

COMSC-032

**Web Site Development-
animate**



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Topic 3



3

Modifying and Positioning Artwork

Do you want to modify and enhance your art or add complexity to illustrations? This chapter shows you how to edit, apply new fills, change line styles, and align elements to perfect your drawing.

Topic 3: Modifying and Positioning Artwork



- Select Artwork
- Using the Erase tool
- Change the Color of Lines and Fills
- Customize Lines with the Ink Bottle Tool
- Reshape Lines and Shape Outlines
- Copy Attributes
- Create Custom Color Swatches
- Make a Custom Gradient Fill
- Transform a Gradient Fill
- Scale and Rotate Objects with the Free Transform Tool
- Create Groups of Lines, Fills, and Shapes
- Send Groups Forward and Backward in Space
- Align Shapes
- Snap to Grid
- Snap to Objects



Select Artwork

- You can use the tools in animate to **select artwork objects** or **portions of artwork**.
- To work with objects you draw or place on the animate stage, whether you want to edit or reposition the objects, you must first select them.
- The more lines and shapes you place on the Stage, the trickier it is to select only the one you want.


Select Artwork

- There are two main ways you can select art.
- The most common is to use the **Selection tool**  and click the element you want to select.
- The second is to use the **Lasso tool**  to draw a shape that encircles everything you want to select.

Select Artwork



Click to Select Objects

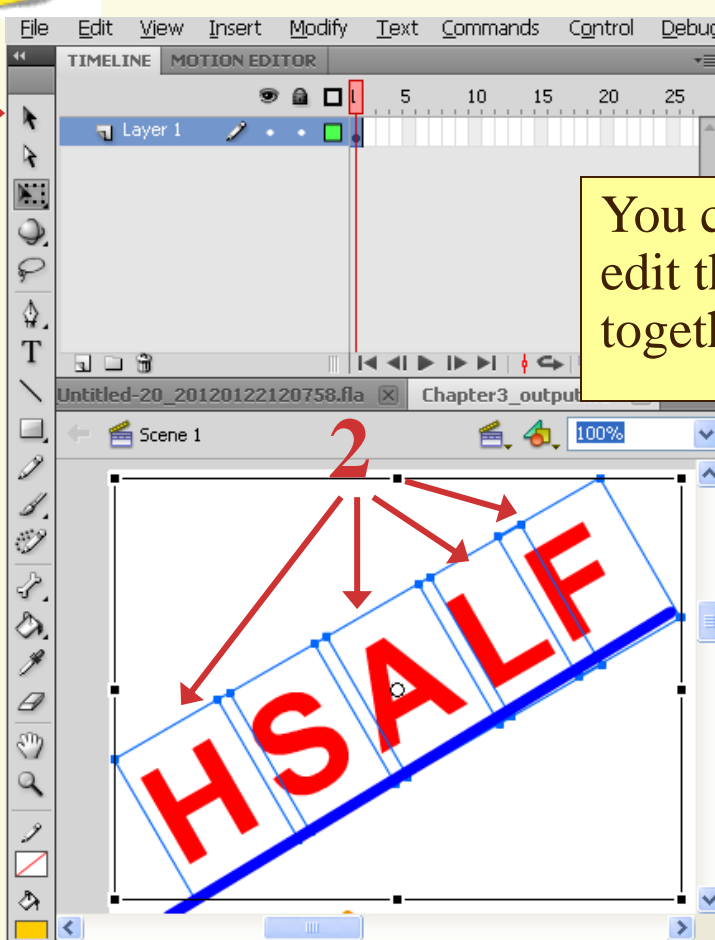
1. Click the **Selection** tool 
2. Move the **pointer** over the object you want to select, and then **click**.
3. While holding the **<Shift>** key, click one or more elements that are on the Stage

Select Artwork

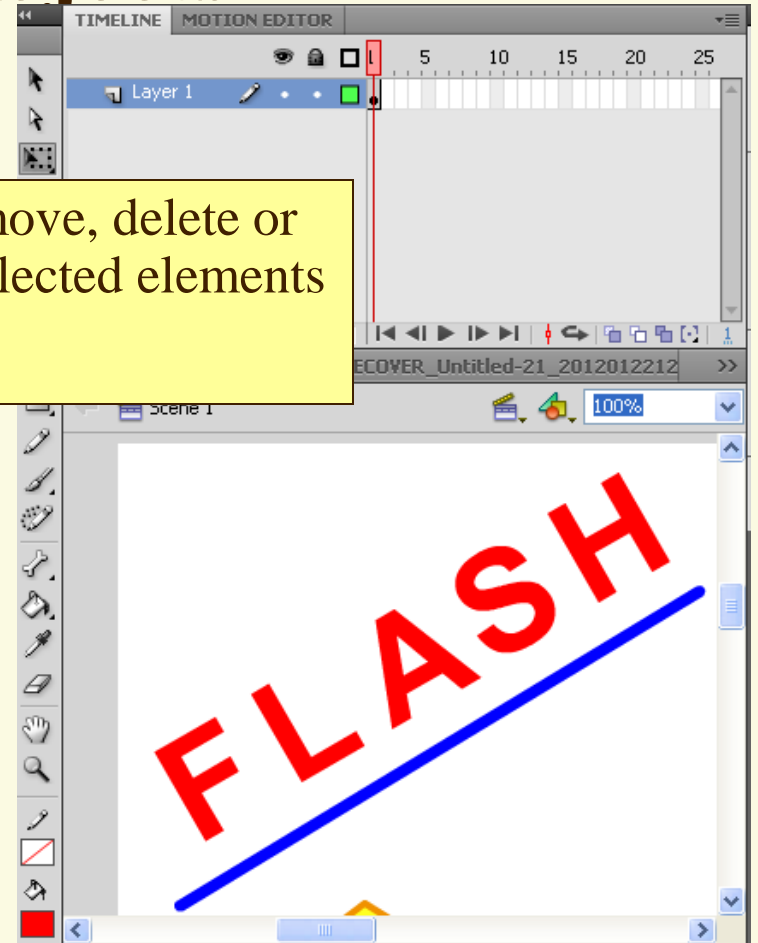


Click to Select Objects

1




You can move, delete or edit the selected elements together



Select Artwork



Select by Dragging

1. Click the **Selection** tool 
2. Click and drag a **square selection box** around the object you want to select
3. Release the mouse button.

Select Artwork

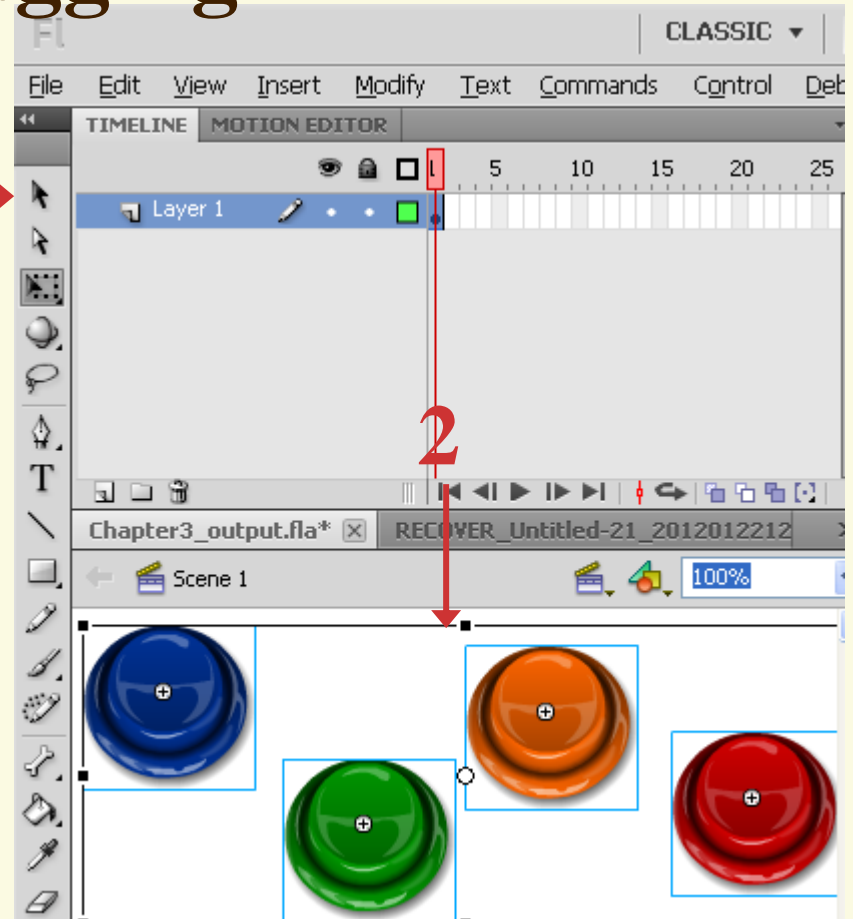


Select by Dragging

1 →

2 ↓

animate selects everything inside the selection box.



Select Artwork



How do I select multiple objects?

Hold down the **<Shift>** key while clicking **objects** when you want to select more than one at a time.

For example, if a line is composed of several segments, you can select all of them for editing.

Click and then hold the **<Shift>** key and click each line segment you want to select.

Select Artwork




How do I select everything on the Stage?

You can use the **Select All** command to apply global edits to all the objects on the Stage.

You can also use the Select All command to select and delete everything on the stage at one time.

To activate the command, click **Edit** and then **Select All**.


Select Artwork *continued*

- You can use the **Lasso tool**  to select **irregular objects** or multiple objects scattered on the Stage.
- The Lasso tool draws a freehand “**rope**” around the item you want to select.
- This allows you to select an oddly shaped object or just a small portion of an object.

Select Artwork *continued*




Lasso Elements

1. To select an irregularly shaped object click the **Lasso tool**. 
2. Click and drag the **lasso** around the object until you reach the point where you started.
3. Release the mouse button.
4. animate highlights everything within the lasso shape.

