

# Intro to Illustrator 10

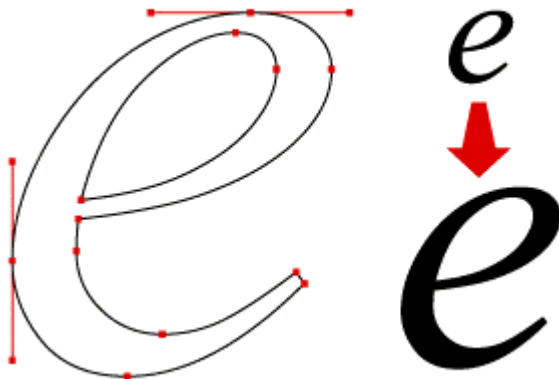
## Making Shapes

### First, why use a program like Illustrator instead of Photoshop?

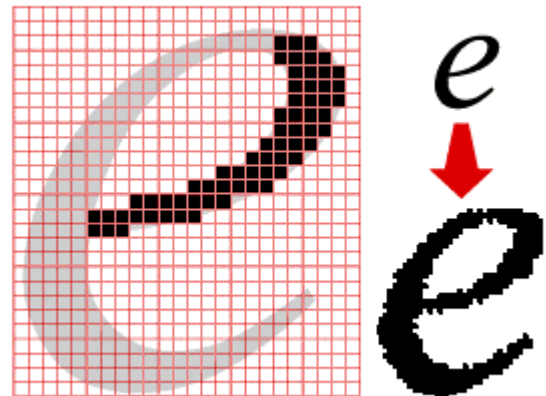
Each is very good at different things. Illustrator is a drawing program and makes images out of lines, angles, and curves, while Photoshop is a photography based program that creates images made out of pixels (little squares on the screen).

Pixel based, or **RASTER** images are good for providing lots of detail, such as the kind you need for photographs. A **VECTOR** program creates images mathematically with lines, and this allows you to have more control over shapes and also allows you to increase the size of the image without any loss of resolution.

