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Basic shape tools in Figma design

Who can use this feature

👥 Supported on any team or plan.

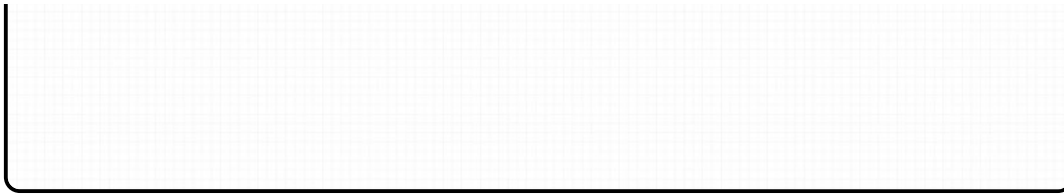🔐 Anyone with **can edit** access to a design file can use basic shape tools.

Shapes make up the majority of your layers in any given design. Figma has some basic shapes you can use as your building blocks.

- Rectangle

- Line

- Arrow

- Ellipse

- Polygon

- Star

You can access these basic shapes from the **Shape tools** menu in the toolbar. Click the arrow next to the ☐ **Rectangle** to open the shape tools menu

For designs that require unique or complex shapes, you can build your own vector networks using Figma's one-of-a-kind ☐ **Pen** tool.
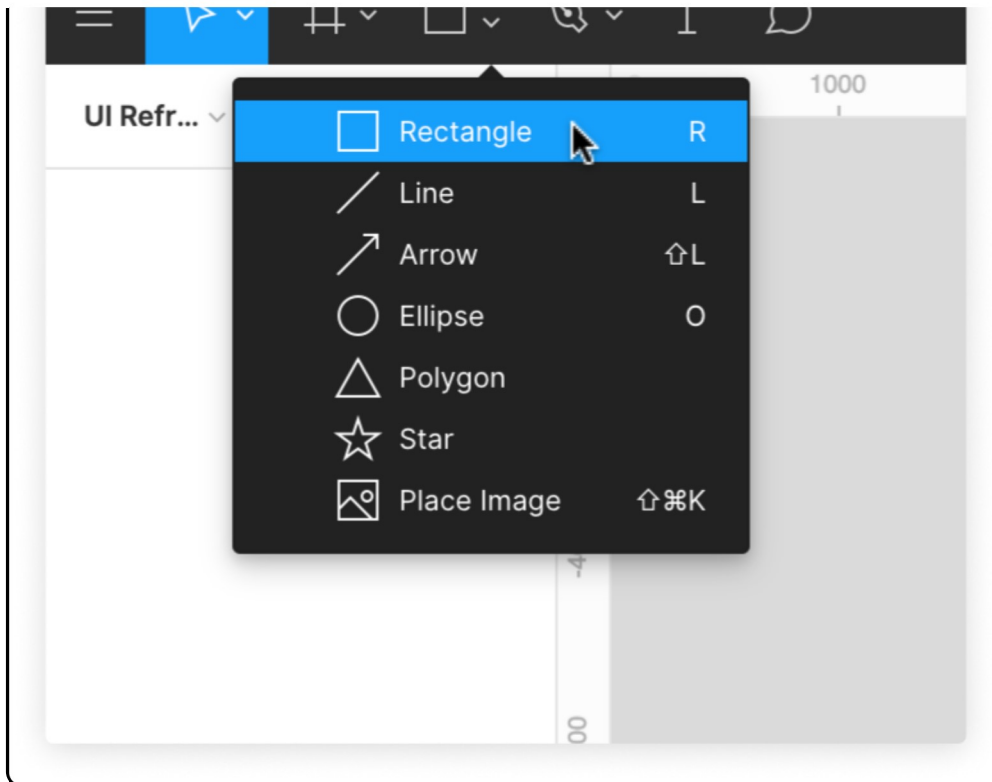
Help

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Shape shortcuts

- Hold down Shift when dragging to create perfect squares, circles and polygons.

- Hold down Option / Alt to create and resize shapes from their center.

