



Rabiul Vom

It is a long established fact that a reader
will be distracted by the readable
content of a page when looking at
its layout

ART OF ILLUSTRATOR

This is

Art Of Illustrator

Expand your graphics toolkit and delve into the complexity of Adobe Illustrator with the practical and time-tested techniques, tips, and tricks of an Adobe Certified Expert, featuring all new content for Illustrator CS6

Written by:

[Mohamed](#)

[Ali](#)

[Islam](#)

Table of Contents

[Intro chapter \(Mohamed\)](#)

Chapters

[1- Introduction to Adobe Illustrator CC \(Mohamed\)](#)

[2- Working with documents \(Mohamed\)](#)

[3- Creating basic shapes \(Mohamed\)](#)

Book Intro

Written by:

[Mohamed](#)

Getting Started

Welcome to Learn *Adobe Illustrator CC for Graphic Design* and Illustration! This product uses a combination of text and video to help you learn the basics of graphic design and illustration with Adobe Illustrator CC along with other skills that you will need to get your first job as a graphic designer or illustrator. Adobe Illustrator CC is a powerful program for creating illustrations, logos, icons, and graphic designs composed of type and vector art that can be scaled, transformed, recolored, and reshaped at any time without any loss of quality. Various editable effects can be applied to shapes or type to further stylize the objects in your artwork. You can also use Illustrator to output your artwork as printed pieces or to export the artwork to video and web applications for viewing on screen and mobile devices.

About This Product

Learn *Adobe Illustrator CC for Graphic Design* and Illustration was created by a team of expert instructors, writers, and editors with years of experience in helping beginning learners get their start with the cool creative tools from Adobe. Our aim is not only to teach you the basics of the art of graphic design and illustration with Illustrator, but to give you an introduction to the associated “soft” skills (like design principles and project management) that you’ll need for your first job.

We’ve built the training around the objectives for the Graphic Design and Illustration Using Adobe Illustrator CC Adobe Certified Associate Exam, and if you master the topics covered in this book and video you’ll be in good shape to take the exam. But even if certification isn’t your goal, you’ll still find this training will give you an excellent foundation for your future work in graphic design and illustration.

This product is a unique learning system that uses video and text in partnership. You’ll experience this partnership in action in the Web Edition, which lives on your Account page at peachpit.com. The Web Edition contains 6 hours of video—the heart of the training—embedded in an online eBook that supports the video training and provides background material. The eBook material is also sold separately for offline reading as a printed book or an eBook in a variety of formats. The Web Edition also includes dozens of interactive review questions you can use to evaluate your progress, as well as a chapter on principles of design (Chapter 19). Purchase of the book in any format entitles you to free access to the Web Edition (instructions for accessing it follow later in this section).

Most chapters provide step-by-step instructions for creating a specific project or learning a specific technique. Other chapters acquaint you with other skills and concepts that you'll come to depend on as you use the software in the workaday world. You can follow the book from start to finish or work through only the chapters that meet your interests and needs. Many chapters include several optional tasks that let you further explore the features you've already learned.

Each chapter opens with two lists of objectives. One list lays out the learning objectives: the specific tasks you'll learn in the chapter. The second list shows the ACA exam objectives that are covered in the chapter. A table at the end of the book guides you to coverage of all of the exam objectives in the book or video.

Conventions Used in This Book

This book uses several elements styled in ways to help you as you work through the projects.

Text that you should enter appears in bold, such as:

In the Link field in the Property inspector, type <https://helpx.adobe.com/illustrator/topics.html>.

Terms that are defined in the Glossary appear in bold and in color, such as:

In Illustrator CC, you use the drawing tools on the Tools panel to create **shapes**.

Links to videos that cover the topics in depth appear in the margins.

The ACA objectives covered in the chapters are called out in the margins beside the sections that address them.

Notes and Tips give additional information about a topic. The information they contain is not essential to accomplishing a task but provides a more in-depth understanding of the topic.

NOTE: If your line segment has a stroke of white color, or a small stroke weight, it may be hard to see. See “Working with Fill and Stroke” in this chapter to learn how to edit the color.

TIP: To create a line segment by entering values, click the Line Segment tool where you want the line to begin. In the dialog box, enter a Length value and an Angle value, and click OK.

Checking for updates

Adobe periodically provides updates to software. You can easily obtain these updates through the Creative Cloud. If these updates include new features that affect the content of this training or the objectives of the ACA exam in any way, we will post updated material to peachpit.com.

Accessing the Free Web Edition and Lesson Files

Your purchase of this product in any format includes access to the corresponding Web Edition hosted on peachpit.com. The Web Edition contains the complete text of the book (including an additional bonus chapter) augmented with hours of video and interactive quizzes.

To work through the projects in this product, you will first need to download the lesson files from peachpit.com. You can download the files for individual lessons or download them all in a single file.

If you purchased an eBook from peachpit.com or adobepress.com, the Web Edition will automatically appear under the Digital Purchases tab on your Account page. Click the Launch link to access the product. Continue reading to learn how to register your product to get access to the lesson files.

If you purchased an eBook from a different vendor or you bought a print book, you must register your purchase on peachpit.com:

1. Go to www.peachpit.com/register.
2. Sign in or create a new account
3. Enter ISBN: **9780134397788**.
4. Answer the questions as proof of purchase.
5. The **Web Edition** will appear under the Digital Purchases tab on your Account page. Click the Launch link to access the product.

The **Lesson Files** can be accessed through the Registered Products tab on your Account page. Click the Access Bonus Content link below the title of your product to proceed to the download page. Click the lesson file links to download them to your computer.

Additional Resources

Learn Adobe Illustrator CC for Graphic Design and Illustration is not meant to replace documentation that comes with the program or to be a comprehensive reference for every feature. For comprehensive information about program features and tutorials, refer to these resources:

Adobe Illustrator Learn & Support: helpx.adobe.com/illustrator/topics.html is where you can find and browse Help and Support content on Adobe.com. Adobe Illustrator Help and Adobe Illustrator Support Center are accessible from the Help menu in Illustrator. Help is also available as a printable PDF document. Download the document at helpx.adobe.com/pdf/illustrator_reference.pdf

Adobe Forums: forums.adobe.com lets you tap into peer-to-peer discussions, questions, and answers on Adobe products.

Adobe Illustrator product home page: adobe.com/products/illustrator provides information about new features and intuitive ways to create professional layouts for print, tablets, and eBooks.

Adobe Add-ons: creative.adobe.com/addons is a central resource for finding tools, services, extensions, code samples, and more to supplement and extend your Adobe products.

Resources for educators: adobe.com/education and edex.adobe.com offer a treasure trove of information for instructors who teach classes on Adobe software. Find solutions for education at all levels, including free curricula that use an integrated approach to teaching Adobe software and can be used to prepare for the Adobe Certified Associate exams.

Adobe Certification

The Adobe training and certification programs are designed to help Adobe customers improve and promote their product-proficiency skills. The Adobe Certified Associate (ACA) is an industry-recognized credential that demonstrates proficiency in Adobe digital skills. Whether you're just starting out in your career, looking to switch jobs, or interested in preparing students for success in the job market, the Adobe Certified Associate program is for you! For more information visit edex.adobe.com/aca.

Resetting the Preferences to Their Default Settings

Adobe Illustrator CC lets you determine how the program looks and behaves using the extensive options in Illustrator CC > Preferences (Mac OS) or Edit > Preferences (Windows). These settings for parameters such as tool settings and the default unit of measurement are stored in a file called Adobe Illustrator Prefs (Mac OS) or AIPrefs (Windows). To ensure that the preferences and default settings of your Adobe Illustrator program match those used in this book, you can reset your preference settings to their defaults. If you're using software installed on computers in a classroom, don't make any changes to the system configuration without first checking with your instructor.

To reset your preferences to their default settings, follow these steps:

1. Quit Adobe Illustrator CC.
2. Hold down the `Cmd+Opt+Shift` keys (Mac OS) or `Ctrl+Alt+Shift` keys (Windows).
3. Continue to hold the keys and start Adobe Illustrator CC.
4. When the program's splash screen appears, release the keys. Your preferences will be deleted and the program's default settings will be restored.

Chapter 1

Introduction to Adobe Illustrator CC

Written by:

[Mohamed](#)

Introduction to Adobe Illustrator CC

Introduction to Adobe Illustrator CC

Adobe Illustrator CC is the premier vector drawing application. A vector application creates shapes composed of points, lines, and curves that are stored as mathematical instructions as opposed to a bitmap application, which creates shapes composed of pixel dots. A wide array of print and screen designers use Illustrator to create designs and artwork. In combination with the instructional videos, this book will help you master the various tools and commands found in Illustrator CC.

Illustrator CC Interface

The Illustrator CC interface contains the tools, panels, menu commands, document window, and artboards you will use when creating or editing an Illustrator document. The interface can be customized to fit your work style. You can selectively open and group panels based on your design needs, expand or collapse displayed panels, open two or more documents, and save any custom interface configurations for repeated use.

Before you get to the hands-on tasks for creating an Illustrator document, you'll find it helpful to examine the key parts of the Illustrator CC interface. So launch Illustrator CC and open the supplied document `Shapes1.ai` in the `Intro-01 Workarea` folder.

Application Frame

The entire Illustrator interface is housed within the **Application frame** (Figure 1.1).

- **Windows:** In Windows, the Application frame is always visible—it's just another term for the application window. To minimize the Application frame in Windows, click the Minimize button.

- **Mac OS:** In Mac OS, the Application frame is displayed by default. We highly recommend that Mac users keep the frame visible for two reasons: first, to block out the distraction of a cluttered desktop, and second, to organize all open document windows and panels within a movable and resizable frame. To show the Application frame, choose Window > Application Frame. A check mark will appear next to the command and the frame will appear onscreen. To minimize the frame in Mac OS, click the yellow Minimize button.

TIP: Drag any edge or corner of the frame to resize it. Drag the top bar of the frame to reposition the entire frame.

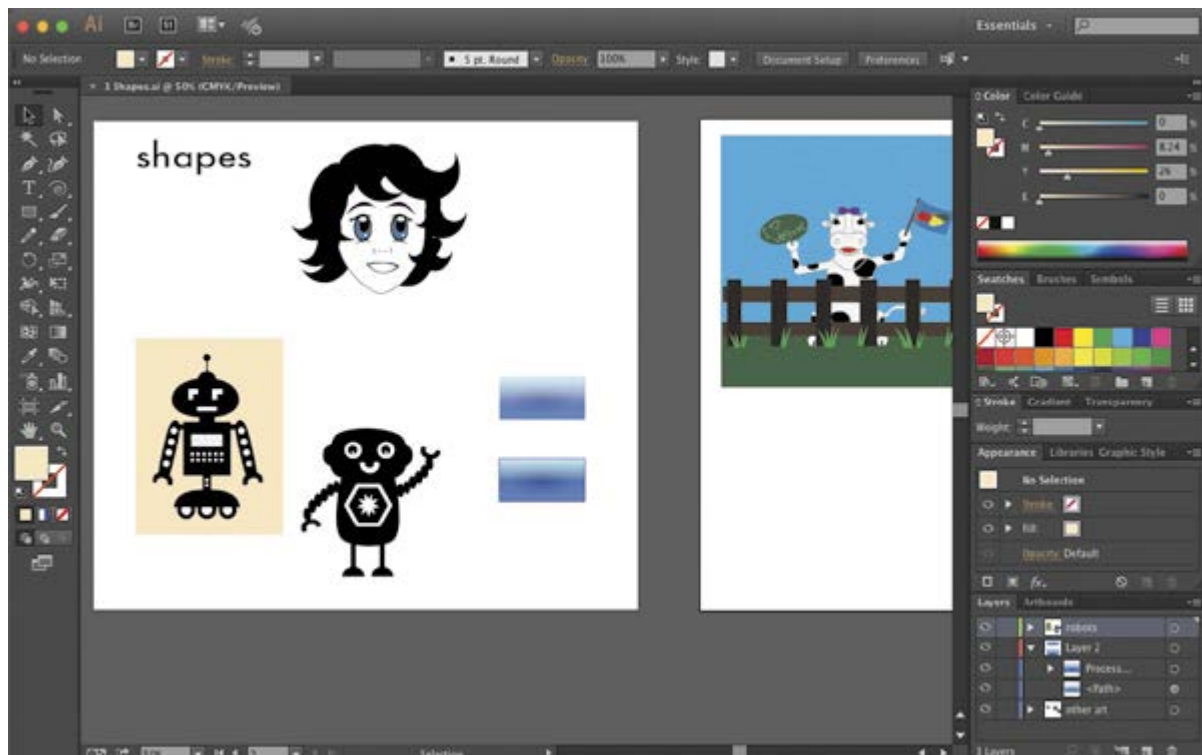


Figure 1.1: The Application frame

Using the Main Interface Elements

The main interface elements in Illustrator CC that you will examine are as follows:

- The Application bar
- The Control panel
- The Tools panel
- Panels (to the right of the Application frame)
- Workspaces

Application Bar

Click the buttons on the **Application bar** (Figure 1.2) to quickly switch to the **Adobe Bridge** application or to access the Adobe Stock website. Choose options from the **Arrange Documents menu** to arrange multiple document windows within the Application frame. From the **workspace switcher menu** you can access and manage workspaces. Enter a keyword or phrase in the Search For Help field, and then press Return/Enter to display information on your query in your default browser.

