

Adobe Illustrator 2019



ILLUSTRATOR BEGINNER'S GUIDE

Hannah Monk

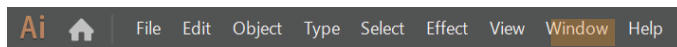
INDEX

Intro	01
Toolbar	02
Extended Toolbar	04
Panels	05
Using Tools	06
Tips and Tricks	09
Saving	10

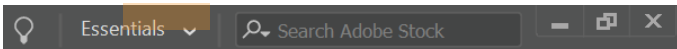
Note:

To get the most out of this tutorial, change your work space to “Essentials Classic”

You can do this one of two ways:



1. Click on “Window” at the top of the page
 - a. Window -> Workspace -> Essentials Classic



2. Click on “Essentials” at the top of the page
 - a. Change the layout to “Essentials Classic”

DELETE ANCHOR POINT TOOL

The delete anchor point tool deletes anchors and reshapes existing vector shapes or paths.

CURVATURE TOOL

The curvature tool enables you to create, toggle, edit, add, or remove smooth or corner points.

RECTANGLE TOOL

The rectangle tool creates rectangles with square or rounded corners.

ROTATE TOOL

With the rotate tool, you can rotate around a different reference point. Alt-click (Windows) or Option-click (Mac) to set the reference in a different location.

SHAPE BUILDER TOOL

The shape builder tool allows you to combine shapes when multiple objects are selected. You can create new shapes by clicking over an empty space or subtract one shape from another by holding Alt-click (Windows) or Option-click (Mac).

EYEDROP TOOL

With the eyedrop tool, you can sample, or "eye drop," a specific color from part of a vector. You can apply the sampled color to another object on the Illustrator canvas.

ARTBOARD TOOL

The artboard tool is used to both create and edit artboards.

HAND TOOL

The hand tool lets you move around the page without dragging objects around.

SELECTION TOOL

The selection tool activates all anchor points in an object or group at the same time, allowing you to move an object without changing its shape.

TYPE TOOL

The type tool allows you to create text. You can type horizontal text or align text to follow a vector path, to name just a few functions.

SHAPER TOOL

The shaper tool turns hand drawn objects into polygons, rectangles, or circles.

WIDTH TOOL

The width tool gives you the power to vary line widths along any stroke on a line, path, or object.

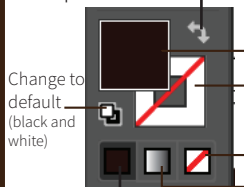
SHAPE BUILDER TOOL

The mesh tool can make your vector illustrations look 3D. It works by adding a 'mesh' over a closed shape, the lines of the mesh intersecting at points onto which different color swatches can be applied.

