3.*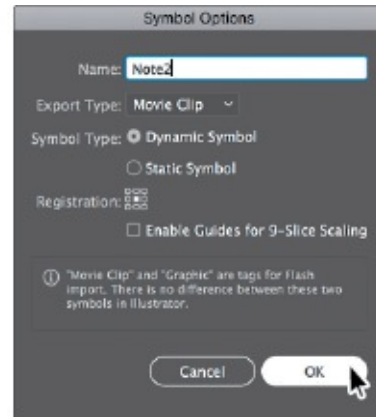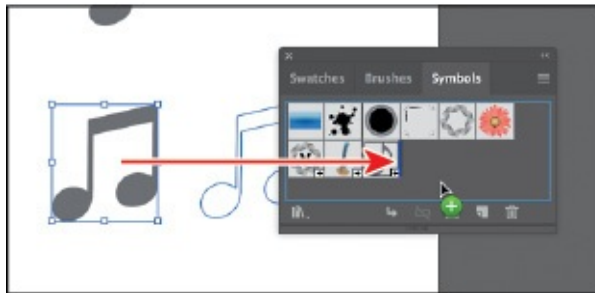* In the Symbol Options dialog box, change the name to **Note2, and make sure Dynamic Symbol is selected. Leave the remaining settings at their defaults, and click OK to create the symbol.

4. Choose 1 T-Shirt from the Artboard menu in the lower-left corner of the Document window to go back to the T-shirt artwork.

5. Drag one instance of the Note2 symbol from the Symbols panel onto the T-shirt, near the other notes.
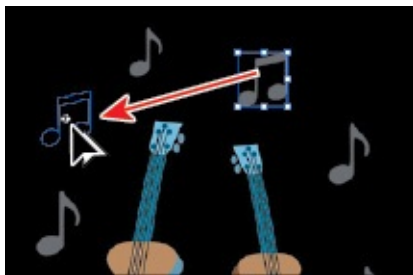
6. Press Option (macOS) or Alt (Windows), and drag the Note2 symbol instance on the artboard to create a copy. When the new instance is in position (see the figure), release the mouse button and then the modifier key.

● **Note:** Your symbol instances may not be in the same position on the artboard, and that's fine.

7. Create a few more copies by pressing Option (macOS) or Alt (Windows) and dragging any of the note symbol instances.

8. Resize and move a few of the symbol instances, making some smaller and some a bit larger, so they look different from each other.

9. Choose File > Save.

Replacing symbols

You can easily replace a symbol instance in the document with another symbol. Next, you'll replace a few of the Note2 symbol instances.

1. With the Selection tool (▶), select one of the Note2 symbol instances on the artboard.

When you select a symbol instance, you can tell which symbol it came from because the symbol for the selected instance is highlighted in the Symbols panel.

2. In the Properties panel, click the arrow to the right of the Replace Symbol field to open a panel showing the symbols in the Symbols panel. Click the Note1 symbol in the panel.
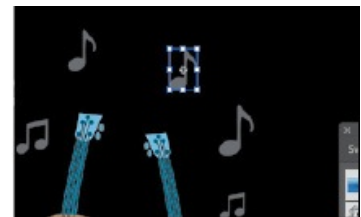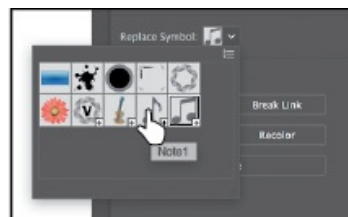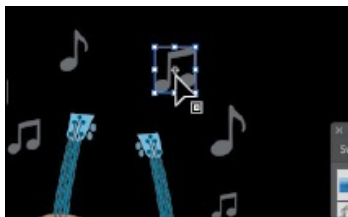

If the original symbol instance you were replacing had a transformation applied, such as a rotation, the symbol instance replacing it would have the same transformations applied.

3. Double-click the Note2 symbol thumbnail in the Symbols panel to edit the symbol.
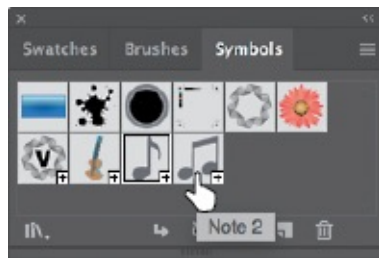
A temporary instance of the symbol appears in the center of the Document window. Editing a symbol by double-clicking the symbol in the Symbols panel hides all artboard content except the symbol artwork. This is just another way to edit a symbol.

4. Select the Selection tool (▶) in the Tools panel, and click the note shape. Press Command++ (macOS) or Ctrl++ (Windows) a few times to zoom in.

5. Change the fill color in the Properties panel to a light gray swatch with the tooltip that shows "C=0 M=0 Y=0 K=30."
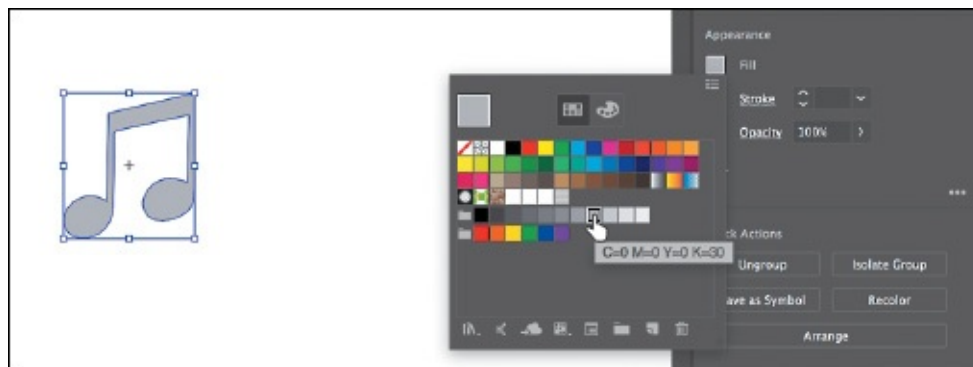
6. Double-click away from the symbol content to exit Symbol Editing mode so that you can edit the rest of the content.

7. Choose View > Fit Artboard In Window.

8. Select the Selection tool (▶), and click one of the note symbol instances. It doesn't matter which symbol (Note1 or Note2) it is. Choose Select > Same > Symbol Instance.
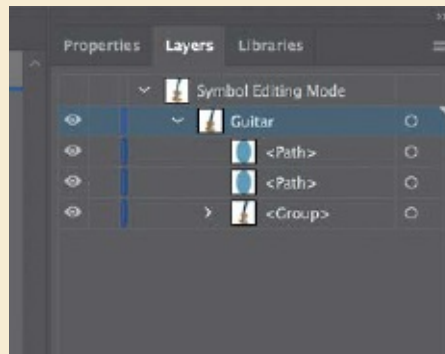
This is a great way to select all instances of a symbol in the document. You can see that the symbol instance on the right artboard was also selected.

9. Choose Select > Deselect.

Symbol layers

When you edit a symbol using any of the methods described, open the Layers panel, and you will see that the symbol has its own layering.

Similar to working with groups in Isolation mode, you see the layers associated with that symbol only, not the document's layers. In the Layers panel, you can rename, add, delete, show/hide, and reorder content for a symbol.

Breaking a link to a symbol

At times, you need to edit specific instances on the artboard. As you've learned, you can make changes, such as scaling, opacity, and flipping, only to a symbol instance, and saving the symbol as dynamic only lets you edit certain appearance attributes using the Direct Selection tool. In certain cases, you may need to break the link between a symbol and an instance. This breaks the instance into the original artwork on the artboard, and that instance will no longer update if the symbol is edited.

Next, you'll break the link to one of the guitar symbol instances.

1. With the Selection tool (▶) selected, click to select the Guitar symbol instance on the left. In the Properties panel, click the Break Link button.
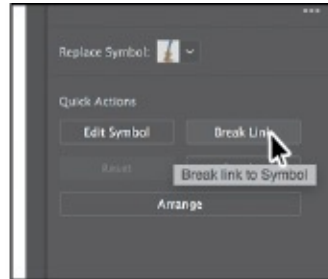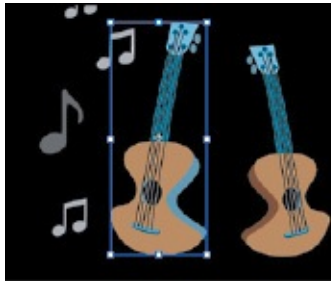
This object is now a series of paths; if you click to select the artwork, you'll see "Group" at the top of the Properties panel. You should be able to edit the artwork directly now. This content will no longer update if the Guitar symbol is edited.

2. Select the Zoom tool (🔍), and drag across the top of the selected guitar artwork on the artboard to zoom in.

3. Choose Select > Deselect.
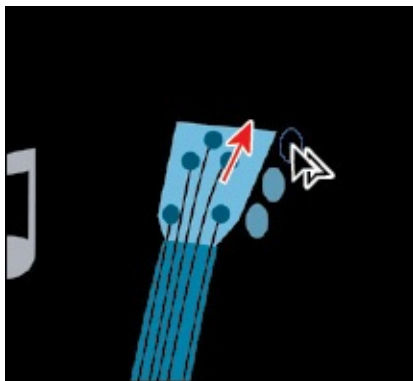
4. Select the Direct Selection tool, and click the top small blue circle toward the top of the guitar. Option-drag (macOS) or Alt-drag (Windows) the circle up to create a copy. Release the mouse button and then the modifier key.

5. Choose Select > Deselect.

6. Choose File > Save.

The Symbolism Tools

The Symbol Sprayer tool (🔧) in the Tools panel allows you to spray symbols on the artboard, creating symbol sets.

A symbol set is a group of symbol instances that you create with the Symbol Sprayer tool. This can be really useful if, for instance, you were to create grass from individual blades of grass. Spraying the blades of grass speeds up this process greatly and makes it much easier to edit individual instances of grass or the sprayed grass as a group. You can create mixed sets of symbol instances by using the Symbol Sprayer tool with one symbol and then using it again with another symbol.

You use the symbolism tools to modify multiple symbol instances in a set. For example, you can disperse instances over a larger area using the Symbol Scruncher tool or gradually tinting the color of instances to make them look more realistic.

—From Illustrator Help

Working with Creative Cloud libraries

Creative Cloud libraries are an easy way to create and share stored content such as images, colors, text styles, Adobe Stock assets, Creative Cloud Market assets, and more between many Adobe applications like Adobe Photoshop CC, Adobe Illustrator CC, Adobe InDesign CC, and certain Adobe mobile apps.

● **Note:** In order to use Creative Cloud libraries, you will need to be signed in with your Adobe ID and have an Internet connection.

Creative Cloud libraries connects to your Creative Profile, putting the creative assets you care about at your fingertips. When you create content in Illustrator and save it to a Creative Cloud library, that asset is available to use in all of your Illustrator files. Those assets are automatically synced and can be shared with anyone with a Creative Cloud account. As your creative team works across Adobe desktop and mobile apps, your shared library assets are always up to date and ready to use anywhere.

In this section, you'll explore CC libraries and use them in your project.

Adding assets to CC libraries

The first thing you'll learn about is how to work with the Libraries panel (Window > Libraries) in Illustrator and add assets to a Creative Cloud library. You'll open an existing document in Illustrator to capture assets from.

1. Choose File > Open. In the Open dialog box, navigate to the Lessons >

Lesson13 folder, and select the Sample.ai file on your hard disk. Click Open.

● **Note:** The Missing Fonts dialog box may appear. You need an Internet connection to sync the fonts. The syncing process may take a few minutes. Click Sync Fonts to sync all of the missing fonts to your computer. After they are synced and you see the message stating that there are no more missing fonts, click Close. If you have an issue syncing, you can go to Help (Help > Illustrator Help) and search for "Find missing fonts."

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2. Choose View > Fit All In Window.

