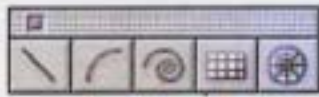


Illustrator Tools and Palettes #1



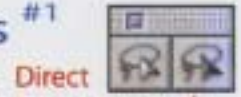
Line | Arc | Spiral | Polar Grid
Rectangular Grid



Pen Tool | Add Anchor Point Tool | Delete Anchor Point Tool | Convert Anchor Point Tool



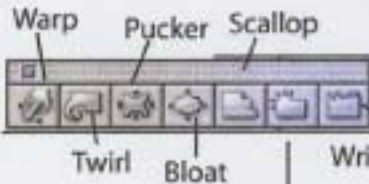
Direct Select | Group Select



Direct Select Lasso | Select Lasso



Rotate | Reflect | Twist



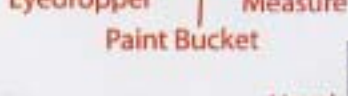
Warp | Pucker | Scallop | Twirl | Bloat | Wrinkle



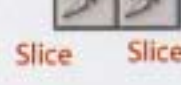
Symbol Sprayer | Symbol Spinner | Symbol Styler



Symbol Shifter | Symbol Sizer | Symbol Screener



Eyedropper | Measure | Paint Bucket



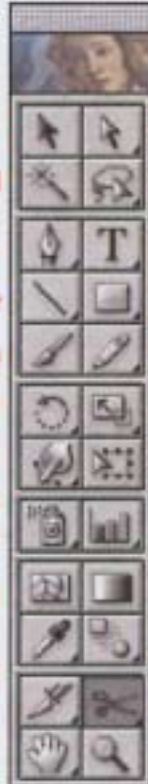
Slice | Slice Selection



Hand | Printable Page



Swatches Palette



Select

Magic Wand

Pen

Line

Paint Brush

Rotate

Warp

Symbol Sprayer

Mesh

Eyedropper

Slice

Hand

Swap Fill/Stroke

Toggle Stroke

Toggle Fill

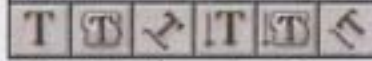
Default Fill/Stroke

Color

Gradient

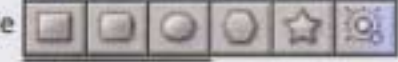
Full Screen Mode

Text

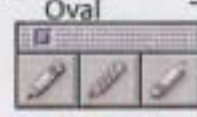


Text Area | Text Path (L) | Text Path (R) | Vertical Text | Vertical Text Area

Rectangle

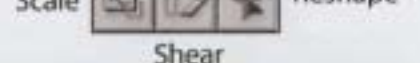


Rectangle | Round Rectangle | Polygon | Flare | Oval | Star

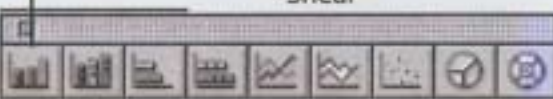


Pencil Smooth

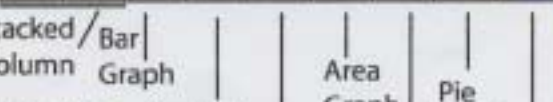
Erase



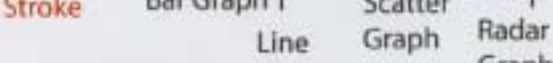
Scale | Reshape



Shear



Stacked Column Graph | Bar Graph | Area Graph | Pie Graph | Scatter Graph | Radar Graph



