

**Guided Computer Tutorials**

**Learning  
Adobe  
Illustrator CC**

**Module 2**

**By Greg Bowden**

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# Learning Adobe Illustrator CC

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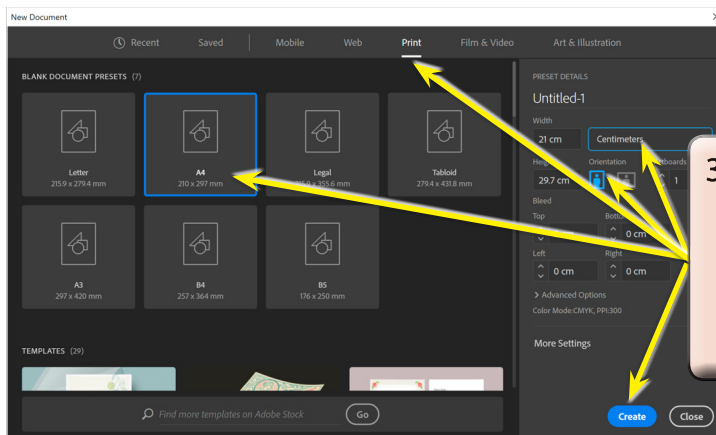
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# The Pen Tool

The PEN TOOL is one of Adobe Illustrator's more difficult tools, but a necessary tool for creating efficient and more detailed drawings, so it is worth spending some time learning how to use it.

## Starting a New Document

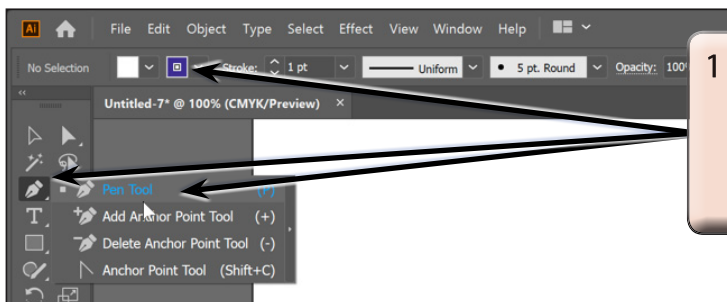
- 1 Load Adobe Illustrator CC or close the current document.
- 2 Select CREATE NEW from the WELCOME screen or NEW from the FILE menu to start a new document.



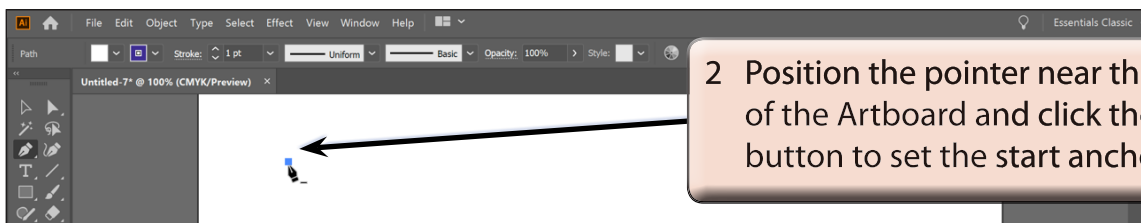
- 3 Select the PRINT category followed by the A4 preset (or the paper size your printer uses), set the UNITS to CENTIMETRES, the ORIENTATION to PORTRAIT and select CREATE.

## Drawing Straight Paths With the Pen Tool

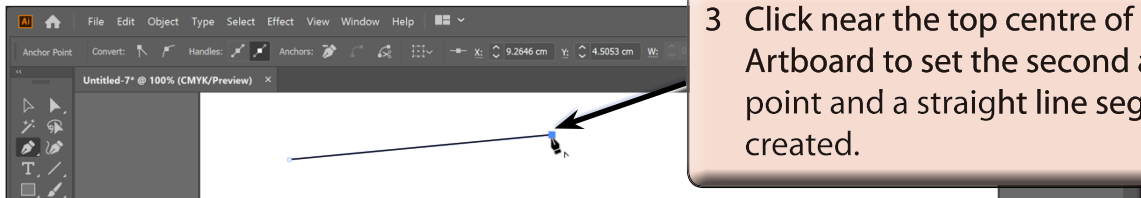
The PEN TOOL can be used to quickly create joined straight lines or create objects with straight sides.



- 1 Select the PEN TOOL in the TOOLBAR and, in the CONTROL panel, select a dark STROKE COLOUR.

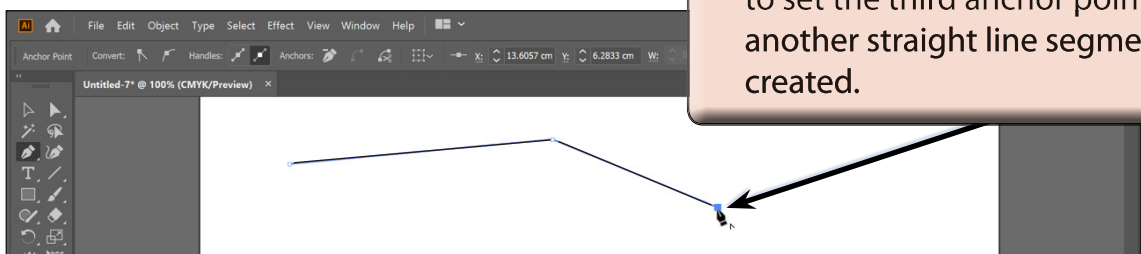


2 Position the pointer near the top left of the Artboard and click the mouse button to set the start anchor point.

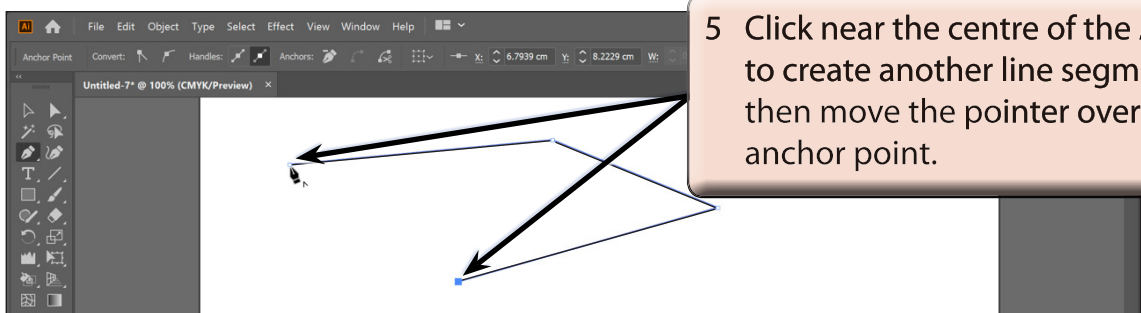


3 Click near the top centre of the Artboard to set the second anchor point and a straight line segment is created.

**NOTE: You can set the STROKE WEIGHT for the line segment in the CONTROL panel as you did for the LINE SEGMENT TOOL.**

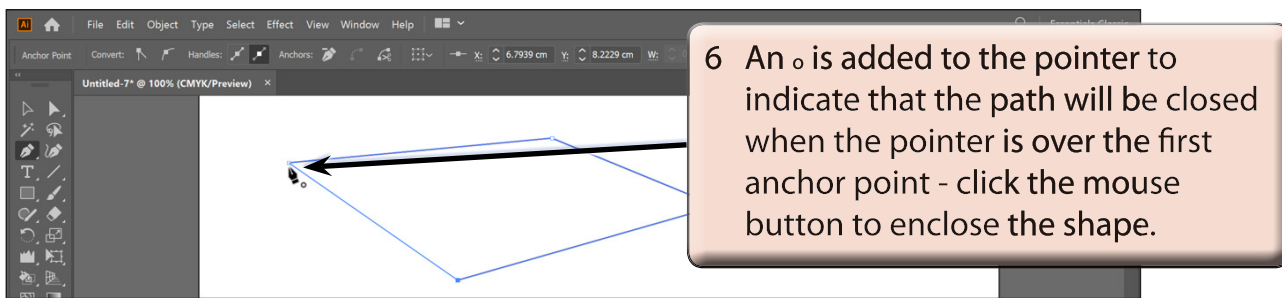


4 Click near the right of the Artboard to set the third anchor point and another straight line segment is created.

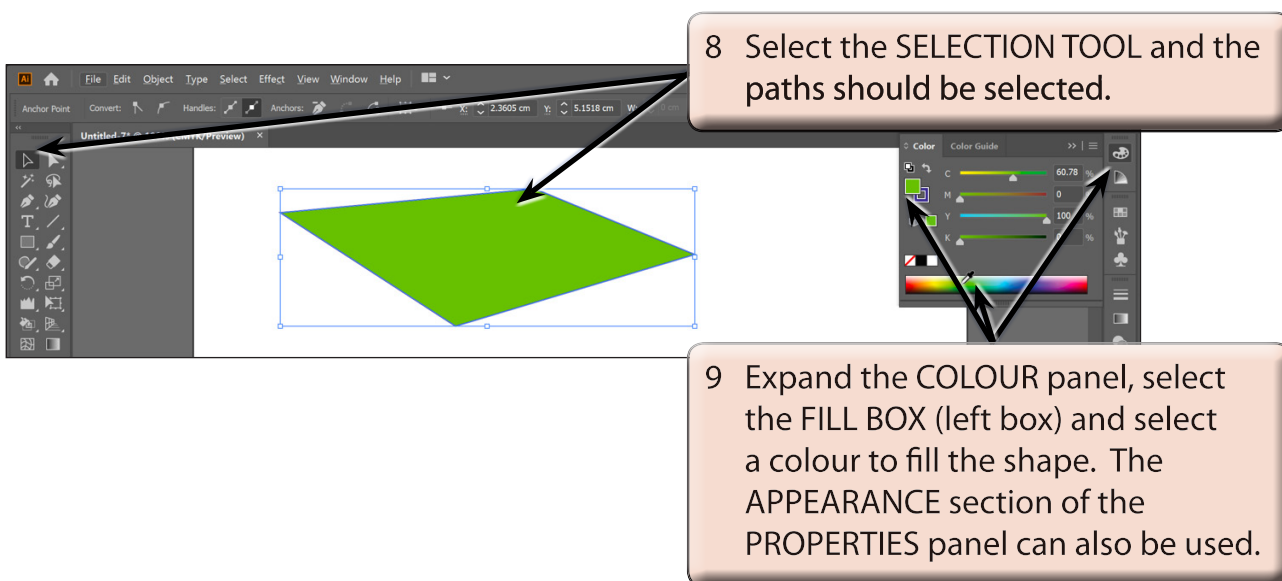


5 Click near the centre of the Artboard to create another line segment then move the pointer over the first anchor point.





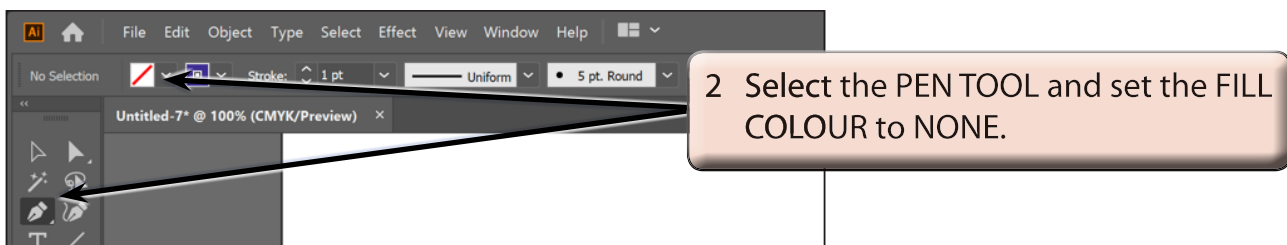
- 7 You can now apply a fill to the object or move the object around the Artboard like other shapes you have created.

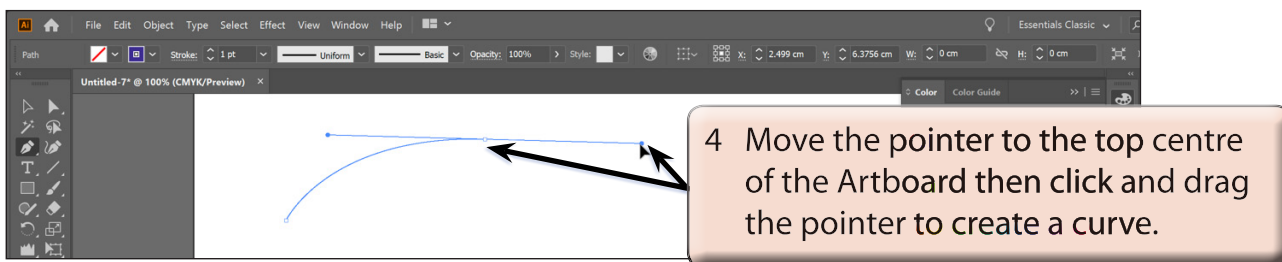
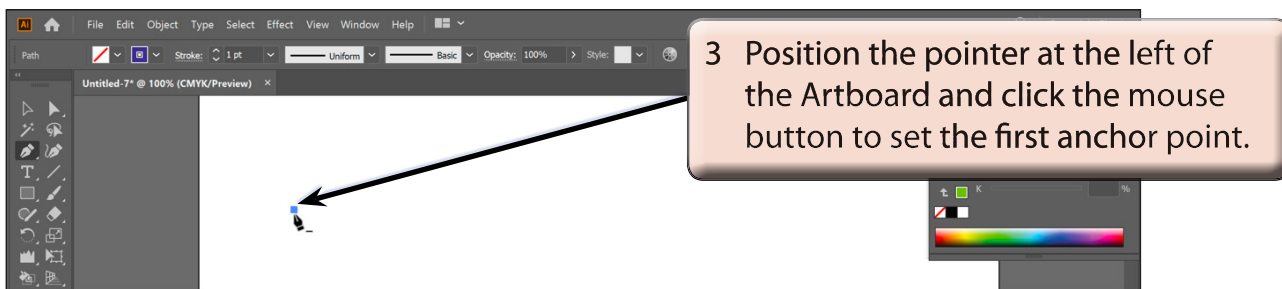


## Drawing Curved Paths

The PEN TOOL can be used to create curves with a minimum number of anchor points. This means that the created shape will print faster and be more accurate.

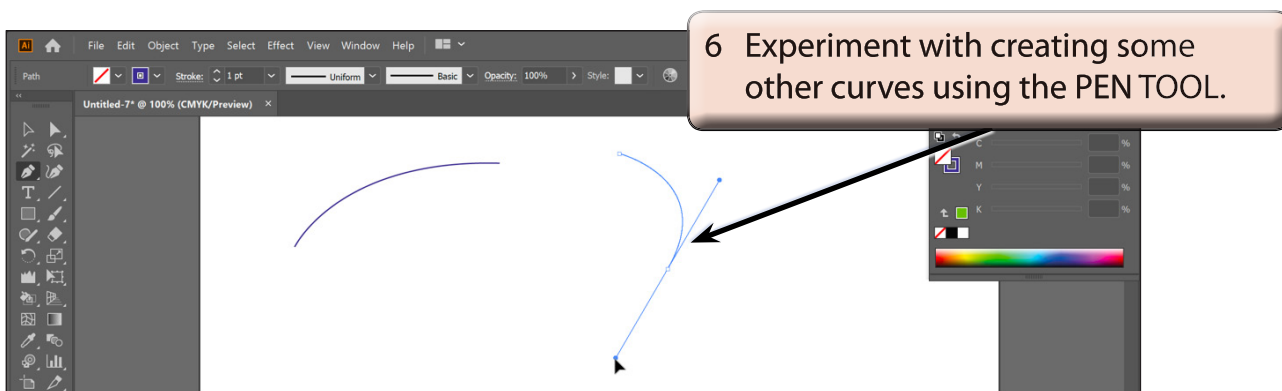
- 1 Delete the previous shape.





- NOTE:**
- i When you click and drag at an anchor point, lines with handles (called Bezier handles) are added to the anchor point and these handles can be dragged to adjust the curve.
  - ii In general, you drag in the opposite direction that you want the curve to take.

