



Bend

for Fireworks MX

What is Bend?

Bend distorts a path, by adding a bloated or spiked effect to it. You may be familiar with the Bend Xtra in Macromedia FreeHand, or the Punk and Bloat plug-in of Adobe Illustrator that does the same thing. You may find this command similar to the Illustrator plug-in due to the fact that it's also dialog based.

This command can be applied to any selection created using Fireworks' Vector Tools.

Looking at the User Interface



1. Command Menu: This menu provides access to an "About" screen, and contacting the author of the command via e-mail.

2. Tension Point: Whether you spike or bloat the selected path, there is a tension point that the operation will use. You can either enter the coordinates directly, or use one of the two presets — Selection center or Selected anchor. If you choose the later but there isn't an anchor selected (you may select one using the SubSelection tool) the

coordinates of the tension point are set to "nothing", in which case you can't execute the command.

To choose one of the QuickCoordinate presets, simply click on the button next to the tension-point coordinates.

3. Direction: This option determines how the path will be distorted with regard to the tension point. For example, if you have chosen Selection Center from the QuickCoordinates menu, and the direction is Pull, your path will get a bloated effect to it. If you choose the opposite direction, Push, a spiked effect will be applied to it.

You may want to think of this as a magnet that will pull the path towards the tension point, or push it away from it.

4. Amount: This determines the strength of the effect. The range is between 0-200 and it represents a percentage of anchor points and their distance of the tension point. A value of 100 means the tension point will be reached.

5. Apply to: You may choose to exclude the anchor and/or any of its control points from the distortion by depressing the respective icon. From left to right, they are: Preceding control point, anchor point, succeeding control point.

6. Keep Original: If you wish to keep the original path and have the distortion applied to a clone, have this checkbox checked.

Bending a Path

The Bend command can only be applied to a single path, open or closed. So, before you execute the command, the path you wish to distort must be selected.

With the path selected, go to Commands > Creative > Bend. The Bend dialog comes up where you can enter the distortion settings. Click "OK" on the dialog to apply the Bend command.