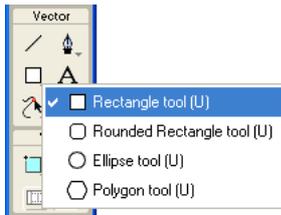


Create vector objects

Now you'll create two of the graphical elements for your document. First you'll create a blue rectangle that will be positioned at the bottom of the document. Then you will create a rectangle that will act as a border for the contents of the canvas.

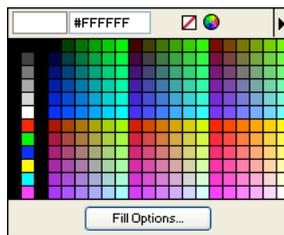
- 1 Choose the Rectangle tool in the Vector section of the Tools panel.



- 2 In the Property inspector, click the Fill Color box.



The Fill Color pop-up window opens.



- 3 Type 333366 in the text box at the top of the window, then press Enter.

The Fill Color box changes to a dark blue color to reflect your color choice.

- 4 In the document window, position the cross-hair pointer over the canvas, and drag downward and to the right to create a rectangle. You can draw the rectangle anywhere on the canvas. You'll resize and position it later in this procedure.



- 5 When you release the mouse button, a dark blue rectangle appears, selected, in the area you defined.

You can tell when an object is selected because it displays blue corner points. Most objects also have a blue highlight around their outer edges, but rectangles are an exception.

- 6 In the lower left corner of the Property inspector, enter **480** in the width box and **15** in the height box, then press Enter.

The rectangle is resized to fit the specified dimensions.

- 7 Choose the Pointer tool in the Select section of the Tools panel.
- 8 Drag the rectangle so that it is positioned at the bottom of the canvas, as shown below. Use the arrow keys for exact placement.



- 9 Choose the Rectangle tool again, and draw a second rectangle. Draw it anywhere on the canvas, and make it any size you want. You'll change its properties and position in the next section.

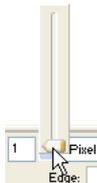
Set object properties

Here, you'll edit the second rectangle you created by changing its size, position, and color in the Property inspector.

- 1 With the rectangle still selected, click the Stroke Color box in the Property inspector and enter **CCCCCC** as the color value. Press Enter to apply the change.



- 2 Set the Tip Size to 1 by dragging the pop-up slider or typing in the text box.

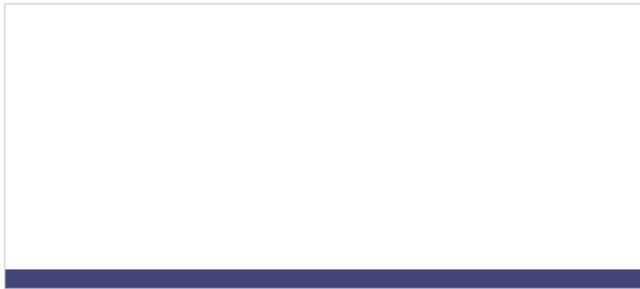


- 3 Click the Fill Color box in the Property inspector and click the Transparent button.

4 In the Property inspector, enter the following values in the width, height, and coordinate boxes. Then click outside the Property inspector to apply your changes.

- Width: 480
- Height: 215
- X: 0
- Y: 0

The rectangle becomes a gray border around the edge of the canvas.



If your system uses gray as the color for the window background, it may be difficult for you to see the rectangle at this point. But don't worry, it's still there.

5 Choose the Pointer tool and click anywhere away from the rectangle to deselect it.

The properties change in the Property inspector. Because no objects are selected, you now see document properties instead of object properties.

Import a bitmap and select pixels

Next you will import a bitmap image and create a floating selection from its pixels.

Import an image

You will modify an image of a classic automobile. First you need to import the image.

- 1** Choose File > Import and navigate to the Tutorials folder on your desktop. Browse to the Tutorial1/Assets folder.
- 2** Select car.jpg and click Open.

- 3 Align the insertion pointer with the upper left corner of the canvas and click, as shown in the following illustration.



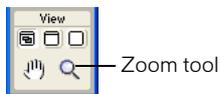
The image appears, selected, on the canvas.

- 4 Click anywhere outside the selected image to deselect it.

Create a pixel selection

Next you'll select the pixels that make up the car in the image you imported, and copy and paste the pixels as a new object.

- 1 Choose the Zoom tool in the View section of the Tools panel.



- 2 Click once on the image.

The view is magnified to 150%. Zooming in allows you to better see what you are selecting and gives you finer control over your selection.

- 3 Click and hold down the mouse button on the Lasso tool in the Bitmap section of the Tools panel. Choose the Polygon Lasso tool from the pop-up menu that appears.



The Polygon Lasso tool allows you to draw a selection around pixels using a series of straight lines. You'll use the Polygon Lasso tool to select the pixels that make up the car image.

- 4 In the Property inspector, set the Edge option to Anti-alias.

- 5 Click with the Polygon Lasso tool pointer on the top edge of the car, then click repeatedly around the edge of the car to continue the selection.



- 6 Complete the selection by moving the pointer over the spot where you started the selection. A small gray square appears beside the Polygon Lasso pointer to indicate you are about to complete the selection. Click to complete the selection.



A marquee border appears around the pixels you selected.

- 7 Choose Edit > Copy.
The selection is copied to the Clipboard.
- 8 Choose Edit > Paste.
The car image is pasted into the document as a new bitmap object.
- 9 Choose the Pointer tool and double-click anywhere outside the bitmap to deselect it.
- 10 Click the Set Magnification pop-up menu at the bottom of the document window and return the view to 100%.