5 Display the SELECT menu and select DESELECT to set the curve.

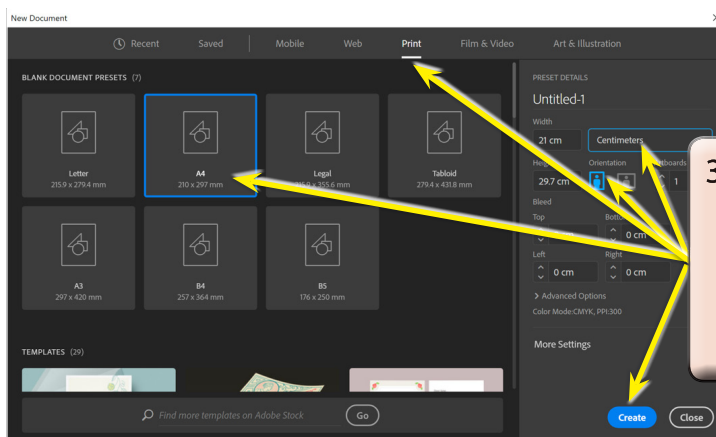


# The Curvature Tool

The CURVATURE TOOL is basically a simplified PEN TOOL for those people who find the PEN TOOL difficult or annoying. The CURVATURE TOOL is not quite as powerful as the PEN TOOL, but it does allow you to quickly create detailed drawings.

## Starting a New Document

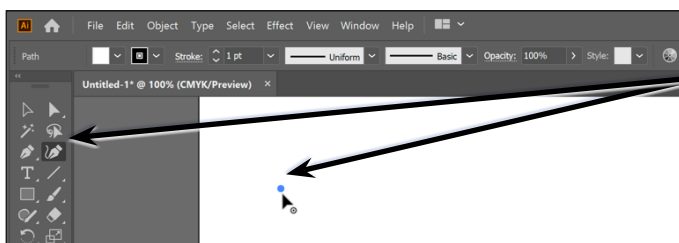
- 1 Load Adobe Illustrator CC or close the current document.
- 2 Select CREATE NEW from the WELCOME screen or NEW from the FILE menu to start a new document.



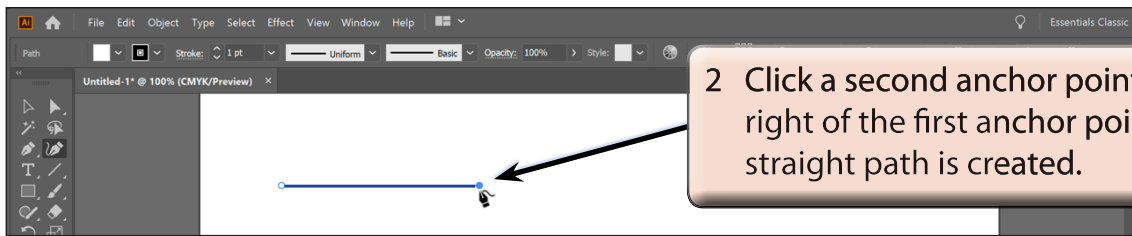
- 3 Select the PRINT category followed by the A4 preset (or the paper size your printer uses), set the UNITS to CENTIMETRES, the ORIENTATION to PORTRAIT and select CREATE.

## Drawing Simple Curves

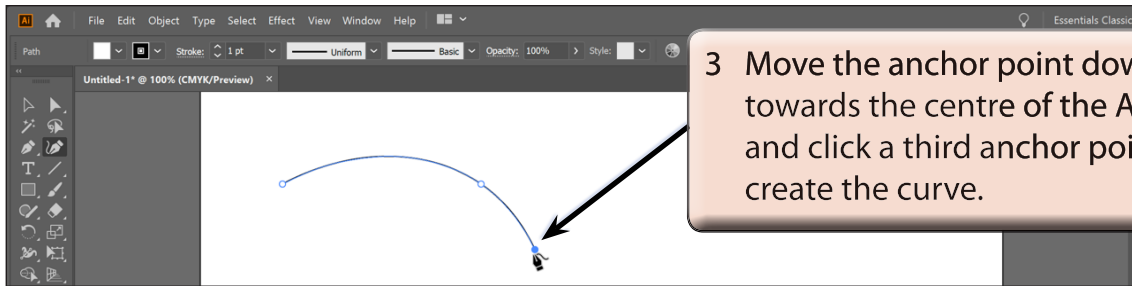
As the name suggests the CURVATURE TOOL is used for creating curves, but it can also be used for creating straight paths. The difference between it and the PEN TOOL is that you do not need to drag anchor points to create the curves with the CURVATURE TOOL, instead you click 3 anchor points along the curve.



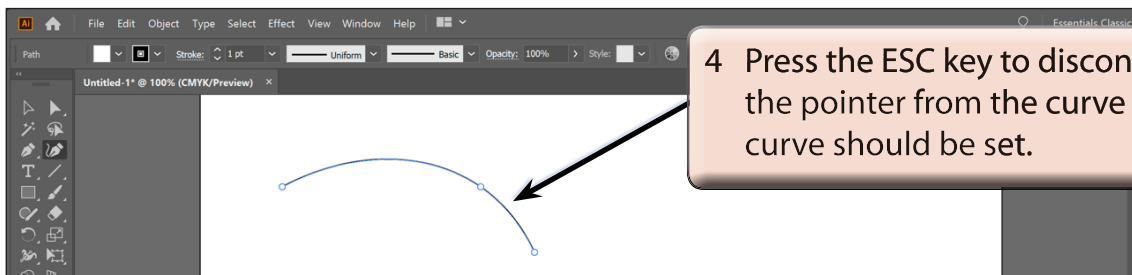
- 1 Select the CURVATURE TOOL from TOOLBAR (it is next to the PEN TOOL) and click an anchor point near the top left of the Artboard.



2 Click a second anchor point to the right of the first anchor point and a straight path is created.

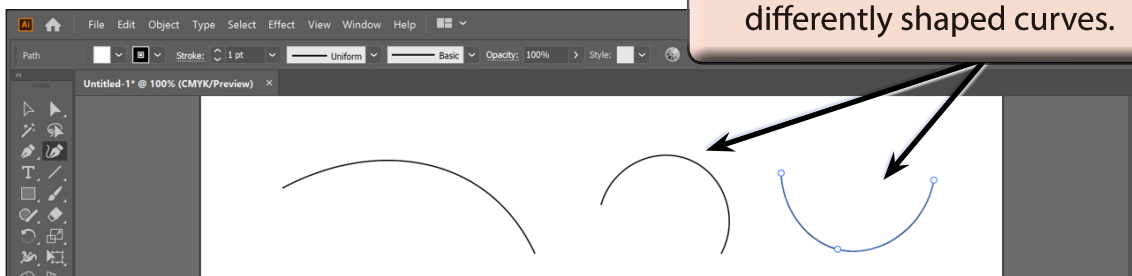


3 Move the anchor point down towards the centre of the Artboard and click a third anchor point to create the curve.



4 Press the ESC key to disconnect the pointer from the curve and the curve should be set.

**NOTE:** In general you click the second anchor point part of the way along where you want the curve to finish, then click the third anchor point at the end to create the curve.

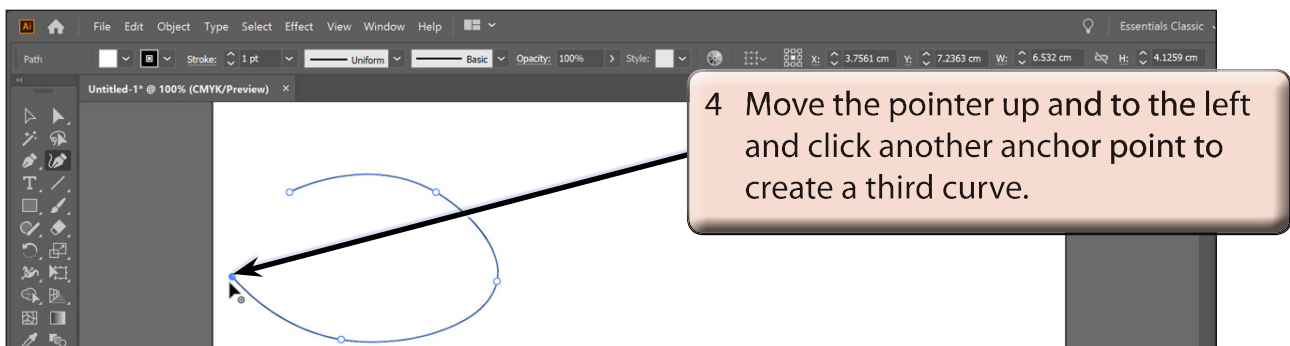
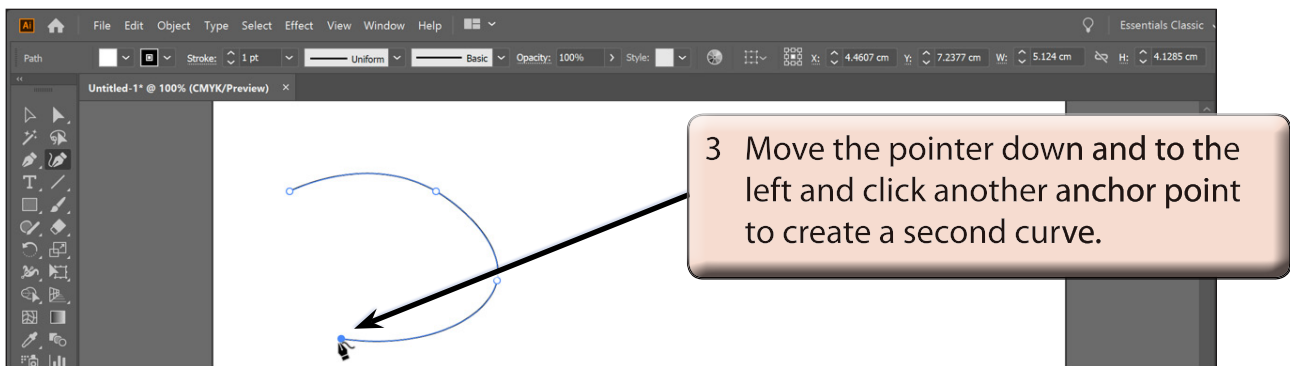
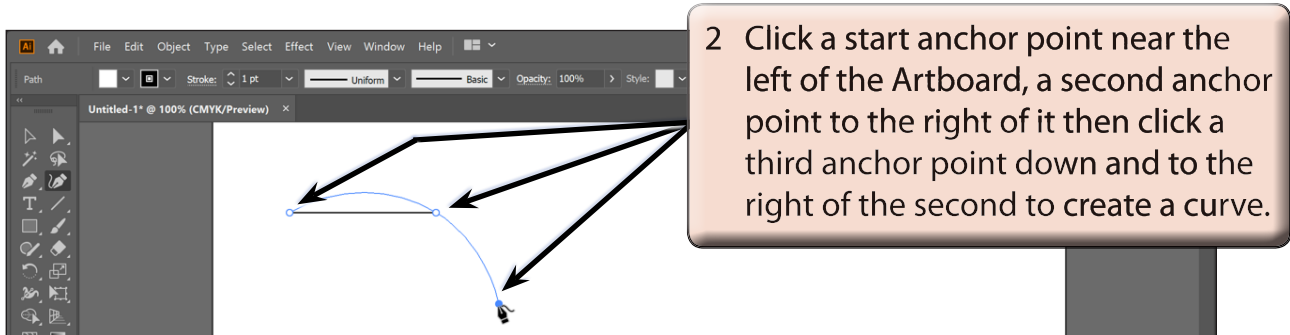


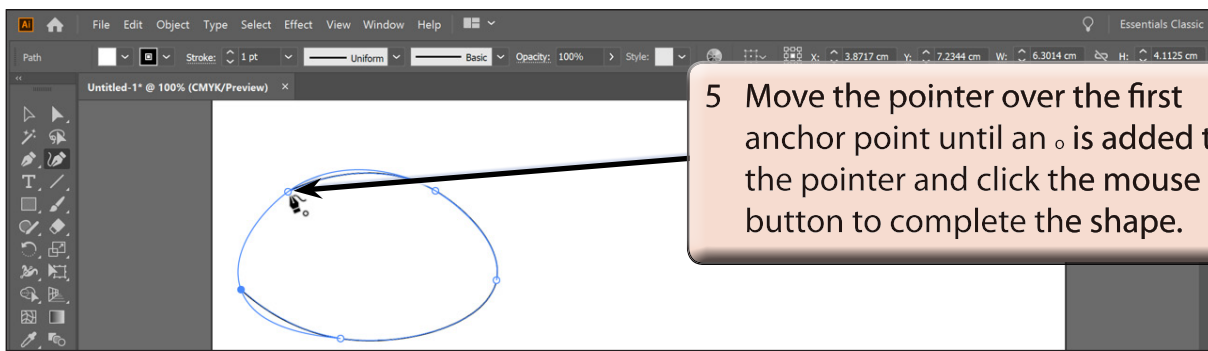
5 Repeat steps 1 to 4 to draw some differently shaped curves.

## Combining Curves into Shapes

You are not limited to one curve. You can continue clicking anchor points to create shapes. To illustrate this, an oval will be drawn.

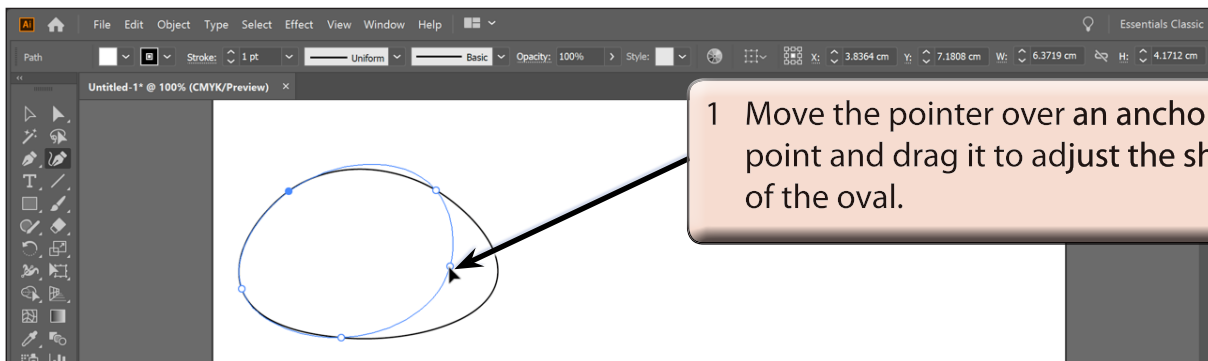
- 1 Press CTRL+A or COMMAND+A to select all the curves and delete them.



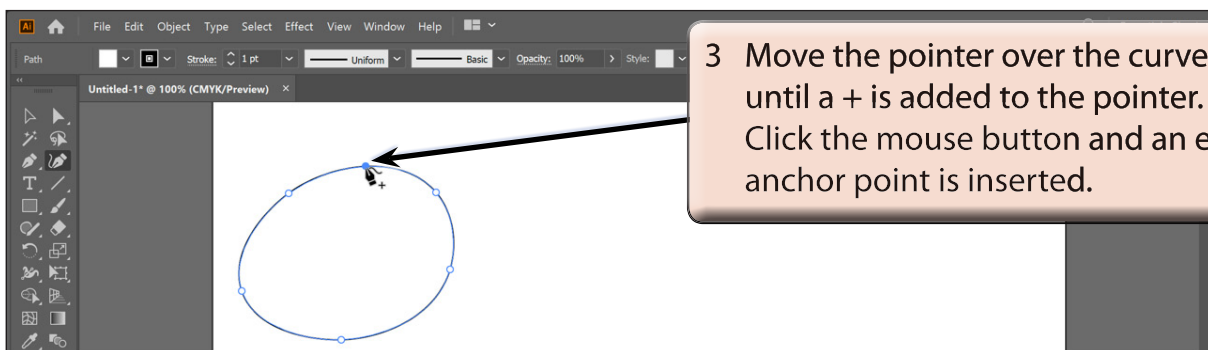


## Editing Curves

Shapes produced using the CURVATURE TOOL are live and anchor point positions can be altered or click new anchor points added to the curve before it is set.



