

## 11.0 Moving pieces, rotating, mirroring and scrolling

### Description

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### 11.1 Selecting entire pattern pieces:

To proceed with the steps in the next sections you have to be able to select entire pieces, in your pattern file, using the Select tool (mouse arrow icon).

On some patterns, you can uncheck layers you don't need and then entire pieces can be selected without further steps.

For many patterns a few more steps are needed before selecting your entire pattern piece will work. Try each of these actions, until selecting works to choose individual pattern pieces so you can move them:

- Hide layers that are not needed to be selected/seen ([section 8.0](#))
- Unlock layers that may be locked, then pieces in that layer can be selected ([section 8.0](#))
- Check status bar for information about groups. Choose in menus **Objects > Ungroup** to ungroup objects so each can be selected individually. Keep ungrouping until status bar says "No groups" ([section 10.0](#))
- If selecting only selects a part of pattern piece, then shift select all the objects that make up the pattern piece, and then choose in menus **Objects > Group** ([section 10.0](#))
- If object or paths still cannot be selected, it is likely that the pattern is not actually digitally drawn as vectors, instead it is a static image of the file, and can't be manipulated in a vector program. You will need to retrace the lines using the pen/bezier tool which is a fairly quick process. A link to Marta's video tutorial for this is in [section 15.0](#).

### 11.2 How to select objects, move and rotate pattern pieces

From [The Selector Tool — Inkscape Beginners' Guide 1.0 documentation \(inkscape-manuals.readthedocs.io\)](#):

