

## Draw paths

These instructions will guide you through drawing paths in Inkscape.

The latest version of Inkscape was used at the time of creating this resource (Inkscape 0.92). Note that there may be differences between versions.

### Task Draw a freehand path

#### Steps

#### Instructions

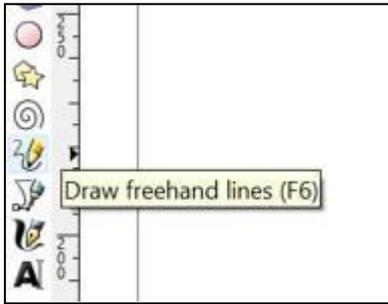
1. **Open** a new or existing file .svg file.

Use the menu **File** ▸ **Open** (keyboard shortcut Ctrl ⊕ O).

Or

Use the menu **File** ▸ **New** (keyboard shortcut: Ctrl ⊕ N).

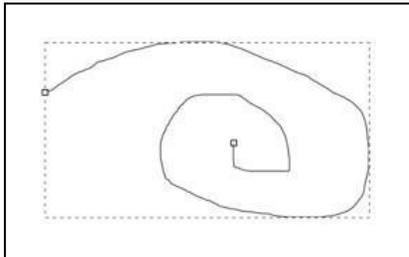
2. **Draw** a freehand path.



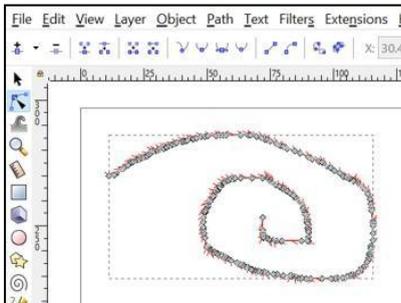
Select the **Draw freehand lines** tool from the toolbox on the left side of the screen.



Your mouse pointer will turn into a pencil.



Click and hold the left mouse button and drag the pencil across the canvas. Release the left mouse button when you are happy with your freehand line.



To view the object as a path, click on the **Edit paths by nodes** button on the toolbox on the left side of the screen.

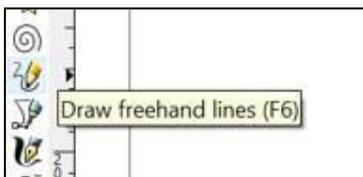


Small grey squares called nodes will now appear along your freehand line wherever there is a corner/curve in the path. As the path is freehand there will be lots of nodes. Each node can be dragged to a new position.

## Task Draw a connected freehand path

### Steps

1. **Draw** a connected freehand path.



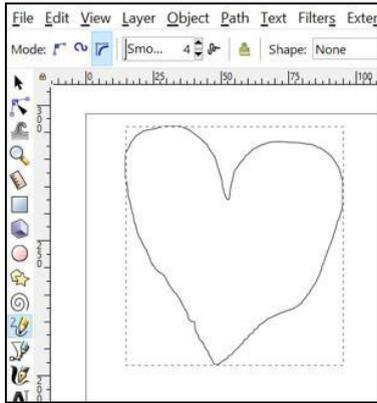
### Instructions

Select the **Draw freehand lines** tool from the toolbox on the left side of the screen.

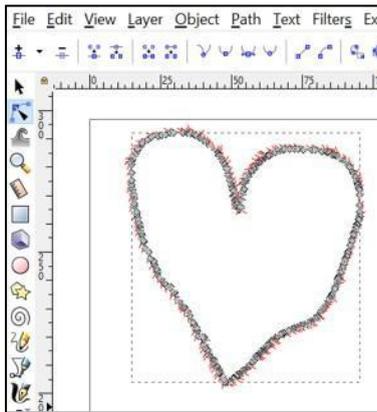


Your mouse pointer will turn into a pencil.

Click and hold the left mouse button and drag the



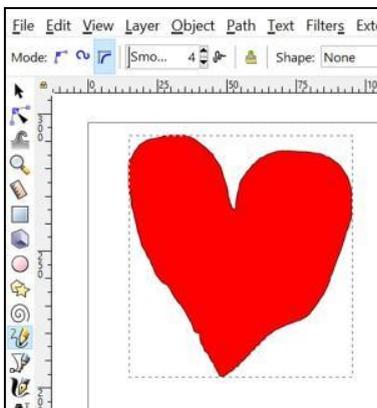
pencil to create a path that connects back to the start point. Release the left mouse button when the path is connected. A red node will appear when you have got back to the start point.



