5. In the Appearance panel, click the disclosure triangle (▶) to the left of the words "Stroke: 10 pt Dashed" to toggle it open (if it's not already open).

   Notice that the Offset Path effect is a subset of Stroke. This indicates that the Offset Path effect is applied to only that stroke.

6. Choose Select > Deselect.

7. Choose File > Save.

## Applying a Photoshop effect

As described earlier in the lesson, raster effects generate pixels rather than vector data. Raster effects include SVG filters, all of the effects in the bottom portion of the Effect menu, and the Drop Shadow, Inner Glow, Outer Glow, and Feather commands in the Effect > Stylize submenu. You can apply them to either vector or bitmap objects. Next, you'll apply a Photoshop effect (raster) to some of the background shapes.
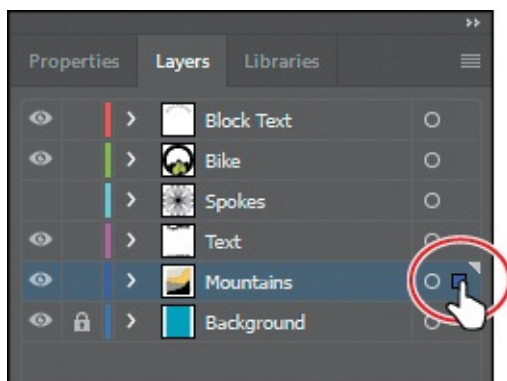


1. In the Layers panel (Window > Layers), click the selection column to the right of the Mountains layer to select the layer contents.

2. Click the Properties panel tab to show the panel again.

3. Click the Effect option (fx) in the Appearance section of the Properties

panel. Choose Texture > Texturizer.

When you choose most of the raster (Photoshop) effects (not all), the Filter Gallery dialog box opens. Similar to working with filters in Adobe Photoshop, where you can also access a Filter Gallery, in the Illustrator Filter Gallery, you can try different raster effects to see how they affect your artwork.

4. With the Filter Gallery dialog box open, you can see the type of filter (Texturizer) showing at the top. Choose Fit In View from the view menu in the lower-left corner of the dialog box. That should fit the artwork in the preview area so you can see how the effect alters one of the shapes.

The Filter Gallery dialog box, which is resizable, contains a preview area (labeled A), effect thumbnails that you can click to apply (labeled B), settings for the currently selected effect (labeled C), and the list of effects applied (labeled D). If you want to apply a different effect, expand a category in the middle panel of the dialog box (labeled B), and click an effect thumbnail.
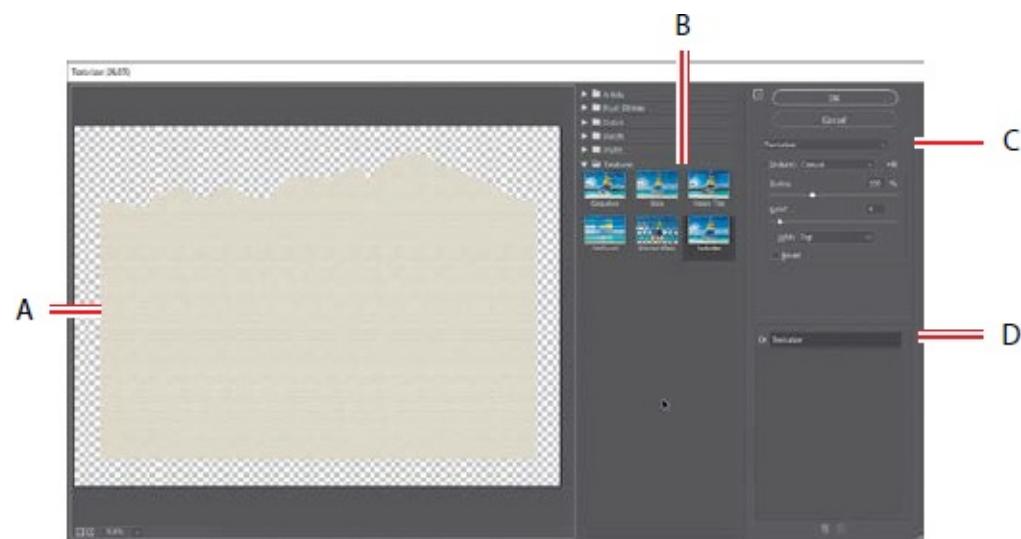


