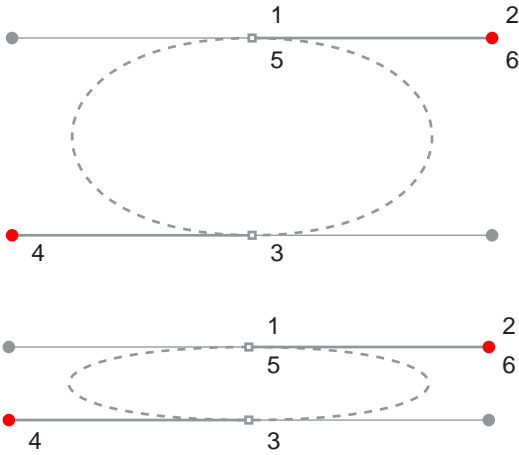


First click the Bezier Tool

# Elipses and Triangles

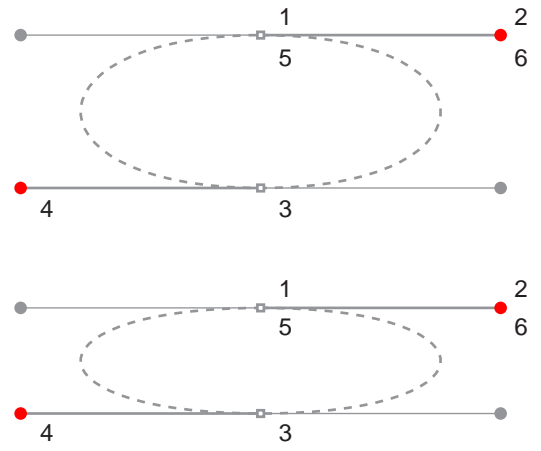
## Part One: Constrained Paths



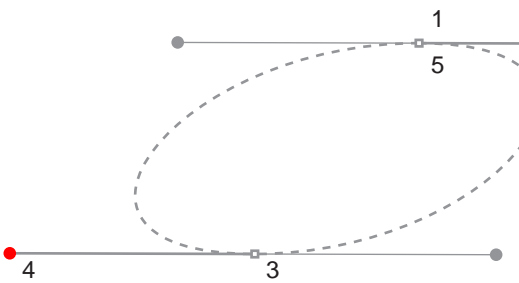
A. Ctrl-Drag from node at 1 to red dot at 2

B. Ctrl-Drag from node at 3 to red dot at 4

C. Position cursor over node at 5. When cursor changes to a crosshair with a bent arrow, the next click closes the path. Click and Ctrl-Drag from node at 5 to red dot at 6 to close the path



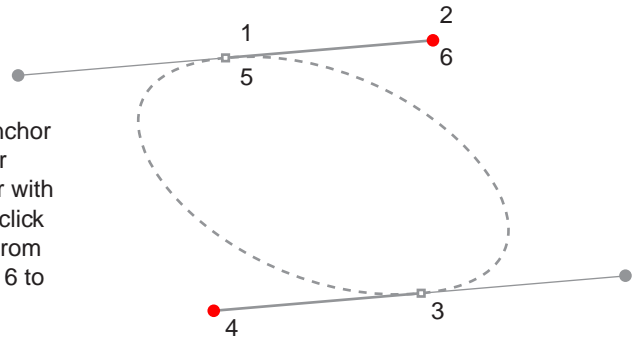
## Part Two: Unconstrained Paths



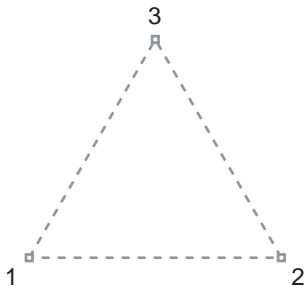
A. Drag from node at 1 to red dot at 2

B. Drag from node at 3 to red dot at 4

C. Position cursor over anchor point at 5. When cursor changes to a crosshair with a bent arrow, the next click closes the path. Drag from node at 5 to red dot at 6 to close the path.



Next click the Freehand Tool.



A. Click at anchor point 1

B. Double Click at anchor point 2

C. Double Click at anchor point 3

D. Position cursor over anchor point at 1. When cursor changes to a crosshair with a plus sign, click to close the path.

