

Chapter 1

Getting to Know Illustrator

Objectives

- Explore the Illustrator workspace
- View and modify artboard elements
- Work with objects and smart guides
- Create basic shapes
- Apply fill and stroke colors to objects
- Select, move, and align objects
- Transform objects
- Make direct selections
- Work with multiple artboards

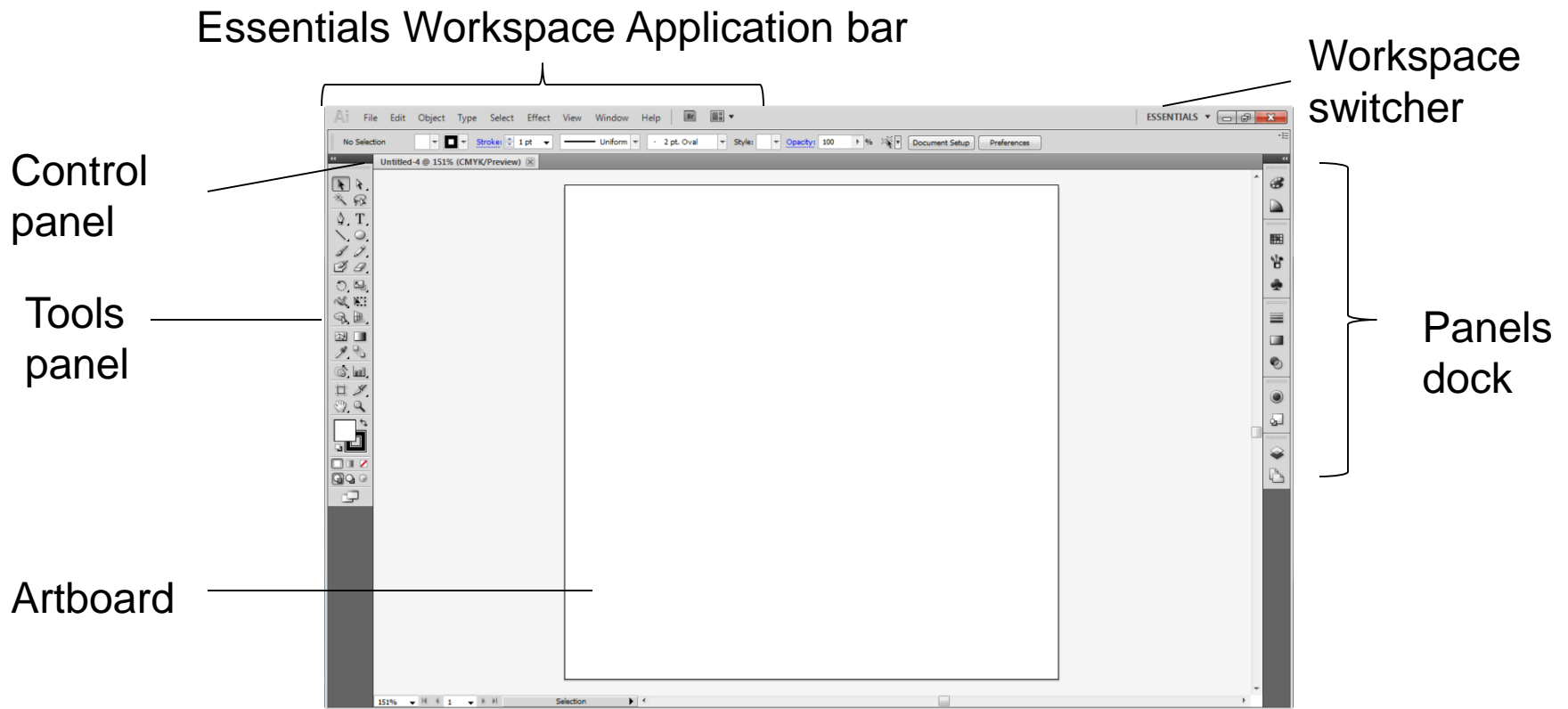
Explore the Illustrator Workspace

- The arrangement of windows and panels that you see on your monitor is called the **workspace**.
- Illustrator CS5 offers a number of predefined workspaces that are customized for different types of tasks.

Explore the Illustrator Workspace

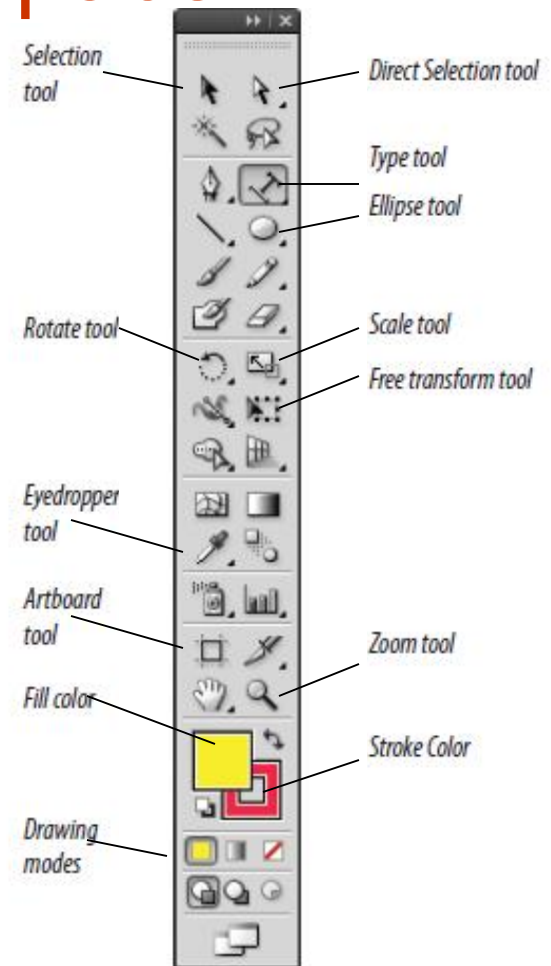
- The default workspace is called Essentials.
- You can switch from one workspace to another by clicking Windows on the Application bar, pointing to Workspace, and then choosing a workspace.

Explore the Illustrator Workspace



Explore the Illustrator Workspace

- The Tools panel houses all the Illustrator tools.
- Many tools are hidden behind others that have a small black triangle in the lower-right corner.

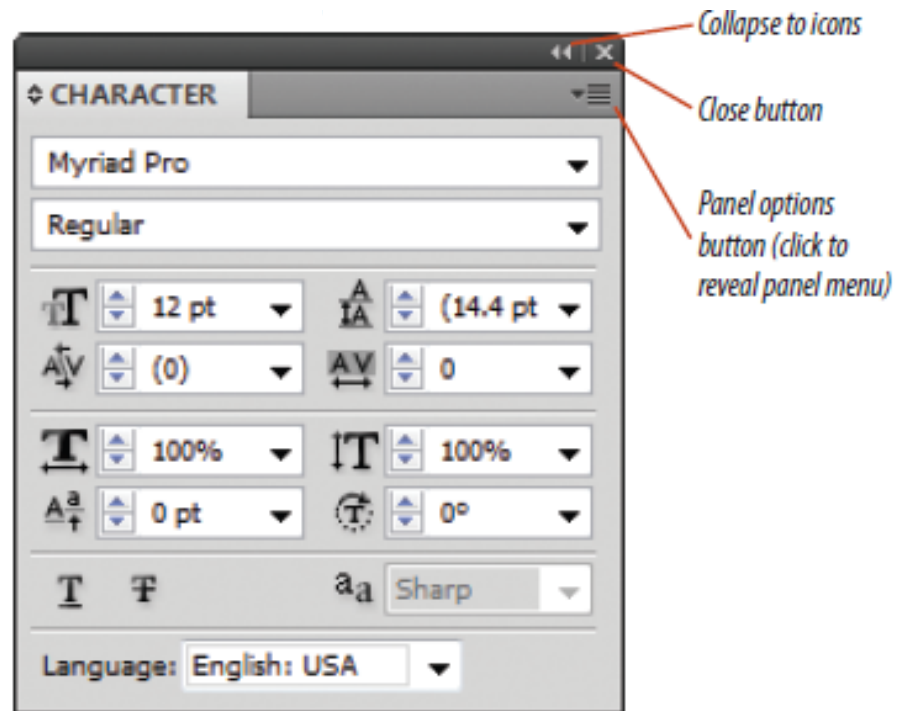


Explore the Illustrator Workspace

- **Panels** are windows containing features for modifying and manipulating Illustrator objects.
- Panels are arranged in groups on the right side of the workspace.

