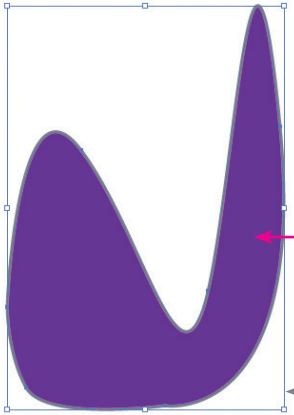
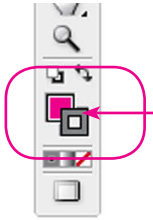
What are stroke and fill?

Color: How to change the color an object

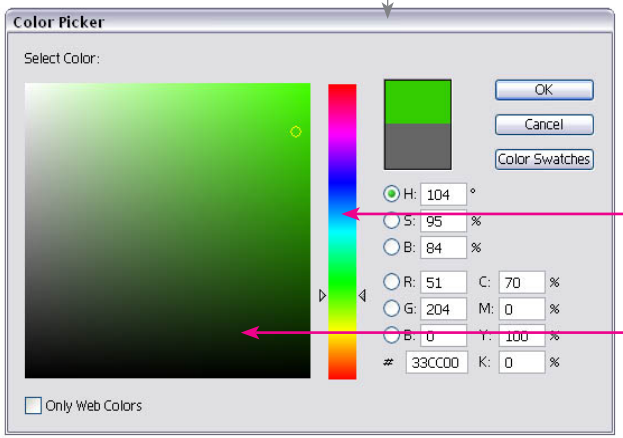
Step 1: activate the “selection” tool by clicking on it.



Step 2:select the object by clicking on it. You’ll know the object is selected when a the bounding box appears



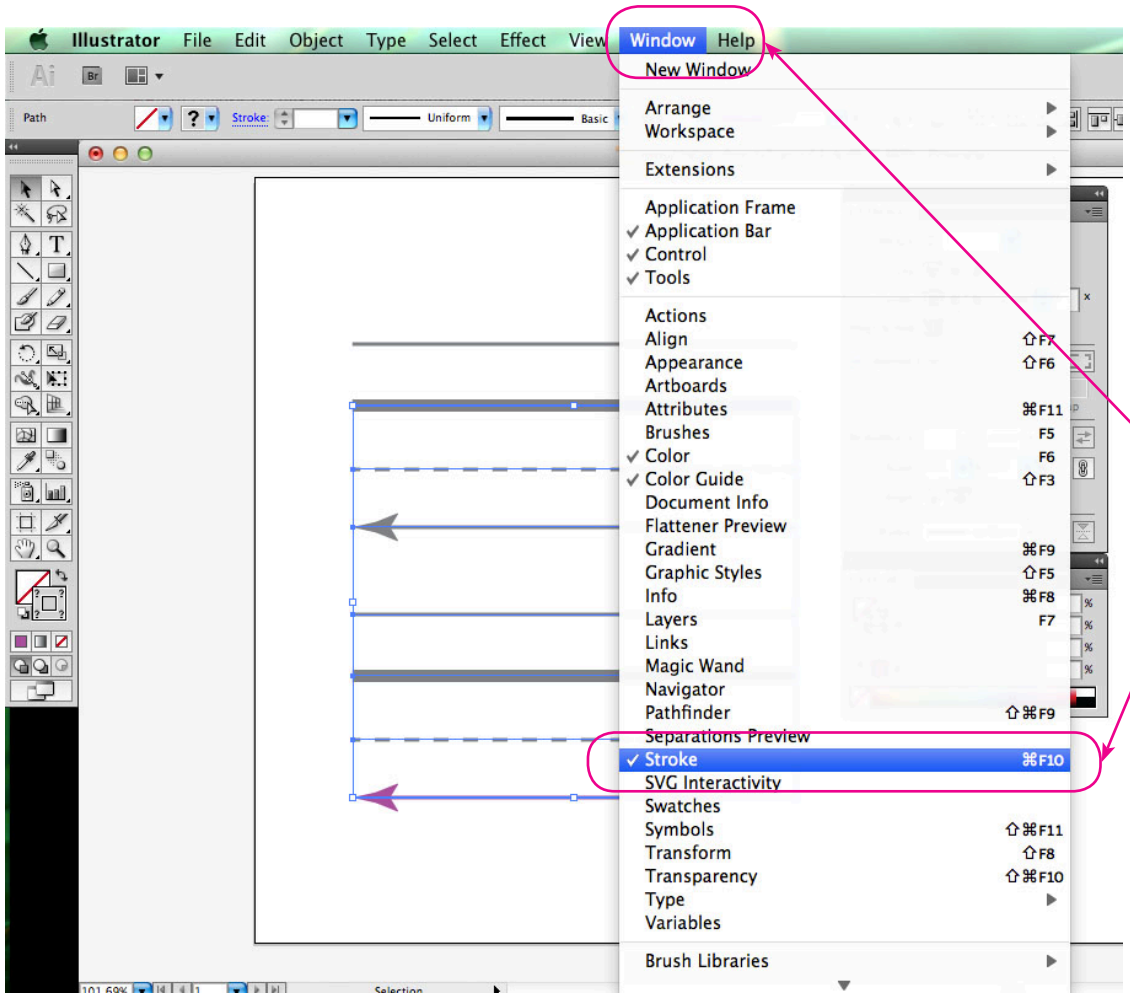
Step 3: Once you have selected an object, double click on the fill or outline color selector in the tools menu. The “color picker” window will appear. Make your selection.



