

The Shaper Tool

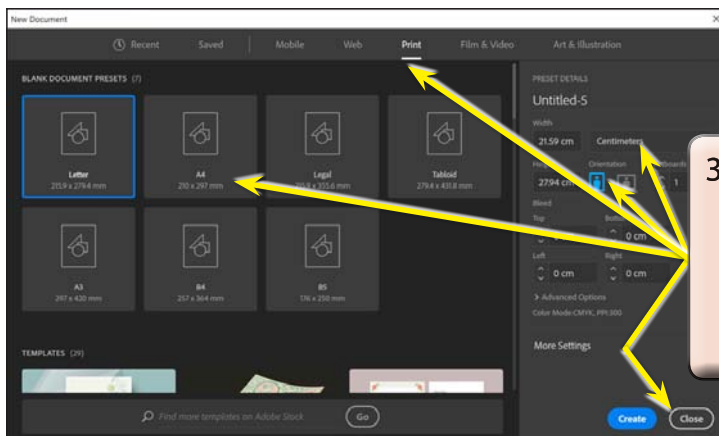
The SHAPER TOOL converts rough sketches into shapes. These shapes can then be edited, deleted or grouped to create designs.

Drawing Shapes

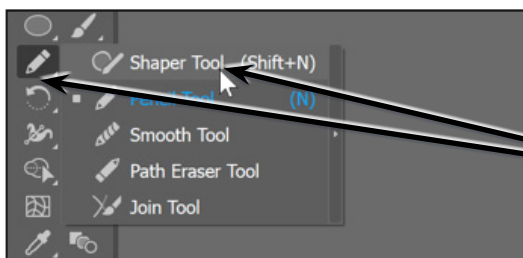
Some simple shapes will be created to introduce the SHAPER TOOL.

A Creating Regular Shapes

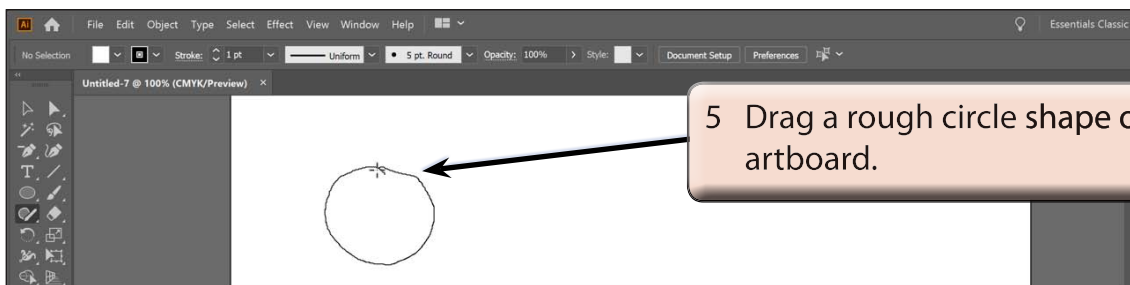
- 1 Load Adobe Illustrator CC or close the current document.
- 2 Select CREATE NEW from the WELCOME screen or NEW from the FILE menu to start a new document.



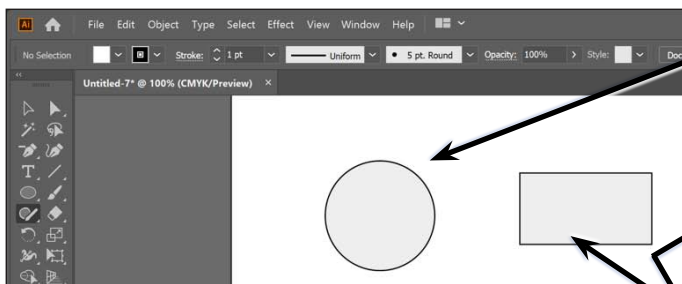
- 3 Select the PRINT category followed by the A4 preset (or the paper size your printer uses), set the UNITS to CENTIMETRES, the ORIENTATION to PORTRAIT and select CREATE.



