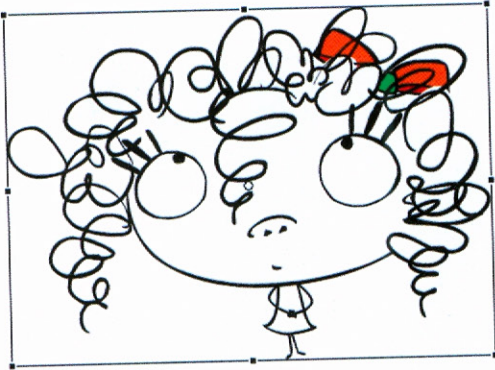


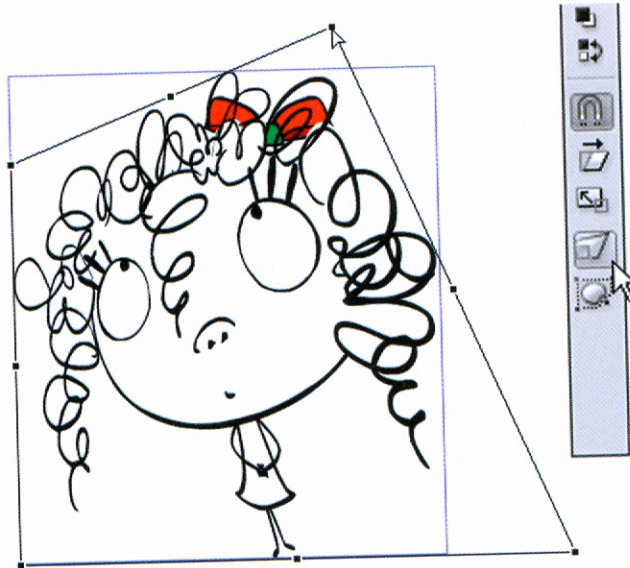
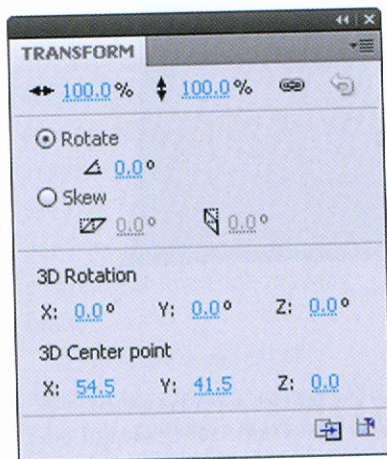
2

Transformation and distortion

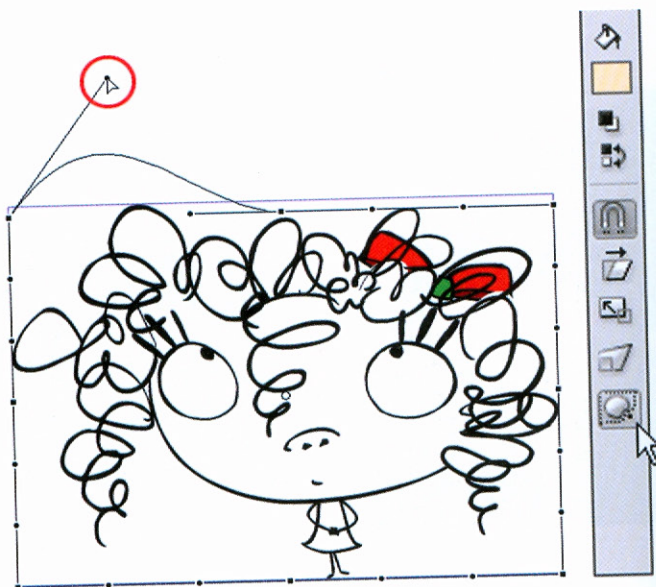
The Envelope tool



WHEN USING THE free transform tool with raw vector objects, the Distort and Envelope subselection tools become available. This is where you can really have some fun warping and deforming shapes as if they were clay. Think of how your reflection looks in a fun house mirror and you'll start to get an idea as to what these tools are useful for. If you need to be precise with how your images are scaled, rotated or skewed, use the Transform panel to type in your values for the respective transformation.

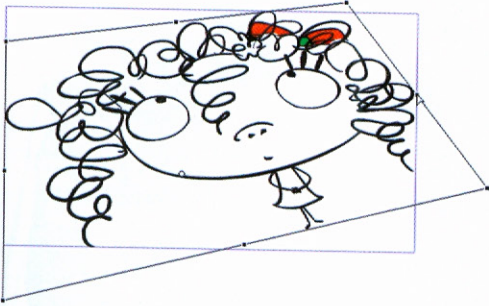


1 Enter Free Transform mode by selecting the Free Transform tool in the toolbox or by pressing the keyboard shortcut **Q**. Select the Distort subselection tool at the bottom of the toolbox. Click and drag any of the corner handles to distort your shape.

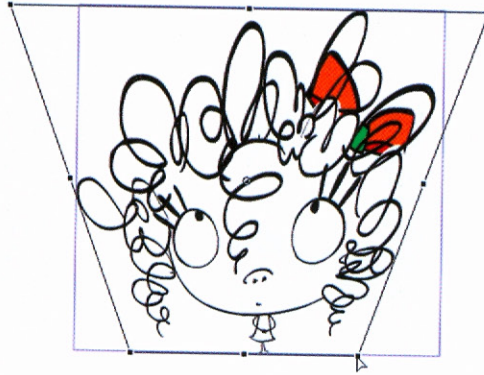


4 The Envelope modifier is great for warping and distorting shape. When you select the Envelope subselection tool, you will notice multiple handles attached to the bounding box. Manipulating these handles will affect the shape contained within. Click and drag a corner handle to start warping your shape.

How to Cheat in Flash



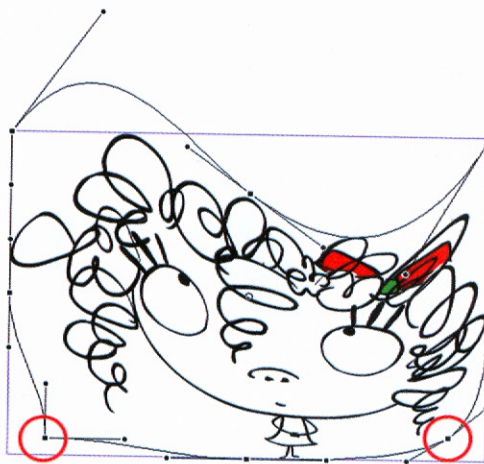
2 The Distort tool is useful for manipulating the perspective of a shape by clicking and dragging the corner handles.



3 Hold down the **Shift** key while dragging a corner handle to constrain the adjoining corner an equal distance and in the opposite direction from each other. Think of it as tapering your shape.



5 Drag any of the eight tangent handles to warp your shape in almost any direction. These tangent handles are located at each corner and along both horizontal and vertical sides as well.



6 You can move any of the points to a new location to further warp your shape. But be careful; once you click outside of the selected shape, the transformation will end. You can select it again and continue to warp and distort it, but the previous point and tangent positions will be lost.



HOT TIP

Holding down **Ctrl** (**Cmd** on Mac) when dragging a corner point will lock the tangent handles to their current position. Holding down the same keys while dragging one of the side handles will constrain that entire side and all its points.

SHORTCUTS

MAC WIN BOTH