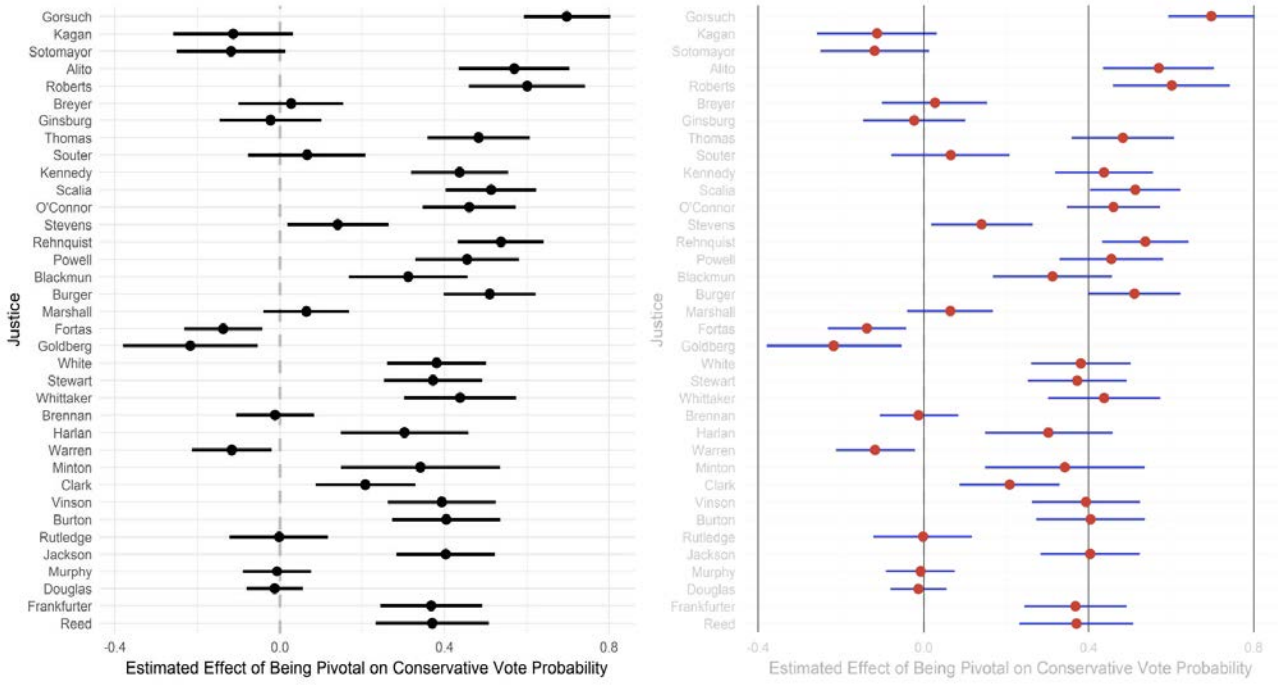
ADOBE ILLUSTRATOR

Use Case Considerations:

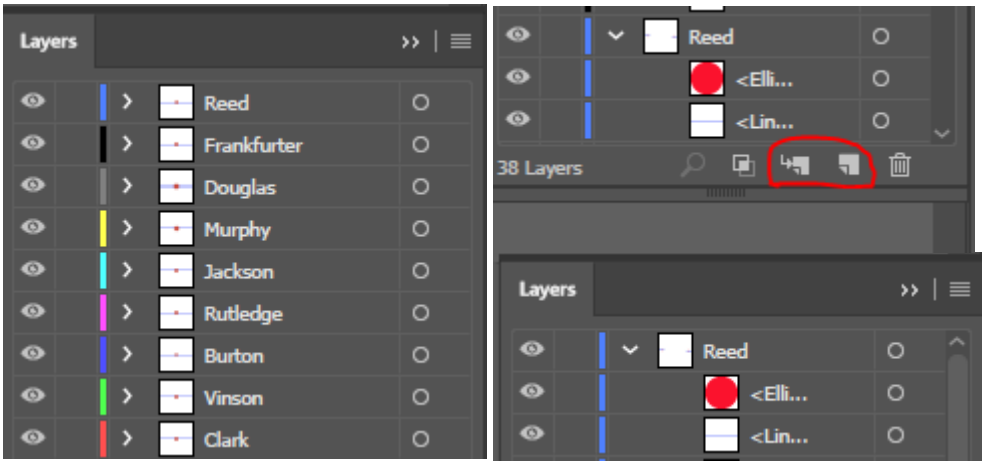
- If you need to produce a top-quality, static, vector figure.
- If you want to create SVG data for later use on the web.
- If you need to quickly iterate or draft ideas.
- If you want to improve a figure you already have rasterized.
- If you want to manually extract values from a figure with high accuracy.