5. Change the Texturizer settings in the upper-right corner of the dialog box as follows (if necessary):
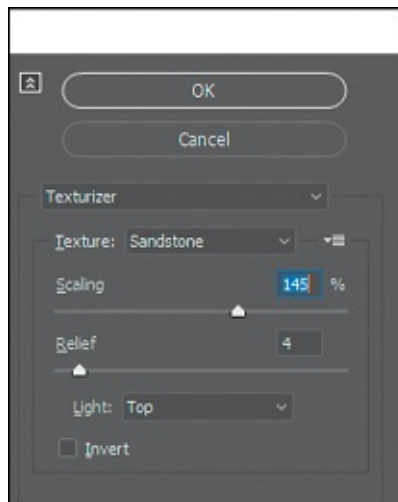
- ◦ Texture: **Sandstone**
- ◦ Scaling: **145**
- ◦ Relief: **4** (the default setting)
- ◦ Light: **Top** (the default setting)

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▶ **Tip:** You can click the eye icon (👁) to the left of the name "Texturizer" in the section labeled "D" to see the artwork without the effect applied.

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● **Note:** The Filter Gallery lets you apply only one effect at a time. If you want to apply multiple Photoshop effects, you can click OK to apply the current effect and then choose another from the Effect menu.

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**6.** Click OK to apply the raster effect to all four shapes.

**7.** Choose Select > Deselect.

## Working with 3D effects ▪◀

To learn about other working with 3D effects, check out the video *Working with 3D Effects* that is a part of the Web Edition. For more information, see the "Web Edition" section of "Getting Started" at the beginning of the book.
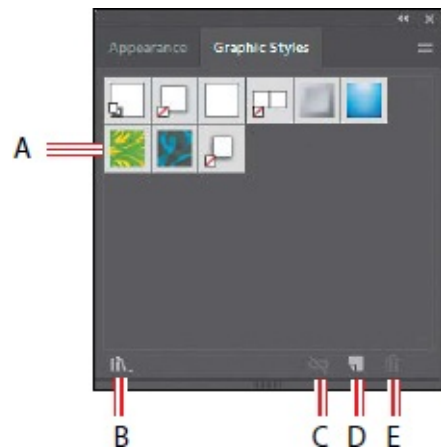
# Using graphic styles

A *graphic style* is a saved set of appearance attributes that you can reuse. By applying graphic styles, you can quickly and globally change the appearance of objects and text.

The Graphic Styles panel (Window > Graphic Styles) lets you create, name, save, apply, and remove effects and attributes for objects, layers, and groups.

You can also break the link between an object and an applied graphic style to edit that object's attributes without affecting other objects that use the same graphic style.

The different options available in the Graphic Styles panel are described here:



A. **Graphic Style thumbnail**
B. **Graphic Styles Libraries menu**
C. **Break Link To Graphic Style**
D. **New Graphic Style**
E. **Delete Graphic Style**

For example, if you have a map that uses a shape to represent a city, you can create a graphic style that paints the shape green and adds a drop shadow. You can then use that graphic style to paint all the city shapes on the map. If you decide to use a different color, you can change the fill color of the graphic style to blue. All the objects that use that graphic style are then updated to blue.

## Applying an existing graphic style

You can apply graphic styles to your artwork from graphic style libraries that come with Illustrator. Next, you'll explore some of the built-in graphic styles and apply a few to artwork.

1. Choose Window > Graphic Styles. Click the Graphic Styles Libraries Menu button (⬛) at the bottom of the panel, and choose Vonster Pattern Styles.

   ▶ **Tip:** Use the arrows at the bottom of the Vonster Pattern Styles library panel to load the previous or next Graphic Styles library in the panel.

2. With the Selection tool (▶), select the bottom background mountain shape.

**3.** Click the Splatterz 2 style and then click the Splatterz 3 graphic style in the Vonster Pattern Styles panel. Close the Vonster Pattern Styles panel.



