



ILLUSTRATOR

Adobe Illustrator is a powerful, creative program which creates vector graphics...the best choice for crisp, clear lines that can be scaled to many sizes.

Illustrator graphics...

Vector graphics consist of lines and curves defined by mathematical objects called vectors. For example, when you draw a 1-inch circle in a vector-based program, the program creates a circular object based on its shape and size. You can then move, scale, or change the color of the circle without affecting the quality of the graphic.

Vector graphics are resolution independent, that is, they are not defined by a fixed number of pixels and so are automatically scaled to appear crisp and sharp on any monitor or output device at any resolution.

Making Selections...

In Illustrator, you must select what you want to affect. Where you click to select an object varies slightly when you switch from the default Preview view, which displays objects with their paint settings, to Artwork view, which shows only the outlines of objects. In Artwork view, you must click an object's outlines to be able to select it.

Because grouped objects are treated as a single unit, grouping is useful when you want to move or transform a number of objects without selecting them individually.

There are three selection tools. The black arrow selects entire objects. The white

arrow is called the direct-selection tool. It selects portions, or segments, of objects. The group-selection tool, a white arrow with a plus sign, selects a single object within a set of objects you have defined as a group.

Illustrator terminology...

PATH...Any line or shape you create using the drawing tools, representing the outline of a graphic object. A path consists of one or more segments.

A path can be either open or closed. A closed path is a path that is continuous and has no beginning or end, and, therefore, no endpoints. A circle is an example of a closed path. An open path has distinct endpoints; a wavy line, for example, is an open path.

The first and last anchor points on an open path are called the endpoints.

SEGMENTS...Each path is made up of segments.

ANCHOR POINT...Defines where each segment of a path starts and ends, and "anchors" the path in place. By moving anchor points, you modify path segments and change the shape of the path.

DIRECTION HANDLE...What you click and drag to control an anchor point.

Tools...

You can select a tool from the default toolbox by clicking the tool. In addition to the tools you can see, the toolbox contains several hidden tools that are visible when you click and hold the mouse on the tool.

Keyboard Commands...

Ctrl + 0	Fit to window
Ctrl + 1	100% view
Ctrl + Spacebar	“Zoom in” tool
Ctrl+Alt+Spacebar	“Zoom out” tool
Spacebar	Hand tool
Ctrl	Previously selected tool
Ctrl + Tab	Switch selection tools
Ctrl + Y	Artwork view
Alt	Draws shapes from center
Shift + Click	Adds paths
Ctrl + G	Group

The Illustrator Work Area...

To make the best use of the extensive drawing, painting, and editing capabilities in Illustrator, it is important to learn how to navigate the work area. The work area consists of the artboard, the scratch area, the toolbox, and the default set of floating palettes.

When you open a document for the first time, an outline, called the artboard, appears in the center of the document window. The size and orientation of the artboard is determined by the settings in the Document Setup dialog box.

The dotted line within the artboard identifies the imageable area. Any artwork within the dotted line can be printed. The area between the dotted line and the edge of the artboard represents the non-imageable area.

The area surrounding the artboard can be thought of as a scratch area.

When you open a file, it is displayed in Preview view, which displays artwork the way it will print.

Painting...

The Color and Swatches palettes let you apply, modify, and save colors in your artwork. The Color palette displays sliders for mixing colors, and includes a color bar at the bottom.

Painting objects with colors, gradients, or patterns is done using a combination of palettes and tools,

including the palettes: Color, Swatches, Gradient, Stroke, and the paint buttons in the toolbox, which let you select and change an object’s fill and line attributes.

The color bar lets you quickly pick a fill or stroke color from a spectrum of colors and select colors visually. You can also choose white or black by clicking the white color box or black color box on the right end of the color bar.

The paint attributes you choose are assigned to all new objects you create until you change the attributes again. The last paint attribute selected, either Fill or Stroke, appears selected and frontmost in the toolbox.

Mastering the Pen Tool...

The key to successful illustration with this application is mastering the Pen tool. Secrets to success with the Pen tool include:

Click anchor points...don’t draw.

Holding down the Shift key while using the Pen tool gives a 45 degree angle or can be used to draw a straight line.

Clicking and dragging creates an Anchor Point.

EXERCISES...Defining a Pattern...

Use Star, Ellipse, Polygon, Rectangle tools to make an overlapping pattern. (Make small objects.)

Fill each with color. Do not use gradients.

Select all objects. (Hold down Shift while clicking with the white arrow Direct Selection tool.)

Click and drag with Selection tool (black arrow) into the Swatches palette.

Splitting an egg...

Use the Ellipse tool to draw an oval, then fill with a color or pattern.

Select the knife tool, under Scissors, and cut egg in half. Go beyond the edges of the oval object.

Select egg by clicking on it.

Deselect egg by holding down the Shift key and clicking with the Selection tool half the egg.

Select one of the parts of the egg, and separate it by moving the selected part away from the other half. (Click and drag with Direct Selection tool.)

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