Class One: Overview & Illustrator Basics

Vector vs. Pixel

- There are two main types of applications that you will use to create and edit pictures and graphics:

    Pixel – "raster" programs like PhotoShop that allow you to edit pictures using a series of pixels

    Vector – "object" programs li Illustrator that allow you to create and edit object using a series of lines and fills

- Drawings created in vector programs like illustrator are composed of separate, distinct and mathematically defined objects that can be edited and resized without compromising resolution
- Vector objects have smooth sharp edges regardless of the size that they are displayed – the resolution will depend on the output media like a printer or the screen
- In Illustrator, the key building blocks that you will be using are the **Bézier object** – composed of **anchor points** connected by curved or straight **lines** that may or may not be **filled:**

Where you can see that the second "E" is highlighted – showing the *anchor points*, *lines* and *fill*

Creating Files

Launching Illustrator

- Within your applications folder you will find the Adobe Illustrator folder – *double click* the Adobe Illustrator icon inside that folder:
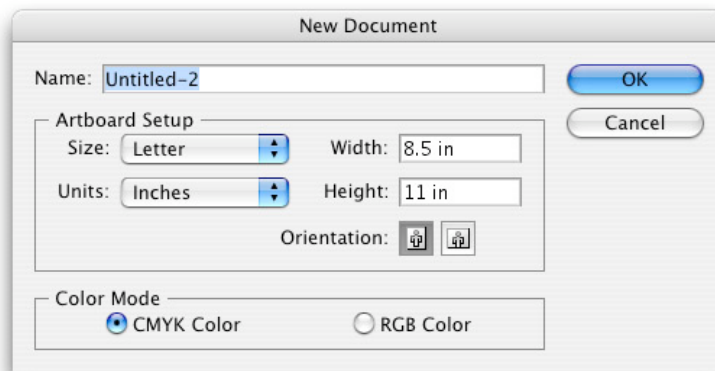

Creating a New Document

- Once Adobe Illustrator has launched you will want to create a new document by selecting New Document under the File menu
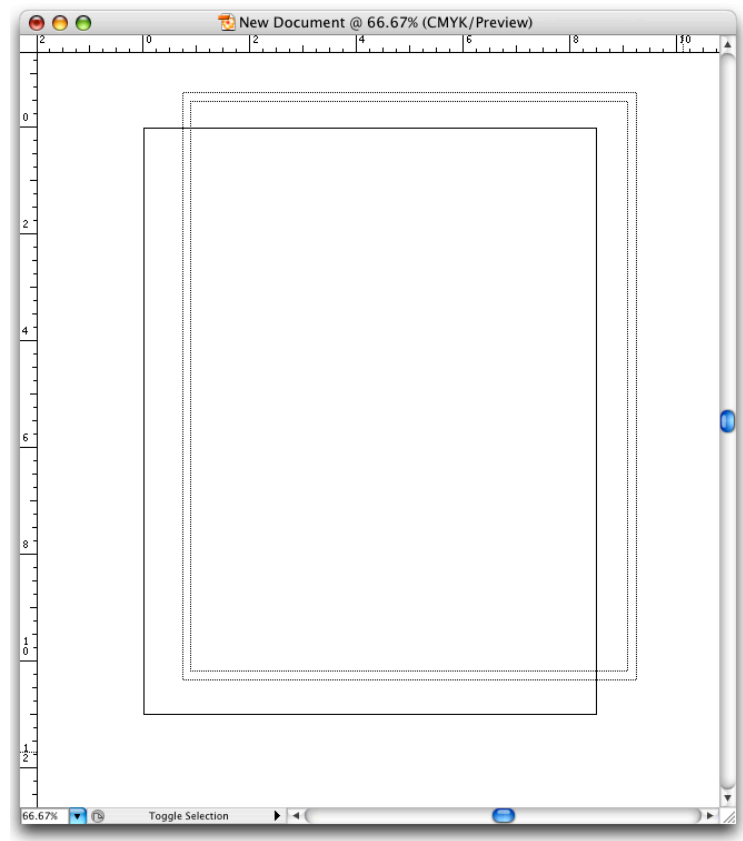
- This will bring up the New Document Dialogue box:

Here you will be able to *name* your new document, chose its *size* & *orientation* and choose your *color mode*

The Document Window

- Now that you have created a new document, lets take a look at some of its properties:

Here we can see the *title* of our new document, the *Artboard*, the *Printable* Page and *Rulers* – turn rulers on by choosing *View > Show Rulers*

Saving the Document

- Next, you should save your document – choose *File > Save*
- *Save this file wherever you'd like*

Tools

Note: we will be looking at just the tools that we will be using in this class – for a more in depth look see pages 2 & 3

Selection Tool

- The selection tool will be your biggest friend here in the illustrator environment
- There are two different types of selection tools:
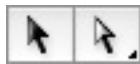
Selection (General) – this selection tool (black) will allow you to select entire objects or groups of objects

Direct Selection – this selection tool (white) will allow you to select parts of objects, anchor points and the Bézier curve handlebars

Rectangle Tool

- The rectangle tool will allow you to draw rectangles and squares

- If you double click the rectangle tool then click on the art board, you will get a dialogue box that will allow you to specify the exact size of your rectangle
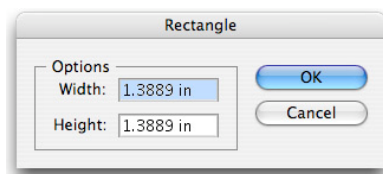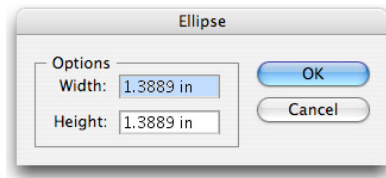
Ellipse Tool

- The ellipse tool will allow you to draw ellipses and circles

- And, like the rectangle tool, If you double click the oval tool then click on the art board, you will get a dialogue box that will allow you to specify the exact size of your ellipse

Pen Tool

- The pen tool will allow you to draw more complex object by plotting points and using Bézier curved lines

Type Tool

- The type tool will allow you to create and edit type

Line Segment Tool

- The line segment tool will allow you to draw straight lines

Paint Brush & Pencil Tools

- The paint brush and pencil tools will allow you to draw much more free-form lines with different textures
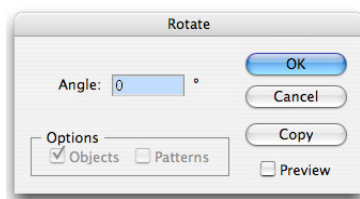

Rotate Tool

- Once you have drawn an object you may use the rotate tool to rotate the orientation of the object

- If you select your object and then double click the rotate tool you will be able to rotate your object to an exact angle using the rotate dialogue box
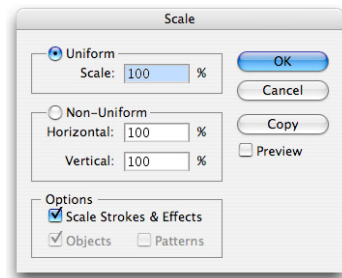
Scale Tool

- Once you have drawn an object you may use the scale tool to scale the size of the object
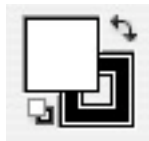
- If you select your object and then double click the scale tool you will be able to scale your object to a percentage scale using the scale dialogue box
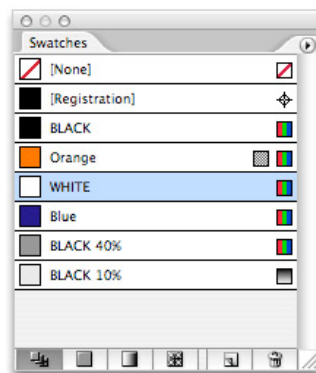
Fill & Stroke Tools

- The fill and stroke tool will allow you to select the color, pattern or gradient of your fill & stroke of your object

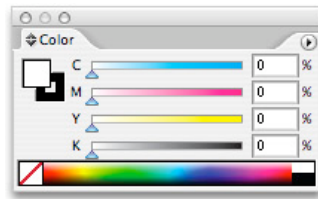**Palettes**

Swatches Palette

- You can use the Swatches palette to choose and store default and user-defined colors

- When you have an object selected, you can select either the fill or stroke color (via tools) then select your color
- You have a variety of pre-defined swatches: web, pantone, etc.