VECTOR GRAPHICS



BITMAPPED (RASTER) GRAPHICS

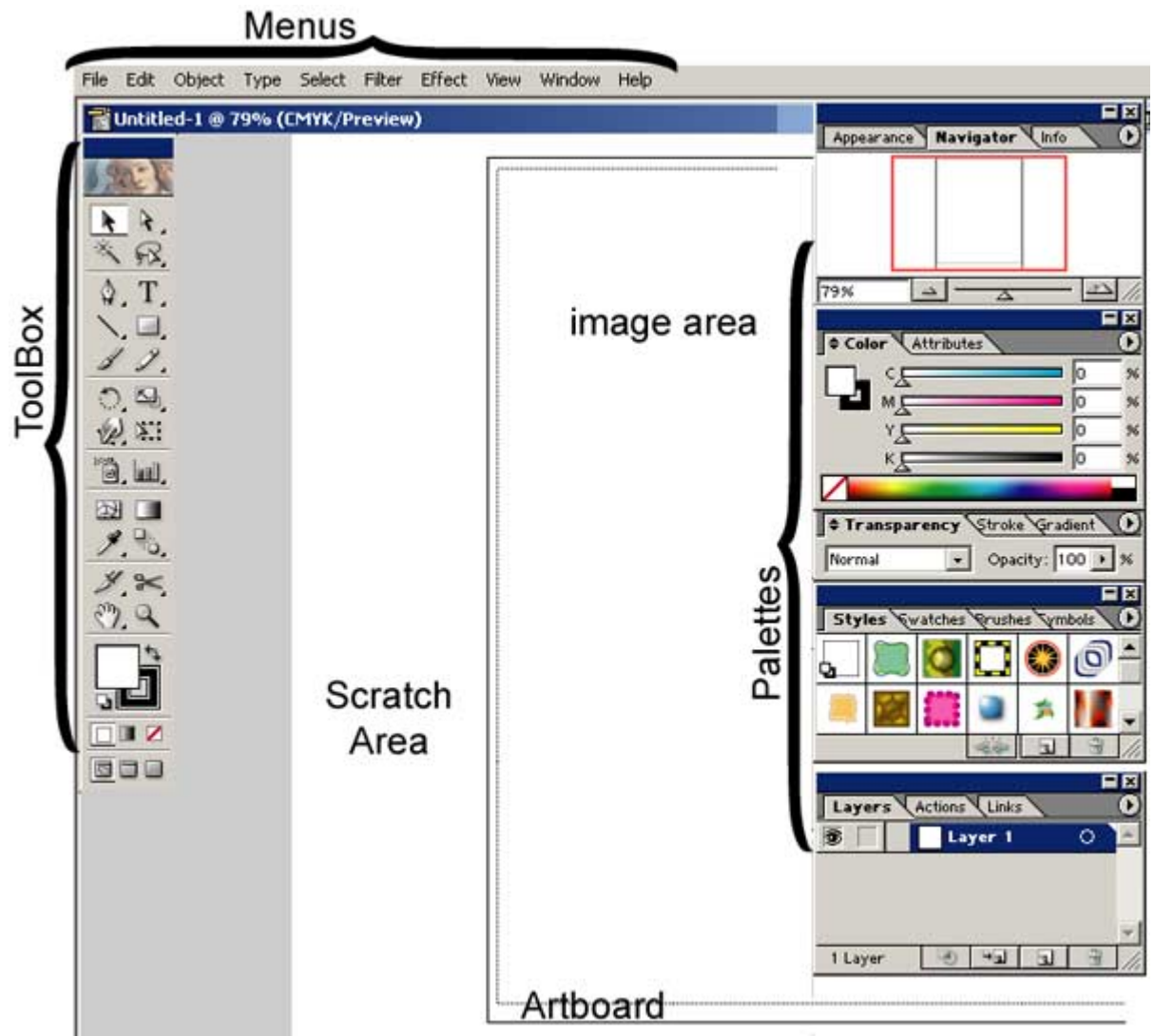


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### Starting a new document in Illustrator 10:

- go to **FILE** -> **NEW**
- for **NAME**: give the document a title
- for **SIZE**: chose an appropriate size form the drop down menu (**LETTER** is fine for now)
- for **UNITS**: chose **INCHES** or **PIXELS**
- for **ORIENTATION**: chose portrait or landscape
- for **COLOR MODE**: chose **CMYK** for printing or **RGB** for web applications

# Work Areas in Illustrator



## Definitions:

**ARTBOARD** = the area that is the edge of your paper


**IMAGE AREA** = the area that can be printed (shown as a dotted border)

**SCRATCH AREA** = an area outside your image where you can store things for your designs. When you save the document, those items will also be saved, however when you print your document, only the items within the **IMAGE AREA** will be printed.

## To change the appearance of the work area:

-To show or hide **PALETTES**, go to **WINDOW** and choose what palettes you would like to be on the screen

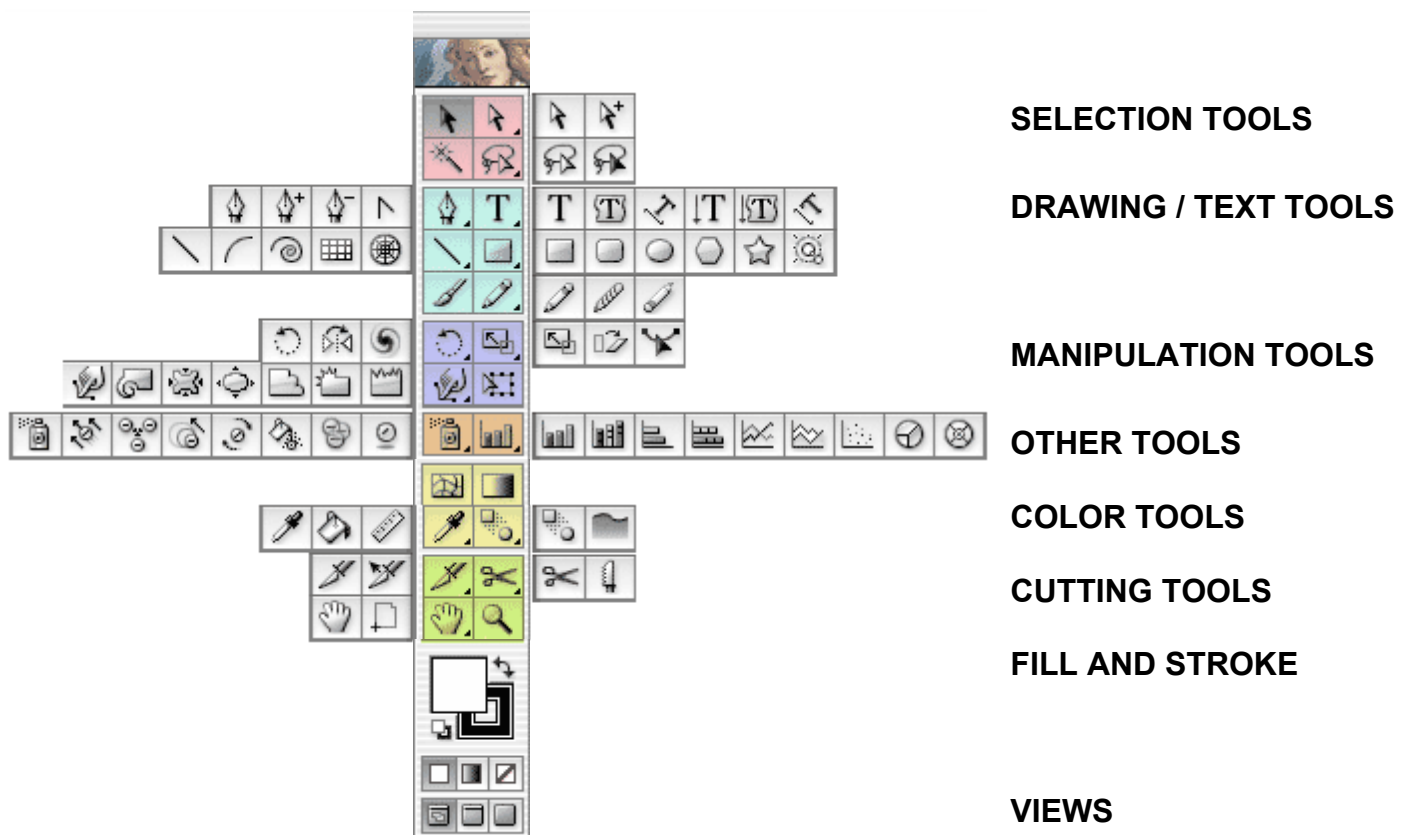
-To show or hide the **IMAGE AREA**, go to **VIEW** -> **HIDE/SHOW PAGE TILING**