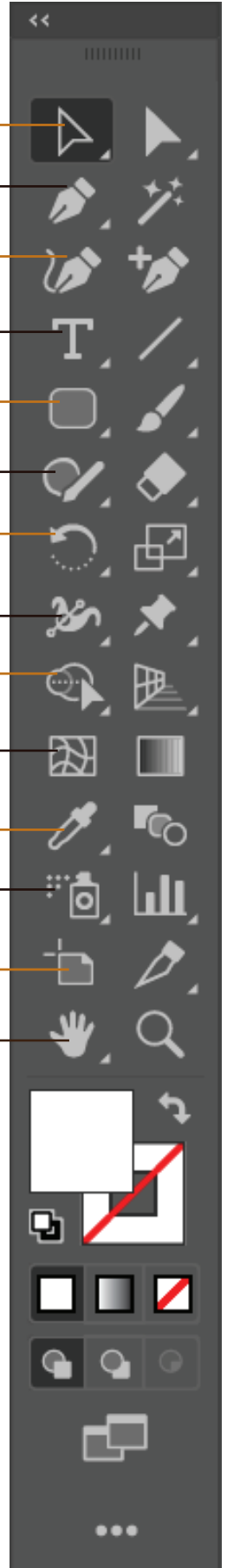
SYMBOL SPRAYER TOOL

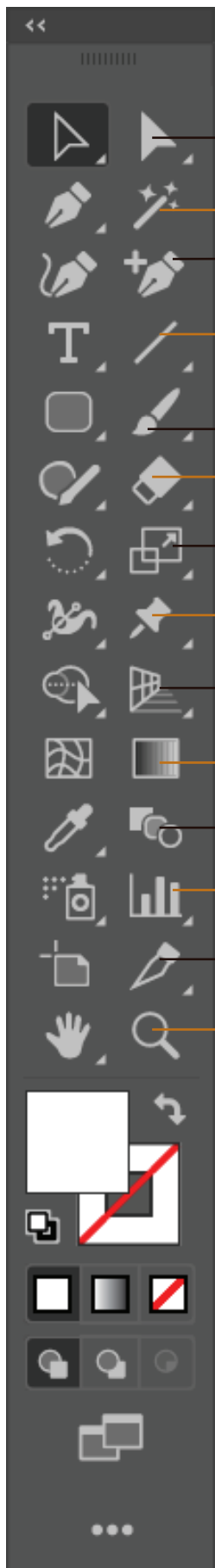
The symbol sprayer tool paints with symbols instead of paint. You can create symbols or use default ones with the symbols panel (see p5 for more info).

Swap fill and stroke



COLOR PICKER TOOL





DIRECT SELECT TOOL

The direct selection tool selects individual anchors. Is perfect for editing individual paths, path segments, anchor points, and isolate paths or objects inside a group.

LINE SEGMENT TOOL

The line segment tool draws perfectly straight lines in any direction you drag your mouse.

ERASER TOOL

The eraser is a free-drawing tool that gives you manual control over what to erase and remove. This tool will automatically reshape the path.

PERSPECTIVE GRID TOOL

The perspective selection tool creates a grid to help bring objects, texts, and symbols in perspective. You can control the the left, right, and horizontal sections of the grid.

BLEND TOOL

The blend tool takes 2 (or more) shapes and creates a series of paths that morph from the first shape to the second.

ZOOM TOOL

The zoom tool allows you to zoom in on a specific area.

ARRANGEMENT TOOLS

Drawing mode - changes layer arrangement

Screen mode- changes the screen layout

Click to edit the toolbar

MAGIC WAND TOOL

The magic wand tool creates a selection based on the shift in brightness ranges within an image

ADD ANCHOR POINT TOOL

The add anchor point tool adds an anchor point to a path.

PAINT BRUSH TOOL

The paintbrush tool in the Toolbar is used to create free-form paths that can have a more hand-drawn feel. This option will create more anchor points than using shapes.

SCALE TOOL

The scale tool resizes an horizontal and vertical proportions. Click and drag to use this tool.

PUPPET WARP TOOL

Puppet Warp lets you twist and distort parts of your artwork, such that the transformations appear natural. You can add, move, and rotate pins to seamlessly.

