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EDPS 6560

Multimedia Learning

Customizing Shapes in Ai and CSS

Positioning

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April 3rd

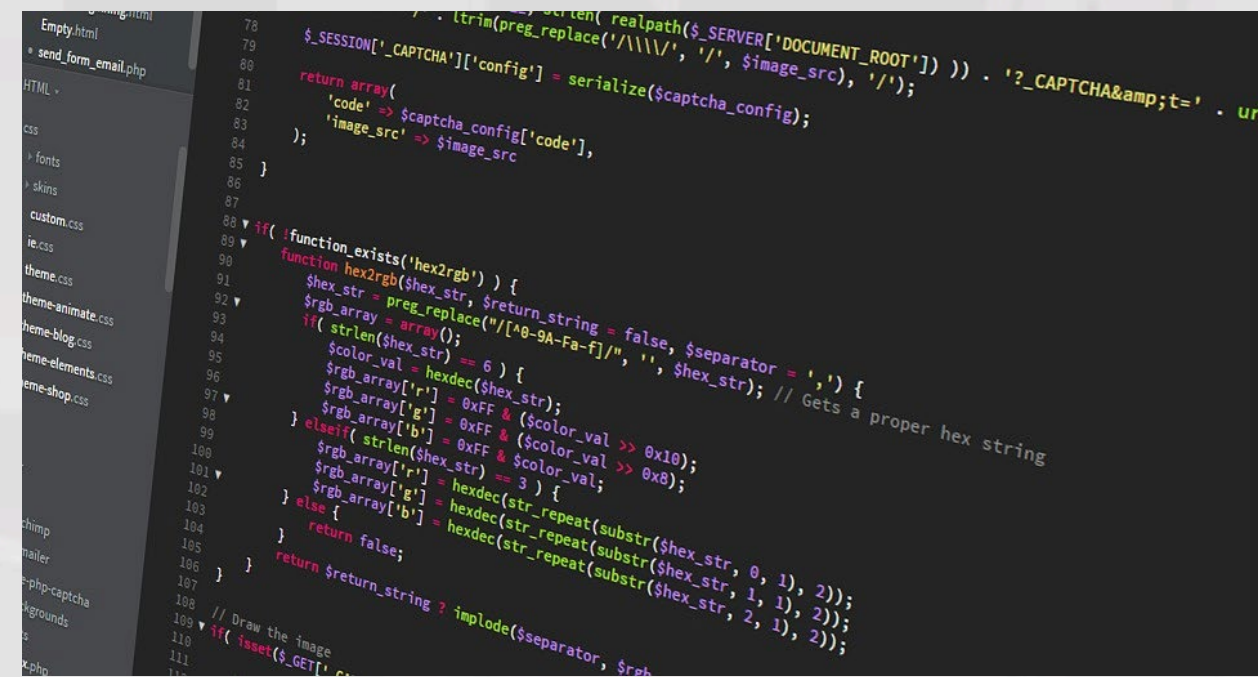


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Class Objectives

By the end of this class you should be able to:

- Identify elements of the Illustrator user interface and demonstrate knowledge of their functions
- Demonstrate knowledge of how to customize shapes