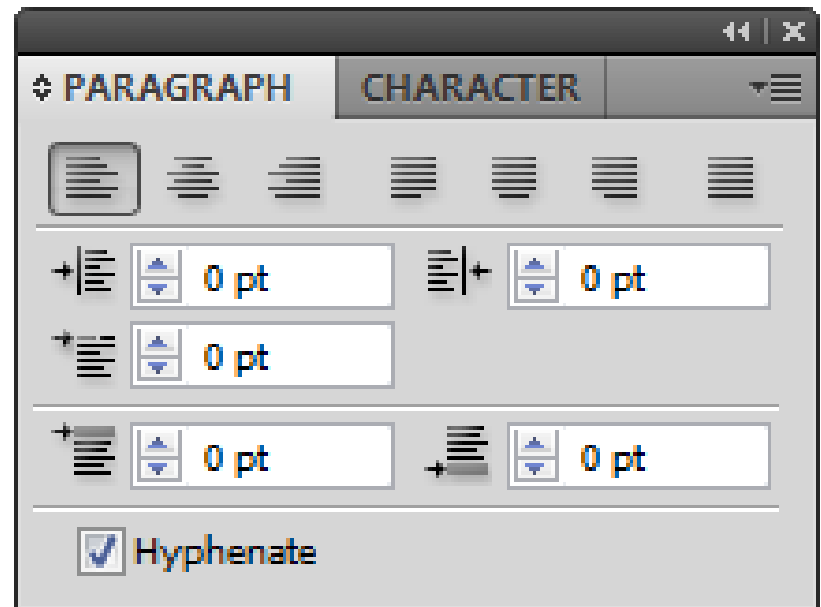
Explore the Illustrator Workspace

To access the panel menu for additional options, click the Panel options button.



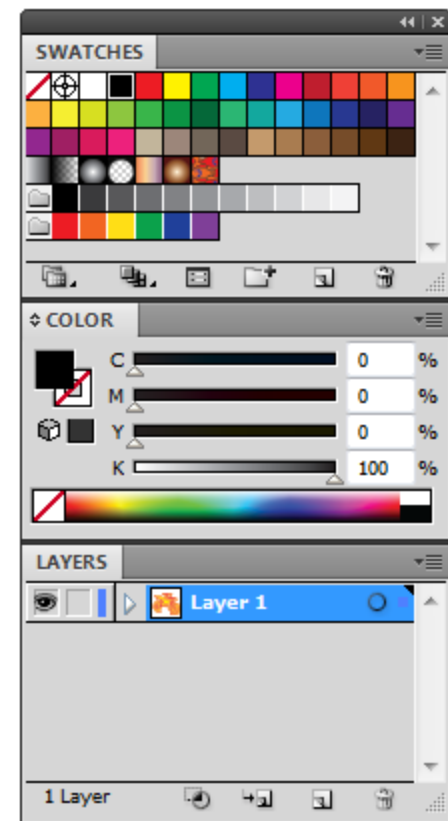
Explore the Illustrator Workspace

- You can group panels together, as shown here, to better manage your workspace.



Explore the Illustrator Workspace

- You can dock panels together, as shown here, so you can move them together.

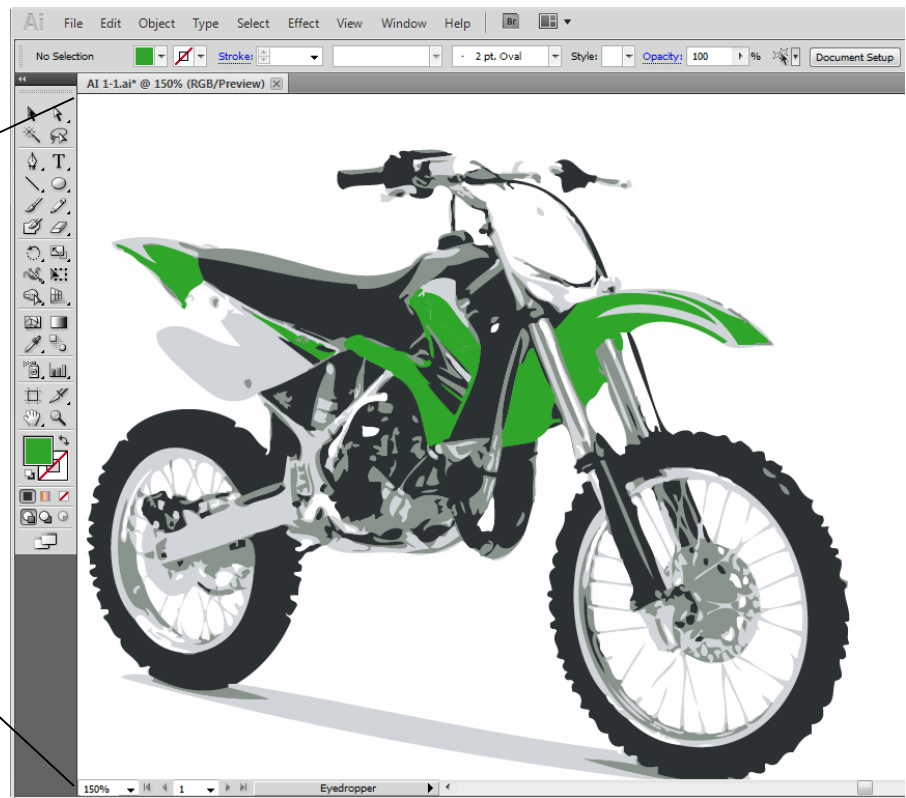


View and Modify Artboard Elements

- The Zoom tool is found on the Tools panel and is used to adjust magnification.
- Click the document window with the Zoom tool to enlarge it.
- Press and hold [Alt](Win) or [option](Mac) while clicking the document to reduce it.

View and Modify Artboard Elements

Magnification
levels indicated
here



View and Modify Artboard Elements

- To switch temporarily to the Zoom tool while using other tools, press and hold [Ctrl][Spacebar](Win) or [Command][Spacebar](Mac), then click to zoom in.
- To zoom out, press and hold [Ctrl][Alt][Spacebar](Win) or [Command][option][Spacebar](Mac).

View and Modify Artboard Elements

- The Hand tool is found on the Tools panel.
- Use the Hand tool to move a document around.
- The keyboard shortcut for accessing the Hand tool is to simply press and hold [Spacebar].

