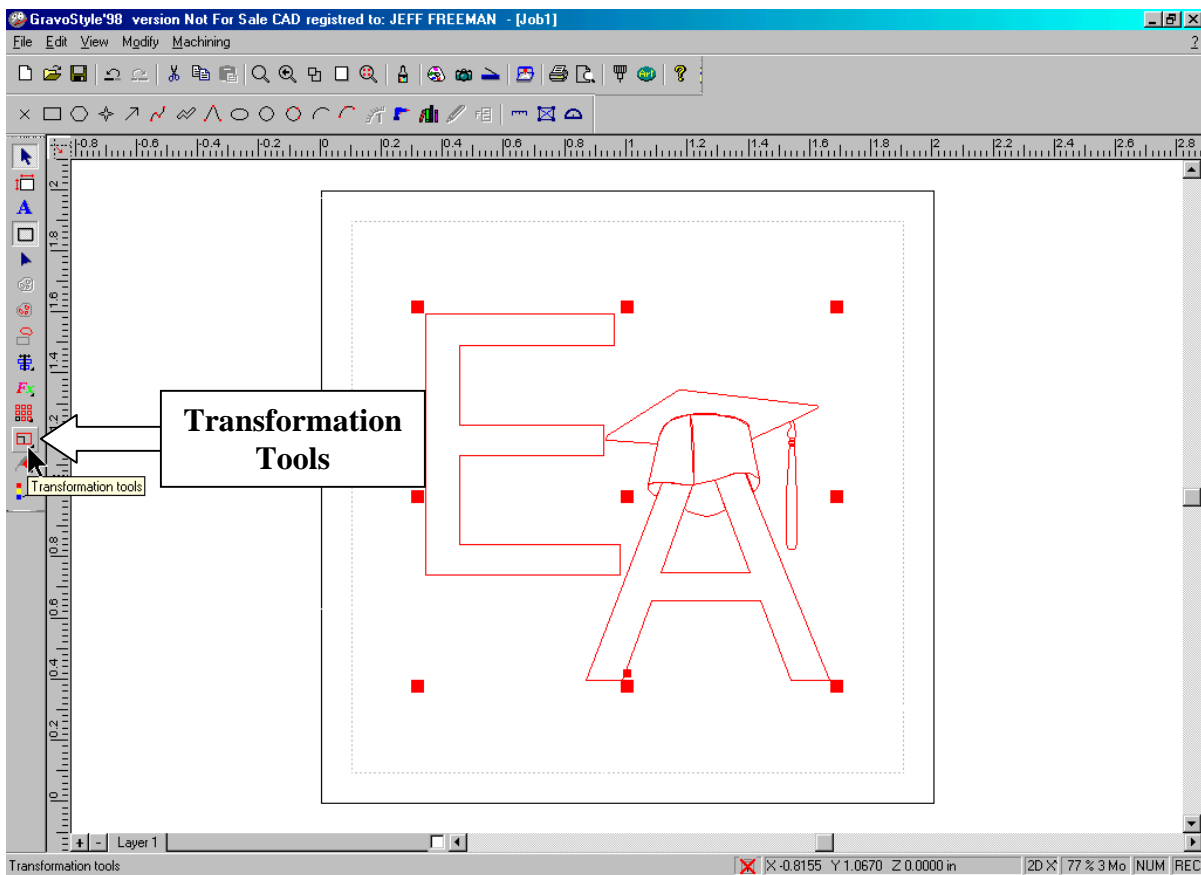




GRAVOGRAPH NEW HERMES

Transformation Tools


1. The Transformation Tools Bar contains 9 separate tools. In the following sections we will discuss each one individually.