Steps:

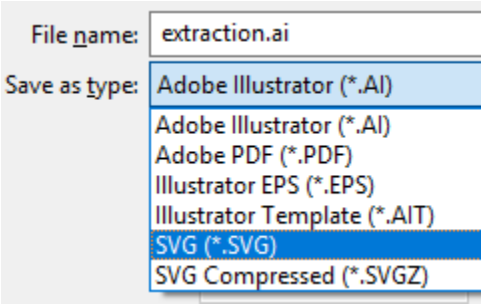
1. Start with a figure and create geometries over each element



2. Make sure your layers look like this! (Names for each, as a group with geometries inside the group.) This is simply layers with sub-layers.



3. **Export As** (not "save as") SVG



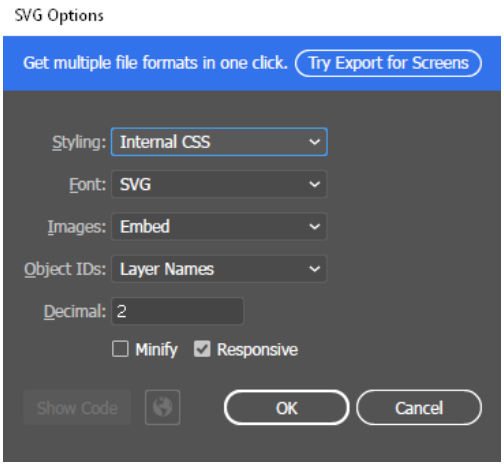

```
<svg xmlns="http://www.w3.org/2000/svg" viewBox="0 0 780 900">
  <defs>
    <style>
      .axis, .error-bar {
        fill: none;
        stroke-miterlimit: 10;
      }

      .axis {
        stroke: #000;
      }

      .error-bar {
        stroke: blue;
        stroke-width: 2px;
      }

      .dot {
        fill: #ed1c24;
      }
    </style>
  </defs>
  <g id="axis">
    <g id="axis08">
      <line class="axis" x1="731.5" y1="19.25" x2="731.5" y2="882.75"/>
    </g>
    <g id="axis04">
      <line class="axis" x1="503.5" y1="19.25" x2="503.5" y2="882.75"/>
    </g>
    <g id="axis0">
      <line class="axis" x1="276.5" y1="19.25" x2="276.5" y2="882.75"/>
    </g>
    <g id="axis-04">
      <line class="axis" x1="48" y1="19.25" x2="48" y2="882.75"/>
    </g>
  </g>
  <g id="Kagan">
    <line class="error-bar" x1="129" y1="57.91" x2="294" y2="57.91"/>
    <circle class="dot" cx="212" cy="57.91" r="7"/>
  </g>
  <g id="Gorsuch">
     <line class="error-bar" x1="614" y1="34" x2="732" y2="34"/>
     <circle class="dot" cx="673" cy="34" r="7"/>
  </g>
  <g id="Sotomayor">
    <line class="error-bar" x1="134.5" y1="81.83" x2="283.5" y2="81.83"/>
```

4. Use internal CSS or inline, font as SVG, imbed images (if you want them), and IDs as layer names



5. <- Edit the SVG as you see fit and drop it into an HTML file for use with D3 or JavaScript