Line Graph



Blend | Auto Trace



Scissors Knife Tool

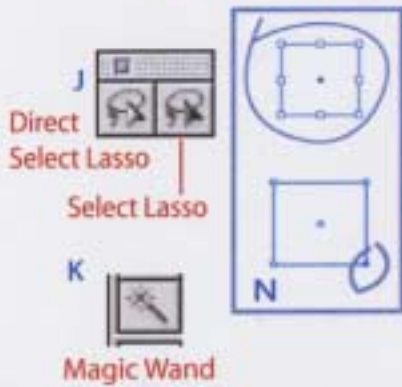
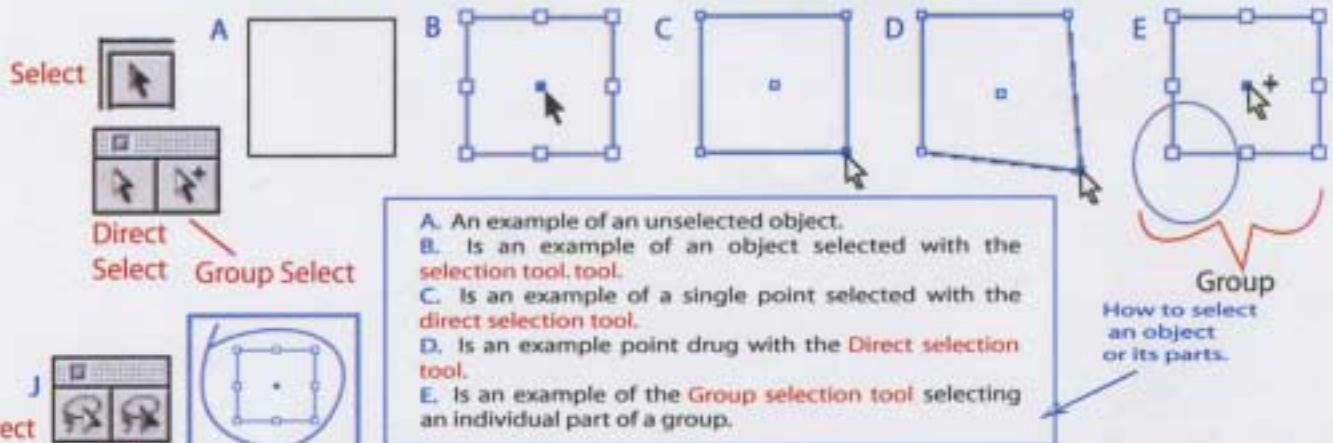


Stroke Palette

Standard Screen Mode

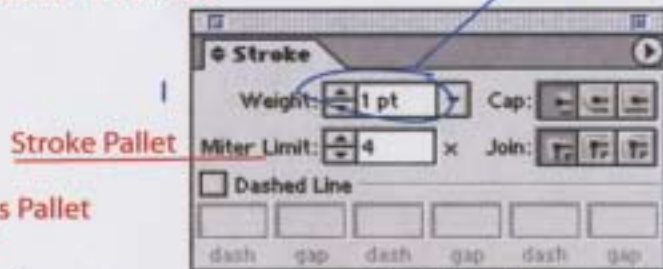
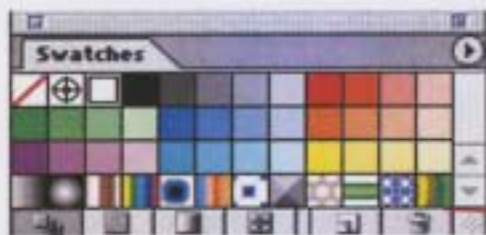
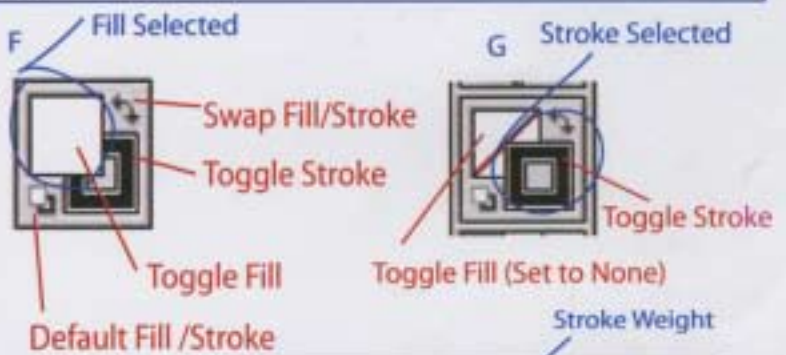
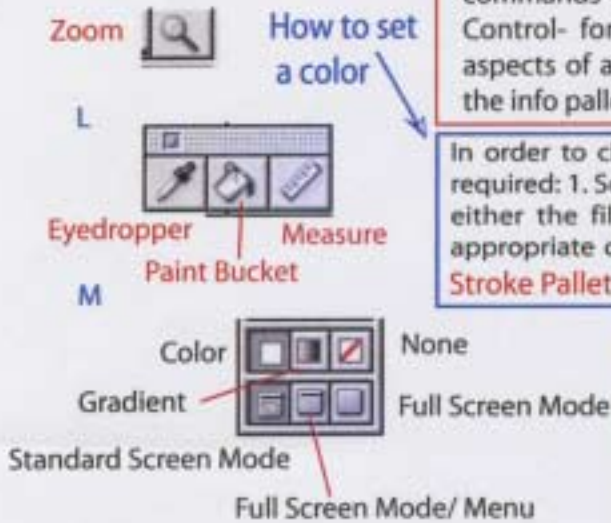
Full Screen Mode/ Menu

