



ABOUT ILLUSTRATOR

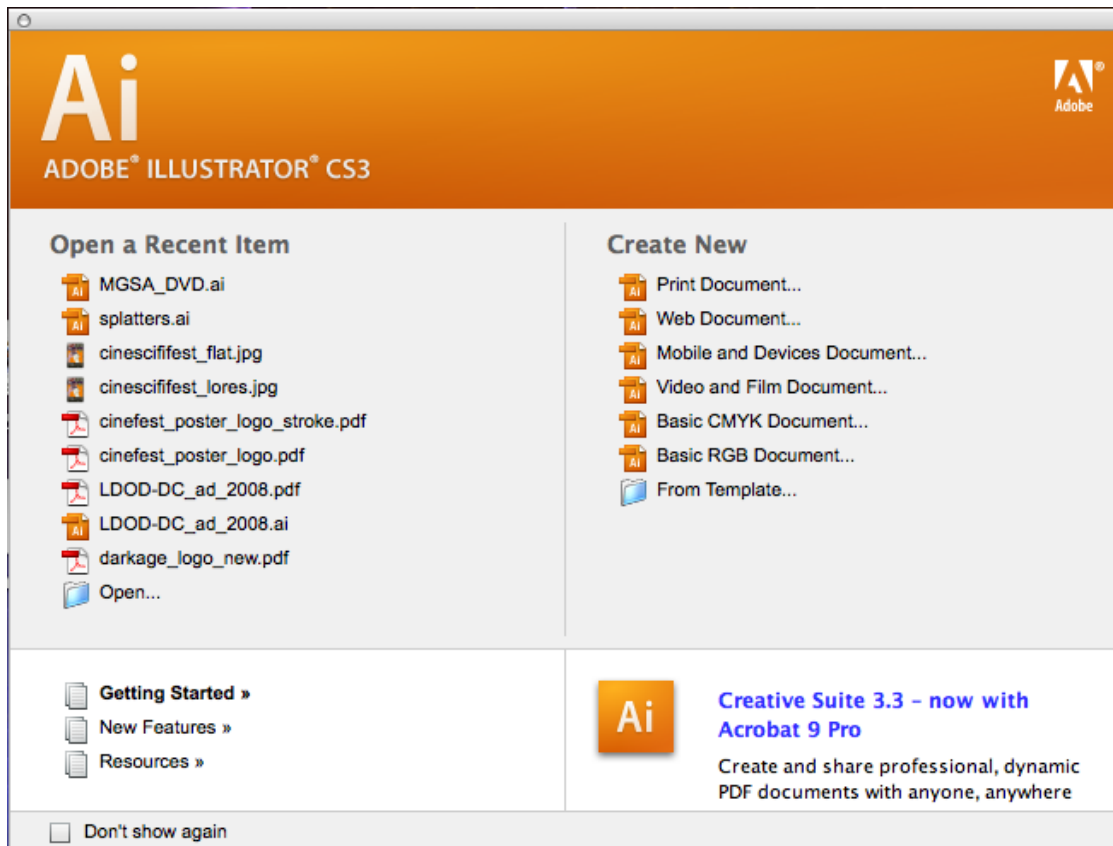
Illustrator is a vector based, post-script design program, created and first released by Adobe in 1988. It is primarily useful for creating logos, business collateral, websites, posters and flyers with small blocks of type, or any varied high-contrast illustration or graphics. Because of the type of graphic Illustrator utilizes, it is not ideal for photo-manipulation, which is the function of Photoshop, however many of the programs in the Adobe Creative Suite are integrated so that you may import photos and other files into Illustrator to augment your graphics.

VECTOR VS. RASTOR

Adobe Illustrator deals primarily with a form of graphics called Vector. Vectors are essentially geometric shapes and equations that continually replicated themselves on screen to preview the images you create, so that they are just as crisp and the edges are as well-defined at any magnification. The image's resolution does not play a role in its appearance. This is the essential difference between Illustrator and a program such as Photoshop. Photoshop deals solely with graphics called Raster images. Rasters are any pixel based image in a fixed resolution, in correlation to its size dimensions. Once a raster image is created it cannot be scaled any bigger without losing quality and seeing distortion. This is a good example of why it is best to design elements such as logos and such in Illustrator so the file can be scaled to fit any need and still retain its original appearance.