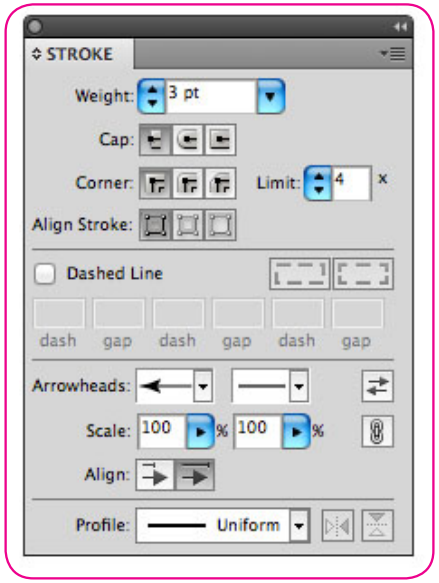
Select color range by using this bar

Select the color of your choice and click “OK”

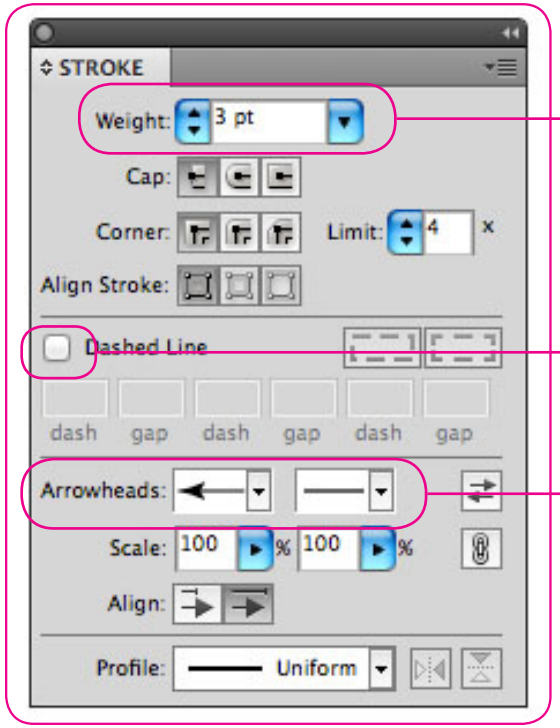
Stoke : Where to find the Stroke panel



To find the stroke panel go to the window menu and select “Stroke”



Stroke :Options



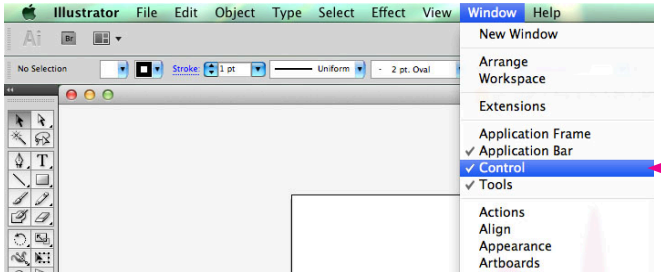
"Weight" controls the thickness of the line

"Dash" click this box to generate a dashed line. Use the boxes below to define spacing between dashes.

"Arrowheads" this allows to turn on/ off arrows at the beginning and end of lines. Click on arrow to view options

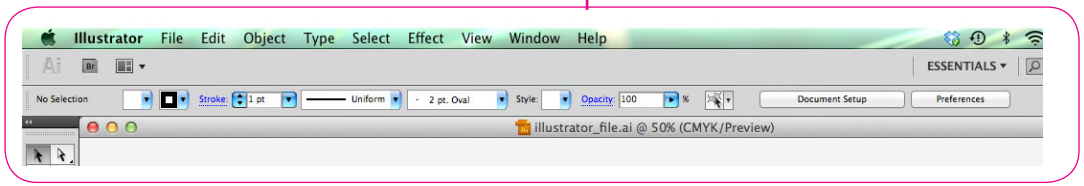
Control Panel

You can also edit/change the color (and many other properties) of an object through your "Control" panel

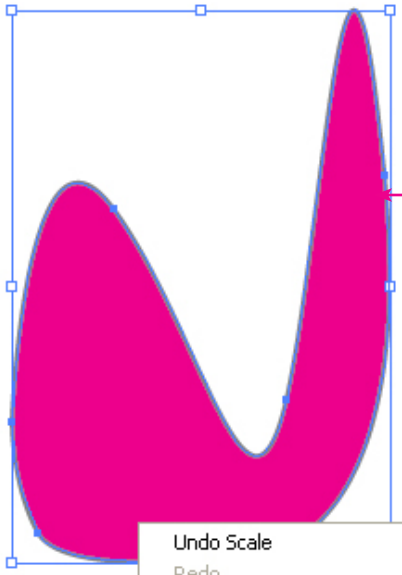


Make sure your "Control" Panel is on. You can find this option under your "window" menu. You will know the "control" panel is on if there is check mark next to it.

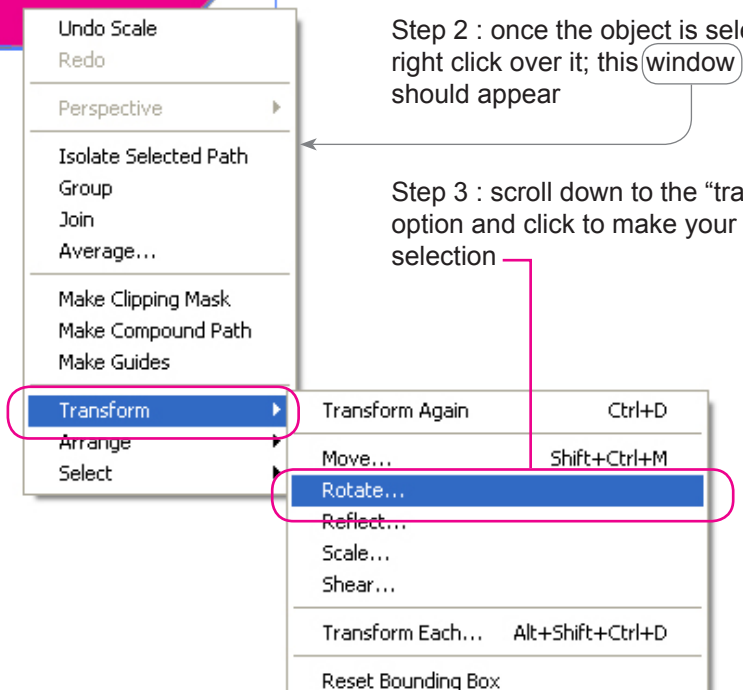
Your "Control" panel is the menu bar that is located at the top of your window.