2 Adding extra anchor points can help refine the shape further.

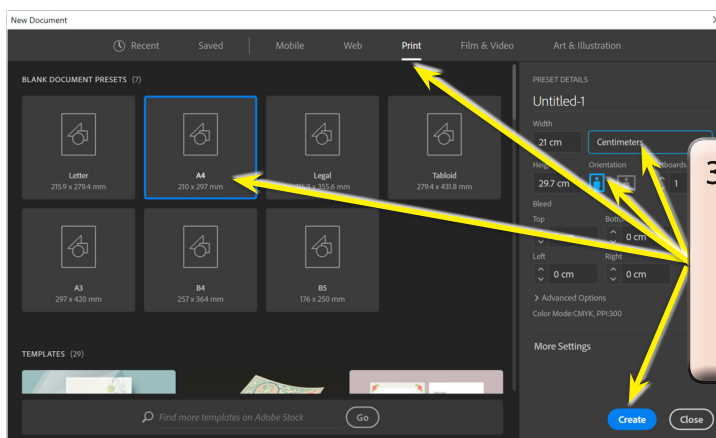


# The Mesh Tool

The MESH TOOL allows you to apply gradients to parts of a vector object to create a realistic 3D look.

## Starting a New Document

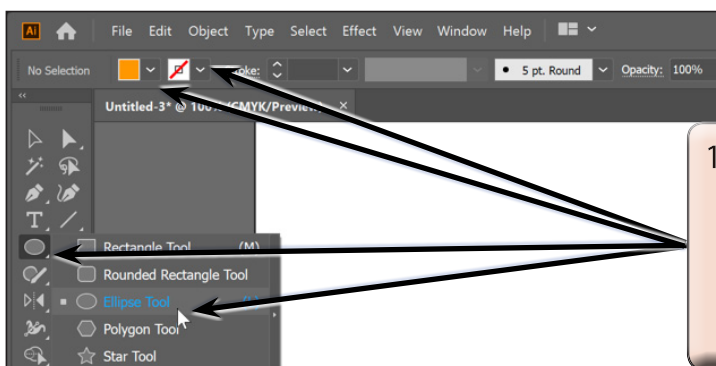
- 1 Load Adobe Illustrator CC or close the current document.
- 2 Select CREATE NEW from the WELCOME screen or NEW from the FILE menu to start a new document.



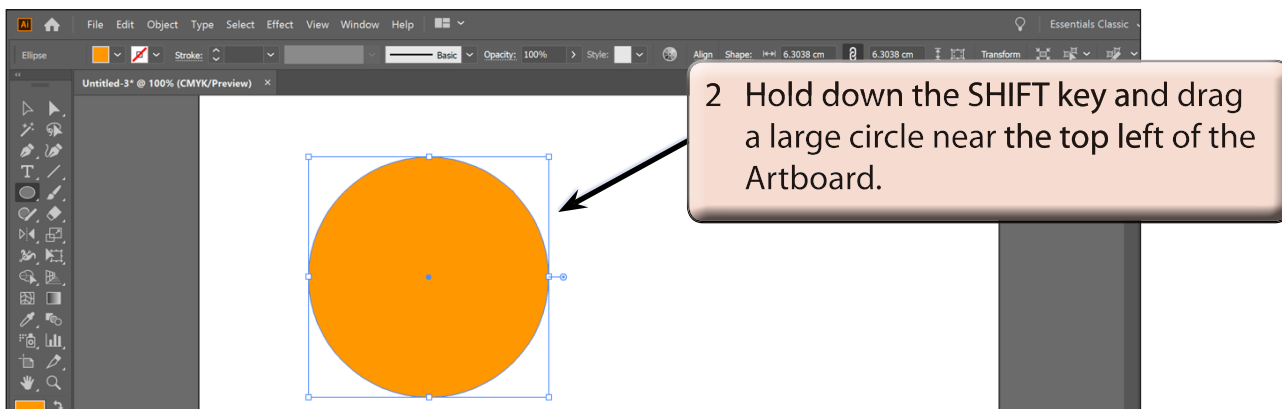
- 3 Select the PRINT category followed by the A4 preset (or the paper size your printer uses), set the UNITS to CENTIMETRES, the ORIENTATION to PORTRAIT and select CREATE.

## Creating a Sphere

The simplest application of the MESH TOOL is in the creation of spheres.



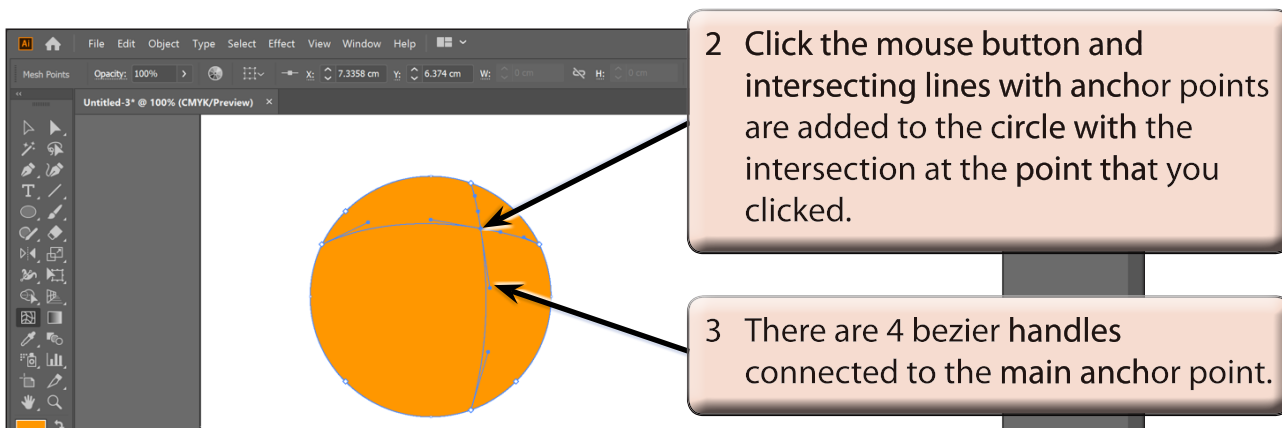
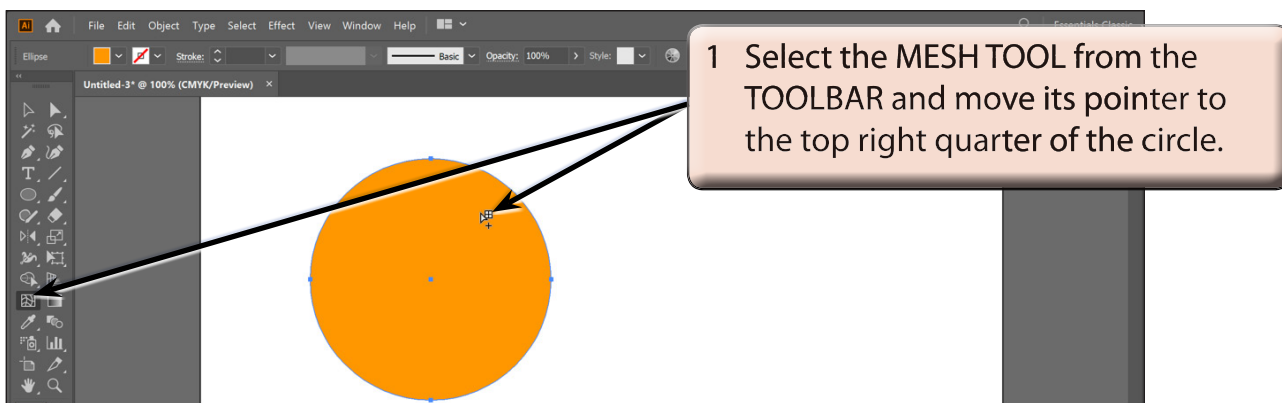
- 1 Select the ELLIPSE TOOL from within the SHAPES TOOL and, in the CONTROL panel, set the FILL COLOUR to ORANGE and the STROKE COLOUR to NONE.



## Applying the Mesh Tool

To apply the 3D effect you click the MESH TOOL pointer at the point that you want the light source to be. Let's set the light to come from the top right of the Artboard.

### A Setting the Mesh Point



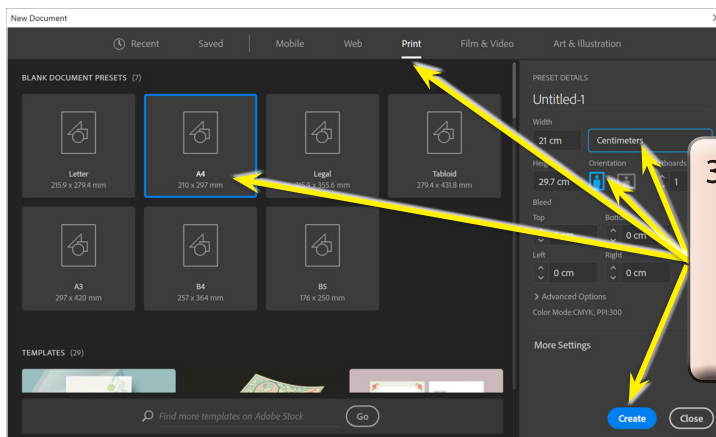


# Perspective Drawing

The PERSPECTIVE GRID TOOL allows you to place a grid on the Artboard to help create drawings with depth. In this chapter the different components of the grid will be explained then a drawing created using the perspective grid.

## Starting a New Document

- 1 Load Adobe Illustrator CC or close the current document.
- 2 Select CREATE NEW from the WELCOME screen or NEW from the FILE menu to start a new document.



- 3 Select the PRINT category followed by the A4 preset (or the paper size your printer uses), set the UNITS to CENTIMETRES, the ORIENTATION to PORTRAIT and select CREATE.

## The Perspective Grid

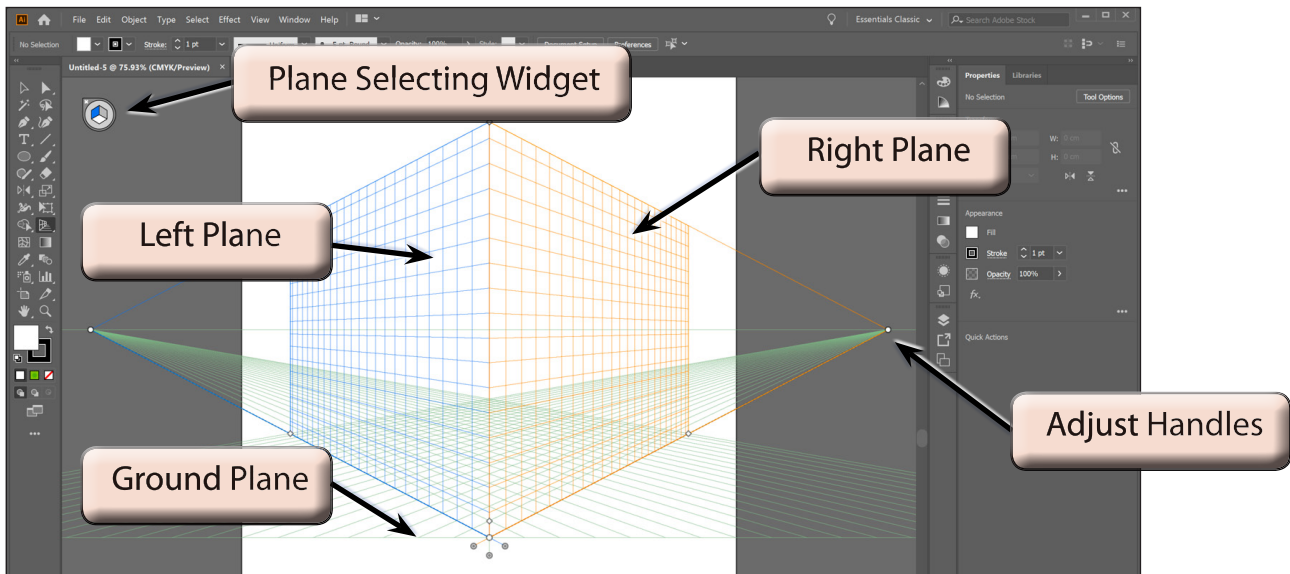
Before starting to draw using the PERSPECTIVE GRID you need to have a basic understanding of its sections.

### A Displaying the Grid



- 1 Click and hold on the PERSPECTIVE GRID TOOL in the TOOLBAR and the PERSPECTIVE tools are displayed. Select the PERSPECTIVE GRID TOOL to add the grid to the Artboard.

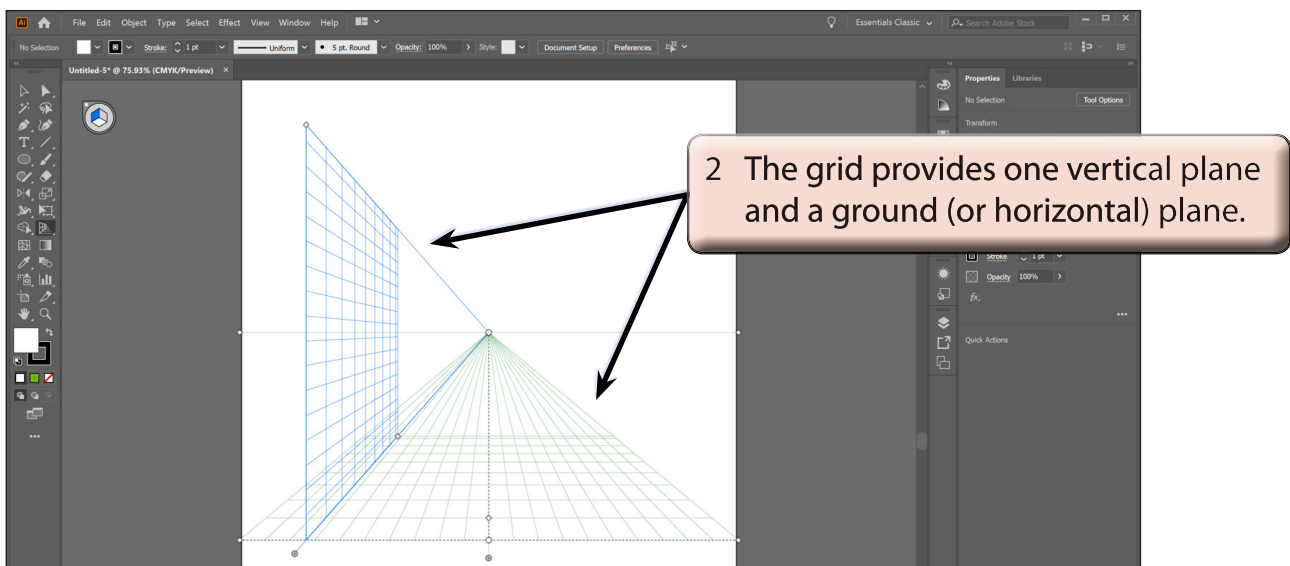
- 2 Press the CTRL- or COMMAND- to adjust the zoom so that you can see all the sections of the grid. Some of the sections of the PERSPECTIVE GRID are labelled in the following diagram.



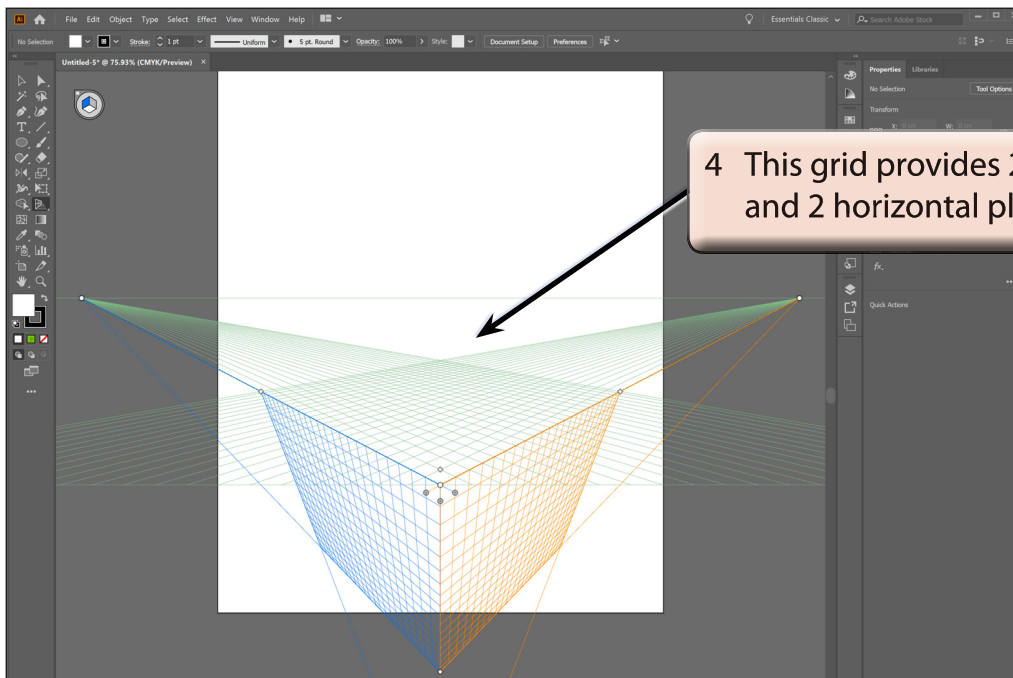
## B The Different Perspective Grids

There are three different types of perspective grids that can be applied to the Artboard, a 1-point grid, a 2-point grid and a 3-point grid.