GETTING STARTED

When you open Illustrator you will see the menu below. Here you can choose between a few preset document sizes and modes in which to design. This is where you must make an important decision before beginning...



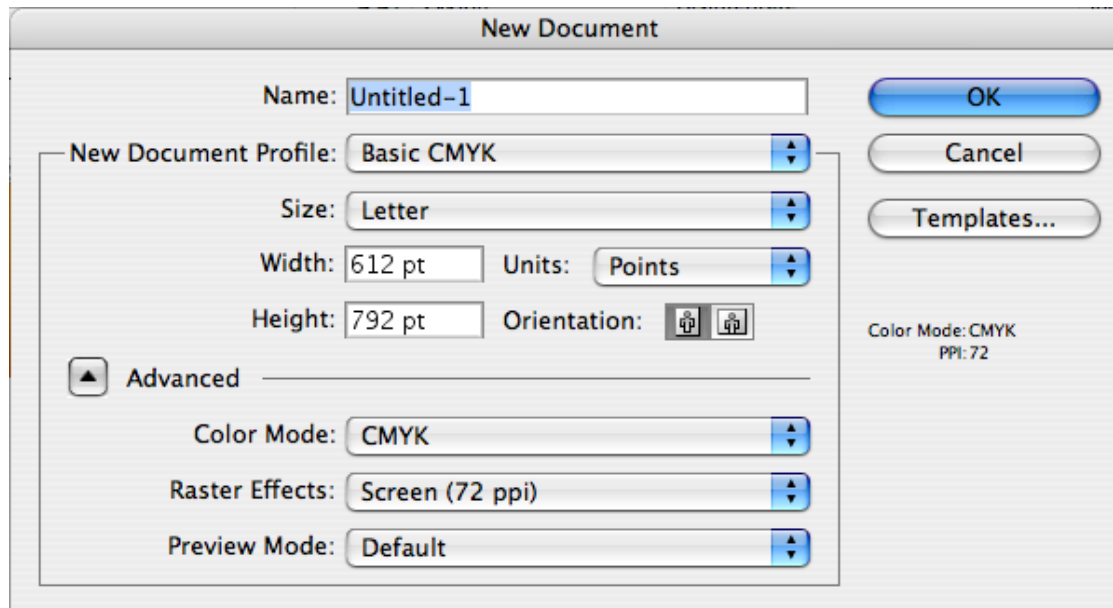
RGB VS. CMYK

You must decide at this point whether or not your design will ever be printed. That is because there are two major color modes that you can design with in Illustrator;

-If you are only ever going to be viewing your document on screen, for example if you are designing a website, it is safe to design in RGB mode. RGB stands for RED, GREEN, and BLUE. Those are all the colors your screens and monitors use to generate the infinite colors you can achieve in RGB mode.

-However, if your document is ever to be printed, for example; logos, flyers, etc., you should design in CMYK. CMYK stands for CYAN, MAGENTA, YELLOW, and BLACK. These are the pigments your printer uses to create the colors that are possible in mixing CMYK. This is also called PROCESS color. A printer that uses process color cannot create the pure colors that your screen can generate so if you design in CMYK mode, Illustrator will help you keep the colors you choose within the printable range, also called the gamut.

After you choose a color mode on the opening screen you can adjust all the settings on the following menu that will appear.

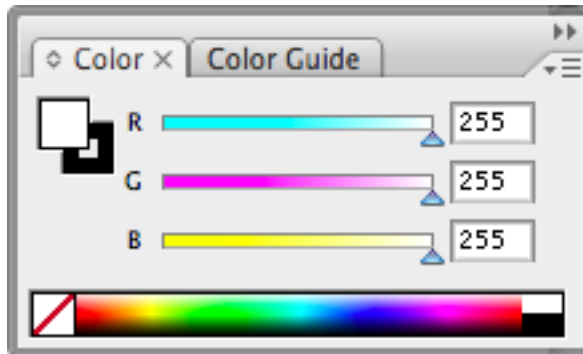


DOCUMENT SETUP

Here you can name your document, choose the document size from the presets, create a custom size in the height and width, change the units of measure from inches to points for screen measurements to picas, and change the color mode to CMYK or RGB.

