

## Create a image

1. Select the paintings you need to apply as a image.

### Note:

While growing Dynamic Symbols, do now no longer encompass text, located images, or mesh objects.

2. Do one of the following:

- oClick the New Symbol button withinside the Symbols panel.

- oDrag the paintings to the Symbols panel.

- oChoose New Symbol from the panel menu.

### Note:

By default, the chosen paintings will become an example of the brand new image. If you don't need the paintings to end up an example, press Shift as you create the brand new image. In addition, if you don't need the New Symbol conversation container to open while you create a brand new image, press Alt (Windows) or Option (Mac OS) as you create the image and Illustrator will use a default call for the image, including New Symbol 1.

3. In the Symbol Options conversation container, kind a call for the image.

4. Select the image kind as Movie Clip or Graphic.

5. Select the sort of image you need to create - Dynamic or Static. The default placing is Dynamic.

6. Select the Align to Pixel Grid choice to practice the pixel-align assets to the image. For greater information, see Aligning symbols to pixel grid.

## Place a image

1. Select a image withinside the Symbols panel or a image library.

2. Do one of the following:

- 2oClick the Place Symbol Instance buttonin the Symbols panel to area the example withinside the middle of the cutting-edge viewable location of the report window.

- oDrag the image to the artboard in which you need it to appear.

- oChoose Place Symbol Instance from the Symbols panel menu