Clicking the styles applies the appearance attributes to the selected artwork and adds both graphic styles to the Graphic Styles panel for the active document.
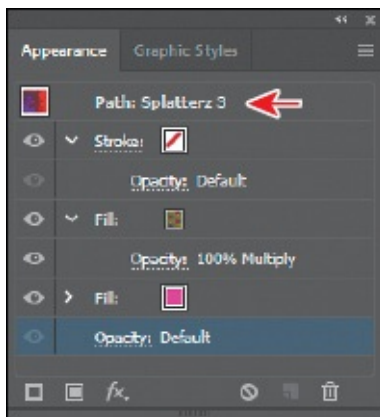


**4.** With the artwork still selected, look in the Appearance panel to see the fills applied to the selected artwork. Also notice "Path: Splatterz 3" at the top of the panel. This indicates that the graphic style named Splatterz 3 is applied.

**5.** Click the Graphic Styles panel tab to show the panel again.

You should see the two graphic styles, Splatterz 2 and Splatterz 3, listed in the panel now.
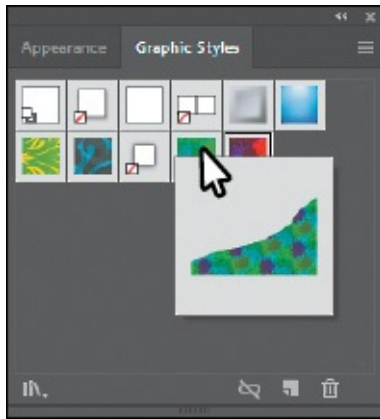
**6.** Right-click and hold down the mouse button on the Splatterz 2 graphic style thumbnail in the Graphic Styles panel to preview the graphic style on the selected artwork. When you're finished previewing, release the mouse button.

Previewing a graphic style is a great way to see how it will affect the selected object, without actually applying it.

## Creating and applying a graphic style

Now you'll create a new graphic style and apply that graphic style to artwork.

**1.** With the Selection tool selected, click the yellow shape that the arrow is pointing to in the following figure.



▶ **Tip:** To create a graphic style, you can also click to select the object that you are using to make the graphic style. You can then either drag the object directly into the Graphic Styles panel or, in the Appearance panel, drag the appearance thumbnail at the top of the listing into the

Graphic Styles panel. The panels can't be in the same panel group.

**2.** Click the New Graphic Style button (⬚) at the bottom of the Graphic Styles panel.

The appearance attributes from the selected shape are saved as a graphic style.

**3.** In the Graphic Styles panel, double-click the new graphic style thumbnail. In the Graphic Style Options dialog box, name the new style **Mountain**. Click OK.
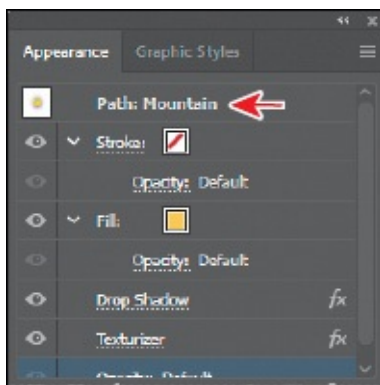


**4.** Click the Appearance panel tab, and at the top of the Appearance panel you'll see "Path: Mountain."

This indicates that a graphic style named "Mountain" is applied to the selected artwork.

**5.** With the Selection tool, click the bottom rectangle shape in the background (beneath the "Call 1-800…" text). In the Graphic Styles panel, click the graphic style named "Mountain" to apply the styling.



**6.** Leave the shape selected and then choose File > Save.

# Applying a graphic style to text

When you apply a graphic style to a type area, the fill color of the graphic style overrides the fill color of the text by default. If you deselect Override Character Color from the Graphic Styles panel menu (▤), the fill color (if there is one) in the text will override the color of the graphic style.

If you choose Use Text For Preview from the Graphic Styles panel menu ( ▤), you can then right-click and hold down the mouse button on a graphic style to preview the graphic style on the text.

## Updating a graphic style

Once you create a graphic style, you can update the graphic style, and all artwork with that style applied will update its appearance as well. If you edit the appearance of artwork that a graphic style is applied to, the graphic style is overridden, and the artwork will not update when the graphic style is updated.
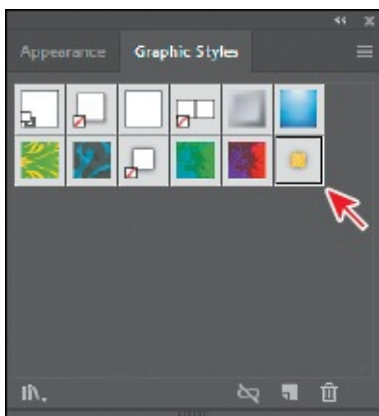


**1.** With the bottom yellow shape still selected, look in the Graphic Styles panel; you will see that the Mountain graphic style thumbnail is highlighted (has a border around it), indicating that it's applied.

