

9. Edit tool bar

G. Rotating an image

Rotation helps to position your images on the Canvas so that you can visualize your project. All images are added to the Canvas at the 0° angle. Images then can be rotated in one-degree increments between 0° and 360°.

Tip: Image rotations on the Canvas are for visualization only and will not be reflected on the Mat Preview screen unless you attach the rotated image to another layer. If you would like to rotate your image for cutting, do so on the Mat Preview screen.

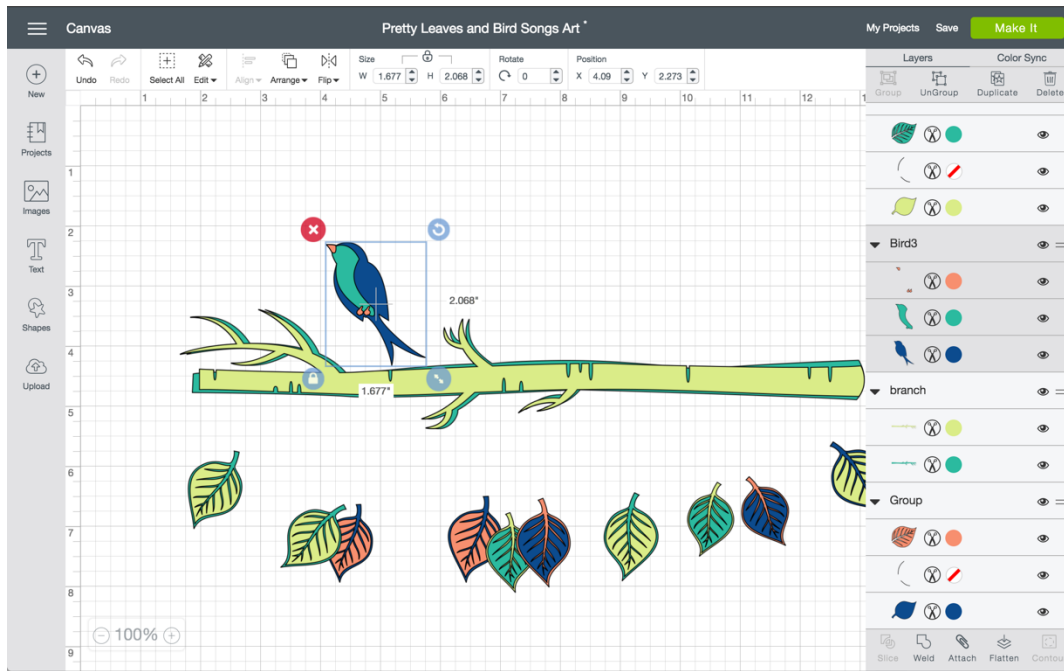
There are two options for rotating images on the Canvas:

1. Rotating using the Bounding Box
2. Rotating using the Edit Bar

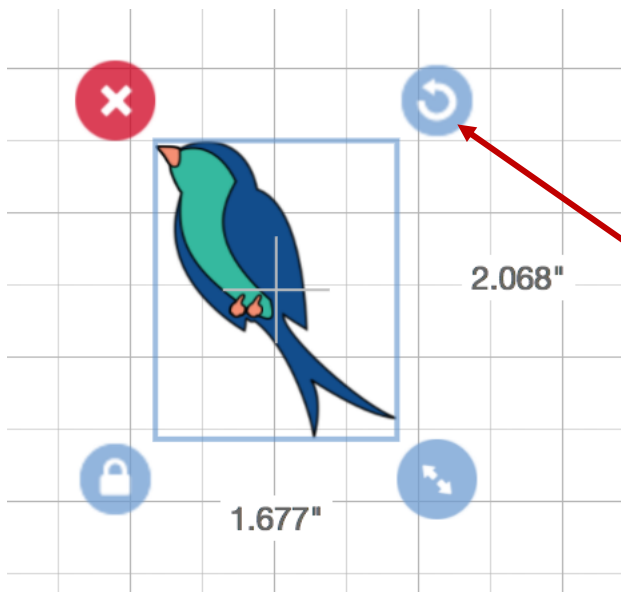
Using the Bounding Box allows you to freely change the rotation of the image by dragging, whereas changing the rotation angle in the Edit Bar lets you type in a specific angle.

Option 1 Rotating using the Bounding Box

Step 1 Select the image on the Canvas so that the Bounding Box appears.



Step 2 Click and hold the Rotation Handle on the top right corner of the Bounding Box and drag it in any direction. When you pause the rotation, the angle is updated under Rotate in the Edit Bar at the top of the Canvas.



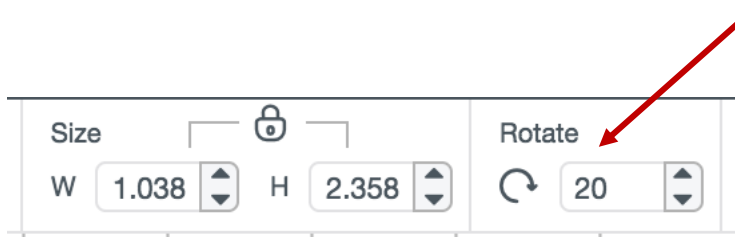
Tip: If you do not like the results of the rotation, the Undo button can undo any changes you make.

Option 2 Rotating using the Edit Bar

Step 1 Select the image on the Canvas so that the Bounding Box appears.



Step 2 In the Edit Bar, click in the box in the Rotate section and type in a specific value. You also can click the arrows to increase or decrease the angle in one-degree increments.



Tip: If you do not like the results of the rotation, the Undo button can undo any changes you make.