GRADIENT TOOL

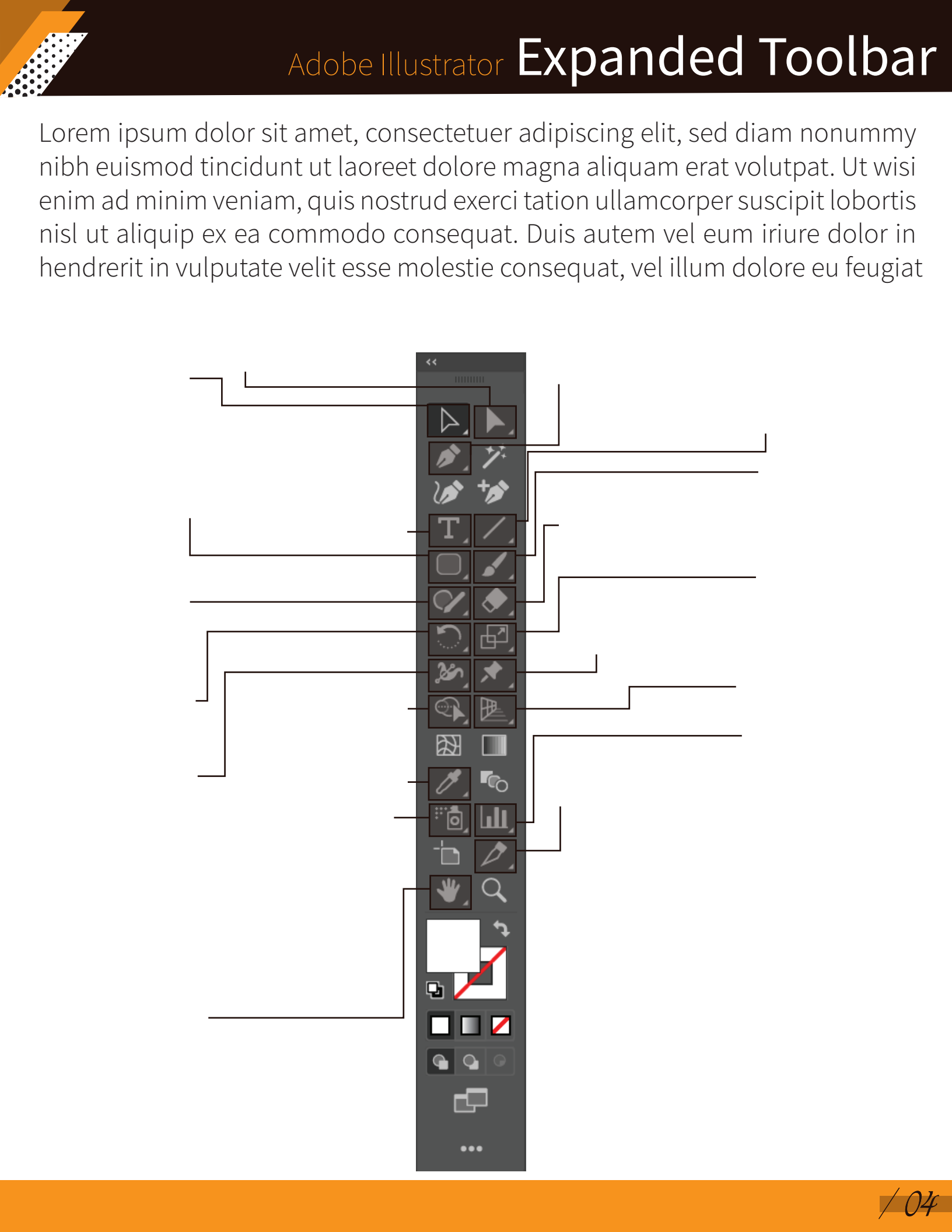
The gradient tool also you to create radial, linear, or freeform gradients.

COLUMN GRAPH CHART TOOL

The column graph chart is a part of the graph tool. It allows you to create column graphs.

SLICE TOOL

The slice tool allows you to divide an image into smaller sections which fit together like a rectangular jigsaw.

[illegible]

ADOBE ILLUSTRATOR IS A GRAPHIC-DRIVEN SOFTWARE USED PRIMARILY FOR CREATING VECTOR GRAPHICS. ADOBE ILLUSTRATOR IS USED FOR CREATING LOGOS, GRAPHICS, CARTOONS, FONTS

Illustrator works off vectors, these are points used to create perfectly smooth lines. Vectors are scalable images that can be sized as small or as large as you need them to be, but look the same when it comes to clarity and resolution.

Illustrator is not ideal for creating multi-page documents and using the program this way would create some drawbacks. Illustrator doesn't have a way to setup master pages the way InDesign does.

TERMONOLOGY

Vector - athematical concept that describes a graphic according to geometric characteristics

Vector Graphic - drawings made up of lines and curves that are defined by vectors.