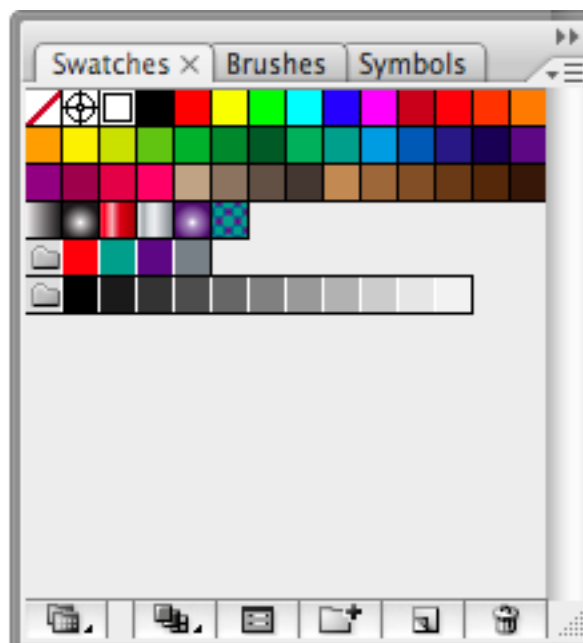
THE WORKSPACE AND PALLATES

Below is the minimally designed palette bar that will be located by default on the right of the screen. When you click on an icon the palette will expand and can be detached by simply dragging it off the bar. Below is a summary of the palletes you will use most often.



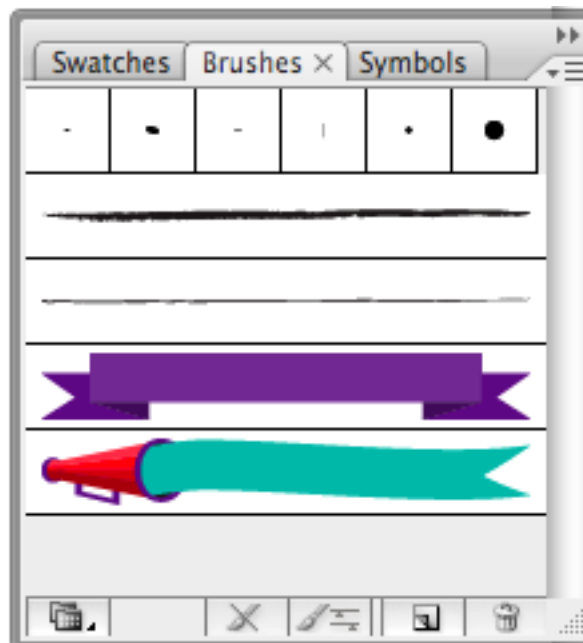
1. Color Picker

You can choose a color from the small color gammut on the bottom or mix your own color from the sliders. They affect both the fill color and stroke. There is also an expanded color picker you can choose in the toolbar which is discussed later.



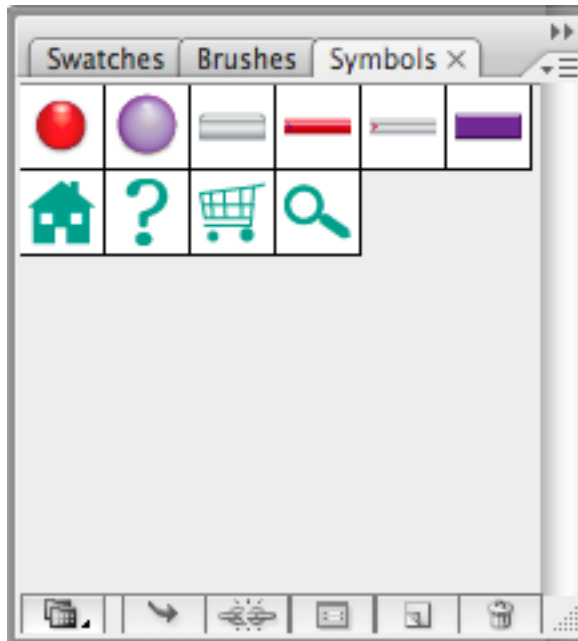
2. Swatches

Are redily selectable colors that are conveniently chosen with a click. They save you from having to remember the number from the mixer above if you want to reuse a color more than once. You may chose from many swatch libraries or create your own.