- 4 Select the SHAPER TOOL from the TOOLBAR (it is within the PENCIL TOOL).

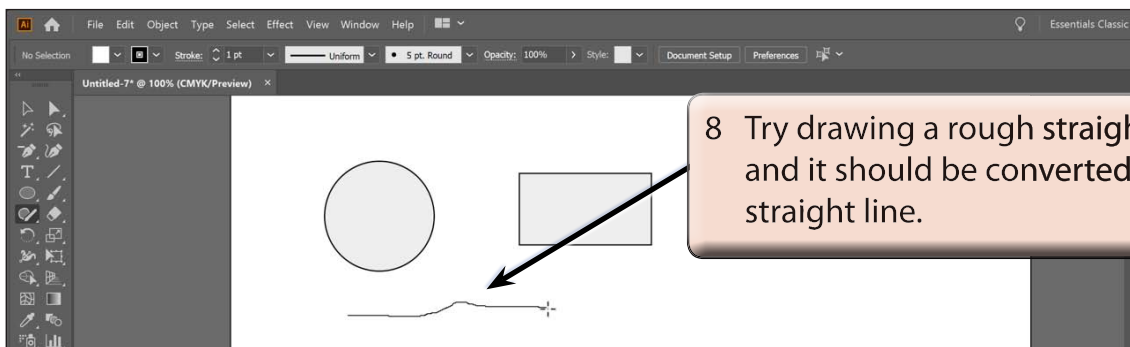


5 Drag a rough circle shape on the artboard.



6 When you release the mouse button the circle should be created.

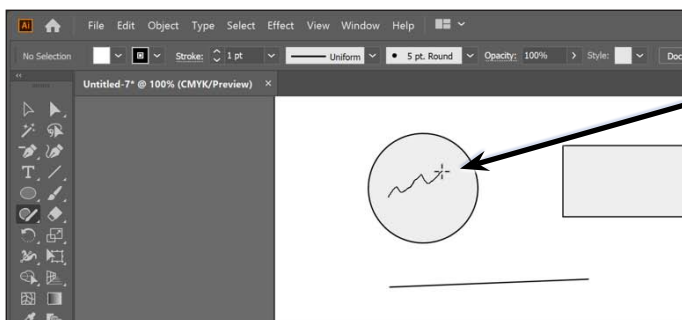
7 Try drawing a rectangle and a triangle.



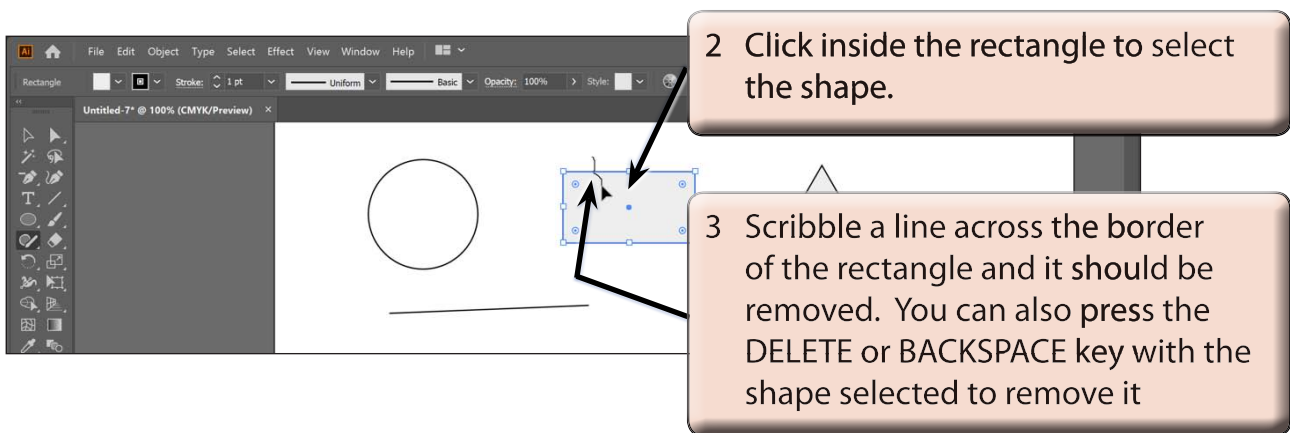
8 Try drawing a rough straight line and it should be converted to a straight line.

