

Create and manipulate polygons

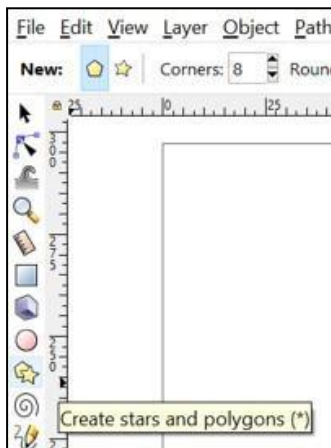
These instructions will guide you through creating and manipulating shapes in Inkscape, including altering the fill, stroke, and any shape-specific attributes.

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 Create a polygon

Steps

1. **Drag** a polygon shape onto the canvas.



Instructions

Select the star/polygon tool from the toolbar on the left side of the screen (the star/polygon icon).

Select the polygon icon at the top of the screen. The shape-specific attributes for polygons will appear.

Click and hold the left mouse button on the canvas.

Drag the mouse to draw a polygon to the required size.

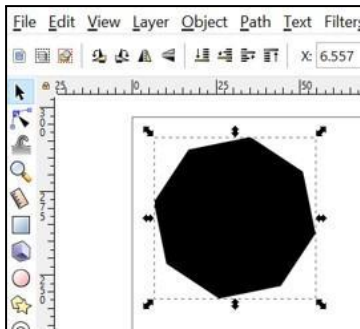
Release the left mouse button to finish drawing your polygon.

Task Alter the fill of a polygon

Steps

Instructions

1. **Select** the polygon you wish to alter.

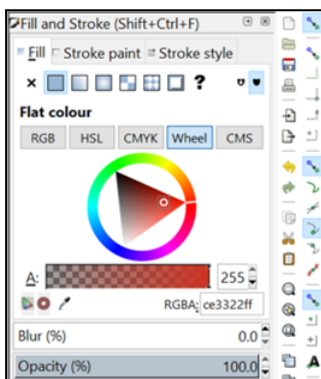


Select the selection tool from the toolbar on the left side of the screen (the black arrow icon).

Click on the required polygon to select it.

Black double-ended arrows will appear around the selected polygon.

2. **Select** the required fill colour.



Click on the fill tab from the fill and stroke window on the right side of the screen.

Choose a paint type by clicking on one of the options shown as squares. Options include: No paint, Flat color, Linear gradient, Radial gradient, Pattern, Unset paint. Use flat colour for now.

Below the text that reads 'flat colour', select the wheel option.

Select a colour from the outer wheel.

Select the required tone from the centre triangle.



Tip:

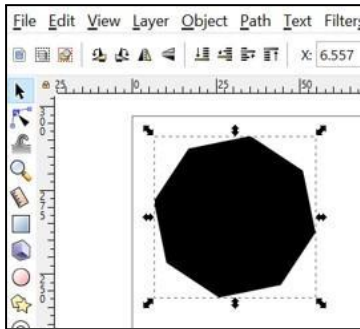
You can also choose a fill colour for a selected shape using the bar at the bottom of the page.

Task Alter the stroke of a polygon

Steps

Instructions

1. **Select** the polygon you wish to alter.

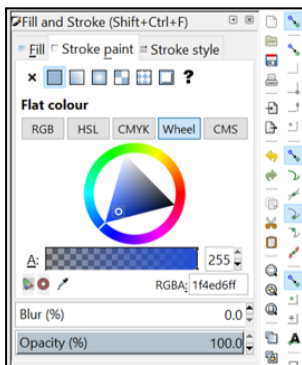


Select the selection tool from the toolbar on the left side of the screen (the black arrow icon).

Click on the required polygon to select it.

Black double-ended arrows will appear around the selected polygon.

2. **Select** the required stroke colour.



Click on the stroke paint tab from the fill and stroke window on the right side of the screen.

Choose a paint type by clicking on one of the options shown as squares. Options include: No paint, Flat color, Linear gradient, Radial gradient, Pattern, Unset paint. Use flat colour for now.

Below the text that reads 'flat colour', select the wheel option.

Select a colour from the outer wheel.

Select the required tone from the centre triangle.