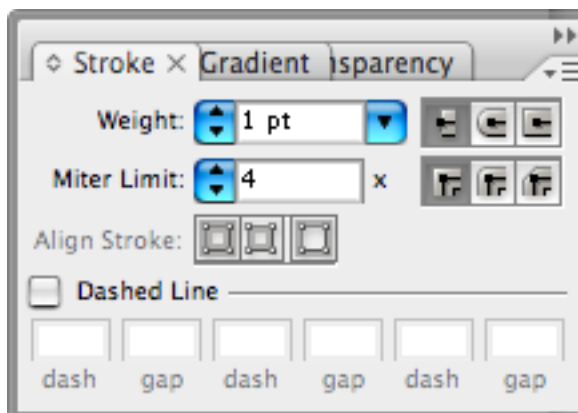
3. Brushes

Are simulated brush marks, pen nibs, banners, etc that follow the path of the brush tool on the tool bar. See the brush tool. There are many brush libraries to choose from or you can create your own.



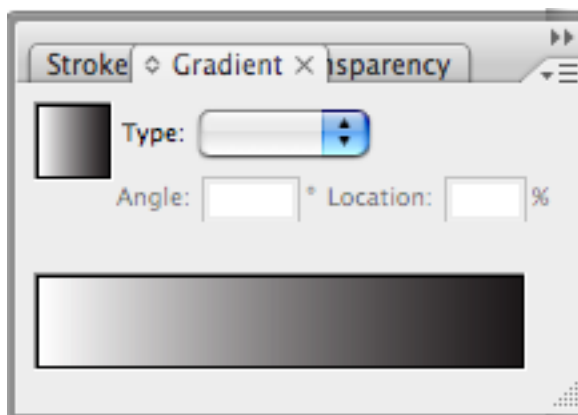
4. Symbols

Vectorized objects that you can replicate and “paint with” using the Symbol Sprayer tool. You can choose from many symbol libraries or create your own. You may also replicate just one instance of a symbol and use vectorized pieces from it.



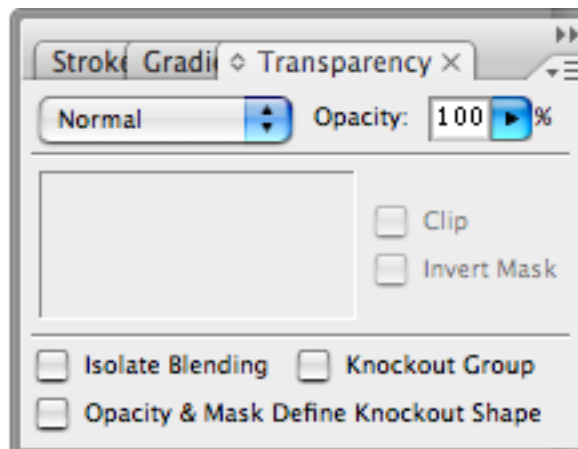
5. Stroke

Stroke is the line around an object. Here you can adjust the thickness, roundness, and create a dashed line around an object.



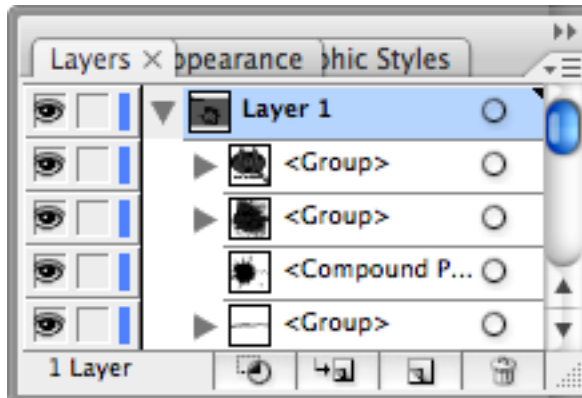
6. Gradient

Here you can create a gradient of colors and adjust the severity of the gradients and choose between linear and radial gradients.