NOTE: In Windows, the main Illustrator menus also appear on the Application bar.



Figure 1.2 Controls accessible from the Application bar (in Mac OS)

Control Panel

Frequently used controls and settings appear on the **Control panel** (Figure 1.3) for easy access. The panel options change depending on the tool or type of object currently selected (Figure 1.4). You can use this panel to apply fill and stroke colors; change an object's variable width profile, brush stroke definition, or opacity; apply basic type attributes; align and distribute multiple objects; and access controls for editing symbols, Image Trace, Live Paint objects, and placed images.

You can also quickly access the Document Setup or **Preferences** dialog box by clicking the button with that respective name.

TIP: Click the various underlined option name links (such as Transform; the X, Y, W, or H fields; Opacity; or Stroke) or click the arrow next to any menu (such as the Fill or Stroke square menu, Style menu, or Brush Definition menu) to open a temporary version of the panel that manages each function.

TIP: To move the Control panel to the top or bottom of the Application frame, choose Dock to Top or Dock to Bottom from the menu at the far right of the Control panel. You can choose which options you want to display in the panel (by checking or unchecking options).

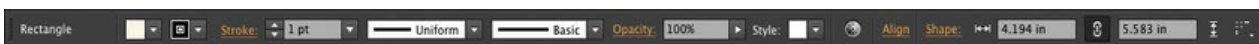
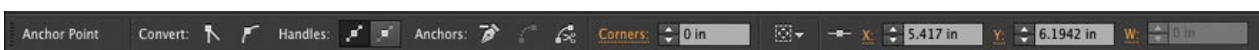


Figure 1.3 Options available on the Control panel when an object is selected with the Selection tool



Tools Panel

The **Tools panel**, also called the toolbar, contains tools used for selecting, drawing, and editing objects (**Figure 1.5**). It also includes controls for choosing color, a menu for choosing one of three **drawing modes**, and a menu for choosing one of three screen modes.

Related tools are grouped together on the panel. Click a visible tool icon to select it. Hold down the mouse button on a tool that displays a tiny arrow to choose from hidden tools. Option-click (Mac OS) or Alt-click (Windows) a tool icon to cycle through all the tools within its related group.

To quickly choose a tool, press the letter shortcut that is assigned to it. Keyboard shortcuts are listed in the tool tips that display when you place the pointer over a tool icon and in tool menus.

TIP: To toggle the Tools panel between a single-column and twocolumn layout, click the double arrowhead at the top of the panel.

TIP: To show or hide the Tools panel, choose Window > Tools > Default. A check mark will appear in the menu when the panel is visible.



Figure 1.5 The Tools panel with a menu of shape tools displayed

Create a Tearoff Toolbar

You can create a free-floating mini-toolbar that contains only the tools that display on a hidden toolbar menu.

To create a tearoff toolbar:

1. Hold down the mouse button on a tool icon to display its hidden tools.
2. Click the vertical bar on the right edge of the hidden tools menu.
3. Drag the dark gray bar at the top of the toolbar to tear off the menu and reposition it.
4. Double-click the dark gray bar to switch the tearoff toolbar to a vertical orientation.
5. Click the tearoff toolbar's close button to close it.

NOTE: Some tools (such as the Paintbrush, Blob Brush, Pencil, Shape Builder, and Blend tools) display an options dialog box when you doubleclick its icon or select the tool and press Return/Enter.

Create Custom Tools Panels

For a more efficient drawing and editing workflow, you can create custom tools panels that contain only tools you use for specific tasks. For example, you might create one panel that contains drawing tools and another that contains reshaping tools. Once created, a custom tools panel can be opened from the Window > Tools submenu.

To create a free-floating custom tools panel:

1. Choose Window > Tools > New Tools Panel.
2. In the New Tools panel dialog box, enter a name for the new tools panel.
3. Click OK. A new, blank panel displays in the Application frame (**Figure 1.6**), containing Fill and Stroke buttons.
4. Drag a tool from the default Tools panel into the upper area of the custom panel (**Figure 1.7**). When the pointer becomes an arrowhead with a **plus (+)** symbol, release the mouse button. The tool icon will appear on the custom panel (**Figure 1.8**).
5. Repeat this method to add additional tools to the custom panel.
6. To remove a tool from the custom panel, drag it out of the panel.
7. To reposition a tool within a custom panel, drag it to the desired location, and release the mouse button when the horizontal drop zone bar appears.



Figure 1.6 A blank custom tools panel



Figure 1.7 Drag to add a tool to the new custom tools panel.



Figure 1.8 The new tool displays on the panel.

TIP: Use the Manage Tools Panel dialog box ([Window > Tools](#)) to rename, duplicate, or delete a custom tools panel.

Panels

Panels are an indispensable part of the Illustrator interface. They contain options and settings that enable you to quickly modify the **attributes** of one or more selected objects in your artwork.

Panels provide additional options in panel menus, which you display by clicking the panel menu icon . You can quickly display or open panels to access their options, then minimize or close them to save space onscreen. Pretty cool!

By default, the Illustrator interface docks together several groups of panels at the right of the Application frame.

You have already learned about the Control panel and Tools panel, but Illustrator includes more than 35 panels. Learn to work with the essential ones first. For your initial encounter with panels, start by exploring the following key panels:

- Color
- Swatches

- Stroke
- Appearance
- Transform

Color Panel

In Illustrator, you can apply color to an object's **fill** (interior) or **stroke** (edge). In the Color panel (**Figure 1.9**), the first thing you will do is click the Fill or Stroke square so Illustrator knows what to do. In fact, when applying color to selected objects, selecting the Fill or Stroke square is such an essential first step that these indicators are located on the Color, Swatches, Control, Appearance, Gradient, and Tools panels. Clicking the Fill or Stroke square on one of these six panels automatically makes it active on the other panels.

To use the Color panel:

1. Select an object to which you want to apply color.
2. Specify whether you want to fill or stroke an object by clicking either the Fill or the Stroke square.
3. Drag the color sliders or click in the spectrum bar at the bottom of the panel to apply a color to the selected Fill/Stroke square and to any selected objects in your document.
4. Click the panel menu icon to display its menu and choose a color model for the panel, such as RGB or CMYK.

TIP: Expand the spectrum bar by dragging down the lower edge of the panel.

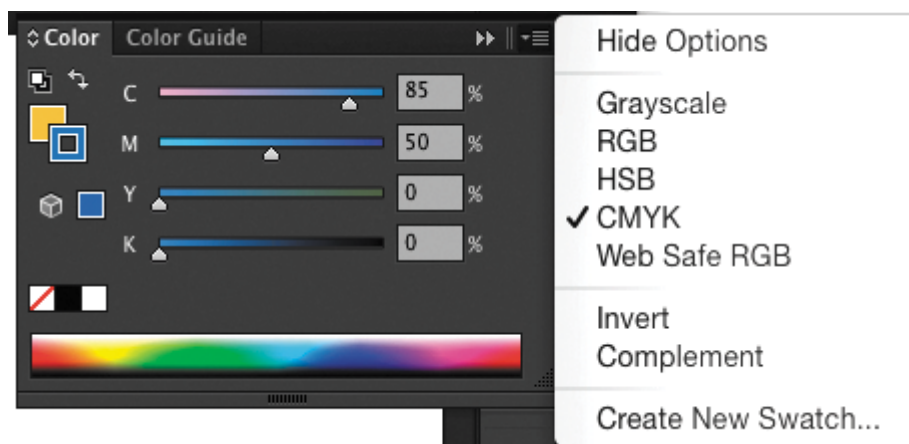


Figure 1.9 The Color panel

Swatches Panel

Use the Swatches panel (**Figure 1.10**) to store and apply solid colors, **patterns**, and **gradients** to objects in your Illustrator document. On the panel, click either the Fill or

the Stroke square, and then click a swatch to apply the color to one or more selected objects. Drag a copy of either square onto the blank area of the Swatches panel (or click the New Swatch button at the bottom of the panel) to save a color, pattern, or gradient to the panel.

TIP: Many panel menus provide options for customizing the panel; for example, the Swatches panel offers an option for thumbnail display size.

Stroke Panel

Options and settings found on the Stroke panel (**Figure 1.11**) control the appearance of an object's path (edge). Use this panel to specify a **stroke weight** (thickness), a cap (end of a path) style, and a corner style for a path, and to choose how a stroke is aligned (positioned) on a path. The panel also provides options for creating dashed lines, applying an arrowhead and/or tail to a path, and applying a **variable-width profile** to a path.



Figure 1.11 The Stroke panel

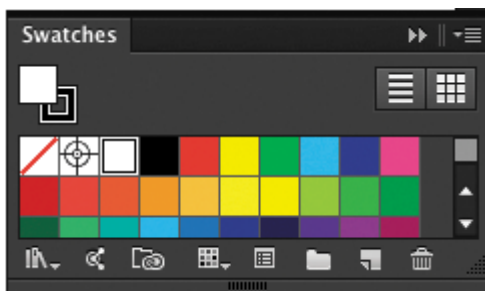


Figure 1.10 The Swatches panel

Appearance Panel

An object in Illustrator can have specific appearance attributes applied to it (such as fill and stroke color, stroke width, opacity, and effects). The Appearance panel (**Figure 1.12**) lists the attributes and settings for the currently selected object, group, or layer. In this panel, you can add, modify, or remove object, group, or layer attributes.

Convenient in-panel features (similar to the linked features found in the Control panel) enable you to quickly access temporary panels and dialog boxes to edit settings. For example, click the underlined word “Stroke” to open a temporary Stroke panel or click a color square (or its arrow) to open a temporary Swatches panel.

As you work more with Illustrator, you will find the Appearance panel to be a central part of your editing workflow.

Transform Panel

The upper portion of the Transform panel (**Figure 1.13**) lists values for the X and Y coordinates, width, height, rotation angle, and shear angle of a selected object. You can edit the value in a field to modify that object setting.

The middle portion of the panel displays the **shape properties** (width, height, and corner settings) for any selected object drawn with the Rectangle or Rounded Rectangle tool.

The lower area of the panel provides options that you can turn on or off to control specific attributes related to scaling an object.

