

13 Creating Artwork for a T-Shirt

Lesson overview

In this lesson, you'll learn how to do the following:

- Work with existing symbols.
- Create, modify, and redefine a symbol.
- Store and retrieve artwork in the Symbols panel.
- Understand Creative Cloud libraries.
- Work with Creative Cloud libraries.



This lesson takes approximately 45 minutes to complete. Please log in to your account on peachpit.com to download the lesson files for this chapter, or go to the “Getting Started” section at the beginning of this book and follow the instructions under “Accessing the lesson files and Web Edition.”

Your Account page is also where you'll find any updates to the chapters or to the lesson files. Look on the Lesson & Update Files tab to access the most current content.



In this lesson, you'll explore a variety of useful concepts for working smarter and faster in Illustrator, including using symbols and working with Creative Cloud libraries to make your design assets available anywhere.

Starting the lesson

In this lesson, you'll explore several concepts such as symbols and the Libraries panel to create artwork for a T-shirt. Before you begin, you'll restore the default preferences for Adobe Illustrator. Then, you'll open the finished art file for this lesson to see what you'll create.

1. To ensure that the tools function and the defaults are set exactly as described in this lesson, delete or deactivate (by renaming) the Adobe Illustrator CC preferences file. See “Restoring default preferences” in the “Getting Started” section at the beginning of the book.

● **Note:** If you have not already downloaded the project files for this lesson to your computer from your Account page, make sure to do so now. See the “Getting Started” section at the beginning of the book.

● **Note:** If the Missing Fonts dialog box appears, click Close.

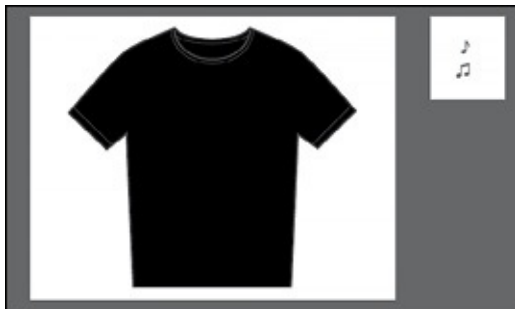
2. Start Adobe Illustrator CC.



3. Choose File > Open, and open the L13_end.ai file in the Lessons > Lesson13 folder on your hard disk.

You're going to create artwork for a T-shirt design.

4. Choose View > Fit Artboard In Window and leave the file open for reference, or choose File > Close.
5. Choose File > Open. In the Open dialog box, navigate to the Lessons > Lesson13 folder, and select the L13_start.ai file on your hard disk. Click Open to open the file.



6. Choose View > Fit All In Window.
 7. Choose File > Save As. In the Save As dialog box, navigate to the Lesson13 folder, and name the file **TShirt.ai**. Leave the Format option set to Adobe Illustrator (ai) (macOS) or the Save As Type option set to Adobe Illustrator (*.AI) (Windows) and then click Save.
 8. In the Illustrator Options dialog box, leave the Illustrator options at their default settings and then click OK.
 9. Choose Reset Essentials from the workspace switcher in the Application bar.
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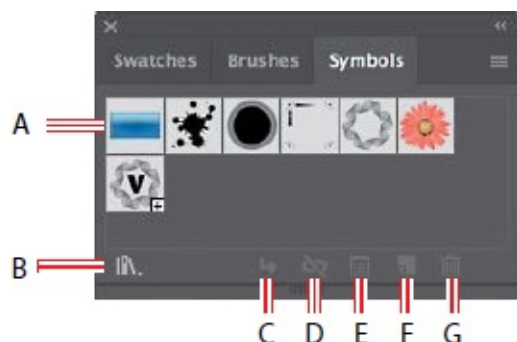
● **Note:** If you don't see Reset Essentials in the menu, choose Window > Workspace > Essentials before choosing Window > Workspace > Reset Essentials.

Working with symbols

● **Note:** Illustrator comes with a series of symbol libraries, which range from tiki icons to hair to web icons. You can access those symbol libraries in the Symbols panel or by choosing Window > Symbol Libraries and easily incorporate them into your own artwork.

