

VECTOR SHAPES

PHOTOSHOP CC

2020

Drawing Vector Shapes

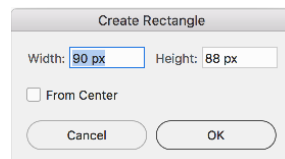
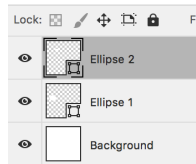
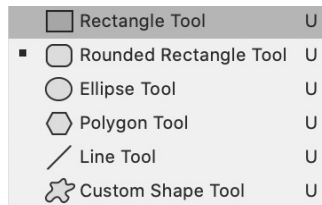
Draw a shape

Select a Shape drawing tool. You can select also select any tool from the Tool Options bar. Press Alt/Option and click a shape tool to cycle through all the available tools.

The **Custom Shape** tool provides many different shape options for you to draw. When you select the custom shape tool, you can access these shapes in the options bar.

To **draw** with any shape, you can click and drag to create a shape. Each time you draw a shape, it will create a layer for each shape drawn.

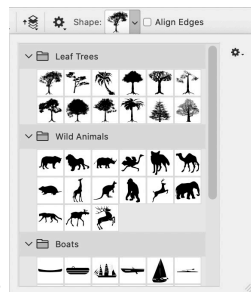
To **draw a specific size**, you can select a tool and click in the document to open the dialog box. In the dialog box you can set width, height and corner radius of shapes and allow the shape to be drawn from the center.



Custom Shape tool

Select the Custom Shape tool from the tool bar and in the options bar, select a shape from the Custom Shape picker pop-up. Click the arrow at the top right of the panel to list the shapes you can choose from and how to display them.

To access the list of preset custom shapes built into Photoshop, click on the gear icon in the upper left of the Custom Shape Panel to choose from a list of presets.

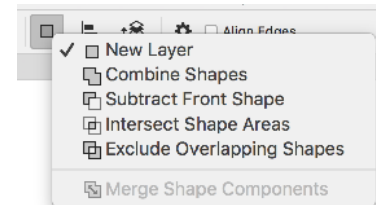


Create multiple shapes in the same layer

Select a shape layer in the Layers panel or create a new shape layer.

If you want to create a different type of shape, select a different shape tool.

Select a shape area option to determine how shapes should overlap, and then drag within the image to draw new shapes:



Add

Adds an additional shape to the existing shape. The combined shape will cover the entire area of the shapes you drew using the Add option.

Subtract

Removes the area where shapes overlap. The rest of the shapes' areas are preserved.

Intersect

Shows only the area where shapes intersect. The other areas will be removed.

Exclude

Removes the overlapping areas in the new and existing shapes.

Select or move a shape

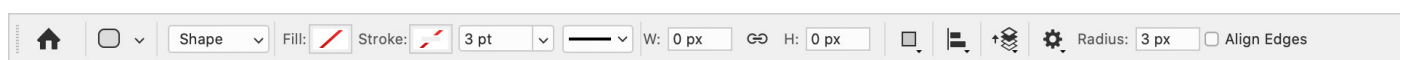
Use the Path Selection tool to select shapes with one click. If you convert a shape into a bitmap element by simplifying the shape layer, the Shape Selection tool will no longer select the shape (use the Move tool instead).

If a layer contains multiple shapes, you can reposition all the shapes together using the Move tool. However, if you want to reposition a specific shape in a layer, you must use the Shape Selection tool.

Use the **Path Selection tool** to select shapes:

To **select** the shape, click it.

To **move** the shape, drag it to a new location.

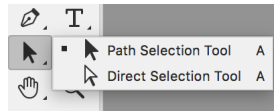


Shape Options bar

Transform a shape

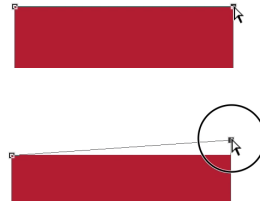
Select the **Path Selection tool**.

COMMAND + T will bring up the Transform bounding box and this will allow you to scale the object.

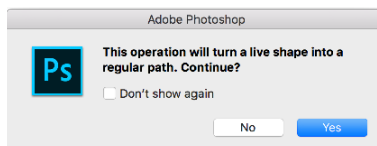


Edit a shape

Select the **Direct Selection tool**, and then select shape to edit. Click on any anchor point or line segment, then move that point or line segment.

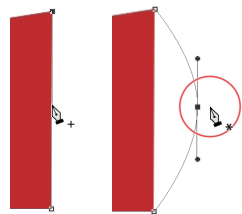


A dialog box will pop letting you know that the shape will turn into a live shape. It will still be vector, you will lose some preset editing capabilities in the Properties Panel. No big deal, you still have all the options to edit the shape in the Options Bar.