Illustrator Tutorial #1: Selection Tools



The **select lasso** and the **direct select lasso** work in the same manner as the **select tool** and the **direct select tool**. The only difference is in the manner of selection, with the lasso tools you draw ovals around the future selection of object, or individual points respectively. The **Magic wand tool** selects like objects on a layer. The **Zoom tool** magnifies the document. (You can also zoom in and out by using the keyboard commands <Command+ or Command- for Macintosh, or Control+ or Control- for Windows.> The **eyedropper tool** selects the colors and aspects of an existing object. The **Measurement tool** gives a readout in the info pallet (See the tools and palettes document.)

In order to change the stroke color or fill color of an object 3 steps are required: 1. Select the object with the **Selection tool**, (Example B) 2. Select either the fill (F) or stroke (G) toggle forward, and 3. Then select the appropriate color (H). You can increase the thickness of the Stroke in the **Stroke Pallet (I)**.



*The only real tutorial that I can give you at this point is to try out each of the above tools.

Illustrator Tutorial #2: Pen, Pencil, and Paintbrush

Figure 1.

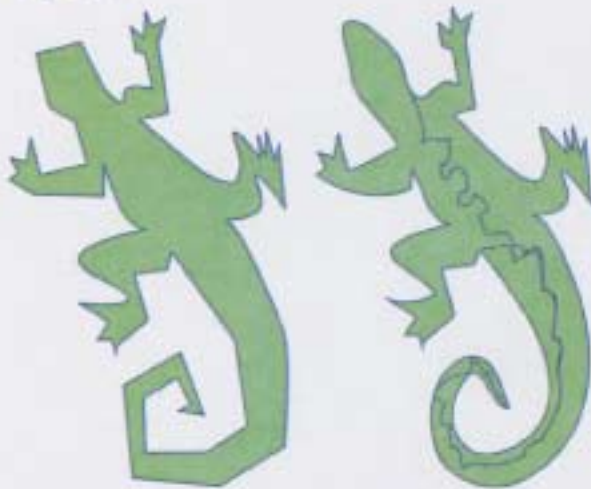


Figure 1.

With the **pen tool** draw the lizard on the left. After the lizard is created, select it with the **direct select tool**, and select the proper color for the stroke, by selecting the **toggle fill/ toggle stroke** color, and then the appropriate color from the swatches floating menu. Duplicate the lizard by holding down the option key and dragging the object with the black arrow. (The **selection tool**.) Then using a combination of the **smooth tool** and the direct select tool and the **convert anchor point tool** to smooth out the sharp angles of the 2nd lizard. After completing the smoothing of the lizard :) select the completed version with the selection tool, and then switch to the **knife tool** and slice the lizard along the back to cut the ridges along the figure's back.

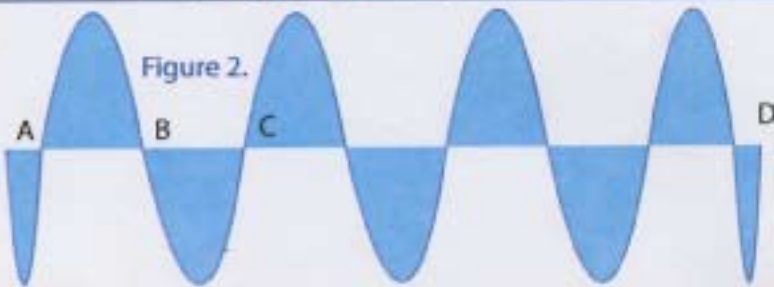


Figure 2.

Using the **pen tool** draw two points at A and B respectively. Switch to the **convert anchor tool** and click on the B point and when the handles appear create the curve at the apogee of the parabola between points A and B. When complete switch to the **pen tool** and draw a point at location C, then take the **pen tool** and connect the path by clicking on the point above the point near the B label. The way that you can tell if you are joining an existing object at a point is that a circle symbol will appear next to the pen cursor. Complete the operation and then switch back to the **convert anchor point tool** and again create a parabola between B and C. Repeat the operation till your reach label D.