A *symbol* is a reusable art object that is stored in the Symbols panel (Window > Symbols). For example, if you create a symbol from a flower you drew, you can then quickly add multiple *instances* of that flower symbol to your artwork, which saves you from having to draw each flower. All instances in the document are linked to the original symbol in the Symbols panel. When you edit the original symbol, all instances of the flower (in this example) that are linked to it are updated. You can turn all those flowers from white to red instantly! Not only do symbols save time, but they also greatly reduce file size.

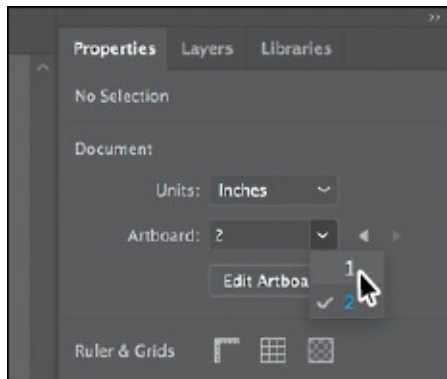
- Choose Window > Symbols to open the Symbols panel. The symbols you see in the Symbols panel are the symbols you can use with this document. Each document has its own set of saved symbols. The different options available in the Symbols panel are described here:



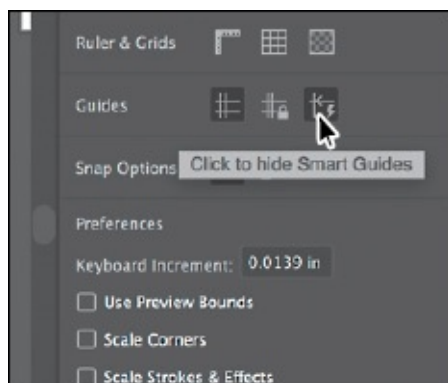
- A. Symbol thumbnail
- B. Symbol Libraries Menu
- C. Place Symbol Instance
- D. Break Link to Symbol
- E. Symbol Options
- F. New Symbol
- G. Delete Symbol

Using existing Illustrator symbol libraries

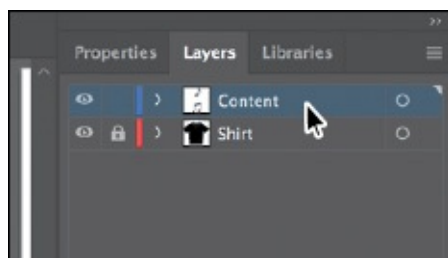
You'll start by adding a symbol from an existing symbol library to the artwork.



1. Click the Artboards menu in the Properties panel to the right of the document and choose 1 from the menu. The larger artboard with the black T-shirt on it will show in the Document window.



2. Click the Hide Smart Guides option in the Properties panel to turn the Smart Guides off temporarily.



► **Tip:** You can also choose View > Smart Guides to turn them off.

3. Click the Layers panel tab to show the Layers panel. Click the Content layer to make sure it is selected. Make sure that both of the layers are collapsed by clicking the disclosure triangles to the left of the layer names (if necessary).

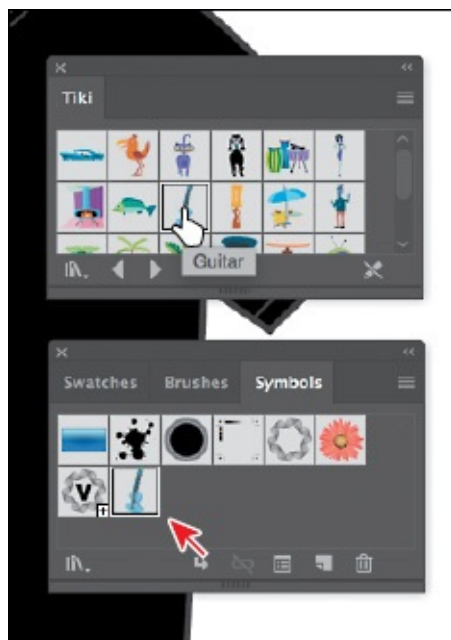
When adding symbols to a document, the layer that is selected when they

are added is the same layer they become a part of.

