

Working with Shapes



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Shapes



Explaining shapes

Creating shapes with shape tools

Creating shapes with the Pen tool

Creating shapes from paths and text

Applying and animating shape properties

Using shape path operations



Shape Concepts

Two shape types

- Parametric (shape tools)
- Bézier (Pen tool or pasted path)

Shapes consist of:

- Path
- Stroke (optional)
- Fill (optional)

Shape path operations

- e.g., Repeater, Twist, Pucker & Bloat

Shape groups = Merging paths

- Note: save this for an advanced course

