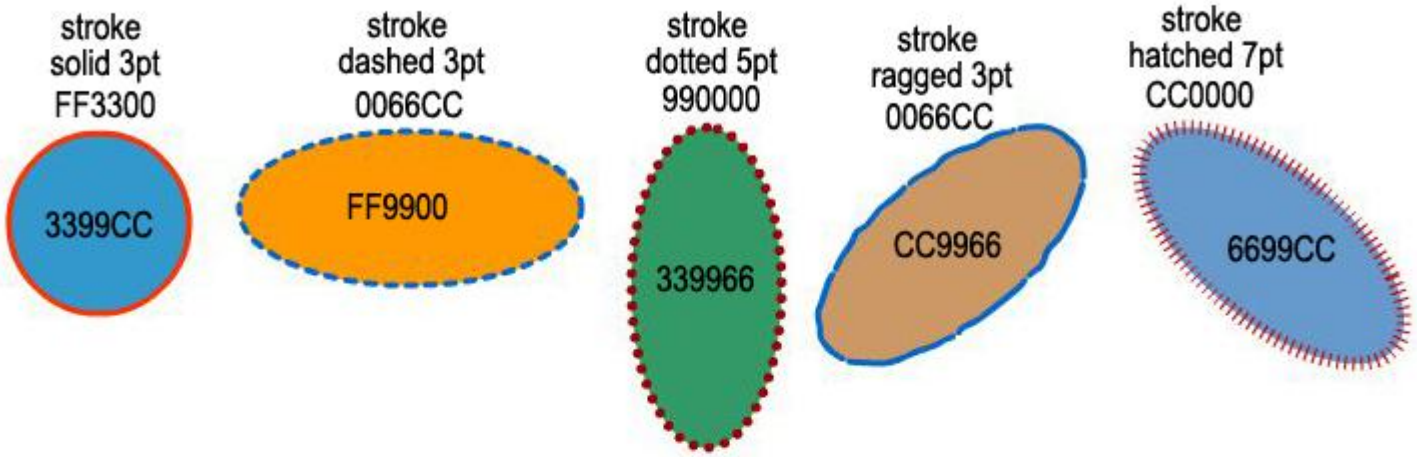
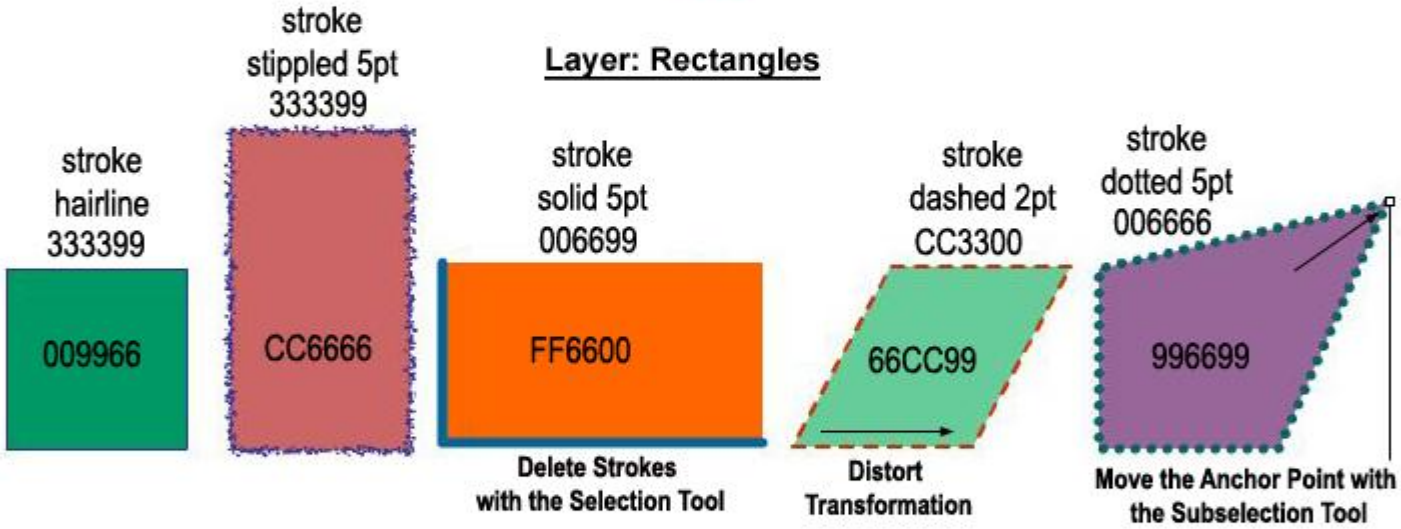
Lesson1 (Working with Shapes)

Draw the basic Vector Shapes.
Use Property Inspector to further modify the shape or specify fill and stroke colors.
Apply various transformation to the Vector Shapes.