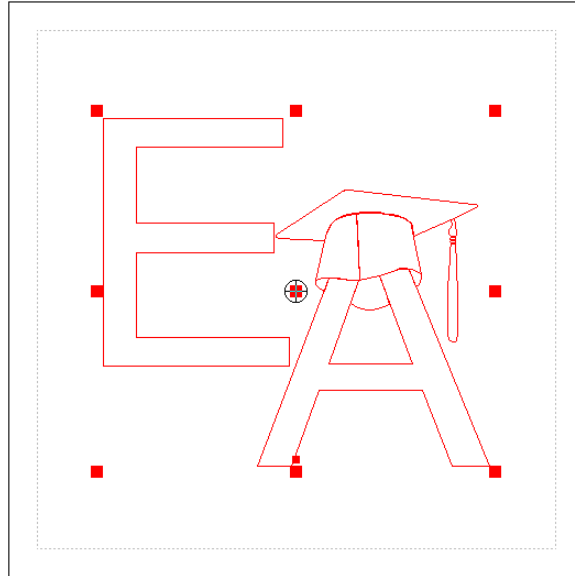


2. Click on the Transformation Tools Toolbar will pop up. Select the function to be performed.

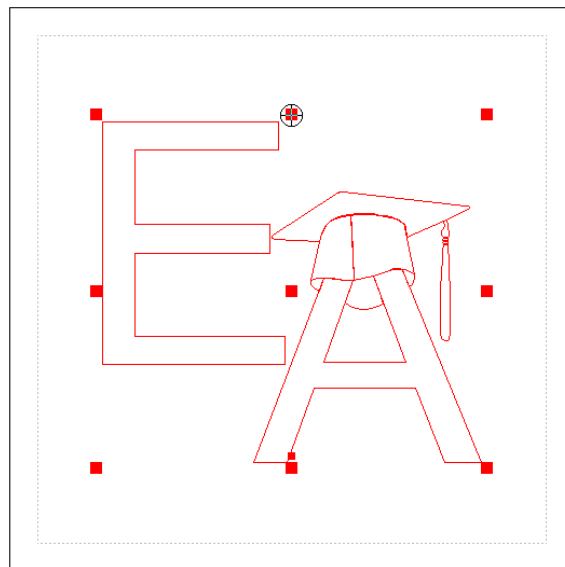


3. To Move the object click on the Move icon . Click on the object, move the cursor to the desired location, click to place the object.

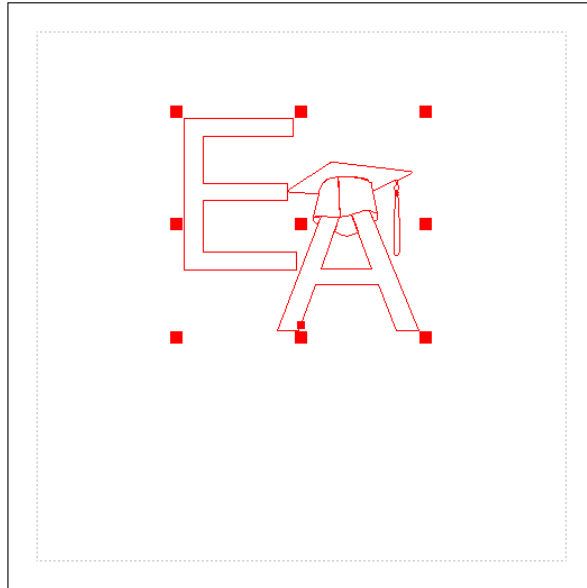
4. To resize an object, and have the object maintain proper height to width ratio, use the Proportional Scale feature . Click and drag




