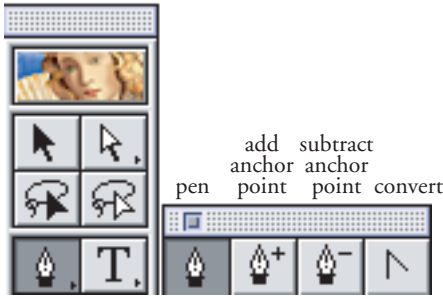
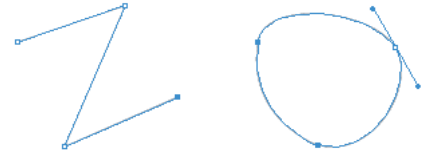


Bezier Points in Adobe Illustrator

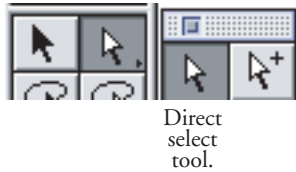


Choose the pen tool and click on the drawing area to make a corner point.

Click and DRAG the mouse (holding the mouse button) to make a curve point.

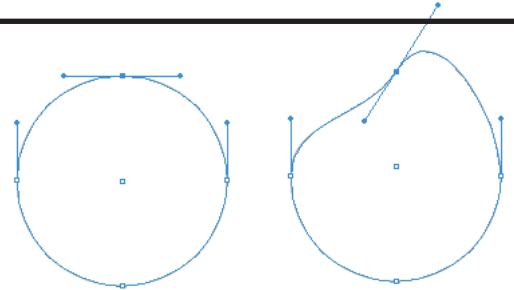


To Connect and close a shape, click back onto the FIRST point you made. Notice the cursor changes to a closed circle icon.

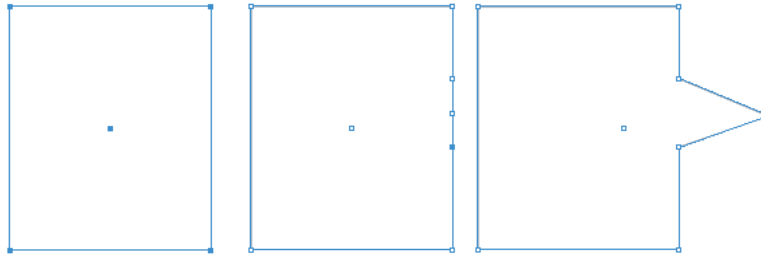


Direct select tool.

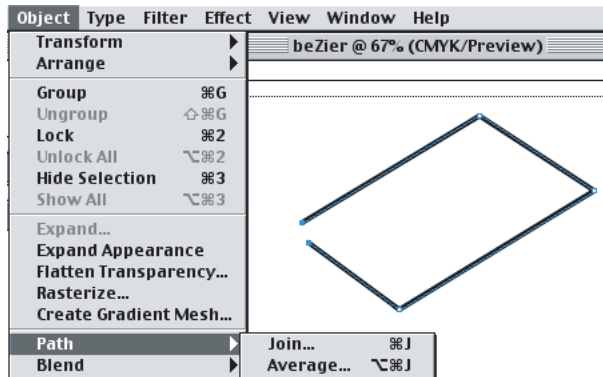
To Manipulate your points: For this example we'll use a regular circle shape. Click the WHITE arrow (the DIRECT SELECT tool). Click on any empty space on the page to DESELECT your object. Then click on (or drag an imaginary selection box around) just one point. This reveals the corner handles. Click on one handle and move it to see how it works.



To add points to your existing closed shape: Click the ADD ANCHOR POINT TOOL. Then, click directly on your existing line to add a point. Next choose the DIRECT SELECT tool and move your point into place.

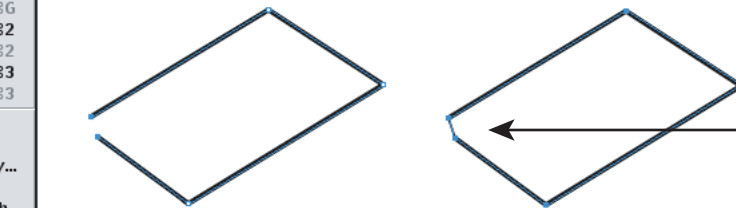


Then choose the CONVERT point tool. Click on your corner point (hold down the mouse button) drag to create curve handles

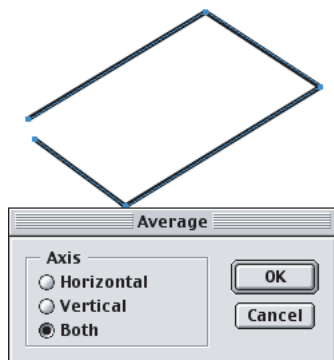


The result of the JOIN command

To close a shape or join two open shapes: Choose the DIRECT SELECT tool. Then, drag an imaginary selection box around the two points you want to join. To simply connect the two dots go to OBJECT/PATH/JOIN (as shown at left).



The result of the AVERAGE command



To align two points or close a shape or two open shapes (without a new connecting line): Choose the DIRECT SELECT tool. Then, drag an imaginary selection box around the two points you want to join. First average the two points both horizontally and vertically. Go to OBJECT/PATH/AVERAGE and choose BOTH. (result shown at left).