## The Selector Tool

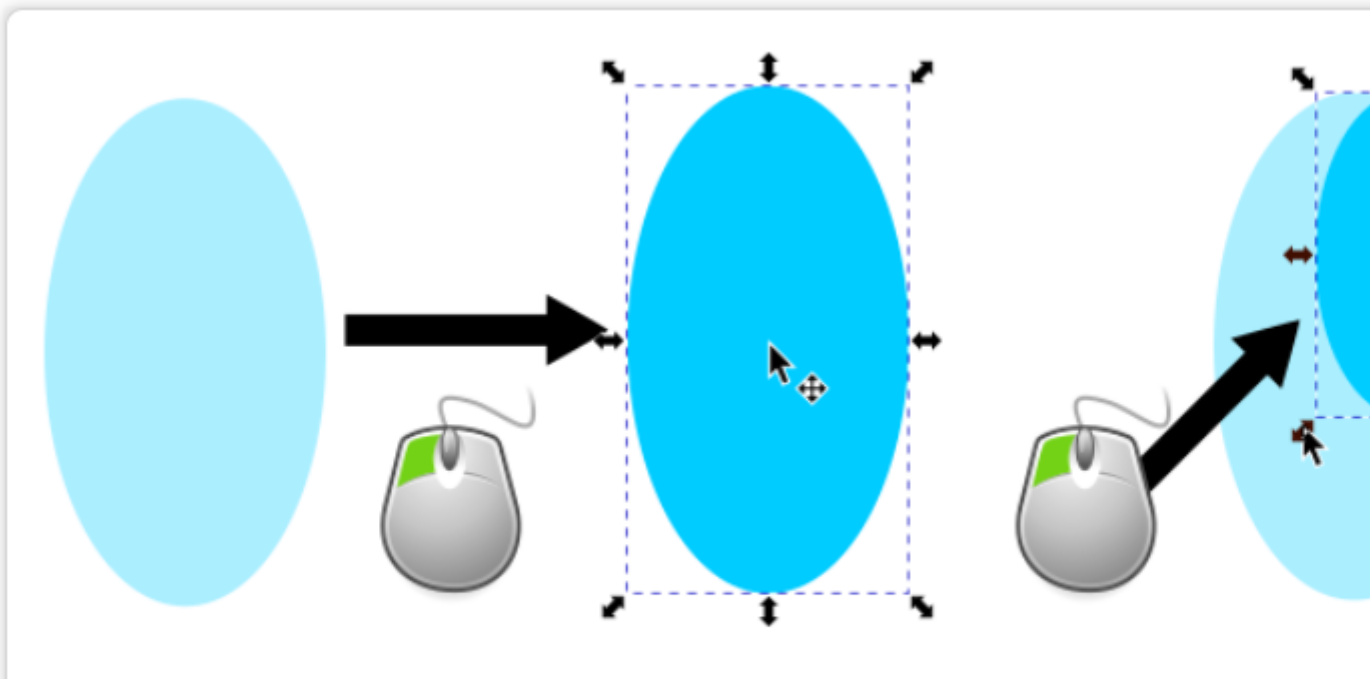


The Selector tool is a fundamental tool in the program, since almost everything must be selected before it can be edited.

Working much like a hand, the Selector tool also **moves, scales, skews and rotates** objects.

To move an object:

- position the mouse over an object;
- press the mouse button and hold, while dragging it to the desired position (hold down the Shift key to move the shape in horizontal or vertical direction only);
- release the mouse button.



*Drag to move the selection. Transformations (such as moving, scaling, rotating) are possible thanks to the two-way arrows.*

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To scale (change the size of) an object:

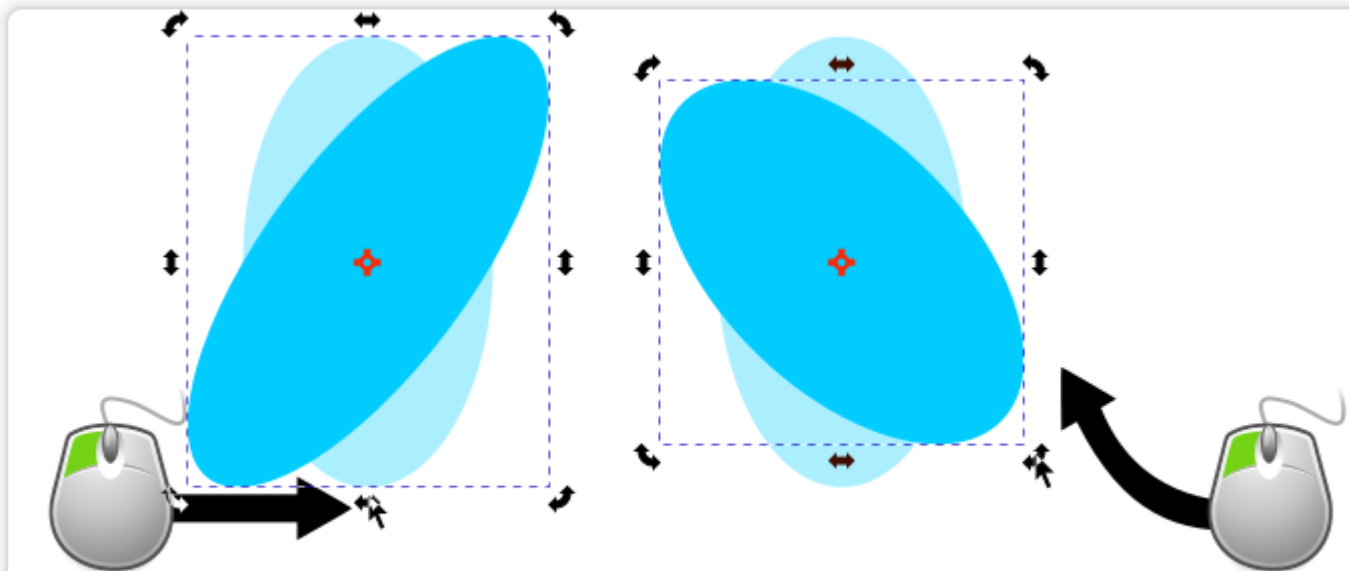
- click on it to select it;
- position the mouse over a two-way arrow on a side or a corner;
- press the mouse button and hold while dragging it to the desired size (hold **Ctrl** if you want to preserve the proportions);
- release the mouse button.