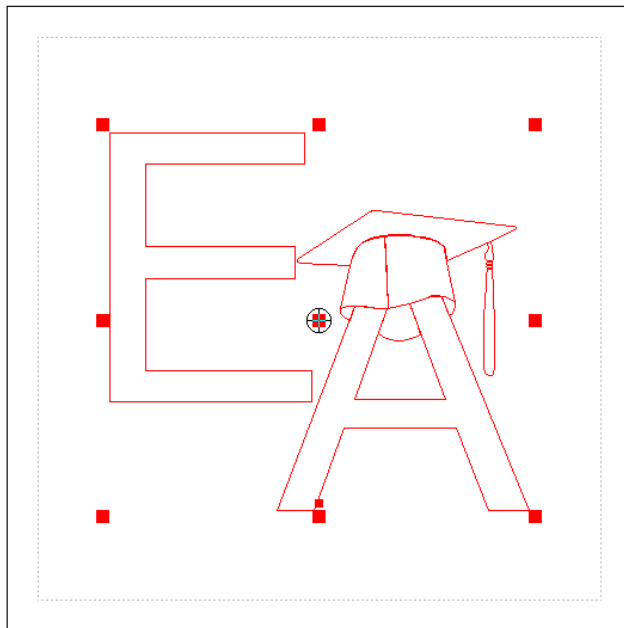
This marker can be moved by clicking and holding down the mouse button. Drag the mouse to the location that you want to be the center of the scaling operation.



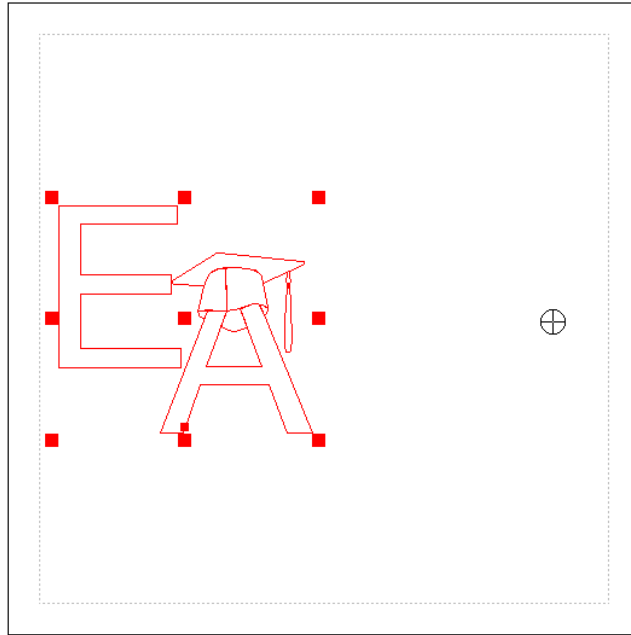
Click on your object and drag the mouse. You will see a dotted square depicting your object. Size it to the desired size and release the mouse button.



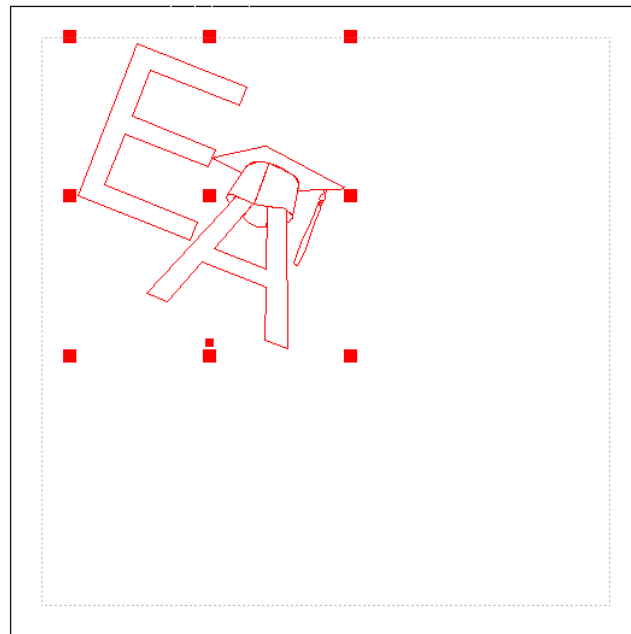
5. To Rotate the object you can click on the Rotation icon . You will notice that a marker is placed on the center of the object. This marker can be moved to another location by clicking and holding the mouse button and drag the marker to the desired place and releasing the mouse button. Now the center of rotation will be where the marker is now placed. Even outside your material definition.