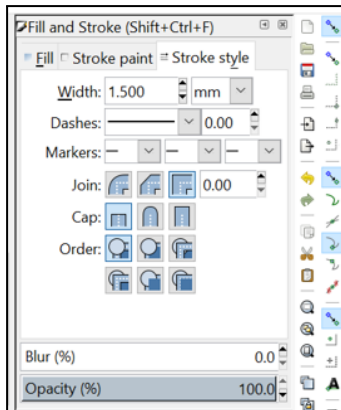


Tip:

You can also choose a stroke colour for a selected shape using the bar at the bottom of the page, once a paint type has been selected.

3. **Select** the required stroke style.

Click on the stroke style tab from the fill and stroke window on the right side of the screen.



Change the width to the required size.

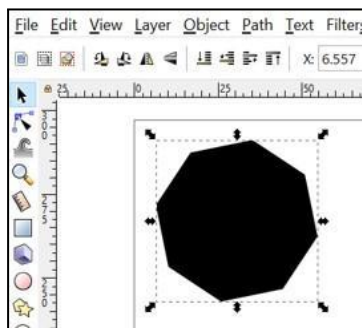
Select a suitable dash pattern.

Task Alter the height and width of a polygon

Steps

Instructions

1. **Select** the polygon you wish to alter.

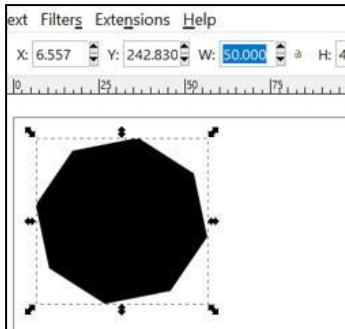


Select the selection tool from the toolbar on the left side of the screen (the black arrow icon).

Click on the required polygon to select it.

Black double-ended arrows will appear around the selected polygon.

2. **Alter** the height and width of a polygon.



Here are two ways to alter the height and width of a polygon.

Method 1:

Click and drag any one of the double arrows around the outside of the polygon. These double arrows alter the **W**: (width) and **H**: (height) of the polygon.

Method 2:

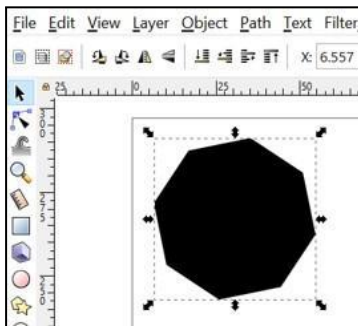
To alter the height and width more accurately, change the **W**: (width) and **H**: (height) dimensions at the top of the screen by using the up and down arrows or entering the required height and width.

Task Alter the number of corners of a polygon

Steps

Instructions

1. **Select** the polygon you wish to alter.

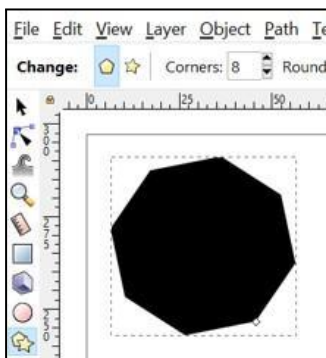


Select the selection tool from the toolbar on the left side of the screen (the black arrow icon).

Click on the required polygon to select it.

Black double-ended arrows will appear around the selected polygon.

2. **Select** the star/polygon tool.



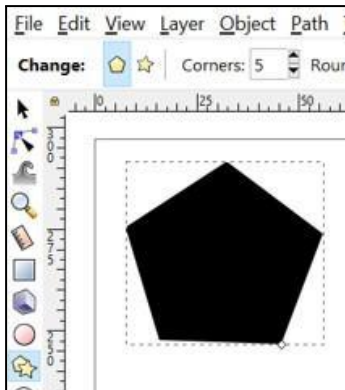
Select the star/polygon tool from the toolbar on the left side of the screen (the star/polygon icon).

One white node will appear on one of the corners of the polygon.

Tip:

You can use the node to change the size or rotate the polygon.

3. **Change** the number of corners of a polygon.



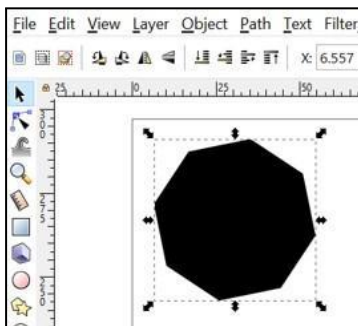
To alter the number of corners of a polygon, change the **Corners:** value at the top of the screen by using the up and down arrows or entering the required number of corners.