Artboard - Printable portion of the work area, where illustrations can be finalized

Path - The line that forms the shape of an object

Anchor point - points on a path that indicate a change of direction

Handles - guides on an anchor point that create a bezier curve

Bezier Curve - a mathematically generated curve that has two endpoints and control points to specify curve direction

File Formats Illustrator can Save

Illustrator's ability to create and modify vector images means that must also save files in vector graphics formats. Illustrator files are saved by going to: File -> Save, File -> Save As, **or** File -> Export -> Export As. Some of these formats are detailed below:

PDF is a file format that Illustrator can export. It allows for images and text to display independently of hardware, software and OS. It encapsulates a complete description of flat documents with a fixed layout, including fonts, graphics and text. The PDF format includes a structured storage system that combines these elements and compresses them into a single file. It also includes a subset of PostScript to generate the graphics and a system for associating fonts with the documents.

EPS is a subset of the PostScript format with additional restrictions that allow it to store graphics files. These files are generally self-contained and may be placed within another PostScript file. An EPS file is essentially a PostScript program that contains a low-resolution preview of the image, which some applications are able to display. Earlier in its history, it was common to save Illustrator files into an EPS format for them to be shared with page layout applications.

SVG specifications have been maintained by the World Wide Web Consortium (W3C) as an open standard since 1999. This format is based on Extended Markup Language (XML), which supports two-dimensional graphics for both animations and interactive images. SVG images are defined in XML files, allowing them to be compressed, indexed, scripted and searched. SVG files may be edited with any text editor and many other drawing applications. As a member of the W3C, Adobe supports this file format in Illustrator and other applications they produce.

Other File Formats Illustrator can Save by Exporting

- AutoCAD Drawing (dwg)
- AutoCAD Interchange (dxf)
- BMP (bmp)
- Enhanced Metafile (emf)
- Flash (swf)
- JPEG (jpg, jpe, jpeg)
- GIF
- Macintosh PICT (pct)
- Photoshop (psd)
- PNG (png)
- Targa (tga)
- Text Format (txt)
- TIFF (tif)

ALT TO CLONE

LIBRARIES

[] INCREASE BRUSH SIZE

DOUBLE CLICK TO OPEN THE PROPERTIES OF THE TOOL

OUTLINE STROKE

COLOR PANEL

The color panel provides a color spectrum, individual color value sliders (such as a Cyan slider), and color value text boxes. You can specify fill and stroke colors from the color panel. From the color panel menu, you can create inverse and complementary colors for the current fill or stroke color, and create a swatch from the selected

COLOR PICKER PANEL

The color picker panel provides several harmony rules to choose from for creating color groups using a base color that you choose. You can create variations of colors using tints and shades, warm and cool colors, or vivid and muted colors.

SWATCHES PANEL

The swatches panel provides individual colors and color groups. You can choose from preexisting swatches and libraries or create your own.

APPEARANCE PANEL

You use the appearance panel to view and adjust the appearance attributes for an object, group, or layer. You can add multiple fills and strokes to an object and adjust the opacity to individual attributes.

LAYERS PANEL

You use the layers panel to list, organize, and edit the objects, layers, and artboards in a document.

ARTBOARDS PANEL

The artboards panel is a way to navigate artboards. The Artboard navigation menu in the lower-left corner of the Document window shows the same listing of artboards as in the Artboards panel.

PROPERTIES PANEL

The properties panel in Illustrator lets you view settings and controls in the context of your current task or workflow. This panel has been designed with ease of use in mind, ensuring that you have access to the right controls when you need them.

LIBRARIES PANEL

A Creative Cloud Library is a collection of design colors, color themes, brushes, character styles, graphics, or text assets. The libraries panel helps you organize, browse, and access creative assets.

