Skew

The Skew image control panel lets you set the location of the upper left corner of the text. You can use this to change the shape and slant of the characters in your text. To set the skew, use the special Skew controller (the white rectangle in the Skew image control panel). (See *Special Controls* under *Controls*.) Click and drag anywhere in the Skew controller and the upper left corner of the skewing rectangle will track the mouse.

The middle horizontal line in the Skew controller represents the base line of the text. The upper horizontal line represents the unskewed height of the text. The vertical line shows the position of the perpindicular to the base line. For example, if you move the skewing rectangle to the left of the vertical line, the text will slant to the left relative to its base line.

The Reflect button gives a reflected effect by moving the skewing rectangle's upper left corner to the same relative position on the other side of the horizontal base line. Reset removes any skew by returning the skewing rectangle's upper left corner to the intersection of the upper horizontal line and the vertical line.

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