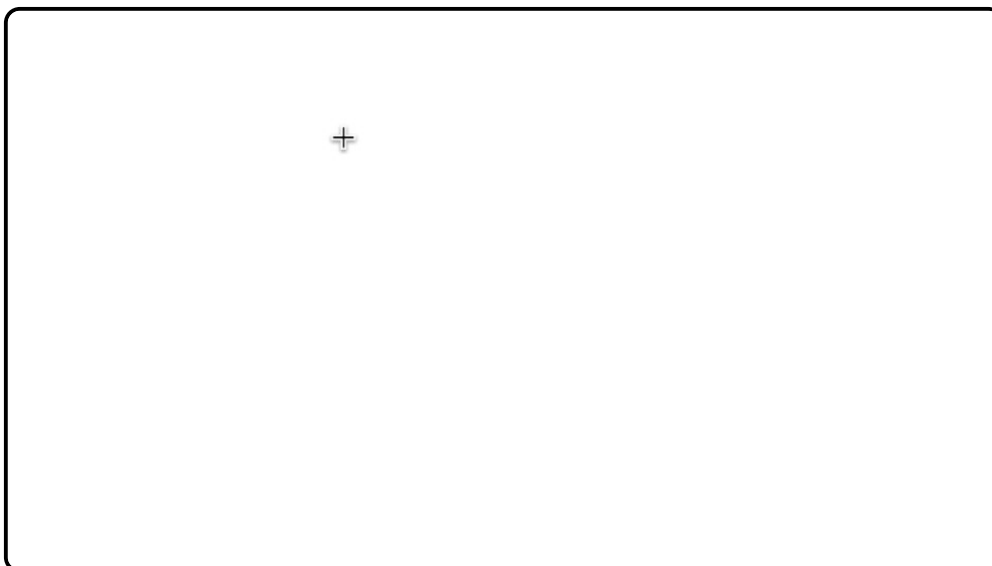- Hold down Shift and Option / Alt at the same time to do both actions.

Rectangles

Use the rectangle tool to create both rectangles and squares.

1. Select the [ ] **Rectangle** tool from the toolbar, or press R for the keyboard

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3. Click on a spot in the canvas and drag to create the rectangle. You'll see the rectangle's dimensions underneath the bottom edge:

4. There will be a handle in each corner of the shape, this allows you to resize the shape as you see fit.
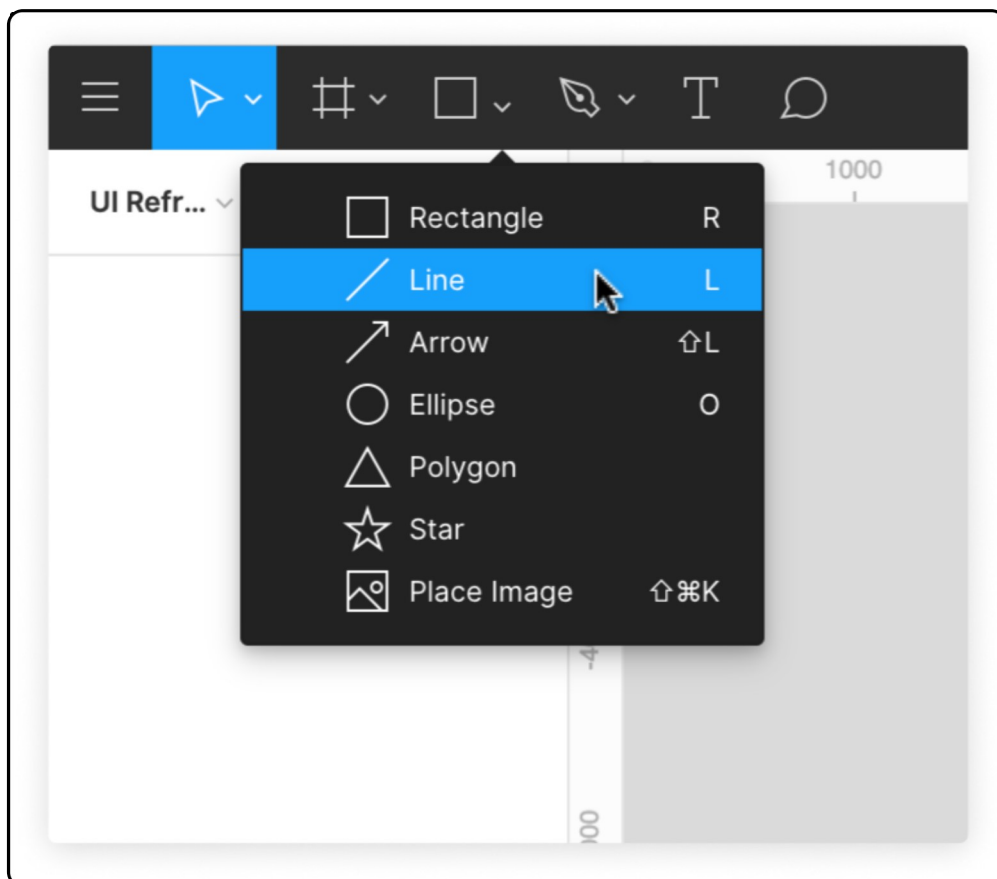
Adjust corner radius