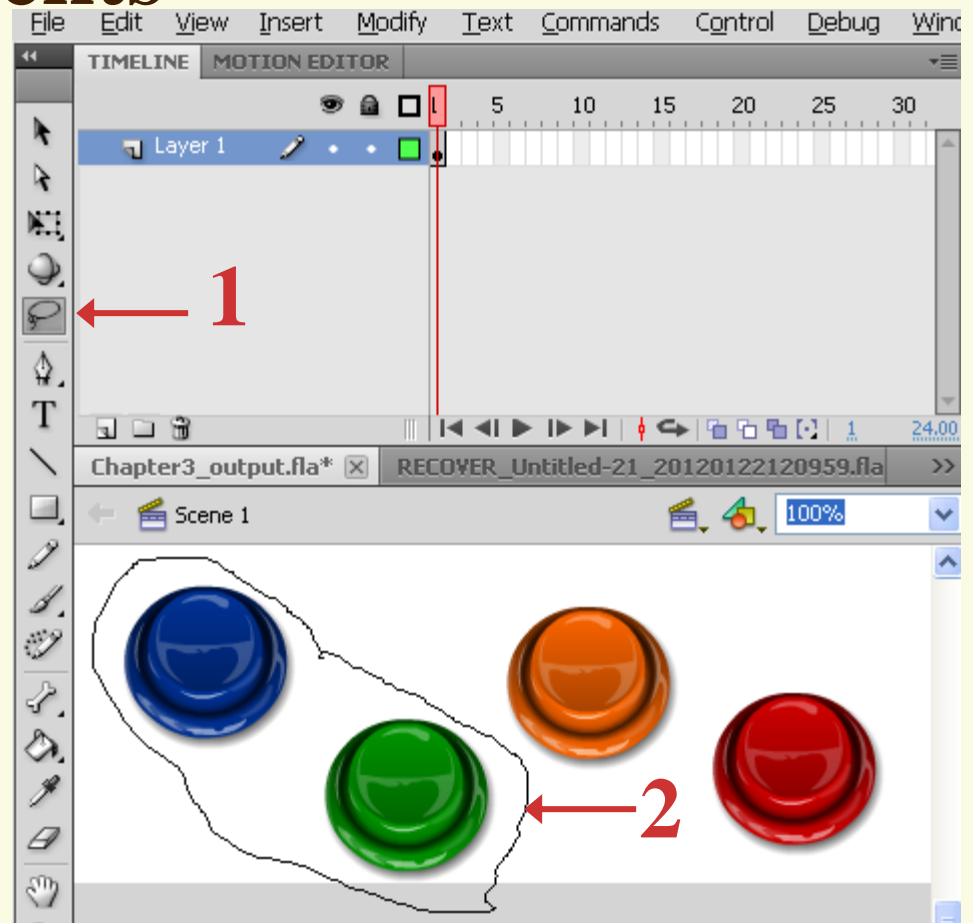
Select Artwork *continued*



Lasso Elements

When you move the pointer over the Stage area, it changes to 

animate highlights anything inside the lasso shape



Select Artwork *continued*



How can I select complex shapes?

Drawing around irregular items with the Lasso tool can be difficult.

For additional help, use the Lasso tool's Polygon Mode modifier. Click the **Lasso tool** and then click the **Polygon Mode** modifier in Modifier Tray at the button of the Tools panel.

Now you click your way around the object you want to select.

Every click creates a connected line to the last click. To turn off the Polygon Mode, double click

Select Artwork *continued*




How do I select a fill and not its border?

Using the **Selection tool**, simply click the fill to select it.

To select both the **fill and the fill's border**, double click the fill.

To deselect a fill or border at any time, just click anywhere outside the selected object.


Using the Eraser Tool

- You can use the **Erase tool**  to clean up any unwanted lines or fill in your design.
- It is also useful for erasing portions of a fill and creating transparent areas or highlights.

Using the Eraser Tool



Using the Eraser Tool

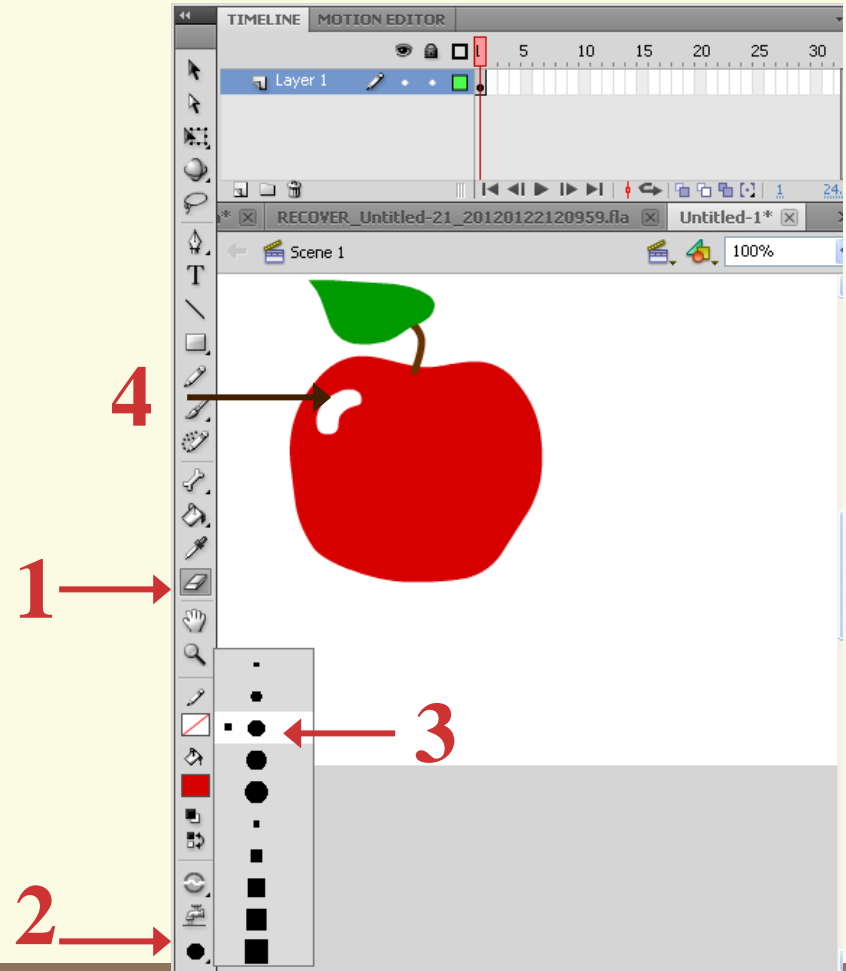
1. Click the **Eraser tool** 
2. Click the **Erase Shape** modifier
3. Click a **size** or **shape** for the erase
4. Click and **drag** to begin erasing
5. Release the mouse button when finished erasing.

Using the Eraser Tool



Using the Eraser Tool

To quickly erase entire lines or fills, you can click the Faucet modifier and then click the item you want to erase



Using the Eraser Tool



What do the Eraser modifiers do?

You can use one of the five modifiers with the Eraser tool:

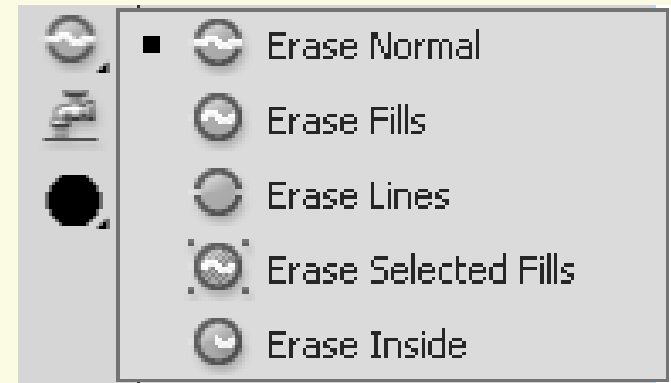
Erase Normal- Lets you erase over anything on the Stage

Eraser Fills- Erases inside fill areas but not lines



Erase Lines- Erases only lines.

Erse Selected Fills- Does just that erases only selected fill

Erase Inside- Erases only inside the selected area.




Change the Color of Lines and Fills

- You can change the colors of the artwork you draw by using the **Bucket tool**  and the **Ink Bottle tool** 
- When you want to replace the color of many elements at once, it is easiest to select the items you want to change and choose new colors from the Color panel.

Change the Color of Lines and Fills



Change the Color of Lines and Fills

1. Click the **Selection tool** 
2. While holding the **<Shift>** key, click one or more elements that are on the Stage
3. Open the **Fill Color Picker** panel by clicking the Fill Color swatch in the Properties inspector
4. Click a **new color** from the swatches.

Change the Color of Lines and Fills



The screenshot shows the Adobe Animate interface. On the left, a vertical toolbar contains various drawing tools. A red arrow labeled '1' points to the top toolbar. The main workspace displays a purple flower with a yellow center, with a red arrow labeled '2' pointing to it. The timeline at the top shows a red vertical line at the 5-second mark. On the right, the 'PROPERTIES' panel is open, showing the 'FILL AND STROKE' section with a red arrow labeled '3' pointing to the fill color swatch. Below the swatch is a color palette with a red arrow labeled '4' pointing to a purple color swatch.

Change the Color of Lines and Fills



Change the Color of Lines and Fills

5. Click the **Stroke Color** swatch in the Properties inspector and select a new color
6. Click a new color from the swatches
7. You selected stroke change to the new color.

Change the Color of Lines and Fills



How can I choose a more precise color that doesn't appear in the swatches?

There are many ways to use custom colors.

1. Click and drag in the **rainbow gradient** in the Color panel.
2. Type **RGB values** into the panel
3. Type a **hexadecimal color** value at the bottom of the Color panel or at the top of the swatches.

Change the Color of Lines and Fills




How do create colors that are translucent?

Click and drag the **Alpha slider** in the Color panel to adjust the percentage of transparency.

You can also type an alpha value in the text field.


Customize Lines with the Ink Bottle Tool

- You can change the appearance of lines in your illustration with the **Ink Bottle tool**  .
- Basically, you choose a new set of properties that you want to apply to strokes in your artwork
- Then you apply new properties to already drawn strokes.

Customize Lines with the Ink Bottle Tool



Customize lines with the Ink Bottle Tool

1. Select the **Ink Bottle tool**  by clicking and holding the Paint Bucket tool button in the Tools panel.
2. Open the **Properties inspector**
3. Click the **stroke color** in the Properties inspector
4. Select a new stroke color from the swatches

Customize Lines with the Ink Bottle Tool



The screenshot displays the Adobe Animate software interface. In the top-left corner, a yellow "demo" sticker is visible. The main workspace shows a timeline and a drawing area with a green diagonal line. A red box highlights the tool palette on the left, with a red arrow labeled "1" pointing to the Ink Bottle Tool (S). A red arrow labeled "2" points to the Properties panel on the right, which is open to the "FILL AND STROKE" section. A red arrow labeled "3" points to the stroke color swatch in the Properties panel, which is currently green. A red arrow labeled "4" points to the color palette below the Properties panel, where a green color swatch is selected. A large red "FLASH" watermark is overlaid on the drawing area.

Customize Lines with the Ink Bottle Tool



Customize lines with the Ink Bottle Tool

5. Click and drag the **Stroke slider** to adjust the stroke size.
6. Click a stroke style from the **Style drop-down** list.
7. Click on any lines on the Stage to which you want the new properties applied.

Customize Lines with the Ink Bottle Tool



The appearance of your lines change to reflect the new properties

The screenshot displays the software interface with the following elements:

- TIMELINE MOTION EDITOR:** Shows a keyframe at 5 seconds on the timeline.
- PROPERTIES PANEL:**
 - POSITION AND SIZE:** X: 99.85, Y: 75.20, W: 303.45, H: 183.90
 - FILL AND STROKE:**
 - Stroke: 5.00 (indicated by red arrow 5)
 - Style: Dashed
 - Cap: Dashed (indicated by red arrow 6)
 - Join: Dotted
- CANVAS:** A green dashed line is drawn, with a red 'FLASH' watermark and a red arrow labeled '7' pointing to it.

Customize Lines with the Ink Bottle Tool





How can I quickly switch to a tool that is hidden behind another tool?

Each tool in animate has a key on the keyboard that corresponds to it.

You can press **<S>** to activate the Ink Bottle tool. To find the other shortcut keys, simply move your mouse over a tool in the Tools panel and a tool tip appears with the tool's name as well as the shortcut key in parentheses.


Reshape Lines and Shape Outlines

- You can reshape any line or shape outline in different ways.
- You can use the **Selection tool**  to modify lines by clicking and dragging when a special icon appears.
- You can also use the **Subselection tool**  to modify anchor points and handles of lines and curves.