View and Modify Artboard Elements

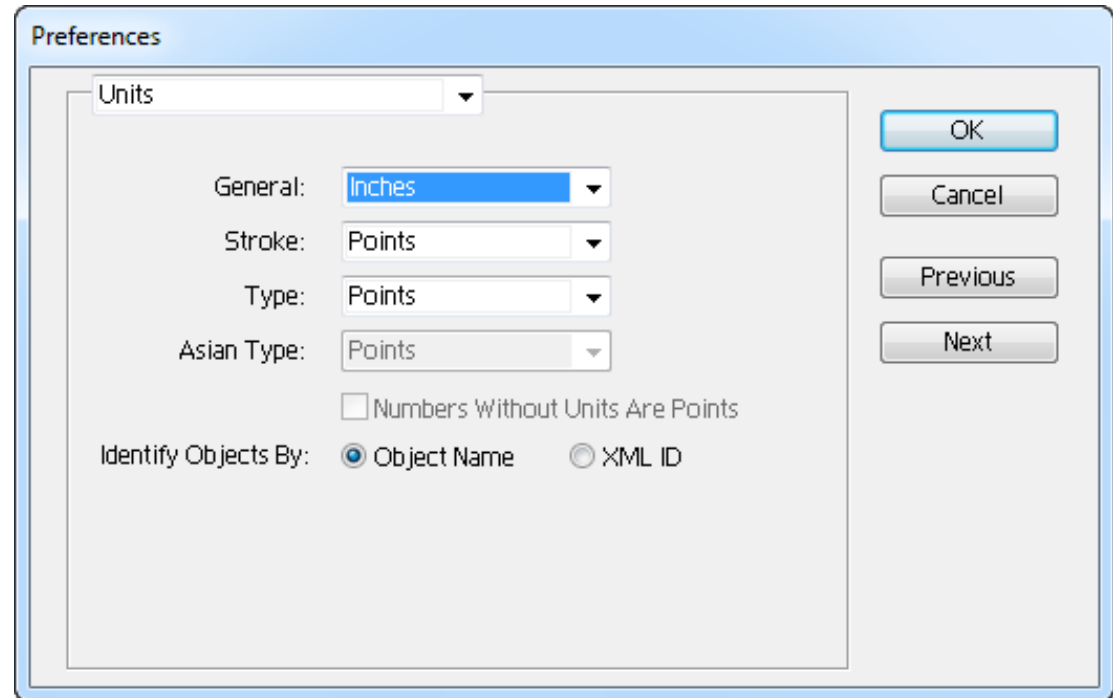
- Illustrator has several features to help with precise positioning and sizing.
- Rulers are positioned at the top and left side of the pasteboard.
- Set an option for hiding or showing rulers on the View menu.

View and Modify Artboard Elements

- You can determine the units with which you want to work in the Preferences dialog box.
- Click Edit (Win) or Illustrator (Mac) on the Application bar, point to Preferences, then click Units to display the dialog box.

View and Modify Artboard Elements

Change default unit settings in the Preferences dialog box.



View and Modify Artboard Elements

- All objects you create have visible selection marks or selection edges.
- When you select an object those edges automatically show.
- You can opt to hide them on the View menu.

View and Modify Artboard Elements

Selection marks visible



Selection marks hidden



View and Modify Artboard Elements

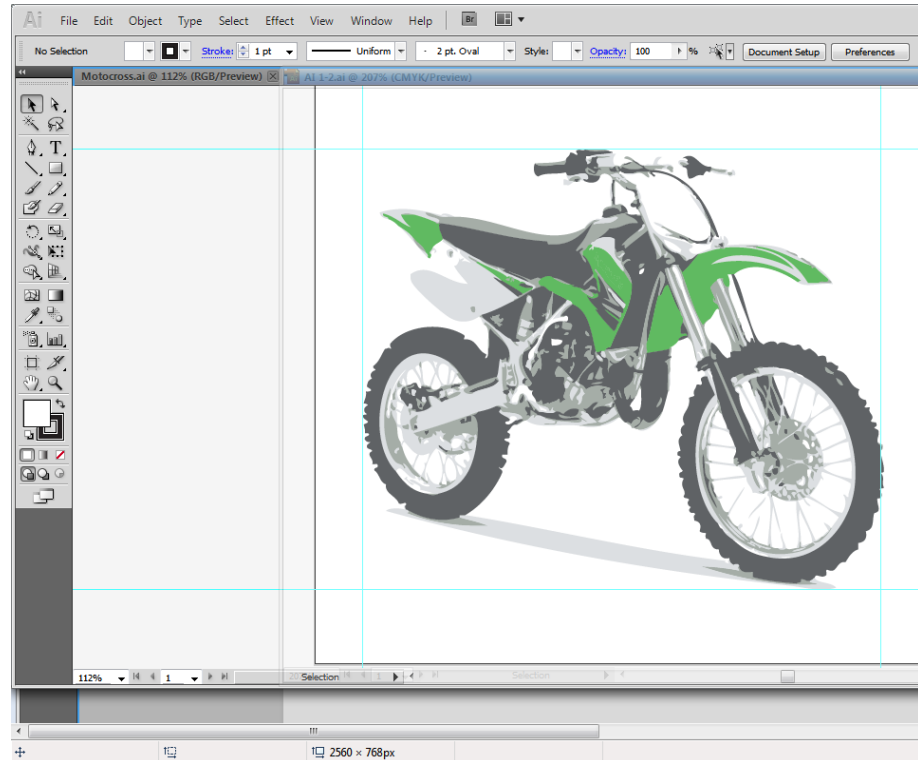
- Screen modes are options for viewing your documents.
- The two basic screen modes are Normal and Outline.

View and Modify Artboard Elements

- In Normal mode, objects are displayed with fills, strokes, and effects.
- In Outline mode, objects are displayed as hollow shapes, with no fills, strokes, or effects.
- Working in Outline mode can be helpful for careful selection.

View and Modify Artboard Elements

- You can work with multiple open documents.
- You can set them as tabs in your workspace.



View and Modify Artboard Elements

- **Shortcut keys** allow quick access to commands essential for performing basic and complex operations.
- When available, shortcut keys are listed beside commands on the menu.

View and Modify Artboard Elements

TABLE 1: SHORTCUT KEYS FOR VIEWING COMMANDS		
	Windows	Mac
Hide/Show Guides	Ctrl-;	Command-;
Hide/Show Edges	Ctrl-H	Command-H
Hide/Show Rulers	Ctrl-R	Command-R
Activate/Deactivate Smart Guides	Ctrl-U	Command-U
Fit Page in Window	Ctrl-O	Command-O
Fit Spread in Window	Alt-Ctrl-O	Option-Command-O
Toggle Normal and Outline Screen Modes	Ctrl-Y	Command-Y
Hide/Show Guides	Ctrl-;	Command-;
Hide/Show Edges	Ctrl-"	Command-"

Work with Objects and Smart Guides

- Illustrator features 12 preferences dialog boxes.
- Preferences are defaults you set for how you want to work.

Work with Objects and Smart Guides

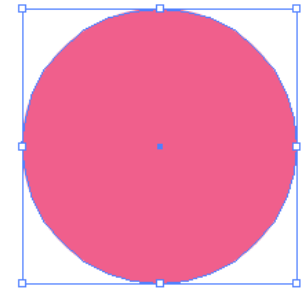
- Objects in Illustrator are any individual pieces of artwork you create, such as:
 - Shapes
 - Lines
 - Text

Work with Objects and Smart Guides

- You can use the bounding box of an object to resize it.
- Select the Show Bounding Box option on the View menu.
- Click and drag any of the eight handles that appear to change the object's shape and size.

