Chapter 12

Drawing with Symbols

Objectives

- Create symbols
- Place symbol instances
- Modify symbols and symbol instances
- Create symbol instance sets
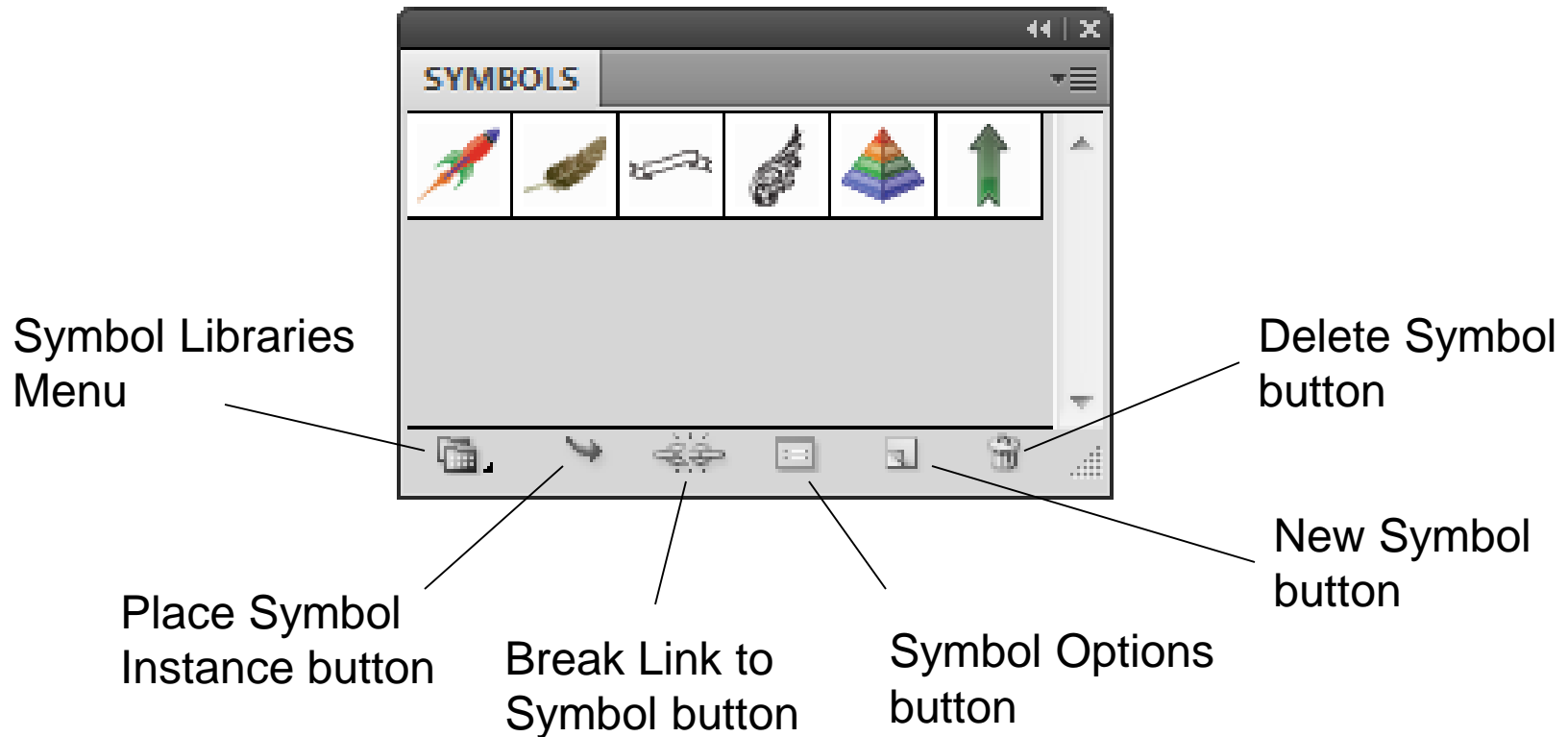- Modify symbol instance sets

Create Symbols

- A **symbol** is artwork stored in the Symbols panel and reused in the document.

- If artwork is stored in the Symbols panel, when you place it, it is called a **symbol instance**.

Create Symbols

- Create symbols from any Illustrator artwork:
  - Text
  - Compound paths
  - Grouped paths

- Symbols can include:
  - Blends, effects, brush strokes, gradients, and other symbols

Create Symbols

Symbol Libraries Menu

Delete Symbol button

Place Symbol Instance button

Break Link to Symbol button

Symbol Options button
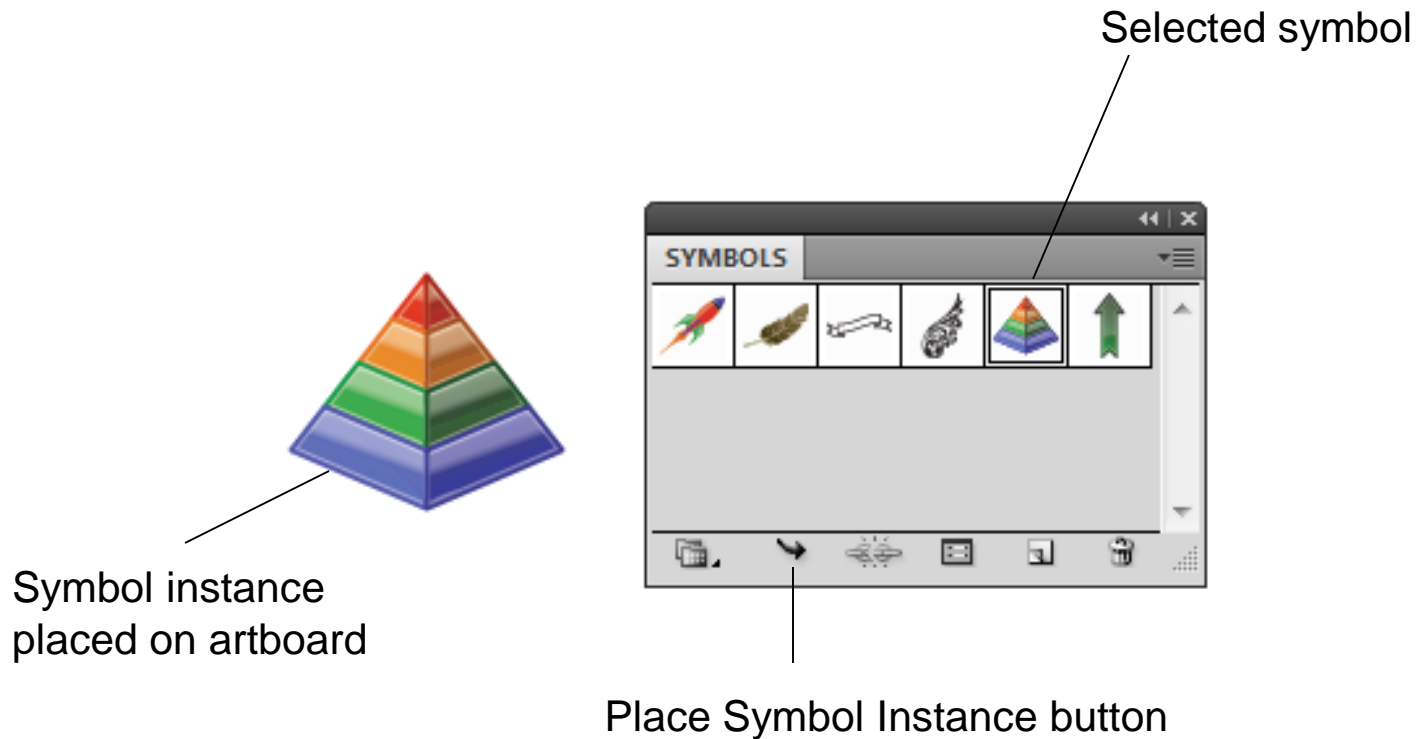
New Symbol button

Place Symbol Instances

Place a symbol instance on the artboard by selecting a symbol in Symbols panel and then:

- – dragging it to the artboard, *or*
- – clicking the **Place Symbol Instance button** in Symbols panel

Place Symbol Instances

- Symbol instances are 'linked' to their corresponding symbol in the panel
- Select all instances of a symbol by selecting the symbol in panel, then clicking the **Select All Instances command**.

Place Symbol Instances

Selected symbol

Symbol instance placed on artboard

Place Symbol Instance button
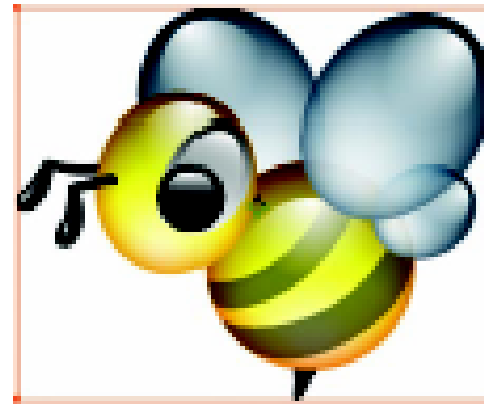
Modify Symbol and Symbol Instances

- Transform symbol instances by using commands on the Object menu or by using transform tools.

Modify Symbol and Symbol Instances

- Perform any operation from Transparency, Appearance, and Graphic Styles panels.
- Symbols are usually composed of multiple objects.
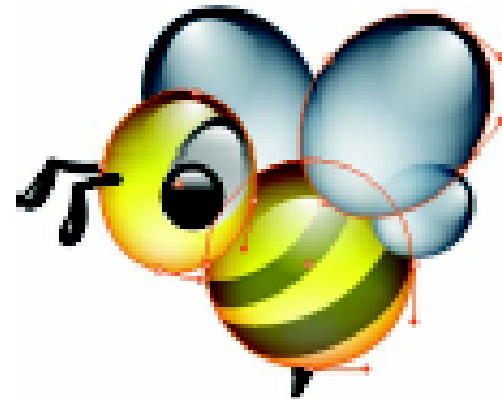
Modify Symbol and Symbol Instances

When symbol instance selected, the individual artwork is not selected.

When instance is selected, bounding box appears.

Modify Symbol and Symbol Instances

To select individual components, use the **Expand command** on the Object menu.

Individual elements of instance are selected when you use the Expand command

Modify Symbol and Symbol Instances

- Once modified, use artwork to redefine associated symbol in panel by replacing original.

- All existing symbol instances are updated.

- If you don't want symbol updated, select instance and break the link to the symbol.

Modify Symbol and Symbol Instances

- You can also modify a symbol instance on the artboard and use it to create a new symbol without changing the original.

Create Symbol Instance Sets

- Use the **Symbol Sprayer tool** to create multiple symbol instances quickly.

- Symbol instances created with the Symbol Sprayer tool are called **symbol instance sets**.
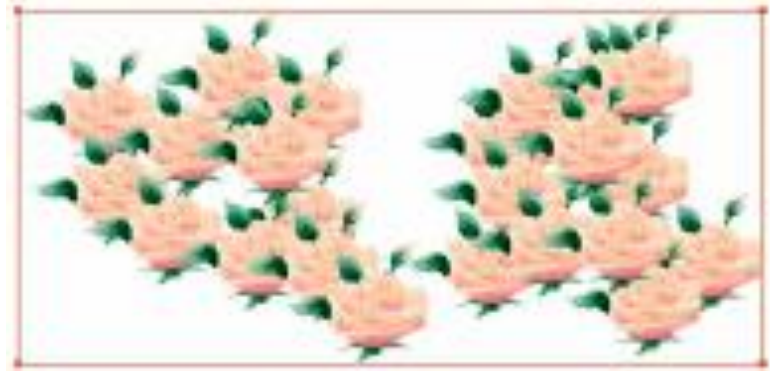
Create Symbol Instance Sets

- To create a symbol instance set:
  - Click symbol in Symbols panel
  - Drag **Symbol Sprayer tool** where you want symbol to appear on the artboard

Create Symbol Instance Sets

Entire set of symbols identified by bounding box when symbol instance set is created with the **Symbol Sprayer tool**.

Bounding box around symbol instance set

Create Symbol Instance Sets

- If you select a symbol instance set and drag again with the Symbol Sprayer tool, new symbols will be added to the selected set.
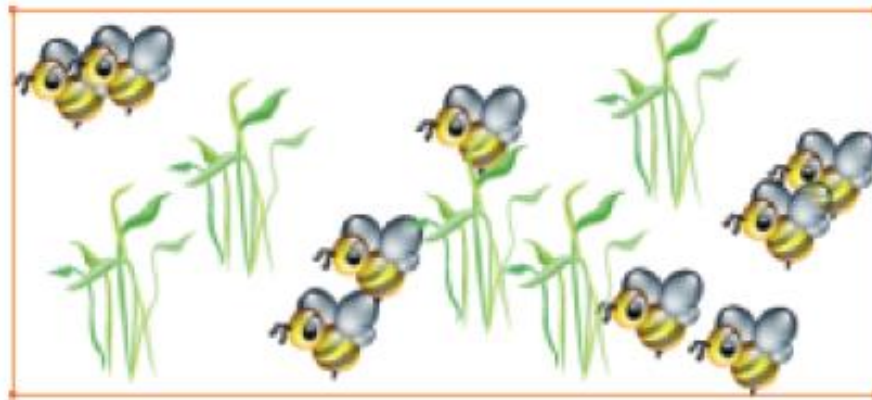
Create Symbol Instance Sets

To create a mixed symbol instance set:

- Create your first set of symbol instances.