Figure 3.

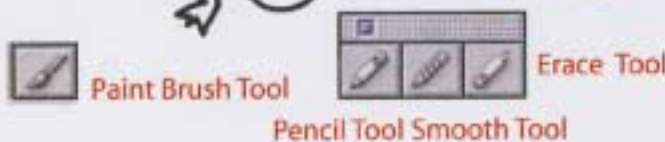
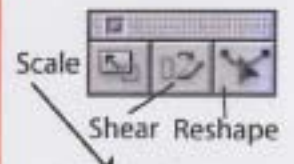


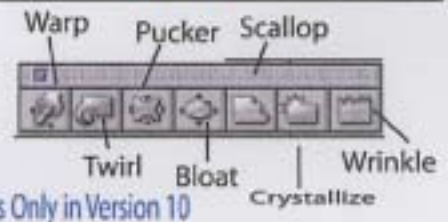
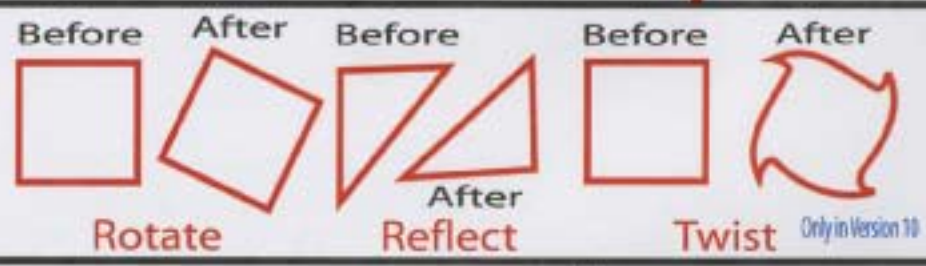
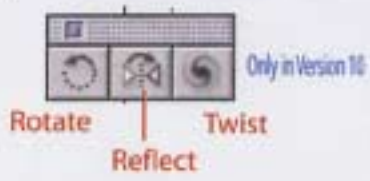
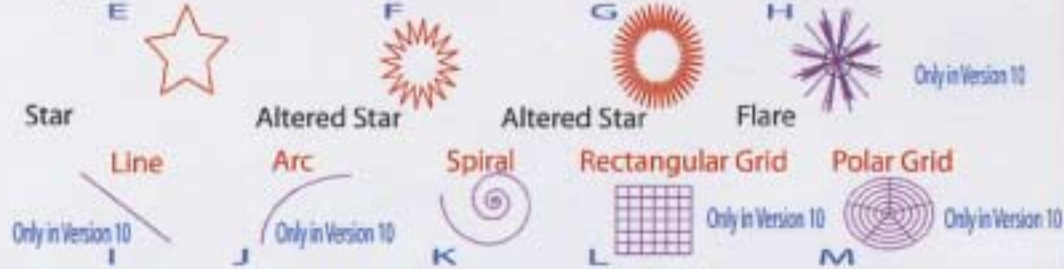
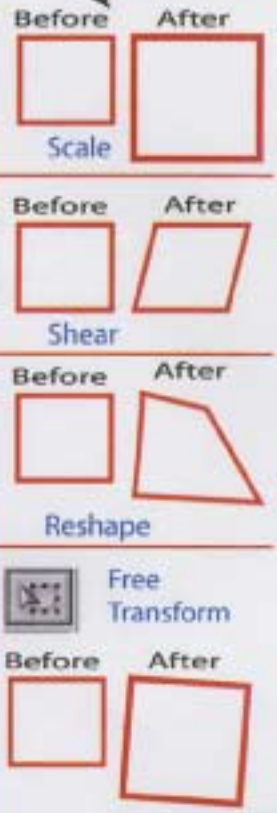
Figure 3.

Using first the **paintbrush tool**, then the **pencil tool**, create the two lizards on the left. Remember to complete the object by drawing all around it. Please notice that if you make a mistake you can redraw a segment by rescribing a section from line segment to line segment, with the **pencil tool**, or smooth out a section with the **smooth tool**. Erase it with the **eraser tool** etc.

