



## Bézier Curves Practice

1. Load Adobe Illustrator. Save a copy of the file in the AI format on your computer and/or an external storage device. Work from the copy.
2. Open the Layers panel; study the file. Drag the Trash icon in the Layers panel.
3. Lock the other layers and create a new layer above them with the Create New Layer icon (next to the Trash icon in the Layers panel). Double-click on the new layer. When the Layer Options dialogue box appears, label it *Practice*.
4. Choose a Stroke of any color from your default Adobe Illustrator Basic CMYK Swatches panel, along with a Fill of None.
5. Select the Pen Tool (P) and start practice

*If you select the Direct Selection Tool (A) first and then select the Pen Tool (P). This will allow you to alter the anchor points, instead of moving them when you hold the Cmd key (Mac) or Ctrl key (PC) key to adjust the shape. This action will prevent you from having to reach back into the Tools panel to switch from the Selection Tool, which does not have the ability to manipulate the anchors or paths.*

6. Try switching to the Pencil Tool (N), especially to outline the model's chignon, but be sure to connect with the anchors. The outline must be unbroken, but if a break is discovered; select both ends by performing a marquee over them with the Direct Selection Tool (V), then press to join the two line segments.
7. Once you have completed the shape you will see a small circle tool tip on the side of the Pen Tool (P). This indicates that you have successfully rendered an unbroken digital silhouette of the model's profile.
8. Swap the Fill and Stroke with the double-sided arrow icon in the Tools panel to view the shape.
9. Save your work in a specific location, and add your initials to the end of the file name.

BEZIER CURVES