To view the object as a path, click on the **Edit paths by nodes** button on the toolbox on the left side of the screen.



Nodes will appear around your connected path. Each node can be dragged to a new position.

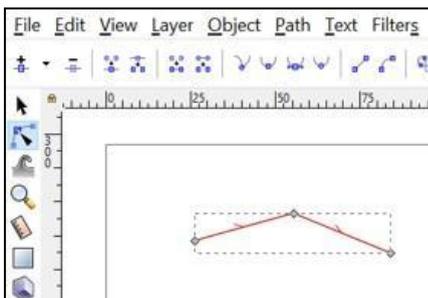
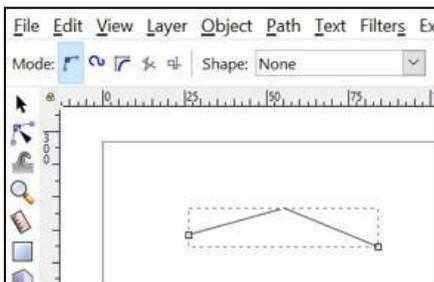
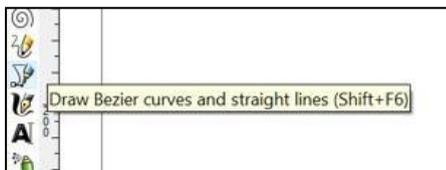


As the path has been connected back to its start point, an area has been created that can be filled with colour. Add a fill colour to your path.

## Task Draw a straight path

### Steps

1. **Draw** a straight path.



### Instructions

Select the **Draw Bezier curves and straight lines** tool from the toolbox on the left side of the screen.



Your mouse pointer will turn into a pen.

Click the left mouse button on the canvas to set the start point of your path. Move the pen to a different position and click the left mouse button to set the end point of that path and the start of the next. Move the pen to a different position and double click the left mouse button to set the end point of the path.

To view the object as a path, click on the **Edit paths by nodes** button on the toolbox on the left side of the screen.

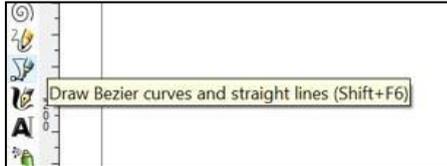


Small grey squares called nodes will now appear along your straight line wherever there is a corner in the path. Each node can be dragged to a new position.

## Task Draw a connected straight path

### Steps

1. **Draw** a connected straight path.

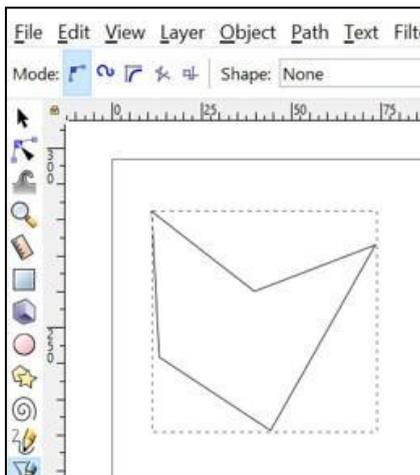


### Instructions

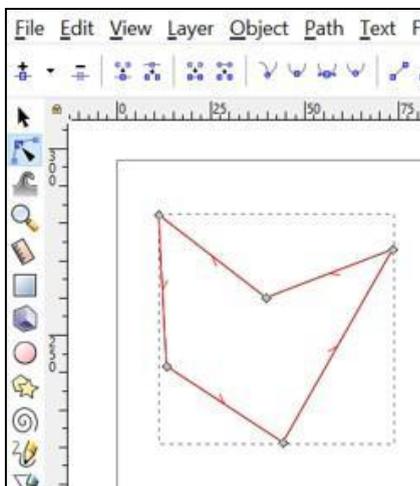
Select the **Draw Bezier curves and straight lines**' tool from the toolbox on the left side of the screen.