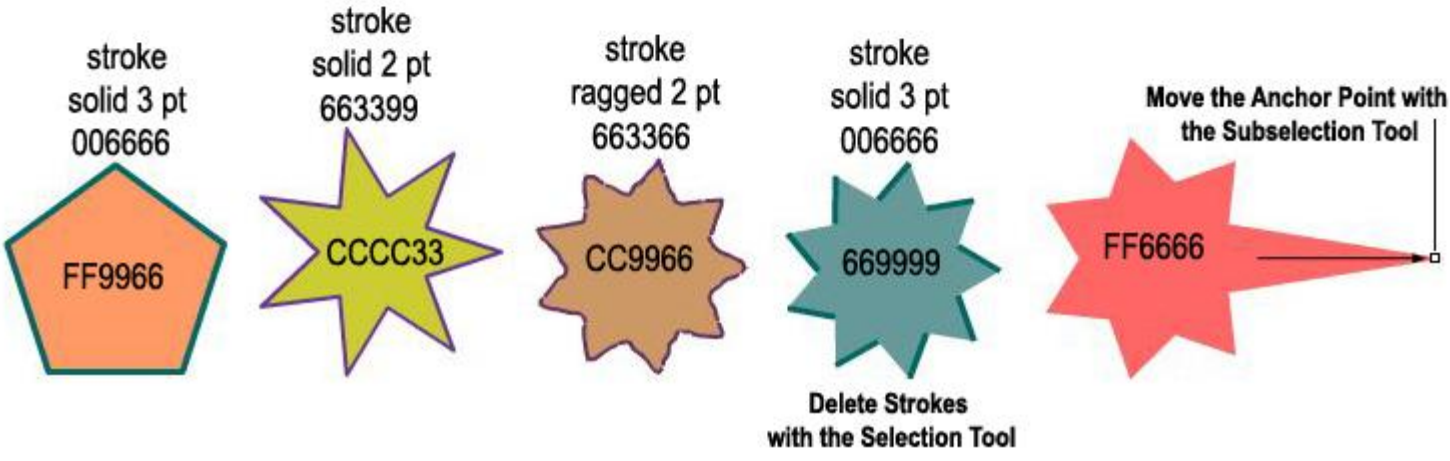
Layer: Ovals



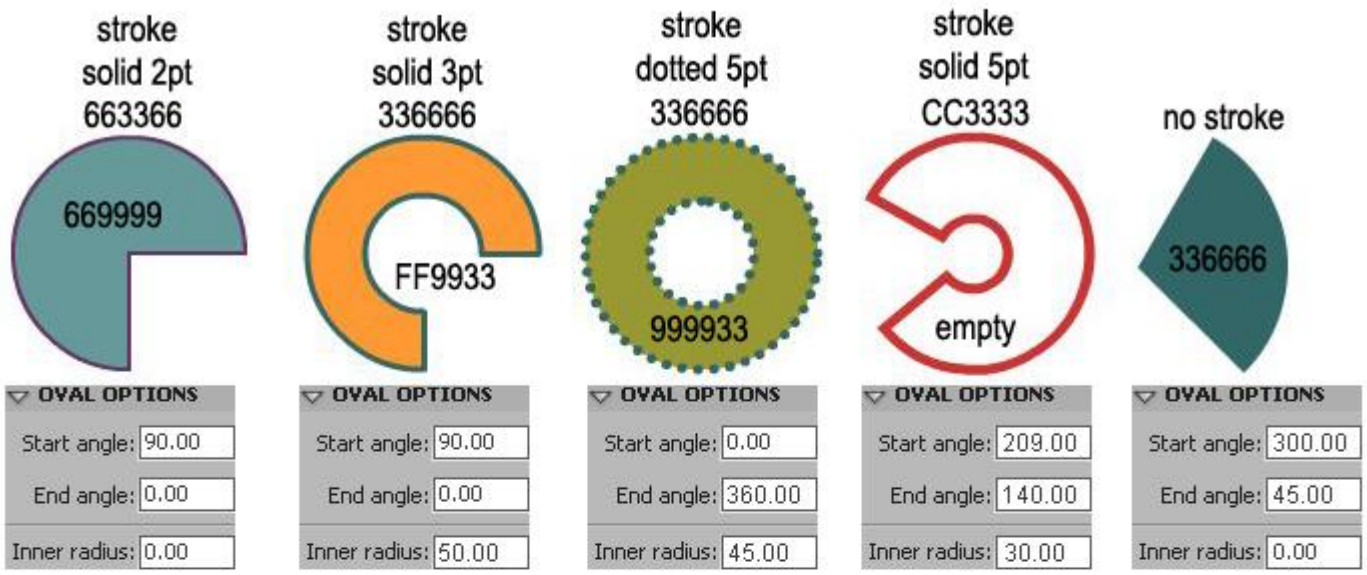
Layer: Rectangles



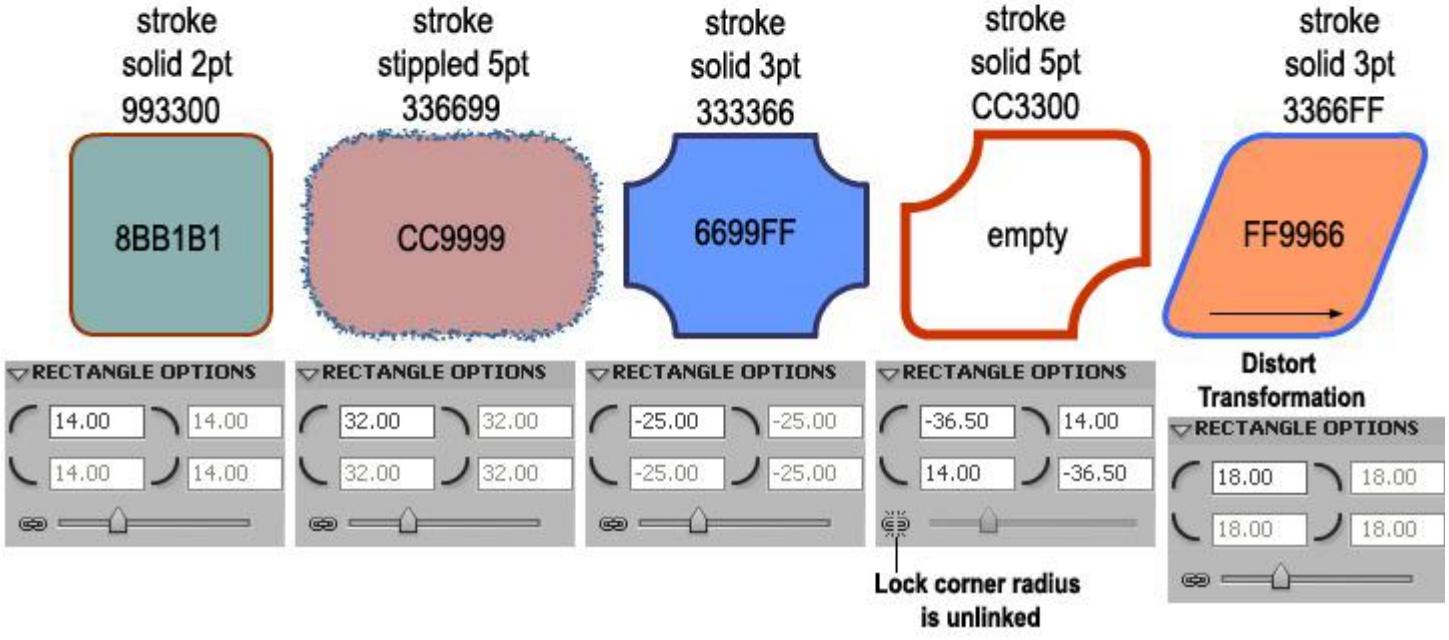
Layer: Polystar Shapes



Layer: Oval Primitivies