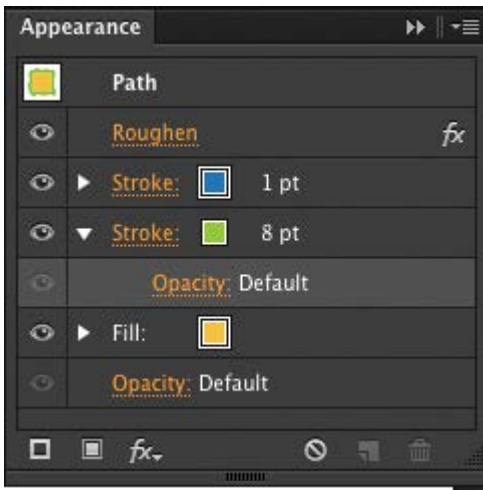


Figure 1.12 The Appearance panel

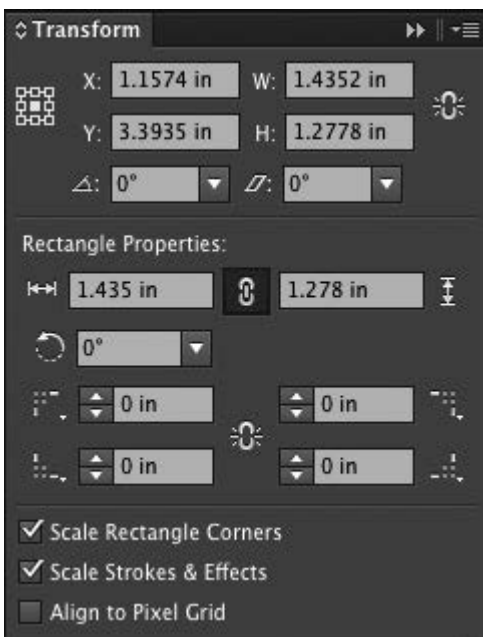


Figure 1.13 The Transform panel

Workspaces

Workspaces are custom arrangements of the panels and panel groups in the **dock**, along with any user-created tools panels, floating tearoff toolbars, and custom tools panels.

To help you immediately get started with custom workspaces and their potential, Illustrator has provided eight predefined workspaces: Essentials (composed of 13 key panels) along with Automation, Layout, Painting, Printing and Proofing, Tracing, Typography, and Web (created for specific design workflows).

On the Control panel, use the workspace switcher menu to switch between these eight predefined workspaces. As you display each workspace, take note of which panels Adobe selected to support a specific design workflow.

Create a Custom Workspace

Rather than repeatedly reconfigure the panels at the beginning of each work session, you can create and save user-defined workspaces to fit various projects' design needs

and your work style.

OPEN OR CLOSE A PANEL OR GROUP

The workspace saves which panels are open.

- To open a panel that's not already displayed, choose its name from the Window menu. The panel will appear in its default group on the dock or in its most recent open location.
- To bring a panel to the front of its group, click its tab.
- To close a panel or group, right-click the panel icon or tab, and from the **context menu**, choose Close or Close Tab Group.

TIP: Press Tab to hide/ show all currently open panels.

EXPAND OR COLLAPSE A PANEL OR A DOCK

To expand a panel that's displaying as only an icon in a dock, click its icon. To collapse an expanded panel back to an icon, click its icon again.

To collapse a panel or an entire dock (**Figure 1.14**), at the top of the panel or dock, click the Collapse to Icons button (▢). Click the same double arrow icon to expand an entire dock (**Figure 1.15**).

TIP: Drag the left edge of a collapsed dock to display its panel names and icons (Figure 1.16).



Figure 1.14 The collapsed dock

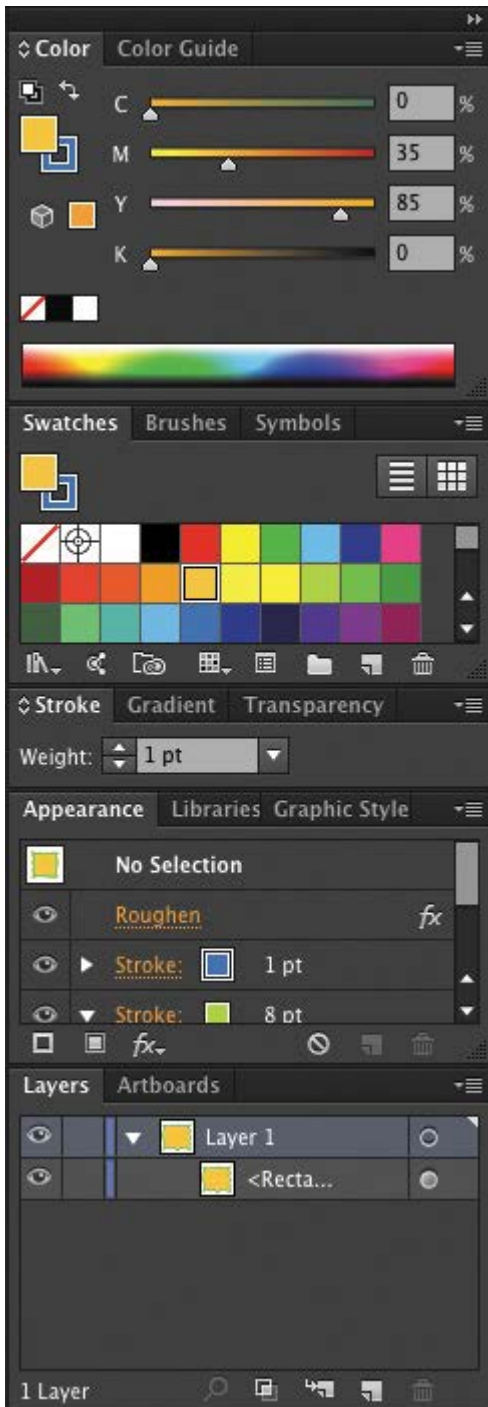


Figure 1.15 The expanded dock

For some panels (such as Color, Stroke, and Character) you can display some or all option areas by clicking the vertical arrow two or three times on the panel tab.

REARRANGE PANELS AND DOCKS

To arrange panels as you would like them in the workspace:

- To widen an expanded panel or dock, drag its side or bottom edge.
- To move a panel within its group, drag its tab left or right.
- To move a panel out of its group in the dock, drag its tab into a new group (**Figure 1.17**) or between panel groups, and release the mouse button when the blue drop zone border or line appears.
- To float an individual panel, drag its icon or tab out of a dock. Drag its tab back into the dock (and use the drop zone indicators) to redock the panel.

TIP: A panel can be repositioned even when its dock is collapsed. Drag the panel icon into or between another collapsed panel group on the dock (designated by a dark gray bar at its top) and use the drop zone indicators to determine the new position

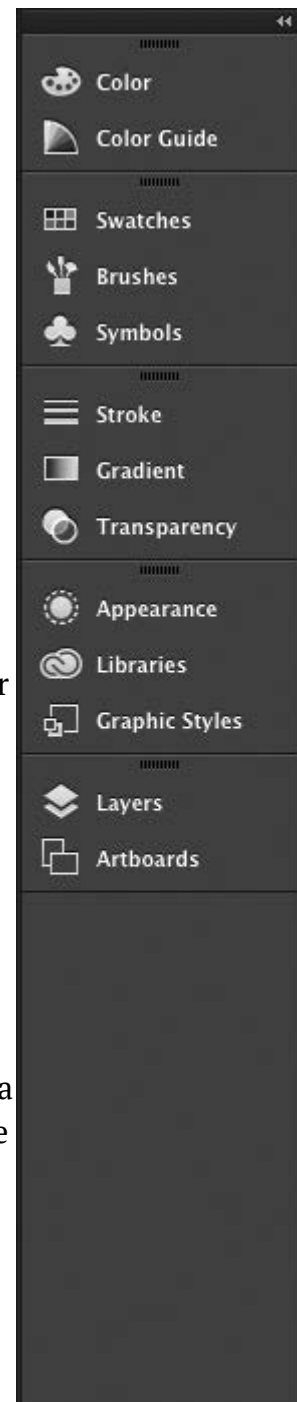


Figure 1.16 Drag the left edge of the collapsed dock to display panel names.

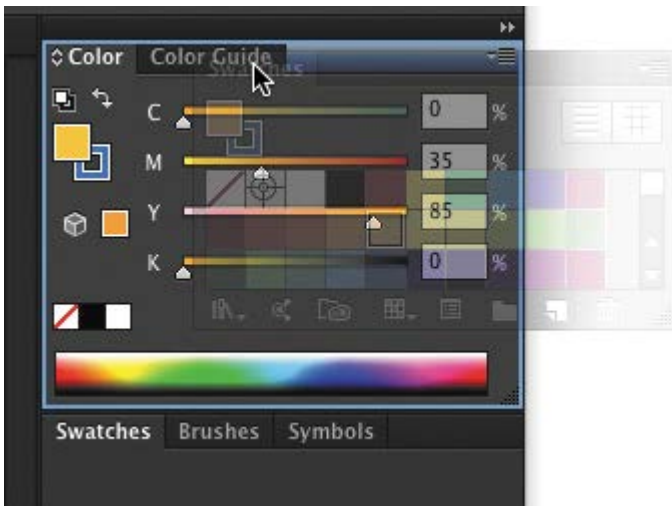


Figure 1.17 Dragging a panel into a new group on the dock. Note the blue drop zone border.

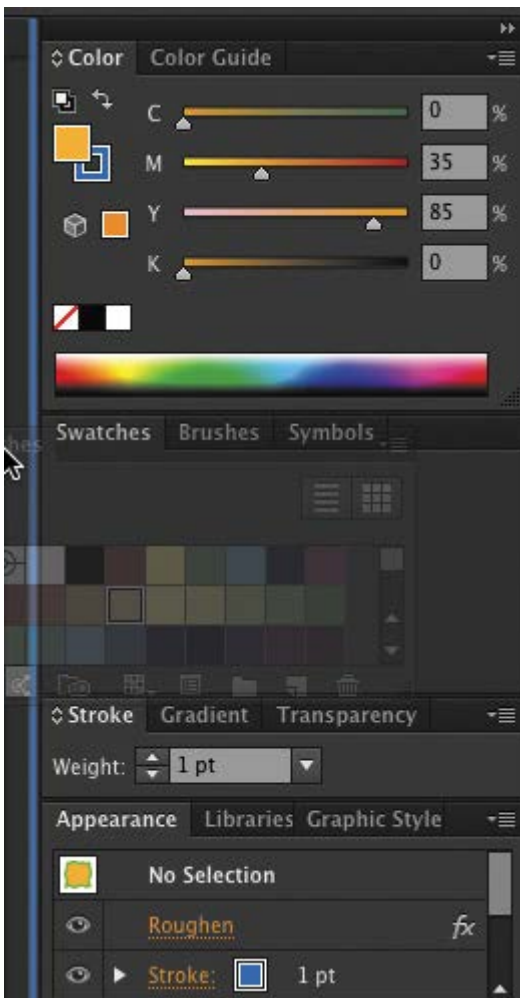


Figure 1.18 Dragging a panel to create a new dock



Figure 1.19 The panel in the newly created dock

To create a new vertical dock for panels, drag a panel tab or icon over the vertical left edge of the dock (**Figure 1.18**) and release the mouse button when the blue vertical drop zone bar appears (**Figure 1.19**). Drag other panel tabs or icons into the new vertical dock, as desired.

Save a Custom Workspace

Once you have customized your Illustrator workspace, you can save it for future use.

1. On the Application bar, from the workspace switcher menu, choose New Workspace.
2. In the New Workspace dialog box, enter a descriptive name for the workspace.
3. Click OK. Any user-defined workspaces you save will be listed at the top of the workspace switcher menu.

You can now switch between your user-defined workspace and any of the predefined Illustrator workspaces without losing your custom arrangement.

TIP: To save any further changes to a custom workspace, from the workspace switcher menu, choose New Workspace. Enter the original workspace name and click OK to save the new changes to the existing workspace.

NOTE: Use the Manage Workspaces command, accessed from the workspace switcher menu, to rename or delete a custom workspace.

Chapter 2

Working with documents

Written by:

[Mohamed](#)

Working with documents

Working with Documents

You're ready to create your own Illustrator document. In this chapter, you will create a new document, work with the artboards in the document, and save that document.

Create a Document

Illustrator documents display within the Application frame as tabbed windows. The document's name is listed in its tab. Each document contains at least one artboard. You can modify the number and arrangement of artboards within your new document at any time after you create a document.

Create a New Document

To get started on creating artwork in Illustrator, you'll first create a new document.