Using this document, you will capture artwork, text, colors, and type formatting to be used in the TShirt.ai document.

3. Choose Window > Libraries, or click the Libraries panel tab to open the Libraries panel.

To start, you have one library to work with called "My Library." You can add your design assets to this default library, or you can create more libraries—maybe to save assets according to clients or projects.

4. Choose Select > Deselect, if necessary.

5. Select the Selection tool (▶), and click the type area that contains the text "Rock On." In the Libraries panel, click the Add Content icon (+) and make sure all of the options are selected, except for Graphic. Click Add to capture the text and formatting, and save it in the default library. If you see a warning dialog box about text appearance, click OK.

● **Note:** The menu that appears after clicking the Add Content icon (+) is contextual. It changes depending on what can be saved from the selected artwork.
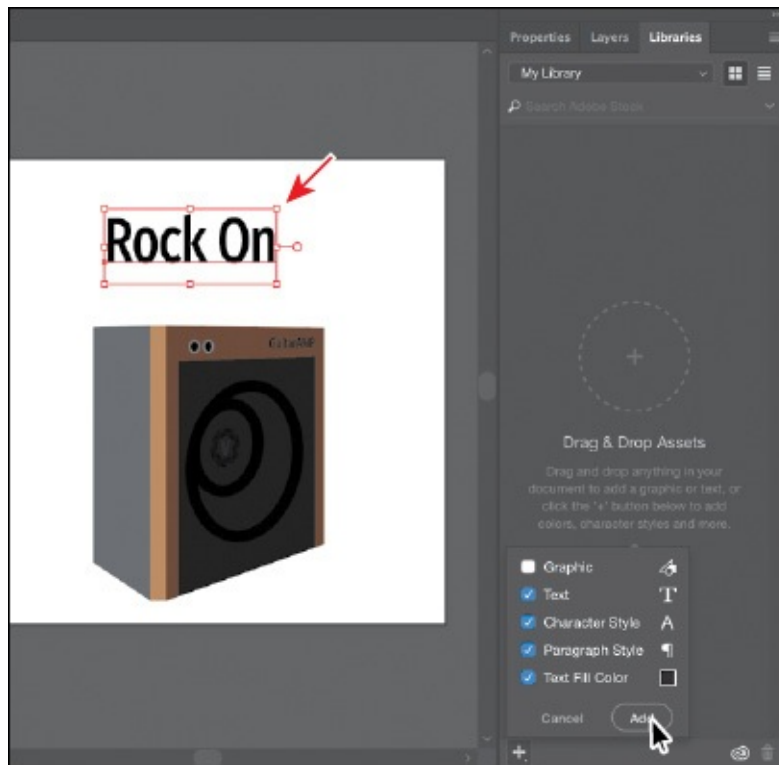

The paragraph style formatting, text object, and fill color will be saved in the currently selected library. In this case, it is adding the assets to my default library called "My Library." As you save assets and formatting in the Libraries panel, notice how it is organized by asset type.

**6.** Double-click the name "Text 1" in the Libraries panel, and change it to **Heading**. Press Enter or Return to accept the name change.


You can change the name of the color, character style, and paragraph style saved in the Libraries panel as well. In the case of the character and paragraph styles saved, you can move the pointer over the asset and see a tooltip that shows the saved formatting.
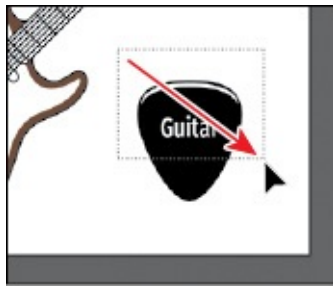
7. Drag across the black artwork in the lower-right corner with the text "Guitar" on it to select all of the artwork.

