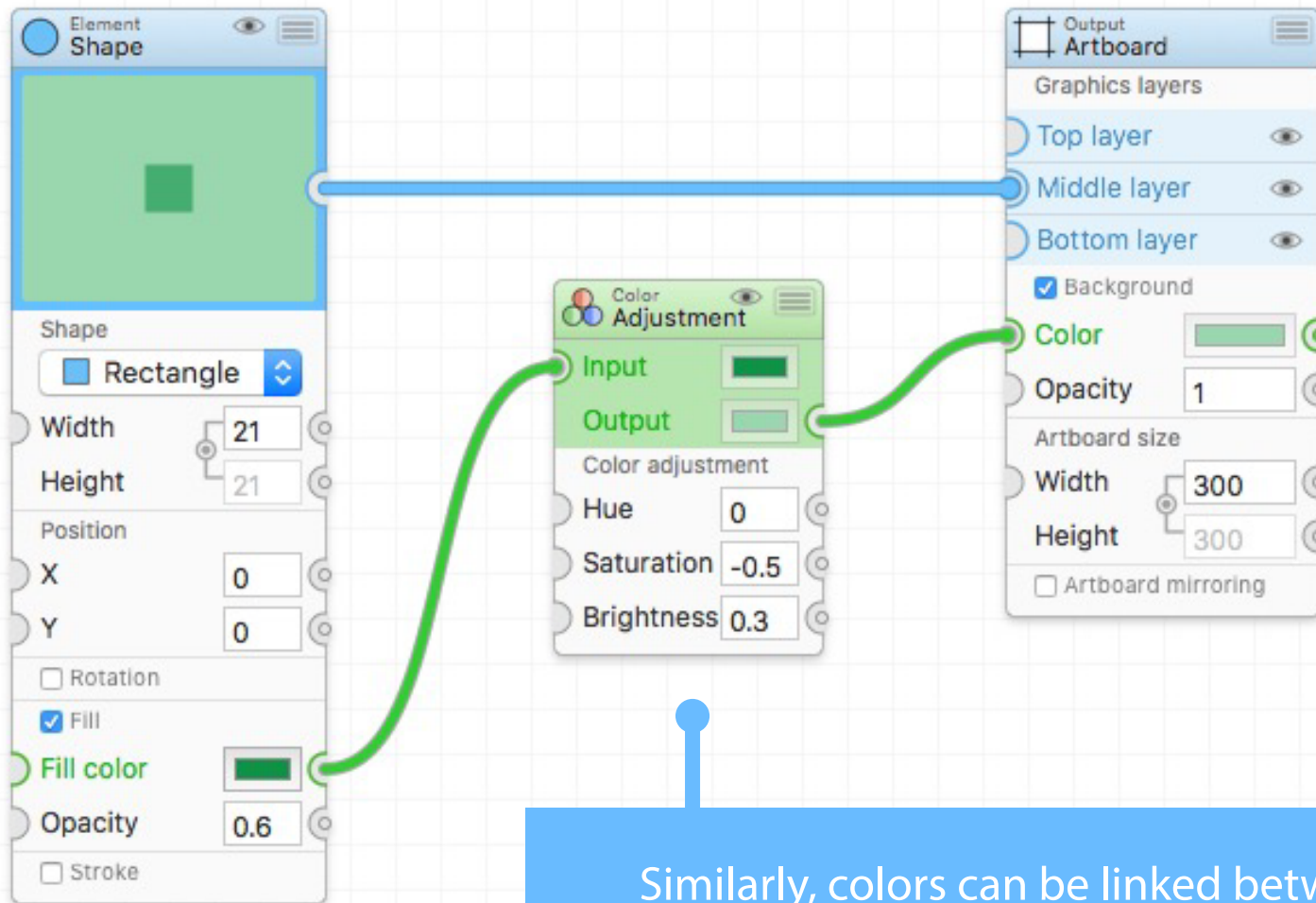


Change nodes change aspects of elements, like color, scale or rotation.
Repeat nodes repeat elements in different patterns, outputting groups of elements.
Group nodes perform operations on groups, like randomizing or reordering.