Reshape Lines and Shape Outlines



Reshape with the Selection Tool

1. Click the **Selection tool** 
2. Move your cursor near a line or fill until the **curved line** appears next to the cursor
3. Click and drag to **reshape** your line

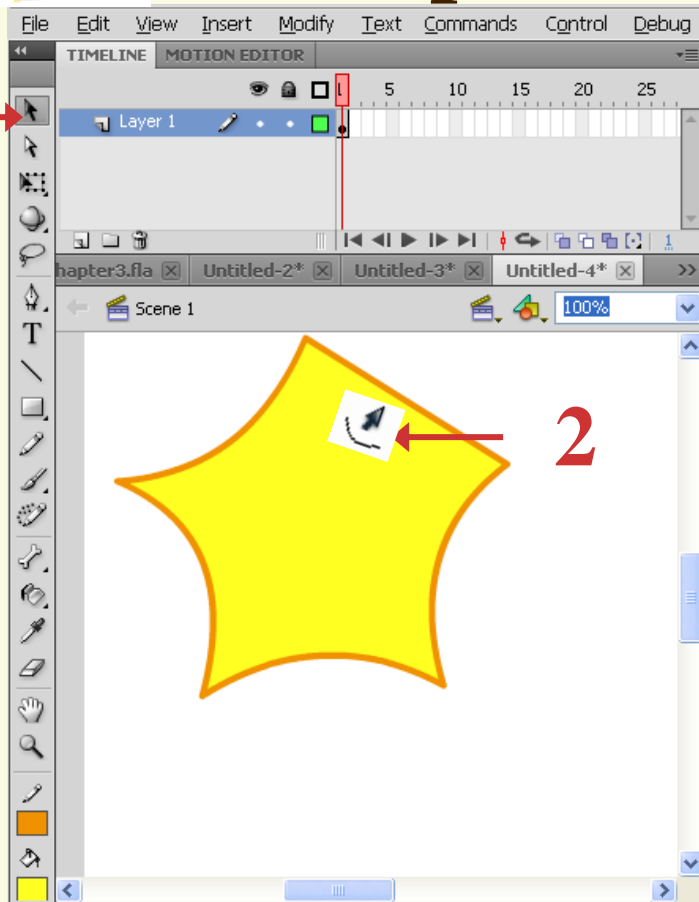
Reshape Lines and Shape Outlines

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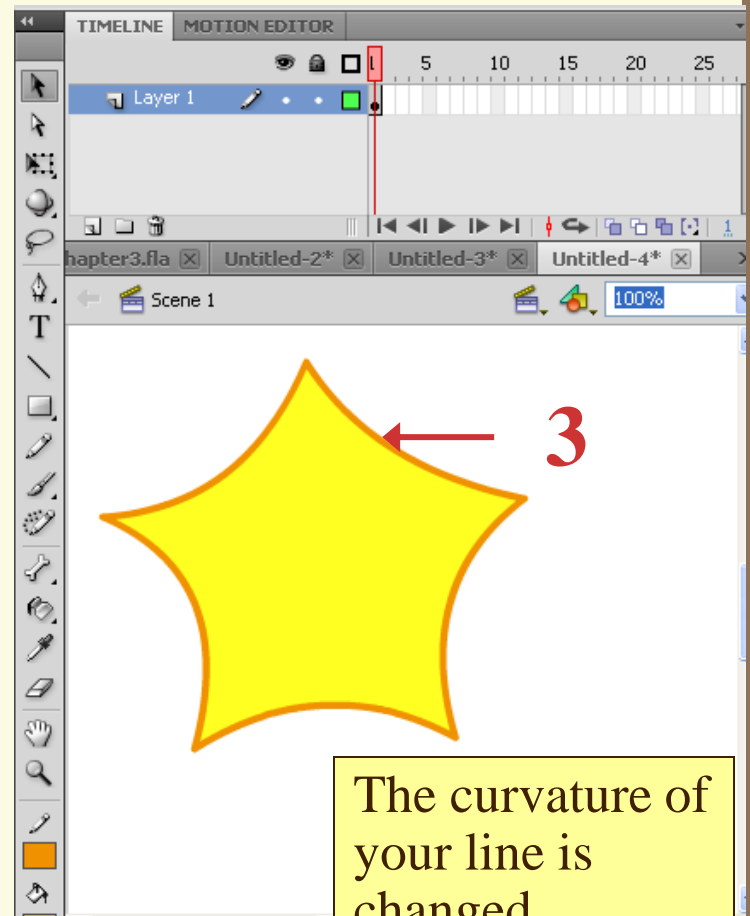


Reshape with the Selection Tool

1



3




The curvature of your line is changed

Reshape Lines and Shape Outlines



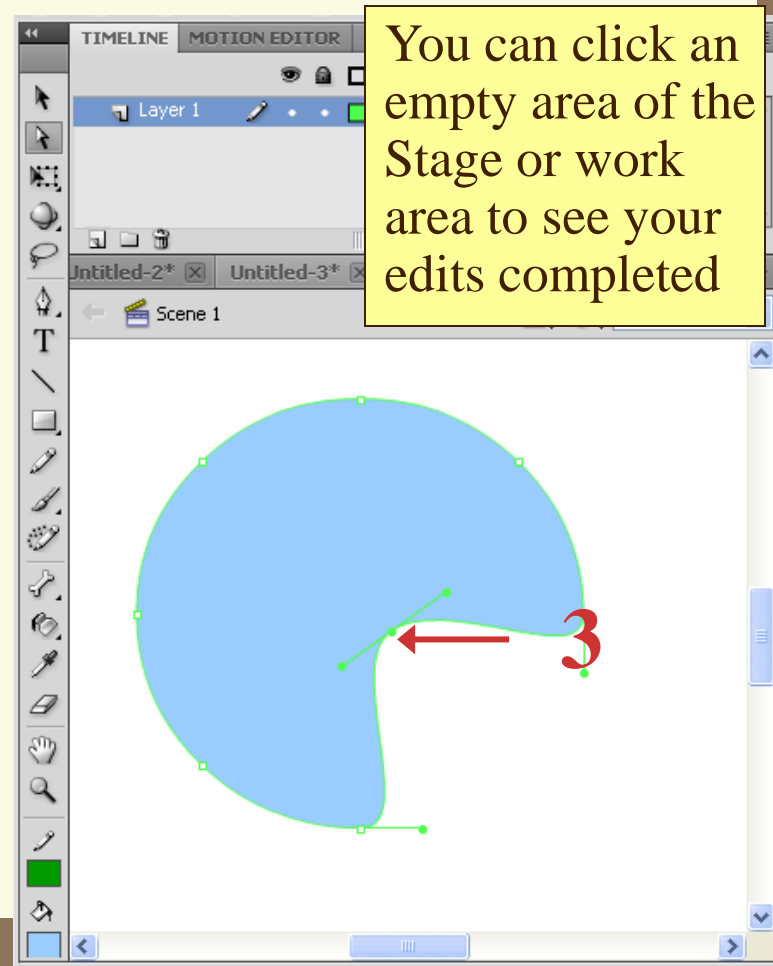
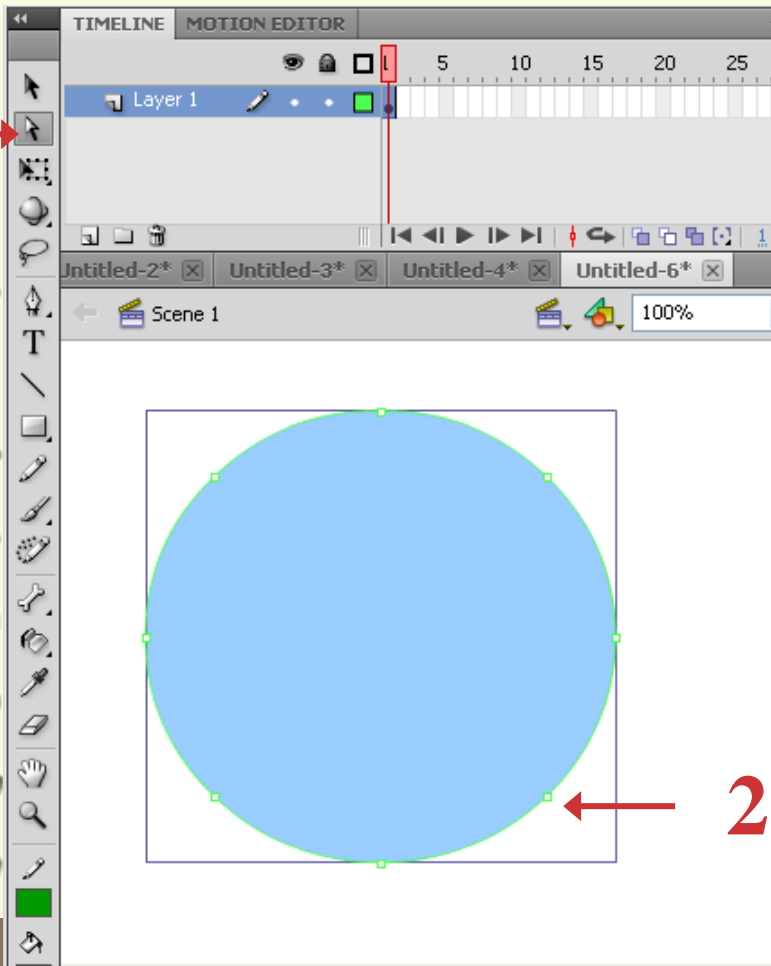
Reshape with the Subselection Tool

1. Click the **Subselection tool** 
2. Click on the line you want to reshape.
3. Click and drag **anchor points** and **handles** to modify your lines

Reshape Lines and Shape Outlines



Reshape with the Subselection Tool



Reshape Lines and Shape Outlines




How can I add or delete anchor points in my illustration?

In you click and hold the **Pen tool**  , you see the additional Pen tools.

They include Add Anchor Point, Delete Anchor Point, and Convert Anchor Point.

You can use these tools to simplify or add complexity to your illustration.


Copy Attributes

- You can use the **Eyedropper tool**  to quickly copy attributes from one object to another.
- Copying attributes rather than reassigning them one at a time can save you time and effort.
- The **Eyedropper tool** copies fill and line attributes and enables you to copy the same formatting to other fills and lines.