Shape Editing with the Pen Tool

Select the **Pen Tool**, and then select shape to edit. Click on any anchor point to remove the point or line segment to add a point. Then move that point or line segment with the **Direct Selection Tool**.



Shape Properties

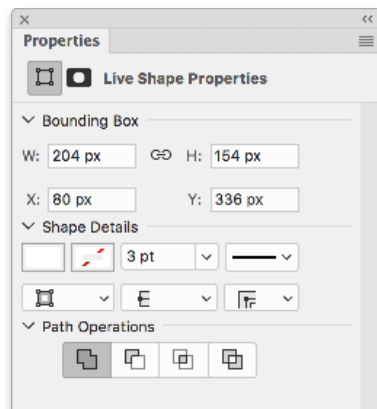
In the **Properties Panel**, the selected shape properties are displayed and also editable. The Panel has 3 sections; Bounding Box Properties, Shape Details, and Path Operations.

Bounding Box

In this section, the selected shape size and position can be edited.

Shape Details

In this section, the fill and stroke colors, size and detail of the selected shape can be edited. When a Line is selected, the style of the line and the end caps can be edited here. When a shape is selected, the stroke can be positioned inside or outside the shape.



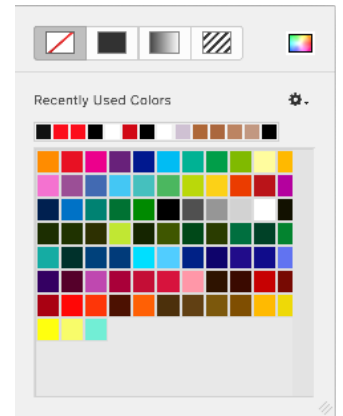
Path Operations

In this section, the shapes can Added, Subtracted, Intersected or Excluded.

Add Color

Color can be added to the shape or to the stroke by selecting the shape and choose the Fill or Stroke menu in the Properties Panel or in the Options bar. In this panel you have the choice of solid color, gradients, pattern fills, and the color picker.

Color can also be added by double-clicking on the shape layer thumbnail to open the Color Picker.



Saving & Preserving vector format

When saving vector from Photoshop, there are 3 formats that will preserve the vector shapes and not rasterize them. The one thing to keep in mind is that even though vector can be done in Photoshop, it **ALWAYS displays as raster even though it is still vector**.

Photoshop can only display raster which makes it tricky for people to understand when you do not know of the vector capability.

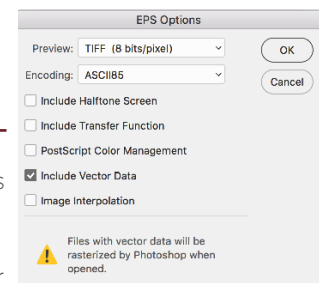
4 files types that preserve vector

PSD file - Native Photoshop files retain vector shapes **when printed from the PSD file**. If the PSD file is imported into another application such as InDesign, the vector data is re rasterized.

EPS file - saved from Photoshop. Once saved as an EPS files, the EPS file can not be opened in Photoshop and retain the vector. Opening the file in Photoshop will rasterize the vector content.

However, the **EPS file can be opened in Illustrator** and still retain all the vector data as editable shapes and paths.

Photoshop PDF file - PDF saved from a Photoshop file will retain the vector shapes and allow the PDF to be imported into other applications and retain the vector as well.



Scalable Vector Graphics - SVG can also be exported (not saved) for web use from vector shapes in Photoshop. The resulting file is an HTML based file for web use. Choose File>Export As... to be able to choose from a list of web based file formats, then choose SVG. Only SVG files will save vector for web use. 4 file types that preserve vector

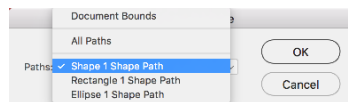
Exporting & Importing Vector shapes

Export Paths

Any vector in Photoshop can be **exported to Illustrator**.
File>Export As...> Export Paths to Illustrator...

You have your choice of which path to export or all the paths to export.

The AI file will only contain the paths; no fills, strokes or shape effects will be transfer over into Illustrator.



Import Paths

Any vector in Illustrator can be **imported into Photoshop** by copying from Illustrator and pasting into Photoshop.

When pasting into Photoshop, a dialog box of intent will open.

Shape Layer will paste ALL the paths onto one Shape Layer in Photoshop as editable shapes.

Smart Object will retain the vector shapes and attributes, but will not be directly editable in Photoshop.

Paths will paste the paths in Photoshop and will show in the Paths Panel, not as color filled shapes in a shape layer.