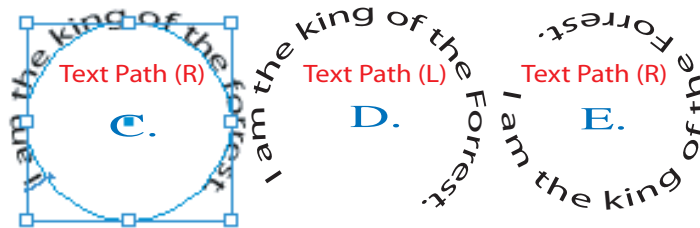
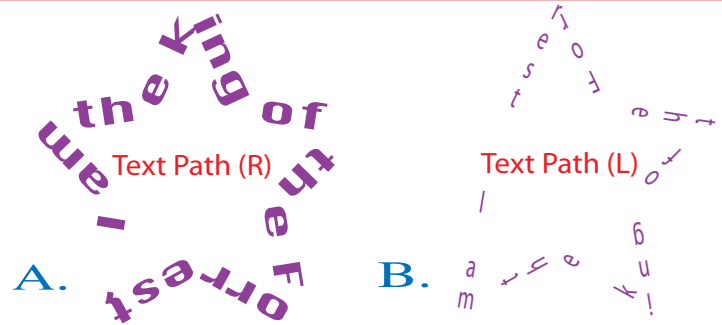
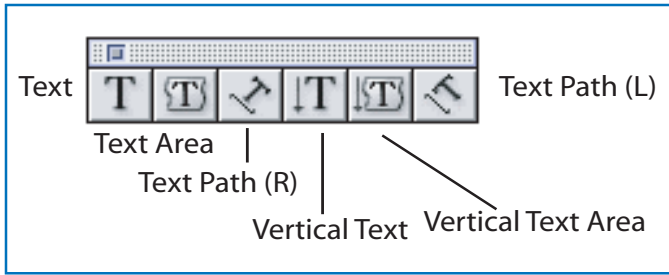
Illustrator Tutorial #3: Creating Regular Shapes



Shapes are drawn by selecting the proper tool and clicking on the art board and then dragging on the mouse to create the shape. Holding down the shift key during execution will create regular objects, i.e. Perfect squares, circles, and ect. Figures H, I, J, L, and M are unique to version 10 of the program. To add points to the star tool the user need merely hold the up arrow key down while creating them. (To subtract points use the down arrow.) The special effects of the panels depicted below and to the right alter existing drawn shapes. In the following ways. (See the diagrams.) Also by merely clicking on the art board you can also create an object where you can select the exact parameters of the drawn image. For example in terms of the rectangle tool you can define the exact size of the square, or in terms of the spiral you can define whether it curves to the left or the right. Draw a series of shapes for this tutorial and then systematically alter them using the tools described below. One useful keyboard command to quickly duplicate images is Option drag with the mouse (for the Macintosh) and Alt + drag (for Windows.)



Illustrator Tutorial #4: Creating and Altering Text



The **Text Path** tool is used in figures A, C, and D. To create the figures you must first draw an object, then click on the path along the edge of the object with the **text path tool**. The object will disappear, but you then will be able to type along the path. If you need to readjust the text position you can do so by grabbing the I bar at the front of the text and move it along the path. See The I bar on figure C. You can even flip the text into the inside of the figure by pulling the I bar into the object with the **selection tool**.

F.

I am the king of the Forrest. I am the king of the Forrest. I am the king of the Forrest. I am the king of the Forrest. I am the king of the Forrest. I am the king of the Forrest. I am the king of the Forrest.

G.

