Adobe Illustrator
DT101/4 Computer Module
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- Selection tool
- Direction selection
- Pen tool
- Text tool
- Shapes tool
- Line tool
- Live Paint tool
- Fill color
- Stroke color

Selection Tool

By clicking on objects with this tool, you select these items for further use (like transform or changing colors). Hold SHIFT to select mutiple objects. You deselect by clicking anywhere where it is empty in your workarea or spaceboard. The selection will have the color corresponding with the layer it is currently in, the colored box around the selection is called the bounding box
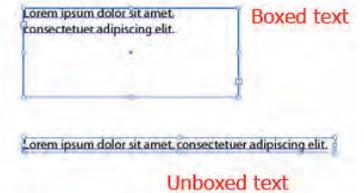
Text Tool

The text tool allows you to create a text, by dragging a box you can create a textbox, with single clicking you create text without a box. When copy pasting it is recommended to use the textbox, otherwise the pasted text will be formatted as a single line. Also the boxed text version gives a better control over the alignment of the text (left, right, middle).

Lorem ipsum dolor sit amet, consectetuer adipiscing elit. — Boxed text

Lorem ipsum dolor sit amet, consectetuer adipiscing elit. — Unboxed text

Shapes Tool

Creates a new shape by left clicking, and dragging the shape to its size of preference. Holding the SHIFT button while creating lets you create bi-symmetrical shapes or snap to 90 degrees

Unselected object — Selected object

An elipse made with the Elipse tool — A cricle made while holding SHIFT in the Elipse tool

Introduction

Illustrator is a 2D vector editing program. It can be used to make presentation posters, website-buttons, diagrams and so on

Pixels vs Vectors

Pixel images consists of a raster or grid of pixels. It is impossible to scale a raster image larger without losing quality

Vector graphics are resolution-independent, which means they can be scaled to any size and printed at any resolution without losing detail or clarity
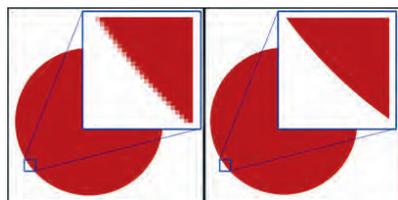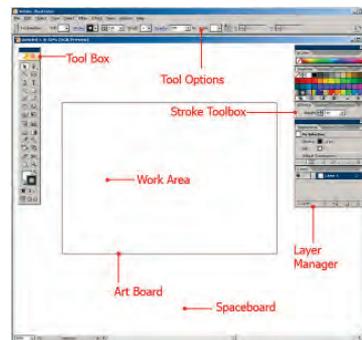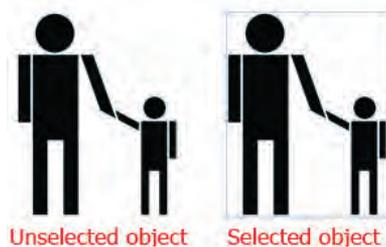

Pixel   Vector

Workspace

Your general layout consists of your toolbar on the left, your palettes (options and tools) on the right, and your artboard in the middle. Basically your workspace is unlimited, so it is allowed to draw art outside the artboard, but everything that is outside it will not be exported or printed.

- Tool Box
- Tool Options
- Stroke Toolbox
- Work Area
- Layer Manager
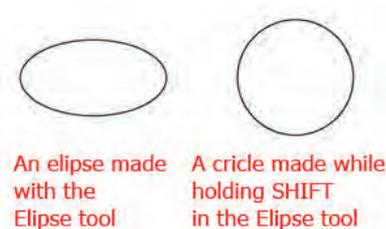- Art Board
- Spaceboard

Toolbar

In the toolbox (most commonly found on the left side of the screen), you will find all the tools necessary to start your first Illustrator drawing
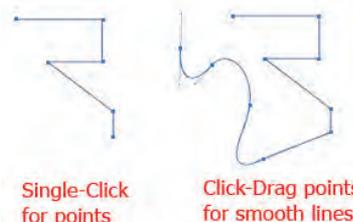
Pen Tool

With the Pen tool it is possible to draw a shape based on (anchor) points. With single clicking new points you create new, straight, lines between those points. With clicking, holding the left mouse, and dragging it, you control the tangency (curvature) of the line. Thus with this option it is possible to create a line which has smooth ans straight segments.
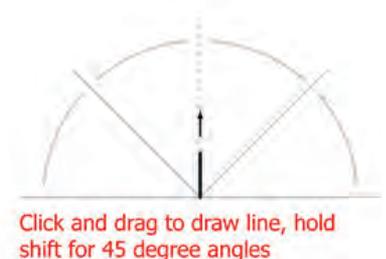

Single-Click for points — Click-Drag points for smooth lines

Line Tool

With single clicking one is prompted with the exact measurements and angle of the new line. With left click and dragging, you can visually create the length and angle of the new line. With SHIFT you can snap the new line to multiples of 45 degrees.
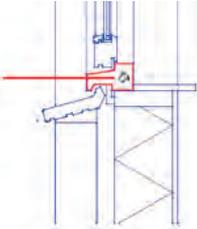

Click and drag to draw line, hold shift for 45 degree angles

Live Paint Tool

The Live paint tool lets you fill enclosed area's with a color or gradient like the famous paint-bucket tool in Photoshop. The only difference is that Illustrator needs you to select all the objects involved in the paint bucket process. After you select the involved objects, you click on them with the paintbucket, activating the Live Paint tool. From here on you can fill certain area's marked with a red border with the fill color of your choice

Select all object involved in the Live Paint action and click an area to fill

Fill Color

When an object is drawn it can be left empty or it can be given a color. With double clicking the fill color icon you can chose your own fill color. When no fill is desired you can choose the "none" option, which can be recognized by its red diagonal in the white squared icon.

Stoke Color

The stroke color lets you decide the color of the line or border of your object. Double click the stroke icon to chose the color. When no fill is desired you can chose the "none" option, which can be recognized by its red diagonal in the white squared icon.

No Fill / No Stroke   Fill only   Stroke only   Both Fill and Stroke

Transform
Object Boundingbox

When an object is selected a highlighted square with handles is shown around the object. This so called bounding box can be used to transform an object. Possible transformation are: Moving, Scaling
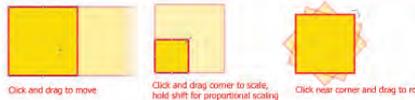
and Rotating.

* Move the object by either clicking on the fill or stroke-line and drag it around while holding left mouse button pressed. Pressing SHIFT while moving makes the movement snap to a straight line.
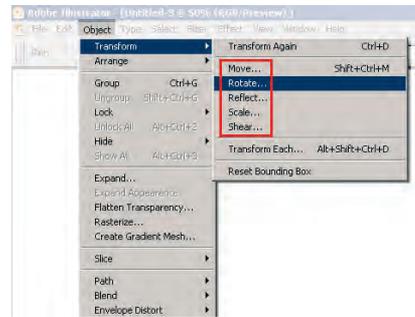
* Scale an object by pulling on any of the bounding box handles. Pressing SHIFT while scaling results in a proportional scaling, both sides will remain in the same proportion.

* Rotate an object my moving the mouse in the area of a corner point, a small rotation icon will appear. Pressing SHIFT while rotating snaps the rotation

Click and drag to move   Click and drag corner to scale, hold shift for proportional scaling   Click near corner and drag to rot

Transform menu

In Object > Transform in the menu bar the Move, Scale and Rotate transformations are available plus some additional transformations. You can use these transformations by selecting the target object and selecting the transformation in the above mentioned menu.

Line Appearance
Dashed lines

In Illustrator it is fairly easy to make a dashed or dotted line. Go to the STROKE menu on the right side side of the screen. Click on the small diamond in the stroke tab, this will unfold some extra stroke options. Now click on the item(s) you want to make dashed, check the dashed line box, and enter values for the lines or dots and gaps (holes between the lines). Obviously depending on how big your drawing is, you should choose small or large numbers. Make your own variation or

look up official patterns.

If you want to make a continuous line from a dashed line, select that line, and uncheck the dashed line box in the stroke menu.

Klick the small diamond to show more stroke options

Enter a value for the dashes and gaps between them

Stroke weight

Also in the STROKE menu on the right side of the screen is the weight option. Here you can give a certain weight or thickness to a line or shape. Select the object you want to change, then type in a number numerically, use the arrows to in- or decrease the value or select one from the list.

Enter either a points (pt) or milimeter (mm) thickness
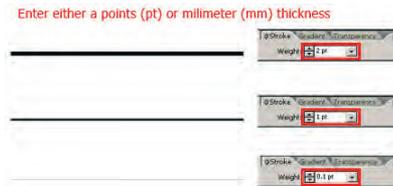
Transparency

In the transparency window (two tabs to the right from the stroke menu). You can change the transparency of objects. Unlike Photoshop you do this per object, and not per layer. You can also use groups (Object > Group) to make the process go faster.

If you want to change only the fill transparency, and not the stroke, you need to select the object and select its fill in the Appearance (Window > Appearance) menu.
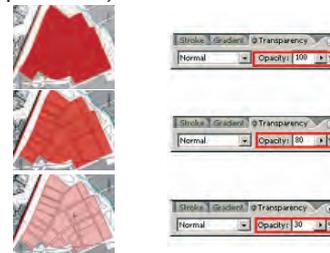

Arrowheads

Adding arrowheads is done after the creation of the line you want to add the heads to. Select the line, go to

Filter > Stylize > Add Arrowheads. Select a scale (size) and a type for the beginning of the line and for the end of the line.

Keep in mind that the head will add to the length of the line, thus extending the line. Also if you want to change the color of the head and not the line, you need to ungroup the object. After adding the arrowhead(s) the line and head become a group. Ungroup by selecting the group, Object > Ungroup.
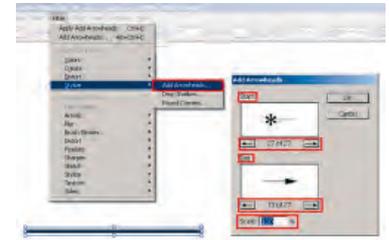
Shapes Tool

Working in layers in Illustrator is of the utmost importance. Every single line that you draw will be a separate layer, thus it is not uncommon to have over 50 layers in Illustrator. To keep everything manageable, Illustrator has a more advanced layer manager than Photoshop.

The Illustrator layer manager has the ability to nest layers. Nesting means layers inside layers. Thus it is fairly easy to create a hierarchical structure in your layer system, where you work with sub-layers in sub-layers. Comparable to the regular directory system in Windows, where folders are placed inside folders.

Also using filenames as opposed to generic names like "path" and "group" help make the layer system more manageable.

Layer name

Meatball (selects the object

Sublayers

Bin (remove layers)
Create new layers

Lock/unlock layer

Hide/Show layer