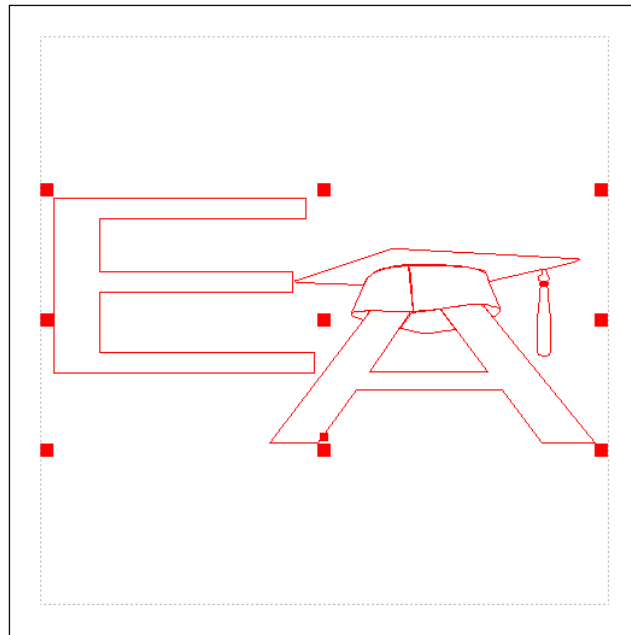
Click on a point on your object and hold down the mouse button. Drag the mouse around to the desired rotation point and release the mouse button.




Click on the object and hold down the mouse button. Drag the mouse to the desired rotation point. Notice that the center of Rotation is on the marker position.

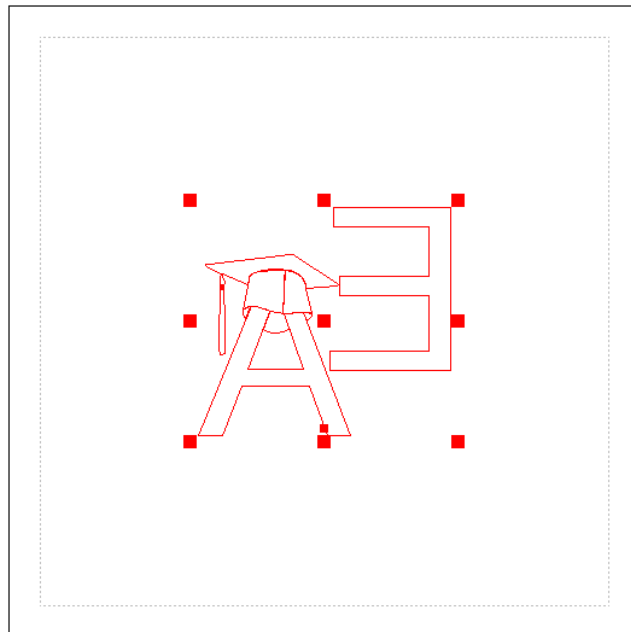


6. To Stretch you object click on the Stretch icon . When you click on the icon you will see the marker on the center of your object. This marker is the center of your Stretch operation. The marker can be moved to any location. Click on your object and hold down the mouse button and drag the mouse to Stretch the object.

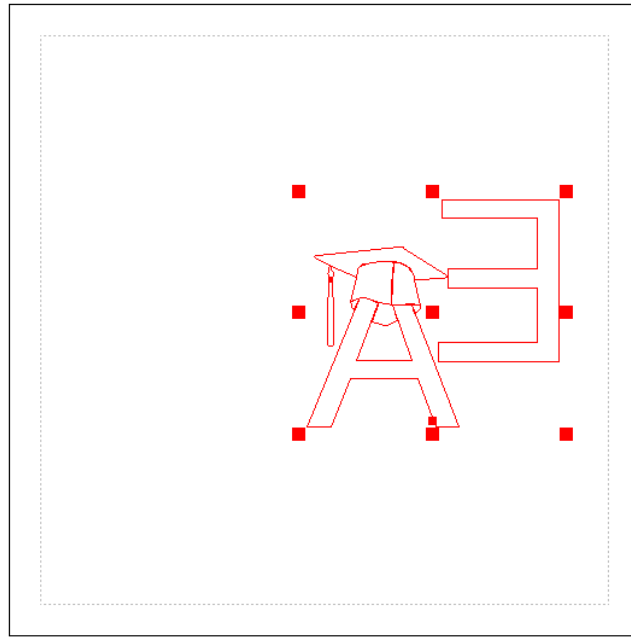


7. To Flip you object on a vertical plane click on the Vertical Mirror icon . Select the object and click on the icon and your object will flip.