Copy Attributes



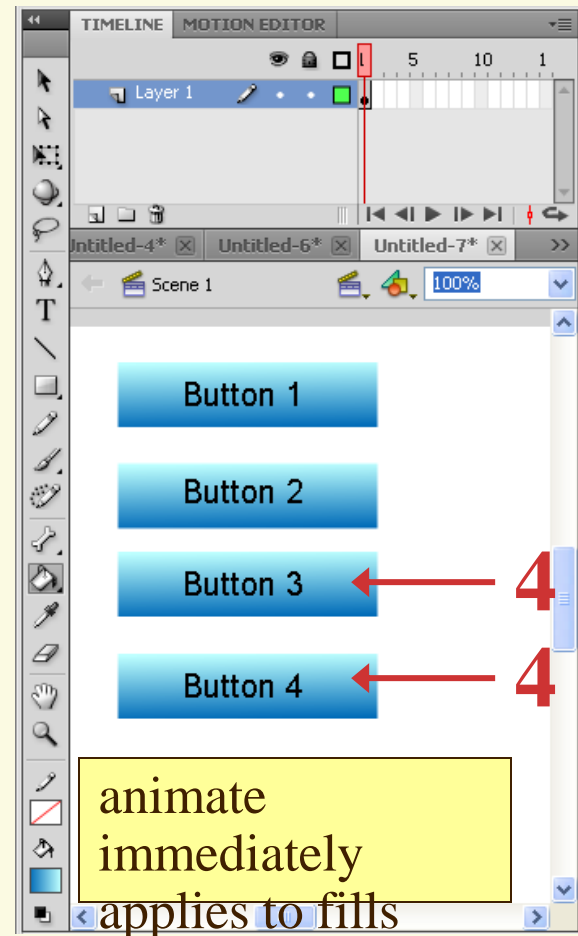
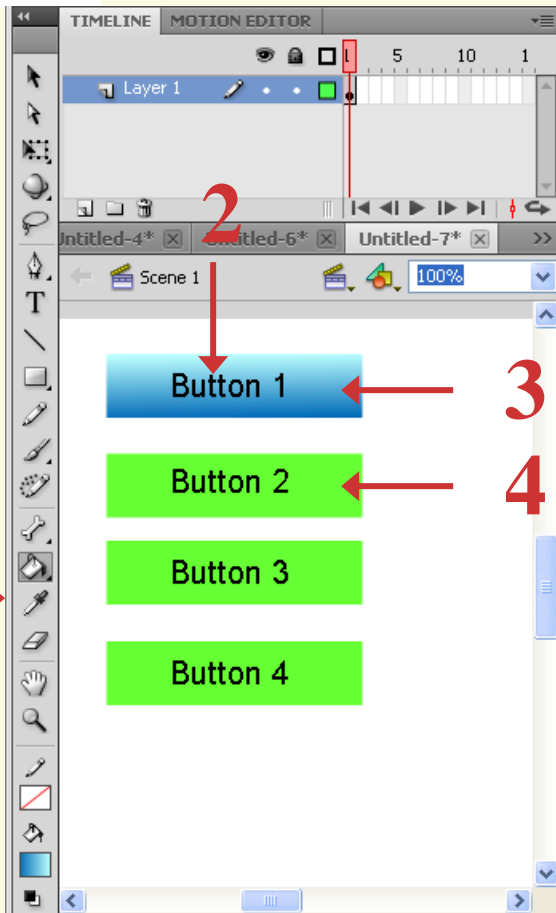
Copy Attributes

1. Click the **Eyedropper Tool** 
2. Move the Eyedropper tool over the fill you want to copy.
3. Click the **fill**
4. Click the fills you want to paste the attributes to.

Copy Attributes




Copy Attributes



Copy Attributes



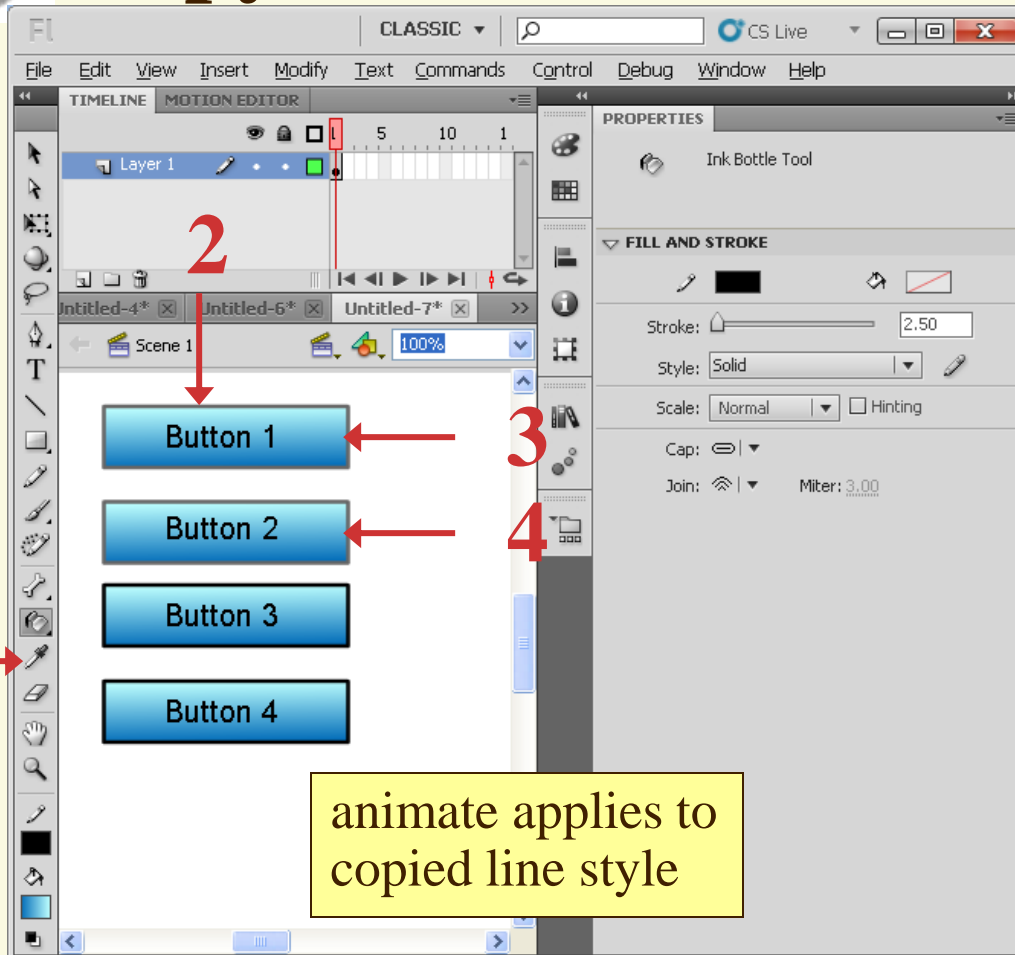
Copy Attributes

5. Click **Eyedropper Tool** 
6. Move the cursor over the **line** from which you want to copy the attributes.
7. Click the line from which you want to **copy** the attributes.
8. Click the lines you want to **paste** the attributes to.

Copy Attributes



Copy Attributes



animate applies to copied line style

Copy Attributes



My Eyedropper tool does not work. Why?

When copying line attributes, you cannot use the ink Bottle on a grouped lines.

Be sure to **ungroup the lines** first and then try copying the line attributes to each line.

Create a Custom Color Swatches

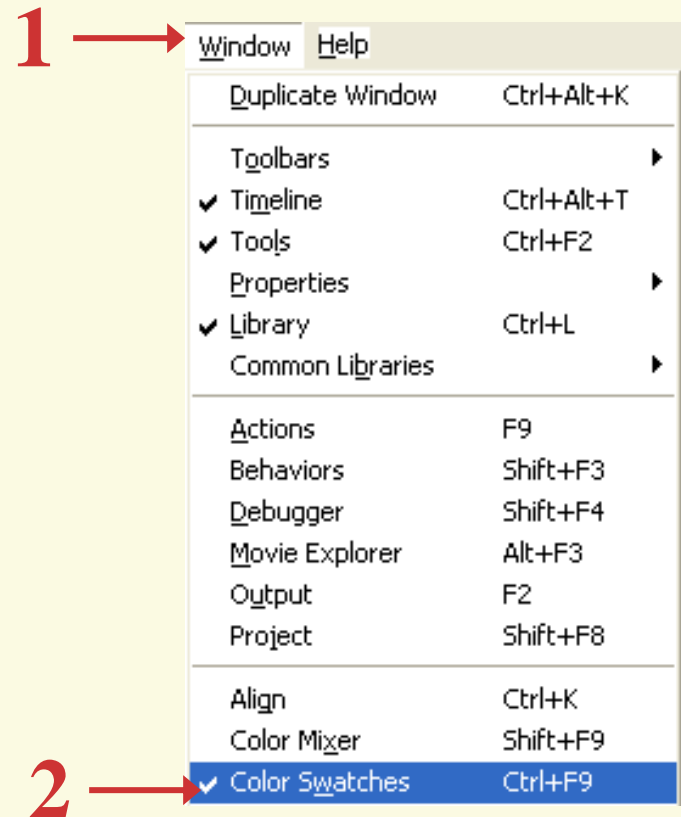
- You can add **swatches** to your Color panel to create a custom color set for your animate project.
- Using custom swatches is a great way to keep your palette consistent.
- You can also save your favorite color sets to use in other animate movies

Create a Custom Color Swatches



Add a Fill


1. Click **Window**
2. Click **Color**



Create a Custom Color Swatches



Add a Fill

3. Click and drag in the **color picker** until you find the color you want.
4. Adjust the transparency of your color by clicking and dragging the **Alpha slider**.
5. Click the **Color panel** drop-down () in the upper-right corner of the panel.
6. Select **Add Swatch**
7. Click on the **Fill color** menu.

Create a Custom Color Swatches



How do I save and load my new colors?

Click **Window** and then click **Swatches** to open the Swatches to open the Swatches panel.

In the upper-right corner of the Swatch panel, click and select **Save Colors**.

This saves your colors as a CLR file. To load your colors, you can choose **Add Colors** or **Replace Colors** from the same drop-down menu and load your CLR file.

Create a Custom Color Swatches



Which colors should I use for Web page design?

Because different computers handle color differently, designers have come up with a Web Safe color palette.

The **Web Safe palette** consist of **216 colors** that Web designers find are consistent in both Windows and Mac platforms for all the major Web browser programs.

To use the Web Safe palette in animate, open the Swatches panel, click Panel Menu in the upper right corner of the palette, and then click Web 216.

Using the Web 216 color palette assures that your color selections are suitable for browsers.

Make a Custom Gradient Fill

- Much like adding custom color swatches, you can add **custom gradients** to your Color panel.
- Designers use the swatches they create to maintain consistency across the designs.
- You can use your swatches to create a consistent look throughout your design or illustration.