Your mouse pointer will turn into a pen.



Click the left mouse button on the canvas to set the start point of your path. Move the pen to a different position and click the left mouse button to set the end point of that path and the start of the next. Do this a few times, whilst moving back towards your start point. Finally, click back on the start point to create a connected straight path. A red node will appear when you have got back to the start point.

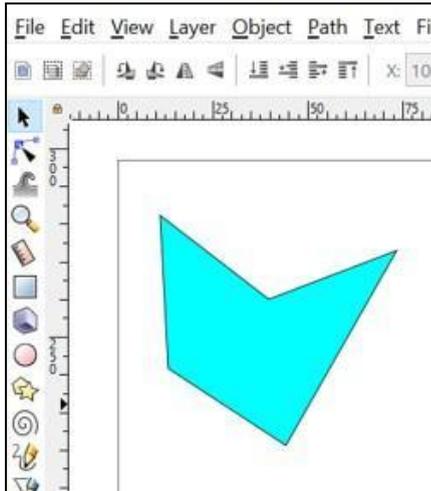


To view the object as a path, click on the **Edit paths by nodes** button on the toolbox on the left side of the screen.



Nodes will now appear along your straight line wherever there is a corner in the path. Each node can be dragged to a new position.

Nodes will appear around your connected path. Each node can be dragged to a new position.

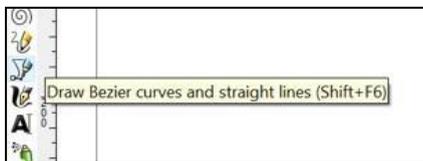


As the path has been connected back to its start point, an area has been created that can be filled with colour. Add a fill colour to your path.

## Task Draw a curved path

### Steps

1. **Draw** a curved path.

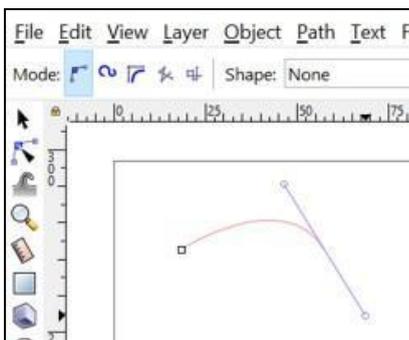


### Instructions

Select the **Draw Bezier curves and straight lines** tool from the toolbox on the left side of the screen.

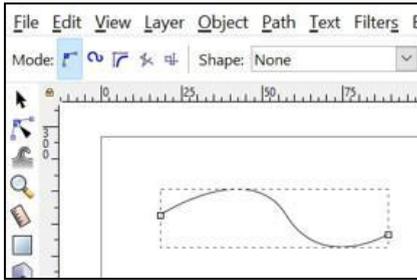


Your mouse pointer will turn into a pen.

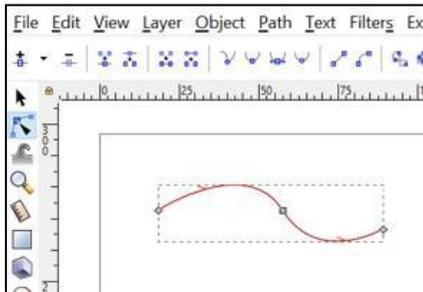


Click the left mouse button on the canvas to set the start point of your path. Move the pen to a different position, click and hold the left mouse button and drag the pen to create a curved path. Click the left mouse button to set the end point of that path and the start of the next.

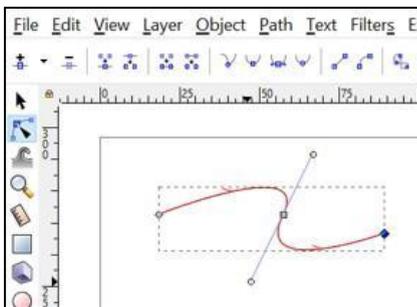
Move the pen to a different position and double click the left mouse button to set the end point of the path.



To view the object as a path, click on the **Edit paths by nodes** button on the toolbox on the left side of the screen.



Nodes will now appear along your curved path. Each node can be dragged to a new position.