-  is the **ZOOM TOOL**, and you can enlarge or decrease the work area. To decrease, press the **ALT** button on your keyboard while using the tool.

# The Toolbox

		Online help
Selection Tool (V)		Direct Selection tool (A)
Magic Wand Tool (Y)		Direct Select Lasso Tool (Q)
Pen Tool (P)		Type Tool (T)
Line Segment Tool (\)		Rectangle Tool (M)
Paintbrush tool (B)		Pencil Tool (N)
Rotate Tool (R)		Scale Tool (S)
Warp Tool (Shift R)		Free Transform Tool (E)
Symbol Sprayer Tool (Shift S)		Column Graph Tool (J)
Mesh Tool (U)		Gradient Tool (G)
Eyedropper Tool (I)		Blend Tool (W)
Slice Tool (Shift K)		Scissors Tool (C)
Hand Tool (H)		Zoom Tool (Z)
Fill Color (X)		Swap Fill & Outline Colors (Shift X)
Default fill Colors (D)		Outline Color(X)
Solid fill (<)		Gradient fill (>), No fill(/)
		Illustrator Window Size

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## Using the Drawing Tools



**Fill and Stroke** – Can set the FILL (inside color) or STROKE (outline color) of path/object. Either can be set to none (clear). Stroke thickness can be set up top under the menus.



**Basic Pen Tool** – Makes paths. Click repeatedly to create a line. If you want to make a closed path, when you get close to the first anchor point, the pen tool will have a little circle next to it.



**Add a point** – Adds anchor points to a path. Click on path to add points.



**Delete a point** – Deletes anchor points on a path. Click on a point to delete it.



**Convert a point** – Allows you to move a point and bend a path. Click to add handles.



**Pencil Tool** – Allows you to freehand draw a path. Click and drag around work area to create the line. Double click on the tool in order to adjust fidelity (how close the path follows what you drew) and the smoothness (how angular the path is).



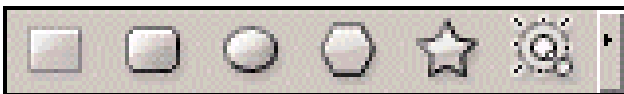
**Line Tool** – Draws straight lines. Click and drag around work area to create the line. Double click on the tool in order to adjust specific size and angle of the line. Click **SHIFT** if you want lines at a perfect 45-degree angle.



**Arc Tool** – Draws curved lines. Click and drag around work area to create the arc. Double click on the tool in order to adjust several factors of the arc.



**Spiral Tool** – Draws spirals. Click and drag around work area to create the spiral. Double click on the tool in order to adjust several factors of the spiral.



**Shape Tools** - Rectangle, Rounded Rectangle, Ellipse, Polygon, Star, and Flare Tools

- 1) Select shape tool
- 2) Click and drag on work area to make the shape
- 3) OR click once on the work area for an options box to come up.
- 4) To make a perfectly scaled shape (square or circle), hold the **SHIFT** button while using tool.

## Using the Selection Tools



**Select Tool** – Selects a path or object. Use by clicking anywhere on object/path.



**Direct Select Tool** – Selects parts of path/object or single points. Use by clicking on a point.



**Group Select Tool** – Selects groups of objects. Use by clicking on the group.



**Lasso Tool** – Selects by freehand drawing around paths/objects



**Magic Wand Tool** – Selects objects based on their similarity to several different options, including fill color, stroke color, stroke weight, etc.