8. Drag the selected artwork into the Libraries panel. When a plus sign (+) and a name (such as "Artwork 1") appears, release the mouse button to add the artwork as a graphic.
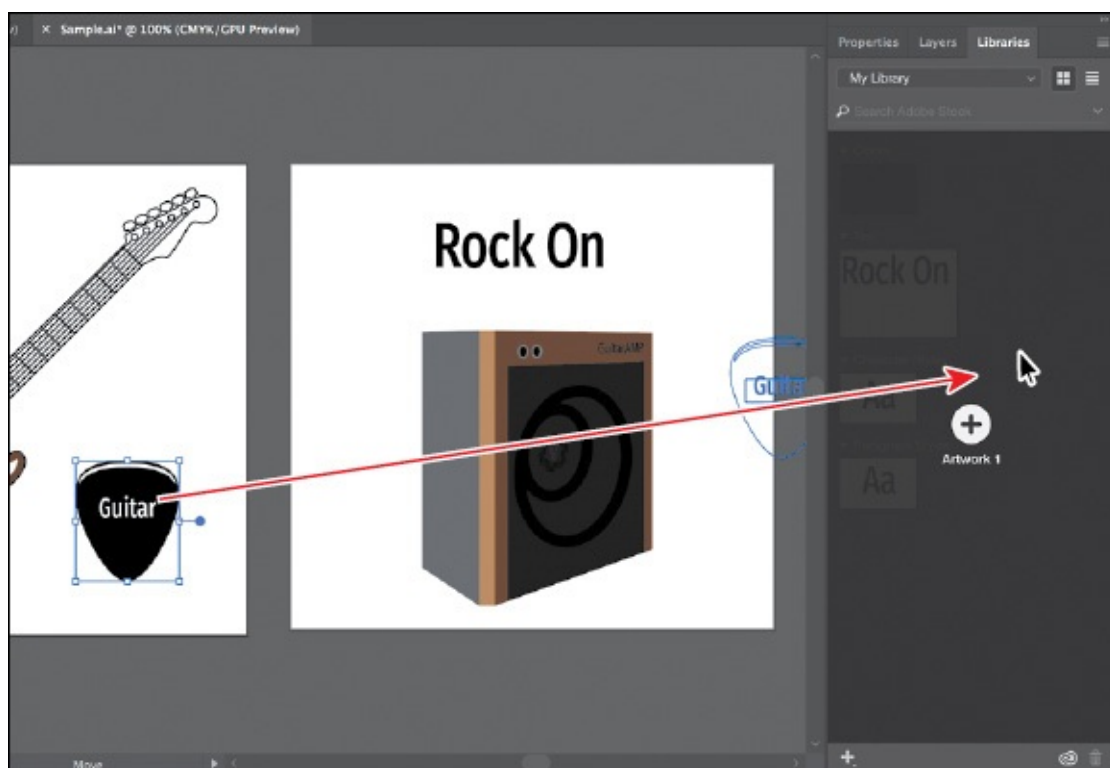
The assets you store as a graphic in a Creative Cloud library retain their vector form wherever you use the graphic.
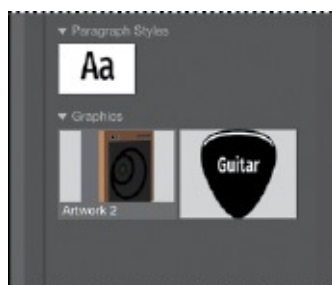
9. Drag the amp artwork, below the "Rock On" text, into the Libraries panel to save it as a graphic asset.

0. Choose File > Close to close the Sample.ai file and return to the TShirt.ai file. Don't save the file if asked.

Notice that the Libraries panel still shows the assets in the library. The libraries and their assets are available no matter which document is open in Illustrator.

▶ **Tip:** You can share a copy of your library with others by choosing the library you want to share in the Libraries panel and then choosing Share Link from the panel menu.

Using library assets

Now that you have some assets in the Libraries panel, once synced, those assets will be available to other applications and apps that support libraries, as long as you are signed in with the same Creative Cloud account. Next, you will use some of those assets in the TShirt.ai file.

**1.** While still on the 1 T-Shirt artboard, choose View > Fit Artboard In Window.

▶ **Tip:** To apply the color or styles saved in the Libraries panel, select artwork or text and click to apply. When it comes to text styles in the Libraries panel, if you apply them to text in a document, a style of the same name and formatting will appear in the Paragraph Styles panel or Character Styles panel (depending on which you selected in the Libraries panel).