Make a Custom Gradient Fill



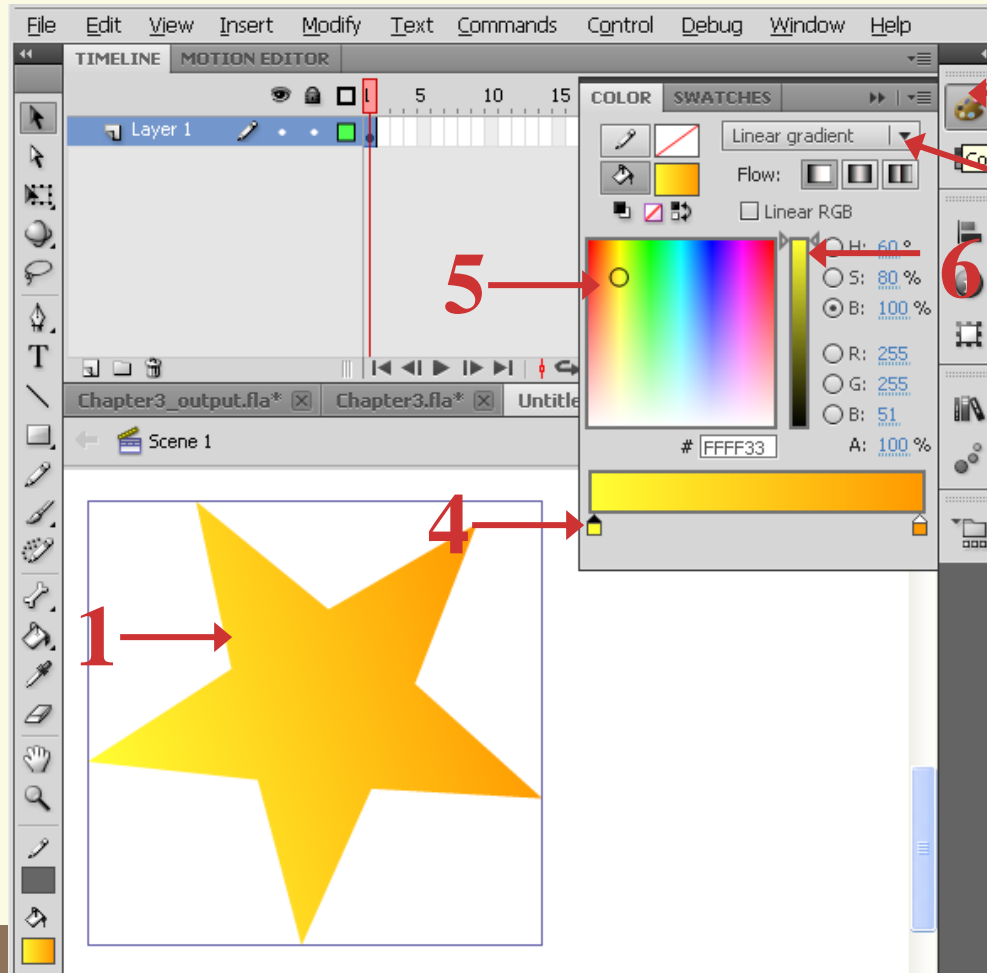
Make a Custom Gradient Fill

1. Click on the shape
2. Click **Color**
3. Click the **Type** drop-down menu in the Color panel and select **Linear**.
4. Click the **left swatch** of the gradient to select it.
5. Click and drag on the **Rainbow Gradient** in the Color panel to select a hue.
6. Click and drag on the **Rainbow Gradient** in the Color panel to select a hue

Make a Custom Gradient Fill




Make a Custom Gradient Fill



Make a Custom Gradient Fill



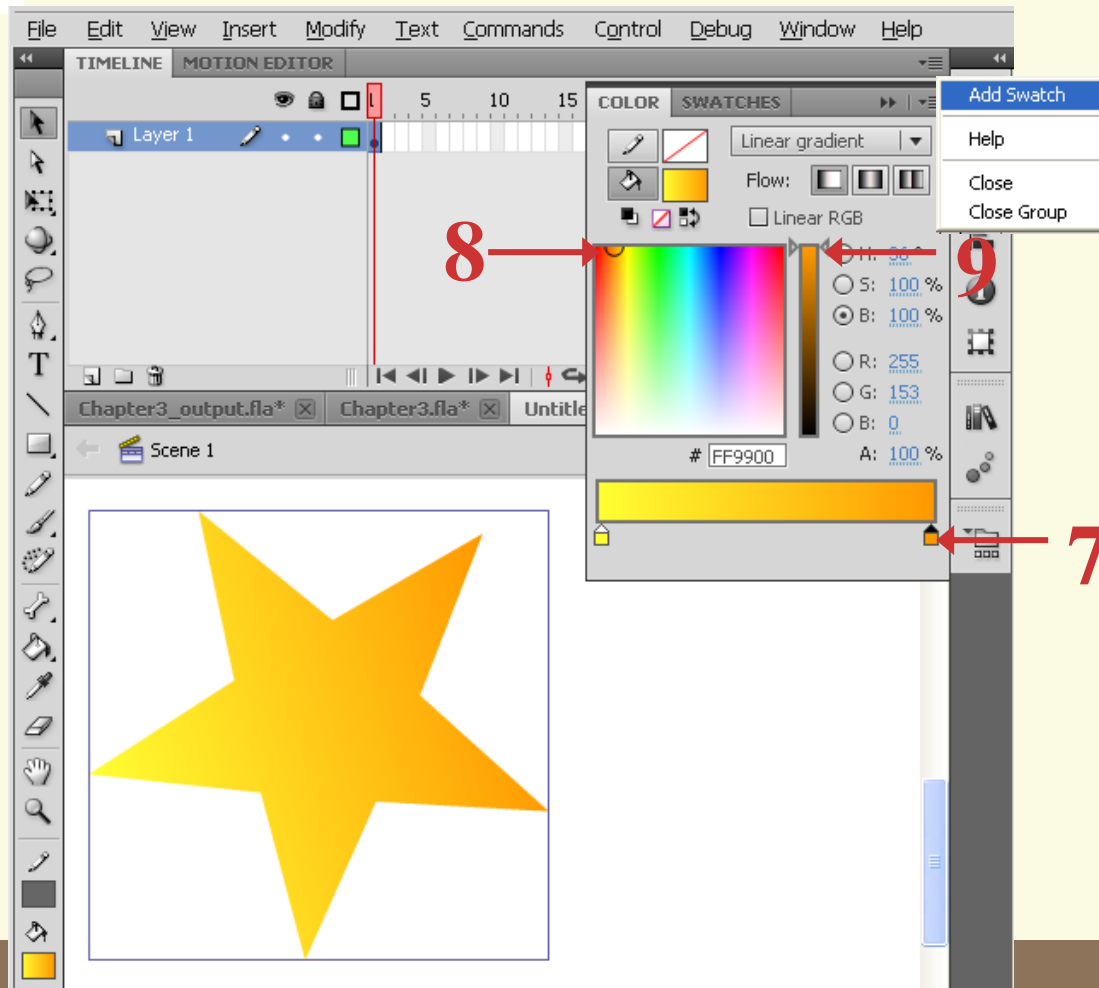
Make a Custom Gradient Fill

7. Click the **right swatch** of the gradient to select it
8. Click and drag on the **Rainbow Gradient** in the Color panel to select another hue.
9. Click and drag the **Brightness slider** and adjust your color.
10. Click the Color panel drop-down menu () in the upper-right corner of the panel and select **Add Swatch**.

Make a Custom Gradient Fill



Make a Custom Gradient Fill



Make a Custom Gradient Fill



How do I create a gradient that transitions through multiple colors?

When you click between the two swatches of the gradient in the Color panel, your cursor will have a plus next to it. Clicking when the plus is visible adds another color swatch to your gradient, and you can edit color the same way you changed the other gradient colors.

Make a Custom Gradient Fill



How do I remove a color from my gradient?

You can click and drag any color swatch in the gradient and drag down to remove a swatch from the gradient.

However, you must have more than two colors in your gradient to remove one.




Transform a Gradient Fill

- You can change the way your gradient fill appears by using the **Gradient Transform tool** .
- It allows you to rotate and scale your fill.
- This tool is hidden behind the regular Transform tool in the Tools panel.

Transform a Gradient Fill



Transform a Gradient Fill

1. Click the **Oval tool**. 
2. Click the **Fill Color** modifier 
3. Click a **gradient fill**
4. Click and drag on the stage with 

Transform a Gradient Fill



Transform a Gradient Fill

The screenshot shows an animation software interface with a timeline and a scene view. A blue gradient-filled oval is being drawn on the scene. The interface includes a toolbar on the left, a timeline at the top, and a color palette at the bottom. Red arrows and numbers 1 through 4 indicate the steps for creating and transforming the gradient fill.

1 → [Gradient Fill Tool]

2 → [Color Picker]

3 → [Color Palette]


4 → [Oval Shape]

animate draws an oval filled with a gradient

Transform a Gradient Fill



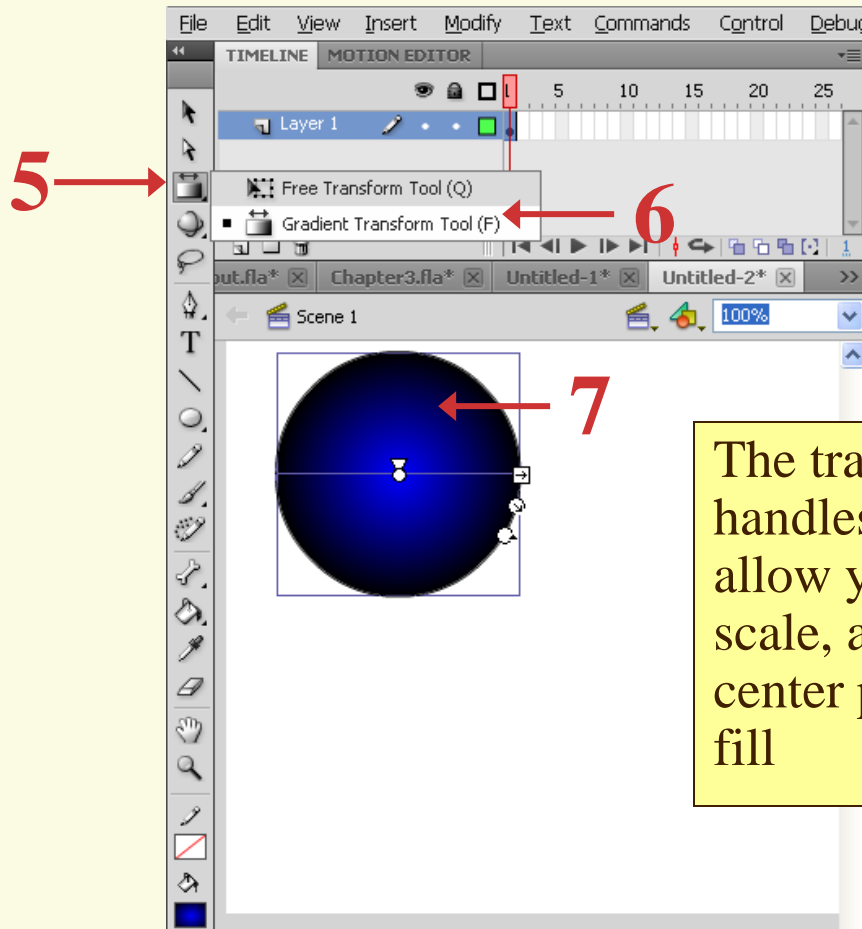
Transform a Gradient Fill

5. Click and hold the **Transform tool** in the Tools panel until the menu appears.
6. Select the **Gradient Transform** tool 
7. Click on the gradient fill inside your shape

Transform a Gradient Fill



Transform a Gradient Fill



The transform handles appear that allow you to rotate, scale, and move the center point of you fill

Transform a Gradient Fill



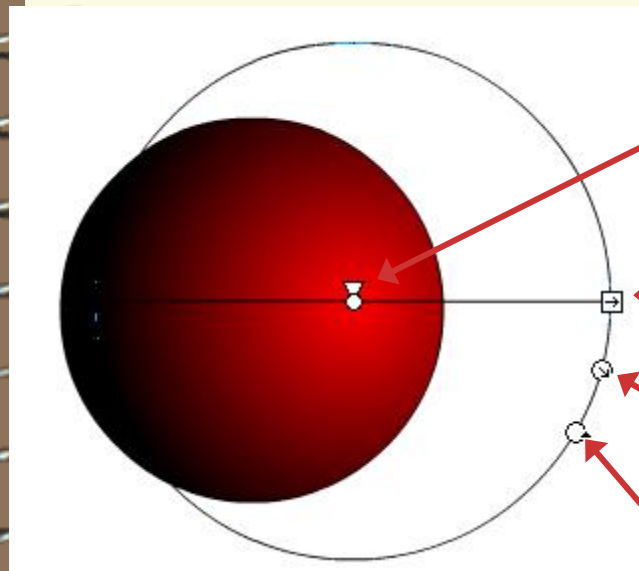
Transform a Gradient Fill

8. Click and drag the small white circle in the **center** of your fill to move the gradient's origin.
9. Click and drag the small white circle on the **corner** of your fill to rotate it.
10. Click and drag the small white square on the **side** of your fill to adjust the fill's scaling.
11. Click an empty part of the Stage to see your results.