4. In the Symbols panel (Window > Symbols), click the Symbol Libraries Menu button (📖) at the bottom of the panel, and choose Tiki from the menu.



The Tiki library opens as a free-floating panel. The symbols in this library are not part of the file that you are working on, but you can import any of the symbols into the document and use them in the artwork.



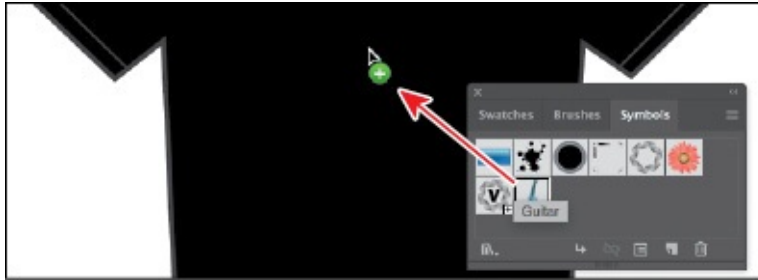
5. Position the pointer over the symbols in the Tiki panel to see their names as tooltips. Click the symbol named “Guitar” to add it to the Symbols panel. Close the Tiki panel.

When you add symbols to the Symbols panel, they are saved with the active document only.

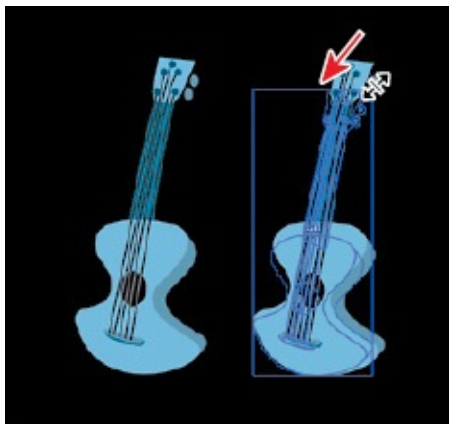
► **Tip:** If you want to see the symbol names along with the symbol pictures, click the Symbols panel menu icon (☰), and then choose Small List View or Large List View.

► **Tip:** You can also copy a symbol instance on the artboard and paste as many as you need. This is the same as dragging a symbol instance out of the Symbols panel onto the artboard.

6. Using the Selection tool (▢), drag the Guitar symbol from the Symbols panel onto the artboard into the center of the black T-shirt. Do this *twice* to create two instances of the guitar on the T-shirt.



Each time you drag a symbol like the guitar onto the artboard, an *instance* of the original symbol is created. Next, you'll resize one of the symbol instances.



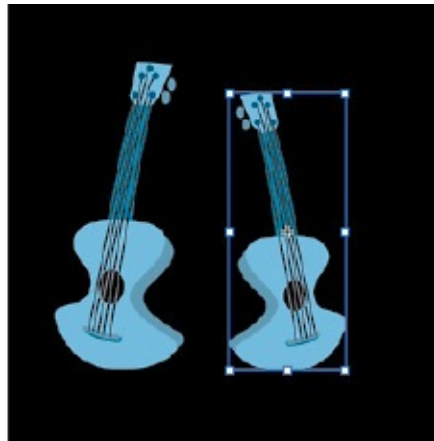
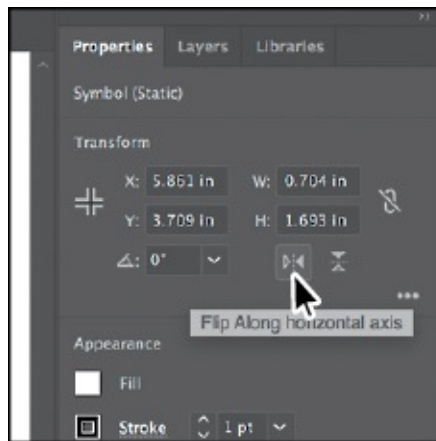
7. Click to select the Guitar instance on the right, if it's not already selected. Shift-drag the upper-right bounding point toward the center to make it a little smaller, while constraining its proportions. Release the mouse button and then the key.