Transform: Scale, Rotate, Reflect and Shear



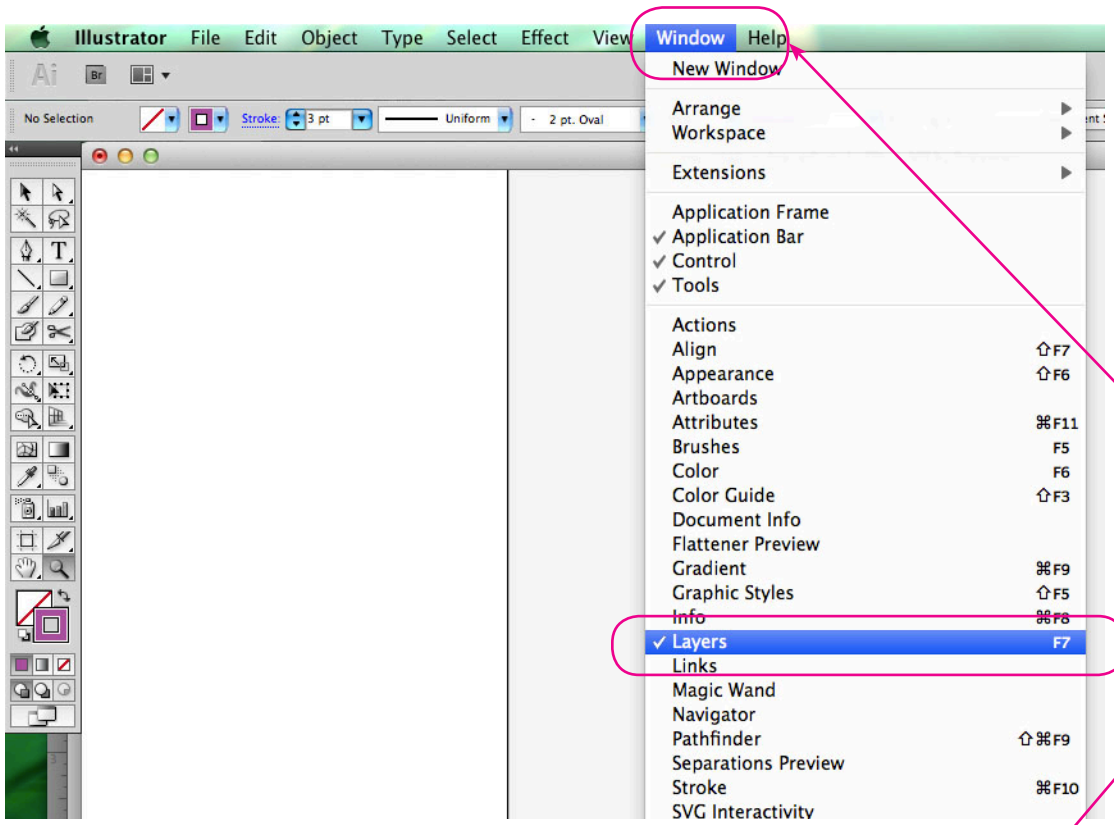
Step 1: select the object you want to transform



Step 2 : once the object is selected right click over it; this window should appear

Step 3 : scroll down to the “transform” option and click to make your selection

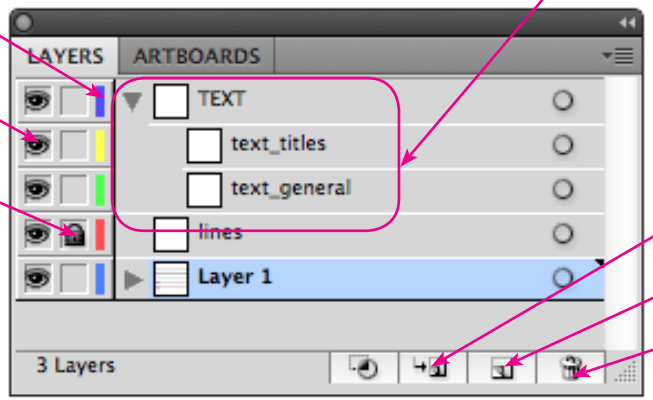
Layer Management



Use your layer palate to help you organize your artboard.

To find the layers panel go to the "window" menu and select "Layers"

Layer and sublayers are helpful when you want to have a layer category for example "text" but you still want to differentiate between the different object types used i.e. "text_titles" vs. "text_general" . The master layer will control all of its contained sub-layers.



Indicates Layer color

Turns Layer visibility off and on

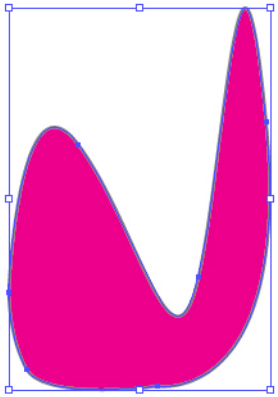
Locks Layer

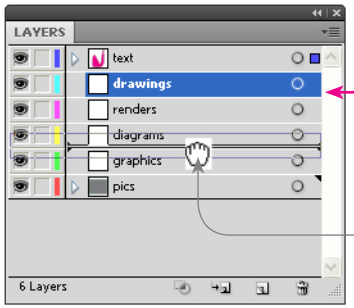
Creates a new sublayer

Creates a new layer

Deletes selected layer

Layer Management: rearranging Layer order

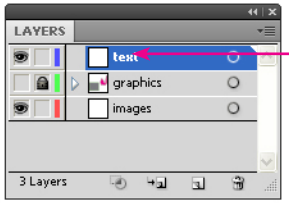




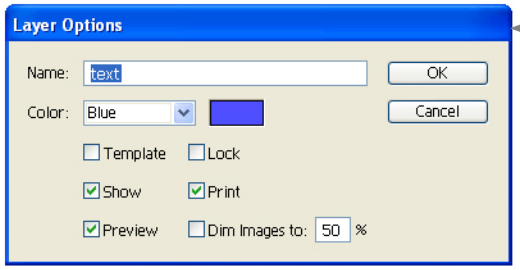
To change the order of a layers click on the desired layer and hold down the mouse button. Then drag and drop the layer in the new desired location by releasing the mouse.

Note: the order in which layers are organized will affect whether objects sit at the front or back in your artboard. Objects in the top layer in the "Layers" panel will at the front in your artboard.

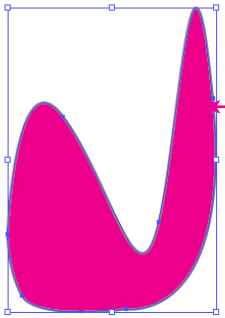
Layer options (renaming, color, printing, etc.)



To edit the properties of a layer double click over its name in the "Layers" panel. The Layer options dialog box will appear.

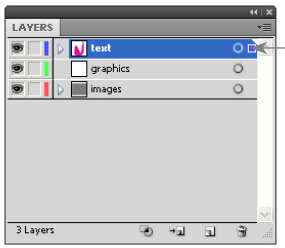


How to move objects from one layer to another



Step 1. Select the object/s to be moved by clicking on it.