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Class Schedule

5:00-6:30 PM

- Review of the CSS Positioning property

6:30-6:40 PM

- Break

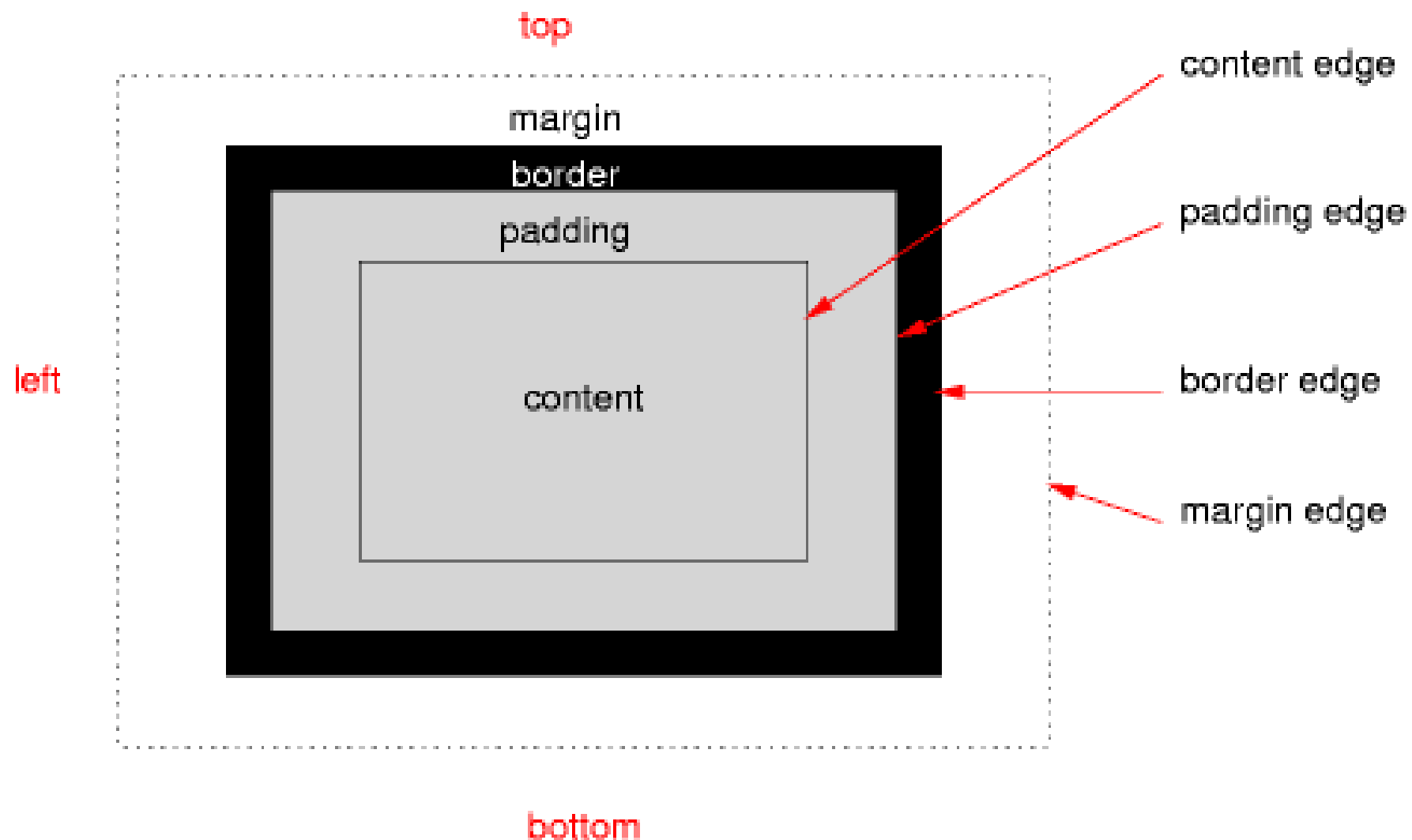
6:40-8:00 PM

- Working with shapes in Illustrator



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CSS Box Model – The Position Property



Taken from: <http://vanseodesign.com/css/css-positioning/>



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Static Elements

Position

- Syntax:

position: static;

- All elements are positioned static by default
- Default behavior of an HTML element – not affected by the top, bottom, left, and right properties.
- It is always positioned according to the normal flow of elements in the page.



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Relative Elements

Position

- Syntax:

position: relative;

- An element that is positioned relative to its normal position in the flow of elements in the page.
- Setting the left|right AND top|bottom properties, will cause it to be adjusted away from its normal position. The remaining elements will not be adjusted given that the space is still “taken” by the element.
- The top and left properties always override the right and bottom, use purposefully either one or the other.
- To experiment, set the default position of the element to left: 0px and top: 0px. Then, modify both values.

Horizontal Alignment Tips

- To horizontally center any positioned element with a known width, set the left property to 50% and the margin-left property to negative half the width of the element (e.g., margin-top: -50px;)



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Absolute Element

Position

- Syntax:

position: absolute;

- An element positioned relative to its nearest positioned ancestor (i.e., anything but static). Typically, you use this in combination with a container element set to relative.
- If there is no such ancestor that is positioned, it uses the document body, and moves along with page scrolling.
- The left | right AND top | bottom properties will move an absolute element relative to the positioned ancestor. Modify the values to see the effect.
- The *z-index* property will determine what element appears in front or back of another. Set it to z-index: 999 and 998 for the two overlapping absolute elements to control which is in the front.
- Typically used to position objects that can be dragged in an area, multiple images on top of each other, toolbars, etc.