1. Choose File > New. The New Document dialog box opens (**Figure 2.1**).
2. Enter a name for the new document in the Name field.
3. From the Profile menu, choose a profile that matches the output medium for which you are designing. For this exercise, choose Print.
4. Every Illustrator document must contain at least one artboard (see the next section for more on artboards). For this exercise, leave the setting at the default of 1.
5. From the Size menu, choose a preset that matches your project. For this exercise, choose Letter.

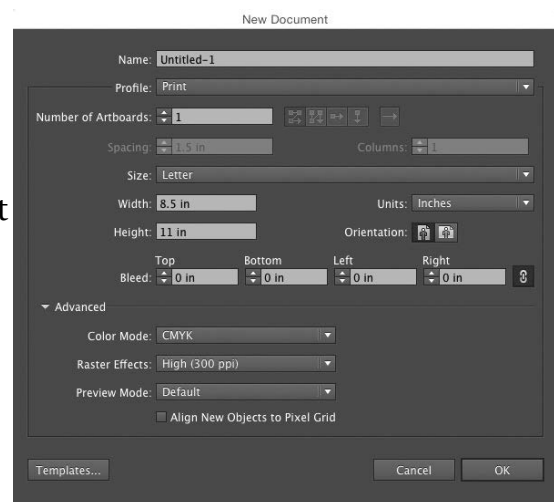


Figure 2.1 The New Document dialog box

6. Click the first Orientation button to specify that the artboard is in portrait orientation (rather than landscape orientation).
7. Expand the Advanced settings area, if necessary, and view the default settings for the Print profile you selected. (Notice that the default color mode for Print is CMYK.) Leave the settings as they are now.
8. Click OK. A new document window opens (**Figure 2.2**).
9. To place an object on your new document, display the Symbols panel, and drag any symbol onto the artboard.

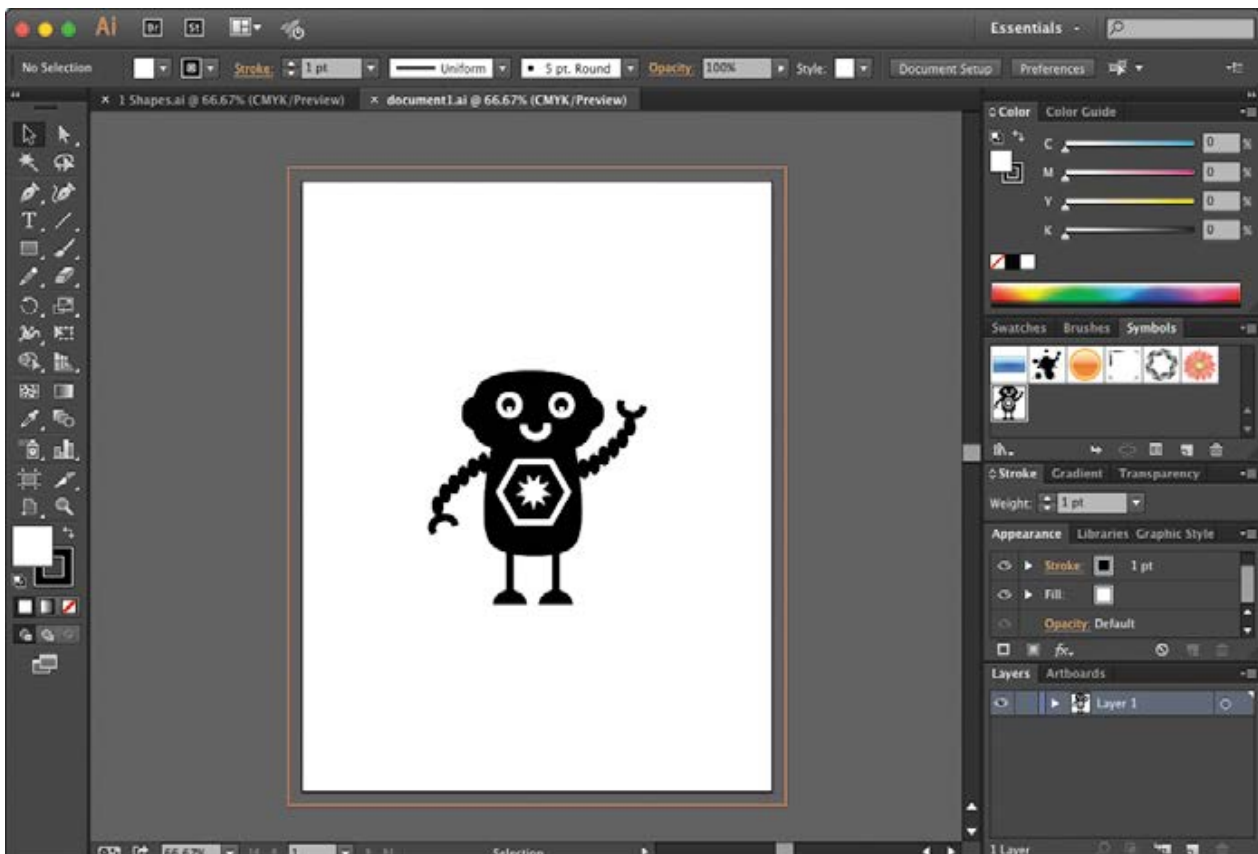


Figure 2.2 The elements in the Illustrator document window


NOTE: If you create more than one artboard, you can click a grid icon to determine whether the artboards will be placed in one or more rows or columns within the document. You can also control how much space is between the artboards using the Spacing field.

NOTE: You can specify a **bleed** area to accommodate objects that need to print to the edge of a printed piece. Bleed values can be entered in the New Document dialog box, the Document Setup dialog box, or the Print dialog box. When you use the Bleed fields, be sure the Make All Settings the Same button is enabled (darkened) to uniformly modify all the fields.

Artboards


Every Illustrator document contains at least one **artboard** of the dimensions specified in the New Document dialog box. The artboard is called the “live” area because any objects placed on that artboard will output to your chosen output device or be exported with your final file.

A document can have multiple artboards of a uniform size or of different sizes. For example, you could create a document with customized artboards that each contain a business card, stationery, or a brochure for a client identity package, or a document with separately sized web graphics for a website project.

Using the Illustrator Artboard tool , you can edit your artboards at any time. When you choose this tool, you enter Artboard mode and can manage your artboards. The Control panel will display settings and options related to artboards. To exit Artboard mode, press Esc or select a different tool.

Add Artboards

You can add additional artboards to a document at any time.

1. Select the Artboard tool icon  or press Shift+O.
2. On the View menu, select Smart Guides to show onscreen alignment guides.
3. Hold the `Command` key (Mac OS) or `Ctrl` key (Windows) and press `-` (hyphen) to zoom out and view more of the canvas area in your document.
4. Using the Artboard tool, drag in the canvas to create a new artboard (**Figure 2.3**). Use the smart guides to help align the new artboard with an existing one.

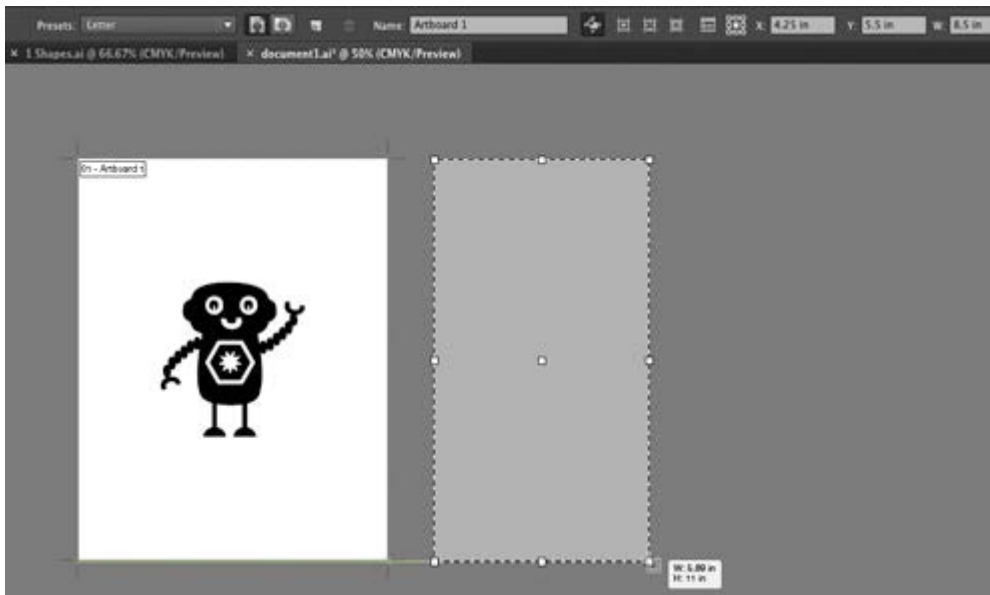


Figure 2.3 Using the Artboard tool to add an artboard to a document

TIP: To quickly place an object in your document onto all of the artboards, click the object with the Selection tool (V), choose Edit > Copy, and then choose Edit >

Paste On All Artboards.

Resize Artboards

Options on the Control panel enable you to fine-tune the size of a selected artboard (Figures 2.4 and 2.5).

- Click an artboard to select it.
- Select a screen or paper size from the Presets menu.
- Enter values in the W and H fields.
- Select a different Orientation button.

You can also resize a selected artboard by dragging a corner or side handle.

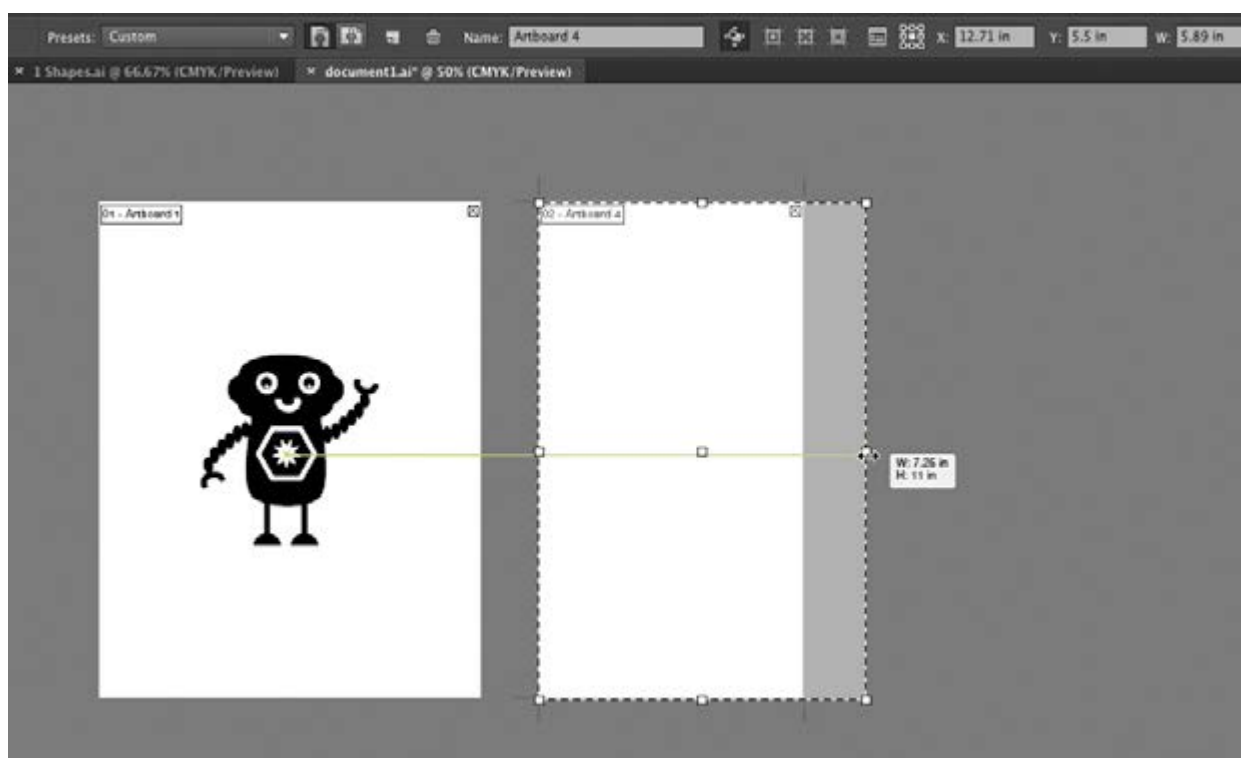


Figure 2.4 Resizing the artboard





Figure 2.5 The Control panel in Artboard mode

Duplicate an Artboard

The Artboards panel and the Artboard tool enable you to duplicate an artboard in a document, with or without its contents.