- Click a different symbol in the Symbols panel.

- Drag Symbol Sprayer tool where you want the new symbols to appear.

Create Symbol Instance Sets

A mixed symbol instance set

Create Symbol Instance Sets

- Access options for the Symbol Sprayer tool by double-clicking the Symbol Sprayer Tool in the Tools panel.

- This opens the **Symbolism Tools Options dialog box**.

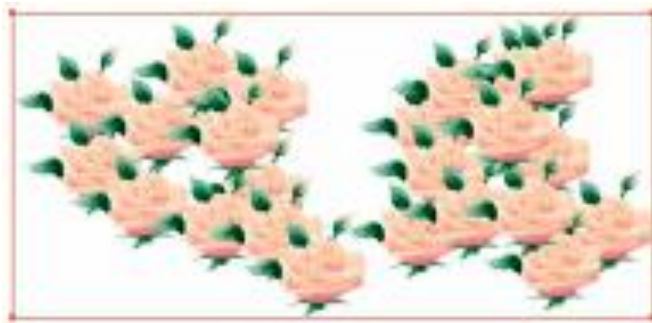# Create Symbol Instance Sets

Symbolism Tools Options

- The **Diameter setting** determines the brush size of the tool.
  - Use larger brush size to disperse symbol over greater part of artboard
  - Brush size doesn't determine size of symbol instances
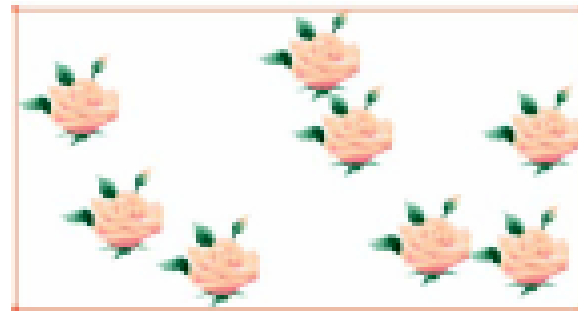
Create Symbol Instance Sets

Symbolism Tools Options

- **Intensity setting** determines the number of times symbol instances will be dispersed in a given time.

- The **Symbol Set Density setting** determines how closely the symbol instances will be to each other.

Create Symbol Instance Sets
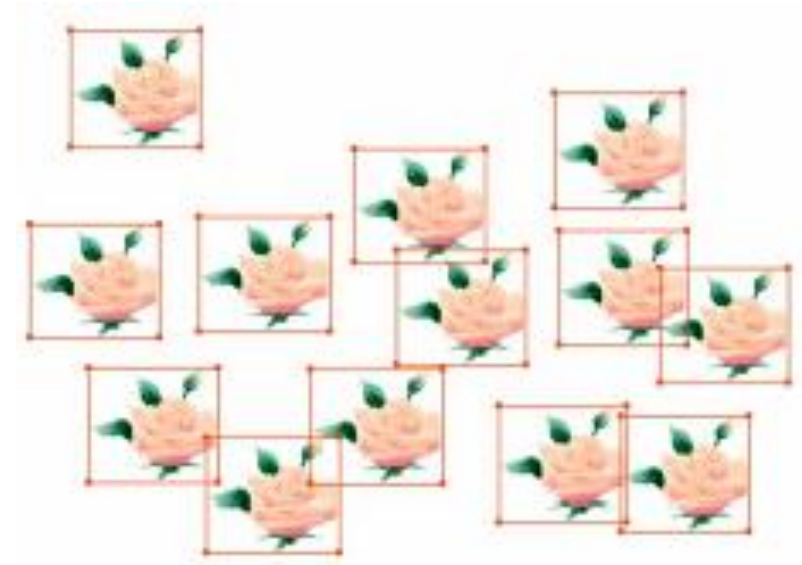

Symbol instance set with a high symbol set density

A symbol instance set with a low symbol set density

Create Symbol Instance Sets

- Apply the **Expand command** to release the set into individual symbol instances.

- Once expanded, all symbol instances are available to be transformed, repositioned, duplicated, or deleted.

A symbol instance set expanded into individual symbol instances

Modify Symbol Instance Sets

- Seven symbolism tools are available to modify symbol instances or sets of symbol instances.

- Use symbolism tools to affect symbol instances within a set.