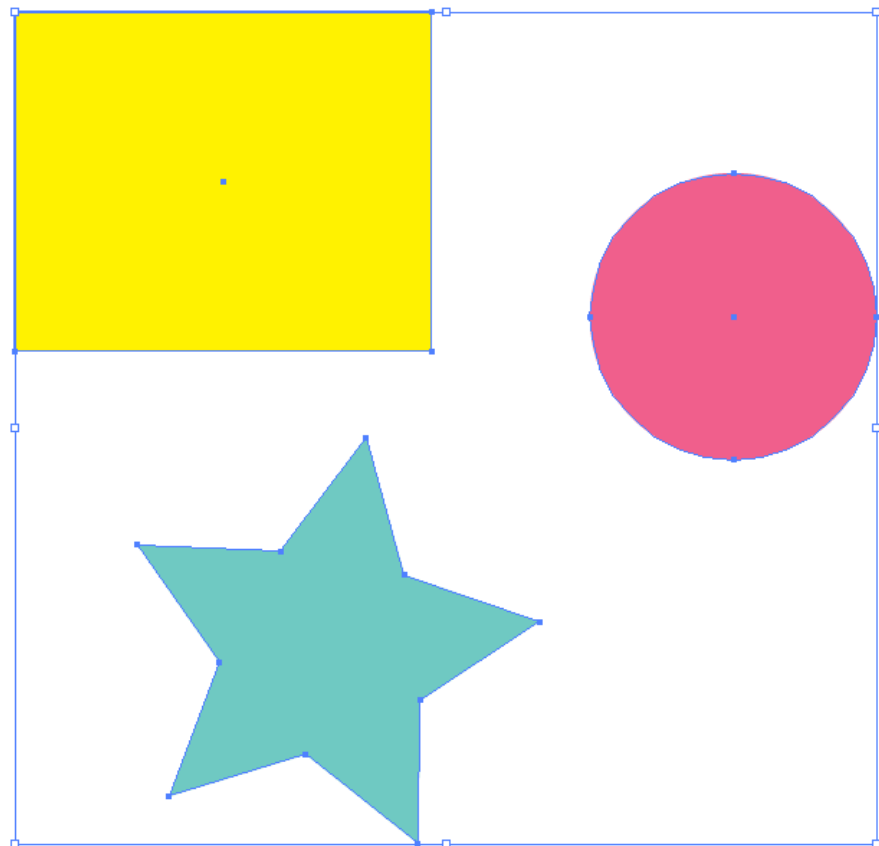
Work with Objects and Smart Guides

- Selected circle with the bounding box showing.



Work with Objects and Smart Guides

- When you select multiple objects, a single bounding box appears around all of them.



Work with Objects and Smart Guides

- Keyboard shortcuts for resizing objects

TABLE 2: OBJECT RESIZING COMBINATIONS		
Windows	Mac	Result
Shift-drag a corner handle	Shift-drag a corner handle	The object is resized in proportion; its shape doesn't change
Alt-drag a handle	Option-drag a handle	Resizes the object from its center point
Alt-Shift-drag a handle	Option-Shift-drag a handle	Resize the object from its center and in proportion

Work with Objects and Smart Guides

- You can copy and paste objects in Illustrator.
- Objects are pasted at center of artboard by default.
- The Edit menu offers three other paste options.

Work with Objects and Smart Guides

- The **Paste in Front** command pastes the copy directly in front of the original.
- The **Paste in Back** command pastes the copy directly behind the original.
- The **Paste in Place** command also pastes a copy directly in front of the original.

Work with Objects and Smart Guides

Other useful Object menu commands include:

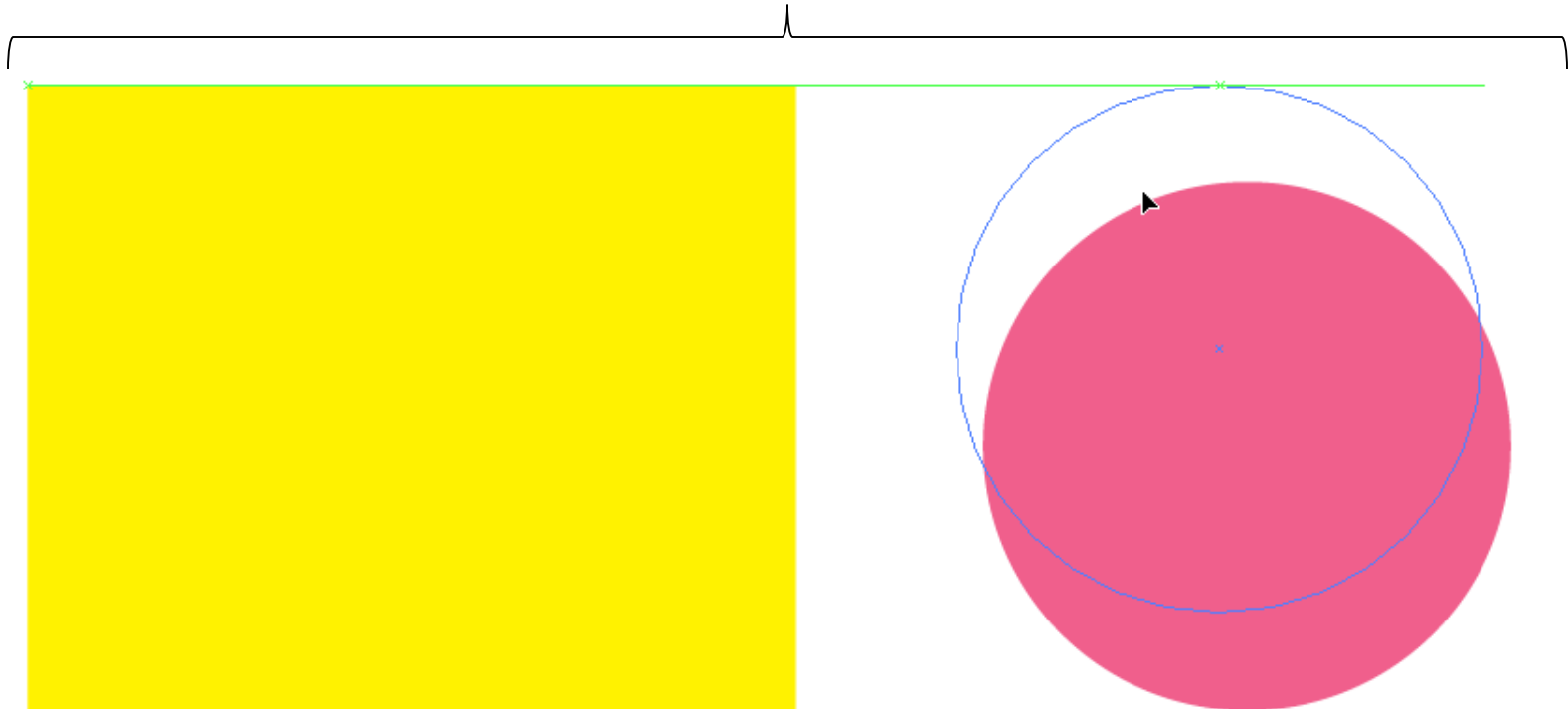
- Hide
- Lock
- Group
- Ungroup

Work with Objects and Smart Guides

- **Smart guides** give you visual information for positioning objects precisely in relation to the artboard or other objects.
- When activated, smart guides appear automatically when you move objects.

Work with Objects and Smart Guides

Smart guides aligning the top edges of two objects.



Create Basic Shapes

- Basic geometric shapes are the foundation of Illustrator.

Create Basic Shapes

- **Bitmap Images** are created using a square or rectangle grid of colored squares called **pixels**.
- All digital images are composed of pixels.

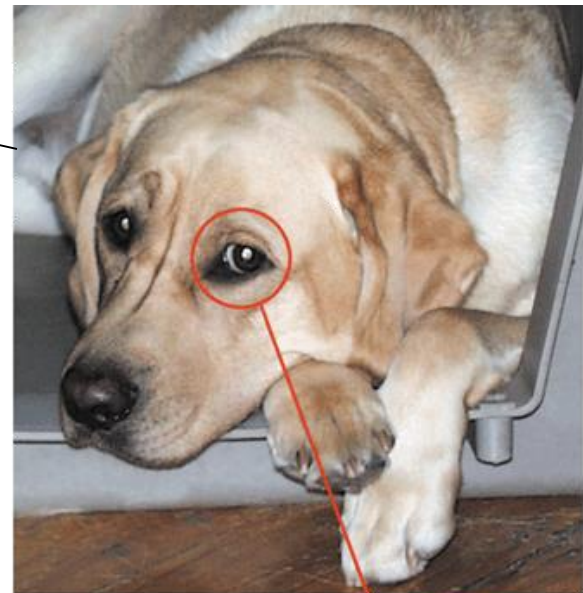
Create Basic Shapes

- The number of pixels in a given inch is referred to as image's **resolution**.
- Bitmap images are **resolution-dependent**.