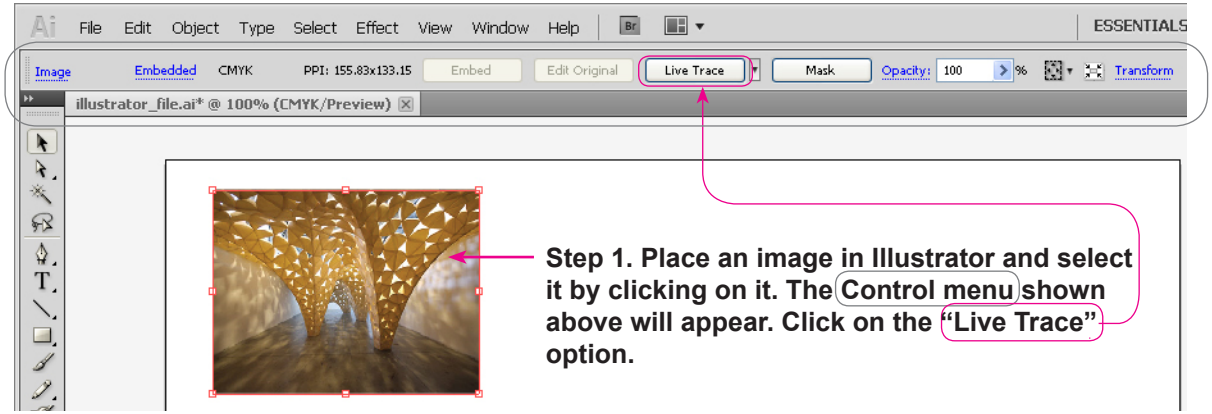
Once the object is selected its current layer will become highlighted in the "Layers" Panel and a small square will appear on the right side.



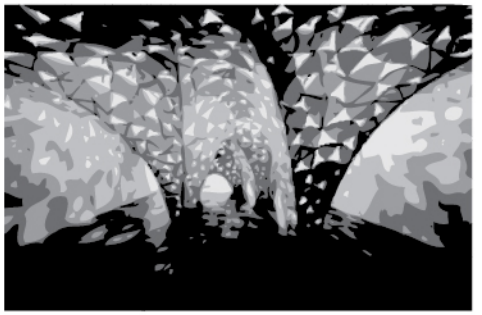
Step 2. Click on the small square and hold down the mouse button then, drag and drop (release the mouse button) on the desired layer.

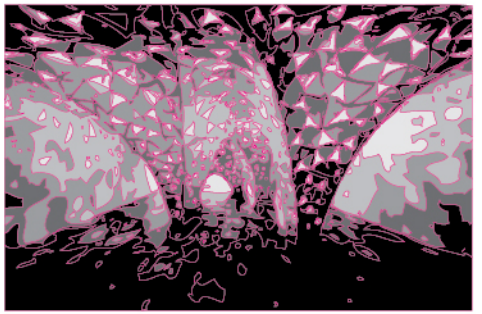
Live Trace

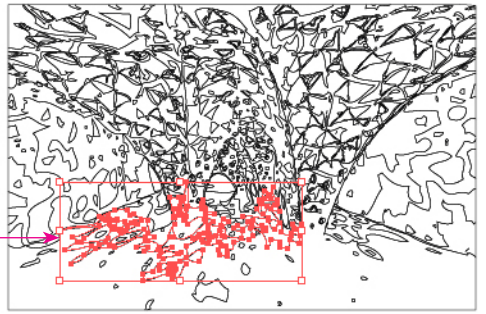
Live Trace allows you to transform an image into an editable digital drawing.



Step 1. Place an image in Illustrator and select it by clicking on it. The Control menu shown above will appear. Click on the "Live Trace" option.



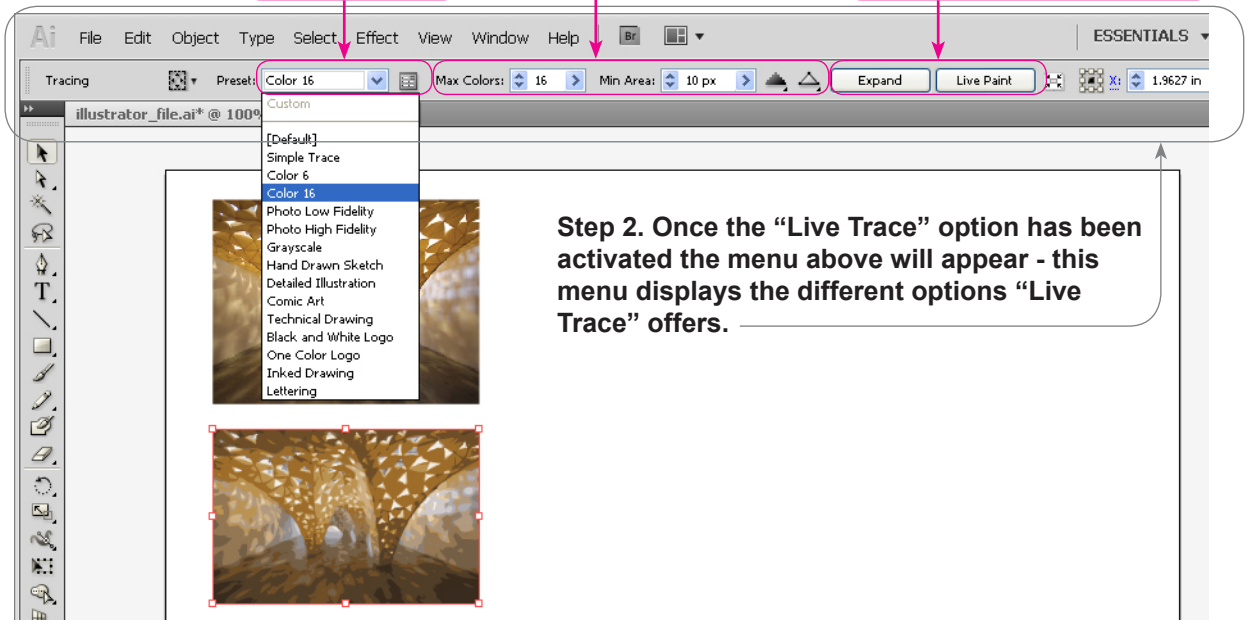




list of different "Live Trace" types available

controls for different levels of detail

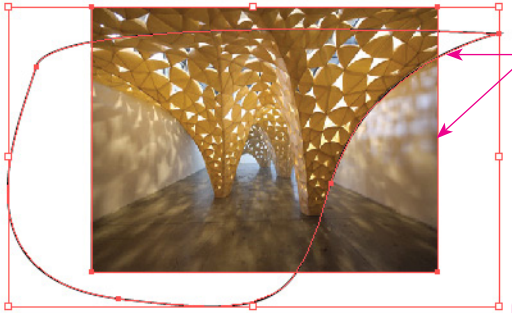
transforms the selected "Live Trace" object to a set of editable lines



Step 2. Once the "Live Trace" option has been activated the menu above will appear - this menu displays the different options "Live Trace" offers.