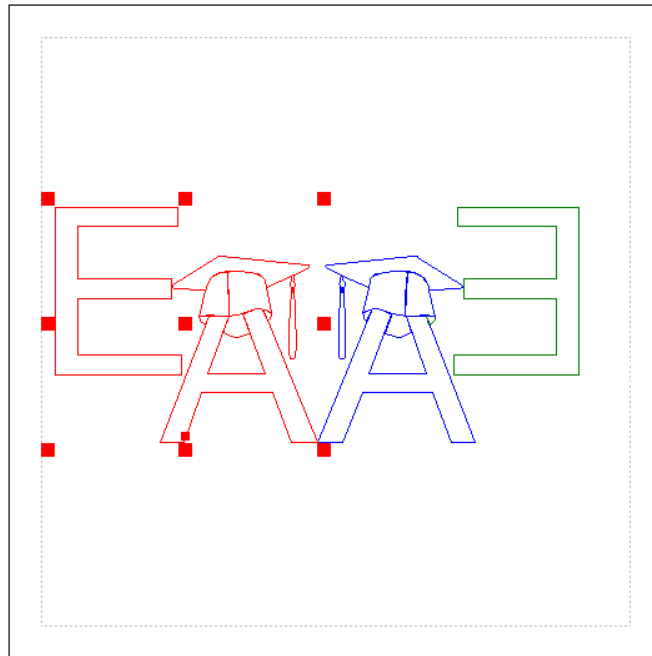
Click on the Vertical Mirror



Click on Vertical Mirror while holding down Control key

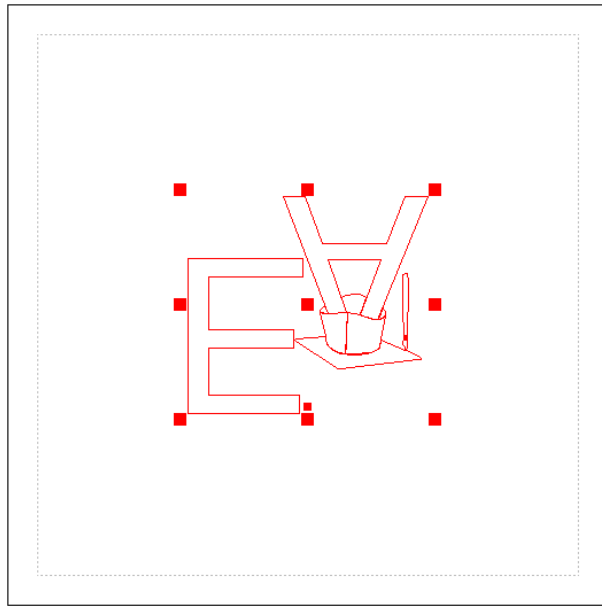


Click on Vertical Mirror while holding the Control and Shift key

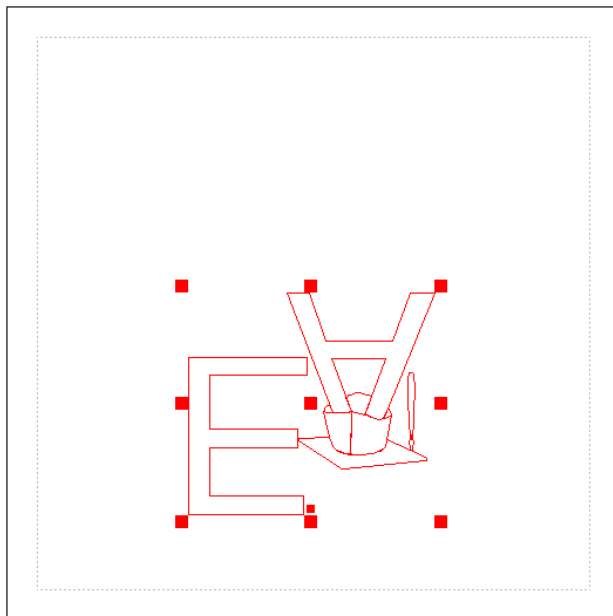


