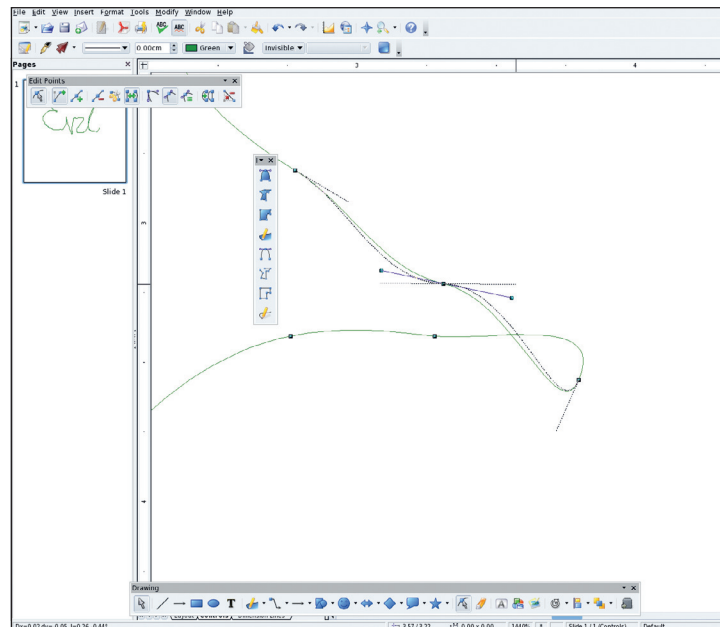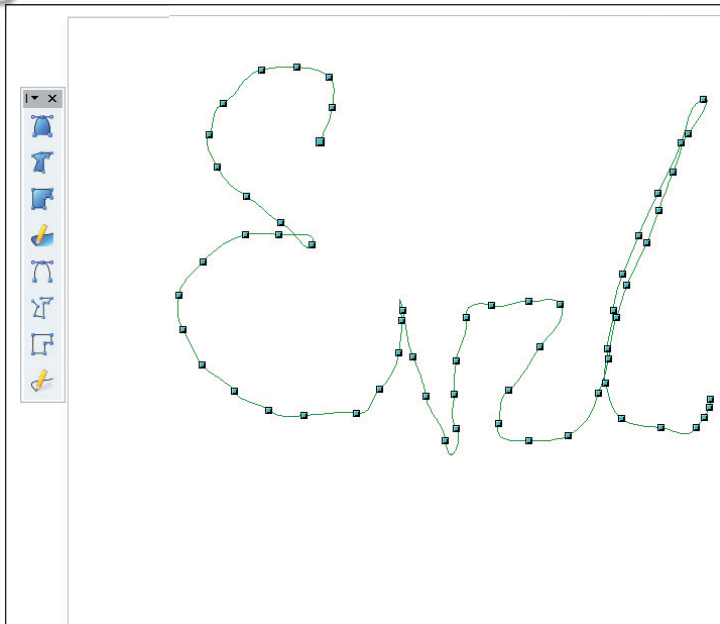# Draw: using pens

