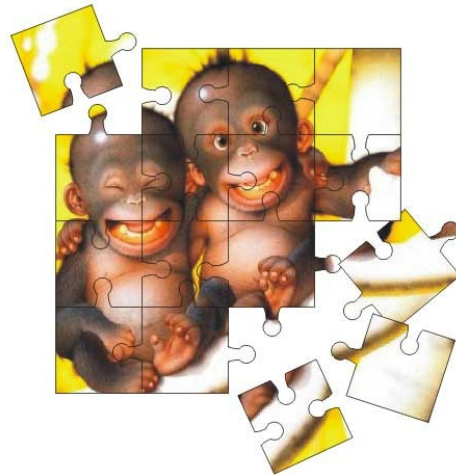

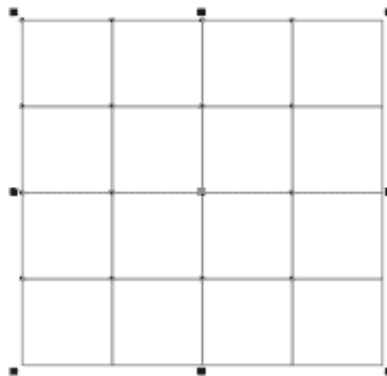


PUZZLE

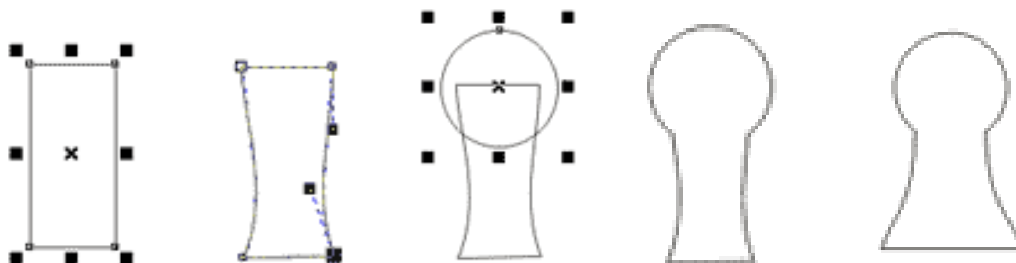
In this lab, you will get acquainted with clipping actions to give the illusion of creating puzzle pieces.



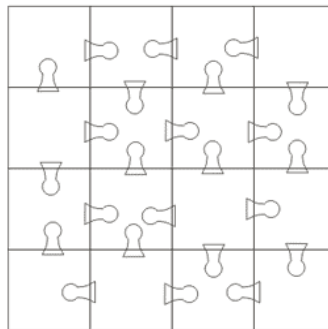
Draw a 4x4 grid with the Graph Paper tool (which is in the same tool list as the polygon ). Ungroup the shape so that separate squares appear (you need to resize them to get squares, for instance 150x150) :



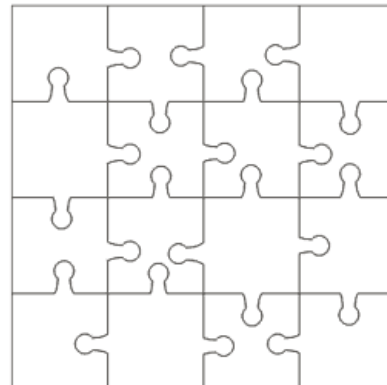
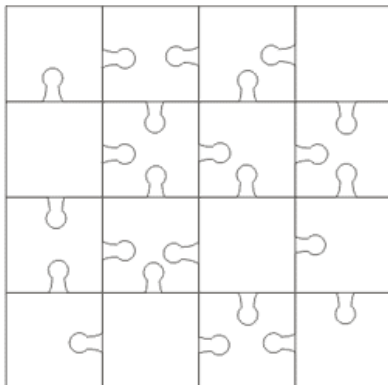
Create the puzzle elements' tenons: shape a rectangle, add a circle and weld the shapes. Improve the resulting shape if necessary:



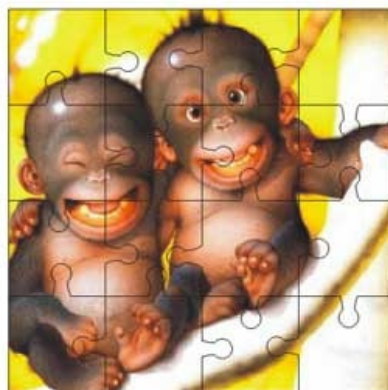
Duplicate this shape as often as necessary and place the objects in the frame as shown below:



Now weld the tenons with the squares and use the new object to cut the underlying squares (use Trim). The figures below present the drawing after welding, then after cutting:



Import the bitmap. Scale it if necessary so that the puzzle frame surrounds the monkeys. Group the puzzle elements and place the grouped object in the right place over the bitmap. select the bitmap, then clip it with the frame (select Effect → PowerClip → Place Inside Container ...):



Finally, ungroup the puzzle and move/rotate some elements:

