ASSIGNMENT 4

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**COMPUTER ILLUSTRATION**

**SYMBOLS:**

Symbols offers us the ability to create artwork that can be used dynamically throughout the illustrator. We can create and modify symbols easily. For example, we can create a snowflake and use it over 100 times in the illustrator. Every time we use the snowflake, it is referred to as an instance. If edit the symbol, all instances are updated. Symbols can also be used to store frequently used artwork, such as logos, or clip art.

**SYMBOLS LIBRARY:**

Illustrator offers plenty of built-in symbols that we can use as well. These are stored in the Symbols Libraries. To access the libraries, click the libraries button at the bottom left corner of the Symbols panel, we will then see the different categories of symbols. We can select a category to see the different symbols within the category. To move a symbol from the library to the Symbols panel, simply click on it. It then appears in the panel.

1. **How will you create a new symbol and add it to the library?**
2. First, we will select the artwork we want to use as a symbol.
3. Secondly, do one of the following:

* Click the New Symbol button in the Symbols panel.
* Drag the artwork to the Symbols panel.
* Choose New Symbol from the panel menu.

1. In the Symbol Options dialog box, type a name for the symbol.
2. Select the symbol type as Movie Clip or Graphic.
3. Select the type of symbol you want to create - Dynamic or Static. The default setting is Dynamic.
4. Select the Align to Pixel Grid option to apply the pixel-align property to the symbol.

**SAVING SYMBOL TO THE LIBRARY:**

1. Put the symbols that you want to save in your library in the Symbols panel. Get rid of any that you do not want to save to your library.
2. Next, go to the Symbols Libraries button, click it, and select Save Symbols from the dropdown menu.
3. Enter a name for the library, then click Save.
4. **How will you use the appearance panel to change the property of the symbols?**

This Panel allows you to view and adjust the appearance attributes for an object, group, or layer. When we apply multiple effects to a piece of work, they are listed from top to bottom in the order which they are applied. we can add new Fill Colors, Stroke Colors and Effects. The **Appearance** panel is located on the right-side toolbar.

* Each time we select an object, it will show us all the visual properties that are currently applied, indicating if we are dealing with a **Path** or**Type.**
* If we select an object that has just been created, the **Appearance** panel may only display the three main attributes that define it which are its**Stroke**, **Fill**, and **Opacity.**
* we can add multiple strokes to our object by simply clicking on the **Add New Stroke** button and then playing with our settings.
* And we can also add visual effects using the **Add New Effect button** which will bring up a bunch of categories that we can select from.

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