Layer: Rectangle Primitivies

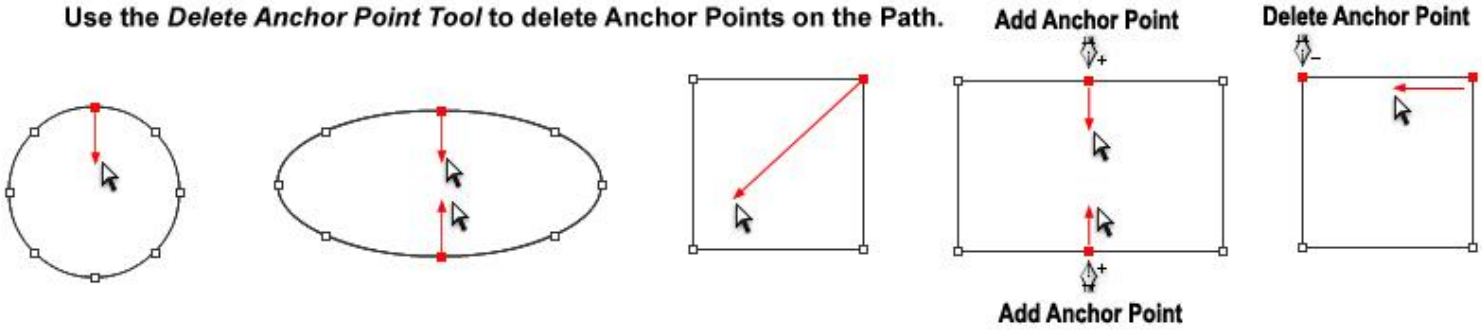


Lesson1a

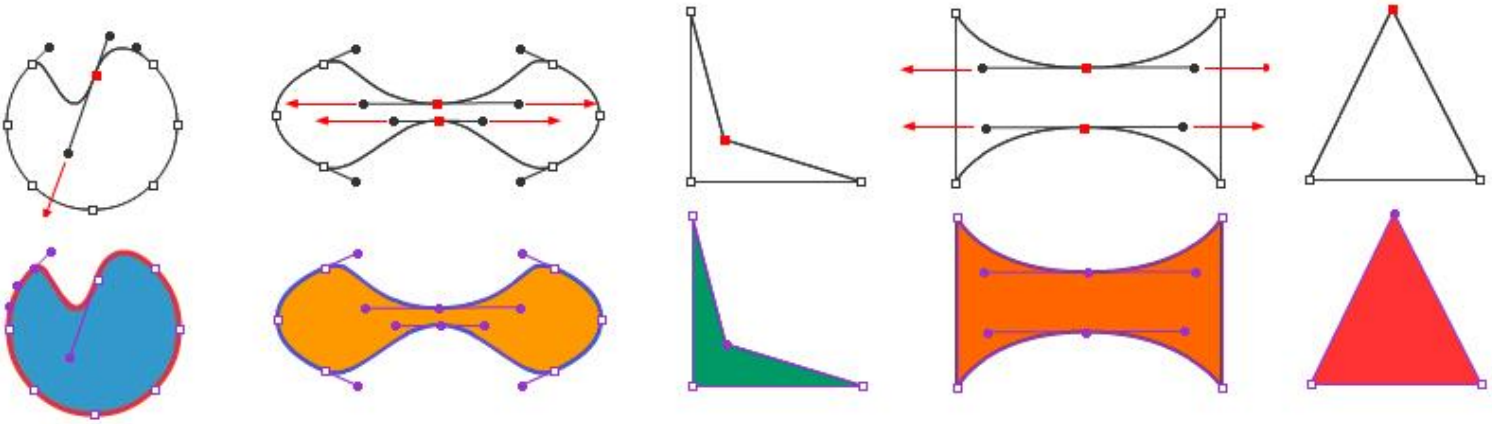
Manipulation with Vector Shapes

Basic Shapes

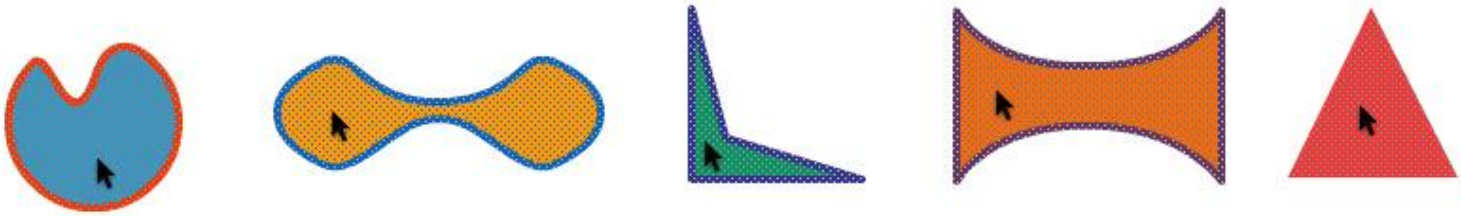
Step1: Drag the Anchor Points with the *Subselection Tool*.
Use the *Add Anchor Point Tool* to add Anchor Points to the Path.
Use the *Delete Anchor Point Tool* to delete Anchor Points on the Path.



