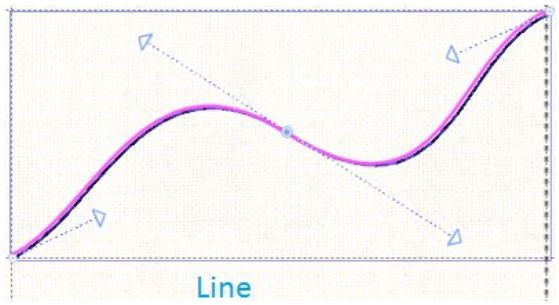
Creative DRAWings® June 16, 2011 Webinar
Nodes

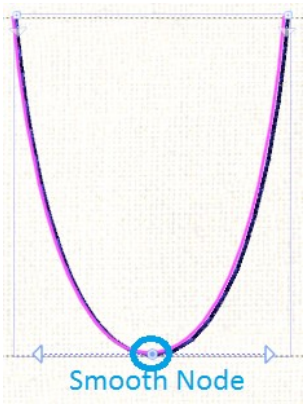
Bezier Curves - Nodes

Bézier curves were widely publicized in 1962 by the French engineer Pierre Bézier, who used them to design automobile bodies. The curves were first developed in 1959 by Paul de Casteljau.



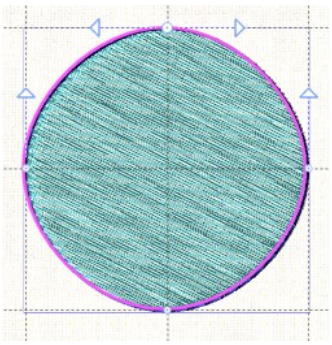
Create a Bezier Shape 

Cusp Node – Left click to create a Cusp Node. (Square Node)
Smooth Node – Left click and drag to create a Smooth Node. (Round Node)



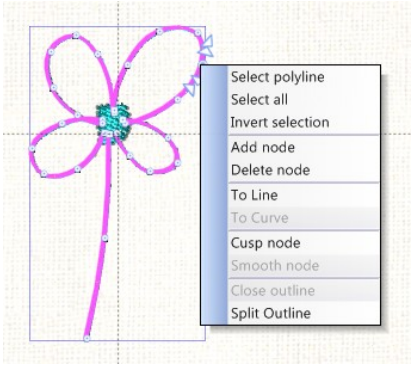
ConTRoL key gives angled guide lines for node placement.

Right click once to end drawing and keep next drawing as part of the previous object.
Right click twice to end drawing and start a new object.
Right click three times to deselect tool.

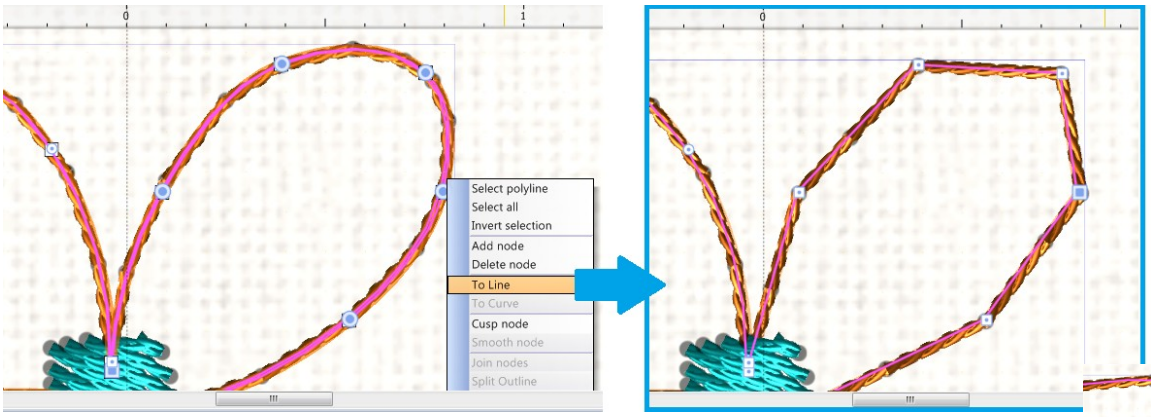


Two nodes create a curve / line.
Four nodes will create a circle.
Use fewer nodes for smoother curves.

Edit Shape Nodes Tool  Right click options



Select polyline – highlights nodes in a section of the selected object.
Select all – highlights all nodes in a selected object.
Invert selection – if only a section of the object is selected, click invert selection to choose the opposite section.
Add node – will add an extra node to the object where your mouse is hovering, right click and left click on Add node.
Delete node – select a node or a group of nodes, right click and left click on Delete node.



To Line – changes curved lines between highlighted nodes to straight lines. No control arrows are available on nodes.
To Curve – adds control arrows to nodes so that you can create curved lines.

Cusp Node – change a Smooth node to a Cusp node.
Smooth Node – change a Cusp node to a Smooth node.

Close Outline – connect the selected node with the starting node of the object with a line and make it closed shape. Then the object can be handled as a closed shape.
Split Outline – creates a gap in an object with nodes at both ends.