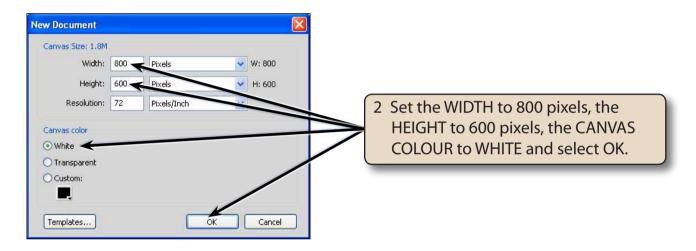
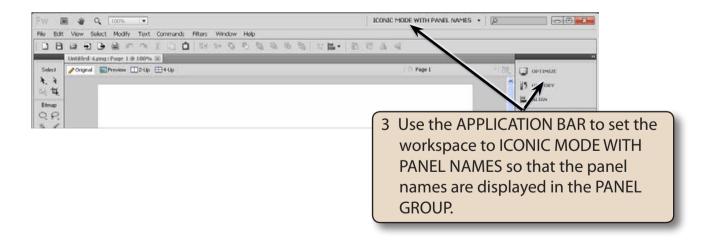
# **Using Vector Shapes**

FireWorks provides basic vectors shapes such as rectangle, ellipses and polygons. It also provides a range of auto vector shapes such as stars, spirals, rounded rectangles, etc. These shapes can be modified to create different shapes.

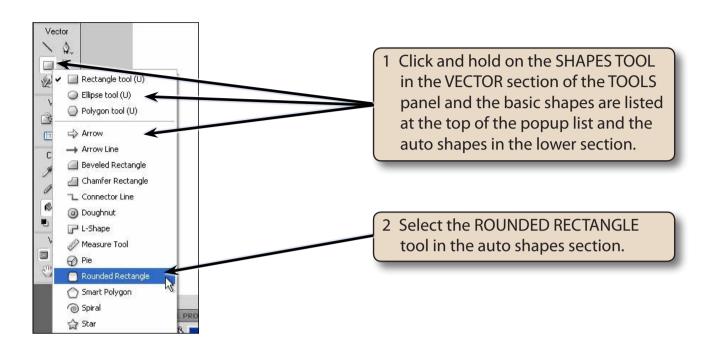
### **Starting the Document**

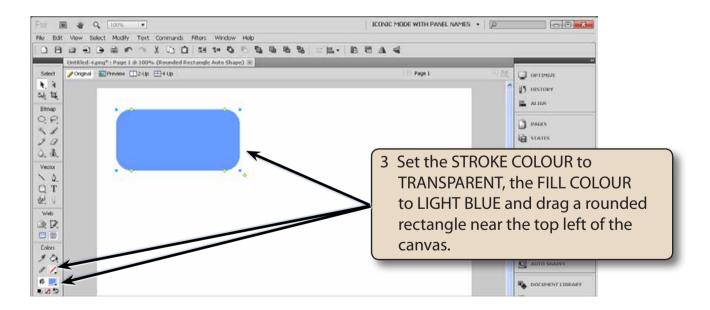
1 Load Adobe FireWorks CS5 or close the current documents then select FIREWORKS DOCUMENT from the CREATE NEW section of the FIREWORKS WELCOME SCREEN.





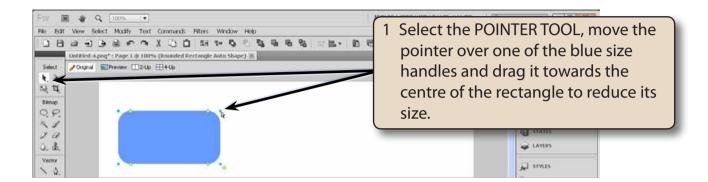
### **Drawing an Auto Vector Shape**



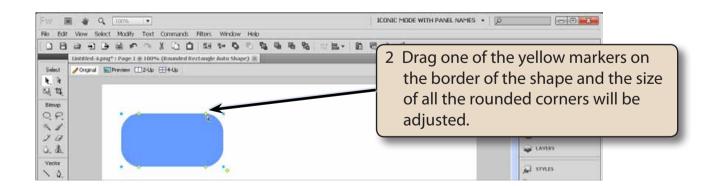


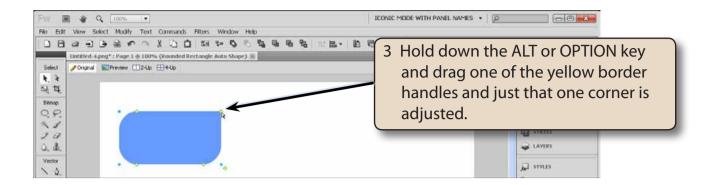
### The Auto Shape Handles

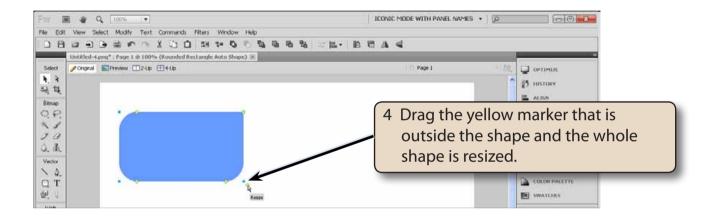
Auto Shapes have the blue size handles that are present when you select Basic Shapes, but they also have a set of yellow diamond shaped handles which can be used to make adjustments to the Auto Shape.



- NOTE: i The blue size handles on Auto Shapes work in exactly the same way as you have used for Basic Shapes, such as resizing a rectangle.
  - ii If you hold down the SHIFT key as you drag a size handle, the proportions of the shape are maintained.

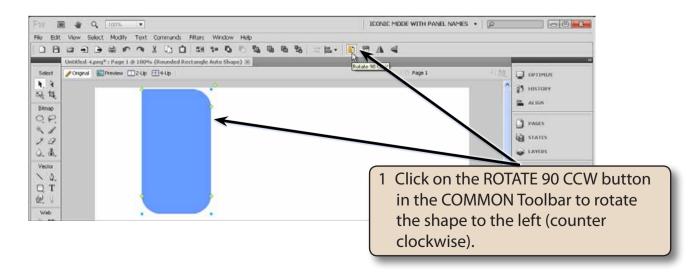


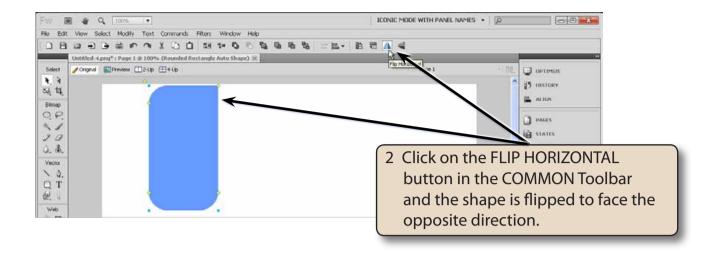




## **Rotating Shapes**

Shapes can be easily rotated or flipped horizontally or vertically.





NOTE: Try the ROTATE 90 CW and FLIP VERTICAL buttons in the COMMON Toolbar if you wish.

3 You can also rotate objects manually. Display the MODIFY menu, highlight TRANSFORM and select FREE TRANSFORM (or press CRTL+T or COMMAND+T).