Step2: Use the *Subselection Tool* to manipulate with Bézier handles that appear on curve segments to change the shape of the vector path.



Step3: Select the shape and its stroked outline with the Selection Tool.

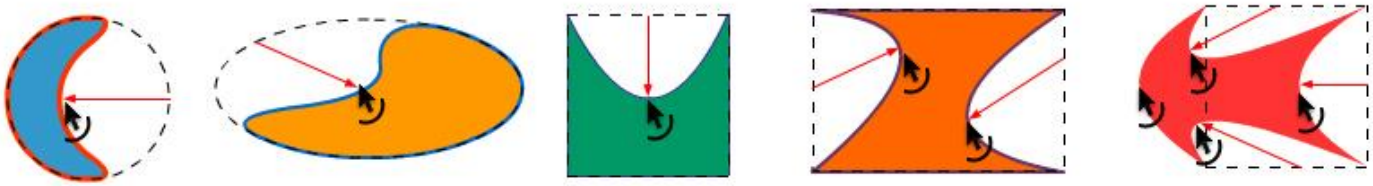


Convert Shapes into Groups. Choose Modify > Group.

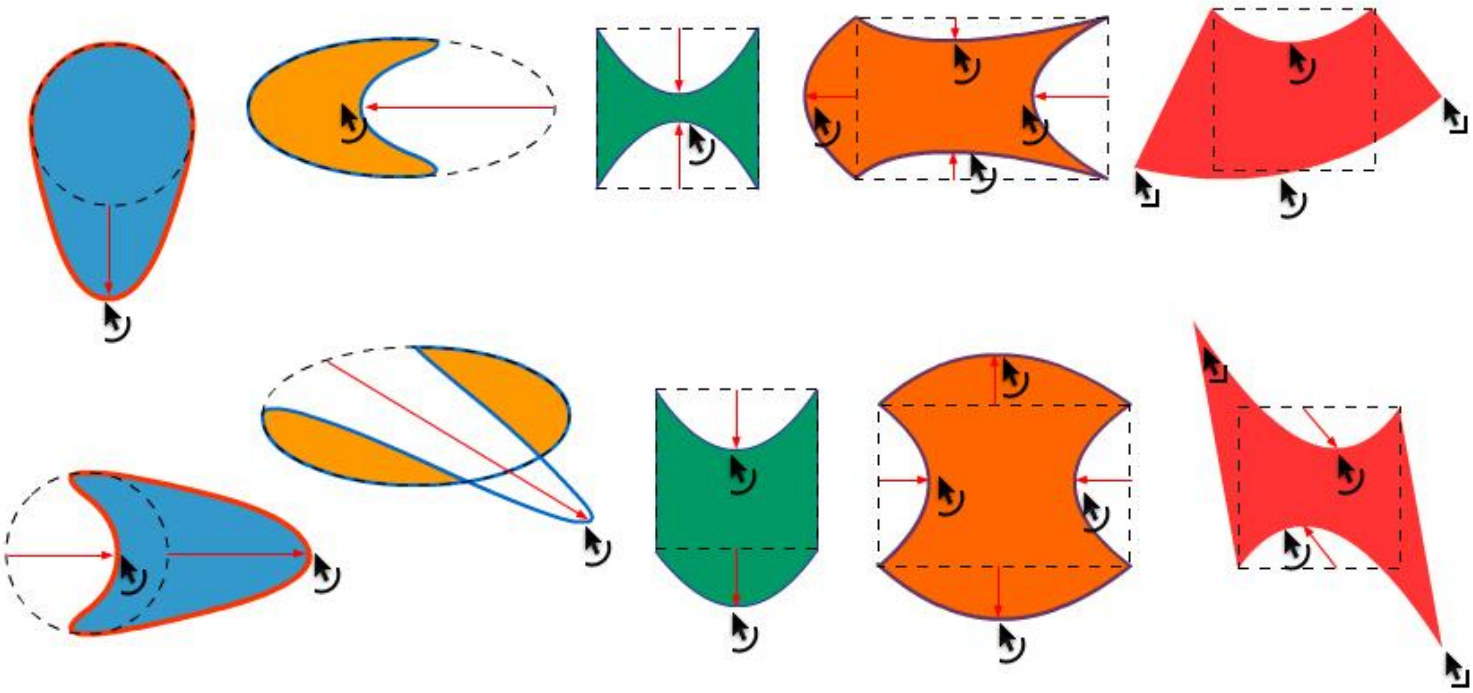
Manipulation with Vector Shapes (Pushing and Pulling)