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## Manipulation Tools



**Rotate Tool** – Rotates Objects. Choose tool and click in object. Then click outside object and rotate.



**Reflect Tool** – Creates mirrored image. Choose tool, then press ALT and click outside shape. A box will pop up and choose if you want a horizontal or vertical image and the angle of rotation.



**Scale Tool** – Makes objects bigger or smaller. Choose tool and click in object. Then click outside object and drag mouse back and forth.



**Shear Tool** – Makes objects stretch along the X or Y axis. Choose tool and click in object. Then click outside object and drag mouse back and forth.



**Free Transform Tool** – Allows you to drag the object around to change its shape. Select object, then click on tool and drag object around by points on the box around it.

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## Liquefy Tools



Warp



Twirl



Pucker



Bloat



Scallop



Crystallize



Wrinkle

↑ Play with the tools above to figure out what they do. ↑

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## Cropping, Punching, Joining



add, subtract, intersect, exclude

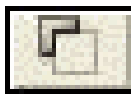
divide, trim, merge, crop, outline, and minus black

-Tools are found on **PATHFINDER PALETTE** or under **EFFECT -> PATHFINDER**

-The **ADD**, **SUBTRACT**, **INTERSECT**, and **EXCLUDE** tools all work in the same way. You must have **ALL** the shapes selected (using the **SELECT TOOL** and pressing **SHIFT**, or using the **LASSO** select tool). Then you click on the appropriate pathfinder tool.



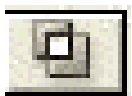
**ADD** - Adds the different shapes to make one shape



**SUBTRACT** - Subtracts the top shape from the one on the bottom

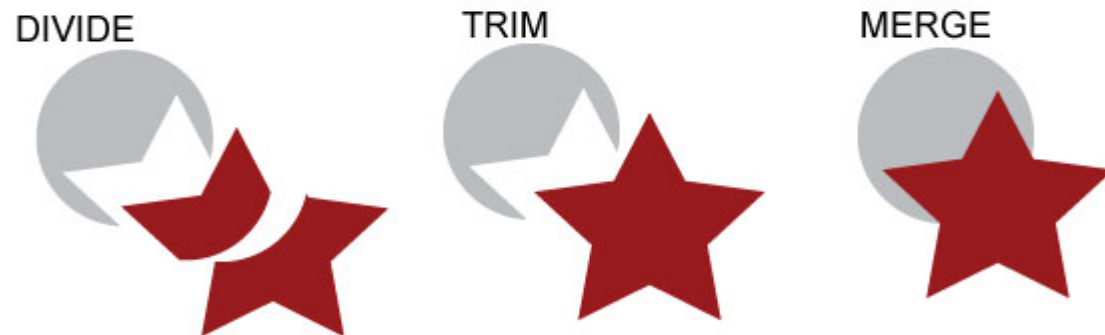


**INTERSECT** - Only keeps the areas of the shapes that intersect/overlap.



**EXCLUDE** - Deletes the area of the shapes that intersect/overlap.

Look at this diagram to understand how the rest of the **PATHFINDER** tools work



## Filters and Effects

-Filters and Effects can be found in the top **MENU** bar

-Experiment and try different ones out!

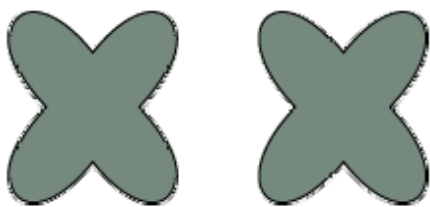
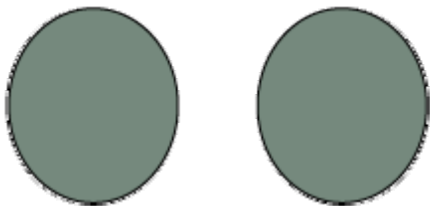
-Shapes may have to be **GROUPED**. Select the object/s and right click. Choose **GROUP**

-Many Effects can only be used in the RGB color mode. TO switch to this mode go to **FILE - > DOCUMENT COLOR MODE** and choose **RGB**.

### PLEASE NOTE:

-A filter will alter the underlying structure of the path it is applied to. Filters are **PERMANENT**.

-An effect only changes the appearance of the path. Effects can be **CHANGED** later with the **APPEARANCE PALETTE**.



Filter:  
Pucker and Bloat 44%

Effect:  
Pucker and Bloat 44%



Filter:  
Pucker and Bloat 44%

Effect:  
Pucker and Bloat 44%