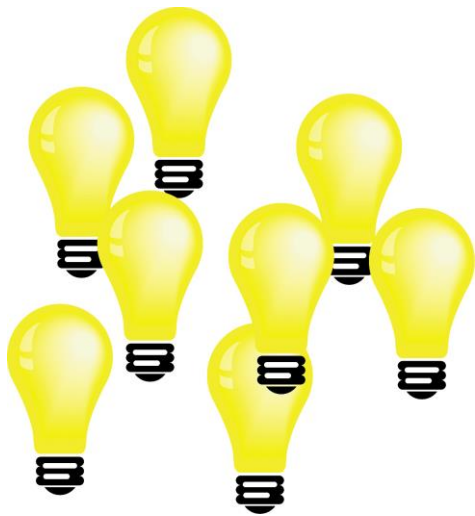# Modify Symbol Instance Sets

Symbolism tools

Modify Symbol Instance Sets

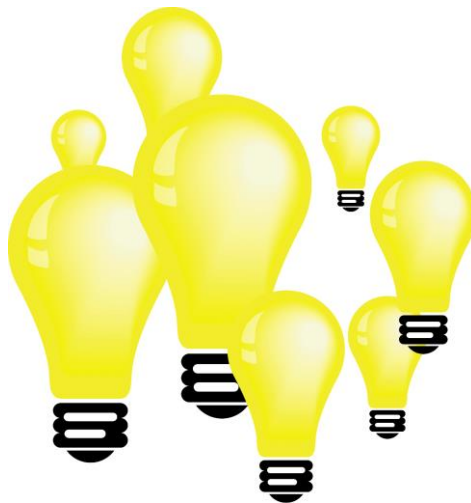| TABLE 1: SYMBOLISM TOOLS	
symbolism tool	function
Symbol Sprayer tool	Places symbol instances on the artboard.
Symbol Shifter tool	Moves symbol instances and/or changes their stacking order in the set
Symbol Scruncher tool	Pulls symbol instances together or apart
Symbol Sizer tool	Increases or decreases the size of symbol instances
Symbol Spinner tool	Rotates symbol instances
Symbol Stainer tool	Changes the color of symbol instances gradually to the current fill color on the Tools panel
Symbol Screener tool	Increases or decreases the transparency of symbol instances
Symbol Styler tool	Applies the selected style on the Styles panel to symbol instances

Modify Symbol Instance Sets

- When you apply symbolism tools to mixed symbol instance sets, each corresponding symbol must be selected in the Symbols panel.

- Symbolism tools are best used when you want a random appearance.

Modify Symbol Instance Sets

Symbol Shifter Tool   Symbol Sizer Tool   Symbol Spinner Tool

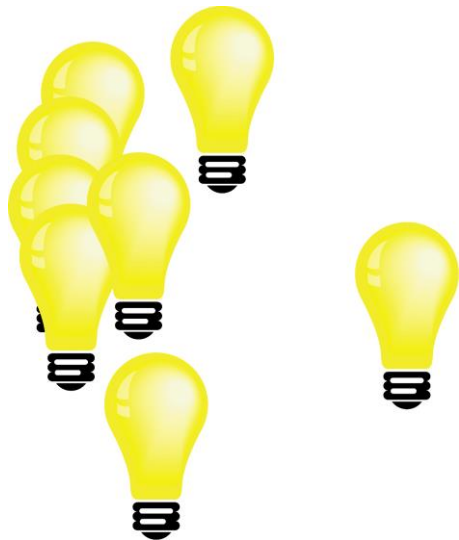# Modify Symbol Instance Sets
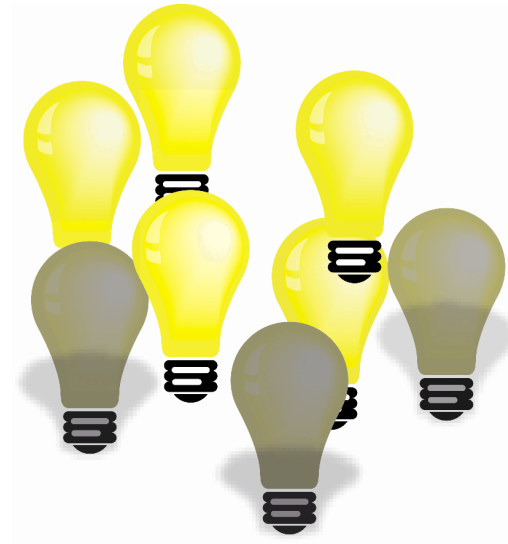

Symbol Stainer Tool

Symbol Screener Tool

Modify Symbol Instance Sets

Symbol Scruncher Tool

Soft Cast Shadow style
with Symbol Styler Tool