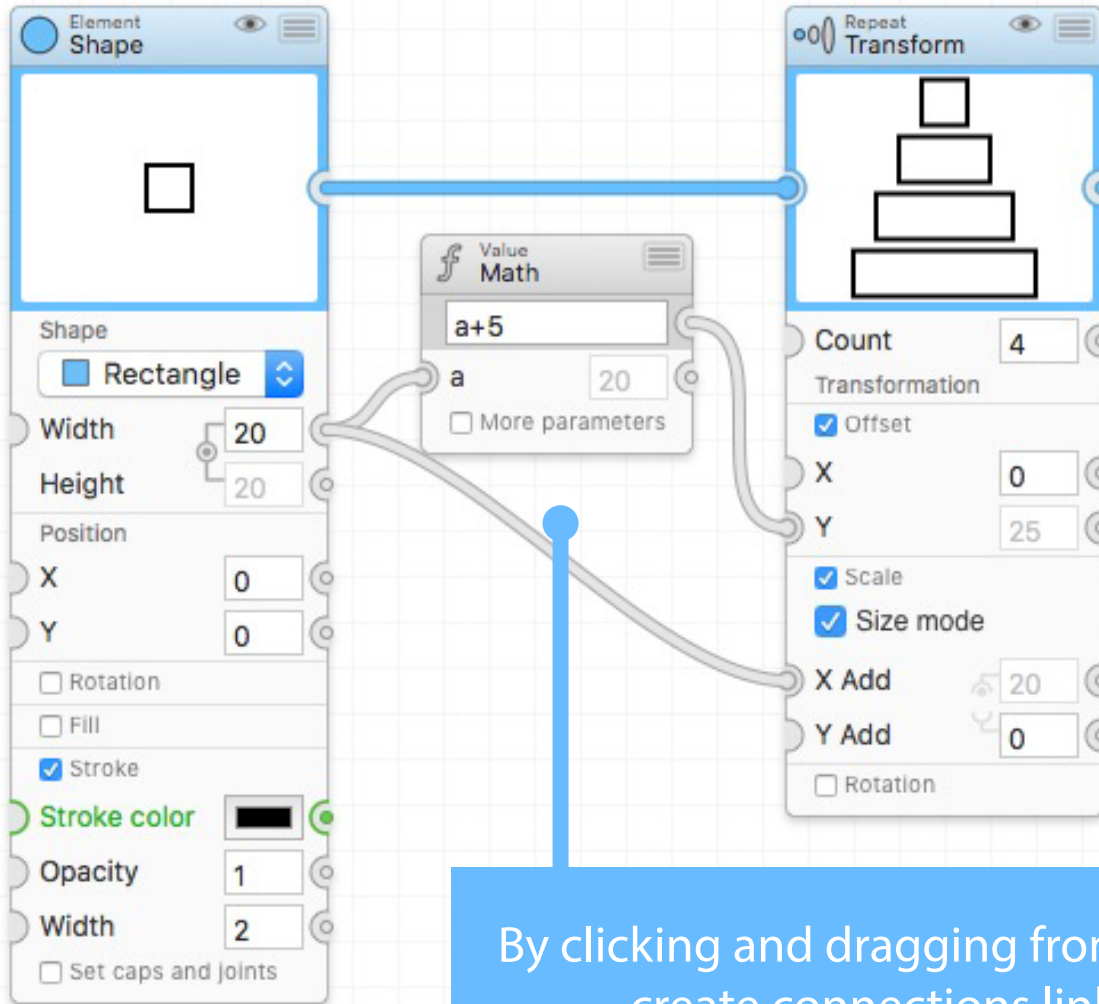
Change nodes like the Change Color node have an “Apply to” setting below the preview that lets you control what the change should be applied to.



- **Group mode** applies the change to the entire group as a single element.
- **Each mode** applies the change to each individual element in the group.
- **Selection mode** applies the change only to some elements in the group.