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corners of the rectangle. Learn more in our Adjust corner radius and smoothing article.

Lines

The Line tool allows you to create lines in any direction. Lines are an effective way of breaking up content within a design, or simulating CSS borders.

1. Select the [ ] **Line** tool from the shape tools or press the [L] key.

2. Click on a spot in the canvas and drag in any direction to create the line:

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3. You can make any changes to its appearance in the **Stroke** section of the right sidebar. This includes the color, position, weight, style, and end point tips or caps. **Stroke properties ➔**
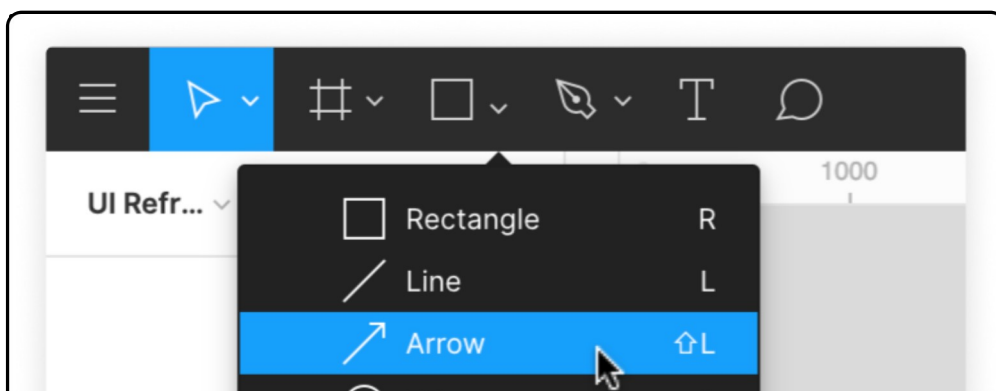
Create dashed lines

You can specify both the length the **Dash** and the distance or **Gap** between them.

1. Draw or select the line.

2. In the **Stroke** section of the right sidebar, select ☐ to open the **Advanced stroke** menu.

3. Enter the length you want for the **Dash** and the **Gap.**

Arrows

The **Arrow** tool allows you to draw one-sided and two-sided arrows. You can customize the tips or caps of the arrow's end points.

1. Select the **Arrow** tool from the shape tools menu, or use the shortcut ⇧ Shift L .
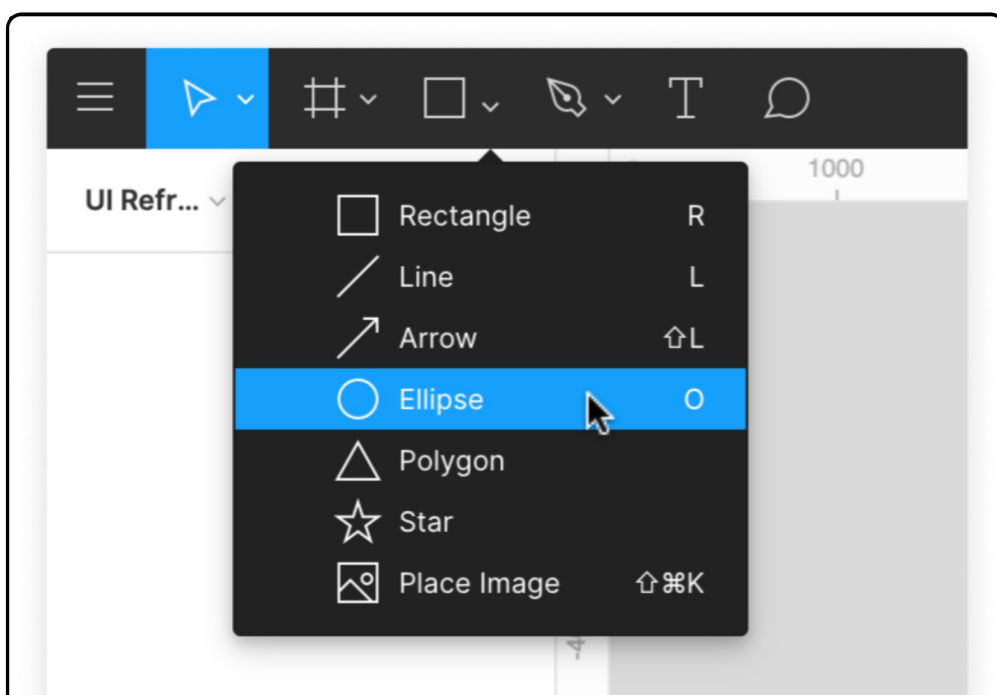
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3. Click on a spot in the canvas and drag in any direction to create the arrow.