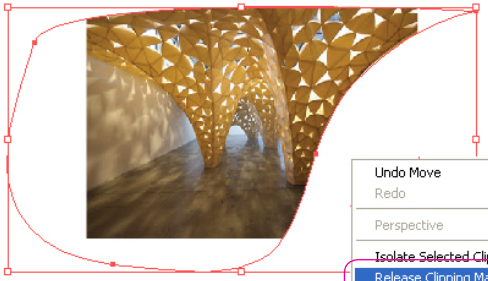
Clipping Mask

Clipping mask is an object whose shape masks other artwork so that only areas that lie within the shape are visible.



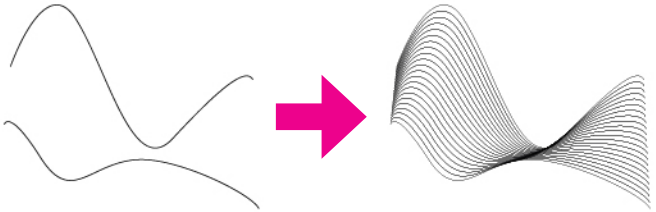
Step 1. Select the object you would like to mask and the shape you would like to use to mask it.

Step 2 . Once the object and shape are selected right click and select the "Make Clipping Mask" option.

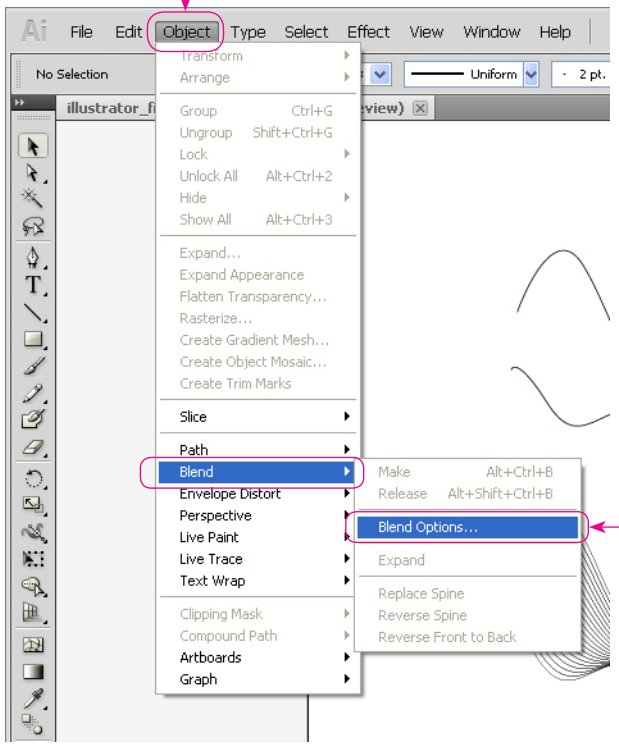


If you made a mistake or would like the revised the clipping object you can do so by releasing the clipping mask. Right click over the clipped object and select "Release Clipping Mask".

Blending

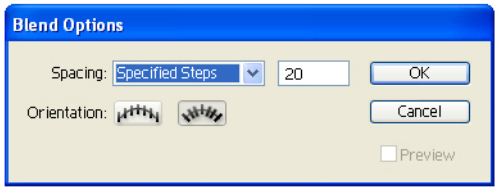


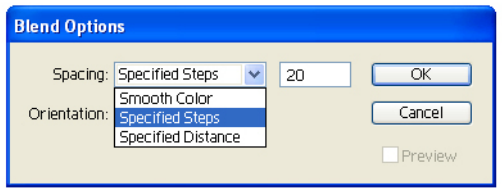
Step 1. Establish the blend parameters by going to the "Object" menu then "Blend" and last clicking on "Blend Options..."



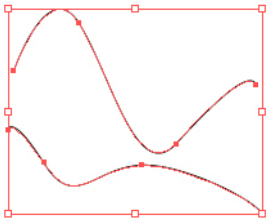
Blending Cont.

Step 2. Once “Blend Options...” has been selected the dialog box below will appear. Here select the type of blend type and the orientation. Once the selection has been completed click “OK”.

