First click the Bezier Tool

Curves

Part One: Constrained Curves

2
6
10
14

1
3
5
7
9
11
13

4
8
12
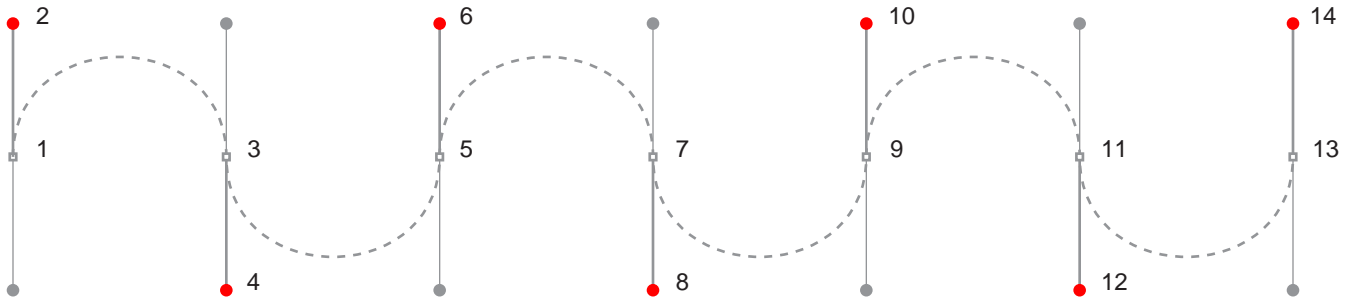
A. Ctrl-Drag from node
at 1 to red dot at 2

C. Ctrl-Drag from node
at 5 to red dot at 6

E. Ctrl-Drag from node
at 9 to red dot at 10

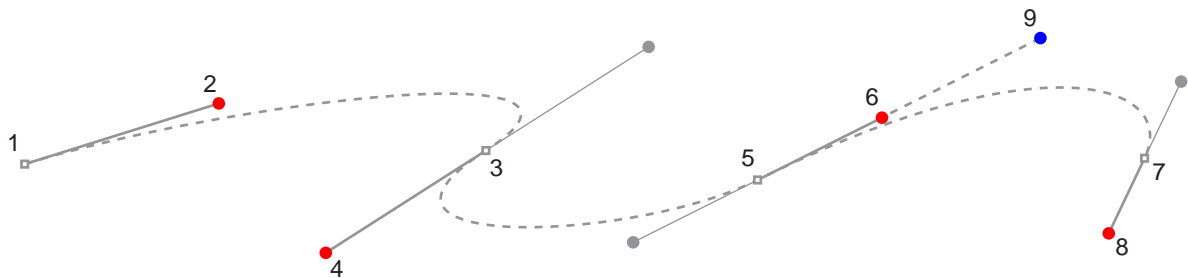G. Ctrl-Drag from node
at 13 to red dot at 14

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

D. Ctrl-Drag from node
at 7 to red dot at 8

F. Ctrl-Drag from node
at 11 to red dot at 12

(Windows®: use Ctrl-Drag to constrain angle)

(Macintosh®: use Command-Drag to constrain angle)

Part Two: Unconstrained Curves

9

2

1

6

3

5

7

4

8

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

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

C. Drag from node
at 5 to red dot at 6

D. Drag from node
at 7 to red dot at 8

E. Select the Shape Tool. Click the
node at 5. Click the button in the
Property Bar that converts the
symmetrical node to a smooth
node. Then drag from handle at
6 to blue dot at 9