4. Like the line tool, you can make adjustments to the **Stroke** properties.

5. Update both the start and end points independently in the **Stroke** section.

6. Hover over the space between the two fields and click the two arrows to Swap start and end points. **Stroke properties →**
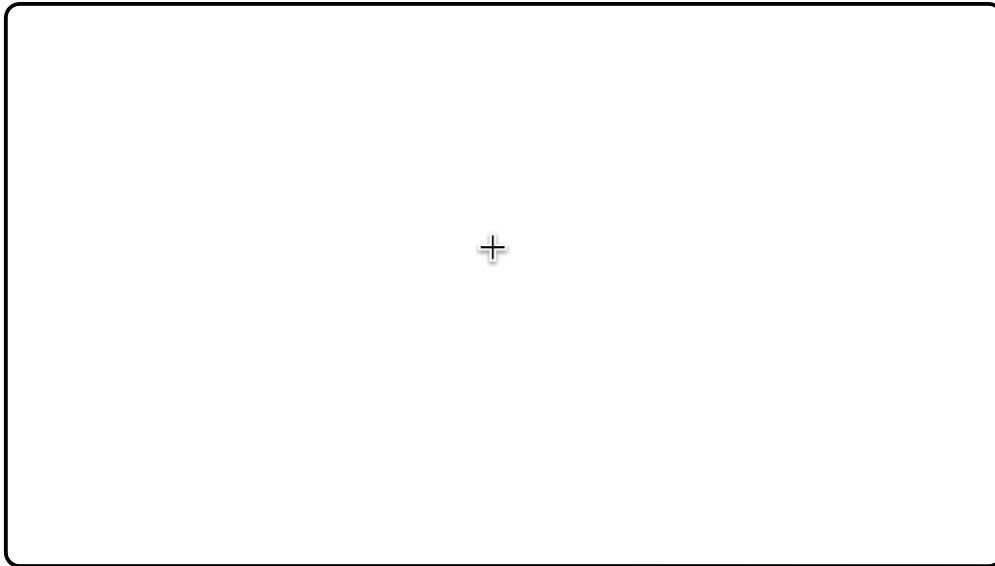
Ellipses and circles

Use the ☐ Ellipse tool to draw both ovals and circles. These can be used as they are, or manipulated to create custom shapes with curved lines.

1. Select the ☐ **Ellipse** tool from the shape tools menu, or press the `O` key.
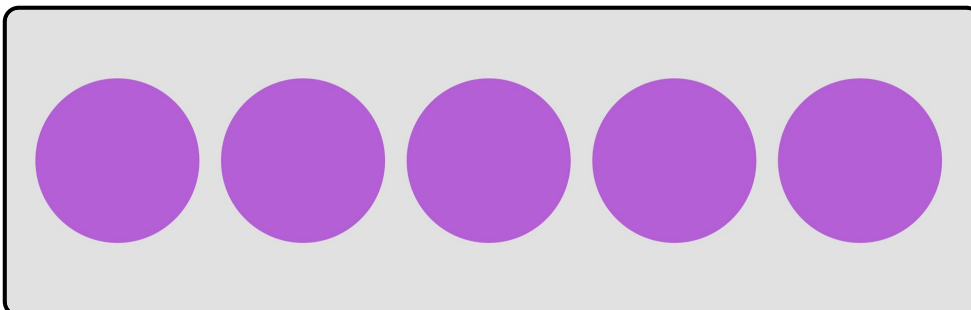
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2. Select a spot in the canvas and drag in any direction to create the ellips. The shape's dimensions will be shown in blue underneath the layer:

3. There will be a blue bounding box around the ellipse, with a handle in each corner. This allows you to resize the shape.