Create Basic Shapes

Enlarging
bitmap
images
negatively
impacts
image
quality.

Bitmap image



Pixels



Create Basic Shapes

- Graphics created in Illustrator are **vector graphics**.
- They are created with lines and curves.
- They are defined by mathematical objects called **vectors**.

Create Basic Shapes

- Vector graphics consist of **anchor points** and **line segments**, together referred to as **paths**.
- They can be scaled to any size.
- They are **resolution-independent**.

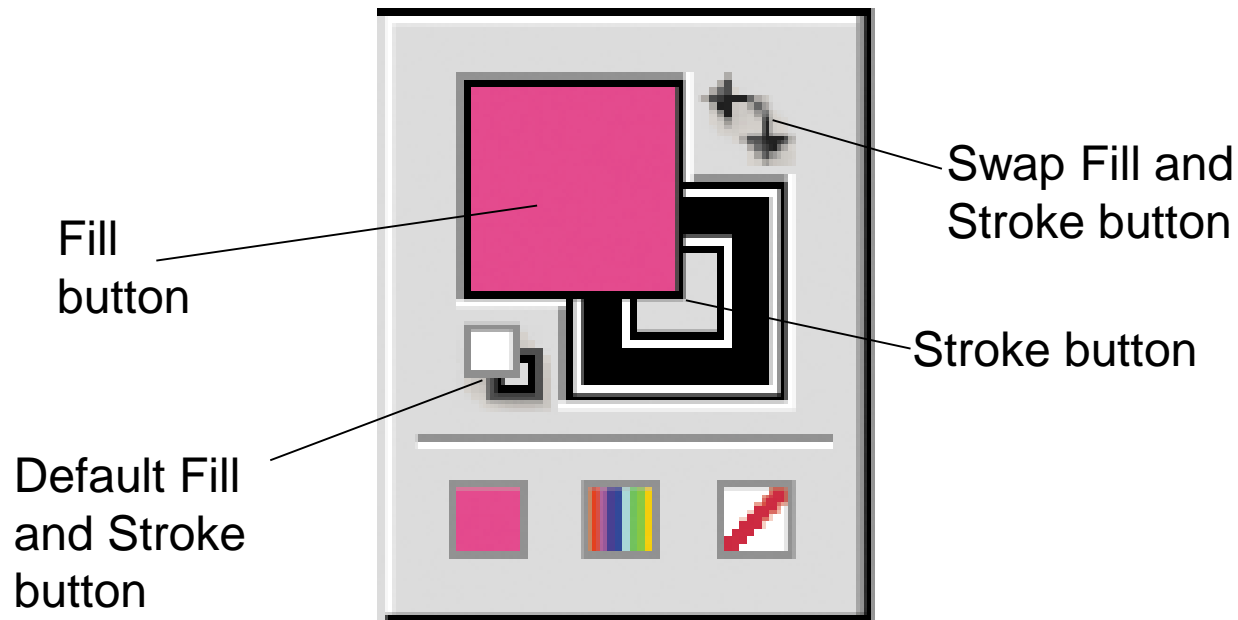
Create Basic Shapes

Vector graphic



Apply Fill and Stroke Colors to Objects

- Click the Fill or Stroke button on the Tools panel to switch between them.



Apply Fill and Stroke Colors to Objects

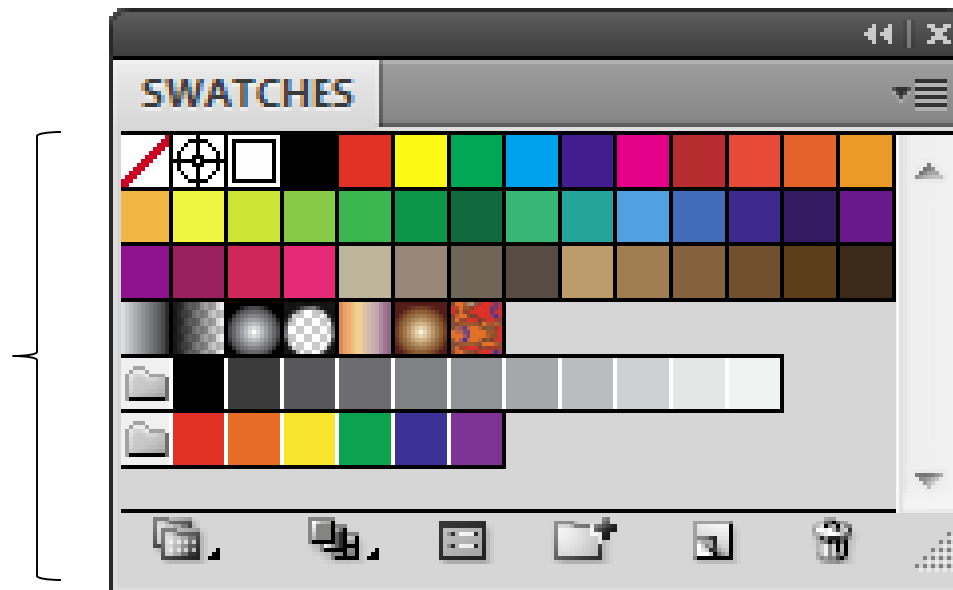
- The Swatches panel is central to color management.
- It is the simplest resource for applying fills and strokes to objects.

Apply Fill and Stroke Colors to Objects

- When an object is selected, click a swatch in the panel to apply a color as the fill or stroke, depending on which is activated.
- Dragging a swatch to an unselected object will change the color of its fill or stroke, depending on which is activated.

Apply Fill and Stroke Colors to Objects

Pre-set
colors,
gradients,
patterns,
and shades
of gray.



Select, Move, and Align Objects

- To move or modify an object, select it with a selection tool, menu item, or command key.
- Two basic ways to move objects:
 - Click and drag
 - Use arrow keys

Select, Move, and Align Objects

- Pressing [Alt](Win) or [option](Mac) when dragging creates a copy of an object.

Select, Move, and Align Objects

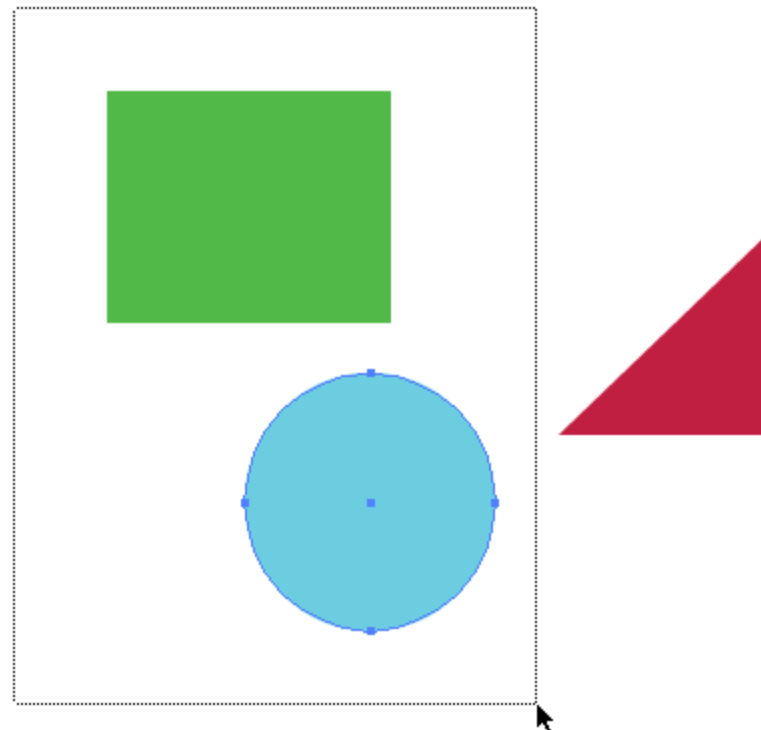
- Grouping objects allows them to be selected with one click of Selection tool
 - To group:
 - Select objects
 - Click Object on Application bar
 - Click Group

Select, Move, and Align Objects

- **A marquee selection** is a dotted rectangle created when you drag the Selection tool around an object or objects.
- Any object a marquee touches before the mouse button is released will be selected.