**2.** Click the Appearance panel tab. Notice the text "Path: Mountain" at the top of the panel, indicating that the Mountain graphic style is applied. Like you saw earlier, this is another way to tell whether a graphic style is applied to selected artwork.

**3.** Click the yellow fill color box a few times to open the Swatches panel. Select the swatch named Mountain2. Press the Escape key to hide the swatches.

Notice that the "Path: Mountain" text at the top of the Appearance panel is now just "Path," telling you that the graphic style is no longer applied to the selected artwork.

4. Click the Graphic Styles panel tab to see that the Mountain graphic style no longer has a highlight (border) around it, which means that the graphic style is no longer applied.

5. Press the Option (macOS) or Alt (Windows) key, and drag the selected shape on top of the Mountain graphic style thumbnail in the Graphic Styles panel. Release the mouse button and then release the modifier key when the thumbnail is highlighted. Both mountain shapes now look the same since the Mountain graphic style was applied to both objects.



6. Choose Select > Deselect.

7. Click the Appearance panel tab. You should see "No Selection: Mountain" at the top of the panel (you may need to scroll up).

When you apply appearance settings, graphic styles, and more to artwork, the next shape you draw will have the same appearance settings listed in the Appearance panel as the previous one.

**8.** Click to select the top shape in the background that has the Mountain graphic style applied. An arrow is pointing to it in the following figure.

**9.** Click the fill color for the Fill appearance row, and in the Swatches panel that appears, select the Mountain1 swatch.



**0.** Choose Select > Deselect and then choose File > Save.

## Applying a graphic style to a layer

🟡 **Note:** If you apply a graphic style to artwork and then apply a graphic style to the layer (or sublayer) that it's on, the graphic style formatting is added to the appearance of the artwork—it's cumulative. This can change the artwork in ways you didn't expect, since applying a graphic style to the layer will be added to the formatting of the artwork.

▶ **Tip:** In the Layers panel, you can drag a target icon to the Trash button ( 🗑 ) at the bottom of the Layers panel to remove the appearance attributes.

When a graphic style is applied to a layer, everything added to that layer has that same style applied to it. Now you'll apply a drop shadow graphic style to the layer named Block Text; this will apply the style to all the contents of that layer at once.
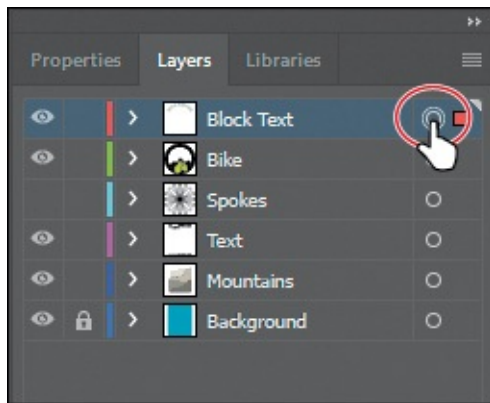
**1.** In the Layers panel, click the target icon (⊙) for the Block Text layer.

This selects the layer content and targets the layer for any appearance attributes.

**2.** Click the Graphic Styles panel tab, and then click the graphic style named "Shadow" to apply the style to the layer and all its contents.



The target icon in the Layers panel for the Block Text layer is now shaded.
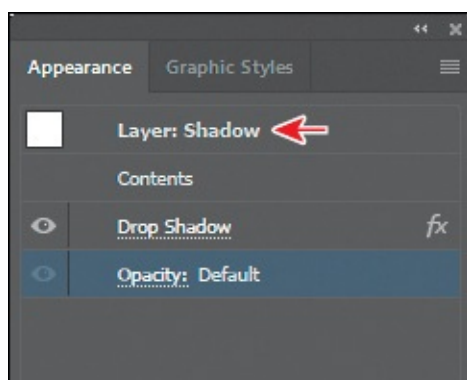
**3.** Click the Appearance panel tab, and you should see, with all of the artwork on the Block Text layer still selected, the words "Layer: Shadow."

This is telling you that the layer target icon is selected in the Layers panel and that the Shadow graphic style is applied to that layer.

