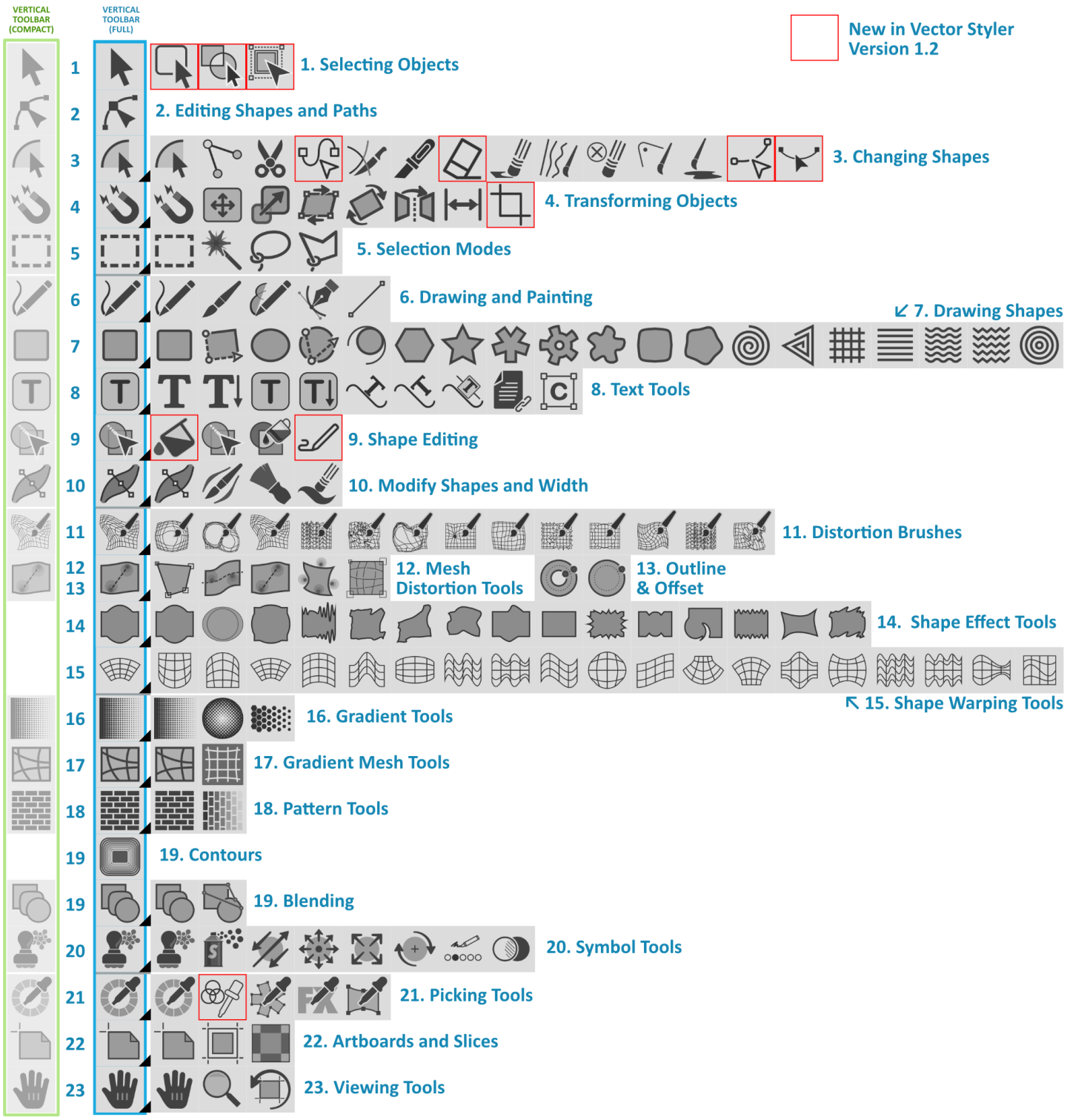
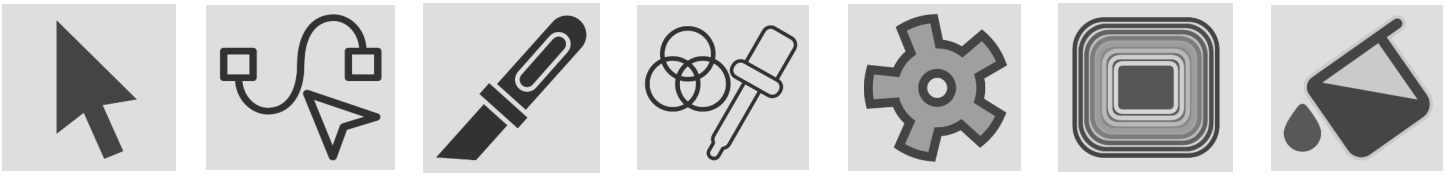
2.4 Toolbox Overview