2. Drag the Heading text asset from the Libraries panel onto the artboard.
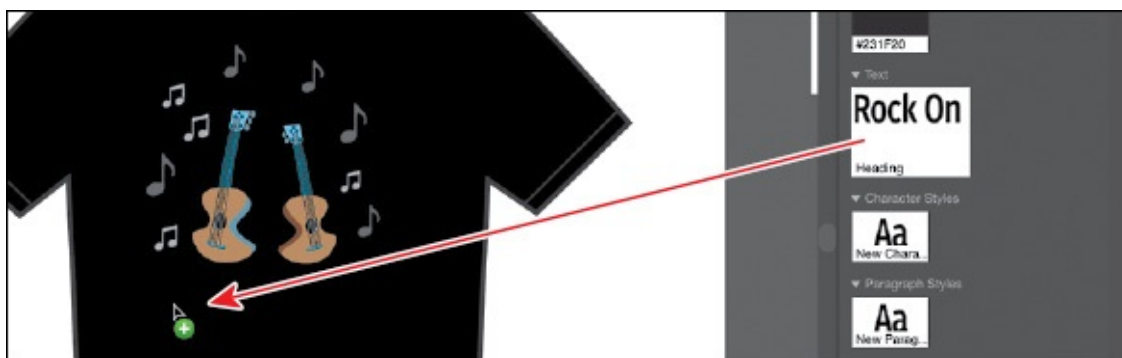
▶ **Tip:** As you'll learn in the next section, graphics you drag from the Libraries panel are linked. If you Option-drag (macOS) or Alt-drag (Windows) the artwork from the Libraries panel into a document, it will be embedded by default.

3. Click to place the text.
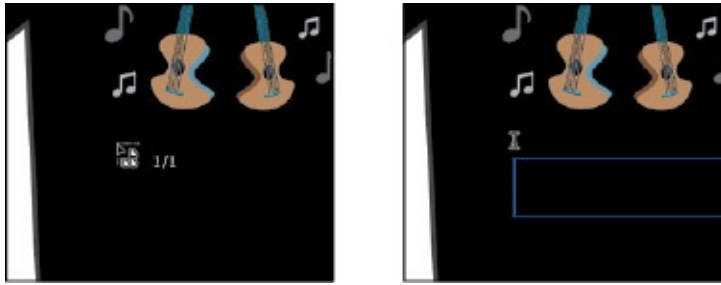
4. Press Esc to select the Selection tool and the type object. Click the Properties panel tab and change the fill color to white.

5. Double-click the "Rock On" text to switch to the Type tool. Press Command+A (macOS) or Ctrl+A (Windows) to select the text.

6. Change the text to **ROCK ON!** (with an exclamation point).

7. Click the Libraries panel tab to show the panel. Drag the pick graphic asset and then the amp graphic asset from the Libraries panel onto the artboard. Don't worry about position for now.

● **Note:** You will most likely need to click to place the assets, like you did with the text.

Updating a library asset

When you drag a graphic from your Creative Cloud library to an Illustrator project, it is automatically placed as a linked asset. If you make a change to a library asset, the linked instances will update in your projects. Next, you'll see

how to update the asset.

1. ▶ **Tip:** You can edit a linked library asset like the guitar pick by clicking Edit Original (▨) at the bottom of the Links panel.