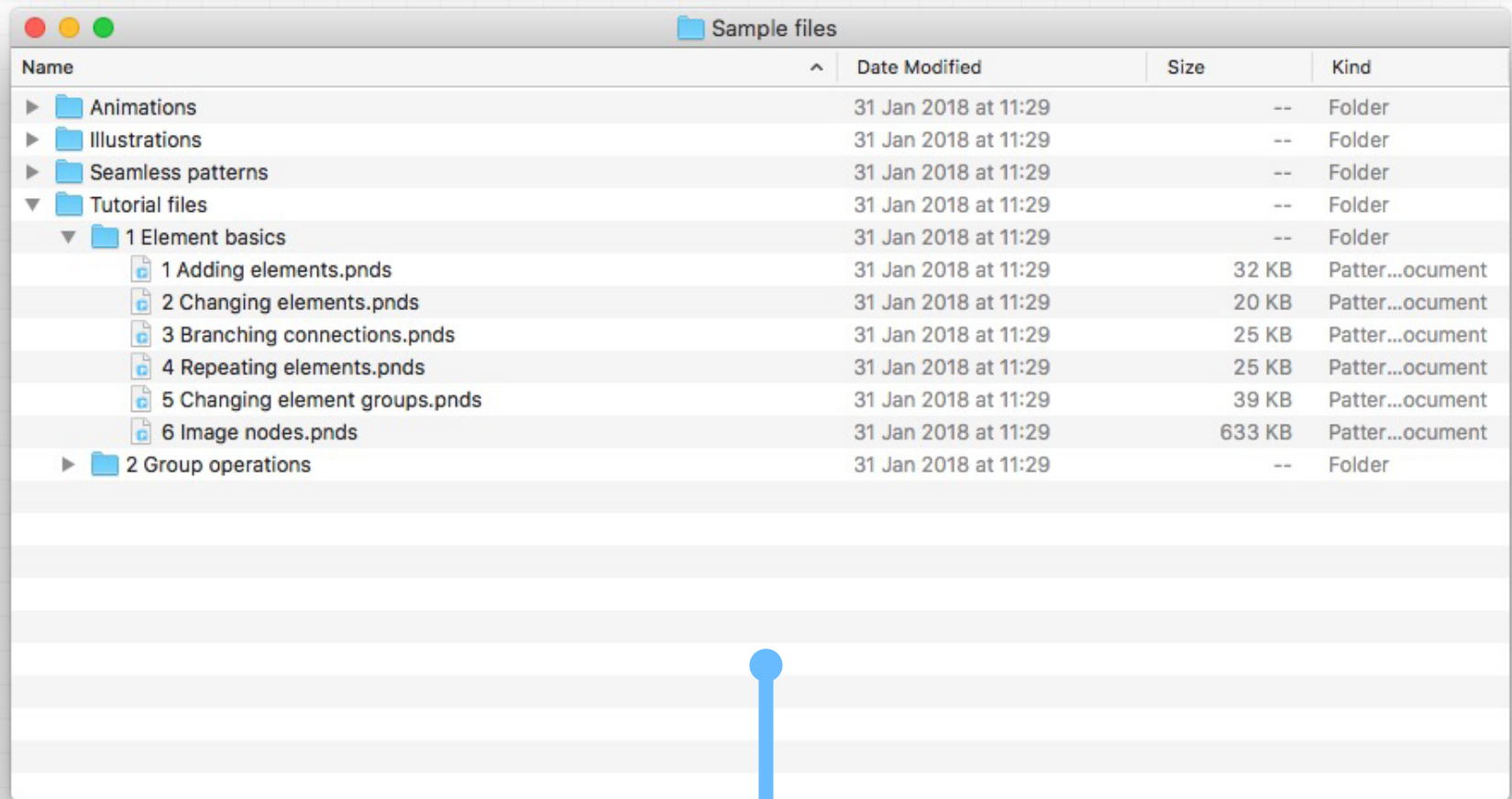


Similarly, colors can be linked between nodes by creating connections between the green color sockets.



By clicking and dragging from parameter sockets you can create connections linking parameter values.

Just like the blue graphics connections values can also be modified before being used in another node.



Name	Date Modified	Size	Kind
▶ Animations	31 Jan 2018 at 11:29	--	Folder
▶ Illustrations	31 Jan 2018 at 11:29	--	Folder
▶ Seamless patterns	31 Jan 2018 at 11:29	--	Folder
▼ Tutorial files	31 Jan 2018 at 11:29	--	Folder
▼ 1 Element basics	31 Jan 2018 at 11:29	--	Folder
1 Adding elements.pnds	31 Jan 2018 at 11:29	32 KB	Patter...ocument
2 Changing elements.pnds	31 Jan 2018 at 11:29	20 KB	Patter...ocument
3 Branching connections.pnds	31 Jan 2018 at 11:29	25 KB	Patter...ocument
4 Repeating elements.pnds	31 Jan 2018 at 11:29	25 KB	Patter...ocument
5 Changing element groups.pnds	31 Jan 2018 at 11:29	39 KB	Patter...ocument
6 Image nodes.pnds	31 Jan 2018 at 11:29	633 KB	Patter...ocument
▶ 2 Group operations	31 Jan 2018 at 11:29	--	Folder

A good way to get started with Patternodes is to try out some of the included **sample files** and just play around with them.

There is also a **Node reference** and **Manual**, all available from the Help menu.