BRUSHES PANEL

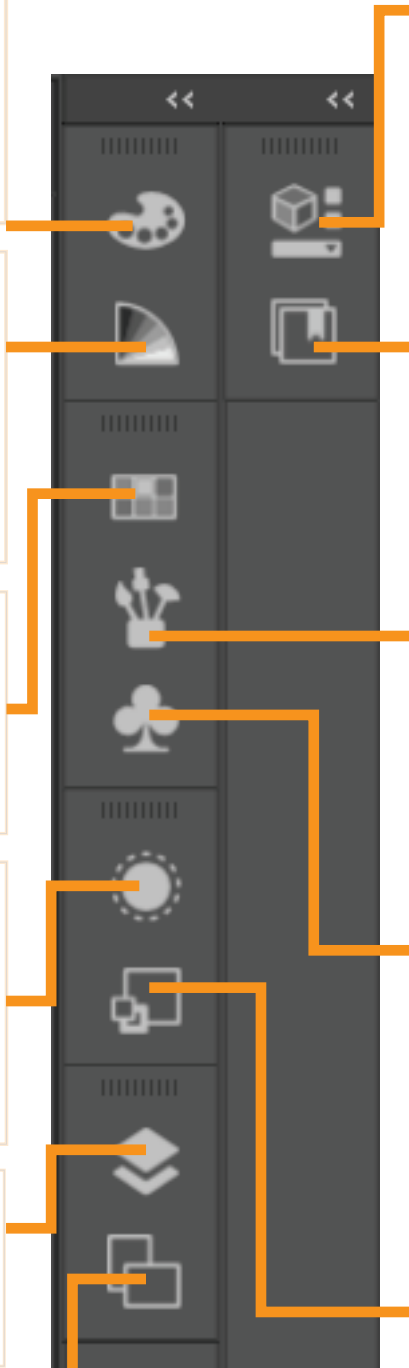
Brushes let you stylize the appearance of paths. You can apply brush strokes to existing paths, or paths you create. The brushes panel displays brushes for the current file.

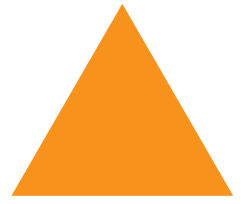
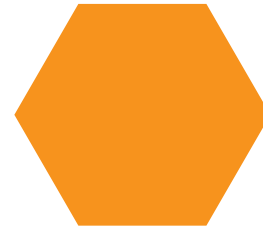
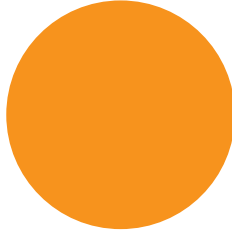
SYMBOLS PANEL

You can use the symbols panel to manage the symbols for a document. The symbols panel contains a variety of preset symbols. You can add symbols from symbol libraries or libraries that you create.

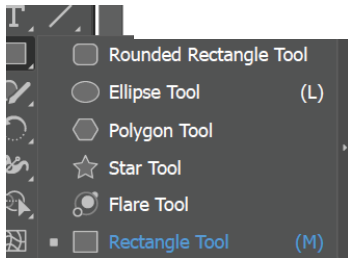
GRAPHIC STYLES PANEL

You use the graphic styles panel to create, name, and apply sets of appearance attributes. The panel lists a default set of graphic styles when you create a page. Graphic styles that are saved with the active document appear in the panel when that document is open and active.





CREATING SHAPES



SELECT THE RECTANGLE TOOL

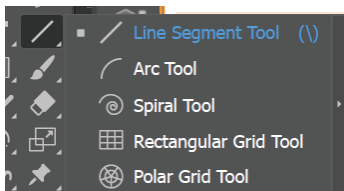
1. Select the rectangle tool and choose the type of shape you want
2. Click and drag to the size you want

NOTES:

- Hold the shift key while dragging the shape to keep the height and width aspect ratio the same.
- Alt-click (Windows) or Option-click (Mac) to expand the object from the center instead of the corner.
- To change the number of sides with the polygon tool, double click on the polygon tool option OR click “shape” at the top of the screen and adjust the number of sides with the Polygon Side Count.



CREATING LINES



SELECT THE LINE SEGMENT TOOL

1. Select the line segment tool then hold and drag to the length of line that you want OR click and manually enter the length of the line in the Length Box.
2. Change the thickness of the line by increase or decreasing the number in the Stroke Panel at the top of the screen.