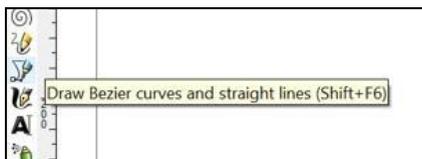


When you click on a node, handles will appear to let you alter the curves. Click and drag the handle to alter the curve.

## Task Draw a connected path that uses curves

### Steps

2. **Draw** a curved path.



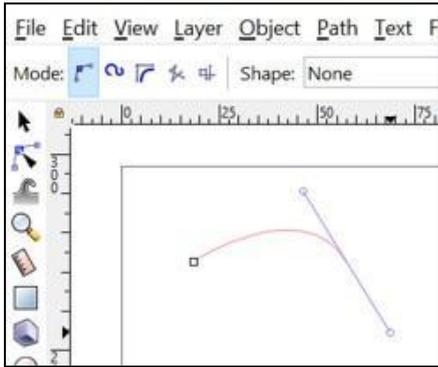
### Instructions

Select the **Draw Bezier curves and straight lines** tool from the toolbox on the left side of the screen.

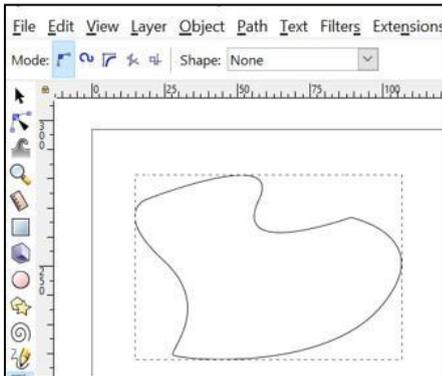


Your mouse pointer will turn into a pen.

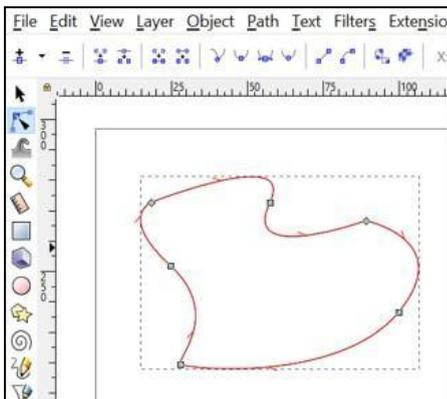
Click the left mouse button on the canvas to set the start point of your path. Move the pen to a different position, click and hold the left mouse button and drag the pen to create a curved path. Click the left mouse button to set the end point of that path and the start of the next.



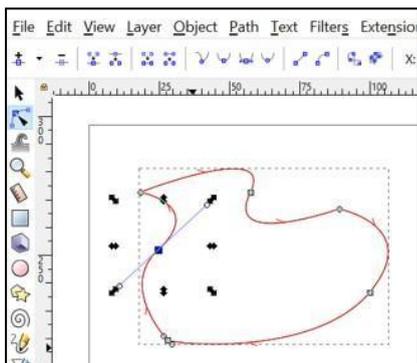
Do this a few times, whilst moving back towards your start point. Finally, click back on the start point to create a connected path. A red node will appear when you have got back to the start point.



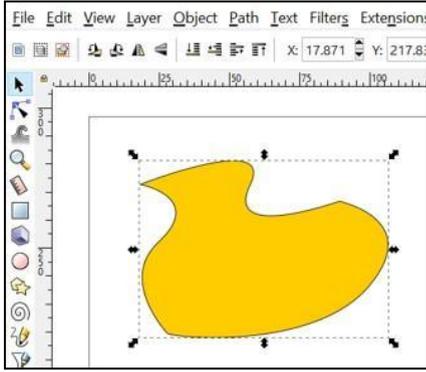
To view the object as a path, click on the **Edit paths by nodes** button on the toolbox on the left side of the screen.



Nodes will now appear around your path. Each node can be dragged to a new position.



When you click on a node, handles will appear to let you alter the curves. Click and drag the handle to alter the curve.



As the path has been connected back to its start point, an area has been created that can be filled with colour. Add a fill colour to your path.

Resources are updated regularly – the latest version is available at: [nccce.io/tcc](https://nccce.io/tcc).

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