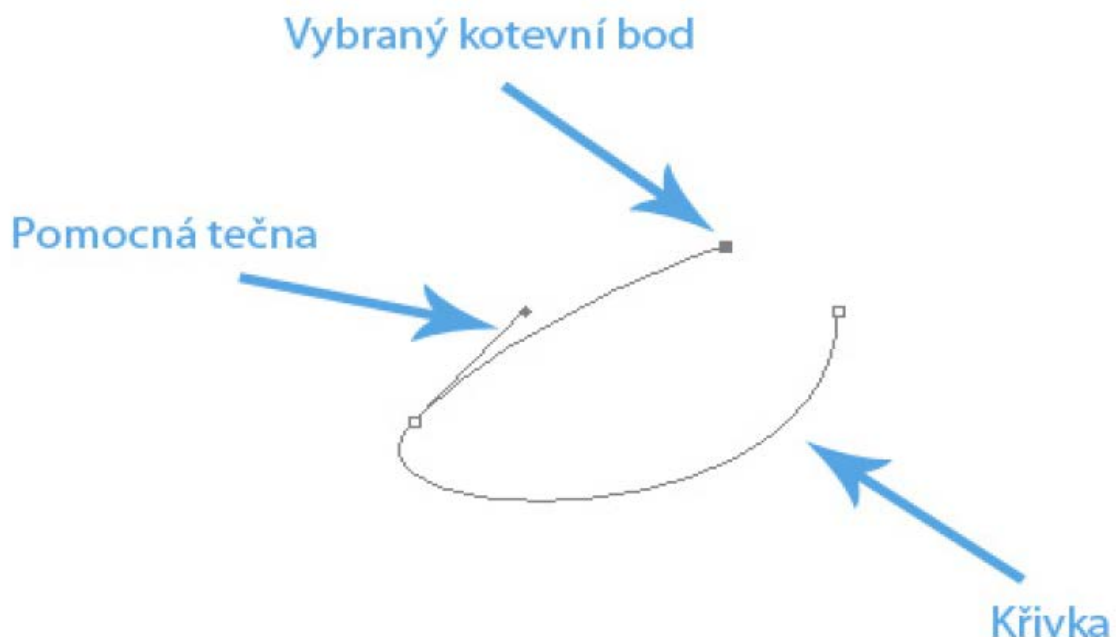


# Paths

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

## Basic Information

Adobe Photoshop is a raster editor which means that the most of created graphics is deformed when you transform it. However, this is not true when using shapes created by curves (paths). These shapes are created from vectors so each transformation or deformation is re-computed and the curve is redrawn. What is a path? A path is created by a geometrical segment or a curve, anchor points and additional tangents which set the shape of the curve. Paths are not visible in the final document, they are only auxiliary lines.





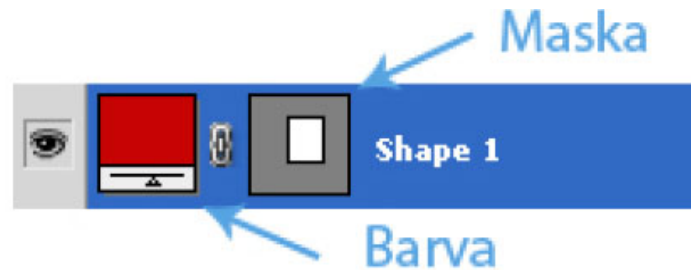
## Possibilities and Tools for Creating Paths

In case you want to create a path you have more possibilities. A typical tool for creating a path is the Pen tool. You can add anchor points and the final path is computed between those points. In case you click and drag, you can pull out an auxiliary segment from the point to convert the path to a curve. Points are placed under the angles of 45° or 90° when you hold the Shift key. In case you hold the Ctrl key you can move the points. You can turn the curve by holding the Alt key and clicking on any point.

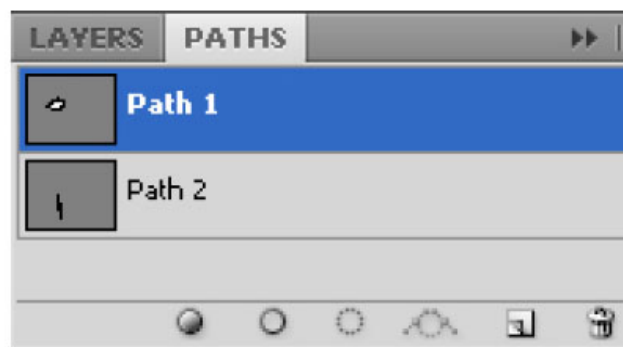
You can also create a path using the Path by Hand tool or any tool for selection (Lasso , Rectangular selection , ...) and then convert the selection to a working path.





## Why to Use Paths

You can create vector graphics using paths. For this purpose you can use the tools Shape layer  and Paths , which can be found next to the Pen and the Rectangle tools. You can switch between creating a path and a shape using these tools. The difference between them is that a shape will be created into a new layer in case that the current layer is not empty. The path of this shape will create a mask which will be applied for the chosen color.



You can store selections using paths – you can convert a selection to a path and then find this path inside the Paths window. This layer can be later used for creating a mask or for repeating the same selection. The window Paths is illustrated in the following image:



-  Fill with foreground color
-  Stroke the path
-  Convert to selection
-  Convert selection to a path


You can select more complex shapes using the Pen tool like hair, grass etc. – you will get more precise selection.

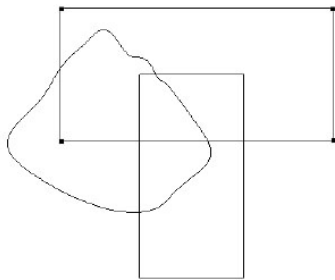
You can also define your own shapes using paths, or create a text on a path. In case you want to write on a path, the cursor of the Text tool will change to a crossed one. Then you can write and the text will copy the shape of the path.



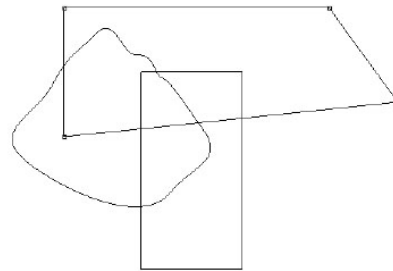
## Selecting Paths

You can work with paths like with other objects – you can move, transform, copy them. As mentioned in the previous parts, paths are stored inside their window and you can select them from it. You can place more paths to one layer and after selecting such a layer, all paths will be selected.

There is a tool which can be used for selecting a concrete path – the Path selection tool (A) . You can use it to select a concrete path but you cannot affect single points so you have to combine this tool with the tool Direct selection tool which can select single points and move them.



Selecting a concrete path



Selecting a concrete point