B Editing Shapes and Fills

The shapes created using the SHAPER TOOL are live and can be edited at any time, which includes removing fills.



1 Draw a zig-zag scribble through the centre of the circle without touching its border and its fill colour should be removed.

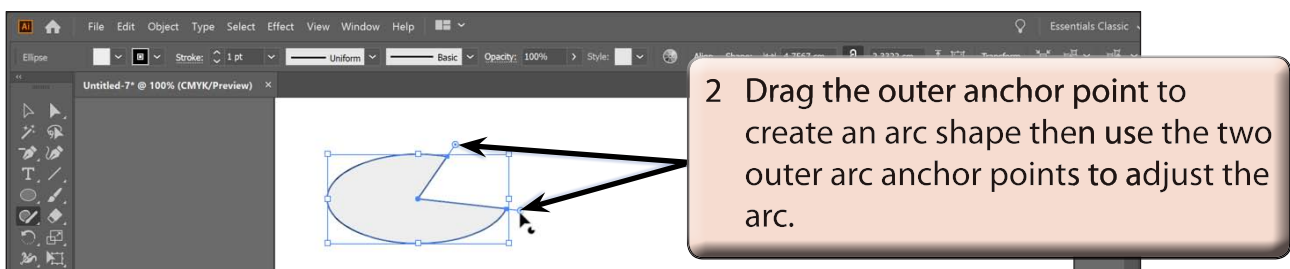
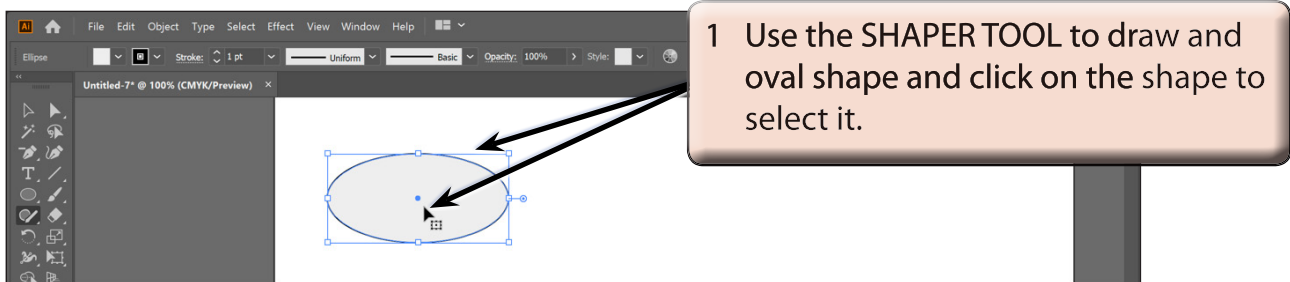


4 Delete the other shapes from the Artboard.

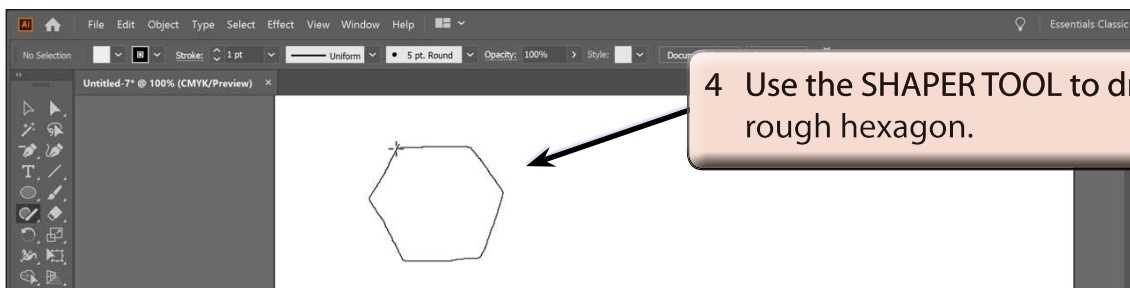
NOTE: A shape does not need to be selected first to scribble across its border to delete it. Scribbling across the inside of the shape cuts the fill from the shape and makes it transparent.

