

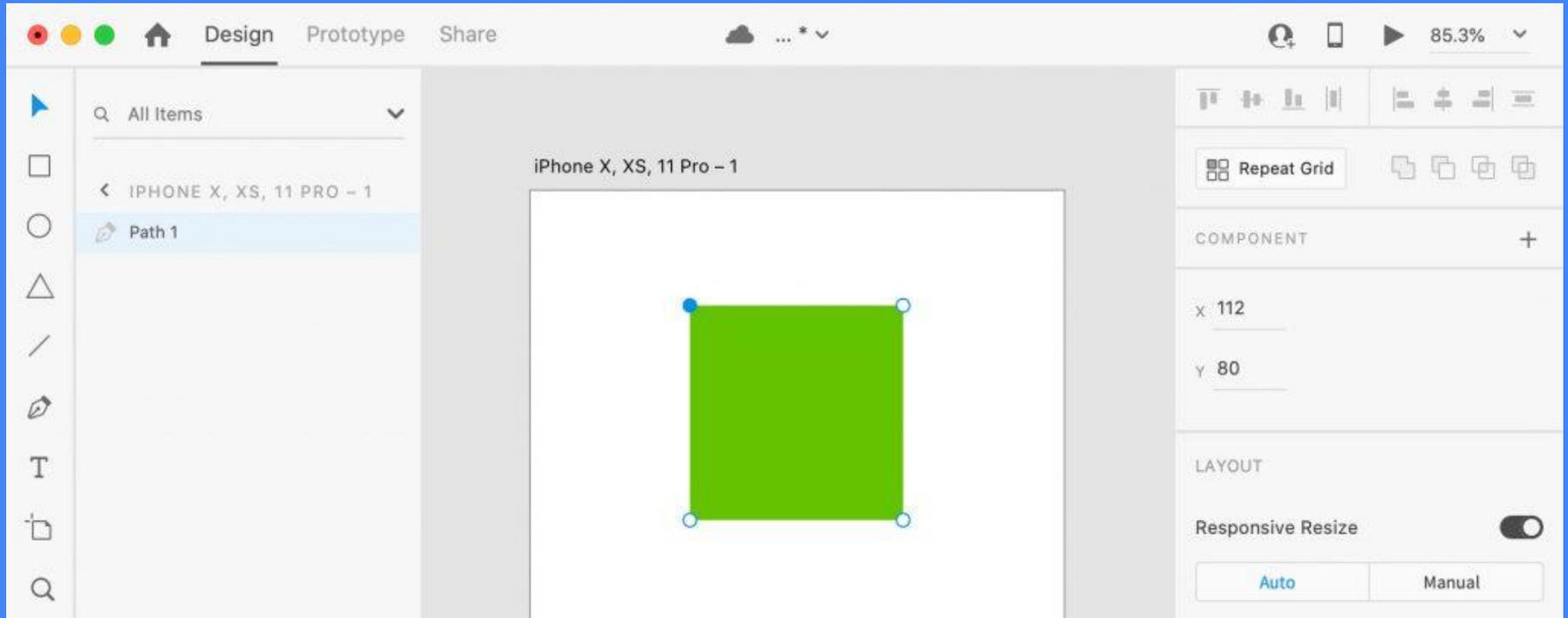
Lesson: Editing Shapes



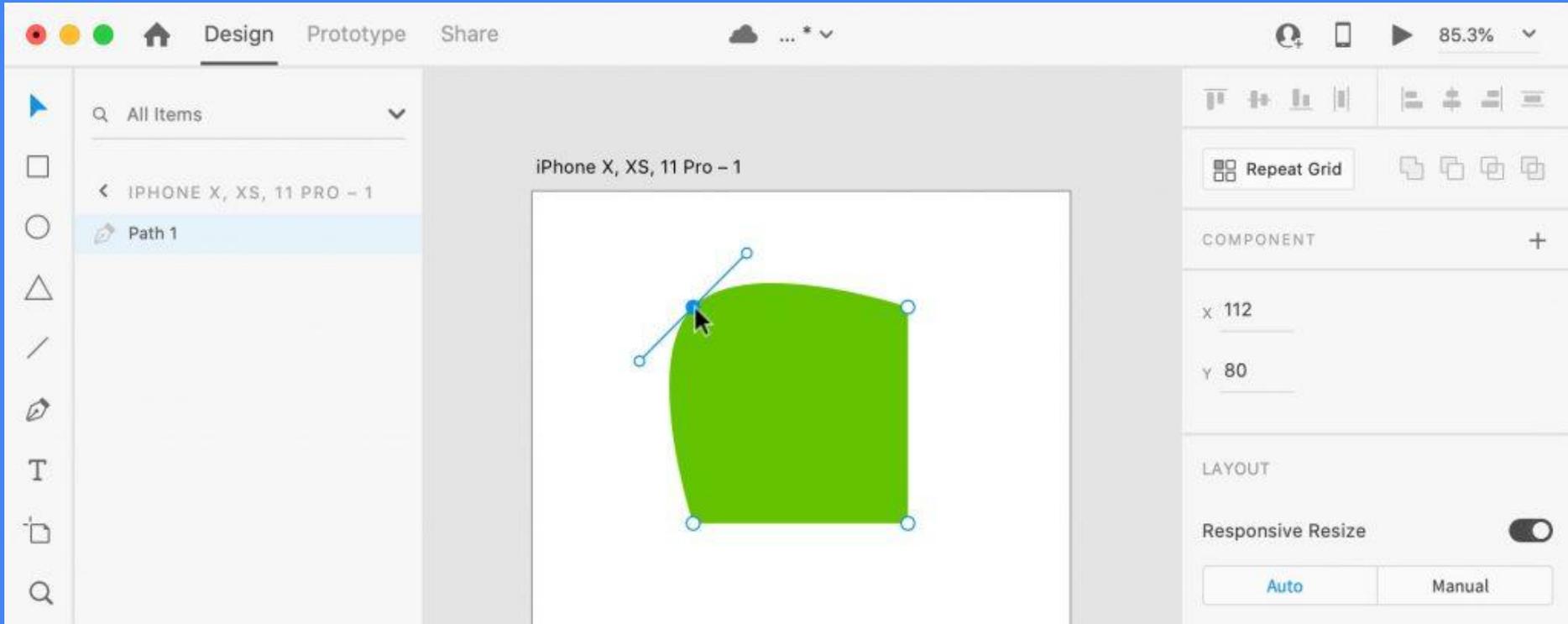
Editing shapes

Every shape in Adobe XD is a vector path defined by a start and an end point, and can be easily edited at any time.

When you double click on a shape, you will enter the “**path edit mode**” and all the shape’s anchor points will become visible.



Double click on it to convert it from straight to curved, or vice-versa



Hit the **DELETE** key to remove it

