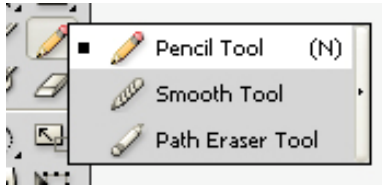# More on Paths

So what happens if you make a mistake when drawing path? It's too shaky or there are parts of it that you don't want? Well then we use the smoothing tool and the eraser tools which are hiding under the pencil tool fly out.

The smooth tool will do exactly as it says and smooth out an uneven path while the eraser tool will erase line segments.
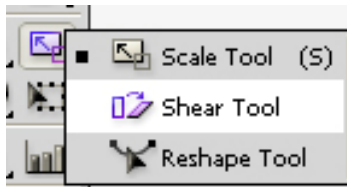
Other really, really, useful tools:

The rotation tool: Self explanatory, this tool will rotate your objects. Hold the shift key to keep the rotation in increments of 45 degrees.

The scale tool: This tool allows you to scale your objects down or up and to change their width and height.

The warp tool: This tool will allow you to warp line segments and points to create new and interesting shapes. Once you warp a segment new anchor points are created.

The free transform tool: Similar to the tool in photoshop the free transform tool and the scale tool are essentially the same. Hold down shift to scale the object evenly.

Underneath the scale tool there are a couple of other useful tools.

The shear tool: This tool will cause a rotational change along the central pivot point of the object. This is really useful for creating shadows. Duplicate the object and change its color. Once you have done that use the shear tool to change the orientation of the object to match that of your light source. Send the object to the back.

Your assignment: Go back and add shadows to your previous scenes with your cartoon characters. You may also change your characters a bit to give them more characters using the tools shown.