A symbol instance is treated like a group of objects and can have only certain transformation and appearance properties changed (such as scale, rotate, move, transparency, etc.). You cannot edit the individual artwork that makes up an instance without breaking the link to the original symbol. With the symbol instance still selected on the artboard, notice that, in the Properties panel, you see “Symbol (Static)” and symbol-related options.

● **Note:** Although you can transform symbol instances in many ways, specific properties of instances from static symbols like the guitar

cannot be edited. For example, the fill color is locked because it is controlled by the original symbol in the Symbols panel.

8. With the same instance still selected, click the Flip Along Horizontal Axis option (↔) in the Properties panel to flip the guitar horizontally.



Editing a symbol

In this next section, you'll edit the Guitar symbol, and all instances in the document will be updated. There are several ways to edit a symbol, and in this section you will focus on one method.

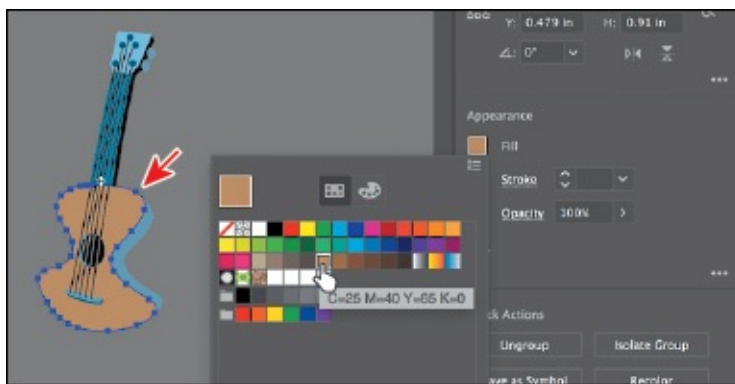
1. With the Selection tool (⬮) selected, double-click the selected Guitar symbol instance on the artboard. A warning dialog box appears, stating that you are about to edit the original symbol and that all instances will update. Click OK.



This takes you into Symbol Editing mode, so you can't edit any other objects on the page. The Guitar symbol instance you double-clicked will appear larger and will no longer be reflected. That's because in Symbol Editing mode, you are looking at the *original* symbol artwork. You can now edit the artwork that makes up the symbol.

► **Tip:** Another way to edit a symbol is to select the symbol instance on the artboard and then click the Edit Symbol button in the Properties panel.

2. Select the Zoom tool (Q), and drag across the symbol content to zoom in closely.
3. Select the Direct Selection tool (A), and click to select the blue body of the guitar artwork. An arrow is pointing to it in the following figure.
4. Click the Fill color box in the Properties panel, make sure the Swatches option is selected, and select the brown swatch with the tooltip “C=25 M=40 Y=65 K=0.”

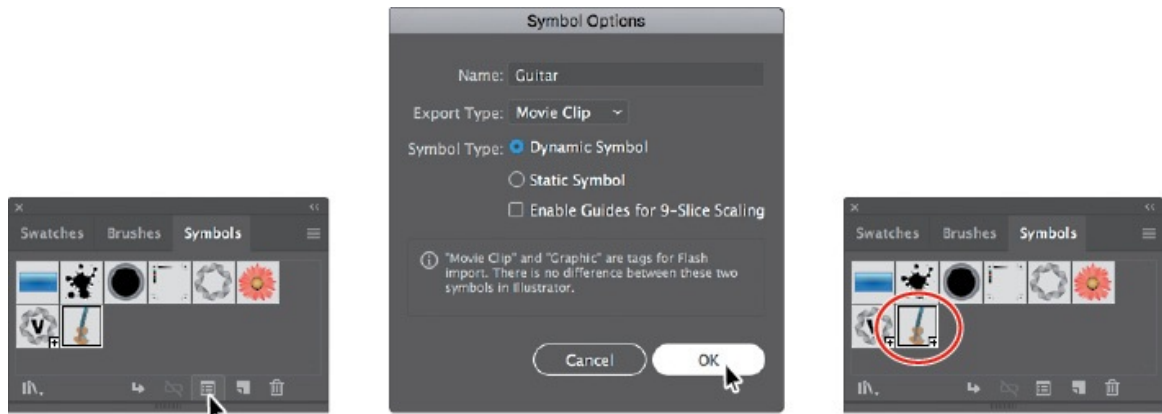


5. Double-click away from the symbol content, or click the Exit Symbol Editing Mode button (↩) in the upper-left corner of the Document window until you exit Symbol Editing mode, so that you can edit the rest of the content.
6. Choose View > Fit Artboard In Window, and notice that both of the Guitar symbol instances on the artboard have been changed.