t k l F t k i t
 i n a r n a
 h g m r h g h l
 e o h t o e m
 f e . e f e



I am the King of the Forrest

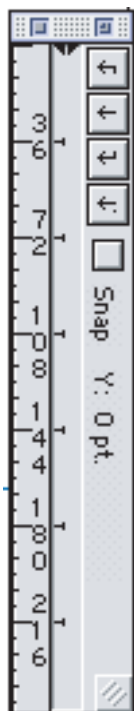
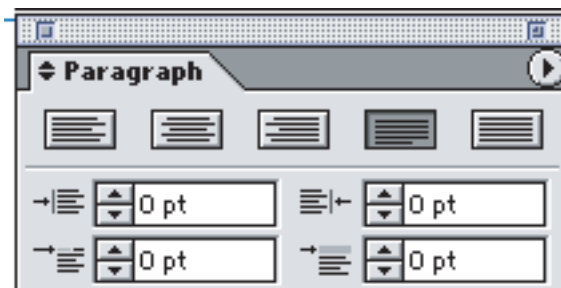
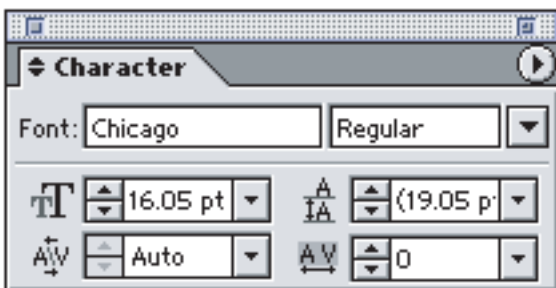


Figure H shows text being converted to outlines. First you must draw the letters and select them with the **selection tool**. Next you use the menu command Type/ Create Outlines. The figures F and G demonstrate the **Text Area tool** and the **Text Area vertical tool**. The figures and this paragraph were created with three easy steps: 1. Draw a shape. 2. Select the edge of the shape with one of the area tools. The shapes outline will disappear and you will then be able to type into the area. The Figure I demonstrates the text vertical tool. The left example is the original, the second has been resized with the **select tool**.



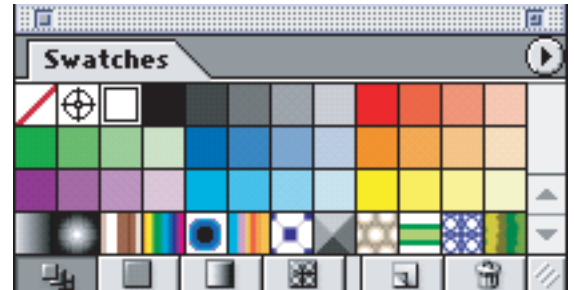
Use the above two palettes Located under the Window/ text menu item to format the text, you can set the tabs with the tabs pallet on the right.

Illustrator Tutorial #5: Gradient, Gradient Mesh, and Blend Tool.

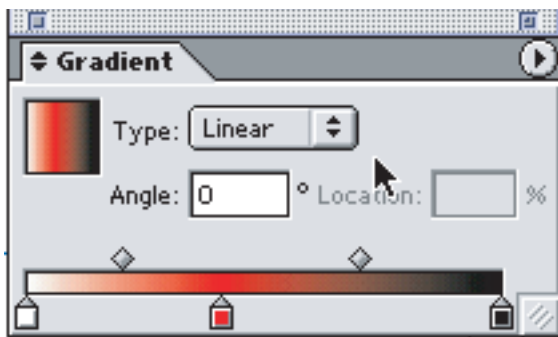
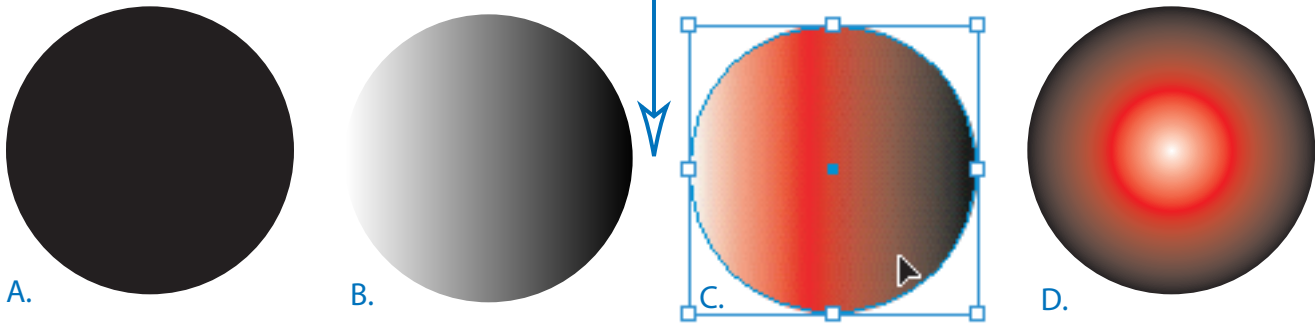