● **Note:** If you want to edit the drop shadow applied to either of the text objects, you can do this a few ways. You can click the target icon in the Layers panel to see the Drop Shadow effect in the Appearance panel, or you can select the artwork (text object in this case) and click Layer: Shadow in the Appearance panel to see the appearance properties for the layer and then click Drop Shadow.

▶ **Tip:** In the Graphic Styles panel, graphic style thumbnails that show a small box with a red slash (▨) indicate that the graphic style does not contain a stroke or fill. It may just be a drop shadow or outer glow, for instance.

**4.** Choose Select > Deselect and then choose File > Save.

# Applying multiple graphic styles

You can apply a graphic style to an object that already has a graphic style applied. This can be useful if you want to add properties to an object from another graphic style. After you apply a graphic style to selected artwork, you can then Option-click (macOS) or Alt-click (Windows) another graphic style thumbnail to add the graphic style formatting to the existing formatting, rather than replacing it.

## Scaling strokes and effects

In Illustrator, by default, when scaling (resizing) content, any strokes and effects that are applied do not change. For instance, suppose you scale a circle with a 2-pt. stroke from small to the size of the artboard. The shape may change size, but the stroke will remain 2 pt. by default. That can change the appearance of scaled artwork in a way that you didn't intend, so you'll need to watch out for that when transforming artwork. Next, you'll make the spokes group larger.

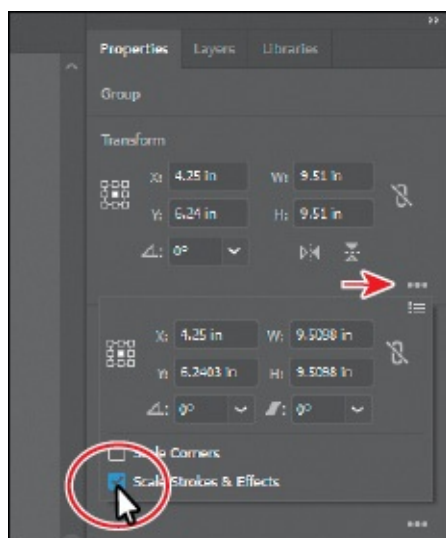**1.** Choose View > Fit Artboard In Window, if necessary.
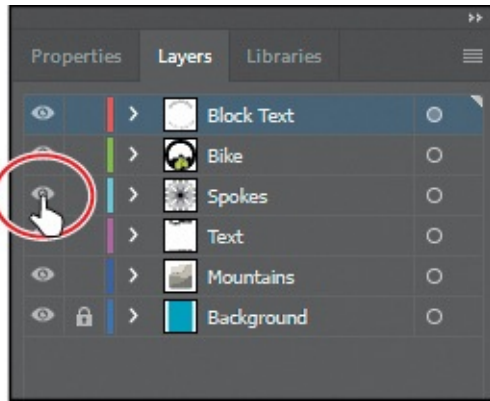
2. In Layers panel, click in the visibility column for the layer named "Spokes" to show the artwork.

   This shows a large group of wheel spokes on the artboard.

3. Click the spokes artwork, and notice the stroke weight of 6 pt in the Properties panel.





4. Click More Options in the Transform section of the Properties panel, and select Scale Strokes & Effects at the bottom of the panel that appears.

   Without this option selected, scaling the spokes would not affect the stroke weights or effects when it is scaled. You are selecting this option so that the spokes will scale smaller and not remain the same stroke weight.