NOTES:

- By selecting the tools under the line segment tool, you can also make curved lines, spirals, rectangular grids, or polar grids the same way you would make a line.



CREATING UNIQUE OR COMPLEX SHAPES



SELECT THE PEN TOOL

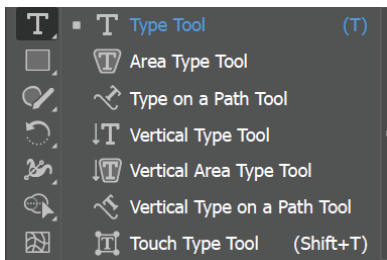
1. Select the pen tool and choose a starting point to put an anchor.
2. Keep laying down anchor points until you are satisfied with your shape. To create curves hold and drag.
3. Close your path to make it a shape by placing the last anchor point where the first anchor point is. A circle will appear by your cursor.
4. Anchor points can be adjusted with the direct selection tool and the convert and handles panels in the top menu. Anchor points can be deleted using the delete anchor point tool and added using the add anchor point tool.

NOTES:

- You can also start with the default shape as a starting point and use the add anchor point, delete anchor point, and join tools to create more complex shapes.
- The shape builder, shaper, and line variation tools are also helpful for creating complex shapes.

Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed diam nonummy nibh euismod tincidunt ut laoreet dolore magna aliquam erat volutpat. Ut

CREATING TEXT



SELECT THE TYPE TOOL

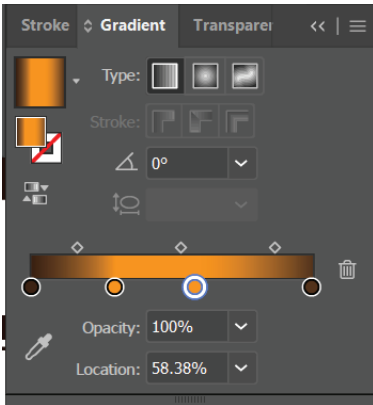
1. Select the type tool then hold and drag to the size of the text box that you want. The text box will fill up with placeholder text.
2. Change the font, font size, kerning, leading, spacing, etc. in the character and paragraph panels at the top of the page OR use the properties panel.

NOTES:

- You can filter fonts in the font picker to narrow down the choices that work best for your document.
- By using the options under the type tool, you can create more visually interesting text. The type on a path tool is particularly powerful because you can create a shape and the text will appear on the path of that shape.



CREATING GRADIENTS

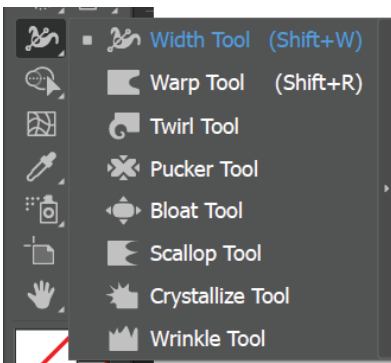


SELECT THE GRADIENT TOOL

1. Select the object you want to have a gradient then select the gradient tool. (Remember to check if you have the stroke or fill selected in the toolbar.)
2. After you click on the gradient tool, the gradient panel will appear.
3. Click on the gradient type you want: linear, radial, or freeform.
4. Click on the gradient slider to choose the color appearance you want. (Double click on the color circle at the bottom of the slide to change the color.)



CREATING LINE WIDTH VARIATION



SELECT THE LINE WEIGHT TOOL

1. Create a line then select the line weight tool
2. Hover over the path of the line then when your cursor has an arrow, click and drag to the line thickness you want
3. You can readjust the line width by clicking on the top or bottom handle of the anchor. You can only adjust the line width when the line width tool is selected.

NOTES:

- Adding line weight to your work will create the feeling of volume, and also nice variation throughout your work.
- The line weight works on all objects, not just lines. However, objects need to have a stroke weight.
- The tools below the line width tool work the way way. They are a nice way to create line variation without changing the weight of the line.