- 1 Display the VIEW menu, highlight PERSPECTIVE GRID followed by ONE POINT PERSPECTIVE and select [1P-NORMAL VIEW].



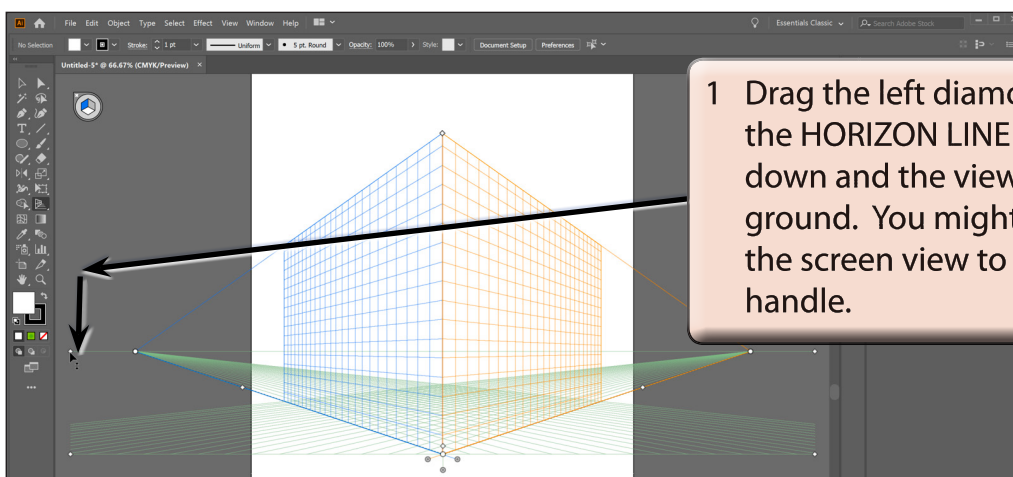
- 3 Display the VIEW menu, highlight PERSPECTIVE GRID followed by THREE POINT PERSPECTIVE and select [3P-NORMAL VIEW].

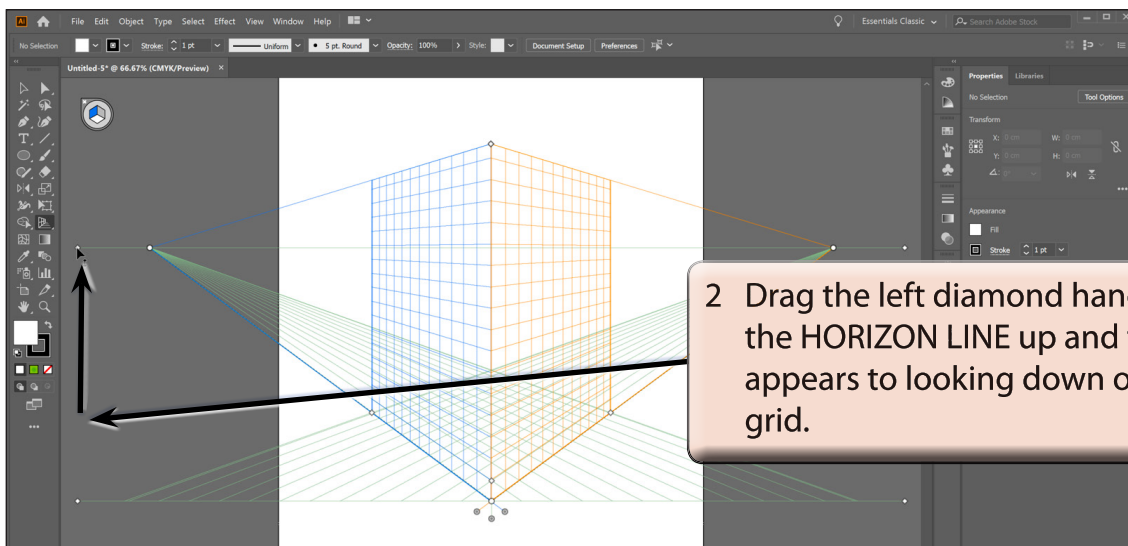


- 5 Display the VIEW menu, highlight PERSPECTIVE GRID followed by TWO POINT PERSPECTIVE and select [2P-NORMAL VIEW]. This is the default PERSPECTIVE GRID and it provides 2 vertical planes and 1 horizontal plane.

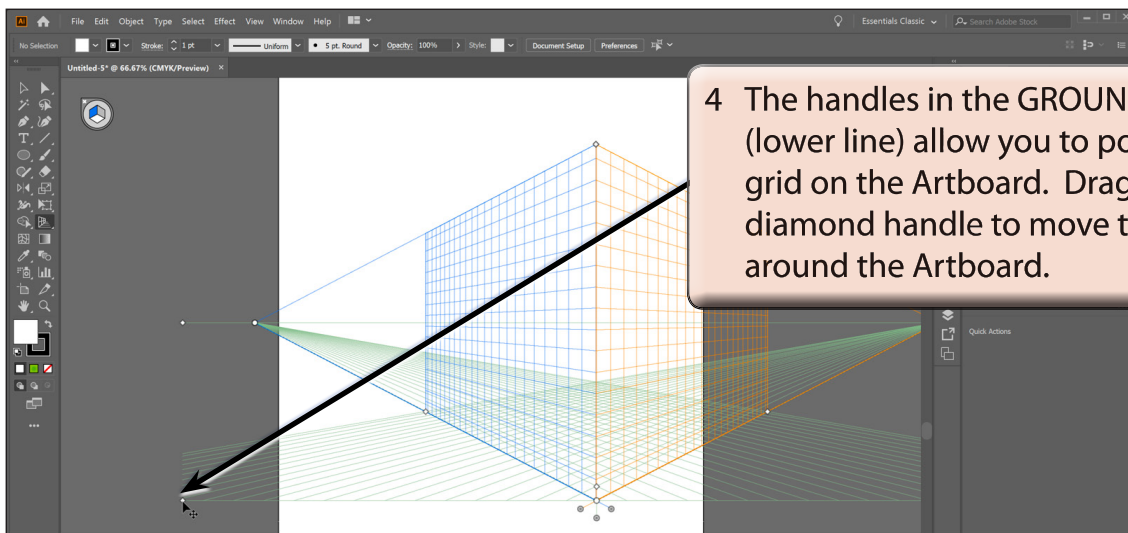
## C The View Lines

There are 2 view lines on the 2-point perspective grid which run horizontally across the grid - the GROUND VIEW line (lower line) and the HORIZON (or EYE-VIEW) line.





3 Press CTRL+Z or COMMAND+Z until the grid is returned to its original setting.



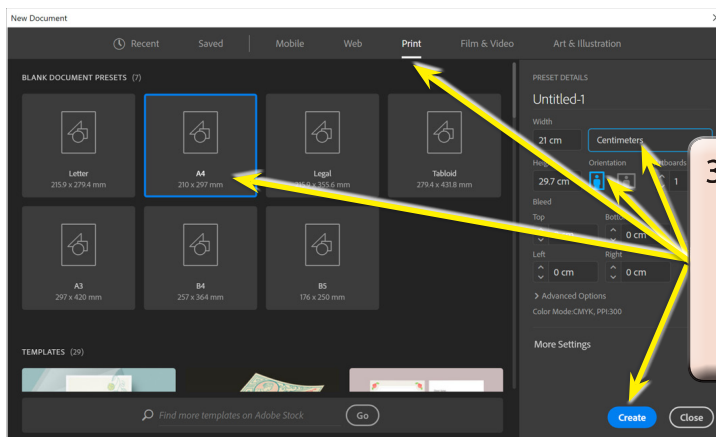
5 Press CTRL+Z or COMMAND+Z until the grid is returned to its original position.

# Using Envelopes

Envelopes can be used to distort or reshape selected objects. You can distort an object to be displayed within another shape (envelope) that you draw or you can apply warps and meshes within the shape.

## Starting a New Document

- 1 Load Adobe Illustrator CC or close the current document.
- 2 Select CREATE NEW from the WELCOME screen or NEW from the FILE menu to start a new document.



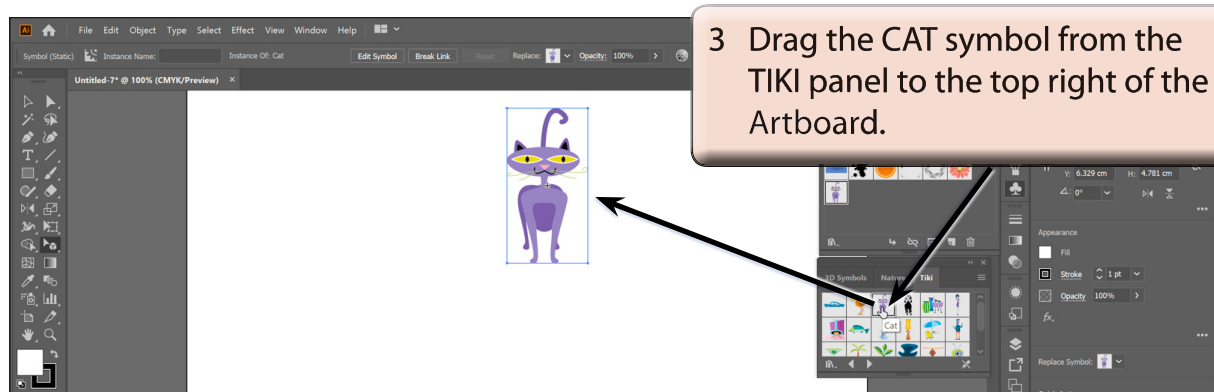
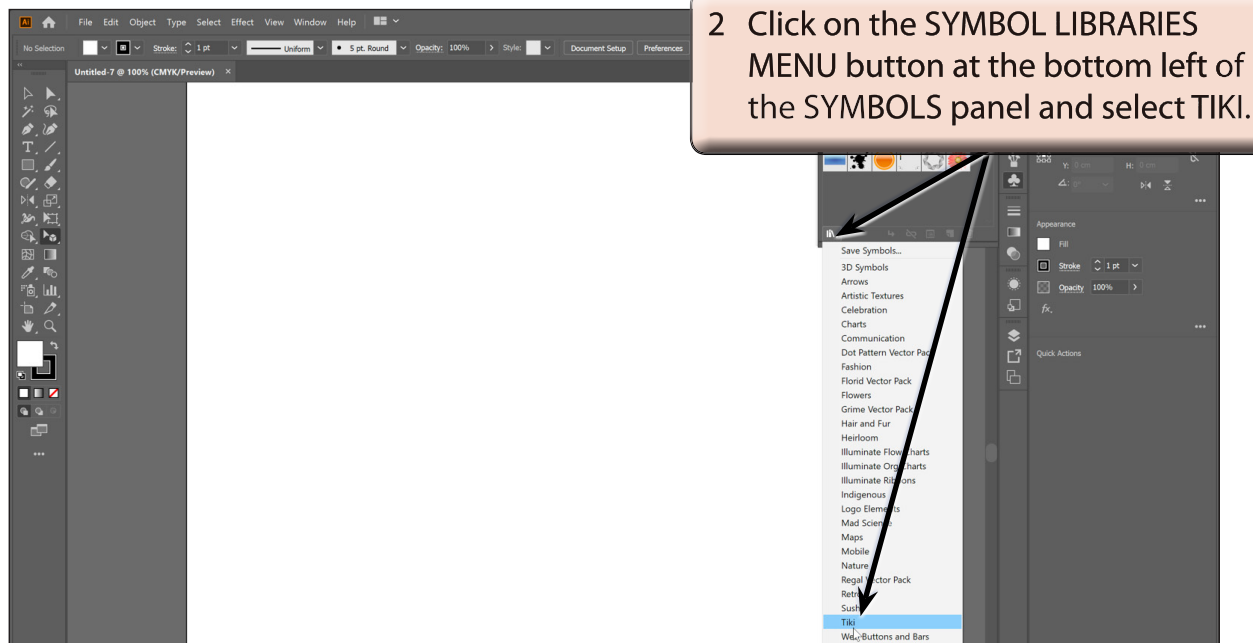
- 3 Select the PRINT category followed by the A4 preset (or the paper size your printer uses), set the UNITS to CENTIMETRES, the ORIENTATION to PORTRAIT and select CREATE.

## Making an Envelope

Let's set a symbol to be displayed in an irregular shape.

### A Selecting the Symbol

- 1 Expand the SYMBOLS panel in the PANEL GROUP.



**NOTE:** The **CAT** symbol will be added to the **SYMBOLS** panel when you drag it on to the Artboard.

4 Close the **TIKI** panel.

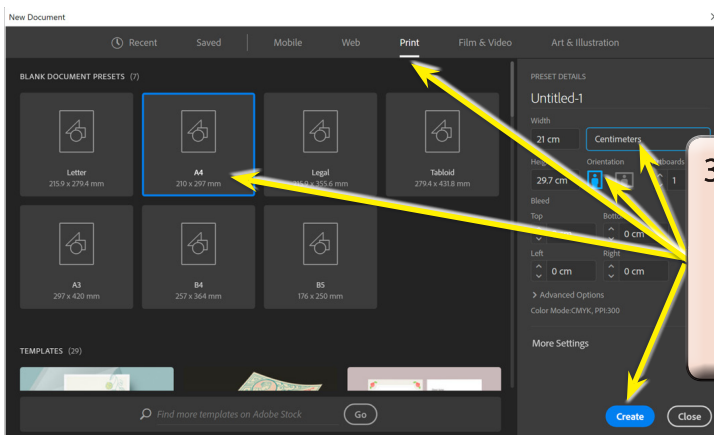


# Creating Masks

Masks allow you to display part of an image through a shape. There are two types of masks in Adobe Illustrator, Opacity Masks and Clipping Masks. You have already used Illustrator's automatic Clipping Mask feature when you used the DRAW INSIDE button in Chapter 5.

## Starting a New Document

- 1 Load Adobe Illustrator CC or close the current document.
- 2 Select CREATE NEW from the WELCOME screen or NEW from the FILE menu to start a new document.



- 3 Select the PRINT category followed by the A4 preset (or the paper size your printer uses), set the UNITS to CENTIMETRES, the ORIENTATION to PORTRAIT and select CREATE.

## Opacity Masks

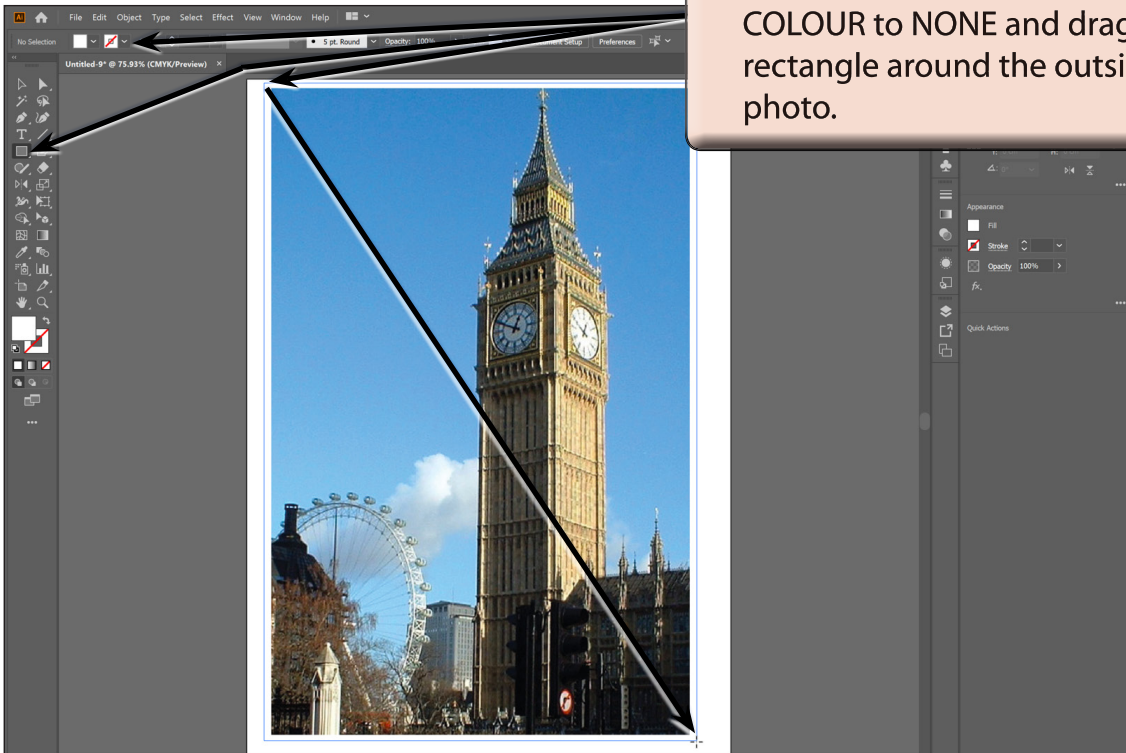
Opacity Masks allow you to fade an image using a gradient fill. The easiest way to demonstrate this is to fade a photograph.