DUPLICATE WITHOUT THE CONTENTS

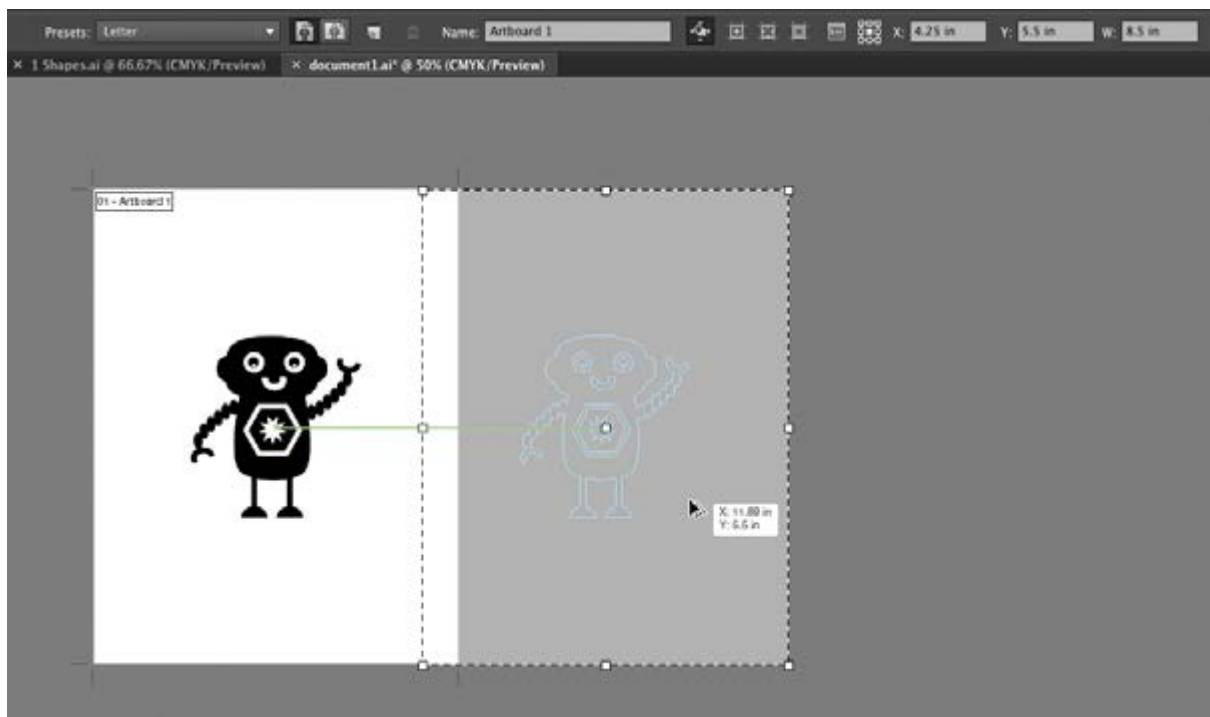
To duplicate a selected artboard without its contents:

- **Using the Artboards panel:** On the Artboards panel, click a listing to select the artboard you want to duplicate. Click the New Artboard button . The blank, duplicate artboard is added to the right of the existing artboards.
- **Using the Artboard tool:** Select the Artboard tool (or press `Shift+O`). On the Control panel, click to deactivate the Move/Copy Artwork With Artboard button . `Option-drag` (Mac OS) or `Alt-drag` (Windows) the artboard you want to duplicate.
- **Using the Artboard tool:** Select the Artboard tool (or press `Shift+O`) and select the artboard to duplicate. On the Control panel, click the New Artboard button. Position the Artboard tool pointer on the canvas (use smart guides for alignment), and click to create the duplicate artboard.

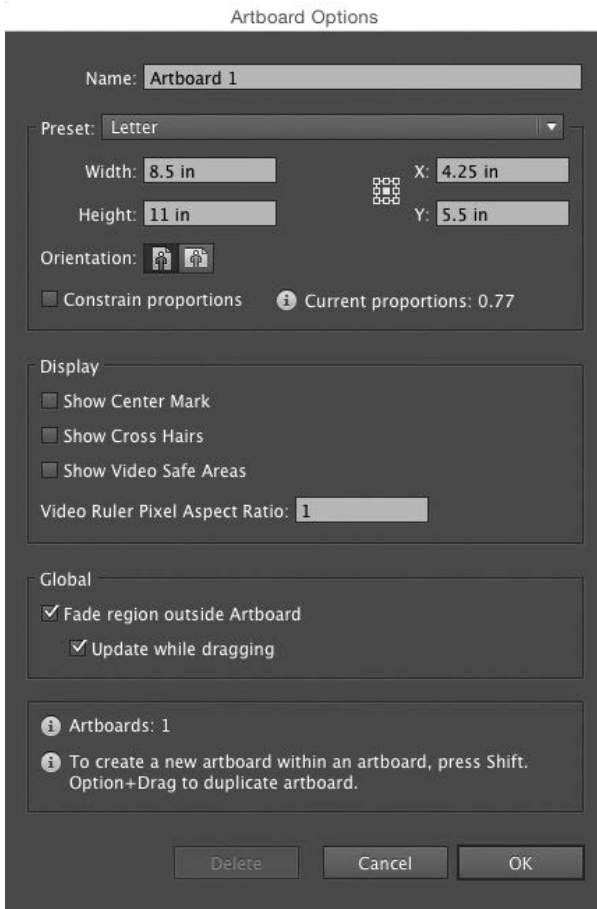
DUPLICATE WITH THE CONTENTS

To duplicate a selected artboard with its contents:


- **Using the Artboards panel:** On the Artboards panel, click a listing to select the artboard you want to duplicate. Drag the selected listing to the New Artboard button . The duplicate artboard with contents is added to the right of the existing artboards.
- **Using the Artboard tool:** Select the Artboard tool (or press `Shift+O`). On the Control panel, click to activate the Move/Copy Artwork With Artboard button. `Option-drag` (Mac OS) or `Alt-drag` (Windows) the artboard you want to duplicate (**Figure 2.6**).



Delete an Artboard



When you delete an artboard, you will not delete its contents. Do one of the following:

- **Using the Artboards panel:** On the Artboards panel, click the listing for the artboard you want to delete, and then click the Delete Artboard button .
- **Using the Artboard tool:** Select the Artboard tool. In the upper-right corner of a selected artboard, click the Delete icon, or press `Delete` (Mac OS) or `Backspace` (Windows) on the keyboard.
- **Using the Artboard Options dialog box (Figure 2.7):** In addition to using the Control panel, Artboards panel, and Artboard tool, you can modify the selected artboard (including deleting the artboard) using the Artboard Options dialog box. To open it, click the Artboard Options button on the Control panel. The Artboard Options dialog box is useful for changing

many artboard attributes at the same time.

Save a Document

You can save an Illustrator file in six different formats, although we will focus on the Adobe Illustrator (.ai) format in this exercise. Use the .ai format when you plan to print the file directly from Illustrator or when you plan to import the file into a program that can read the .ai format, such as Adobe InDesign.

1. To save a document for the first time, choose `File > Save`, or press `Command+S` (Mac OS) or `Ctrl+S` (Windows).
2. In the Save As (Mac OS) or File Name (Windows) field, enter a filename.
3. Navigate to the desired save folder.
4. From the Format (Mac OS) or Save as Type (Windows) menu, choose the Adobe Illustrator (.ai) format.
5. Click Save. The Illustrator Options dialog box opens (Figure 2.8).
6. Leave the Version menu set to Illustrator CC.

7. Verify that Create PDF Compatible File is selected under Options. Illustrator saves a PDF version (along with the Illustrator data) that will allow applications that can't read Illustrator data to open and display the file.
8. Select Embed ICC Profiles to embed any **color profile** assigned to the file.
9. Select Use Compression to reduce the saved file's size.
10. Click OK. The file is saved and will remain open in Illustrator. Keep your document open and proceed to the next task.

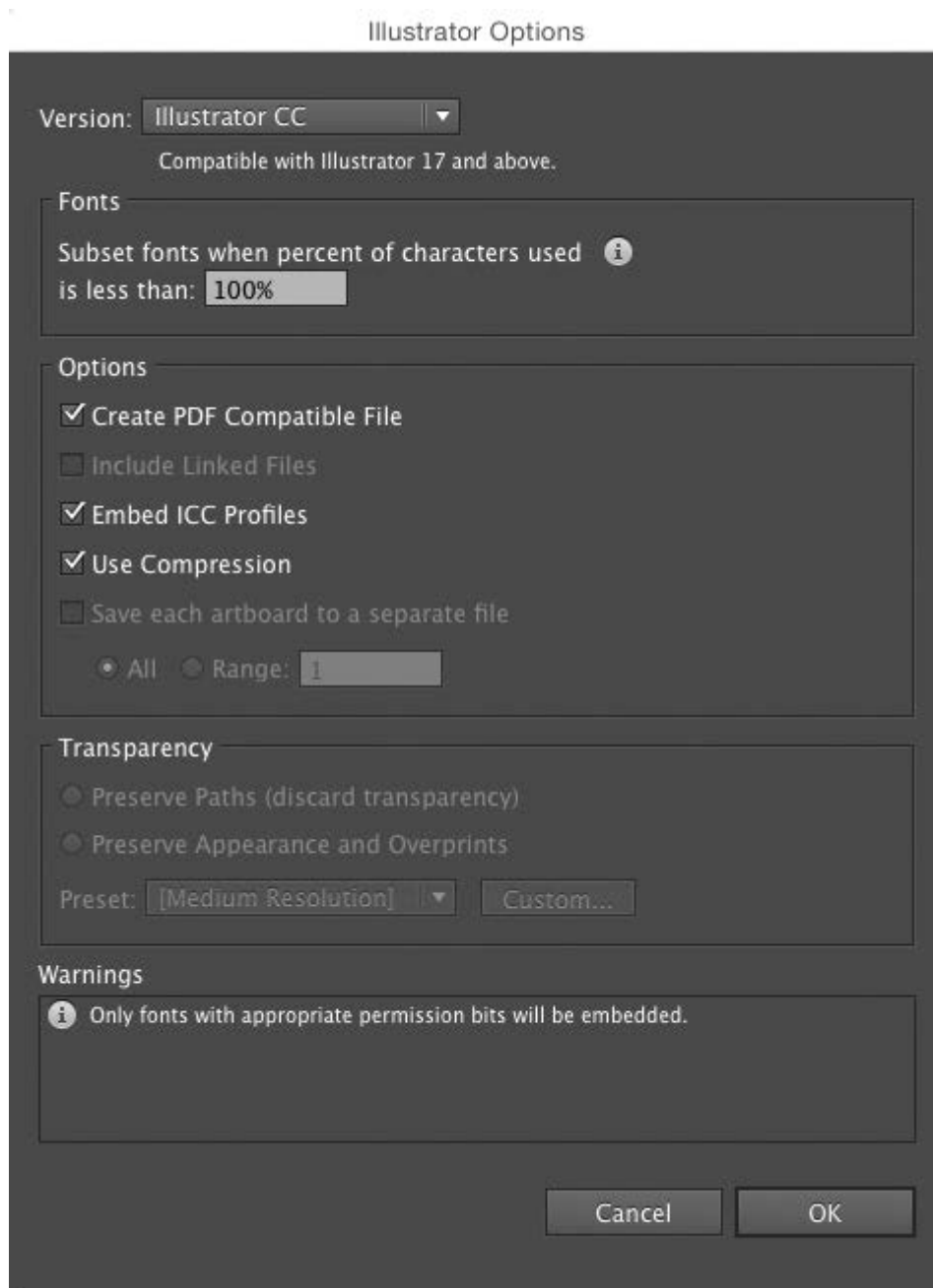


Figure 2.8 The Illustrator Options dialog box opens when you save a new document.

