**Rotating an image**

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

*Tip:* Image rotations on the design screen are for visualization only and will not be reflected on the mat preview 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.

There are two options for rotating images on the design screen:

1. Rotating using the bounding box
2. Rotating using the Edit panel

Using the bounding box allows you to freely change the rotation of the image by dragging, whereas changing the rotation angle in the Edit panel lets you type in a specific angle.

**Option 1:** Rotating using the bounding box

**Step 1** Select the image so that the bounding box appears.
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Step 2  Click and hold the circular arrow icon in the top right corner of the bounding box and drag it in any direction. As you make changes, the image rotation will be reflected in the gray angle indicator near the image.

Once image rotation is complete, the Edit Panel will update to reflect the new angle of the image.

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

Option 2: Rotating using the Edit panel

Step 1  Select the image so that the bounding box appears.
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Step 2 In the Edit panel, click in the Rotate field and type in a specific size. 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.