8. To Flip on the horizontal plane click on the Horizontal Mirror icon . Select the object and click on the icon and your object will flip.

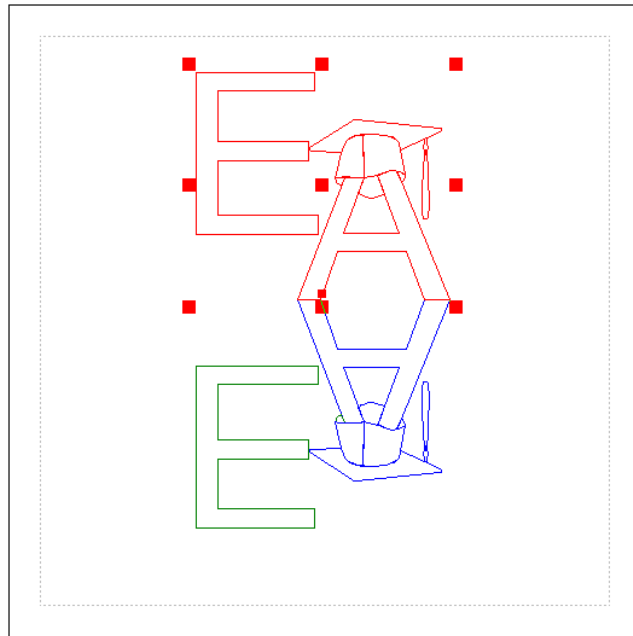
Click on the Horizontal Mirror




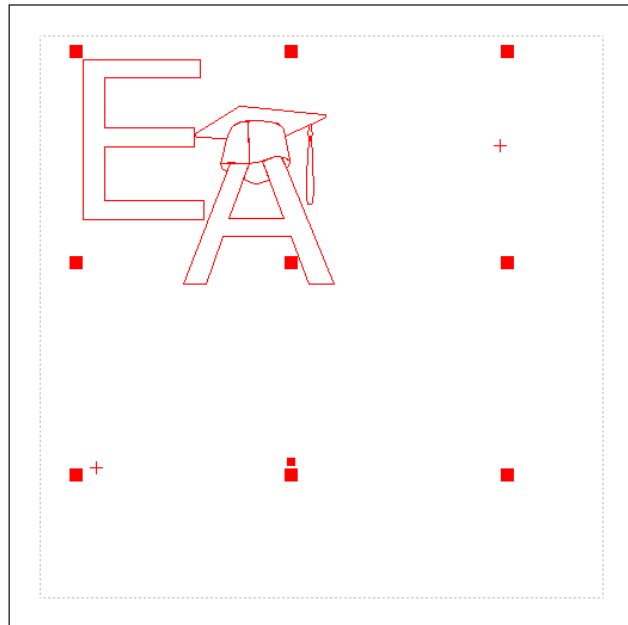
Click on the Horizontal Mirror while holding down the Control key



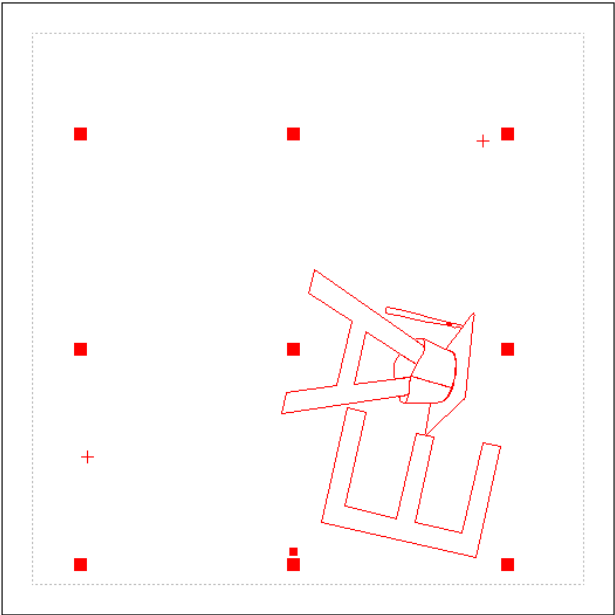
Click on the Horizontal Mirror while holding down the Control and Shift key



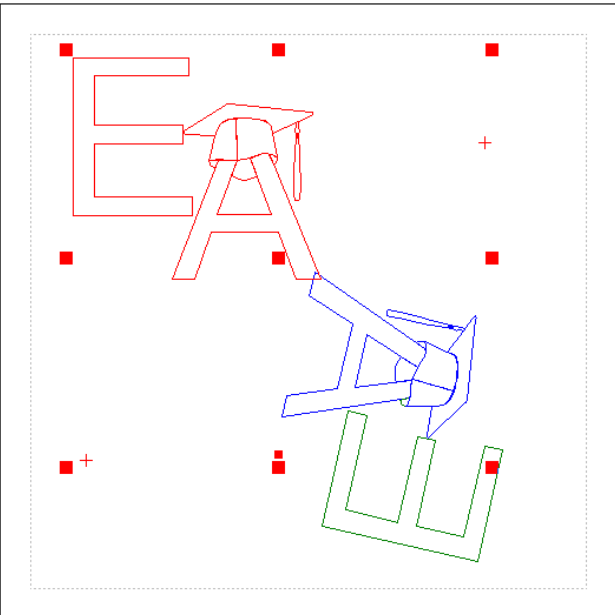
9. To Flip along an axis click on the Mirror Along an Axis icon . Place two markers on your work and the axis that you want to flip on. Select the object then the markers and the Mirror Along an Axis will highlight. Click on the icon and your object will flip.




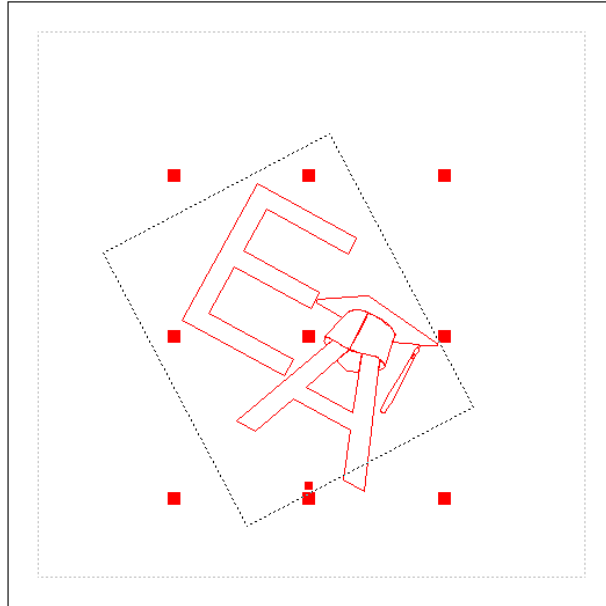
Click on the Mirror Along Axis




Click on the Mirror Along Axis while holding down the Control key



10. There are times that when you import or even scan and vectorize your own logo that it does not look straight. To make it easier to straighten up you have the Vertical Alignment icon . This will allow you to select two points on your object to lineup vertically. Select the object and click on the Vertical Alignment icon. You will notice that your cursor has changed. Click on the first point on your object then move the mouse to the second point and click. The object will line up on those two points.



11. The Horizontal Alignment  works the same as the Vertical except that you click on two horizontal points to line up.