Select the Selection tool (▶), and click the pick asset on the artboard and look at the top of the Properties panel (you'll need to click the Properties panel tab to show it). Click the words "Linked File" to open the Links panel.
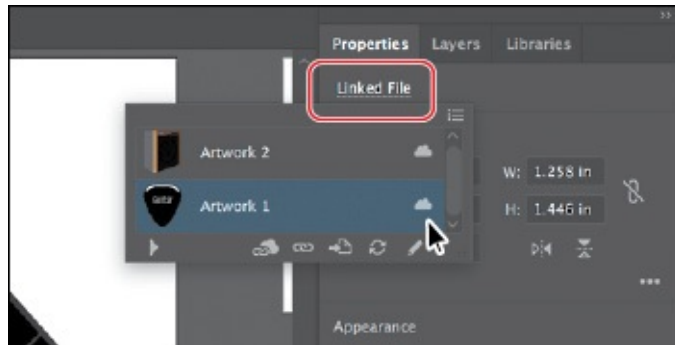
In the Links panel that appears, you will see the name of the pick asset, as well as a cloud icon to the right of the name. The cloud icon indicates that the artwork is a linked library asset.

● **Note:** You'll learn more about the Links panel in <u>Lesson 14</u>, "<u>Using Illustrator CC with Other Adobe Applications</u>."

2. Back in the Libraries panel, double-click the pick asset thumbnail. The artwork will appear in a new, temporary document.

3. With the Direct Selection tool, click to select the black shape. Change the fill color to a gray with the tooltip "C=0 M=0 Y=0 K=70" in the Properties panel.

4. Choose File > Save and then choose File > Close.

In the Libraries panel, the graphic thumbnail should update to reflect the appearance change you made. Back in the TShirt.ai document, the pick graphic on the artboard should have updated. *If it hasn't,* with the pick artwork still selected on the artboard, click the Linked File link in the Properties panel. In the Links panel that shows, with the pick asset row selected, click the Update Link button (⟳) at the bottom of the panel.

5. With the artwork selected, click the Embed button back in the Properties panel.
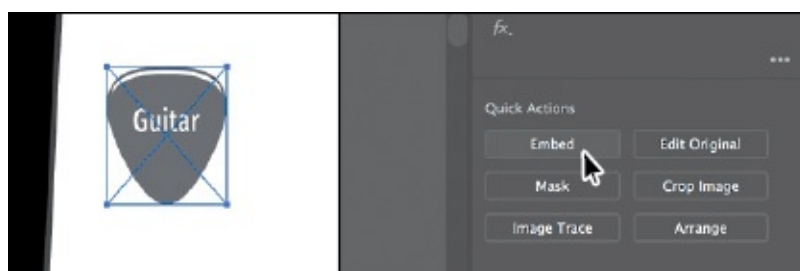
The artwork is no longer linked to the original library item and will not update if the pick library item is updated. That also means it is now editable in the TShirt.ai document. Just know that Libraries panel artwork that is embedded after it has been placed will typically have a clipping mask applied.

6. With the Selection tool, click the amp artwork and, to send it behind everything else, click the Arrange button in the Properties panel and choose Send To Back.

7. Drag all of the artwork like you see in the following figure. You may want to resize the pick and amp artwork to make them each a little smaller. If you resize any of the artwork, make sure you press the Shift key to constrain the proportions as you scale; then release the mouse button and key when finished.

8. Choose Select > Deselect and then choose File > Save.

Review questions

1. What are three benefits of using symbols?
2. How do you update an existing symbol?
3. What is a dynamic symbol?
4. In Illustrator, what type of content can you save in a library?
5. Explain how to embed a linked library graphic asset.

Review answers

1. Three benefits of using symbols are as follows:
   • You can edit one symbol, and all instances are updated.
   • You can map artwork to 3D objects (not discussed in the lesson).
   • Using symbols reduces file size.

2. To update an existing symbol, double-click the symbol icon in the Symbols panel, double-click an instance of the symbol on the artboard, or select the instance on the artboard and then click the Edit Symbol button in the Properties panel. Then you can make edits in Isolation mode.

3. When a symbol is saved as Dynamic, you can change certain appearance properties of instances using the Direct Selection tool (▷) without editing the original symbol.

4. In Illustrator, currently you can save colors (fill and stroke), type objects, graphic assets, and type formatting.

5. By default in Illustrator, when a graphic asset is dragged from the Libraries panel into a document, a link is created to the original library asset. In order to embed a graphic asset, select the asset in the document, and click Embed in the Properties panel. Once embedded, the graphic will no longer update if the original library asset is edited.