Tip! Use the ellipse tool to create other shapes, like semi-circles, pie charts, rings, donuts and semi-circular rings. **Use the arc tool →**
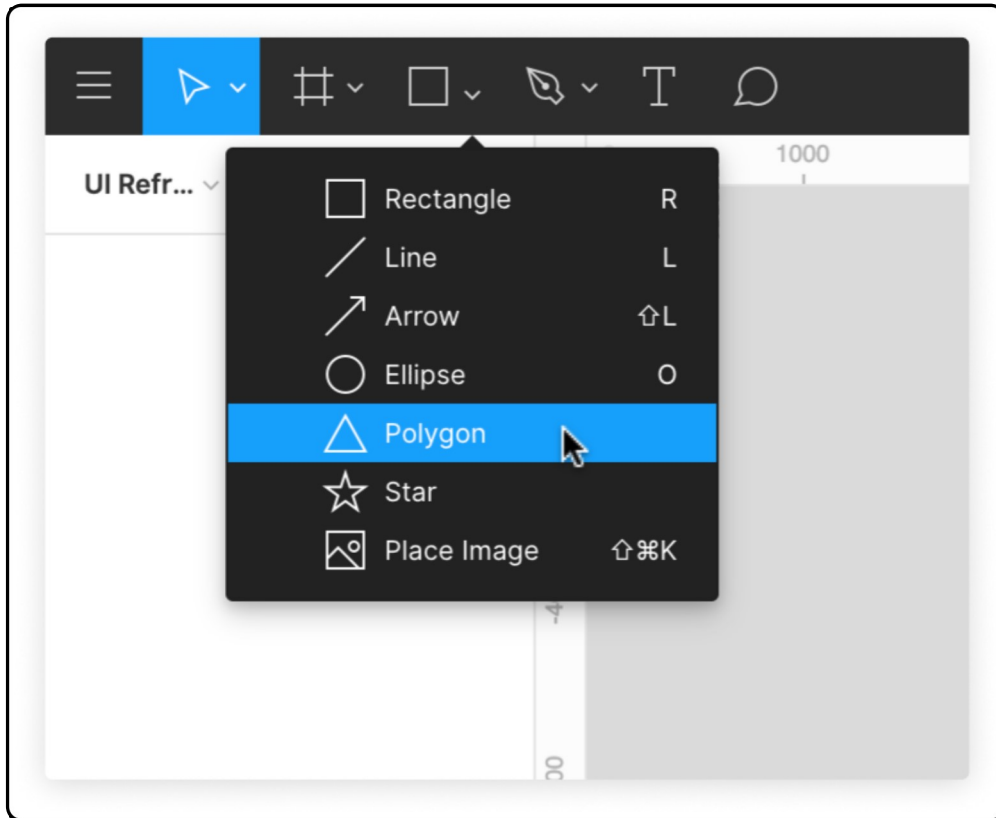
Polygons

The ⬜ Polygon tool allows you to draw an enclosed shape that is made up of any number of straight lines.
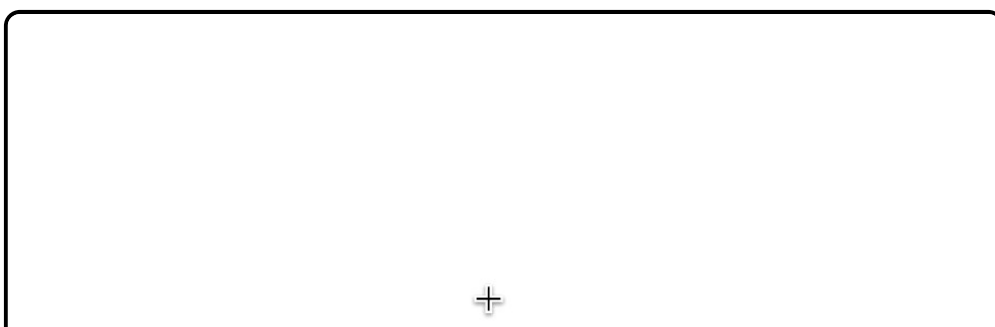
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1. Select the ☐ **Polygon** tool from the shape menu.

