

02. Adobe Illustrator Workspace

There are two different ways to draw graphics on a computer.

(1) Photoshop uses raster, pixel or bitmap based graphics

- a. A resolution is defined first – a grid of squares or pixels known as ppi or pixels per inch.
- b. Low resolution images have big pixels – jagged edges are easy to see
- c. High resolution images have small pixels – jagged edges are difficult to see
- d. Enlarging an image makes jagged edges easy to see. Pixels are not added to the file, they are only enlarged

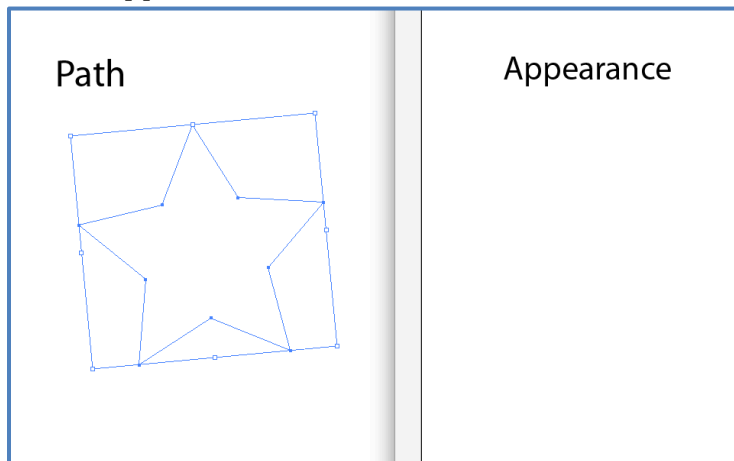
(2) What is Illustrator?

- a. Illustrator is the industry-standard vector design tool.
- b. Artwork is always editable
- c. Artwork is scalable (can be reduced or enlarged without loss)

(3) Illustrator uses vector based graphics

- a. Illustrator documents are based on mathematical paths.
- b. Coordinates are used to map anchor points
- c. Calculates anchor points on a grid
- d. No jagged edges because the paths are smooth
- e. Enlarging the images is just an adjustment to the position of the anchor points
- f. The paths remain clean and sharp and can have attributes added to them like, fill, strokes and effects.

(4) Paths and Appearance



- a. Paths and anchor points define the object but do not print until attributes are applied to them
- b. Path is like a skeleton
- c. Appearance are like the clothes
 - i. Fill, like solid colors and gradients

- ii. Stroke, is applied to the path and gives it an appearance. Change weight or size of stroke
- iii. Effect, like soft drop shadows

(5) Stacking Order

- a. Path gets draw on top of previously drawn object
- b. Seems like they are on different layers but they are not

(6) Adjustments to stacking order

- a. Send to back
- b. Send backwards
- c. Send to front
- d. Send forward

(7) Object Stacking Order

- a. Each object has its own place in the stacking order
- b. You can create a new layer and that has its own stacking order place that sits on top of the previous layer

Notes

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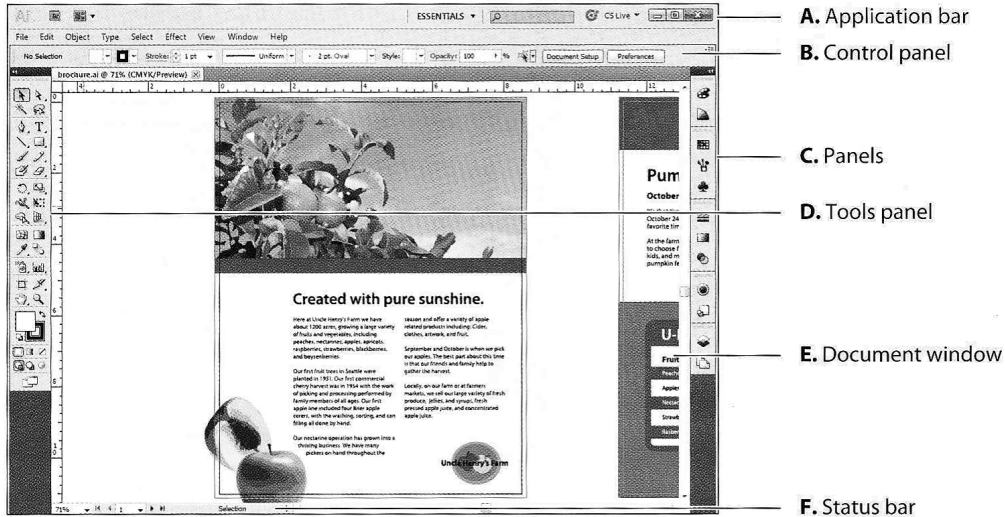
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Understanding the workspace