Blend Auto Trace Gradient Gradient Mesh Select Tool

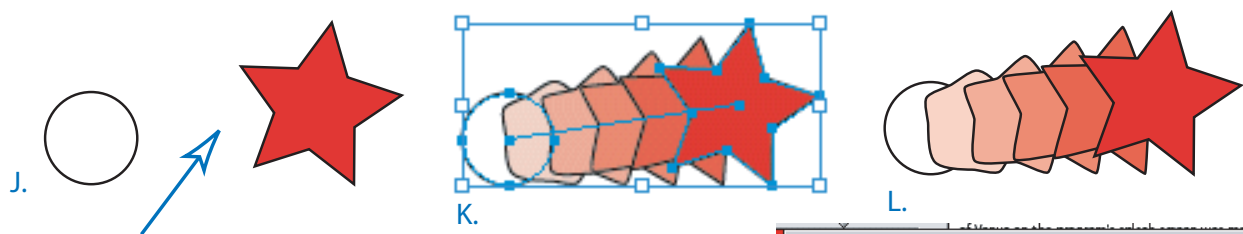
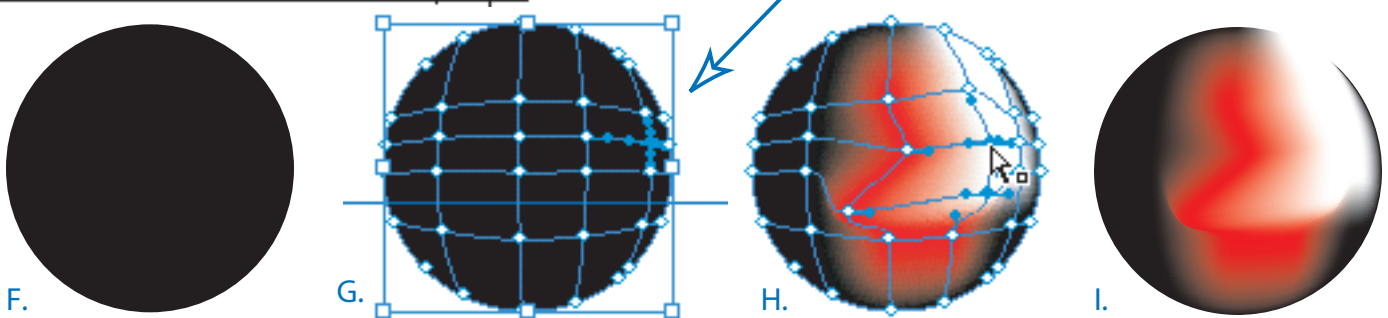
Below in figures A. - D. is a demonstration of gradient fill effects. First the object is drawn with the circle tool. (A) Next the image is selected with the selection tool, and the gradient is indicated by selecting a combination of the toggle fill and one of the gradient fill tiles from the swatches menu. To alter the Gradient color, keep the figure selected and drop a color from the swatches menu into the tonal distribution slope in the gradient menu. Figure C is the result. You can also switch the gradient in the pallet below from linear to radial. Like in figure D. The range and direction of the gradient can also be changed by selecting an object and the drawing a direction and color distribution with the gradient tool.



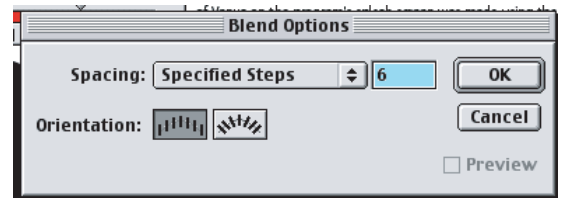
Swatches Pallet



In the figures below (f-i) the gradient mesh tool was utilized to crate a modeling effect on the images below. Step 1 draw an object, step 2 switch to the Gradient Mesh tool and click on the center of the object (Version 9) or the edge of the object (version 10) to draw mesh points on the object. To color the mesh you can drag colors from the swatches menu and drop them into the mesh cells. Then with the direct select tool you then can grab the mesh points and move around the colors to create subtle modeling effects. The face of Venus on the program's splash screen was made using the gradient mesh tool in this manner.



The above figure (I) was created by blending circle and star objects in figure J. First step: create the two objects respectively. Then double click on the blend tool to set the options for the tool. see the pallet to the right. Smooth color, specified distance, or specified steps are the options for this tool. In this case I set the option to six steps. Next switch to the blend tool and using the hollow end of the tool, select one object and then the other, and the program will create a six step blend.



Try to duplicate the procedures for blend, mesh, and gradients