### A Importing the Image

- 1 Display the FILE menu and select PLACE.
- 2 Access the ILLUSTRATOR CC SUPPORT FILES folder, open the CHAPTER 18 folder, select the BIG BEN image, check that the LINK box is turned off and click on PLACE.
- 3 Click on the Artboard to insert the image then move the image to the top centre of the Artboard and deselect it (SHIFT+CTRL+A or SHIFT+COMMAND+A).

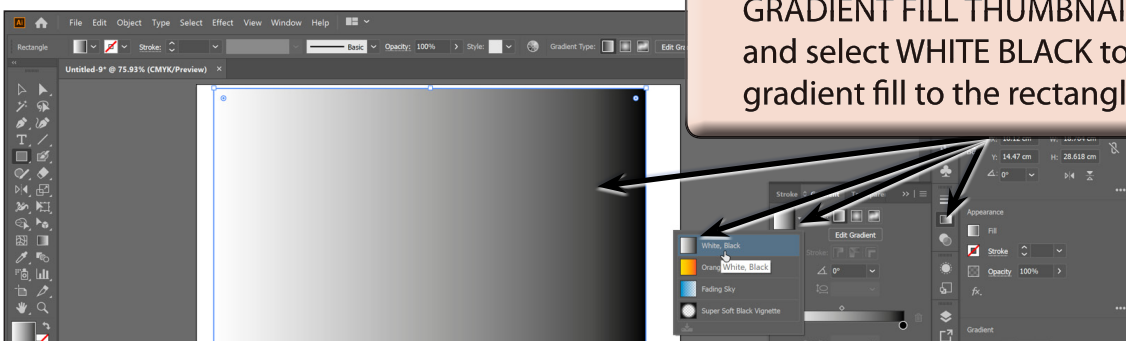
## B Applying the Opacity Mask

- 1 Select the RECTANGLE TOOL, set the FILL COLOUR to WHITE, the STROKE COLOUR to NONE and drag a rectangle around the outside of the photo.

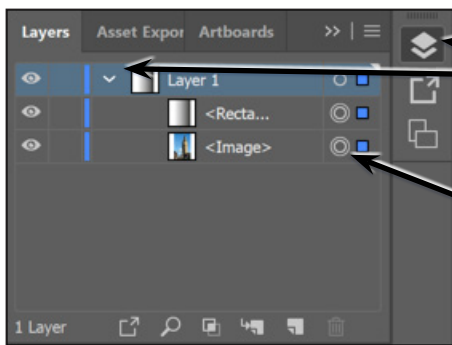


**NOTE:** You can adjust the anchor points of the rectangle so that it accurately covers the photo.

- 2 Expand the GRADIENT panel in the PANEL GROUP, click on the GRADIENT FILL THUMBNAIL arrow and select WHITE BLACK to apply a gradient fill to the rectangle.





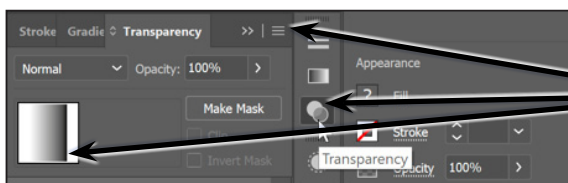


3 Expand the LAYERS panel in the PANEL GROUP and expand the LAYER 1 layer.

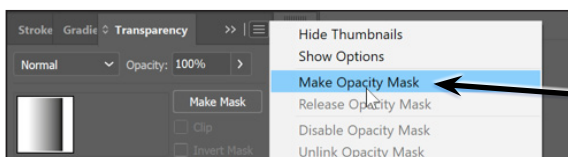
4 Hold down the SHIFT key and click on the circle to the right of the <IMAGE> so that both it and the <RECTANGLE> are targeted.

**NOTE:**

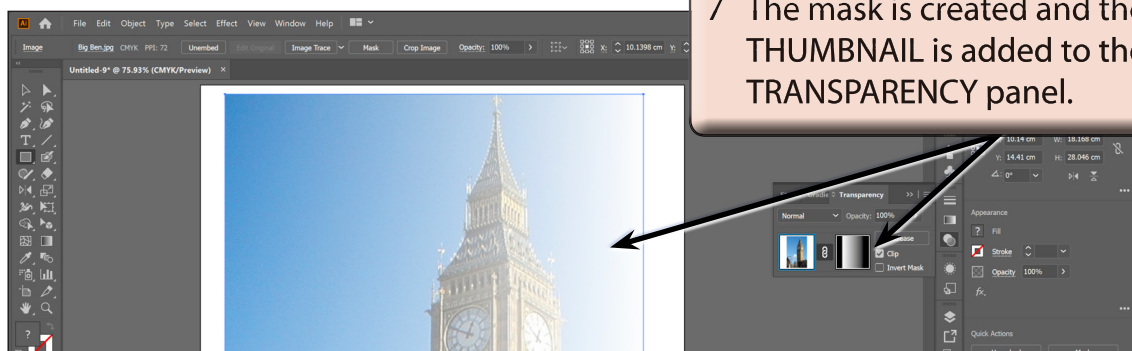
- i Both boxes to the right of the <rectangle> and <image> circles should be BLUE to indicate that both objects are targeted.
- ii Targeting objects from the LAYERS panel allows you to select objects that are behind others on the Artboard.



5 Expand the TRANSPARENCY panel in the PANEL GROUP and notice that there is one thumbnail box. Click on the panel's OPTIONS MENU button.

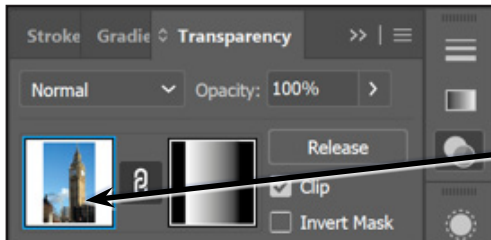


6 Select MAKE OPACITY MASK.

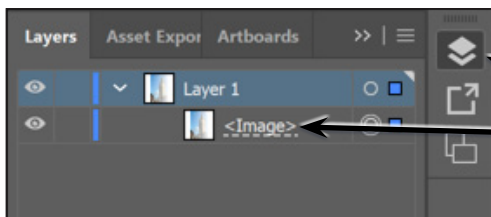


7 The mask is created and the MASK THUMBNAIL is added to the TRANSPARENCY panel.

**NOTE:** The photo is being seen fully through the lighter side of the gradient fill and faded through the darker side.



8 The left thumbnail in the TRANSPARENCY panel is the image, the right thumbnail is the mask. Click on the left thumbnail so that the image is selected.

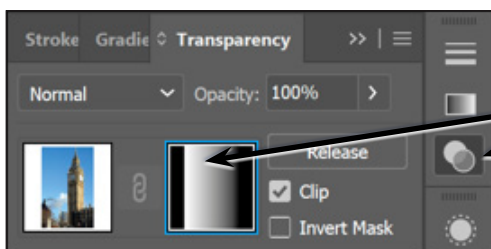


9 Expand the LAYERS panel and notice that the IMAGE is underlined to indicate that a mask is applied to it.

**NOTE:** The <rectangle> has been changed to a mask and combined with the <image>.

## C Adjusting the Mask

The mask can be adjusted at any time. To do this its thumbnail needs to be selected from the TRANSPARENCY panel.



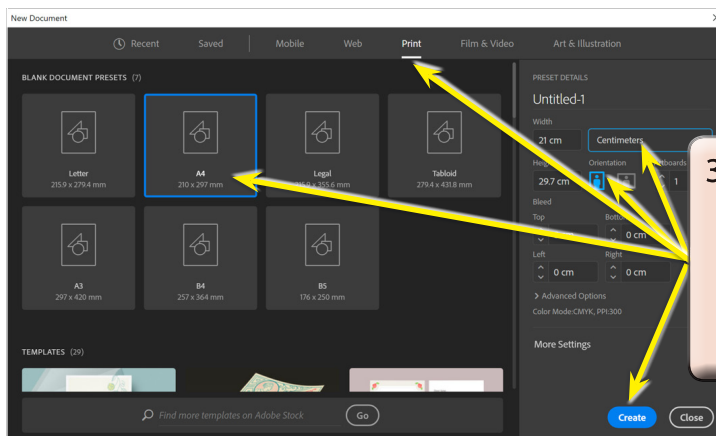
1 Expand the TRANSPARENCY panel and click on the MASK THUMBNAIL.

# Blends and Paths

Some interesting designs can be created using the BLEND TOOL and the PATHFINDER panel.

## Starting a New Document

- 1 Load Adobe Illustrator CC or close the current document.
- 2 Select CREATE NEW from the WELCOME screen or NEW from the FILE menu to start a new document.

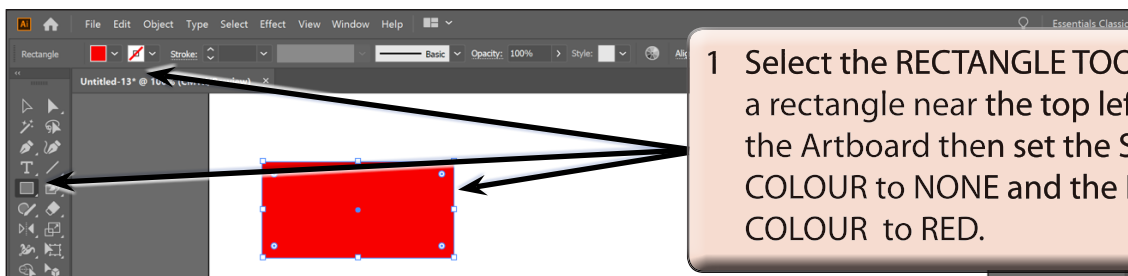


- 3 Select the PRINT category followed by the A4 preset (or the paper size your printer uses), set the UNITS to CENTIMETRES, the ORIENTATION to PORTRAIT and select CREATE.

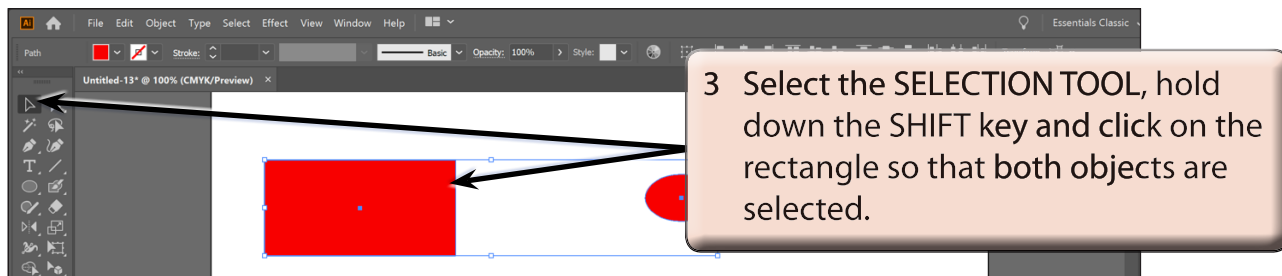
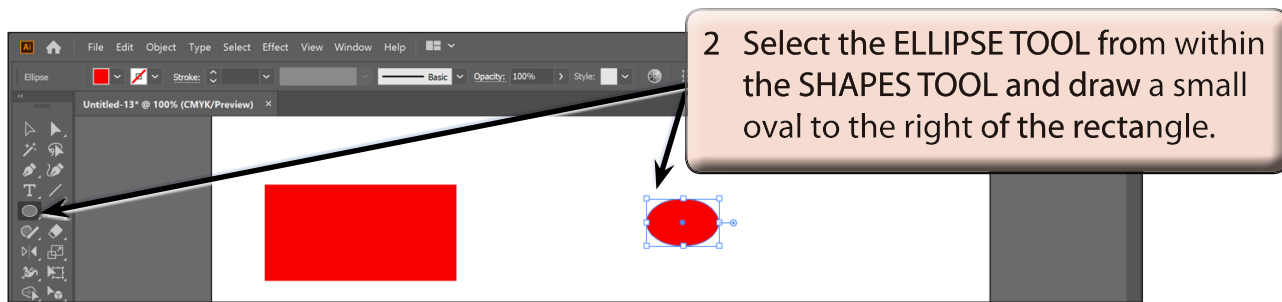
## Creating Blends

The contents of one shape can be blended into another.

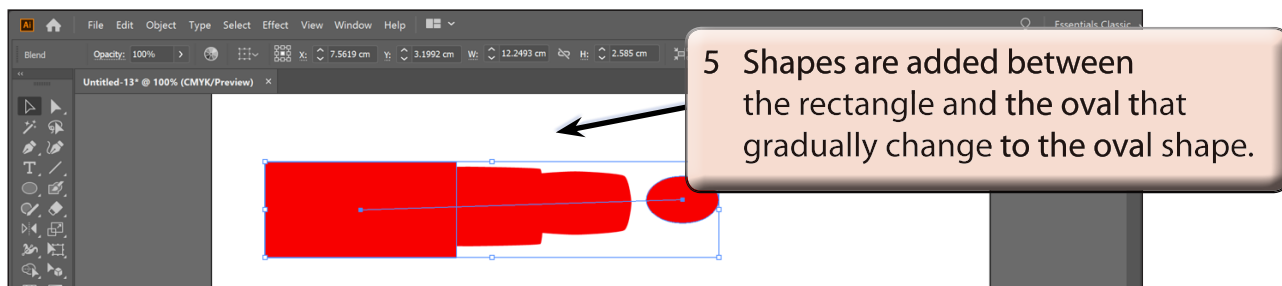
### A Simple Blends



- 1 Select the RECTANGLE TOOL, draw a rectangle near the top left of the Artboard then set the STROKE COLOUR to NONE and the FILL COLOUR to RED.



4 Display the OBJECT menu, highlight BLEND and select MAKE.

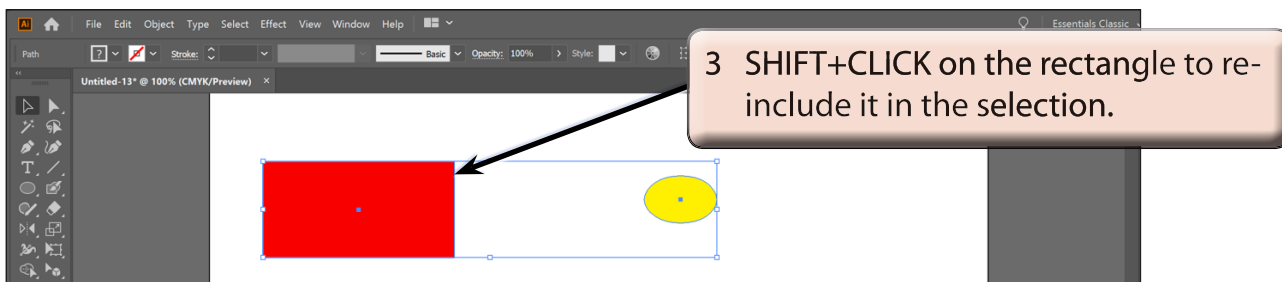
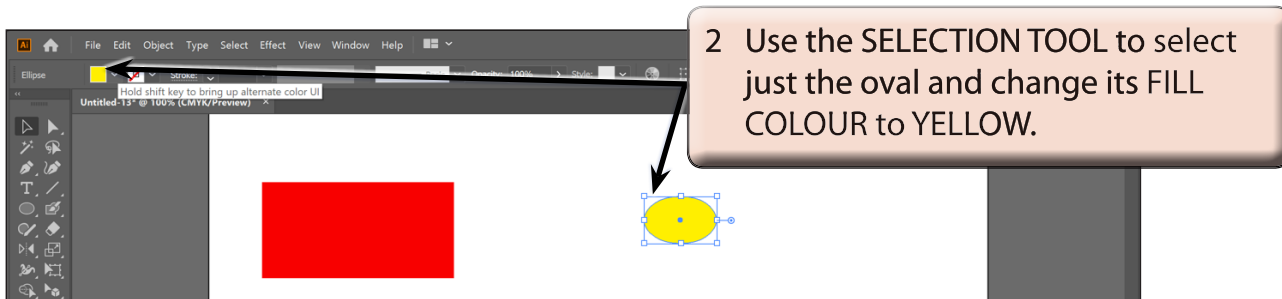


**NOTE:** The number of shapes inserted may be different on your system. It depends on the BLEND OPTIONS settings, which will be adjusted shortly.