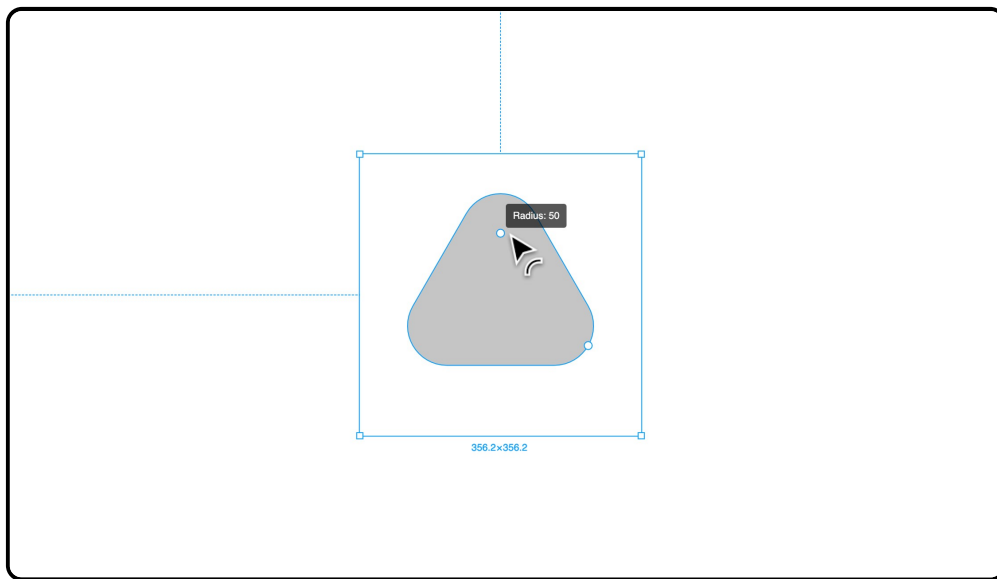2. Select a location in the canvas and drag to create the Polygon. The shape's dimensions will be shown in blue underneath the object.

3. The blue bounding box around the shape has a handle in each corner. This allows you to resize the shape as you see fit.

4. Enter **>Edit object** mode by double-clicking on the polygon layer. This allows you to add additional points to the polygon and manipulate each point individually:

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5. You can round the corners of a polygon too. Hover over the handle in the corner until the Radius is shown. Click and drag the handle towards the center of the object to round the corners.

Polygons and bounding boxes

You may have noticed that when we drew our polygon, in this case a triangle, the blue bounding box around the shape is below the bottom of the shape.

This allows the bounding box to remain a consistent shape or size, when additional points are added to the polygon. To snap the bounding box to the shape's true boundary, you can flatten the shape.

