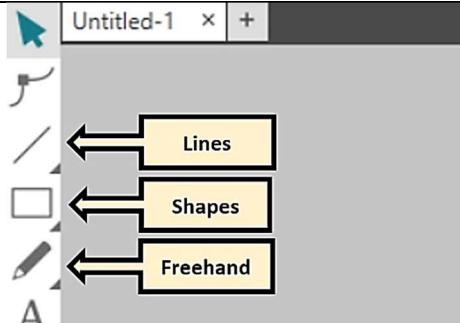


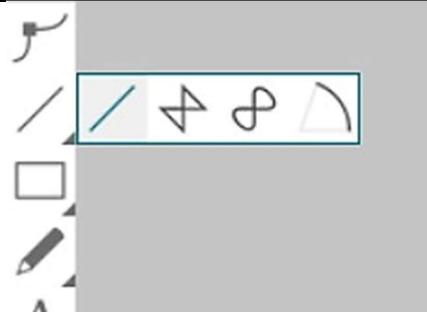
Silhouette Studio – Lines Tool

Step 1: Understand the options

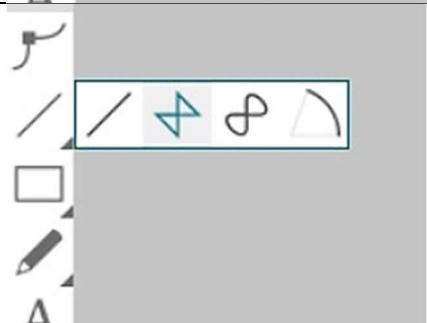
- On the left sidebar in Silhouette Studio are the options for drawing lines, shapes, and freehand.
- Hovering the mouse over each tool pulls out the options menu for that tool.
- This tutorial will focus on the Lines tools.

**Step 2: Line segments**

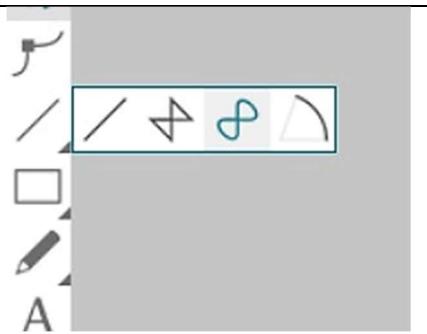
- The first option, the icon that resembles a slash, draws line segments. To use it: click on the icon for that tool, click once in the design area of the screen where you wish the line to begin, move your mouse to the location you wish the line to end, and click again.

**Step 3: Polygons**

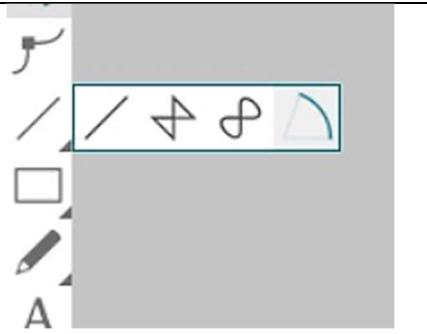
- The second option, the icon that resembles a bowtie, draws polygons. To use it: click on the icon for that tool, then click once in the design area of the screen where you wish the line to begin. Move your mouse to the location you wish each corner of the shape to be, and click to establish a corner there. To finish drawing a shape, either return to the original corner and click, or double click at the last desired point of the shape.

**Step 4: Curved polygons**

- The third option, the icon that resembles a figure-8, is used exactly like the polygon tool, but it uses an algorithm to stretch and curve the lines of a shape to eliminate corners. See Step 3 for specifics of use.

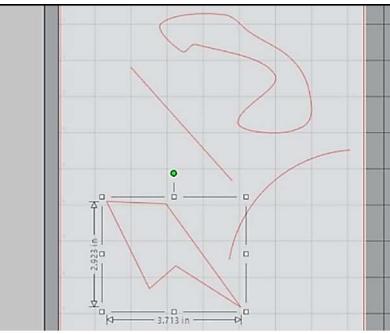
**Step 5: Arcs**

- The fourth option, the icon that is a curved line, draws a section of a circle. To use it, click where you wish the center of the hypothetical circle to be, move the mouse to establish the radius of the circle and click again, and then move the mouse again to swing the arc to its desired length.

[MORE →](#)

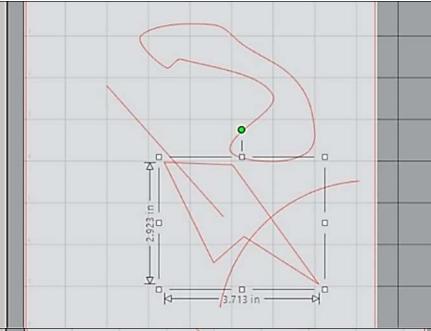
Step 6: Selecting an object

- To stop using a tool once it has been selected, press the “Esc” key in the upper left corner of your keyboard.
- To move or modify something you have drawn, you must first select it by clicking on it.
- Be aware that you must click on *the lines* of an object in order to select it, not the interior space of an object.



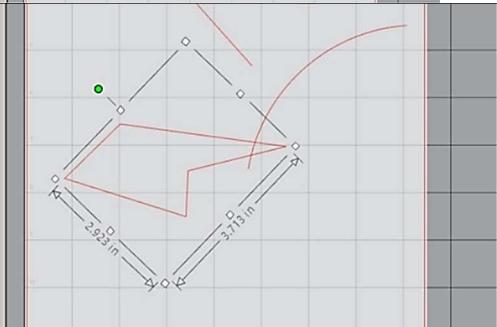
Step 7: Moving an object

- With the shape selected and your mouse over one of the lines of the object, click and drag to move it to its new location.
- If your mouse is not over one of the lines of the object, then clicking will de-select the object rather than move it. Make sure the mouse icon looks like a hand rather than an arrow before clicking and dragging.



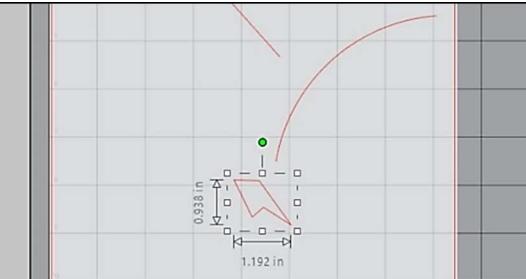
Step 8: Rotating an object

- When an object is selected, it is outlined in lines and tiny boxes, and a little green dot appears above it. Clicking and dragging that dot rotates the object.



Step 9: Changing the size of an object

- When an object is selected, the tiny white boxes that appear at each corner and the center of each side can be used to change the size of the object. Click and drag on a box to change an object’s size. Corner boxes maintain proportions, and side boxes do not.



Step 10: Deleting an object

- With an object selected, press either the “Delete” or “Backspace” key on your keyboard to get rid of it.
- Or, right-click on the object, and select “Delete” from the menu.