Select, Move, and Align Objects

Marquee selection
around two objects

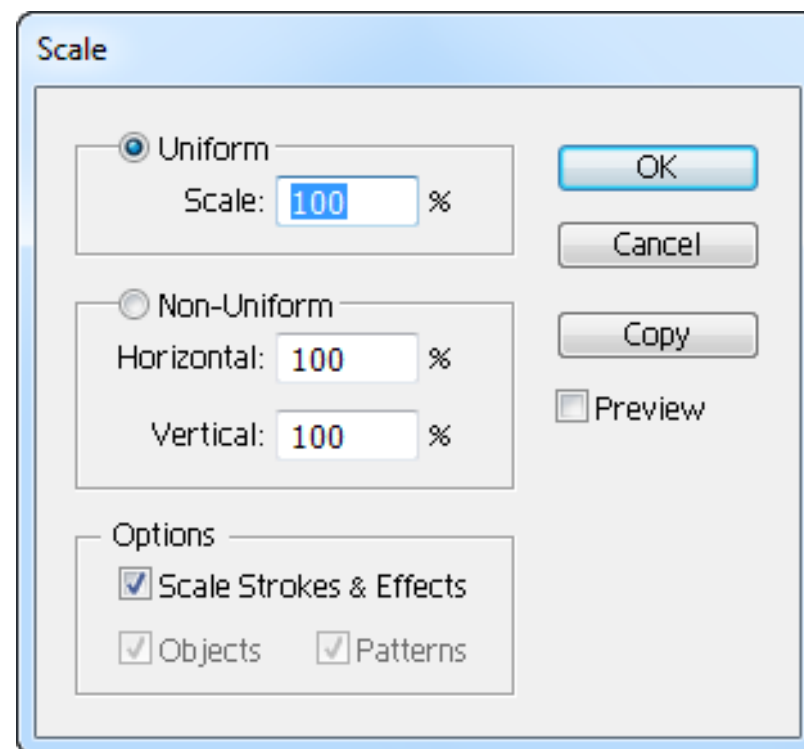


Transform Objects

- Fundamental transformation tools:
 - **Scale tool**: resize objects
 - **Rotate tool**: rotate objects
 - **Reflect tool**: flip objects over an imaginary axis

Transform Objects

- Transform an object using the desired tool or enter precise numbers in its dialog box.



Transform Objects

- You can repeat transformations using the **Transform Again command** found on the Object menu.
- Copying and repeating transformations allows you to create complex geometric shapes from basic objects.

БҒҲҒҒ

Reflect

Reflect | Ժողովրդ

Make Direct Selections

- Use the Direct Selection tool to select individual anchor points or single paths of an object.
- Drag a marquee or press and hold [Shift] while using the Direct Selection tool to select multiple anchor points or multiple paths.

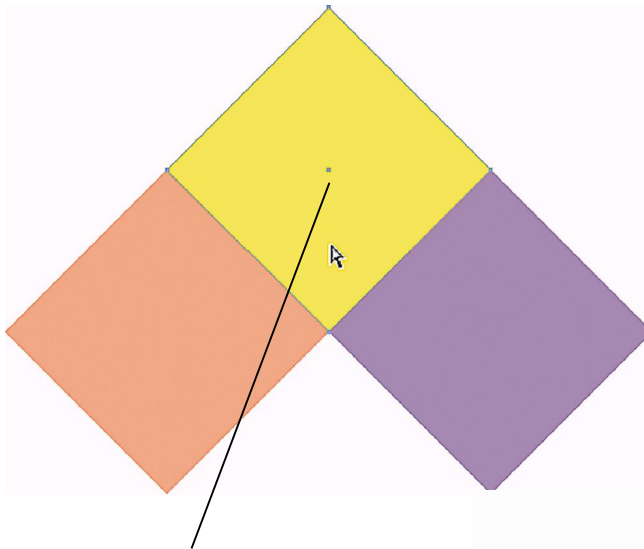
Make Direct Selections

- Clicking the center of an object with the Direct Selection tool selects the entire object.
- Click the edge to select the path only.

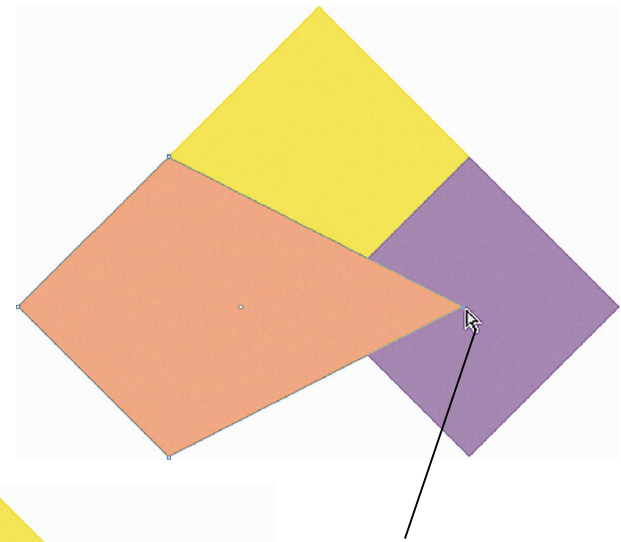
Make Direct Selections

- The Add Anchor Points command creates new anchor points without distorting the object.
- To add anchor points:
 - Click Object on the Application bar
 - Point to Path
 - Click Add Anchor Points

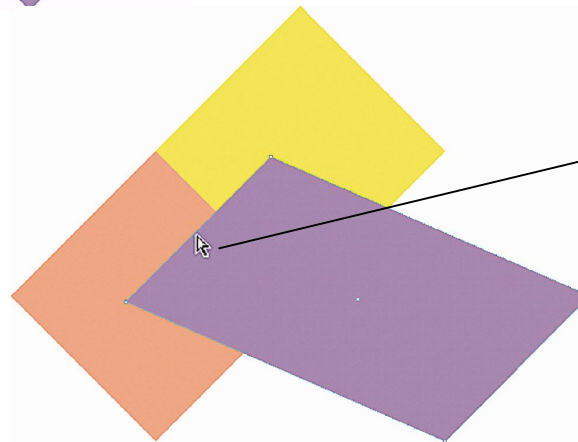
Make Direct Selections



Direct Selection tool selects single objects within groups



Direct Selection tool selects anchor points and paths



Make Direct Selections

- Any object you create can be turned into a guide.
 - Select object
 - Click View on the Application bar
 - Point to Guides
 - Click Make Guides

Make Direct Selections





- When an object becomes a guide, it loses its attributes, such as fill, stroke, and stroke weight.
 - Illustrator remembers its original attributes.
 - To transform a guide back into an object, click View on the Application bar, point to Guides, then click Release Guides.

Make Direct Selections

- The **Draw Behind Drawing Mode** and the **Stacking Order** refer to the order of how objects are arranged in front of and behind other objects on the artboard.
- This is not the same concept as layers in a document.

Make Direct Selections

- You can manipulate the stacking order of objects with the Arrange commands on the Object menu or these shortcut keys.