TIP: Get in the habit of saving often so you don't accidentally lose any recent edits.

TIP: After naming and saving a document for the first time, press `Command+S` (Mac OS) or `Ctrl+S` (Windows) to save any further edits to the file.

TIP: Choose File > Save As to save a variation of an existing file. Change the name in the name field (as described in step 2 earlier), and then perform the remaining steps.

Navigating the Illustrator Interface

It's important to know how to arrange multiple documents within the interface; how to view and zoom in on specific areas of a document; and how to view your artwork in a clean, panel-free screen view. You will do these things often as you work and as you show your work to others.

Arrange Multiple Document Windows

In the Application frame, you can tile multiple documents in various layouts, such as side-by-side or vertically stacked.

1. Open the Shapes1.ai and Shapes2.ai documents in the Intro-01 Workarea folder.
2. In the Application bar, select an option from the Arrange Documents menu (**Figure 2.9**). The number of available arrangement icons varies depending on the number of open documents.
3. Click within a tiled window to select it. Click the Hand tool (or press H) to select it, and then drag in any tiled window to reposition the view.
4. To redisplay only one document window, select Consolidate All from the Arrange Documents menu (**Figure 2.10**).

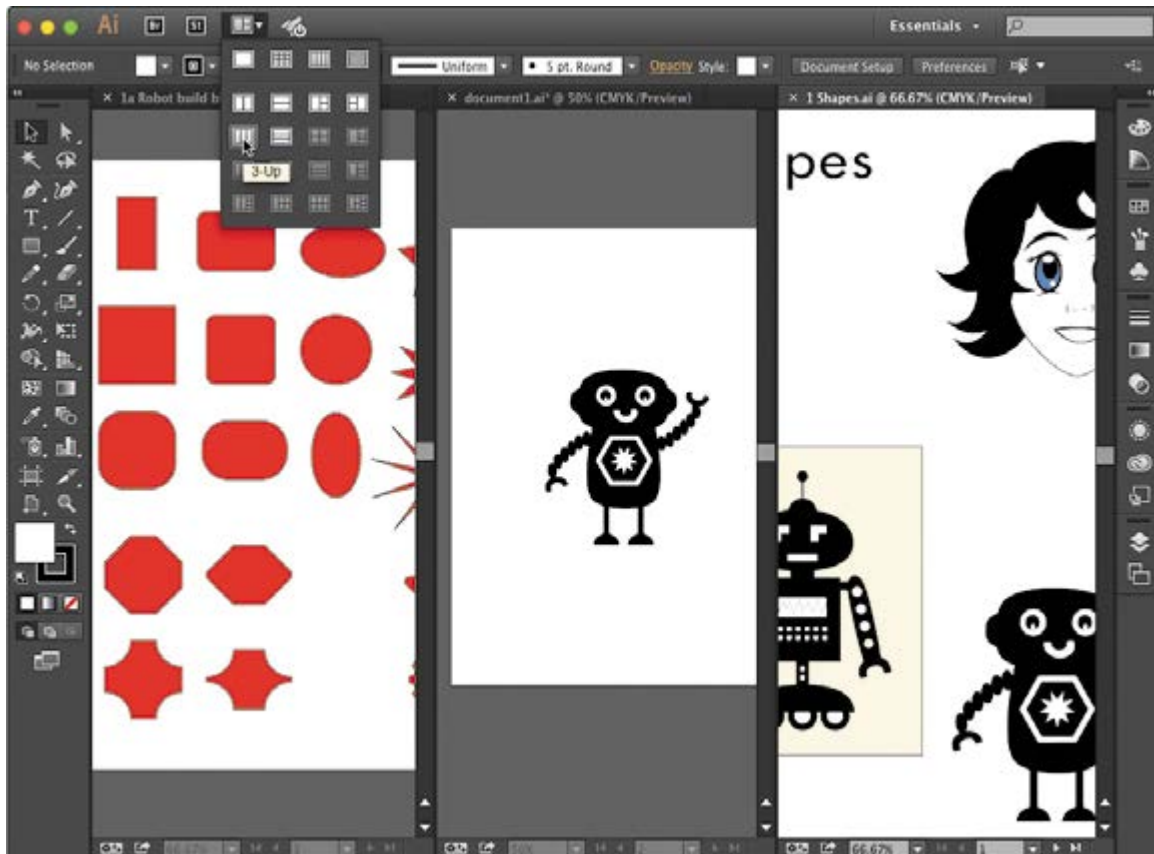


Figure 2.9 The Arrange Documents menu on the Application bar

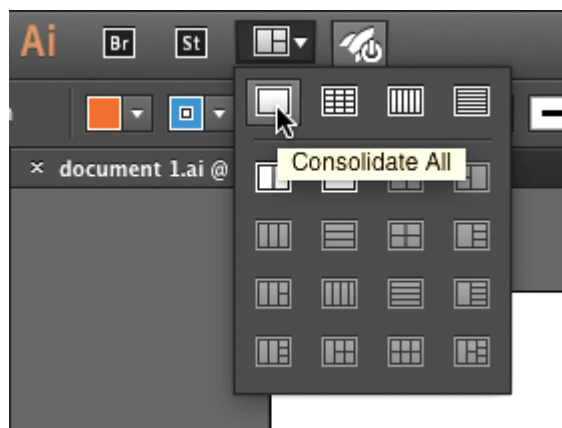


Figure 2.10 Working with multiple document windows


Document Tabs

Each open document displays a tab below the Application bar. The tab lists the document name, zoom level, color mode (CMYK or RGB), and view (Outline, Preview, or Overprint Preview).

Click a document's tab to make that file the active document. Right-click a tab to display various document commands in a context menu.

Change the Zoom Level

As you create and modify artwork in a document, you may need to zoom in to view more details or zoom out to view the entire artwork.

- **Zoom in:** To zoom in, hold `Command` (Mac OS) or `Ctrl` (Windows) and press `+` (plus sign) repeatedly until you're zoomed in as far as you want.
- **Zoom out:** To zoom out, hold `Command` (Mac OS) or `Ctrl` (Windows) and press `-` (hyphen) repeatedly until you're zoomed out as far as you want.
- **Percentage:** In the zoom menu in the lower-left corner of the document window, choose a preset percentage to zoom or enter a value in the zoom field and press `Return` (Mac OS) or `Enter` (Windows).
- **Fit document in window:** From the View menu, choose Fit Artboard in Window, or press `Command+0` (zero) (Mac OS) or `Ctrl+0` (zero) (Windows) to fill the document window with the active artboard.
- **Fit artboards in window:** From the View menu, choose Fit All in Window to fit all the artboards within the document window.
- **Zoom tool:** Select the Zoom tool  on the Tools panel (or press `Z`), and click to zoom in. To zoom out, `Option-click` (Mac OS) or `Alt-click` (Windows).

TIP: If GPU Performance acceleration is enabled, select the Zoom tool and drag to the right to zoom in or drag to the left to zoom out. You will know that GPU Performance is enabled when the GPU Performance “rocket” icon is enabled on the Application bar and GPU Preview displays in the document tabs. Click the rocket icon to access the GPU Performance panel in the Preferences dialog box and turn the feature on/off.

Using the Status Bar

The **status bar** and its menu are located in the lower-left quadrant of the document window. The bar displays information for the category that you have selected from the Show submenu of the status bar. Helpful options include Artboard Name, Current Tool, and Number of Undos (**Figure 2.11**).

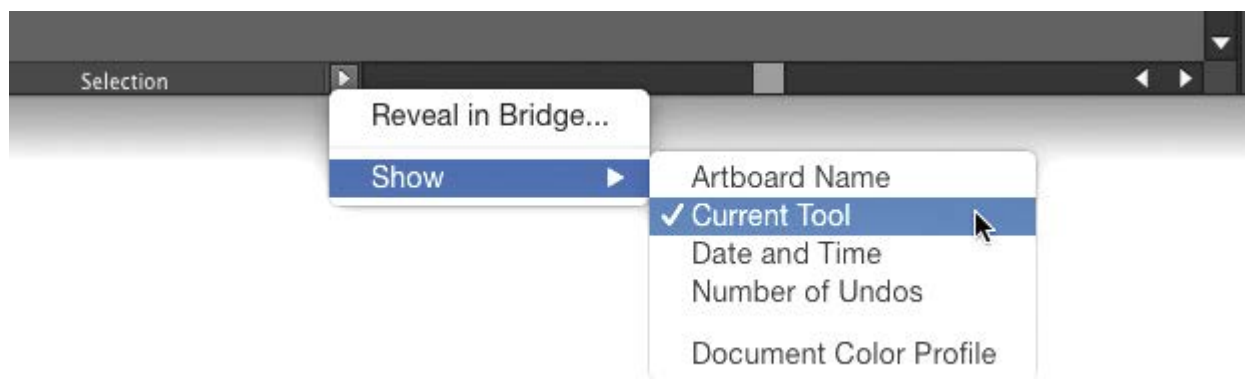



Figure 2.11 The status bar on the document window

View Different Areas of a Document

After you zoom in to view a portion of your artwork, you can select the Hand tool , and drag to pan across the document and bring a different document area or artboard into view. To quickly access the Hand tool, press H to select it or hold down the spacebar to use it temporarily. To quickly move between artboards, do one of the following:

- In the Artboards panel, double-click to the right of an artboard listing to quickly fit that artboard into the document window.
- From the **artboard navigation** menu in the lower left of the document window, choose a number; or click the First, Previous, Next, or Last arrow to quickly move between multiple artboards.

Changing the Screen Mode

To view your artwork without the distractions of the surrounding panels or your desktop, switch to the full screen modes. To do this, you can press F several times to cycle through the three screen modes or select an option from the Screen Mode menu at the bottom of the Tools panel (**Figure 2.12**):

- **Normal Screen Mode** displays the document in the Application frame with all the panels. This is the default mode.
- **Full Screen Mode with Menu Bar** displays a document in the Application frame with the panels, but without showing document tabs.
- **Full Screen Mode** displays the document in a maximized window with all panels hidden.

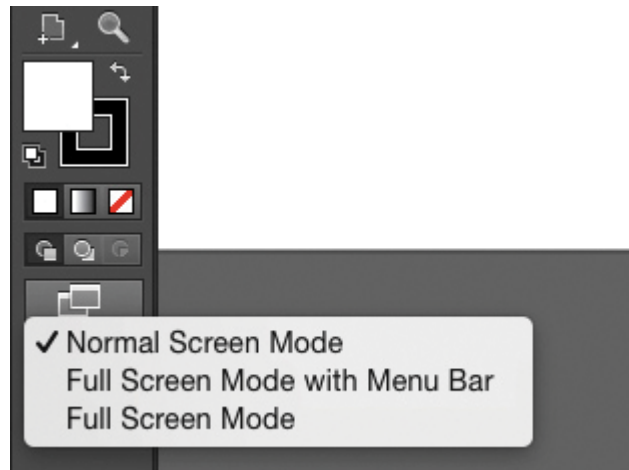


Figure 2.12 The Screen Mode menu at the bottom of the Tools panel

TIP: In either Full Screen mode, you can press H (or hold down the spacebar), and drag the Hand tool to pan to another area of the document. You can also press Z to access the Zoom tool.

Ending a Work Session

To finish a work session in Illustrator:

1. Save and close each document that's open:
 - To close each document, click the X on the document tab next to the filename or press `Command+W` (Mac OS) or `Ctrl+W` (Windows).
 - If the document contains unsaved changes, an alert displays. Click Save to preserve changes or Don't Save to discard the latest changes.
2. When all the documents are closed, choose Illustrator > Quit Illustrator (Mac OS) or File > Exit (Windows). You can also press `Command+Q` (Mac OS) or `Ctrl+Q` (Windows).

Chapter 3

Creating basic shapes

Written by:

[Mohamed](#)

Creating basic shapes

Creating Basic Shapes

In this chapter, you will create basic shapes, and modify the corners of the shapes. In the process, you will start to create your own custom shapes.

Basic Geometric Shapes



In Illustrator CC, you use the drawing tools on the Tools panel to create **shapes**. A shape is a path that consists of straight and/or curved line segments connected by anchor points. The path on a shape can be open (as in a line or a spiral), or closed (as in a circle, which has no starting and ending point). Any created element in an Illustrator document is also referred to as an **object**.

TIP: When editing objects (applying color, moving an object, adjusting a corner point, and so on), to remove your last edit, choose Edit > Undo or press `Command+Z` (Mac OS) or `Ctrl+Z` (Windows) immediately. Repeat the command to step back through prior edits and remove them. Remember the keyboard shortcut for the Undo feature; you will use it quite often in Illustrator.

NOTE: This chapter supports the project created in Video Project 01. Go to the Video Project 01 page in the book's Web Edition to watch the entire project from beginning to end.

Create Geometric Shapes

First, let's create some basic geometric shapes.

1. Create a new document by choosing File > New.
2. In the New Document dialog box, select Print from the Profile menu.
3. In the Number of Artboards field, type 3.
4. Select Letter from the Size menu. Specify any other desired settings, and click OK.
5. Select the Rectangle tool (M)  or the Ellipse tool (L) .
6. Drag diagonally across an artboard, and release the mouse button. A rectangle or oval shape is created with the current fill and stroke settings applied to it (**Figure**

- 3.1). Once you create an object, it remains selected so you can make additional changes to it.
7. Draw several more rectangles and ellipses on the artboard. When you're finished, choose File > Save As to name and save your document. Leave it open.

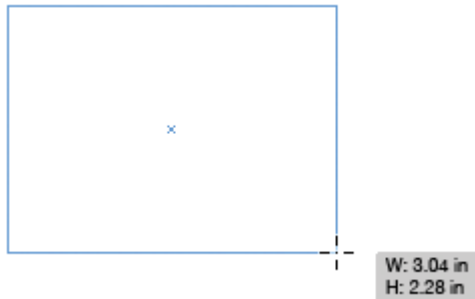
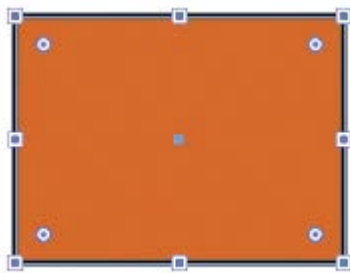



Figure 3.1 Drag to create and fill a rectangle shape as shown.



TIP: To create a rectangle or ellipse by entering values, click the Rectangle or Ellipse tool on an artboard. In the dialog box that opens, enter Width and Height values, and click OK.

Create a Rounded Rectangle

Illustrator provides a handy tool to create a rectangle with rounded corners.

1. Select the Rounded Rectangle tool .
2. Drag diagonally across an artboard, and release the mouse button.

A rounded rectangle shape is created with the current fill and stroke settings applied to it (**Figure 3.2**).

TIP: To create a rounded rectangle by entering values, click the Rounded Rectangle tool on an artboard. In the dialog box that opens, enter Width, Height,

and Corner Radius (corner curvature) values, and click OK.

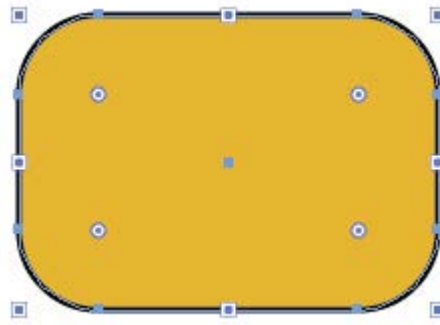



Figure 3.2 A rounded rectangle shape created with the current fill and stroke settings

Create Other Basic Shapes

The Rectangle tool and Line Segment tool both provide access to various hidden tools that enable you to create other basic shapes. Remember, once you create a shape, the current fill and stroke settings are applied and the shape remains selected for further modifications.

CREATE A POLYGON

You can create a polygon by dragging or clicking with the Polygon tool.

1. Select the Polygon tool .
2. Place the pointer where you want to locate the center of the shape and drag across an artboard. While dragging, do any of the following:
 - To scale the polygon, drag away from or toward the center.
 - To rotate the polygon, drag in a circular direction.
 - To add sides to or remove sides from the polygon, press the Up and Down Arrow keys (**Figures 3.3 and 3.4**).
3. Release the mouse button. The polygon shape is selected.

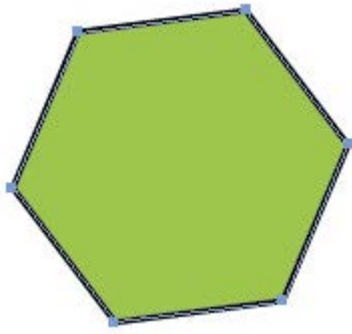


Figure 3.3 A polygon shape with six sides

CREATE A STAR

You can create a star by dragging or clicking with the Star tool.

1. Select the Star tool ★.
2. Locate the pointer where you want to locate the center of the shape, and drag across an artboard. While dragging, do any of the following:
 - To scale the star, drag away from or toward the center.
 - To rotate the star, drag in a circular direction.
 - To constrain two points of the star to the horizontal axis, Shift-drag (**Figure 3.5**).
 - To add points to or remove points from the star, press the Up and Down Arrow keys (**Figure 3.6**).
 - To lengthen or shorten the arms of the star, `Command-drag` (Mac OS) or `Ctrl-drag` (Windows) away from or toward the center of the star (**Figure 3.7**).
3. Release the mouse button to create the star shape.

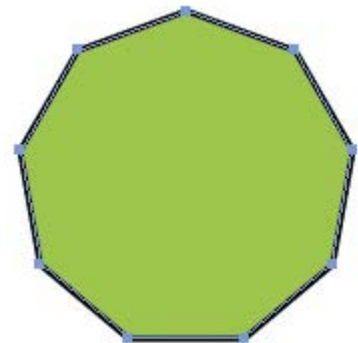


Figure 3.4 A polygon shape with nine sides

TIP: To create a star by entering values, click the Star tool on an artboard. In the dialog box that opens, enter Radius 1 and 2 values. The higher value creates the outermost points. The greater the difference between the two radius values, the narrower the arms will be. Next, enter a Points value to specify the number of points on the star, and click OK.

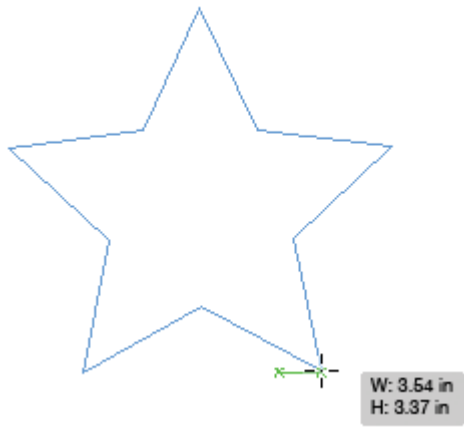


Figure 3.5 Points constrained on horizontal axis

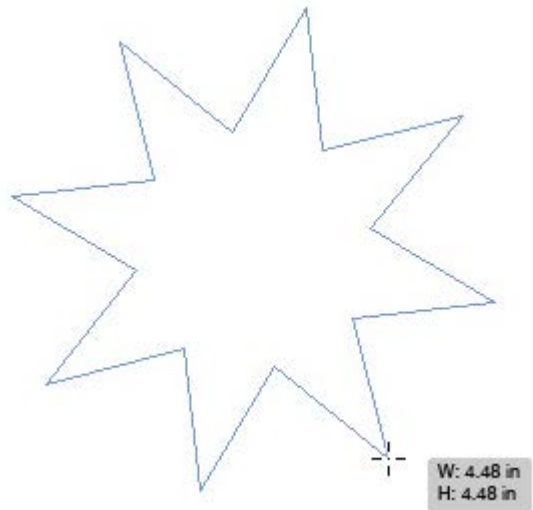


Figure 3.6 Points added to star shape

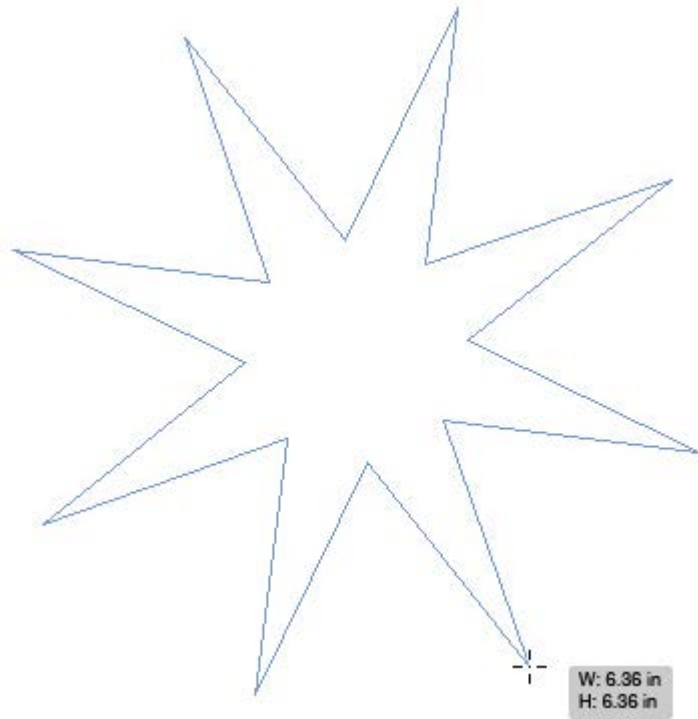



Figure 3.7 Arms lengthened on star shape

CREATE A LINE SEGMENT

The Line segment tool is the easiest way to draw a straight line.

1. Select the Line Segment tool .
2. Drag to draw a straight line. Shift-drag to constrain the line to the horizontal axis, vertical axis, or a 45° angle.
3. Release the mouse button to create the line segment.

NOTE: If your line segment has a stroke of white color, or a small stroke weight, it may be hard to see. See “Working with Fill and Stroke” in Chapter 4 to learn how to edit the color.

TIP: To create a line segment by entering values, click the Line Segment tool where you want the line to begin. In the dialog box, enter a Length value and an Angle value, and click OK.

CREATE A TRIANGLE

You can create a triangle by modifying a polygon object.

1. Select the Polygon tool and click a blank area of an artboard. In the Polygon dialog box, in the Sides field, type 3. Click OK. You now have a three-cornered object.
2. Use the Direct Selection (A) tool to drag any of the three corner points to reshape the triangle.

Reshape a Corner

The simplest way to reshape an object is to use the Live Shapes and Live Corners features to modify the corners of the path. These two features enable you to easily create rounded segments on one or all of the corners on a shape. The features are “live” because you can adjust or even remove the curvature of a corner point at any time.

CREATE A COPY USING THE SELECTION TOOL

To preserve your original geometric shape, you can create a copy of the object and reshape the copy.

1. Select the Selection tool.
2. `Option-drag` (Mac OS) or `Alt-drag` (Windows) to copy an object and reposition the copy.

RESHAPE THE CORNERS OF A PATH USING LIVE SHAPES

You can apply the **Live Shapes** feature to a rectangle or rounded rectangle when all the points on the object are selected. Live Shapes (and its widgets) will remain active for these types of objects even if you scale or rotate the objects.

1. Select the Selection tool. Do one of the following:
 - Click inside a rectangle or a rounded rectangle object that displays a fill color.
 - Click the path (edge) of a rectangle or a rounded rectangle object that has a fill of None.
 - Corner widgets will appear inside each corner of the selected shape.
2. Choose Window > Transform to open the Transform panel.
 - When a rectangle or rounded rectangle is selected, the middle portion of the panel displays the Rectangle (shape) Properties settings. These shape settings, along with the corner widgets, make up the Live Shapes feature.
3. Do any of the following:
 - Drag a corner widget inward (**Figure 3.8**) to adjust the corner radius for all of the corners (**Figure 3.9**). (Remember, the entire object is selected.) To change the corner style, `Option-click` (Mac OS) or `Alt-click` (Windows) any widget to cycle through the three corner styles (round, inverted, or chamfer).
 - In the Transform panel, in the Rectangle Properties area, click any arrow to adjust the corner radius. When the Link Corner Radius Values button is enabled, all the corners are modified. You can click the Link button to disable

- it, and adjust the corner radius value for a single corner (**Figures 3.10** and **3.11**).
- In the Transform panel, click one of the four Corner Type menus, and select the Round, Inverted Round, or Chamfer button to modify the style for that corner only.

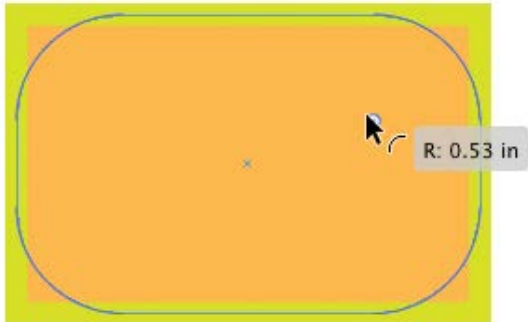


Figure 3.8 Drag a corner widget inward.

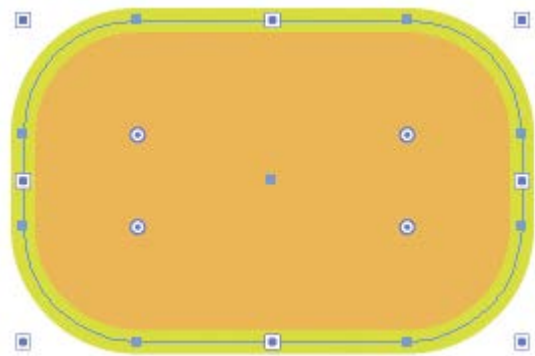


Figure 3.9 All the corners are modified uniformly

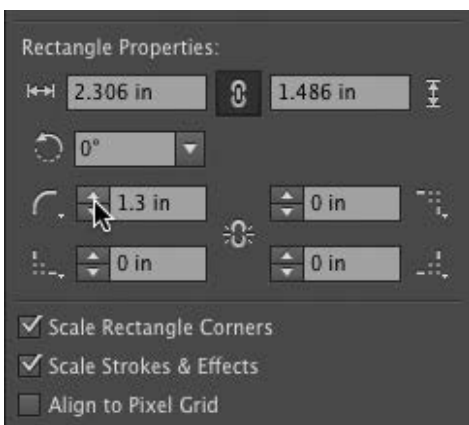


Figure 3.10 On the Transform panel, with the Link Corner Radius Values button disabled, a single corner can be modified.

RESHAPE A SINGLE CORNER USING LIVE CORNERS

The Live Corners feature is enabled for reshaped rectangle objects and other polygon objects. It is most effective when used on an individually selected corner point or curve segment.

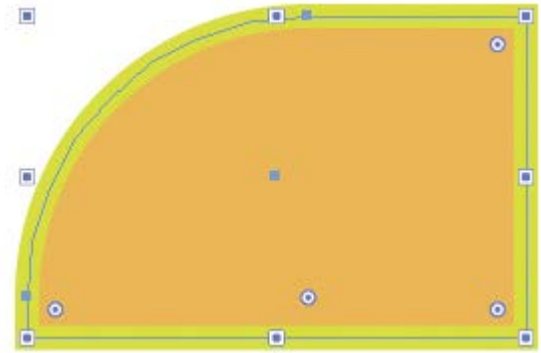

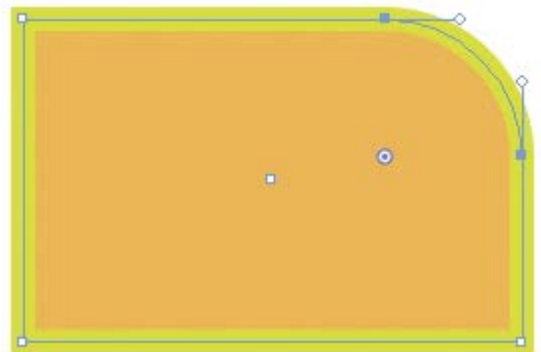


Figure 3.11 The resulting object with the corner changed

1. Select the Direct Selection tool (A) .
2. Click inside a nonrectangular or noncurved shape (that has a fill color) to select all of the corner points on its path and display the individual widgets. Once you see how all the selected corners look, click outside the shape to deselect it.
3. Click a corner anchor point or the curved segment of a corner. Only the widget for that corner will display.
4. Do any of the following:
 - Drag the widget inward or outward to adjust the corner radius (**Figure 3.12**).
 - `Option-click` (Mac OS) or `Alt-click` (Windows) the widget to cycle through the three corner styles (round, inverted, or chamfer).
 - Double-click the widget (or click the underlined word “Corners” in the Control panel) to open the Corners dialog box. Change the Radius value and/or the Corner style setting (**Figure 3.13**). Click OK.



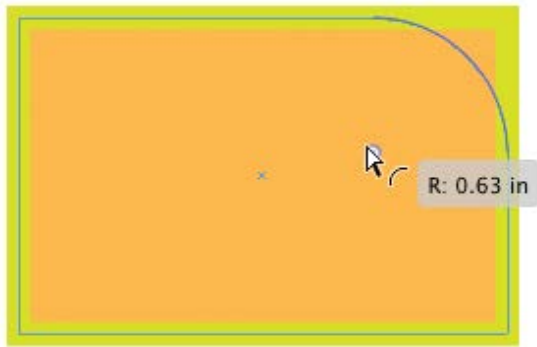


Figure 3.12 Drag the widget to modify the corner radius

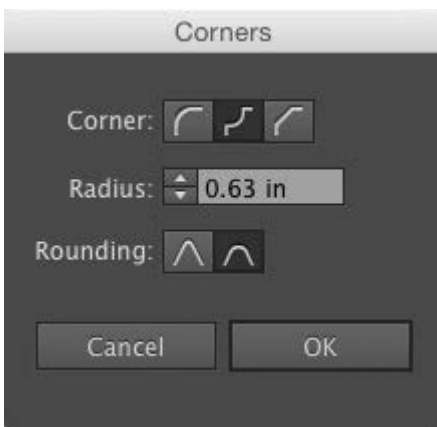
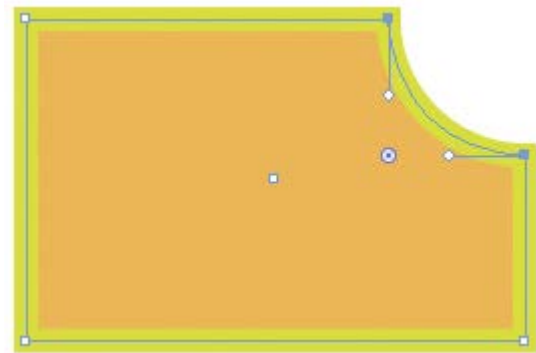


Figure 3.13 A corner was changed to the inverted round style.

TIP: When you drag the corner widget inward to its maximum amount, the curved segment is highlighted in red. The maximum curve highlight indicator will also display when dragging all the widgets inward using the Live Shapes feature.

Move a Corner

At this point, you have created simple geometric shapes and adjusted the curvature of the corners on those shapes. Now, you will learn how to reposition and remove anchor points to reshape an object's path.

It's time to take a closer look at the components of a path. Simply put, a path is composed of anchor points connected by line segments. An **anchor point** can be either a **corner point** connecting two straight line segments or a **curved point** connecting one or two curved line segments.

Move a Corner Point

You can drag an anchor point to reshape its path.

1. Choose View > Smart Guides. (If a check mark is displayed, the feature is already enabled.)
2. Use the Rectangle tool, the Polygon tool, and the Star tool to create some basic object shapes. Apply a fill and stroke color to each object.
3. Using the Direct Selection tool, locate the pointer over a corner point on one of the objects that you created in step 2. A white anchor point indicator appears. Drag the point to reshape the path (**Figure 3.14**).
4. Drag the corner widget for the selected anchor point inward (**Figure 3.15**). You now have two anchor points connected by a curved segment (**Figure 3.16**). Each point will also have a **direction handle**.
 - You can drag the widget back into the corner to remove the curve and restore the single corner anchor point or drag the curve segment outward to create a bump on the path (and remove the corner widget).
 - Remember to use the Undo command if you want to restore the corner widget.
5. Experiment with moving anchor points on the other basic objects.



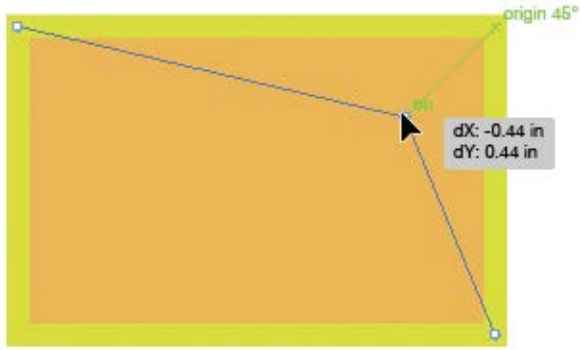


Figure 3.14 Drag a corner point to reposition it. The corner point still displays a widget.



Figure 3.16 Moving a direction handle removes the inside corner widget.

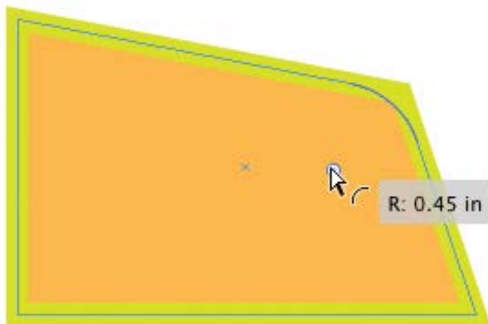


Figure 3.15 Drag the widget inward to add direction handles to the corner.

NOTE: Dragging a corner anchor point of a rectangle object will disable the Live Shapes feature, but will not disable the Live Corners feature

NOTE: Live Corners (and its widget) will remain active unless you lengthen or shorten

either direction handle.

Remove a Point

You can remove (delete) an anchor point from the path of any Illustrator object. In the following steps, you will create a triangle by simply removing a corner point from a rectangle.


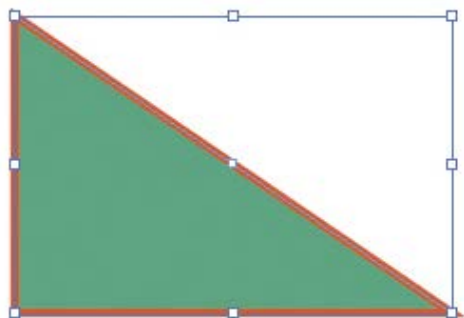
1. Select a rectangle object.
2. Do one of the following:
 - Select the Pen tool (P). Locate the pointer over a corner point on the rectangle, and click to remove the point (**Figure 3.17**).
 - Select the Direct Selection tool (A), and click an anchor point. On the Control panel, click Remove Selected Anchor Point .
 - Using either of these methods, the closed path will not be cut (meaning it will not become an open path).
 - You now have a three-corner object.
3. Use the Direct Selection (A) tool to drag any of the segments or corner points to reshape the object.



Figure 3.17 Click the Pen tool on a point to remove it.





Lorem ipsum dolor sit amet consectetur adipiscing elit, sed diam nonummy nibh euismod tincidunt ut laoreet dolore magna aliquam erat volutpat. Ut wisi enim ad minim veniam, quis nostrud exerci tation ullamcorper suscipit lobortis nisl ut aliquip ex e

nonummcidunt ut laoreet dolore magna aliquam erat volutpat. Ut wisi enim ad minim veniam, quis nostrud exerci tation ullamc nisl ut aliquip ex mmodo con dolor in hendrerit in vulputate velit esse molestie

nonummcidunt ut laoreet dolore magna aliquam erat volutpat. Ut wisi enim ad minim veniam, quis nostrud exerci tation ullamc nisl ut mcidunt ut laor lroem ipsmd ds hank every purchase book 1 book and 1 box of crayons will be donated to a child in a childrens's hospital FOSTER CAR FAMCITLY Vok

AUTHORS

Hari Shankar | Gouri Krishnan | AR Rahman
Linson Mathews | Sara Johson | Reddy Roy