TOOLBOX LEGEND (DEFAULT LAYOUT)





2.4 Toolbox

The Toolbox contains tools to create, modify and style objects on the current canvas.
It is organized into five groups of tools. Click the black arrow next to an icon to reveal the subset of tools.
The content of the toolbox may be different in your setup depending on the type of customization applied.
The toolbox can be customized by the user and various custom Toolboxes can be loaded into VectorStyler.
To customize the main toolbox, go to the menu: *Panels > Toolbox Style >*.
To customize the tool subsets, go to the menu: *View > Customize > Customize Toolboxes*.

1. Selecting Objects

Pointer - select objects. Groups are selected as a whole and objects inside a group can be selected only in isolated mode. The ***context panel*** contains the various pointer tool modes.

Deep Selector- select and transform members of the grouped objects.

Shape Tool - select and transform shapes and members of composite shapes.

Content Tool - select and transform linked objects or image content objects

2. Editing Shapes and Paths

Node - select and edit nodes and control points of shapes consisting of curves.
Also used to interactively edit the parameters of :

- any of the shape types.
- various shape effects, including envelope, mesh, or elastic warp.

3. Changing Shapes

Corner - edit corners of shapes. Any shape (rectangles, stars, arbitrary paths) can have corner shapes set at cusp corners.
Interactively edited the size using the Corner tool.

Anchor Point - adjust the anchor points of paths.

Scissor - break shapes at selected locations.

Extend Path- Extend or reduce open paths along their curvature.

Trim and Join - trim and join shapes at intersection points.

Knife - cut shapes into multiple parts. When cutting a parametric shape, the shape is converted to curves.

Path Eraser- Remove sections of a path using the path eraser tool.

Eraser - erase (cut out) parts of shapes. This tool will convert parametric shapes to curves.

Path Simplifier - reduce and simplify the number of control points of free-form shapes.

Node Remover - remove nodes of paths by painting over the nodes. This tool will convert parametric shapes to curves.

Corner Size - adjust corner sizes by painting over existing corners or sharp edges of shapes.

Path Brush - expand existing shapes by painting with a brush. Converts parametric shapes to curves.

Offset Path- Create destructive local path offsets using variable width profiles.

Reshape- Move and stretch the selected path section.

4. Transforming Objects

Collider - move and rotate selected objects according to the curvature of the nearest shapes.
Use this tool to drag a side of an object over a shape location and the object will move and rotate so that the side matches the curvature exactly.

Reflector - interactively create reflection transformation on selected objects.

Gap - adjust spacing between multiple elements or between an element and the artboard side.

Move - selecting and moving objects, without having access to other transformation options.

Scale - scale selected objects.
Although the pointer tool also allows scaling objects, as well as other transformations (with the corner or side handles), the scale tool provides more flexibility by focusing on scaling only.

Skew - interactively apply skewing transformations on selected objects.

Rotate - interactively rotate selected objects.

Content Crop- Adjust the frame of a content object (image, or vector) to crop the content.

5. Selection Modes

In VectorStyler there are ***four selection modes*** that work in parallel with other tools. Selection modes determine how objects are selected using the mouse.


Box Selection - is the default selection mode and it uses a rectangular marquee to select objects.


Magic Wand selection- select objects with similar attributes.
The type of attributes used for selection can be specified in the *Magic Wand panel*.


Lasso Selection - objects are selected by drawing a freely shaped marquee around the desired objects.
Depending on current preferences, the objects inside the marquee or the objects intersecting the marquee are selected.


Polygonal Selection - objects are selected by drawing a sequence of lines forming a polygon.
The selection is comprised of objects inside or intersecting the polygon, depending on current preferences.

6. Drawing and Painting


Pencil - draw free-form shapes with the mouse or a tablet input device.
Pencil shapes are simplified to reduce the number of control points and create smooth curves.
Precision is set in the ***application preferences*** or by double clicking on the tool.


Path Sketch - draw free-form shapes with the mouse or a tablet input device.
Shapes drawn with the path sketch tool are automatically intersected and merged to create one or more complex shape.


Brush - paint free-form shapes with vector, pattern, scatter or bristle brush styles. The new shapes are outlined with the current brush style.
The brush style can be set from the ***Brushes panel***.


