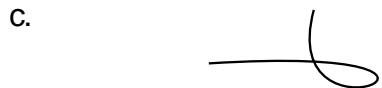


Supplement to Chapter 2 of *The Science of Digital Media* – Digital Image Representation

Worksheet – Digital Imaging > Creating Bézier Curves with the Pen Tool¹

1. Using the vector graphic program of your choice (e.g., Illustrator or Flash) try to draw the curves below.



On each curve above, mark the points where you (1) clicked first, (2) released after dragging (3), clicked again, and again released after dragging (4).

2. Now try the following curves.

a heart

an S

a lower-case e

a scalloped edge

¹This material is based on work supported by the National Science Foundation under Grant No. DUE-0340969. This worksheet was written by Jennifer Burg.

Explain how you did each curve, including ways that you made them symmetrical (for those that are intended to be).

Extra challenges:

3. Choose a face card from a deck of cards. Draw and color it in a vector drawing program like Illustrator or Flash.
4. Draw a cartoon or comic strip panel using vector graphics.

Your instructor may ask that you attach to your homework a screen-captured image of each curve you create.