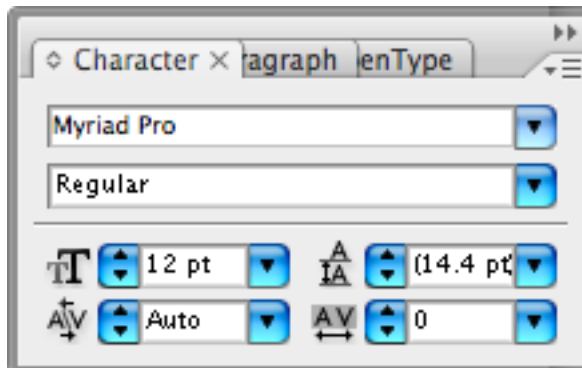
7. Transparency

This is where you can adjust the opacity of an object. You can also choose from several Blending Modes.



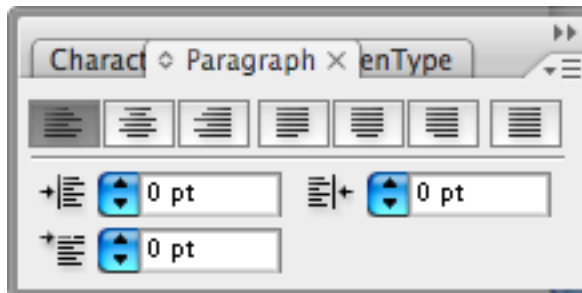
8. Layers

This is where you can visually see the layering of objects and layers on top of each other and arrange them. See also Arrange menu.



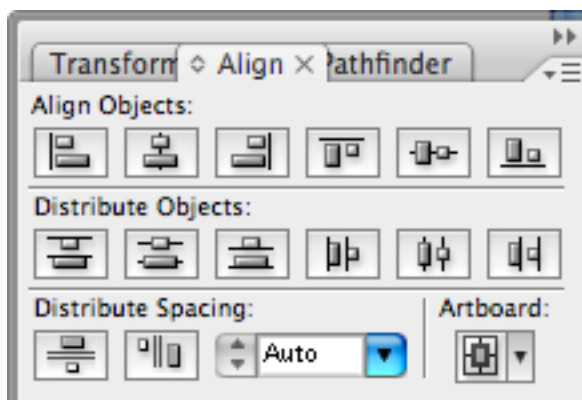
9. Character

You can select from all the font families and typefaces installed on your computer here. Then you can adjust the Point Size, Leading (space between lines of text), Kerning (space between individual characters) and Tracking (spacing out highlighted areas of type).



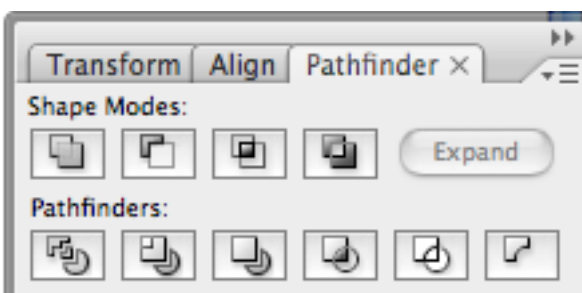
10. Paragraph

This is where you can align your text within the text box to the Right, Center, Left, or Justify the type to all sides.



11. Align

You can distribute selected objects vertically to align them to the left, center, right, or horizontally to the left, center and right as well.