Pen - create shapes by setting the control points of the curves.
New curve segments are added by clicking and dragging a new location to specify the curve direction.


Line - create basic straight lines. When clicked at the end of an existing line or open shape, the line tool will extend the existing shape with a new line.

7. Drawing Shapes

Are ***Parametric shapes*** that can be used as initial components of a design. These shapes include rectangles and ellipses, but also complex shapes as grids and spirals.

Parameters can be changed later either using the ***node tool***, or from the ***shape panel***.

Shapes can be ***converted to curves*** to allow the editing of the curve control points.

Most of these shapes (with cusp corners) can be decorated with corner styles and sizes using the ***node tool***.

When drawing in a rotated document view, the shapes are created with a rotation corresponding to the view rotation.


Rectangle - draw rectangular shapes.
The sides of a rectangle can be bent into circular arcs using the ***node tool***.


3-Point Rectangle - draw rotated rectangular shapes by specifying 3 points.


Ellipse - draw circles or ellipses. The ellipse can be turned into a pie shape or arc using the ***node tool***.


3-Point Circle - draw circles by specifying 3 points.


Curvature Circle - create circles that match the curvature of a shape at a location.


Polygon - draw equal sided polygons.
The number of polygon sides can be adjusted while drawing using the ***+ and - keys***.


Star - star shapes. Use the ***+ and - keys*** while drawing to increase/decrease the number of corners.


Square Star - square star shapes.


Gear Shape - gear shapes.


Symmetric Shape - symmetric repeating shapes also known as symmetrigons.
In symmetric shapes an arbitrary open shape is repeated along the sides of a regular polygon.
The number of sides can be set using the ***+ and - keys*** while drawing the shape, or from the ***Shape Panel***.
The sides of a symmetric shape can be freely edited using the ***node tool***.


Super Ellipse - In super ellipses, the curvature of the shape can be adjusted using the ***node tool*** or the ***Shape Panel***. Super ellipses are a generalization of ellipses.


Super Shape - are a generalization of super ellipses. Use the ***Shape Panel*** to adjust the parameters of a super shape


Spiral - spirals.


Polygonal Spiral - draw polygonal spirals. Change the number of sides using the ***+ and - keys*** while drawing.


Grid Shape - a grid of vertical and horizontal lines.


Line Grid - a grid of lines at some angle.


Wave Grid - a grid of waving shapes.


Zigzag Grid - a grid of zigzag shapes.


Concentric Shape - in a concentric shape, a single shape is repeated to a given size using a spacing amount.
The spacing and the shape style can be set from the ***Shape Panel***.

8. Text Tools

Text - create and edit text shapes (also known as point text) or text frames.
Text Shapes can be used as shapes on any objects, including as clipping shapes on groups, while keeping the text editable.

Vertical Text - create and edit vertical text shapes (also known as point text) or vertical text frames.

Area Text - create text frames inside existing objects using the object shape to flow text into.

Vertical Area Text - create vertical text frames inside an existing object's shape to flow text into.

Add Text on Path - add and edit horizontal shape text that flows along a path.

Add Vertical Text on Path - add and edit vertical shape text that flows along a path.

Text on Path Tool - move text along a path.

Frame Linking - link or unlink text frame flows.

Character - interactively edit individual character position, rotation and scaling in both shape and frame text objects.

9. Shape Editing

Bucket Fill- Create new shapes by filling regions between existing shapes.

Shape Builder - interactively create shape intersections and unions. It enables the merging and creation of shapes that would be difficult to create using combinations of unions and intersections.

Shape Paint - interactively edit Shape Paint groups (groups of objects), where the regions created by shape intersections can be separately styled, like the shape builder tool, but the original shapes *remain editable*.

Image Trace - create curves along edges of an image. Use Trace Guide panel to setup images for manual tracing.

10. Modify Shapes and Width

Width - interactively edit the variable width profile of outlines.
For more detail on variable width outlines see the Outlining Objects chapter.

Width Brush - interactively paint over the variable width profile of the selected object outlines.
The width brush tool can be used to locally increase or decrease an outline width.

Width Smooth - smooth out control nodes in the variable width profile of the selected object outlines.
This tool will change only objects with variable width outlines.

Width Erase - erase control points from the variable width profile of the selected object outlines.

11. Distortion Brushes

Destructively distort shapes of a larger selection, by applying local distortions along a brush path.

First select the objects, then use a desired distortion effect.

The shapes of these objects are converted to curves and modified by these distortion brush tools.