Working with dynamic symbols

As you just saw, editing a symbol updates all of the instances in your document. Symbols can also be *dynamic*, which means you can change certain appearance properties of instances using the Direct Selection tool (A) without editing the original symbol. In this section, you'll edit the properties of the Guitar symbol so that it is dynamic, and then you'll edit each instance separately.

1. In the Symbols panel, click the Guitar symbol thumbnail to select it, if it's not already selected. Click the Symbol Options button (≡) at the bottom of the Symbols panel.
2. In the Symbol Options dialog box, select Dynamic Symbol, and click OK. The symbol and its instances are now dynamic.

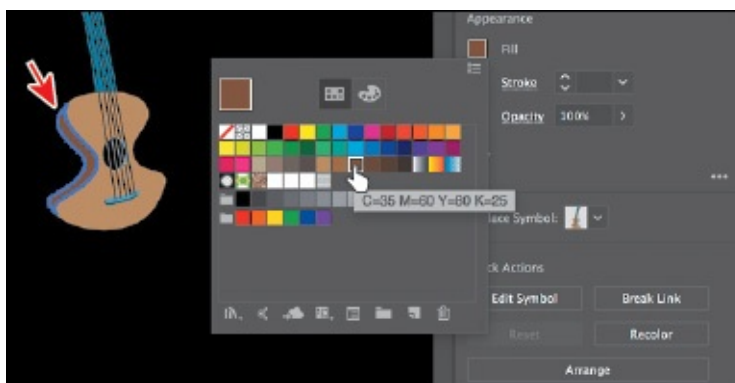


► **Tip:** You can tell if a symbol is dynamic by looking at the thumbnail in the Symbols panel. If there is a small plus sign (+) in the lower-right corner of the thumbnail, it is a dynamic symbol.

3. Select the Zoom tool (Q), and drag across the symbol content (guitars) to zoom in.
4. Select the Direct Selection tool (A) in the Tools panel. Click to select the blue, curved body shape of the guitar instance on the right. See the following figure.

With part of the symbol instance selected, notice the words “Symbol (Dynamic)” at the top of the Properties panel telling you it’s a dynamic symbol.

5. Change the fill color to a darker brown swatch in the Properties panel.



The guitar on the right now looks a little different from the one on the left. Know that if you were to edit the original symbol like you did previously, both symbol instances would still update, but that darker brown part of the right guitar instance would remain different.

► **Tip:** After making edits to a dynamic symbol instance with the Direct Selection tool, you can reselect the entire instance with the Selection tool and click the Reset button in the Properties panel to reset the

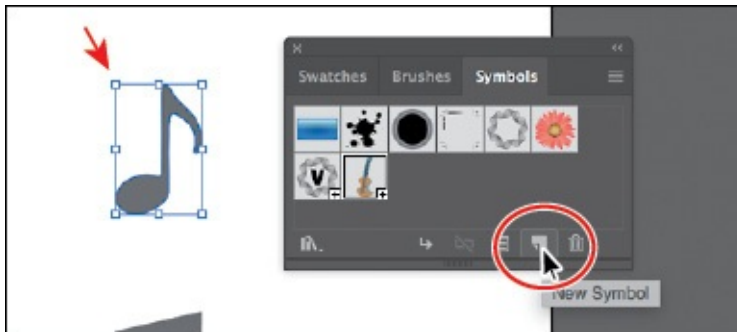
appearance to the same as the original symbol.