**5.** Click the Constrain Width And Height Proportions button () to ensure it's active (). Change Width (W) to **5** inches. Press the Tab key to move to the next field. The height should change proportionally with the width.
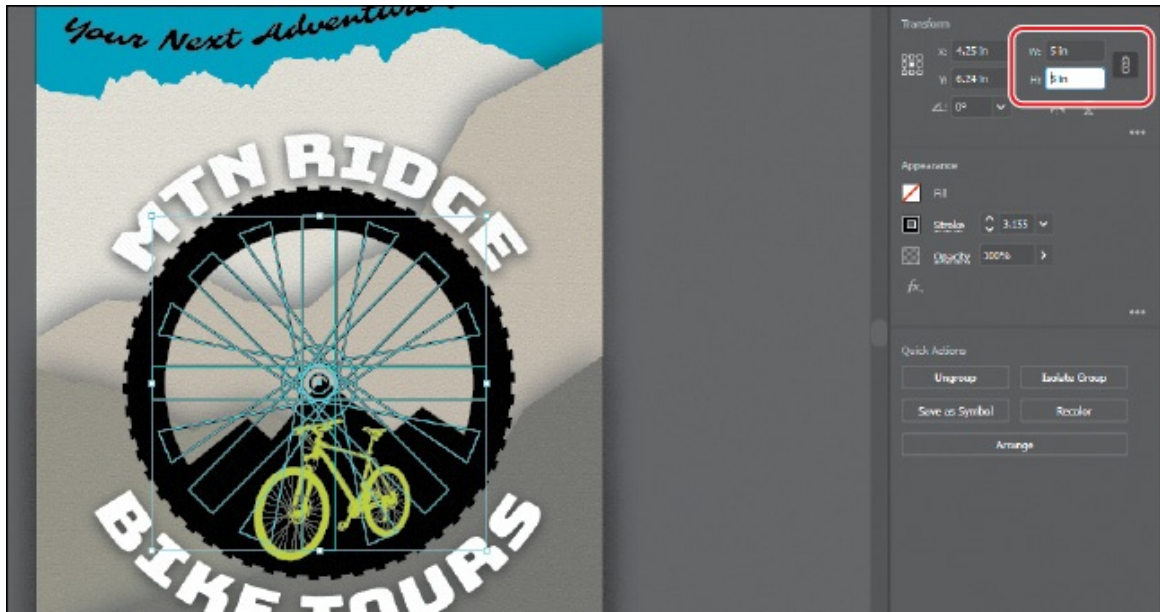


After scaling the spokes, if you look at the stroke weight in the Properties panel, you will see that it has changed (scaled).

**6.** Choose Select > Deselect.
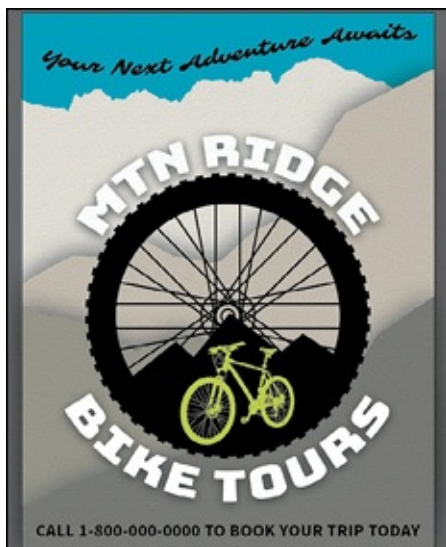


**7.** Choose File > Save and then choose File > Close.

## Review questions

**1.** How do you add a second fill or stroke to artwork?

**2.** Name two ways to apply an effect to an object.

**3.** When you apply a Photoshop (raster) effect to vector artwork, what

happens to the artwork?

4. Where can you access the options for effects applied to an object?

5. What's the difference between applying a graphic style to a *layer* versus applying it to *selected artwork*?

# Review answers

1. To add a second fill or stroke to artwork, click the Add New Stroke button (▣) or Add New Fill button (▣) at the bottom of the Appearance panel, or choose Add New Stroke/Add New Fill from the Appearance panel menu. A stroke is added to the top of the appearance list. It has the same color and stroke weight as the original.

2. You can apply an effect to an object by selecting the object and then choosing the effect from the Effect menu. You can also apply an effect by selecting the object, clicking the Add New Effect button (ƒx.) in the Properties panel or at the bottom of the Appearance panel, and then choosing the effect from the menu that appears.

3. Applying a Photoshop effect to artwork generates pixels rather than vector data. Photoshop effects include all of the effects in the bottom portion of the Effect menu and the Drop Shadow, Inner Glow, Outer Glow, and Feather commands in the Effect > Stylize submenu. You can apply them to either vector or bitmap objects.

4. You can edit effects applied to selected artwork by clicking the effect link in the Properties panel or Appearance panel to access the effect options.

5. When a graphic style is applied to a single object, other objects on that layer are not affected. For example, if a triangle object has a Roughen effect applied to its path and you move it to another layer, it retains the Roughen effect.

   After a graphic style is applied to a layer, everything you add to the layer has that style applied to it. For example, if you create a circle on Layer 1 and then move that circle to Layer 2, which has a Drop Shadow effect applied, the circle adopts that effect.