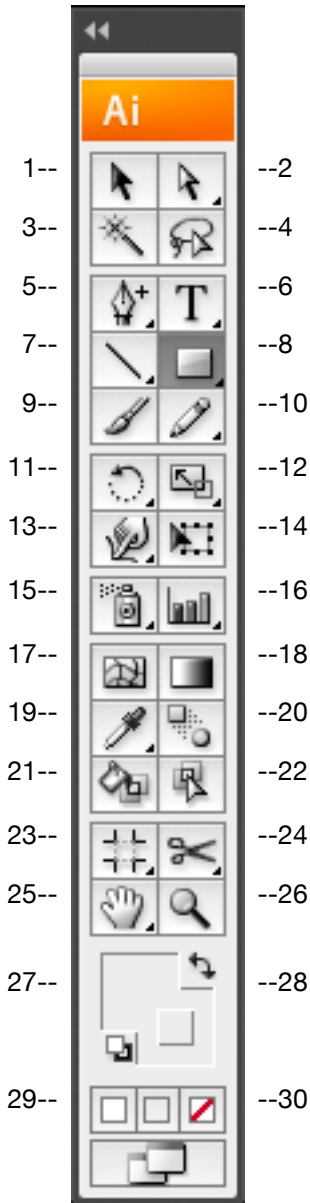


12. Pathfinder

This palette allows you to Combine to vector objects into one, Subtract one piece from another, Intersect where two shapes overlap or Exclude the areas where they overlap.

THE TOOLBAR

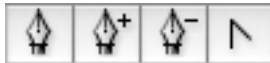
Below is the TOOLBAR. The icons represent all of the tools, arrows, brushes, etc., that you need to perform all the manual functions in Illustrator. Tools with a small arrow at the lower right corner reveal other functions if you hold the mouse button over them.



1. Selection - used to select and move objects on the page - enables free transform.
2. a. Direct Selection - used to manipulate and edit individual nodes and vectors.
b. Group Selection - can select individual pieces in a group of objects without ungrouping them.



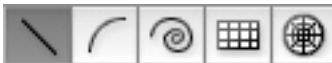
3. Magic Wand - Selects every object of the same color in a document.
4. Lasso - Selects anchor points within a non-geometric marquee.
5. a. Pen - Lays anchor points to create vectors and pull nodes into non-geometric shapes.
b. Add Anchor Point - Adds an anchorpoint to a vector segments
c. Delete Anchor Point - Delets anchorpoints from vector segments.
d. Convert Anchor Point - Changes an anchorpoint with nodes and curves to a sharp corner with no nodes, or vice versa.



6. a. Type - Draws text boxes and creates blocks of type.
b. Type in a Shape - Type within an area created by the shape tool or pen tool.
c. Type on a Path - Type on an irregular line segment.
d. Verticle Type
e. Verticle Type on a Shape
f. Verticle Type on a Path



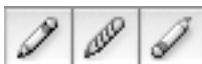
7. a. Line Segment - Creates perfectly angled straight line segments
b. Curve - Creates perfect curved line segments
c. Spiral
d. Rectangular Grid
e. Polar Grid



8. a. Rectangle - Creates rectangles and perfect squares.
b. Rounded Rectangle - Creates rectangular shapes with rounded corners.
c. Ellipse - Creates ellipses and perfect circles.
d. Polygon - Creates shapes with as little as 3 sides, triangles, or even 100 sides.
e. Star - Creates star shaes with as little as three arms
f. Flare - Creates a vectorized lens flare.



9. Brush - Uses and replicates marks chosen from the Brushes menu to create a hand-drawn look.
10. a. Pencil - Creates irregular stroked lines.
b. Smoother - Removes sharp ecges from lines.
c. Eraser - Deletes segments from lines.



11. a. Rotate
b. Reflec



12. a. Scale
b. Shear
c. Reshape



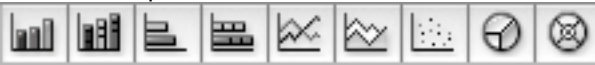
13. a. Warp - "Liquifies" an object as if it were paint.
- b. Swirl
- c. Pucker
- d. Bloat
- e. Scallop
- f. Crystalize
- g. Wrinkle



14. Free Transform
15. a. Symbol Sprayer - Replicates vectorized symbols chosen from the Symbol menu,
- b. Symbol Shifter - Moves painted symbols around,
- c. Symbol Scruncher - Moves symbols closer together,
- d. Symbol Sizer - Changes the sizes of painted symbols.
- e. Symbol Rotate
- f. Symbol Stainer - Changes symbol color to a monochromatic state.
- g. Symbol Screener - Changes a symbol's transparency
- h. Symbol Styler