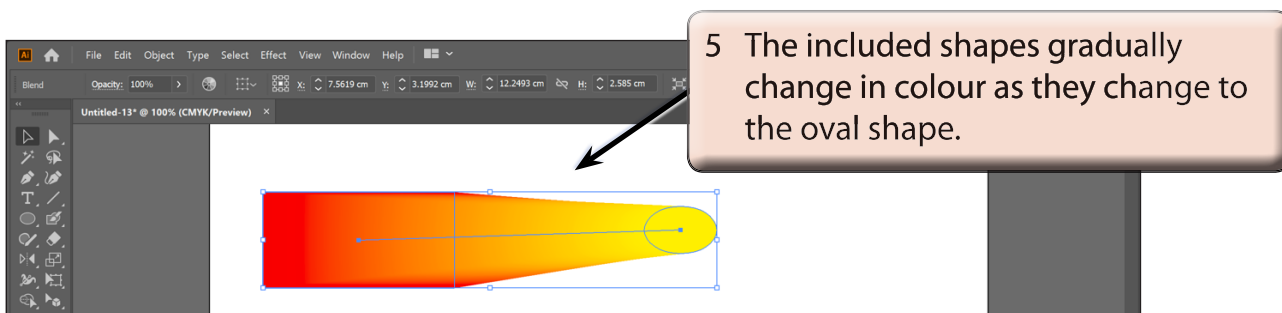
## B Blending Colours

You can blend colours.

- 1 Press CTRL+Z or COMMAND+Z to UNDO the previous blend.



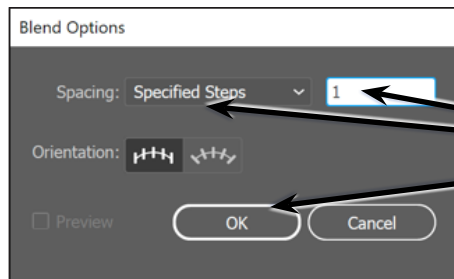
- 4 Display the OBJECT menu, highlight BLEND and select MAKE.



## C Blending Options

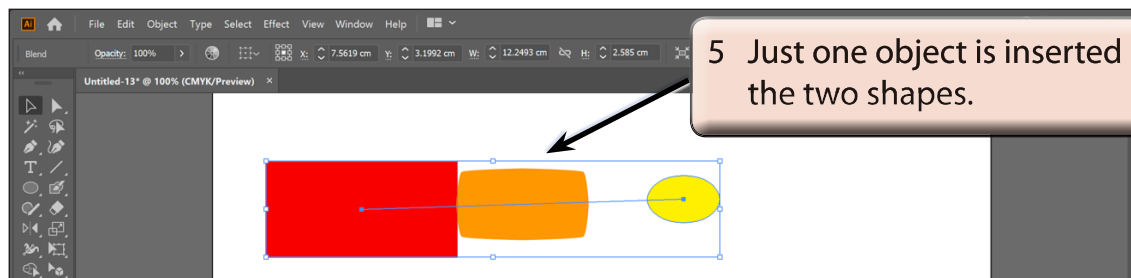
You can control how many objects are inserted between the blended objects.

- 1 Press CTRL+Z or COMMAND+Z to UNDO the previous blend.
- 2 Display the OBJECT menu, highlight BLEND and select BLEND OPTIONS.



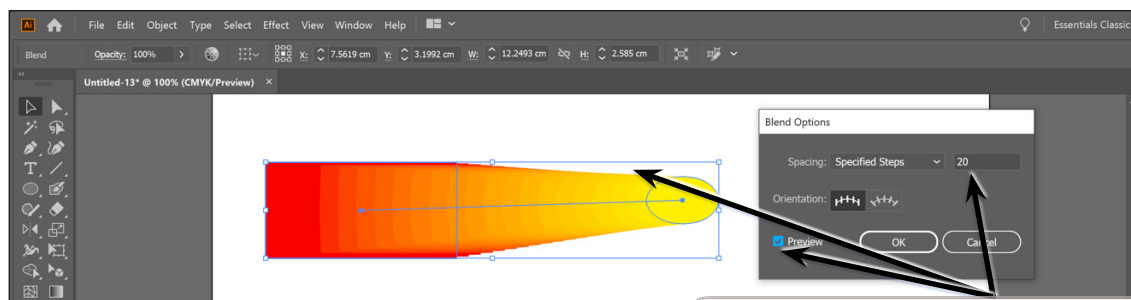
- 3 Set the SPACING box to SPECIFIED STEPS, enter: 1 in the box next to it and select OK.

- 4 Display the OBJECT menu again, highlight BLEND and select MAKE.



- 5 Just one object is inserted between the two shapes.

- 6 Display the OBJECT menu again, highlight BLEND and select BLEND OPTIONS.



- 7 Set the SPECIFIED STEPS to 20 and turn on the PREVIEW box to see the effect.

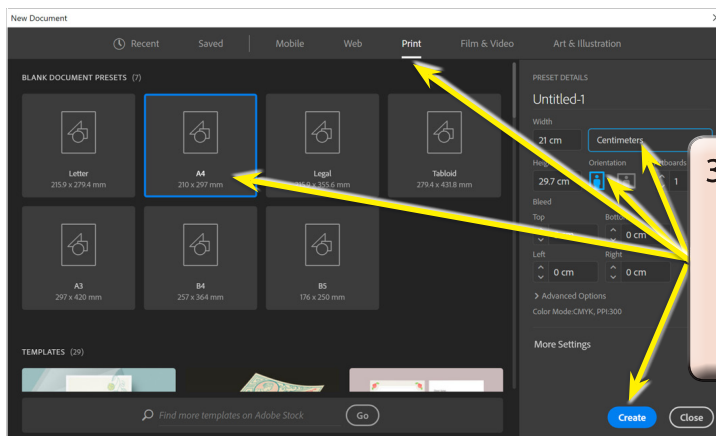
- 8 Try some other steps then select OK.

# The Shape Builder Tool

The SHAPE BUILDER TOOL allows you to combine multiple shapes into more complex shapes. It is a more detailed version of the SHAPER TOOL that you used in Module 1.

## Starting a New Document

- 1 Load Adobe Illustrator CC or close the current document.
- 2 Select CREATE NEW from the WELCOME screen or NEW from the FILE menu to start a new document.

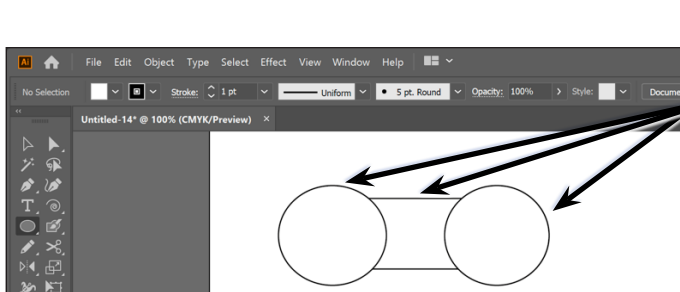


- 3 Select the PRINT category followed by the A4 preset (or the paper size your printer uses), set the UNITS to CENTIMETRES, the ORIENTATION to PORTRAIT and select CREATE.

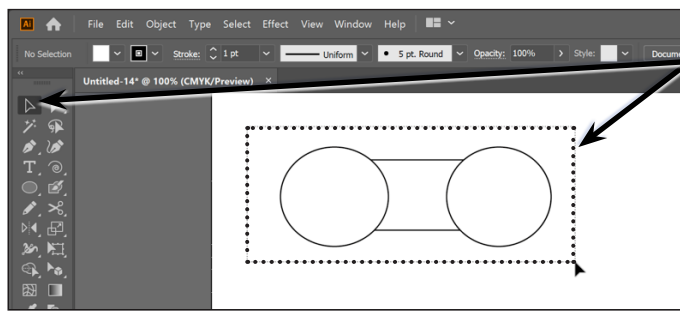
## Joining Simple Shapes

To illustrate the SHAPE BUILDER TOOL a rectangle and two ovals will be combined into a new shape.

- 1 Use the VIEW menu to check that SMART GUIDES are turned on and press the D key to set the FILL COLOUR to WHITE and the STROKE COLOUR to BLACK.

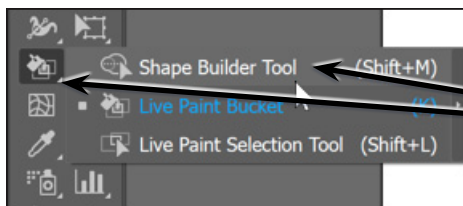


- 2 Draw a rectangle near the top left of the Artboard then draw two ovals over either end of the rectangle so that the ovals overlap it.

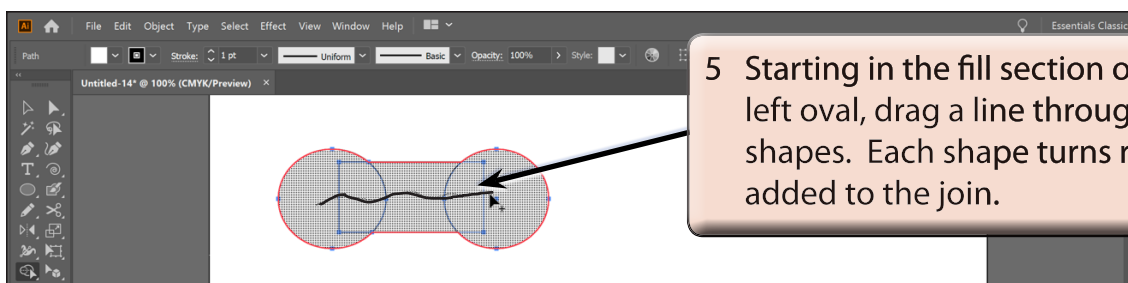


3 Select the SELECTION TOOL and drag a frame around the shapes so that all of them are selected.

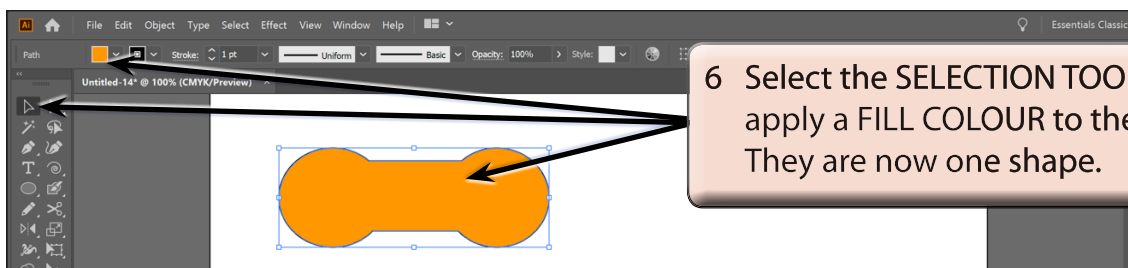
**NOTE:** Before the SHAPE BUILDER TOOL can be applied, all the shapes must first be selected.



4 Select the SHAPE BUILDER TOOL in the TOOLBAR. It may be within the LIVE PAINT BUCKET TOOL.



5 Starting in the fill section of the left oval, drag a line through the 3 shapes. Each shape turns red as it is added to the join.



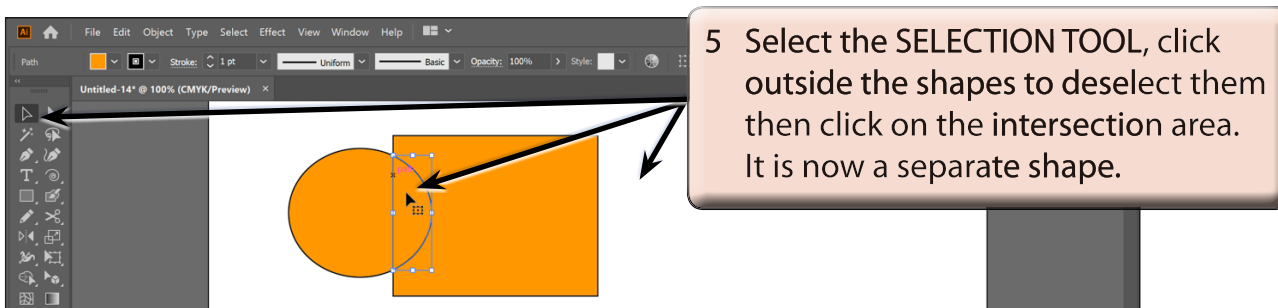
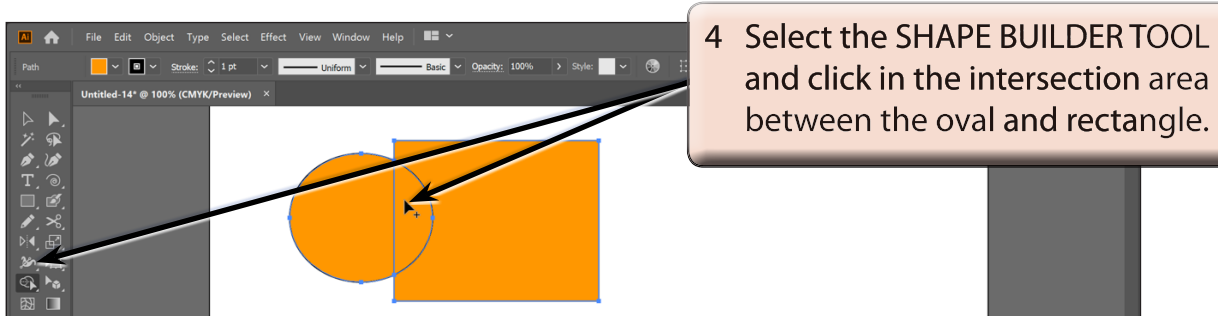
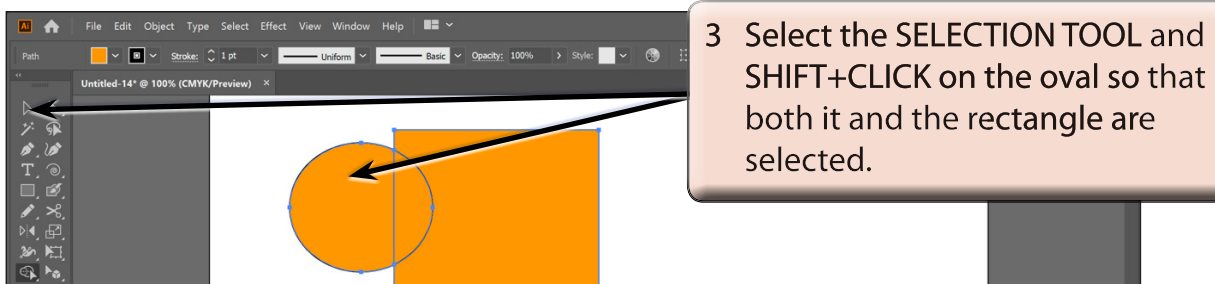
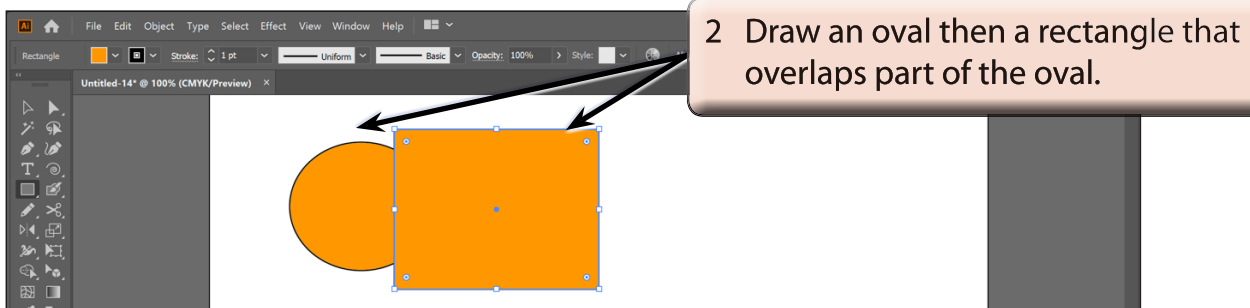
6 Select the SELECTION TOOL and apply a FILL COLOUR to the shapes. They are now one shape.