Color Palette

- When you have a color selected in the Swatches palette, you will see the values of that color in the Color palette

- Here you may change the values of the selected color and make new colors based from the selected one by dragging the new color to the swatch palette
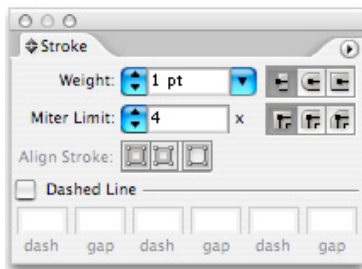
Gradient Palette

- The Gradient palette will allow you to edit and store gradients
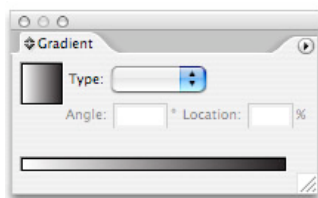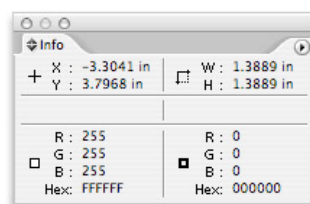

Stroke Palette

- The Stroke palette will allow you to control the weight of your object's stroke

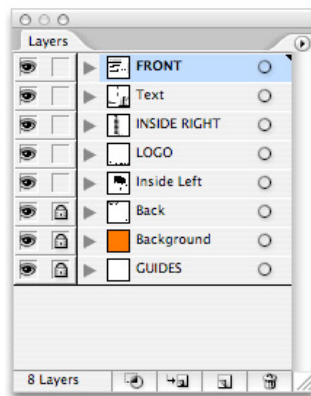- You may also create dashed lines using the Stroke palette

Info Palette

- The Info palette will allow you to see the position of your object on the Artboard, the size of the object and its color value
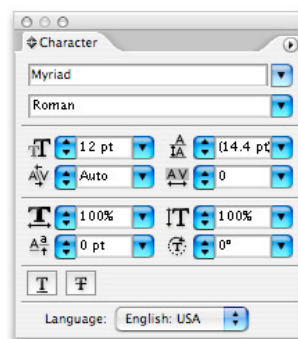
Layers Palette

- The Layers palette will allow you to add and delete layers and sub-layers to your document

- You can also use the Layers palette to select, hide, show, lock and restack your layers
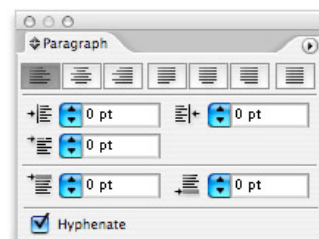
Character Palette

- The Character palette will allow you to choose the desired font, size and leading of your type
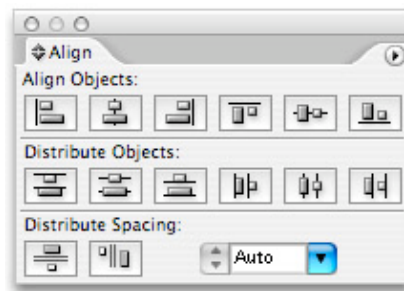

Paragraph Palette

- The Paragraph palette will allow you to control the justification and hyphenation of your type
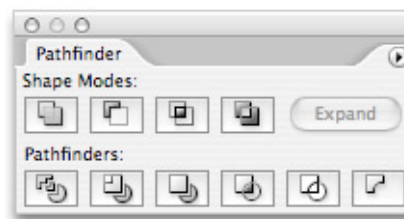
Align Palette

- The Align palette will allow you to align and distribute multiple objects

Pathfinder Palette

- The Pathfinder palette will allow you to create new, editable shapes from selected objects

Transform Palette

- The Transform palette will allow you to edit the position, size and angles of an existing object