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Fixed Elements

Position

- Syntax:

position: fixed;

- An element positioned relative to the viewport, which means it always stays in the same place even if the page is scrolled.
- The left | right AND top | bottom properties are used to position the element.
- There is no space allocated to the element in the normal flow of elements in the page.
- You may have to adjust the z-index property to move it forward in the order of elements displayed in the page (e.g., z-index: 999;). This will ensure that it is displayed on top of any other element.
- Typically used for panels and modal pop-up menus so that it appears above the content of the page and is always accessible to the user as he/she scrolls down. It also doesn't disrupt the normal flow of elements in the page.



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Sticky Elements

Position

- Syntax:

```
position: -webkit-sticky; /* Safari */ position: sticky;
```

```
top: 0px;
```

- A sticky element is positioned based on the user's scroll position.
- It toggles between relative and fixed, depending on the scrolling position and its container, using the top property as the offset position. It is positioned relative until a given offset position is met in the viewport – when the viewport hits the point defined by the top property – at which time it switches to a fixed position and scrolls downwards relative to the viewport.
- Once it reaches the bottom of its container, it then reverts back to relative.
- Typically used for navigation bars to position them in the normal flow of the document (below an image in the landing page), then scroll down with the rest of the page.



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Break (10 min.)



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What will we be learning today?

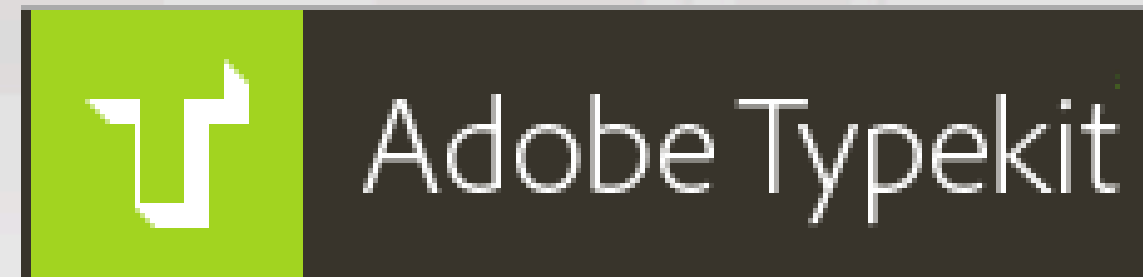
By the end of today, you should be able to:

1. Identify elements of the Illustrator user interface and demonstrate knowledge of their functions
2. Demonstrate knowledge of how to customize shapes



Adding Custom Fonts in Illustrator


- Adobe Typekit allows you to extend your font library by syncing new fonts from the user community.
- Choose Type > Add Fonts from Typekit.
- Choose a font family, and in the fonts panel, select Sync.
- This requires a Creative Cloud application sign-up. Click [here](#) to learn more about [Typekit](#) for designers, not all font families are freely available, others may be used for publication on the web.





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Using Type to Create a Logo

1. Open the Illustrator project file for this week.
2. Create a new artboard.
3. Select the Type tool (). Left click and type “U”, “4YOU”, and “COUNSELING”.
4. Set the font family to Myriad Pro. Choose the Regular option with 16 pt and a 1pt stroke for the “4YOU” and 0pt for “COUNSELING”.
5. Set a gray color for the logo name (i.e., #666666) and light gray for the bottom (i.e., #999999).
6. In the Control panel, set the tracking of the Character to 135 to space out the letters.
7. Bold the U text.
8. Select the U icon. Choose Type > Create Outlines.

c@te

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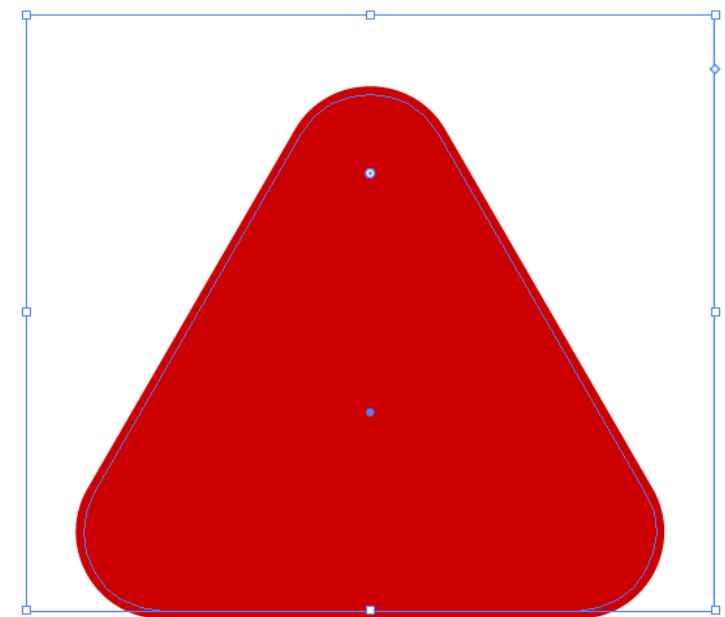
U
CATE

U
CATE

U4YOU
COUNSELING

Drawing Shapes


1. Use the polygon shape drawing tool ().
2. Draw a polygon. Double click on the shape to define the number of corners.
3. Set the color to #CC0000 for both shape and 1 pt stroke.
4. In the stroke panel, specify rounded corners. Hover the mouse cursor over the edge of a corner and adjust the curve by dragging it inwards.
5. The shape should be about the same height as the logo.





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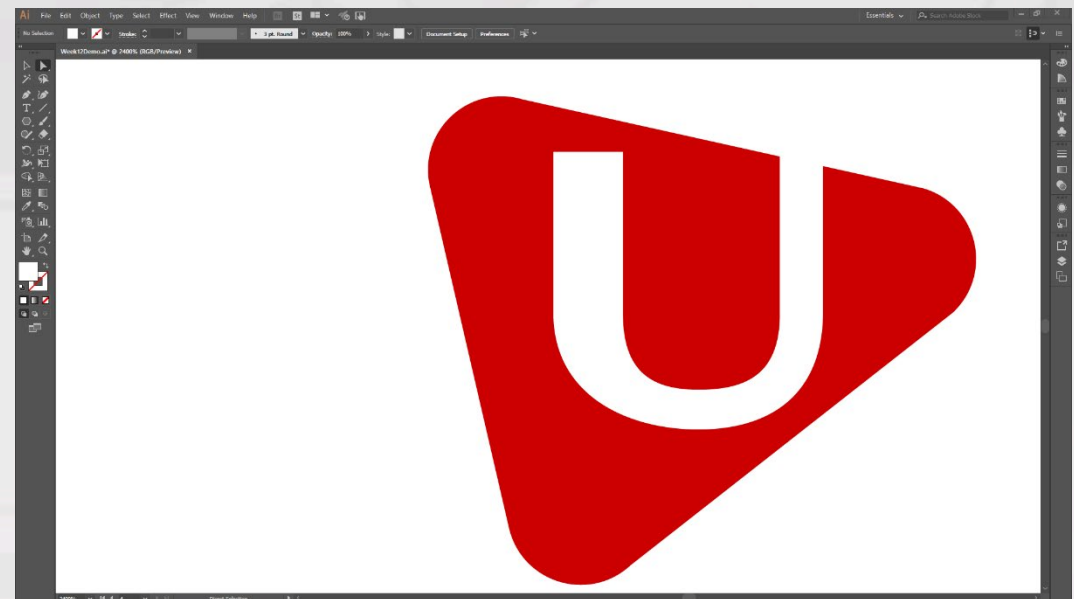
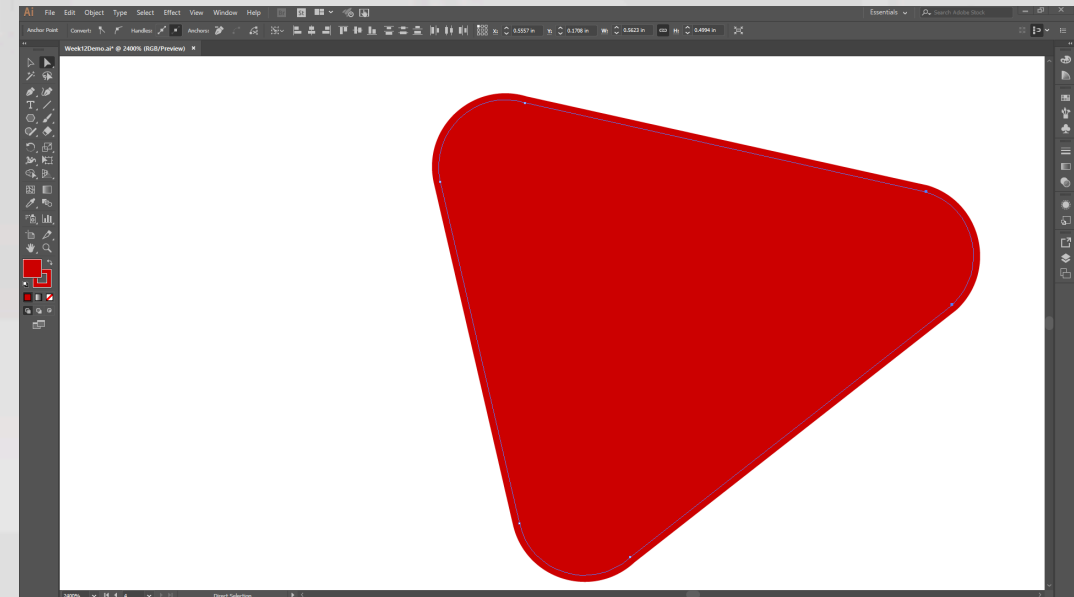
Adjusting shapes using the rotate tool

1. Choose the Rotate tool () from the tools panel.
2. Left click and drag the mouse cursor from right to left to rotate the shape counter clockwise (approx. 20 degrees).




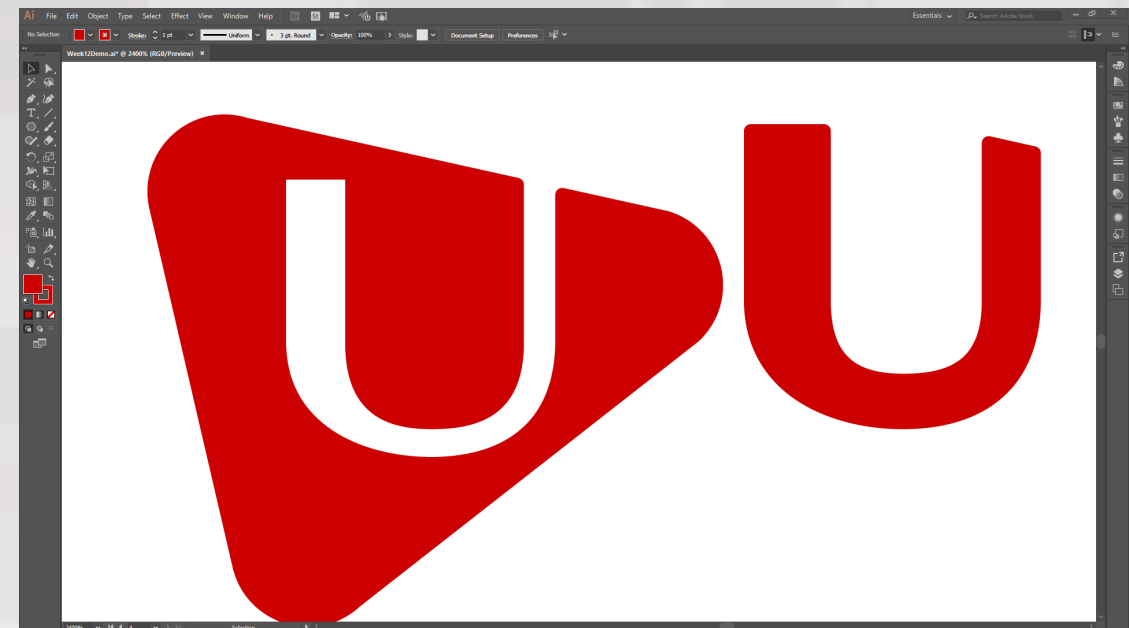
Adjusting shapes using the direct selection tool

1. Use the direct selection tool to move the anchor points at the end of the shape.
2. Use the handle to adjust the curve of each line.
3. Extend one of the corners slightly outwards.
4. Move the U shape on top of the triangle. Use the direct selection tool to move anchor points to adjust it. SHIFT select multiple anchors to move them together.



Using the Shapebuilder tool

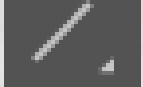
1. Using the Shapebuilder tool (, SHIFT + select both shapes. Then select the outside area of the shape with the shapebuilder tool.
2. Delete the U logo and move the shape to separate them.
3. Make any additional edits using the direction selection tool to move anchors.





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Using the Line Segment Tool

1. Using the line segment tool (, SHIFT + drag the mouse cursor to draw a straight line segment.
2. In the Control panel, assign 0.25 for the weight of the line and a light gray color. Set the caps to be projecting (closed).




4YOU
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Using the Pen Tool

1. Alternatively, you can use the pen tool (). Select the pen tool then left click on the artboard to create an anchor point. Then, SHIFT + drag the cursor to create a straight line. Left click again to create the last anchor point.
2. CTRL + Select on the artboard to avoid creating any additional anchor points.
3. The benefit of working with the pen tool is that in the controls panel, you can convert the anchor point to a smooth corner and show handles to curve the line.
4. To intersect lines, make sure that you create anchor points that overlap. The control panel allows you to cut path at selected anchor points to separate them. For best results, ensure that you define a stroke that is wide enough with the appropriate type of cap. Also, in the view panel, select Snap to Pixel and Point.




4YOU
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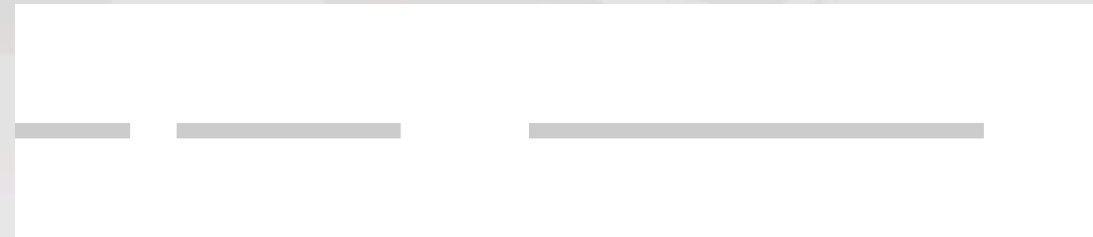
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Using the Scissors and Eraser tool

1. To segment a single path into two paths, use either the scissors or eraser tool.

2. The scissors () will create a straight cut by inserting an anchor point and separating them from each other. Click the scissor on the path that you want to segment.