To skew an object:

- select it, then click it again;
- position the mouse over a horizontal or vertical two-way arrow;
- press the mouse button and hold, while dragging it to the desired amount of skew (also hold **Ctrl** for 15° steps)
- release the mouse button.

To rotate an object:

- select it, then click it again;
- grab a curved two-way arrow in any corner;
- drag it until the object reaches the desired angle (hold **Ctrl** for rotating in steps of 15°).

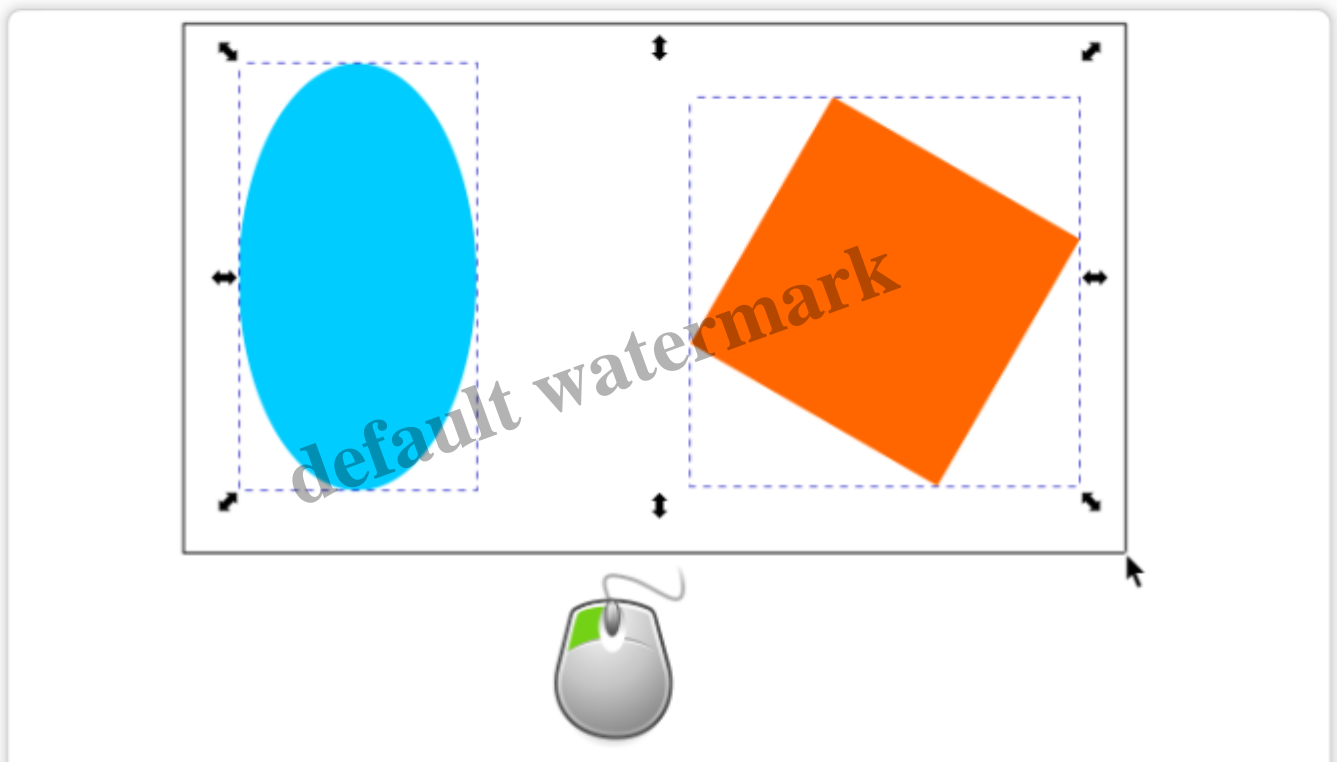


*Click the selection a second time to access skew and rotating functions. The cross in the middle of the box is the rotation center. It can be moved.*

In some cases, you want to edit more than one object at once. So the Select tool can select more than one object at once.