Task Alter the sharpness of a polygon's corners

Steps

Instructions

1. **Select** the polygon you wish to alter.

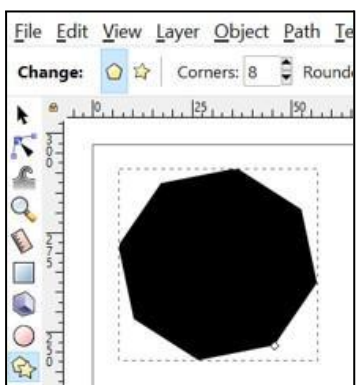


Select the selection tool from the toolbar on the left side of the screen (the black arrow icon).

Click on the required polygon to select it.

Black double-ended arrows will appear around the selected polygon.

2. **Select** the star/polygon tool.



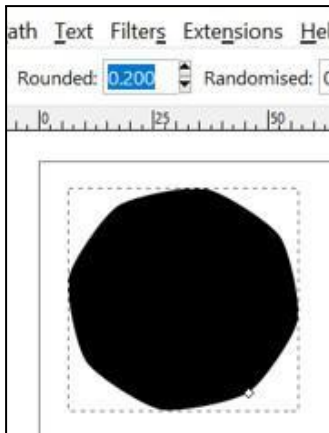
Select the star/polygon tool from the toolbar on the left side of the screen (the star/polygon icon).

One white node will appear on one of the corners of the polygon.

Tip:

You can use the node to change the size or rotate the polygon.

3. **Change** the sharpness of a polygon's corners.



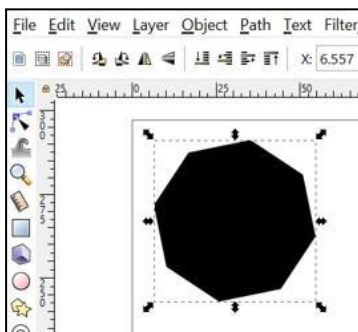
To alter the sharpness of the polygon's corners, change the **Rounded:** (how rounded the corners are) value at the top of the screen by using the up and down arrows or entering the required rounded value (0 for sharp).

Task Randomly scatter the corners and angles of a polygon

Steps

Instructions

4. **Select** the polygon you wish to alter.



Select the selection tool from the toolbar on the left side of the screen (the black arrow icon).

Click on the required polygon to select it.

Black double-ended arrows will appear around the selected polygon.

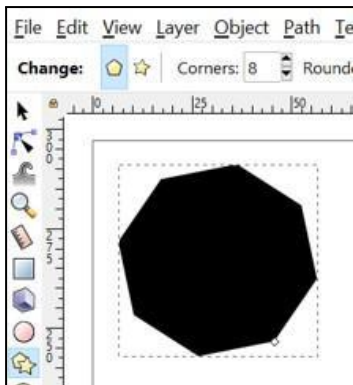
5. **Select** the star/polygon tool.

Select the star/polygon tool from the toolbar on the left side of the screen (the star/polygon icon).

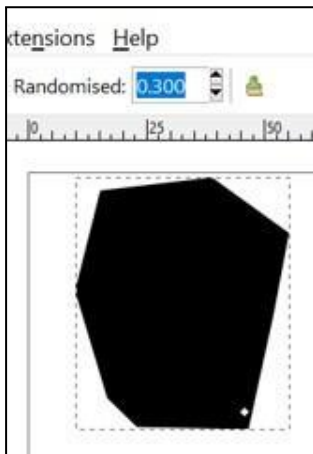
One white node will appear on one of the corners of the polygon.

Tip:

You can use the node to change the size or rotate the polygon.



6. Randomly **scatter** the corners and angles of a polygon.



To randomly scatter the corners and angles of a polygon, change the **Randomised:** (randomly scatter the corners and angles) value at the top of the screen by using the up and down arrows or entering the required randomised value.

Task Create a purple polygon with three points and a green stroke

Paste your work here:

Explorer task Create a yellow polygon with seven rounded corners and a 1.5mm dotted red stroke

Paste your work here:

This resource is available online at ncce.io/med2-1-a5-w. Resources are updated regularly — please check that you are using the latest version.

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