Right-click on the shape and choose **Flatten**, or use the keyboard shortcut:
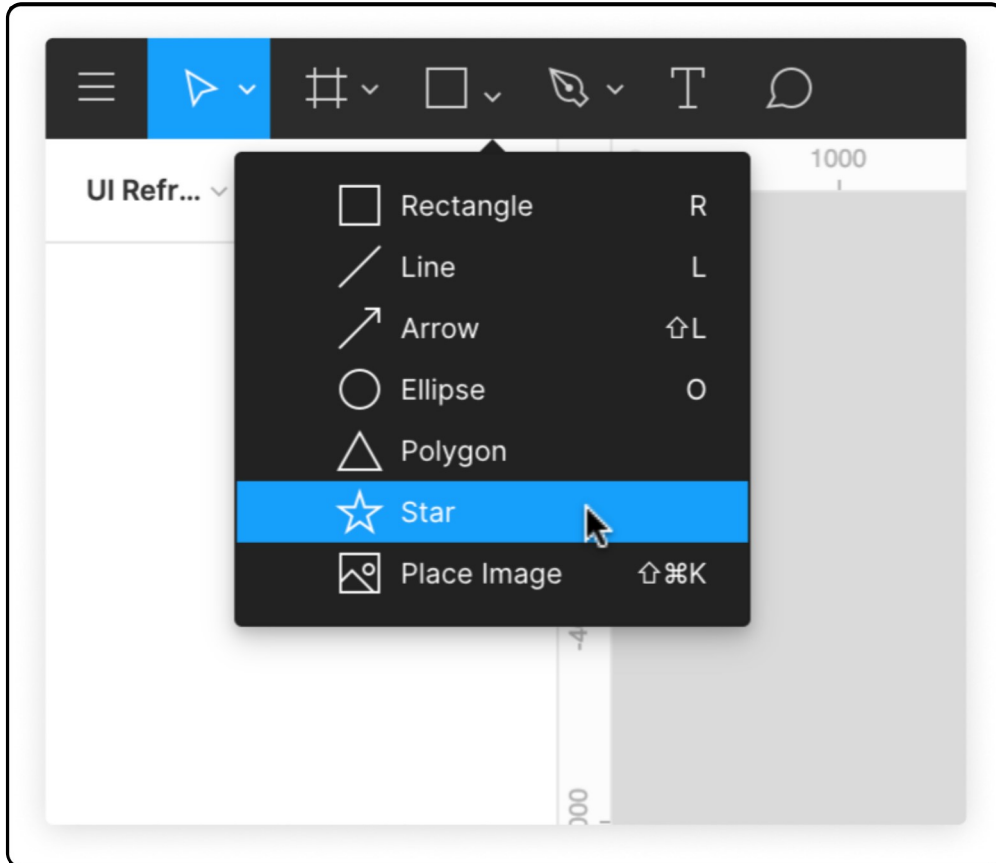
- **Mac:** Command</kbd E
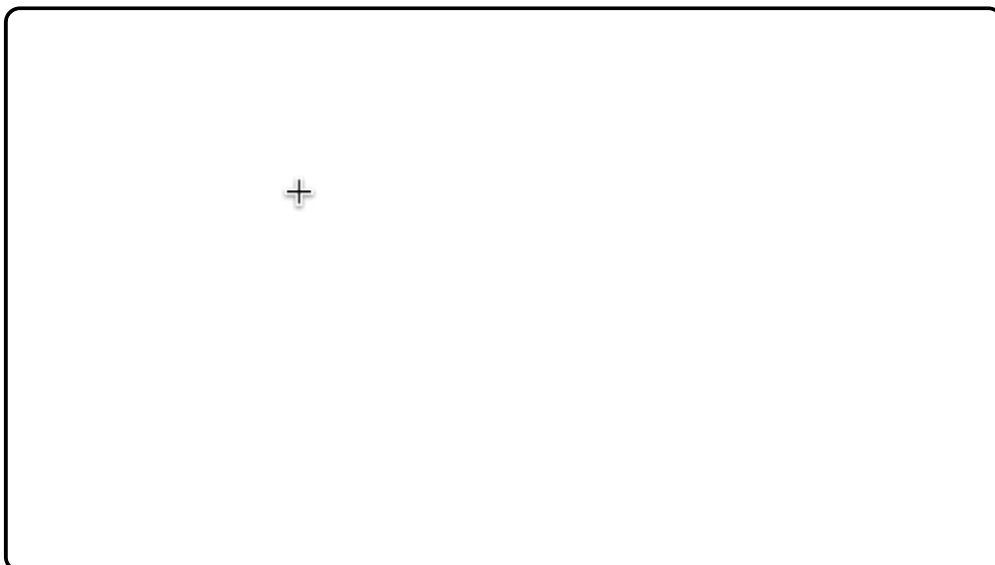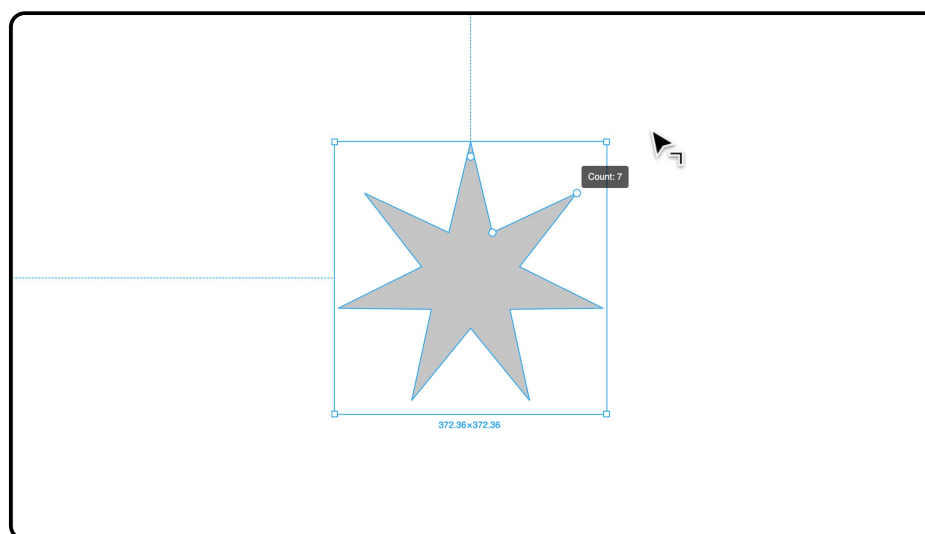- **Windows:** Ctrl + E