To select more than one object, there are mainly two ways:

- click the first object, then hold **Shift** while clicking each additional object once;
- or press the mouse button and drag out a rectangular selection box which encloses all the objects.



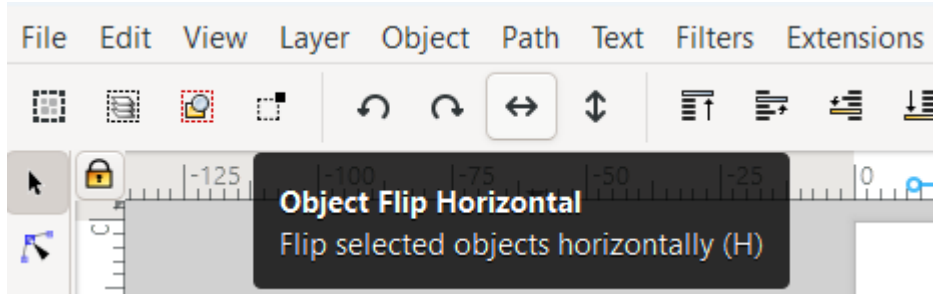
*Each selected object is framed with a dashed line (known as the bounding box), while the two-way arrows for transformation are placed around the entire selection (one or more than one object).*

You can combine the two methods: hold **Shift** to keep previously selected objects selected, and drag out a selection box to add more objects to the selection. Doing this the other way around works, too: after selecting more than one object by dragging a selection box, hold **Shift** while you individually click on more objects.

Also notice how the **Shift** key allows you to sort of toggle a selection: click to add to the selection, click again to remove.

### 11.3 Toolbar shortcuts to rotate and mirror pieces:

When an object is selected the top Tool Control Bar will show these icons – the circle arrow icons are for rotating, and the side-to-side and up-down arrow icons are for flipping/mirroring objects.



For readers who are already have experience cutting using Adobe with their computer and projector, you can now proceed to Part B.