Basic Shapes

Step1: Choose the Selection Tool from the Tool Panel.
Hover the Selection Tool over the shape's edge.The icon next to the Selection Tool changes to the curve.
Once you see this icon, click on the shape's edge and drag it to create a curved shape.



Step2: Choose the Selection Tool from the Tool Panel.
Hover the Selection Tool close to a corner of the rectangle shape. The icon next to the Selection Tool changes to a corner.
Once you see this icon click on the shape's corner and drag. The rectangle shape will change.



Lesson1b (Compaund Objects)

Combination of several shapes

Step1: Draw several basic shapes. Choose color for the fill and stroke.
Use Paint Bucket Tool for the fill. Use Ink Tool for the stroke.
You can also use the Properties Inspector to apply adjustment to fill and stroke.
Create several compositions out of these shapes.
Move one shape over, so that it overlaps another, or ends up inside of the other shape.
Group the shapes, when you done.


group

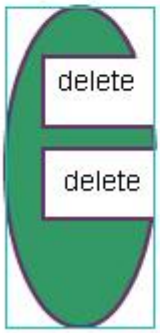

group


group


group

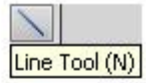

group

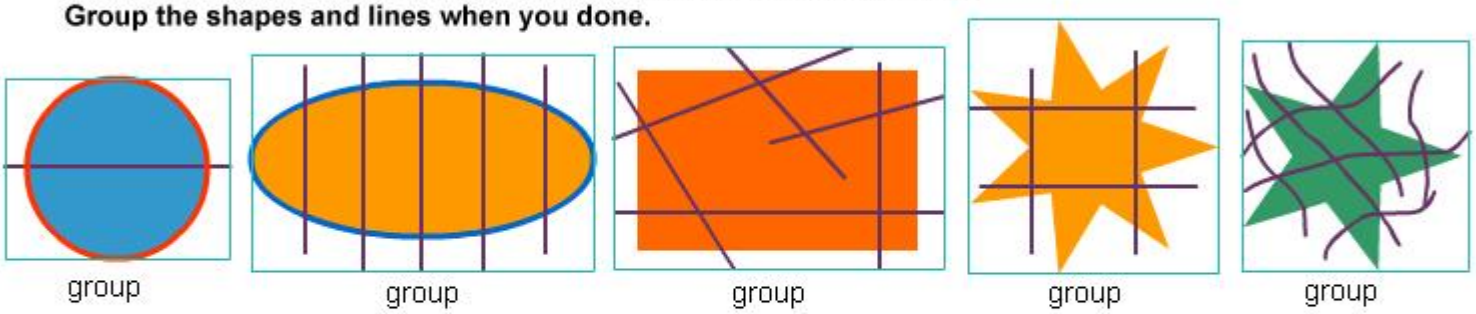
Step2: Subtraction of one shape from another.
Select shape that you want to subtract with the Selection Tool and then delet it.
Group the shapes, when you done.



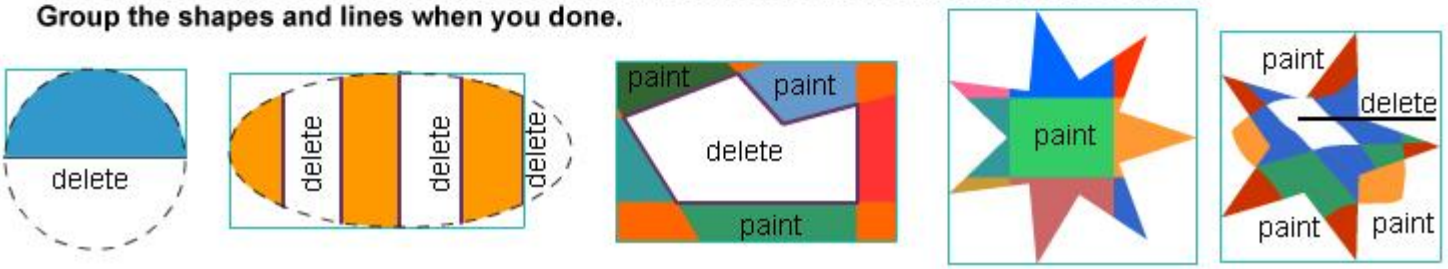
Step3: Combination lines and shapes.