Transform a Gradient Fill



Transform a Gradient Fill



Center Point- Click and drag to change the position of the gradient highlight

Rotation Point- Click and drag to change the angle of the gradient.

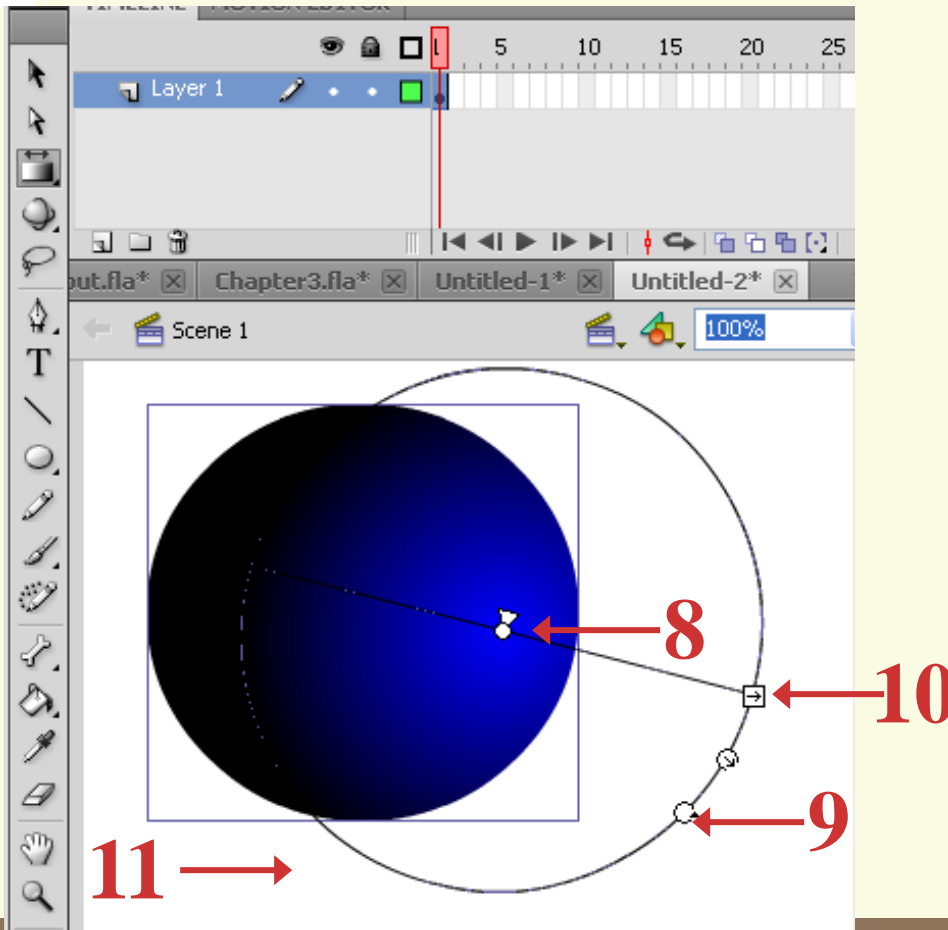
Size Point- Click and drag to change the size or radius of the gradient effect.

Focal Point- Click and drag to change the focal area of the effect

Transform a Gradient Fill



Transform a Gradient Fill





Transform a Gradient Fill

Can I edit my gradient after it has been transformed?

Yes. If you select your gradient fill and edit its parameters in the Color panel, your changes are applied to the selected fill.



Transform a Gradient Fill

My fill takes up the entire Stage and I cannot see the fill's edit points. How do I view the edit points to transform the fill?

Click the **Zoom tool** . Then click the **Zoom out modifier**  and click the Stage to zoom out.

You can also click the **View** menu, click **Magnification**, then click a zoom level to zoom out and see more of the work area.

Scale and Rotate Objects with the Free Transform Tool

- You can use the Free Transform tool in animate to **rotate, skew, scale, distort**, and **envelop** objects.
- The default behavior of the Free Transform tool allows you to scale, rotate, and skew.
- There are modifiers at the bottom of the Tools panel that restrict the tool to one type of transformation.

Rotate & Skew

Scale


Distort

Envelope

Scale and Rotate Objects with the Free Transform Tool



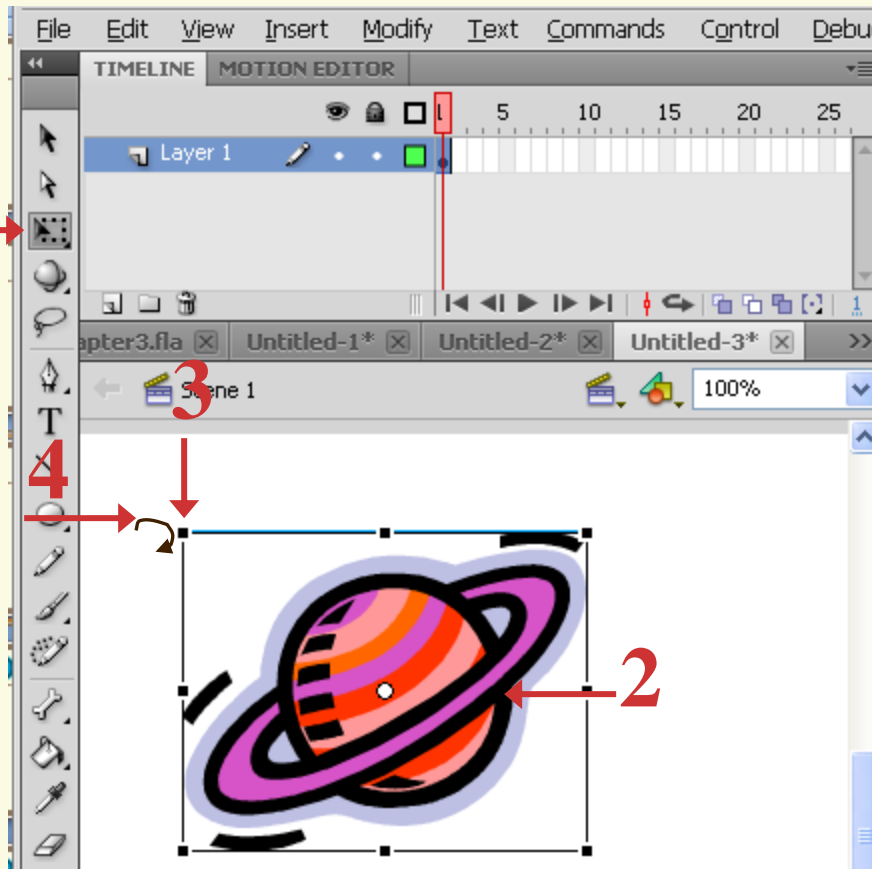
Scale and Rotate Objects

1. Click the **Free Transform tool**. 
2. Click on the **group or object** you want to transform.
3. Move your cursor to one of the corners of the bounding box.
4. Click and drag on the **corner** of the object, and release the mouse button when you see your desired scale.

Scale and Rotate Objects with the Free Transform Tool



Scale an Object



A bounding box appears with handles for the transformation.

Scale and Rotate Objects with the Free Transform Tool



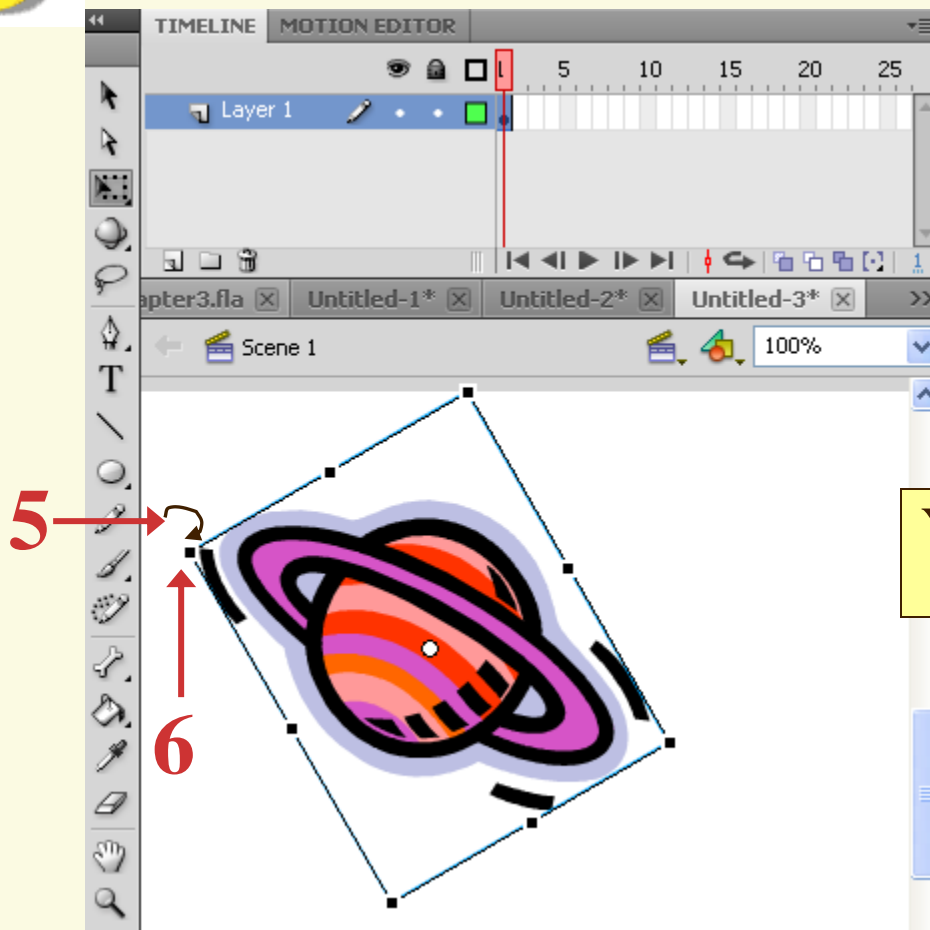
Scale and Rotate Objects

5. Move your cursor just outside the corner of the bounding box
6. Click and **drag** to rotate

Scale and Rotate Objects with the Free Transform Tool



Scale and Rotate Objects



Your gradient fill rotates.

Scale and Rotate Objects with the Free Transform Tool



How do I scale while maintaining the proportions of my group or objects?

Press and hold the **<Shift>** key while scaling with the Free Transform tool to constrain to the proportions of your group or objects.

Scale and Rotate Objects with the Free Transform Tool



How do I change the center point that my transform is based on?

You can click and drag the small white circle that appears in the middle of your transform to reposition the center point.


Create, Groups of Lines, Fills and Shapes

- You can use groups to keep the elements of your **artwork manageable**.
- Groups are also very handy for drawing because they allow you to draw on top of another element without erasing what is behind it.