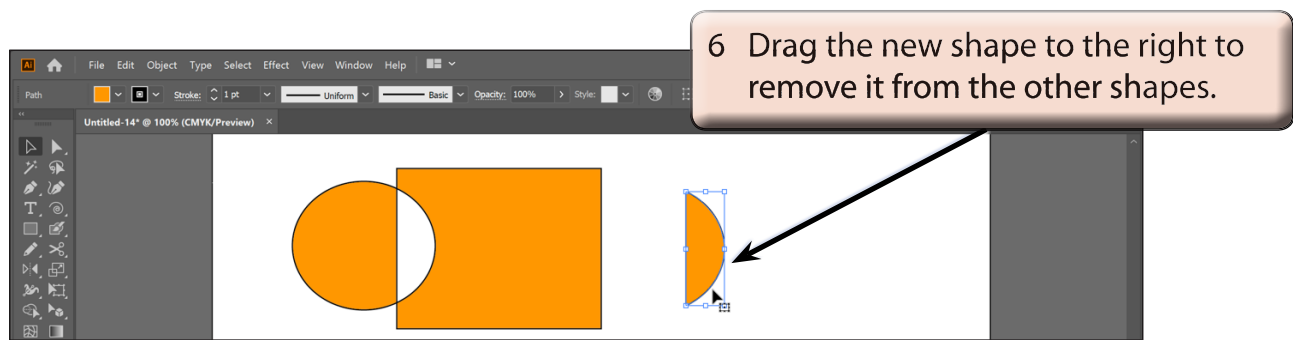


## Removing Parts of Shapes

The SHAPE BUILDER TOOL can be used to remove parts of shapes to create a new shape.

- 1 Delete the previous shape from the Artboard.

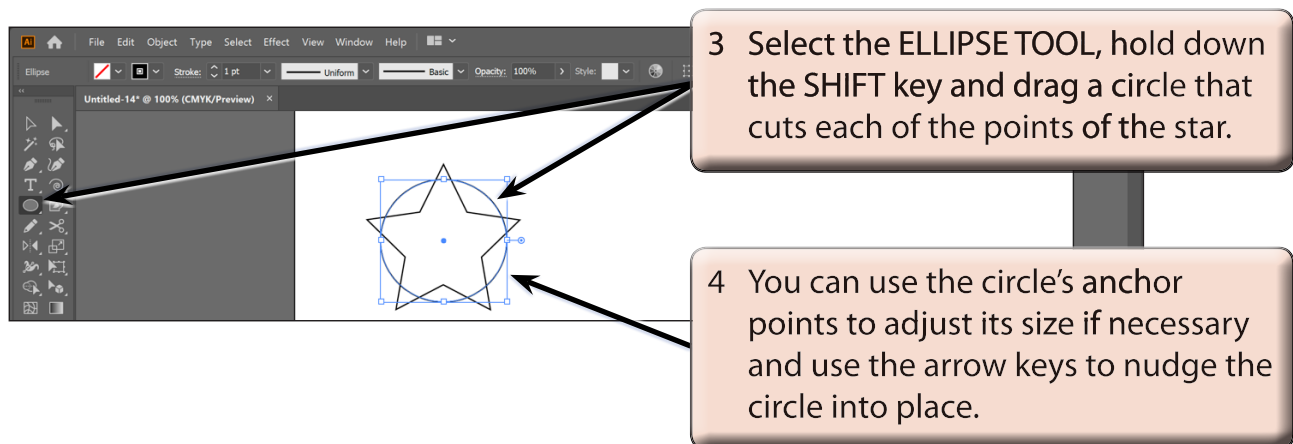
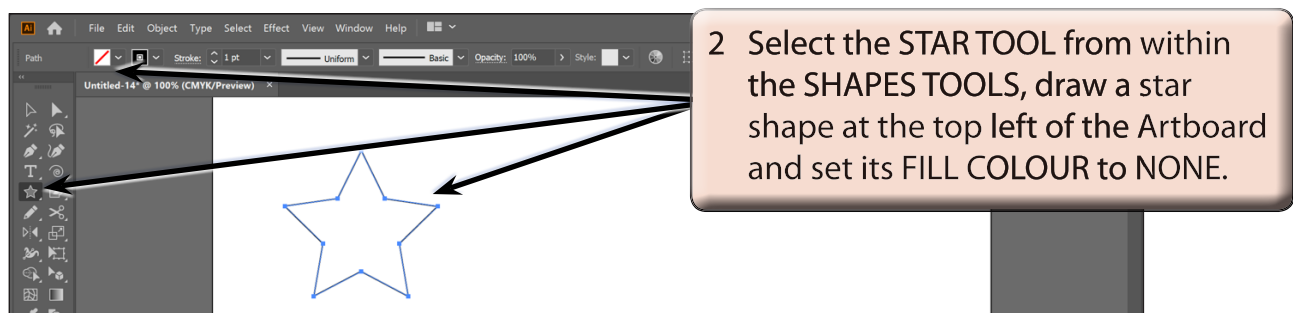




## Deleting Parts of Shapes

Rather than joining overlapping shapes together, you can remove them to leave the overlapping part as the shape. To illustrate this a star will have its points rounded. The ALT or OPTION key is used to remove unwanted parts.

- 1 Select all the shapes on the Artboard and delete them.



# Art, Pattern and Bristle Brushes

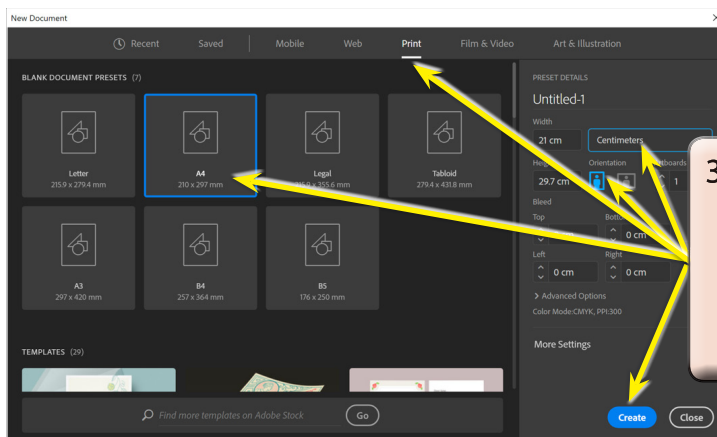
Illustrator provides numerous types of artistic brushes that allow paint-like sketches to be created, but still with the advantage of being vector based.

## The Art Brush

The ART BRUSH allows you to attach symbols or images to the PAINTBRUSH TOOL and paint with them so that multiple versions of the image or symbol can be placed on the Artboard. This means that each painted version is slightly different giving a more realistic look to the copies. For example, you can use this tool to create a forest of trees or a bed of flowers.

### A Starting a New Document

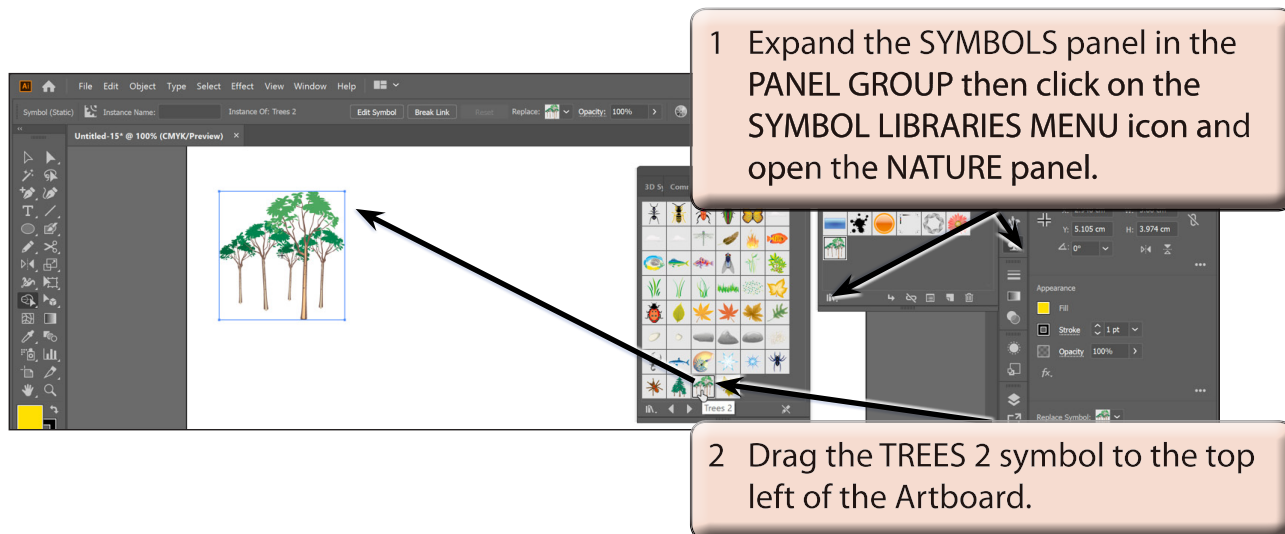
- 1 Load Adobe Illustrator CC or close the current document.
- 2 Select CREATE NEW from the WELCOME screen or NEW from the FILE menu to start a new document.



- 3 Select the PRINT category followed by the A4 preset (or the paper size your printer uses), set the UNITS to CENTIMETRES, the ORIENTATION to PORTRAIT and select CREATE.

## B Creating the Image

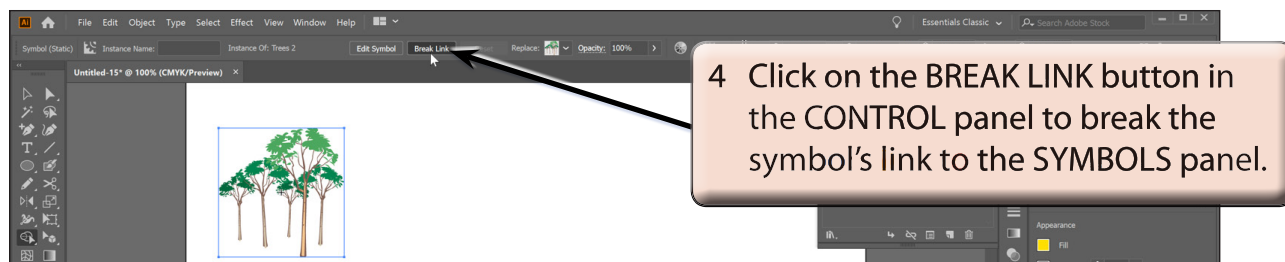
In this case a symbol will be used as the image, but you could import an image and apply a LIVE TRACE on it to convert it to an Illustrator image.



The screenshot shows the Adobe Illustrator interface. On the left, the 'SYMBOLS' panel is expanded, displaying a grid of various nature-themed symbols. A symbol of three trees, labeled 'Trees 2', is being dragged from the panel to the top-left corner of the artboard. The artboard currently contains a single tree symbol. The 'CONTROL' panel on the right shows the 'Break Link' button, which is highlighted by an arrow from a text box.

- 1 Expand the SYMBOLS panel in the PANEL GROUP then click on the SYMBOL LIBRARIES MENU icon and open the NATURE panel.
- 2 Drag the TREES 2 symbol to the top left of the Artboard.

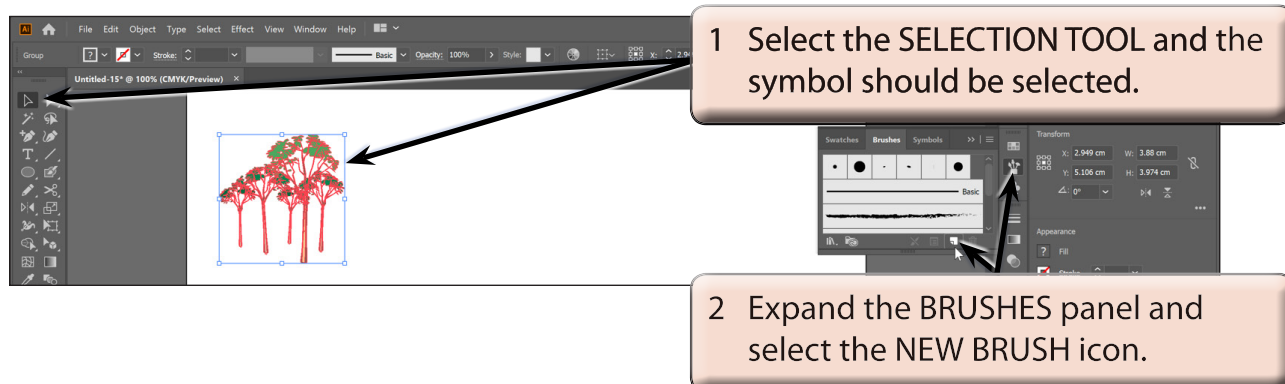
3 Close the NATURE panel.



The screenshot shows the Adobe Illustrator interface. The 'SYMBOLS' panel is now closed. The 'CONTROL' panel on the right is visible, and the 'Break Link' button is highlighted by an arrow from a text box. The artboard now contains two tree symbols.

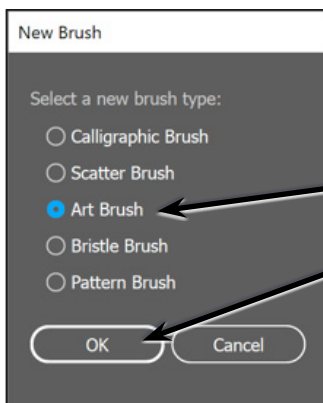
- 4 Click on the BREAK LINK button in the CONTROL panel to break the symbol's link to the SYMBOLS panel.

## C Creating the Art Brush

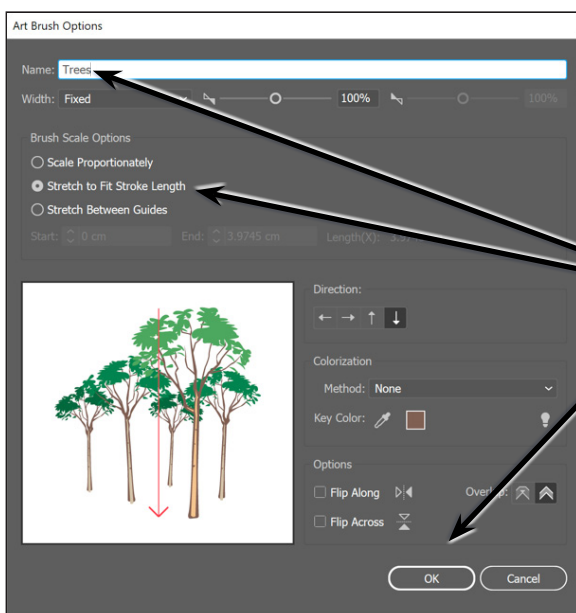


The screenshot shows the Adobe Illustrator interface. The 'BRUSHES' panel is expanded, and the 'NEW BRUSH' icon is highlighted by an arrow from a text box. The artboard contains two tree symbols, one of which is selected with the 'SELECTION TOOL'. The 'TRANSFORM' panel on the right shows the dimensions of the selected object.

- 1 Select the SELECTION TOOL and the symbol should be selected.
- 2 Expand the BRUSHES panel and select the NEW BRUSH icon.