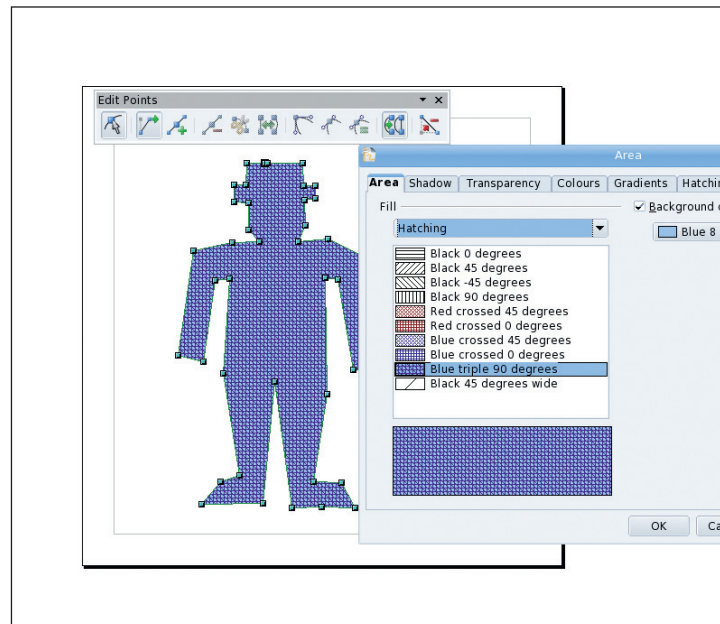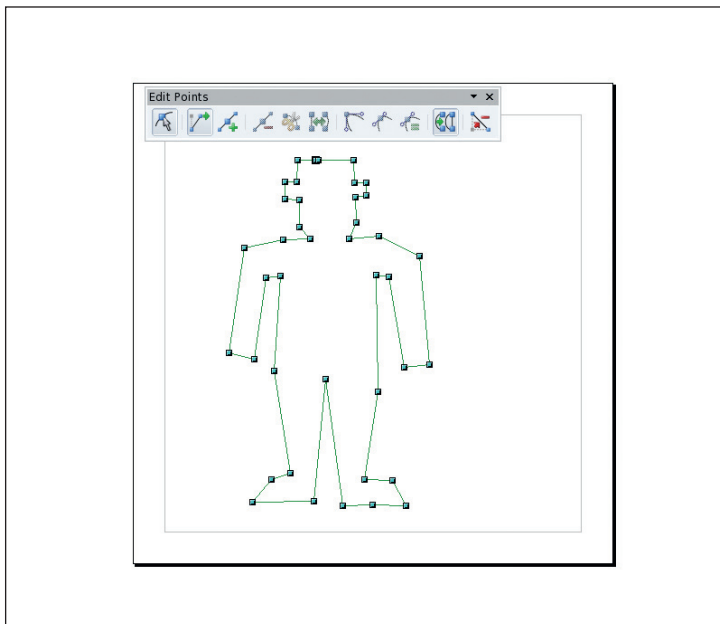## 1 Freeform pen

You'll find the pens nine along from the left in the drawing toolbar (and again, you can drag it out for ease of use if you like. Perhaps the easiest tool to get your head around is the Freeform pen. Select this, then click anywhere in the drawing area , keep the button pressed down and draw out a shape. You will see a smooth curve follow along behind you as you draw – try to keep the motion fluid as you do it, but don't worry too much about going wrong because you can tweak it a bit in a minute. When you have finished, just release the mouse button to see the curve.

2 Curves and handles

Now you can see the curve as a collection of points. Each of these points has a pair of control handles. These bars (which are not drawn on your final image, just shown by *Draw* to help you to edit your shapes and lines), are there to control the curviness of the point, both on the way in and on the way out. You control the direction of curve by moving the end of the bar around, and the strength of the curve by moving the end of the bar further away from the point it controls. Experiment with this until you get the hang of it! (You may want to turn off View > Grid > Snap to Grid).

3 Connections

The Polygon tool is rather like the Freeform pen tool, except it does not follow curves, it just puts a point down wherever you click the mouse. By default, these points have straight lines between them, making it easy to create a regular shape. You can then edit these points by moving them around, and you can also convert them to curves. When you click on a point in an object, you'll see the Edit Points toolbar appear. Halfway along is the Convert To Curve option which gives you a control handle on the point that works just as before.

4 Filled objects

You can create an object that is filled with a colour or a pattern either by selecting the Filled version of the drawing tool, or at a later stage by creating a closed object from your points (last selection on the Edit Points toolbar) in an object. Once the object is closed, right click on it and select 'Area' to bring up the area fill modes. You can select different types of solid, patterned or gradient fills here, and there will be more about them over the page!