Each of these effects (with the exception of Liquify) *corresponds to a nondestructive shape effect*. Also in the *Effects menu* or the *Shape Effects panel*.

Shape Liquify
Noise Wave
Spikes
Shape Perturbation
Shape Ripple
Lens
Shape Hole
Shape Bump
Wave
Zigzag
Noise Zigzag
Twirl
Circular Bump

12. Mesh Distortion Tools

Interactively creates and edits the following distortions applied to the shape of the selected group of objects

Elastic Warp

Bend - bending warp effects.

Envelope - envelope distortions.

Mesh - mesh distortions.

4-Point - 4-point distortions.

13. Outline and Offset

Converts the shape into an expanded outline or applies a variable distance offset to the shape. Also available in the *Shape Effects panel*, with additional properties.

Shape Outline - effect on the selected object.

Shape Offset - effect on the selected object.

14. Shape Effect Distortion Tools

Used to create and edit various shape distortion effects. See Shape Effects chapter and in *Shape Effects Panel*.

Spikes
Hole
Lens
Ripple
Perturbation
Shear
Wave
Noise Wave
Noise Zigzag
Zigzag
Concentric Bump
Wave Bump
Shaped Bump
Circular Bump
Twirl

15. Shape Warping Tools

Used to create and edit various shape warping effects with specific geometries. See the Shape Effects chapter.

Also be created and edited in the *Shape Effects panel*.

- **Arc Warp**
- **Lower Arc Warp**
- **Upper Arc Warp**
- **Arching Warp**
- **Bulge Warp**
- **Vase Warp**
- **Flag Warp**
- **Lower Shell Warp**
- **Upper Shell Warp**
- **Waving Warp**
- **Rise Warp**
- **Inflate Warp**
- **Squeeze Warp**
- **Sponge Warp**
- **Double Flag Warp**
- **Triple Flag Warp**
- **Around Warp**
- **Double Vase Warp**
- **Triple Vase Warp**

16. Gradient Tools

Gradient - gradient fill styles on selected objects. Adjust direction or rotation of the gradient and set gradient color stop positions.

Gradient Shape - create and edit the shape of linear, concentric and conical gradients.

Gradient Mask - create and edit transparency masks with gradient style.

17. Gradient Mesh Tools

Gradient Mesh

Gradient Mesh Transparency

18. Pattern Tools

Pattern - create / edit tiling pattern fill styles on selected objects.

Pattern Mask - create / edit transparency masks with tiling pattern style.

19. Blending and Contours

Blend - create / edit object blend effects.

Blend Mapping - create mapping between the shapes of objects in a blend effect.

Contour - create / edit contour effects.

20. Symbol Tools

Symbol Stamp - place single symbols around the canvas.

Symbol Sprayer - place symbol sets around the canvas.

Symbol Shifter - move the positions of symbols inside a symbol set along the brush paint.

Symbol Dispersing - move the positions of symbols inside a symbol set away or towards the brush position.

Symbol Scaling - adjust the size of symbols in a set.

Symbol Spinner - adj. the rotation of symbols in a set.

Symbol Tinting - adjust the color of symbols in a set.

Symbol Opacity - adj. the opacity of symbols in a set.

21. Picking Tools

Are used to pick and apply some of the object attributes like style, shape, image effect or shape effect.

The attribute can be picked from an object by holding the *Alt* (Windows) key or *Option* (Mac) and clicking on the object.

To apply the picked attribute, click on the object.

Style Picker- pick and apply object style.

Color Picker- pick colors from pixels of the document and apply on objects.

Shape Picker - pick and copy shapes of objects

Image Effect Picker - pick and apply a collection of image effects from one object to another.

Shape Effect Picker - pick and apply a collection of shape effects from one object to another.

22. Artboards and Slices

Artboard - create, select, move, resize and rotate artboards.

In VectorStyler artboards can be freely rotated, and the artboard rotation will determine the printing and exporting rotation of the objects on the artboard.

Slice - create, select, move, resize and rotate export slices. Export slices are markers on the canvas associated with a number of file formats.

Export slices can be used to setup automatic batch exporting of multiple files from a single document.

Sliced Scaling - edit the 9-slicing attributes of an object. 9-slicing is useful in defining symbols and specifying how a symbol instance is scaled.

23. Viewing Tools

View Panning - interactively move the document viewing area.

View Zooming - zoom in / out in the document view.

View Rotating - rotate the document view to an arbitrary angle.

In VectorStyler the document view can be rotated at any angle, and the drawing and editing tools will take advantage of the current view rotation.