You create and manipulate your documents and files using various elements such as panels, bars, and windows. Any arrangement of these elements is called a workspace. When you first start Illustrator, you see the default workspace, which you can customize for the tasks you perform. You can create and save multiple workspaces—one for editing and another for viewing, for example—and switch between them as you work.

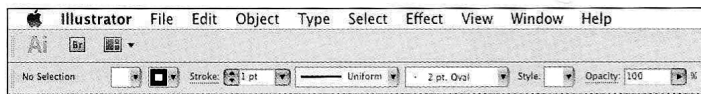
Note: The figures in this chapter are taken using the Windows operating system and may look slightly different from what you see, especially if you are using the Mac OS.

Below the areas of the default workspace are described:



A. The Application bar across the top contains a workspace switcher, a menu bar (Windows only, depending on screen resolution), and application controls.

Note: For the Mac OS, the menu items appear above the Application bar.



B. The Control panel displays options for the currently selected object.

C. Panels help you monitor and modify your work. Certain panels are displayed by default, but you can add any panel by choosing it from the Window menu. Many panels have menus with panel-specific options. Panels can be grouped, stacked, docked, or free-floating.

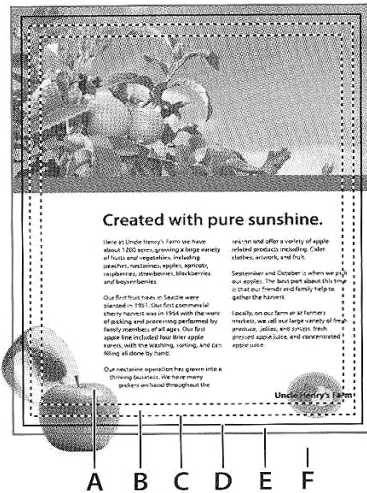
D. The Tools panel contains tools for creating and editing images, artwork, page elements, and more. Related tools are grouped together.

E. The Document window displays the file you're working on.

F. The Status bar appears at the lower-left edge of the Document window. It displays information and navigation controls.

Artboard overview

Artboards represent the regions that can contain printable artwork. You can use artboards to crop areas for printing or placement purposes. Multiple artboards are useful for creating a variety of things such as multiple page PDFs, printed pages with different sizes or different elements, independent elements for websites, video storyboards, or individual items for animation in Adobe Flash or After Effects.



- A. Printable area
- B. Nonprintable area
- C. Edge of the page
- D. Artboard
- E. Bleed area
- F. Canvas

- A. **Printable area** is bounded by the innermost dotted lines and represents the portion of the page on which the selected printer can print. Many printers cannot print to the edge of the paper. Don't get confused by what is considered nonprintable.
- B. **Nonprintable area** is between the two sets of dotted lines representing any nonprintable margin of the page. This example shows the nonprintable area of an 8.5" x 11" page for a standard laser printer. The printable and nonprintable area is determined by the printer selected in the Print Options dialog box.
- C. **Edge of the page** is indicated by the outermost set of dotted lines.
- D. **Artboard** is bounded by solid lines and represents the entire region that can contain printable artwork. By default, the artboard is the same size as the page, but it can be enlarged or reduced. The U.S. default artboard is 8.5" x 11", but it can be set as large as 227" x 227".
- E. **Bleed Area** is the amount of artwork that falls outside of the printing bounding box, or outside the crop area and trim marks. You can include bleed in your artwork as a margin of error—to ensure that the ink is still printed to the edge of the page after the page is trimmed or that an image can be stripped into a keyline in a document.
- F. **Canvas** is the area outside the artboard that extends to the edge of the 227" square window. Objects placed on the canvas are visible on-screen, but they do not print.

—From Illustrator Help