TABLE 3: ARRANGE COMMANDS			
Command	Result	quick key (Win)	quick key (Mac)
Bring Forward	Brings a selected object forward one position in the stacking order	[Ctrl][right bracket]	 [right bracket]
Bring to Front	Brings a selected object to the very front of the stacking order—in front of all other objects	[Shift][Ctrl] [right bracket]	 [right bracket]
Send Backward	Sends a selected object backward one position	[Ctrl][left bracket]	 [left bracket]
Send to Back	Sends a selected object to the very back of the stacking order—behind all the other objects	[Shift][Ctrl] [left bracket]	 [left bracket]

Work with Multiple Artboards

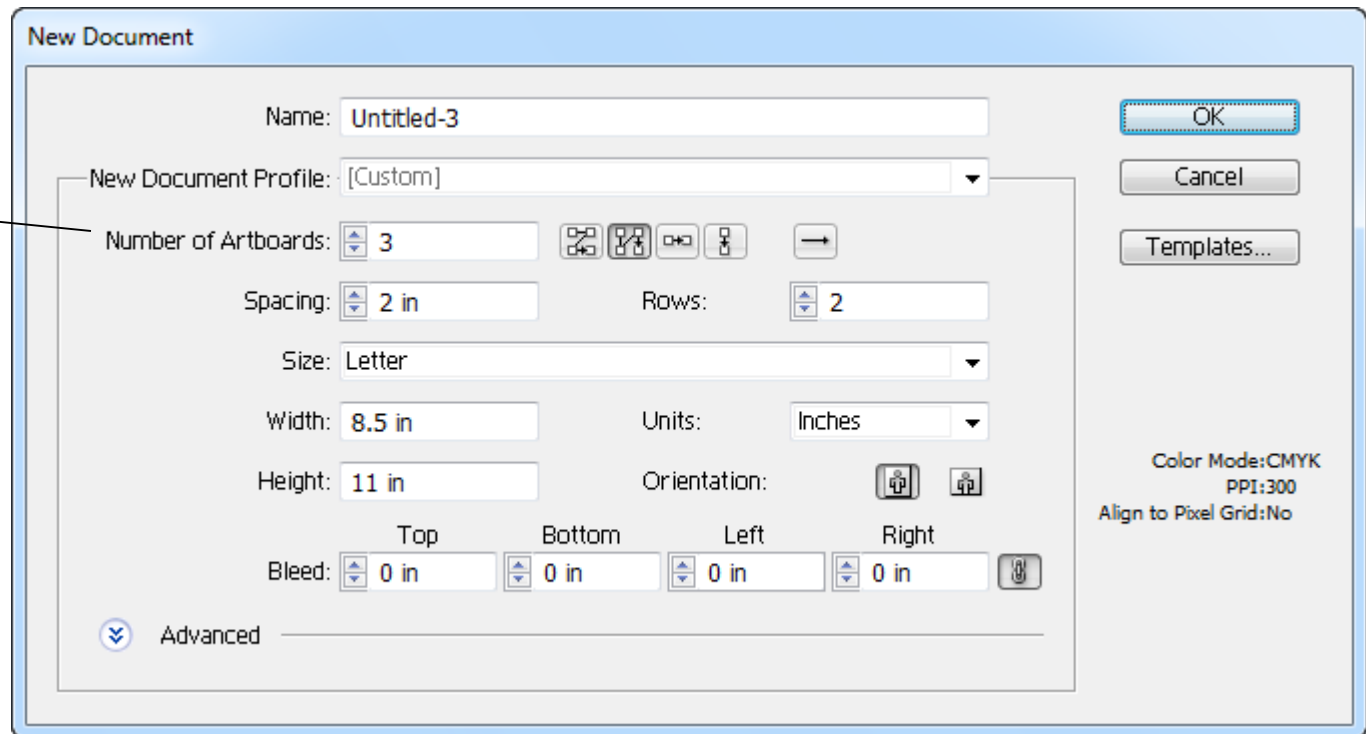
- The artboard is your workspace in an Illustrator document.
- Sometimes the size of it is important; sometimes it is not.

Work with Multiple Artboards

- You can set up multiple artboards of different sizes in Illustrator CS5.
- You can set artboards up in the New Document dialog box.