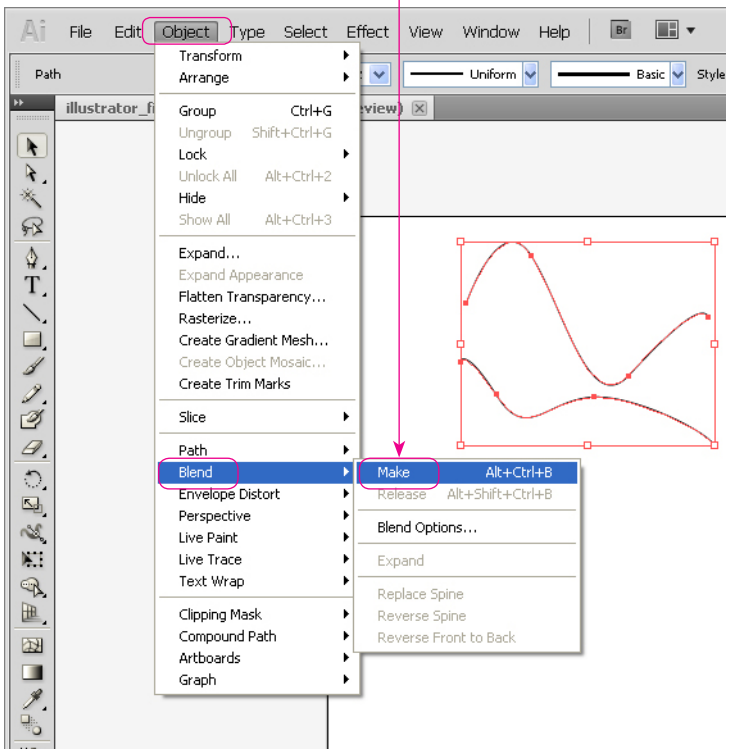


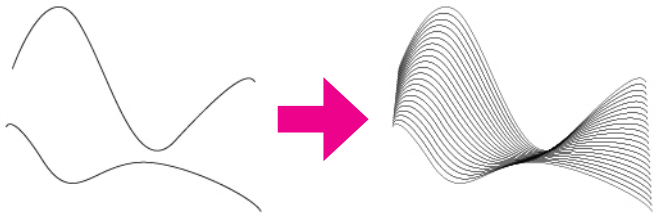


Step 3. Once theblend options have been established, select the two objects you would like to blend



Step 4. With the objects selected go back to the “Object” menu select “Blend” and then click on “Make”.

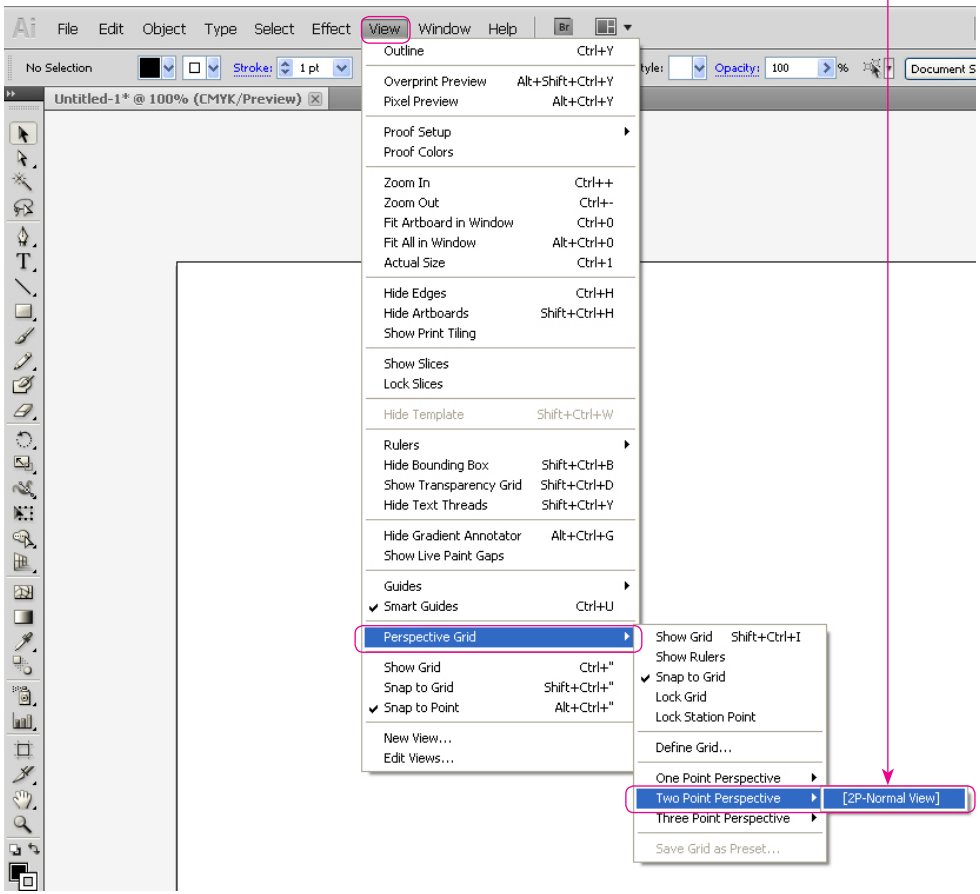




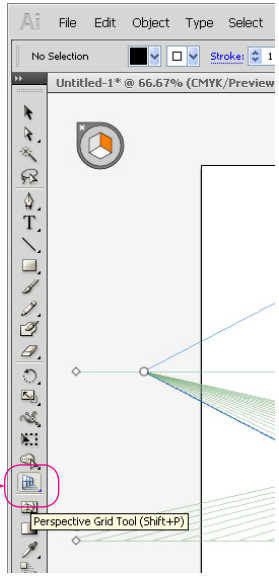
Perspective

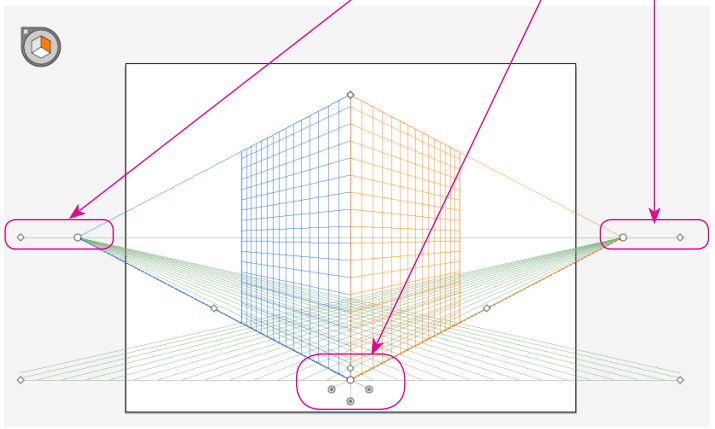
The perspective tool aids in making proportionally accurate 3-D drawings.

Step 1. Select and Activate the perspective grid. Go to the "View" then scroll down to "Perspective Grid" and select the grid type you would like to work in by clicking. An interface similar to the one shown to the right will appear on your artboard.