Creating a symbol

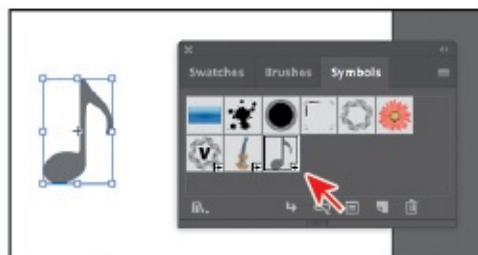
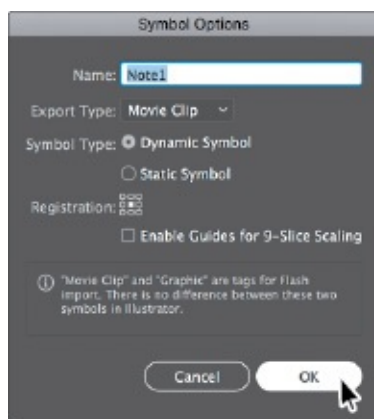
Illustrator also lets you create and save your own symbols. You can make symbols from objects, including paths, compound paths, text, embedded (not linked) raster images, mesh objects, and groups of objects. Symbols can even include active objects, such as brush strokes, blends, effects, or other symbol instances. Next, you'll create your own symbol from existing artwork.

1. Choose **Symbol > Artwork** from the Artboard menu in the lower-left corner of the Document window.
2. With the Selection tool (▸) selected, click the top “musical note” shape on the artboard to select it.
3. Click the New Symbol button (📁) at the bottom of the Symbols panel to make a symbol from the selected artwork.

▶ **Tip:** You can also drag the selected content into a blank area of the Symbols panel to create a symbol.



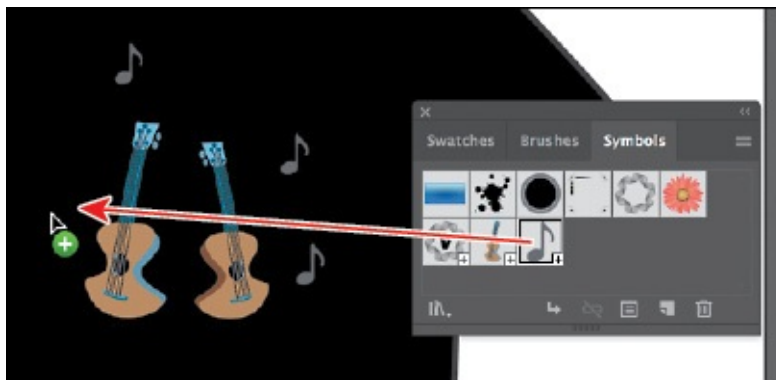
4. In the Symbol Options dialog box that opens, change the name to **Note1**. Ensure that Dynamic Symbol is selected, just in case you want to edit the appearance of one of the instances later. Click OK to create the symbol.



► **Tip:** You can drag the symbol thumbnails in the Symbols panel to change their ordering. Reordering symbols in the Symbols panel has no effect on the artwork. It can simply be a way to organize your symbols.

In the Symbol Options dialog box, you'll see a note that explains that there is no difference between a movie clip and a graphic type in Illustrator. If you don't plan on exporting this content to Adobe Animate CC, you don't need to worry about choosing an export type. After creating the symbol, the note artwork on the artboard is converted to an *instance* of the Note1 symbol. The symbol also appears in the Symbols panel.

5. Choose 1 T-Shirt from the Artboard menu in the lower-left corner of the Document window.
6. Drag the Note1 symbol from the Symbols panel onto the artboard four times, and position the instances around the guitars like you see in the following figure.



7. Resize a few of the Note1 instances on the artboard using the Selection tool.
8. Choose Select > Deselect and then choose File > Save.

Duplicating symbols

Often you will want to add a series of symbol instances to your artwork. After all, one of the reasons for using symbols is for storing and updating frequently used content like trees or clouds. In this section, you'll create, add, and duplicate a symbol that happens to be another musical note.

1. Choose 2 Symbol Artwork from the Artboard menu in the lower-left corner of the Document window.
2. Using the Selection tool (▢), click and drag the bottom “musical note” shape from the artboard into a blank area of the Symbols panel to create a new symbol.