Create, Groups of Lines, Fills and Shapes



Create Group of Lines, Fills, and Shapes

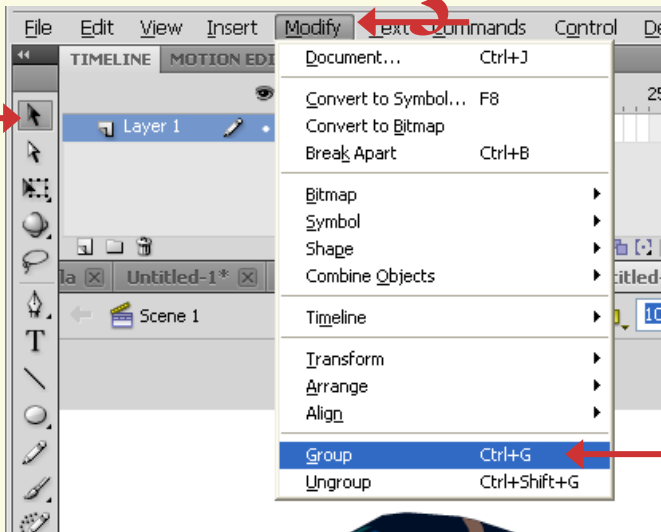
1. Click the **Selection tool** 
2. While holding the **Shift** key, click one or more elements on the Stage
3. Click **Modify**
4. Click **Group.**
5. Select the group of elements and copy/ paste to the location (press <ctrl> C to copy and <ctrl>V to paste)

Create, Groups of Lines, Fills and Shapes

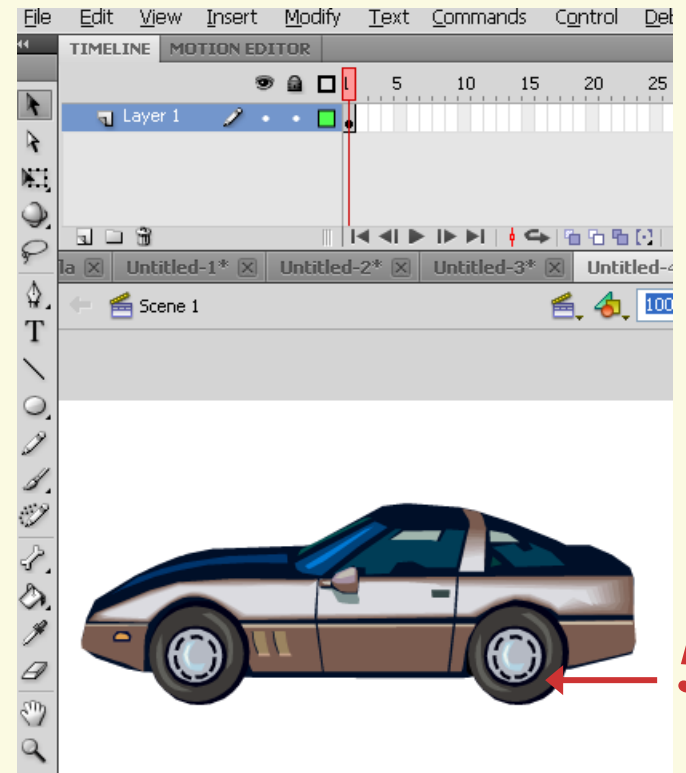
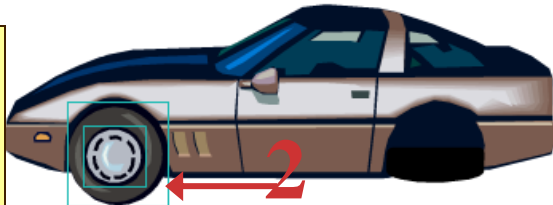


Create Group of Lines, Fills, and Shapes

1



A bounding box appears around your group



Create, Groups of Lines, Fills and Shapes



How do I edit the elements inside my group?

You can double-click on your group to go inside your group. The individual elements are editable there.

Double-click an empty area of the Stage to return to the normal editing mode.

Create, Groups of Lines, Fills and Shapes



How can I convert my group back to its raw elements?

You can do this in two ways.

The first way is to select your group and click **Modify** and then **Break Apart**. Breaking your group apart removes all selected groups.

You can also click **Modify**, and then **Ungroup**.

Send Groups Forward and Backward in Space


- You can move lines, fills, and other objects behind or on top of each other using groups.
- By grouping items, you can then use the **Arrange menu** to adjust the depth of any group or symbol on the same layer.

Send Groups Forward and Backward in Space

- You can **stack objects** you add to the Stage to change the appearance of drawings.
- When placing objects over other objects, you can control exactly where an object appears in the stack.
- You can place an object at the very back of a stack, at the very front or somewhere in between.

Send Groups Forward and Backward in Space



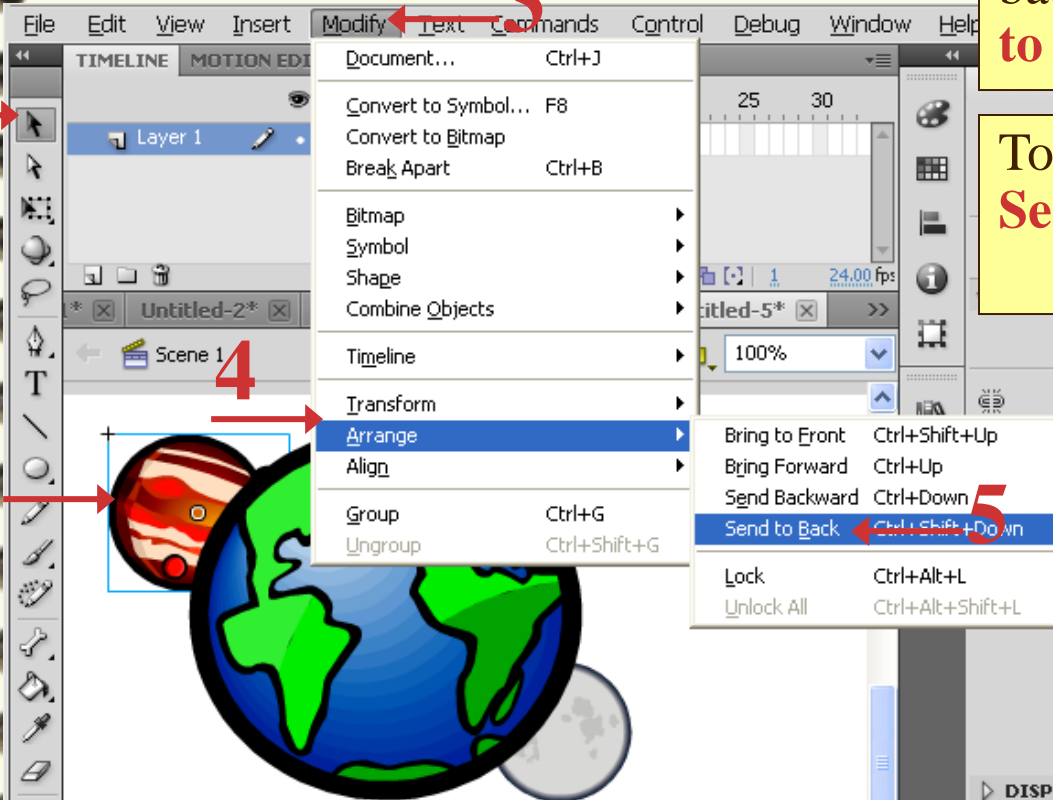
1. Click the **Selection tool** 
2. Click the image **object**
3. Select **Modify**
4. Click **Arrange**
5. Click **Send to Back**

Send Groups Forward and Backward in Space



To send an object to the very back of the stack, click **Send to Back**.


To move an object back, click **Send Backward**.



- Bring to Front Ctrl+Shift+Up
- Bring Forward Ctrl+Up
- Send Backward Ctrl+Down
- Send to Back Ctrl+Shift+Down**
- Lock Ctrl+Alt+L
- Unlock All Ctrl+Alt+Shift+L

Send Groups Forward and Backward in Space



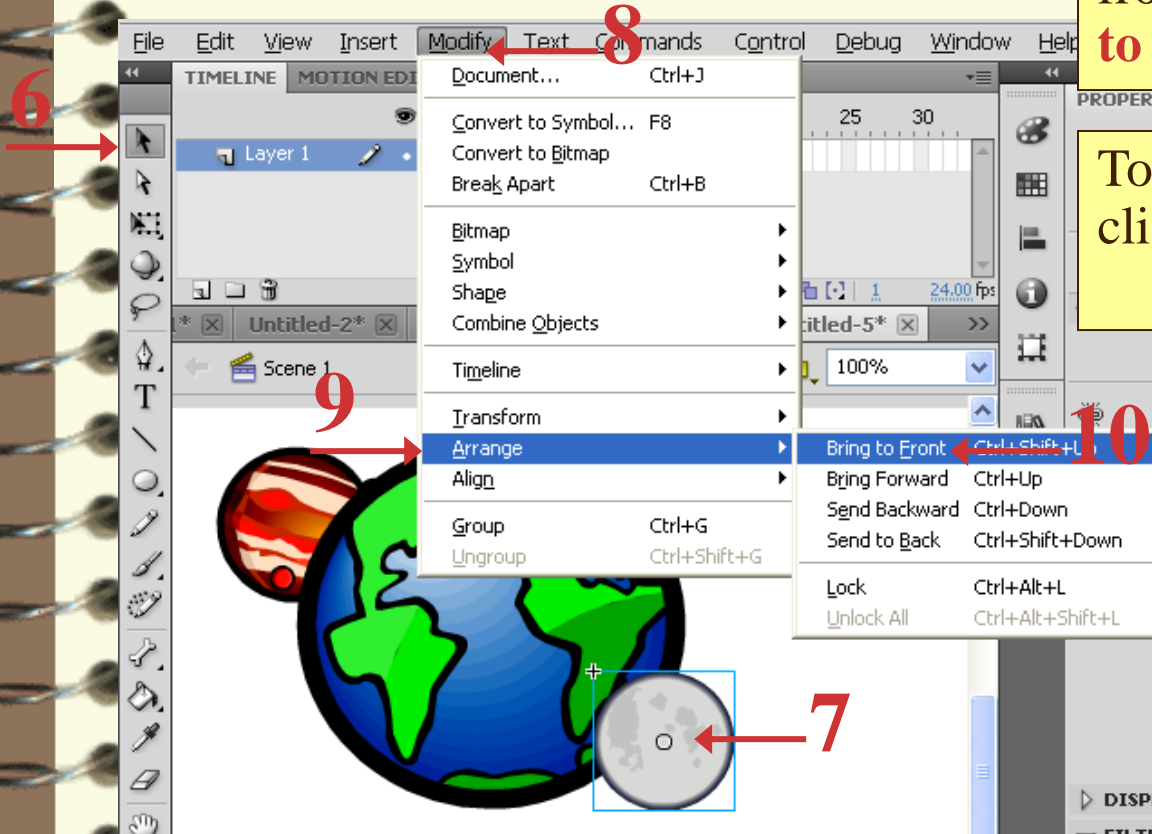
6. Click the **Selection tool** 
7. Click the image **object**
8. Select **Modify**
9. Click **Arrange**
10. Click **Send to Front**

Send Groups Forward and Backward in Space



To bring an object to the very front of the stack, click **Bring to Front**

To move an object forward, click **Bring Forward**



Send Groups Forward and Backward in Space



What are the other ways to arrange groups?

In addition to Send to Back, you can also use Bring to Front, Bring Forward, and Send Backward.

Send Groups Forward and Backward in Space



It didn't work. What happened?

Arranging objects and groups on the Stage only works when they are on the same layer.

Make sure all the elements you want to arrange are not on different layers.