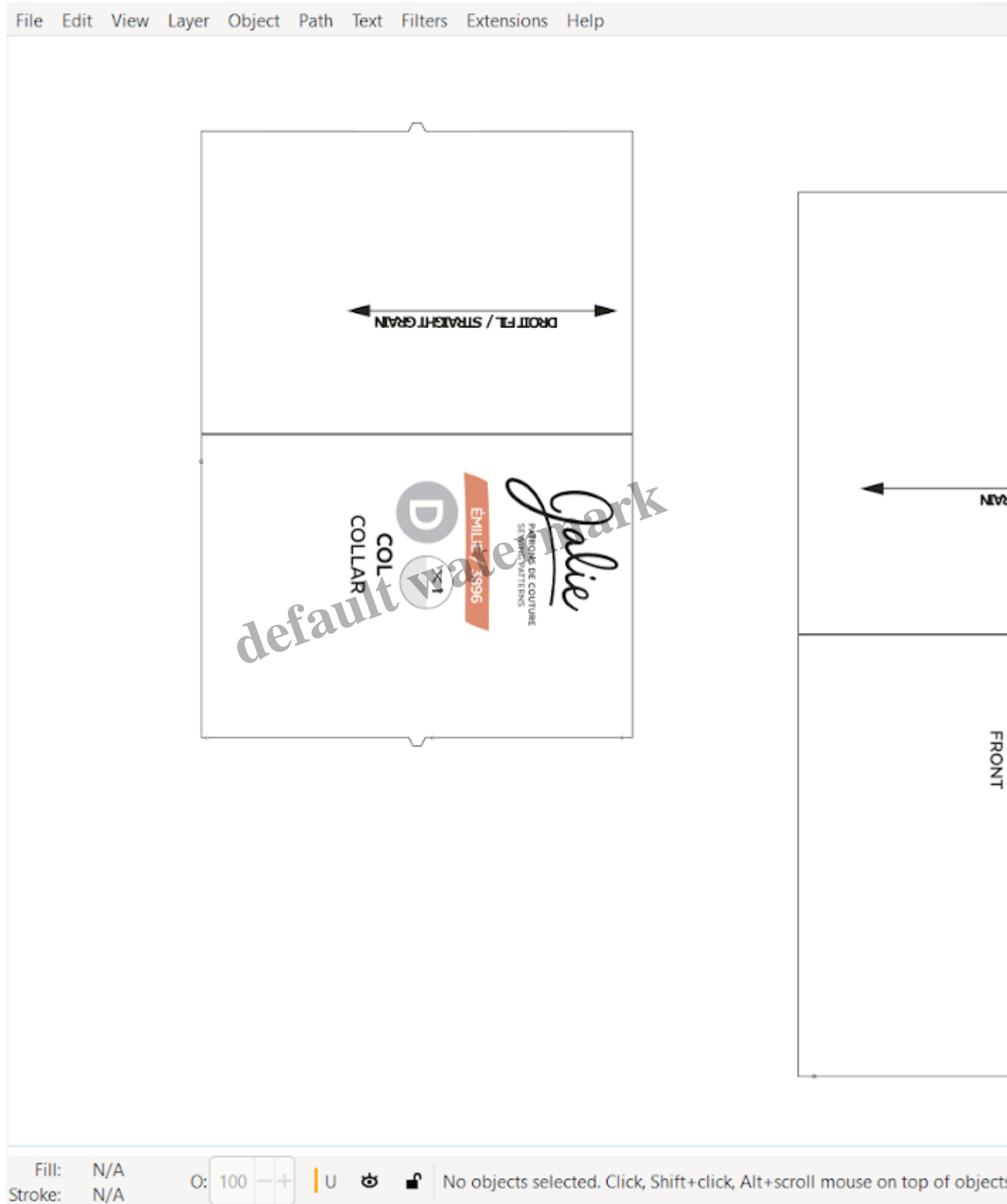
If you are new to cutting with a projected pattern, this is a good time, to start cutting a first small pattern, and putting in practice the information just learned in the previous sections.

Steps to cut your pattern:

#### 1. Using the information from previous sections:

- Open your pattern ([section 2.0](#))
- Open layers panel ([section 8.0](#)) and select the size you want to cut
- In the status bar, enter your calibration zoom (type in the Z box), and rotate pieces if needed so longest side of pattern piece is aligned with longest side of projection (type 90 in the R box in bottom right status bar to rotate in clockwise direction). (Steps to use zoom and rotate in status bar are in [section 6.0](#))
- Then go in full screen mode ([section 7.0](#))

Now your pattern should look something like this on your screen, and on your projection:



(if you want to follow along with this pattern, this is the free Emilie pattern from [Jalie.com](http://Jalie.com)).

## 2. Now you can cut!

- The most common and simplest way to cut on projector is one piece at a time.
- Cut one piece, then scroll projection, so that next piece is where you want on fabric, then cut second piece.
- To scroll projection, we use keyboard arrow keys, pressing Control at same time, to move pieces across the screen ([section 5.0](#)) to move pattern piece where we need it.
- Depending on size of table/mat and size of projection area, you will likely need to reposition fabric as well between cuts. Keep grainline aligned with mat grid line, and projector file will have grainlines in that direction as well, making the task of keeping on grain easier.
- If layers panel is in the way when cutting, press the x at the top of layers panel to remove it from the view.

3) Keep cutting with these steps and do the same for all your patterns. Once you feel comfortable with these steps you can move on to the next sections. In particular section [11.0 How to improve visibility of lines](#) and section [12.0 Grouping and Ungrouping Objects](#) will be helpful to get lines to be thicker if needed, and moving objects if you need to (but just scrolling projection in steps above is simpler and quicker in most cases, so it's fine to stick with that method).

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