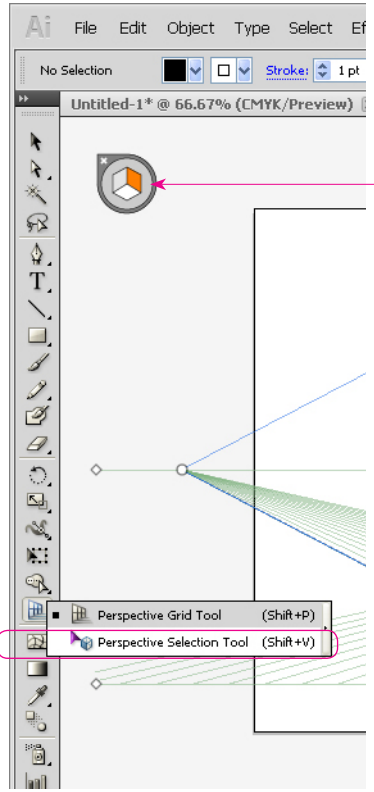
Step 2. Customize your perspective grid. Click on the "Perspective Grid Tool". The controls on your perspective grid will turn on - edit them as desired.





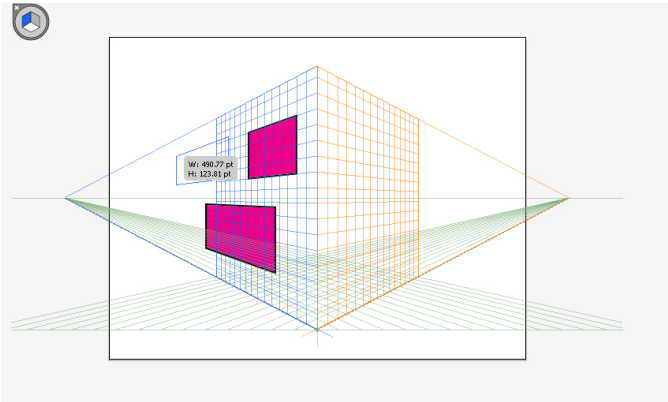
Perspective _ Cont.

Step 3. Select the drawing surface (side/ face) of the perspective by using the "Perspective Selection Tool" located in the "Tools" panel.



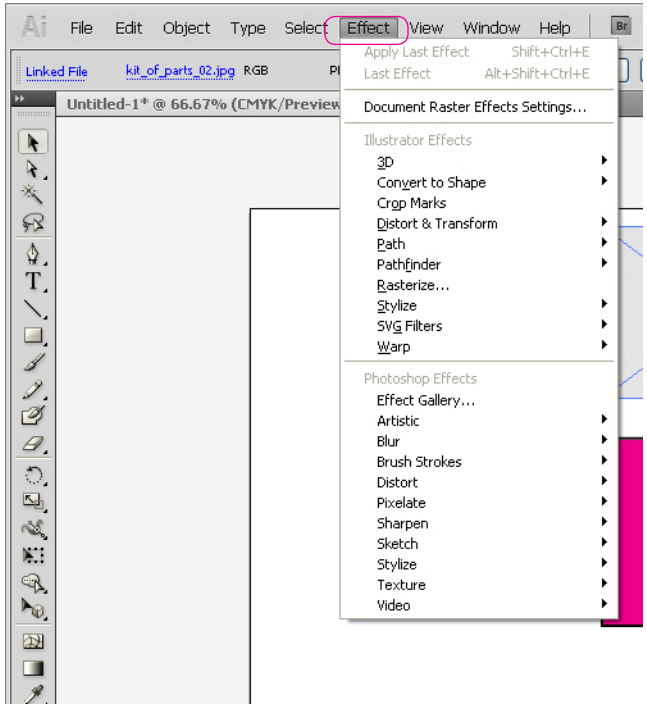
Step 4. Use the perspective selection icon on the top left and click on the working surface you would like to activate

Step 5. Select object type and start drawing. Illustrator will distort the shapes into perspective mode automatically. You can also drag an existing 2-D drawing into the perspective. See the video in the link below for more info: http://tv.adobe.com/watch/illustrator-cs5-feature-tour/perspective-drawing/

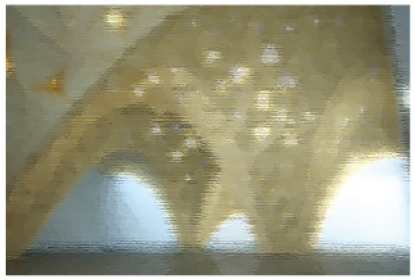


Effects

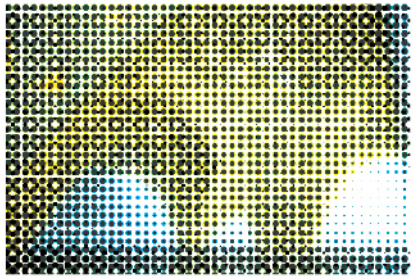
Similarly to Photoshop Illustrator offers an array of options for generating effects and filters over objects and images. You will find all these options in the “Effects” menu.



Examples:



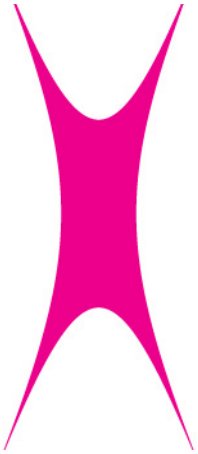
Photoshop Effects - Artistic - Underpainting



Photoshop Effects - Pixelate - Halftone

Original Shape - no effect

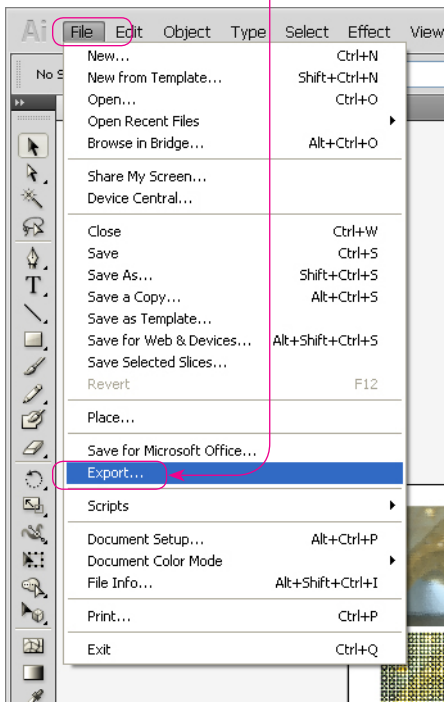
Illustrator Effects - Distort & Transform - Roughen