Draw several basic shapes. Choose color for the fill and stroke.
Use Paint Bucket Tool for the fill. Use Ink Tool for the stroke.
You can also use the Properties Inspector to apply adjustment to fill and stroke.
With the Line Tool draw the straight lines over the shapes.
With the Pencil Tool draw the curved lines over the shapes
With the Properties Inspector you can apply adjustment to the lines.
Group the shapes and lines when you done.

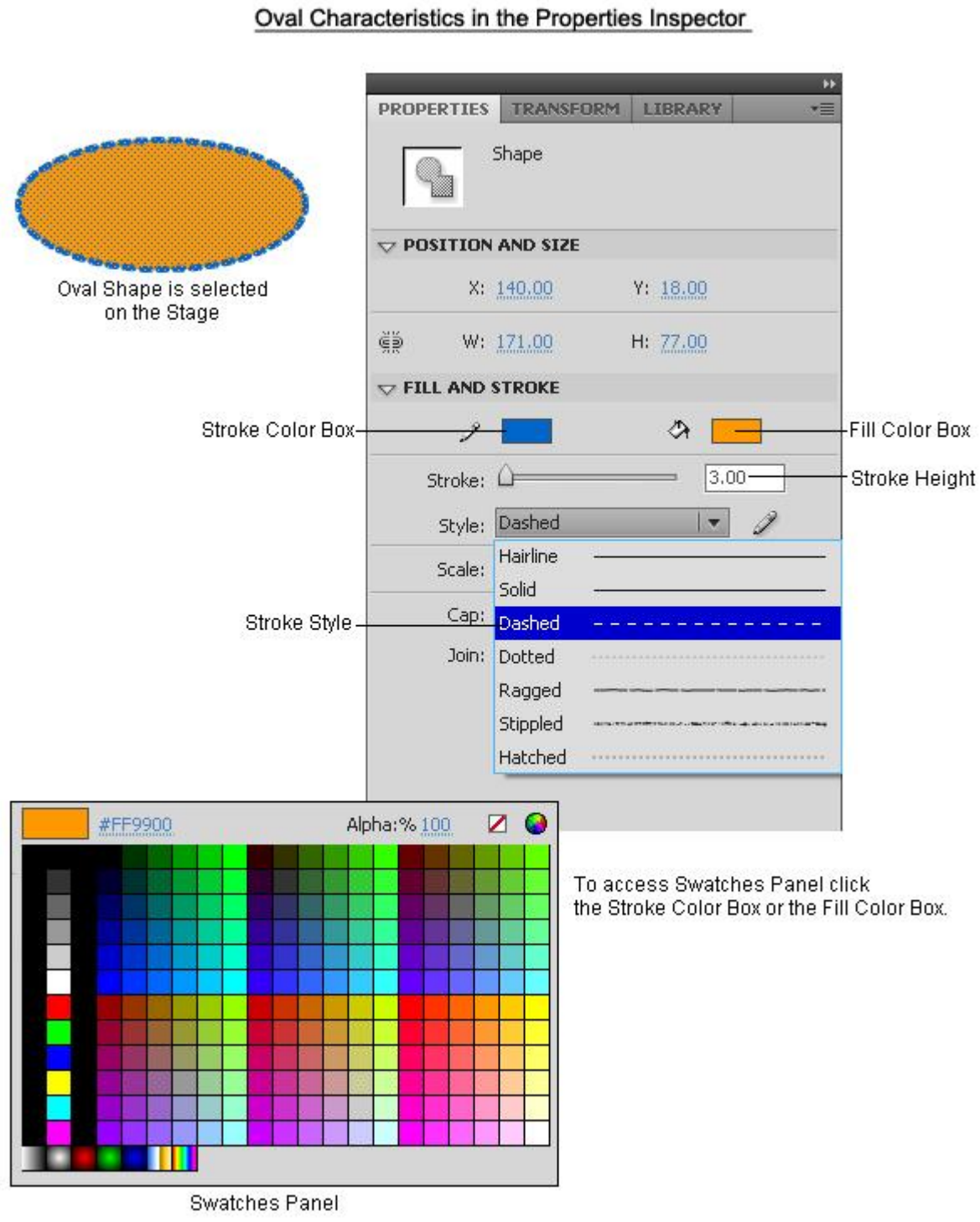