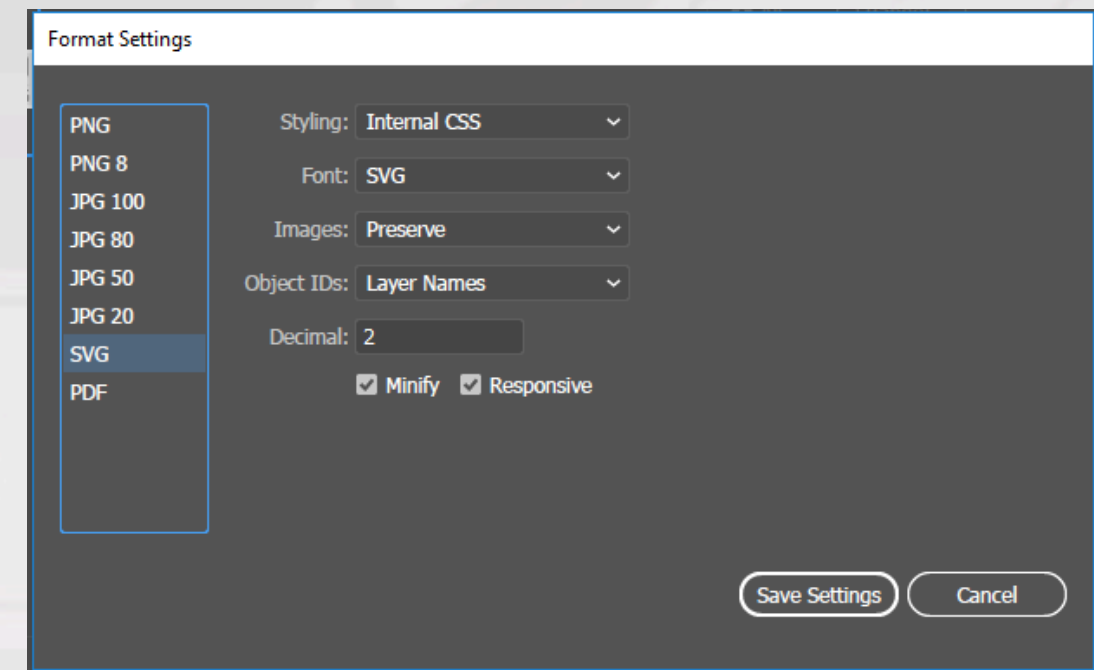
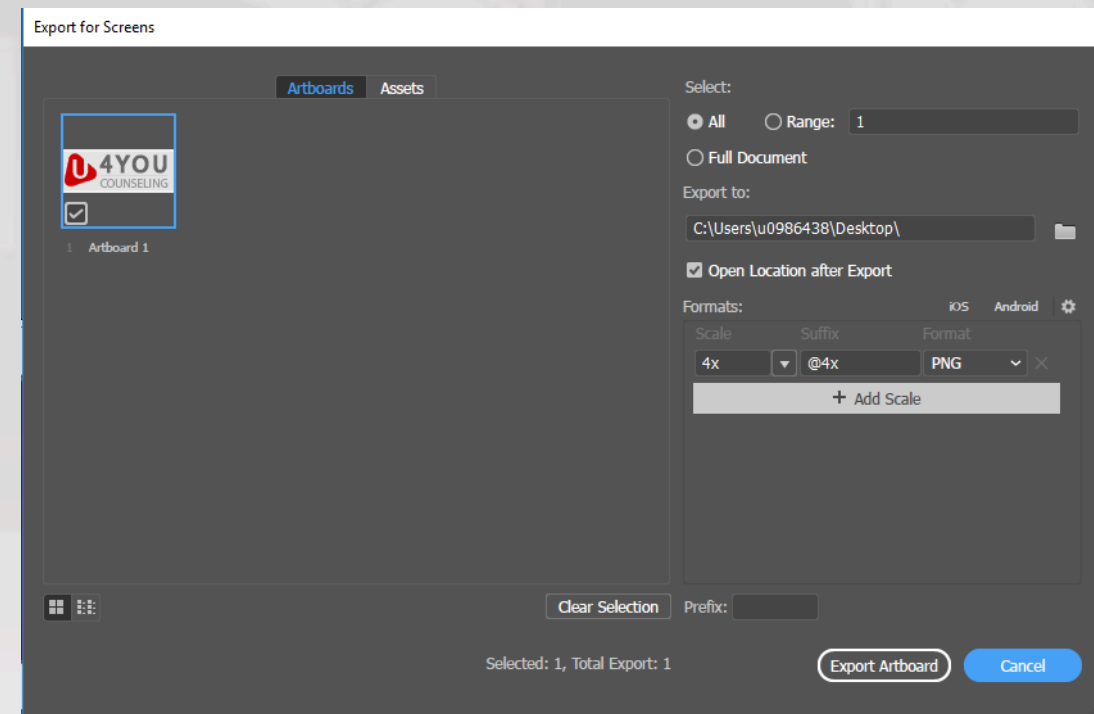
3. The eraser () will create some whitespace (defined by the width of the eraser), but behaves in the same way. Drag the mouse cursor over the path that you want to segment.



Finalize and publish the logo for the web

1. Convert all the type into outlines. Choose Type > Create Outlines.
2. Select all the shapes of the logo and group them. Then, choose Object > Artboard > Fit to Selected Art.
3. Choose File > Export > Export for Screens.
4. Select the Artboard from the Artboard panel. Write a File name and choose a location. Then save the file in an SVG format and X4 PNG.
5. In the settings option, you can specify different methods to generate the SVG file. Experiment if necessary.
6. Choose Export Artboard to publish the file.

Remember to create a logo for both white and black background colors to ensure good contrast (if applicable).





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Project #3: Vector Graphic in Illustrator

- The assignment is due at 11h59PM on Friday, the 19th of April.
- Create a vector artwork of your own – classroom, work, or otherwise. Some ideas might include:
 - A set of matching system icons
 - A product icon/logo for your company
 - A poster presentation
 - A business card
 - ***A hi-fi prototype for the HCI class***



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Project #3: Vector Graphic in Illustrator

- You are expected to demonstrate knowledge of the type, drawing, and shape tools covered in class to transform objects and export the project in a format optimized for publication on the web (i.e., SVG, PNG).
- You are required to submit both the Illustrator project file and the exported file.
- Formatting requirements:
 - Prepare the image to be published for the web – less than 0.1 MB for icons; 1MB for exported posters/larger projects (Use pdf format if necessary).



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Where to Find Vector Assets?

UI Kits

- [Bootstrap 4](#)
- [PSD.co](#)
- [Freebies](#)

Assets

- [Publicdomainvectors.org](#)
- [Pixabay](#)
- [Clker.com](#)
- [i2Clipart](#)
- [Openclipart](#)
- [Flaticon](#)