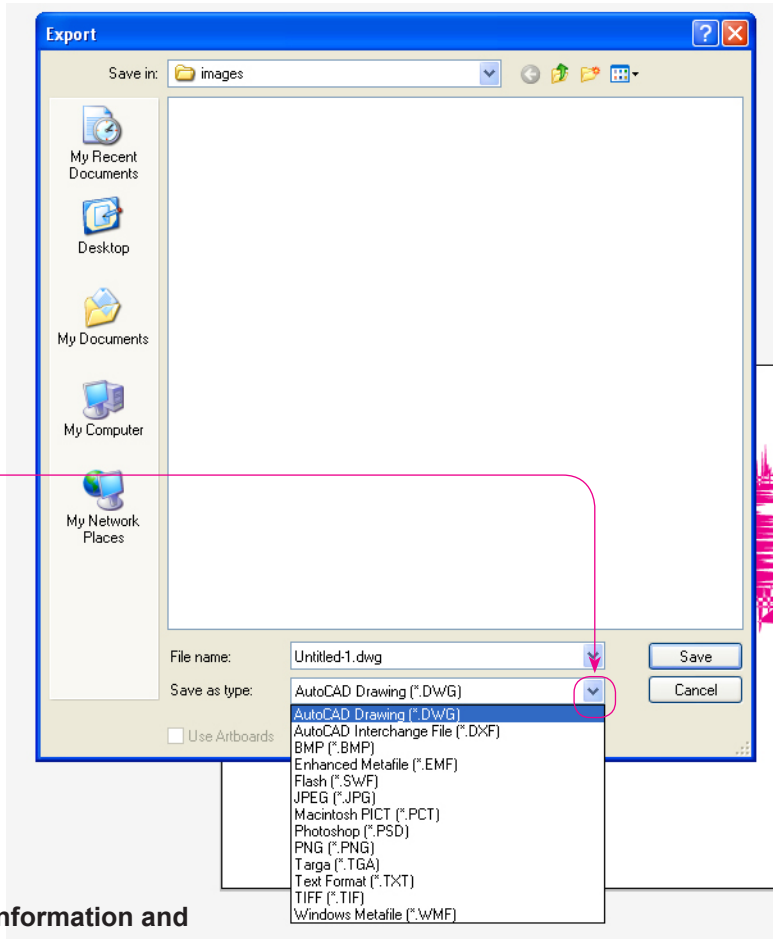
Illustrator Effects - Distort & Transform - Pucker & Bloat

Saving to different file types

Illustrator offers a few options for saving different file types including AutoCAD. To access these option go to the "File" menu and the select the "Export" Option by clicking.



This Dialog box should appear. Click the arrow next to the "Save as Type" option to expand the window and select the desired file type by clicking.



Note:

1. AutoCad files will save all vector information and keep layers.

2. Photoshop files will save layer information but turn objects to pixel based.

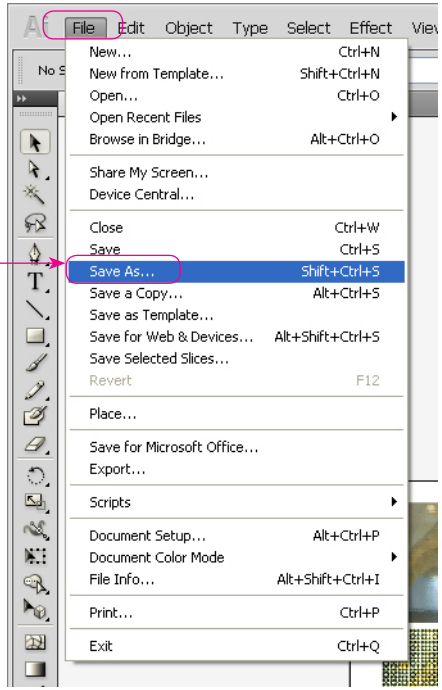
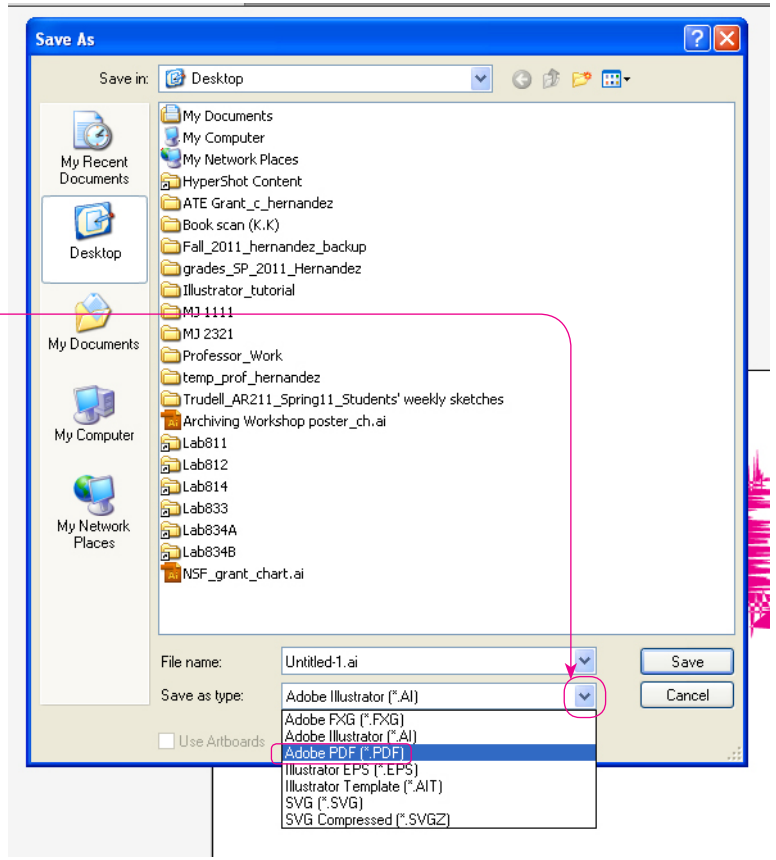
3. JPEG will flatten and compress the image to a single pixel base layer (including the background)

4. To save as a PDF use the "Save As" option in the "File" Menu.

Saving as PDF

Saving as a PDF is convenient because:
1. It will save all of the layer information.
2. It will embed all of the images in your document.
3. It will contain the vector information of your document and will allow for objects to maintain their editable capabilities when the file is opened in Illustrator.
4. It will allow you to open, view and print your file anywhere where Acrobat reader is available

To Save as a PDF got to the "File" Menu and select "Save As..."



This Dialog box should appear. Click the arrow next to the "Save as Type" option to expand the window and select the desired file type by clicking.