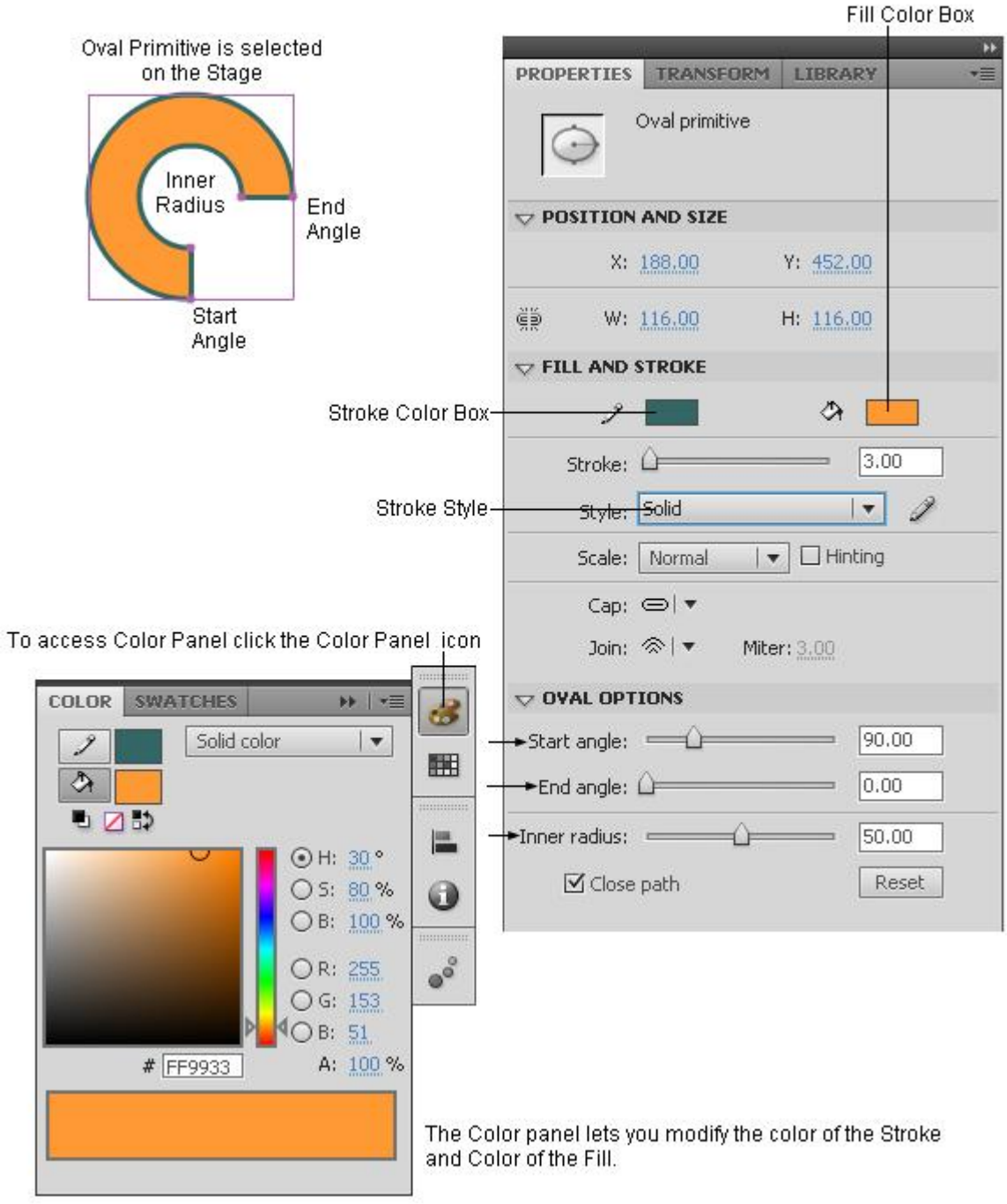
Step4: Results of intersection lines and shapes. Lines divide shapes into parts.
You can select these parts and fill them with the different colors or you can delete them.
Group the shapes and lines when you done.



Working with Vector Shapes in the Properties Inspector



Oval Primitive Characteristics in the Properties Inspector



The Color panel lets you modify the color of the Stroke and Color of the Fill.