Work with Multiple Artboards

Set number
of artboards

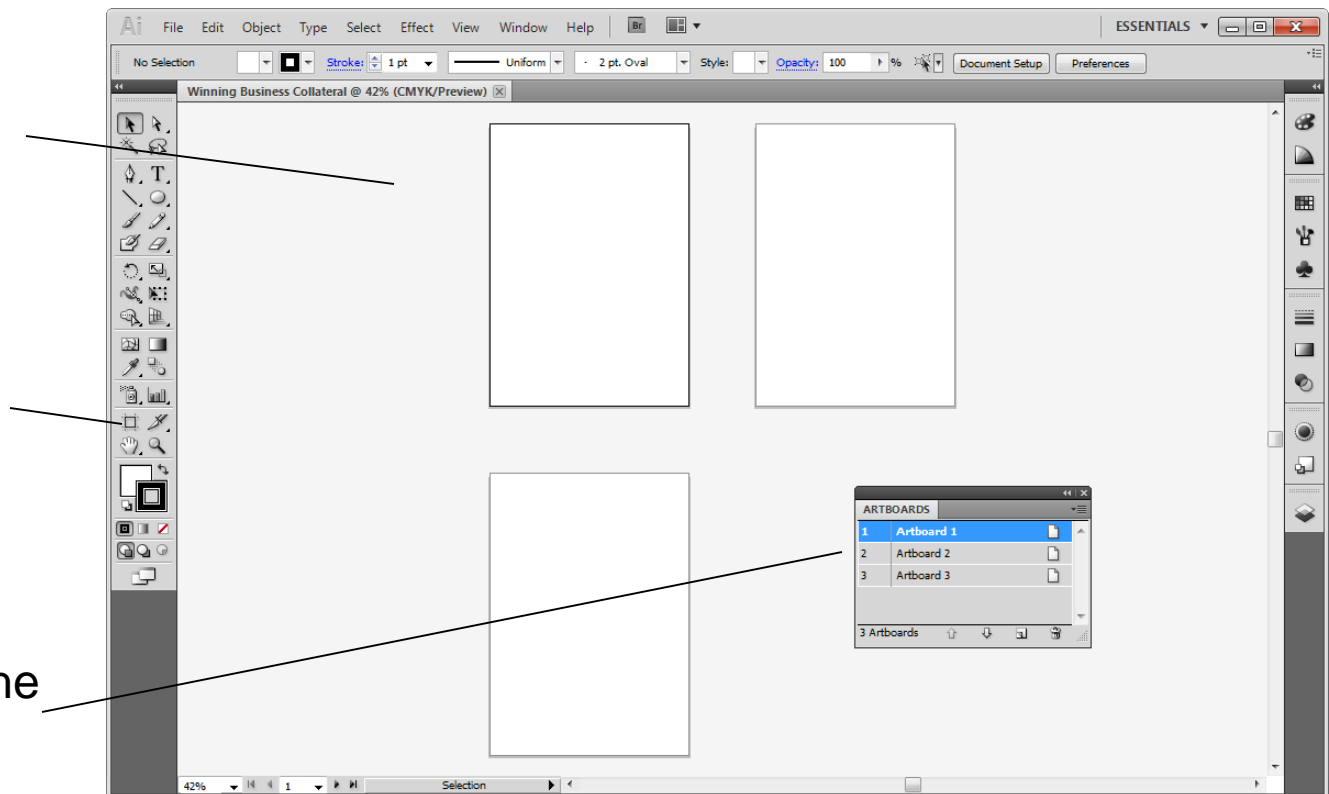


Work with Multiple Artboards

Multiple artboards in a document

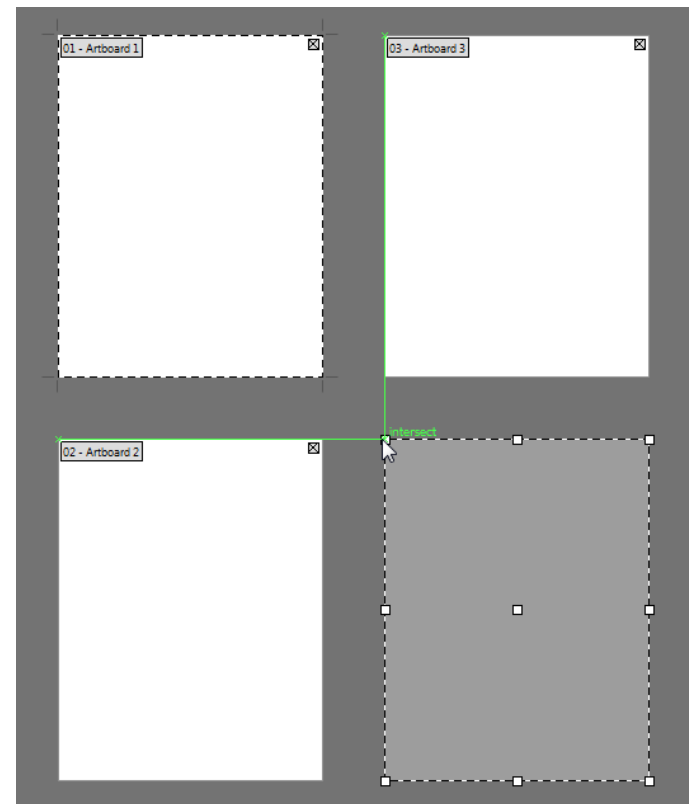
Clicking the Artboard tool changes the screen to Edit Artboards mode

Manage multiple artboards using the Artboards panel



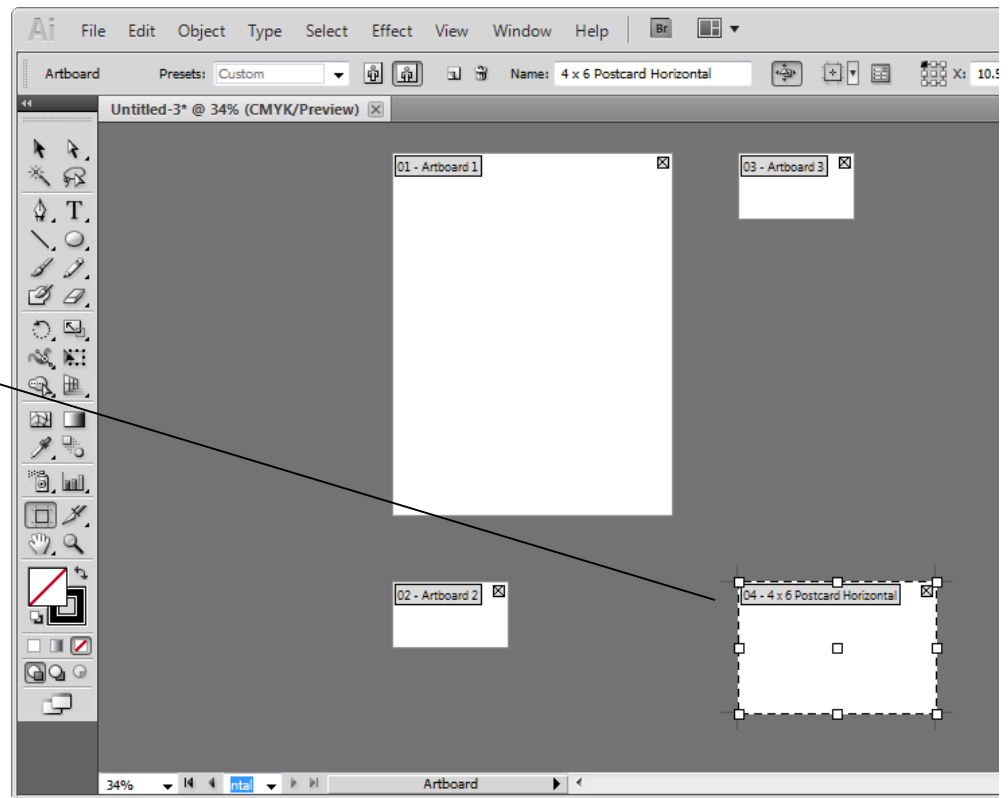
Work with Multiple Artboards

- Click the New Artboard button on the Control panel, then move cursor over other artboards.
- You will see a transparent board.
- Click to place it.



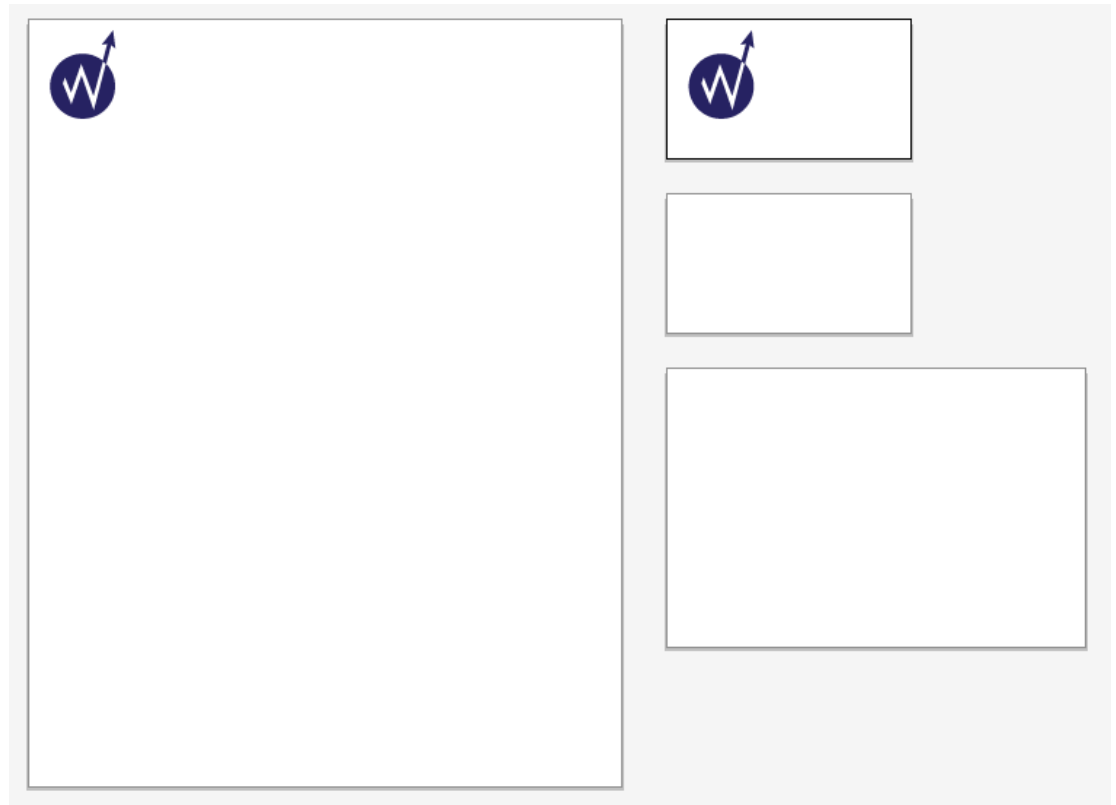
Work with Multiple Artboards

Select individual artboard to reposition or resize



Work with Multiple Artboards

Paste artwork in the same location on another artboard using the **Paste in Place** command on the Edit menu



Work with Multiple Artboards

Paste artwork in the same location on multiple artboards using the **Paste on all Artboards** command on the Edit menu.

