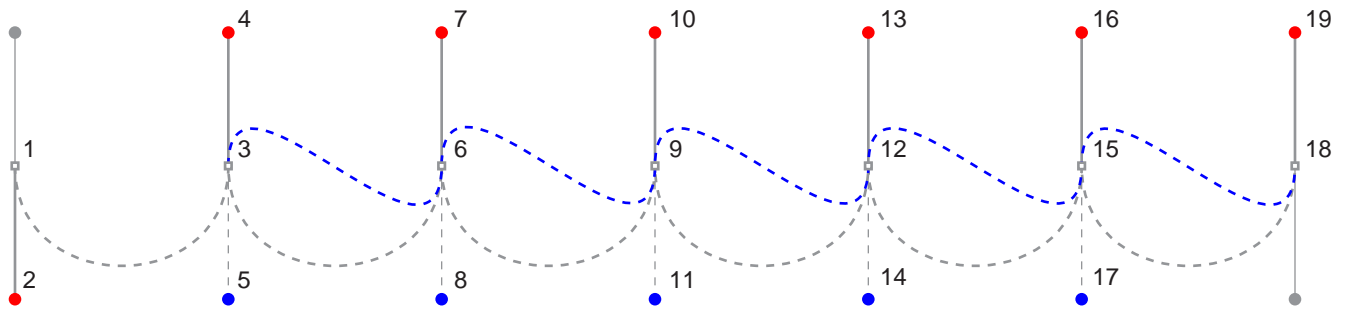


First click the Bezier Tool

# Reversed Curves

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. Ctrl-Drag from node at 6 to red dot at 7

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

E. Ctrl-Drag from node at 12 to red dot at 13

F. Ctrl-Drag from node at 15 to red dot at 16

G. Ctrl-Drag from node at 18 to red dot at 19

H. \*Convert node at 3 to a cusp node then Ctrl-Drag from 4 to blue dot at 5

J. \*Convert node at 9 to a cusp node then Ctrl-Drag from 10 to blue dot at 11

L. \*Convert node at 15 to a cusp node then Ctrl-Drag from 16 to blue dot at 17

I. \*Convert node at 6 to a cusp node then Ctrl-Drag from 7 to blue dot at 8

K. \*Convert node at 12 to a cusp node then Ctrl-Drag from 13 to blue dot at 14

\* Note: To convert to a cusp node select the Shape Tool and click the node to convert. In the Property Bar, click the button that converts the node to a cusp node. Then drag from handle to blue dot.

(Windows®: use Ctrl key to constrain angle, Macintosh®: use Command key)