Stars

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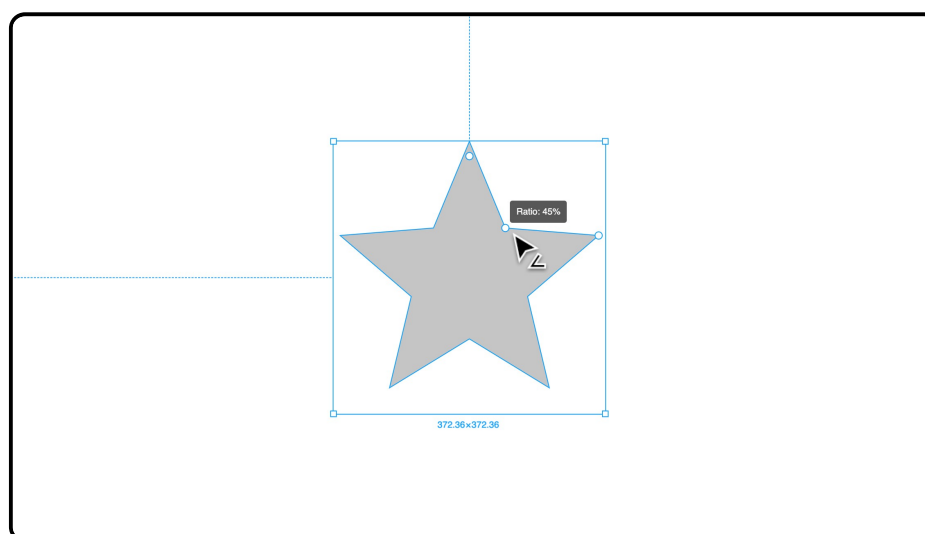1. Select the Star tool from the shape tools menu.

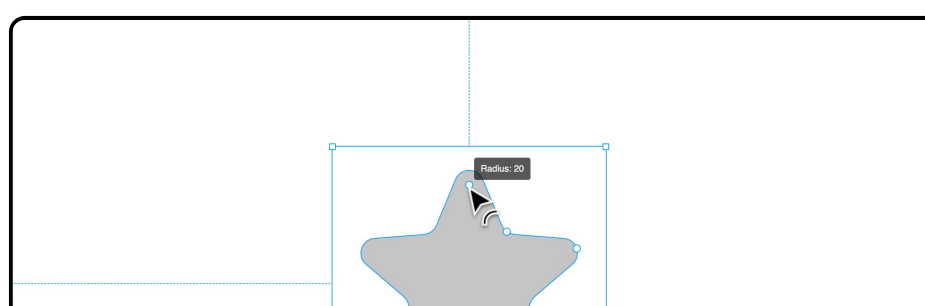2. Select a position in the canvas and drag in any direction to create the star.

3. You'll now have three handles you can use to manipulate the star:

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- **Ratio**: the distance of the inner points of the star from the center. This is represented as percentage of the star's diameter.

- **Radius:** allows you to round the point, similar to how corner radius works on a rectangle.

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Tip! Select ☐ Edit object mode in to toolbar to adjust the radius of each point independently.

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