C Editing Shapes

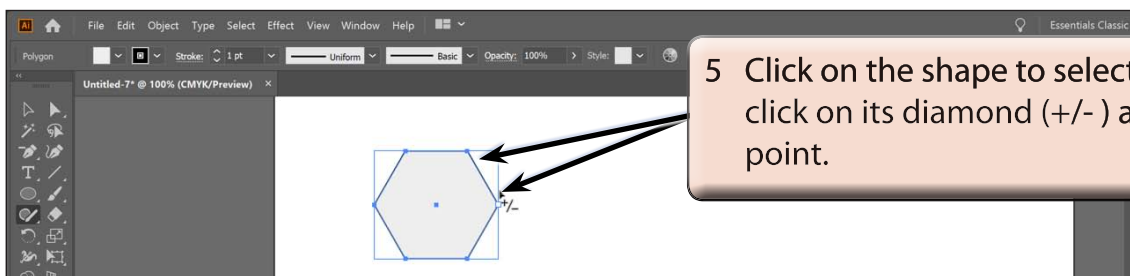
The SHAPER TOOL can be used to adjust shapes. Shapes that have been partially deleted can also be edited.



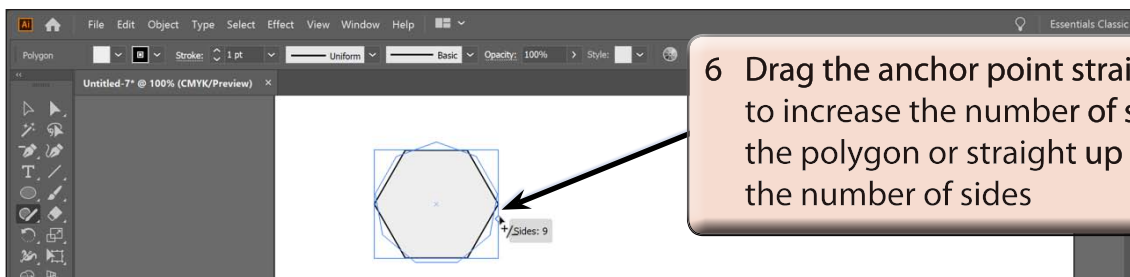
3 Press the DELETE or BACKSPACE key to delete the shape.



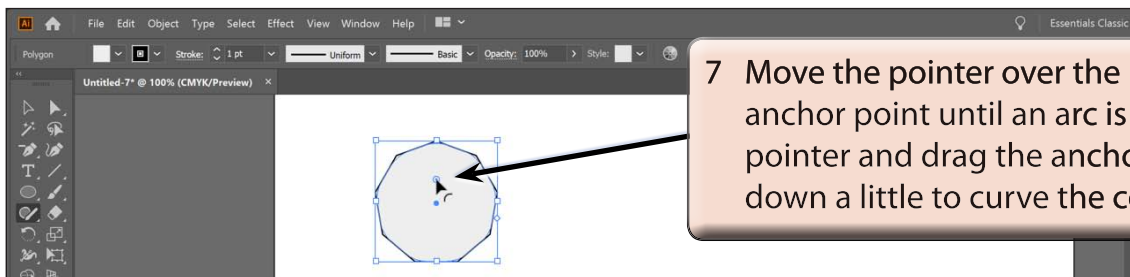
4 Use the SHAPER TOOL to draw a rough hexagon.



5 Click on the shape to select it then click on its diamond (+/-) anchor point.



6 Drag the anchor point straight down to increase the number of sides of the polygon or straight up to reduce the number of sides



7 Move the pointer over the inner anchor point until an arc is added to pointer and drag the anchor point down a little to curve the corners.

NOTE: A polygon drawn using the POLYGON TOOL can be adjusted in the same way.