

Pen anchor card

Can source: 800 × 1200. Draw clockwise. These targets are a starting scaffold; use the visible boundary to judge the actual curve. A drag direction describes the forward handle while you create that point.

Point	Canvas position	Initial drag direction	Boundary
1	400,85	Right ≈80 px	Top-centre rim
2	581,118	Down ≈16 px	Right rim
3	574,146	Down ≈14 px	Narrow neck
4	610,222	Down ≈64 px	Right shoulder into side
5	610,1019	Down ≈29 px	Lower right side
6	574,1090	Down-left ≈34 px	Lower-right round
7	400,1113	Left ≈60 px	Bottom centre
8	226,1090	Up-left ≈16 px	Lower-left round
9	190,1019	Up ≈26 px	Left side
10	190,222	Up ≈35 px	Left shoulder
11	226,146	Up ≈11 px	Narrow neck
12	219,118	Up ≈18 px	Left rim; close at point 1

Remember: click = corner; click-drag = smooth point. White-arrow Direct Selection moves a point or handle. Alt/Option separates a handle direction when necessary. A long straight side needs few anchors. Save the closed path as **Can outline**.

Do not include the floor shadow. Do not add extra points simply to chase pixel texture. Inspect at 200% for editing and 100% for the final edge. The full labelled map is included in the separate Pen card.

Trace the object—not the shadow.



Twelve suggested points. The image is the exact prepared source used in the lesson.