Align Shapes or Objects

- You can use the **Align tool** to make any shapes or objects on the Stage align to each other.
- This is especially useful when you design buttons or icons that you want perfectly aligned.
- You can also evenly space objects on the Stage using this tool.




Align Shapes or Objects

- You can control the **alignment of objects** you add to the Stage, whether they are shapes you draw or graphics you import.
- You can **align objects** vertically and horizontally by their edges or centers.
- You can align objects with other objects, with the edges of the Stage or even control the amount of space between objects.

Align Shapes or Objects



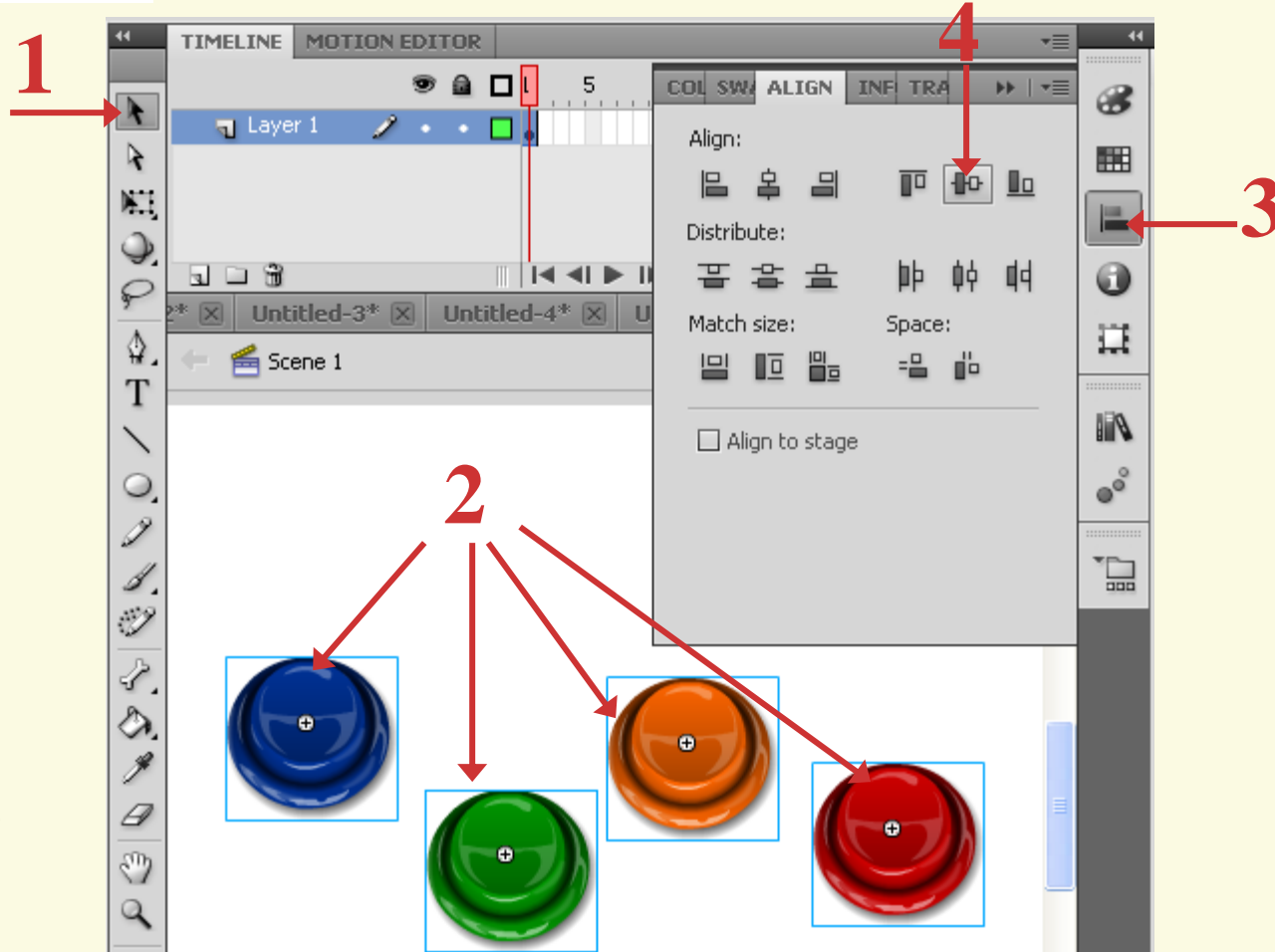
Align Shapes

1. Click on the **Selection tool** 
2. Hold down the **shift key** and select the **objects** or groups
3. Click **Align panel**
4. With the objects selected, click the **Align Vertical Center** button.

Align Shapes or Objects

demo

Align Objects with the Stage



Align Shapes or Objects



What is the difference between Distribute and Space in the Align panel?

Distribute evenly spaced objects based on their centers or edges. When you have elements that are different sizes, sometimes the results appear irregular.

To fix this, you can click the **Space** buttons on the Align panel, which create an even amount of space between each element.

Align Shapes or Objects



Can I align objects relative to the Stage?

Yes. Click the **Align/ Distribute to Stage** button on the Align panel and they no longer align relative to each other. They will align to the Stage.

Snap to Objects

- Much like Snap to Grid, you can use **Snap to Objects** to help you align elements on the Stage without having to use the Align tool.

Snap to Objects



Snap to Objects

1. Click **View**
2. Click **Snapping**
3. Click **Snap to Objects**
4. Click and drag any objects or group.
5. Your dragged object or group snaps into place when it is near another object.

Snap to Objects



Snap to Objects

1

2

3

4

5

The screenshot shows the 'View' menu of an animation software. The 'Snapping' option is selected, and its sub-menu is open, showing 'Snap to Objects' checked. Below the menu, two overlapping rectangles (purple and yellow) are shown, with red arrows pointing to their top edges. The interface includes a menu bar (File, Edit, View, Insert, Modify, Text, Commands, Control, Debug, Window), a toolbar on the left, and a timeline at the top right.

- File
- Edit
- View
 - Go to
 - Zoom In Ctrl+=
 - Zoom Out Ctrl+-
 - Magnification
 - Preview Mode
 - ✓ Pasteboard Ctrl+Shift+W
 - Rulers Ctrl+Alt+Shift+R
 - Grid
 - Guides
 - Snapping
 - ✓ Snap Align
 - Snap to Grid Ctrl+Shift+'
 - ✓ Snap to Guides Ctrl+Shift+;
 - Snap to Pixels
 - ✓ Snap to Objects Ctrl+Shift+/
 - Edit Snapping... Ctrl+/'
 - Hide Edges Ctrl+H
 - Show Shape Hints Ctrl+Alt+H
 - Show Tab Order
- Insert
- Modify
- Text
- Commands
- Control
- Debug
- Window

Timeline: 15 20 25 30

Timeline controls: 24.00 fps

Windows: led-6* x Untitled-7* x

Zoom: 100%

Rectangles: Purple (left), Yellow (right)

Snap to Grid

- You can keep elements aligned while you design your layout by using the grid and enabling **Snap to Grid**.
- Many interaction designers use a grid system to lay out their interfaces.

Snap to Grid



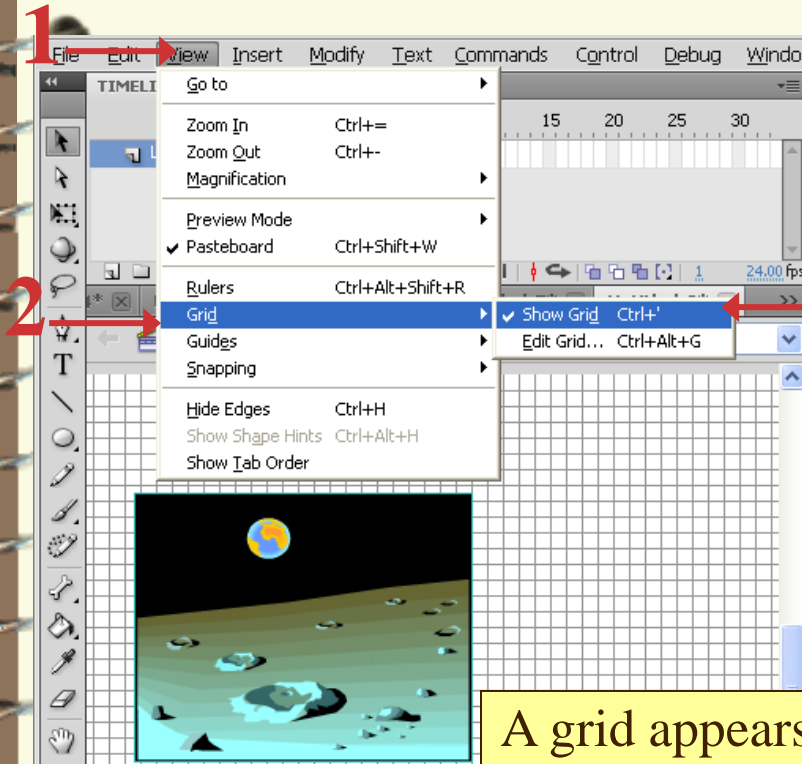
Snap to Grid

1. Click **View**
2. Click **Grid**
3. Click **Show Grid**
4. Click **View**
5. Click **Snapping**
6. Click **Snap to Grid.**

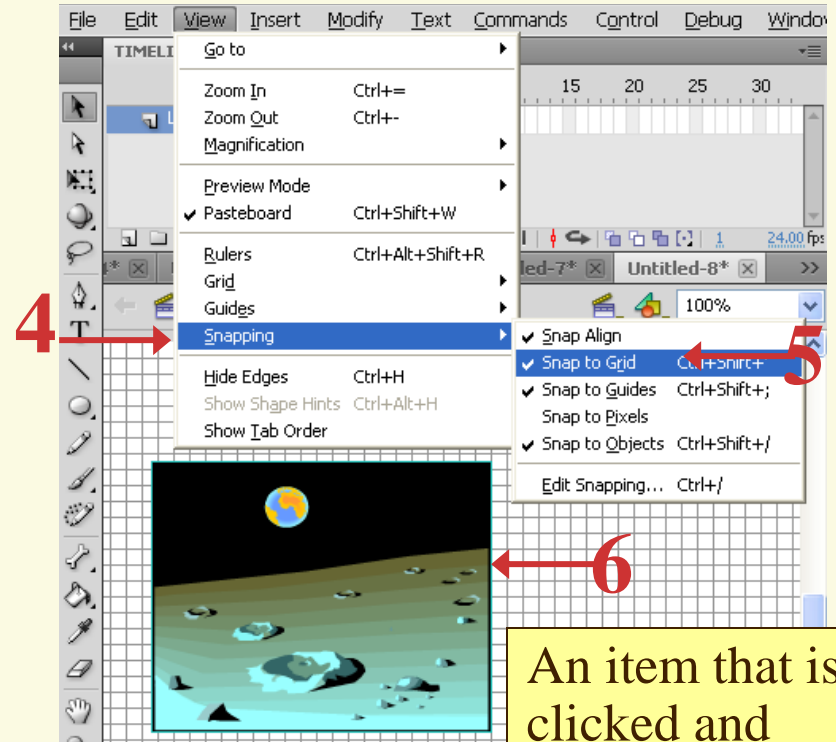
Snap to Grid



Snap to Grid



A grid appears on the Stage.



An item that is clicked and dragged snaps to positions along the grid