16. a. Bar Graph
- b. Stacked Bar Graph
- c. Horizontal Bar Graph
- d. Horizontal Stacked Bar Graph
- e. Line Graph
- f. Area Graph
- g. Scatter Graph
- h. Pie Graph
- i. Radar Graph



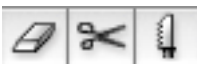
17. Gradient Mesh - Creates a complex mesh of gradating colors within a shape.
18. Gradient - Controls the path of a gradient color within a shape
19. a. Eye Dropper - Replicates a color chosen from an existing object.
- b. Ruler



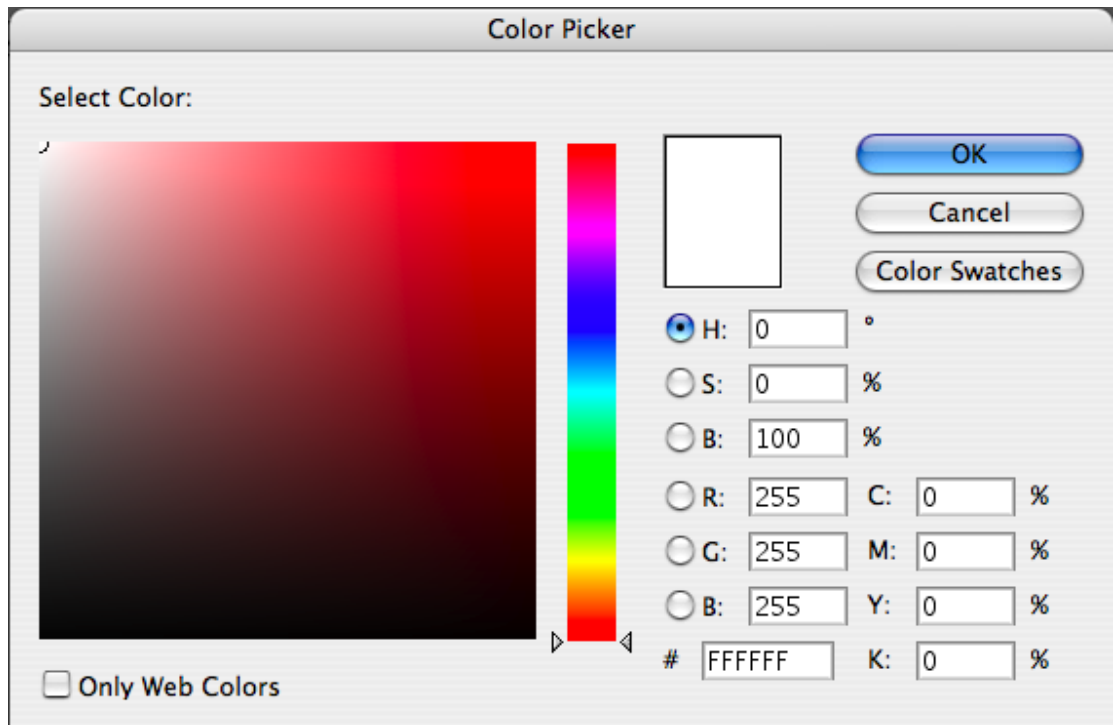
20. Blend - Morphs two selected objects.
21. Live Paint Bucket
22. Live Paint Selection
23. a. Crop - Adds crop marks to a document.
- b. Slice - Creates web ready pieces to be exported from your document.
- c. Slice Selection



24. a. Scissor - Cuts line segments.
- b. Eraser - Erases fill color and stroke from objects.
- c. Knife - Cuts shapes out of objects.

















25. Glove - Moves the page
26. Zoom
27. Fill Color - Selects an object's inner color.
28. Stroke Color - Selects the color of the line around an object.
29. Color/Gradient/None - Adds a previously selected color or gradient, or takes away a color



KEYBOARD SHORTCUTS

Simple key strokes that will save tons of time!

move - space bar
copy -  c
cut -  x
paste -  v
save -  s
save as -  shifts
select all -  a
zoom in -  +
zoom out -  -
group -  g
ungroup -  shift g
bring forward -  }
forward all -  shift }
set backward -  {
backward all -  shift {