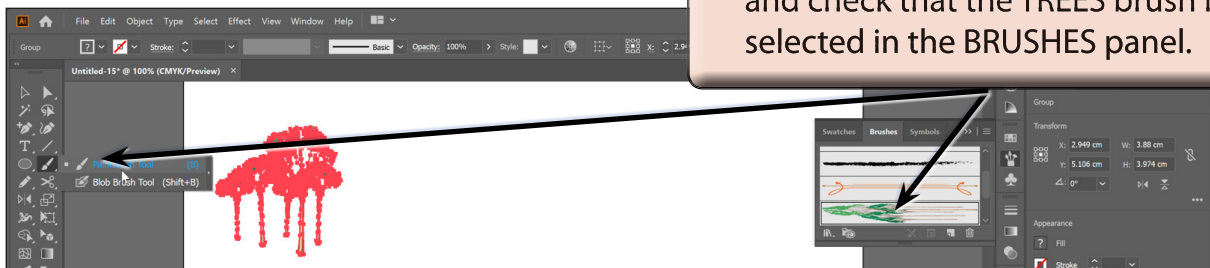


3 In the NEW BRUSH dialogue box select ART BRUSH and select OK.

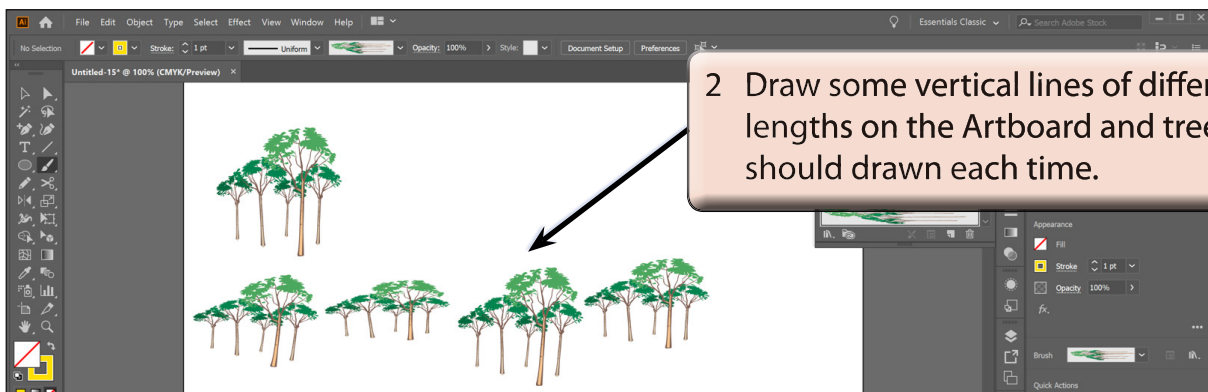


4 The ART BRUSH OPTIONS dialogue box is opened, name the brush TREES, leave STRETCH TO FIT STROKE LENGTH selected and click on OK.

## D Painting The Trees



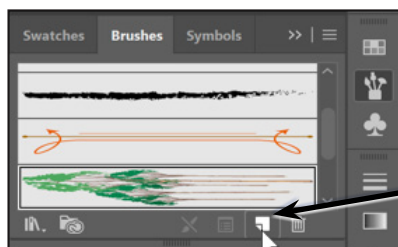
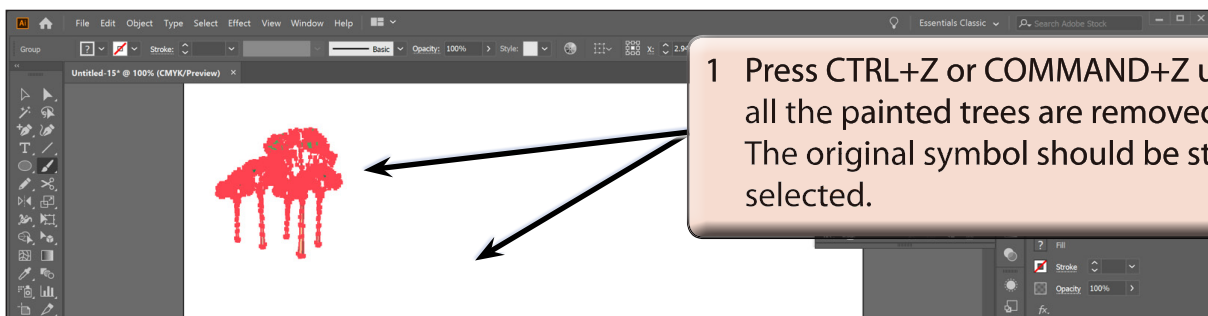
1 Select the PAINTBRUSH TOOL and check that the TREES brush is selected in the BRUSHES panel.



- NOTE:**
- i You can hold down the **SHIFT** key as you drag the vertical lines to ensure that the trees are vertical.
  - ii Notice that the images are stretched in the longer lines. This can be prevented.

## E Limiting the Stretching of Images

The stretching that occurs when painting an image can be prevented. In this case, it might be better if the tree trunks can stretch, but the branches remain fixed in size.



- 2 Click on the **NEW BRUSH** icon at the base of the **BRUSHES** panel.

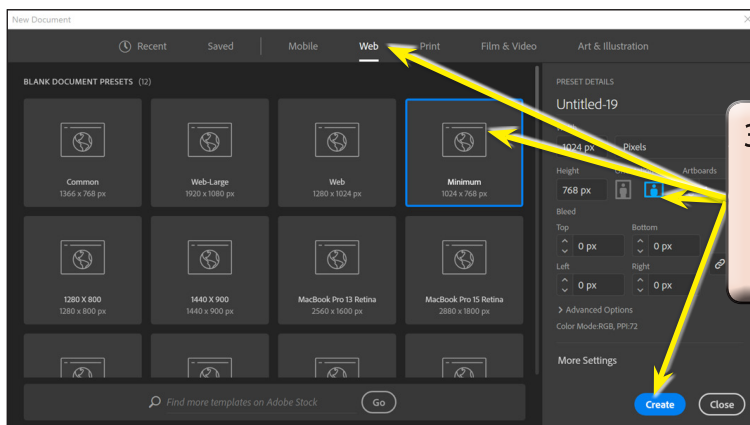
# Creating Realistic 3D Objects

Earlier you created simple 3D objects. Illustrator allows you to refine these objects by applying gradients and effects to them to make them look realistic. You can also add content to the sides of the object.

To illustrate this, let's say that an image of a dice is required for a web site with numbers (dots) displayed on three of its sides.

## Starting a New Document

- 1 Load Adobe Illustrator CC or close the current document.
- 2 Select CREATE NEW from the WELCOME screen or NEW from the FILE menu to start a new document.



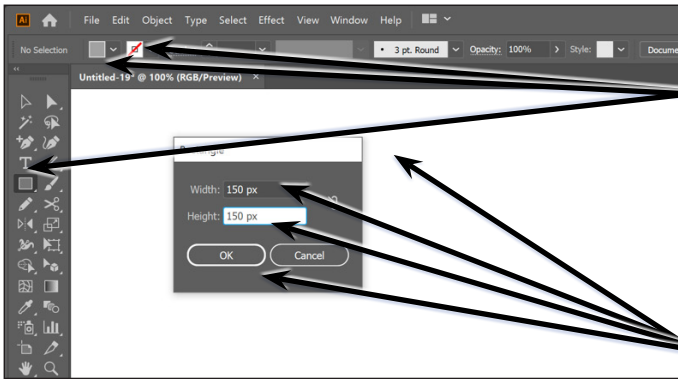
- 3 Select the WEB profile followed by the MINIMUM 1024 x 768 px preset, set the ORIENTATION to LANDSCAPE and select CREATE.

**NOTE:** Illustrator provides standard web page sizes that the Artboard can be set to. You can change the page dimensions and orientation before selecting CREATE if need be.

## Creating a Cube

A dice is usually a cube, so a cube will be created that displays 3 sides.

### A Drawing a Square

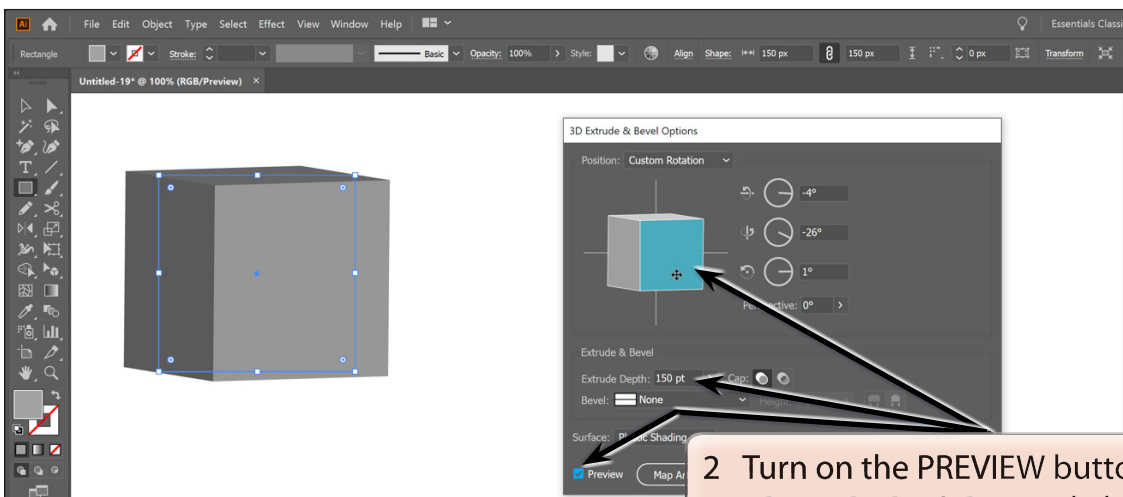


The screenshot shows the Adobe Illustrator interface. The Rectangle Tool is selected in the toolbar. The Rectangle dialog box is open, showing Width: 150 px and Height: 150 px. Arrows point from the dialog box to the first instruction box, and from the top-left corner of the artboard to the second instruction box.

- 1 Select the RECTANGLE TOOL and set the STROKE to NONE and the FILL to GREY for now.
- 2 Click near the top left of the Artboard, set the WIDTH and HEIGHT of the rectangle to 150 px and select OK to create a square.

### B Extruding the Square

- 1 Display the EFFECT menu, highlight 3D and select EXTRUDE & BEVEL.



The screenshot shows the Adobe Illustrator interface with a 3D cube on the artboard. The 3D Extrude & Bevel Options dialog box is open, showing the cube's settings. Arrows point from the dialog box to the second instruction box.

- 2 Turn on the PREVIEW button in the 3D EXTRUDE & BEVEL dialogue box, set the EXTRUDE DEPTH to 150 pt and rotate the cube so that front, left and top sides are visible.

- 3 Select OK to set the cube.

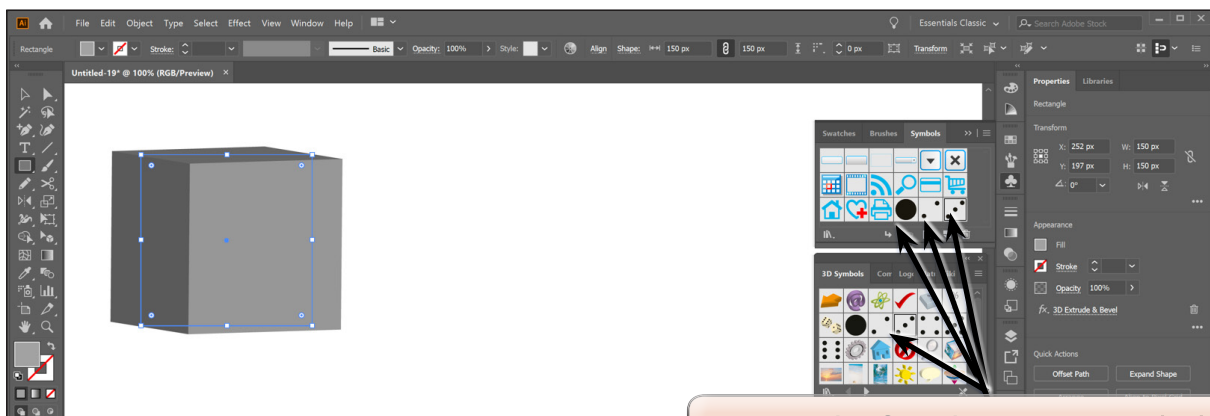


## Creating the Symbols

To place content on the sides of the object you can select symbols from the SYMBOLS LIBRARY or draw the content and drag that content into the SYMBOLS panel. In this case there are dice number symbols available.

### A Collecting the Symbols

- 1 Expand the SYMBOLS panel in the PANEL GROUP, click on its SYMBOL LIBRARIES MENU button at the bottom left of the panel and select 3D SYMBOLS.



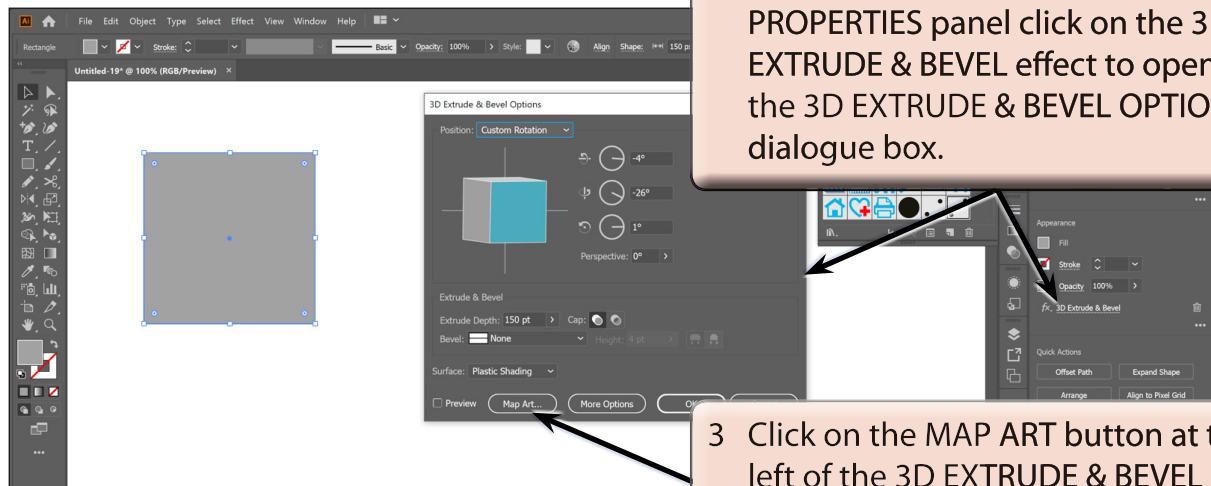
- 2 Drag the first three DICE symbols (the 1 dot, 2 dots and 3 dots symbols) from the 3D SYMBOLS panel into the SYMBOLS panel.

- 3 Close the 3D SYMBOLS panel.

### B Mapping the Symbols into the Object

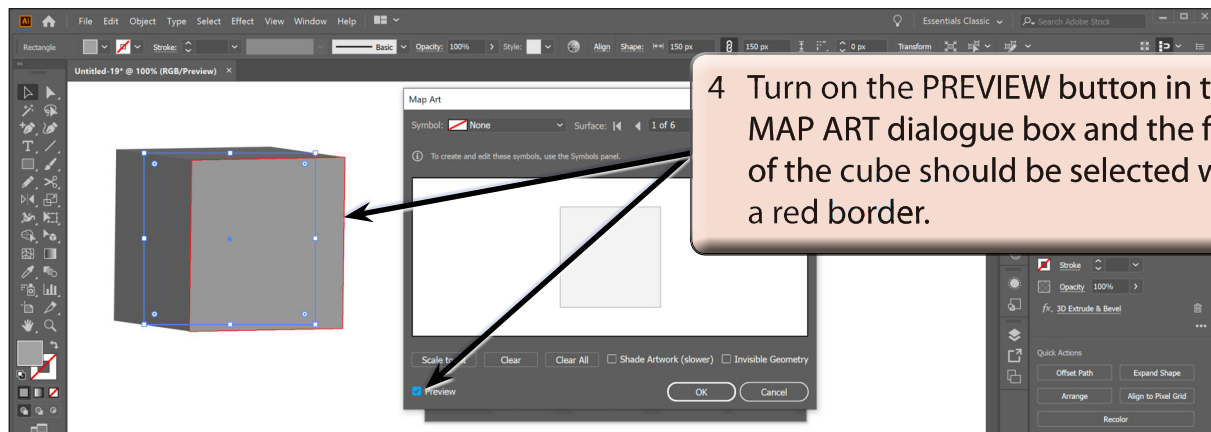
When symbols are added to the sides of the 3D object they are said to be mapped onto it.

- 1 Select the SELECTION TOOL and the cube should be selected.

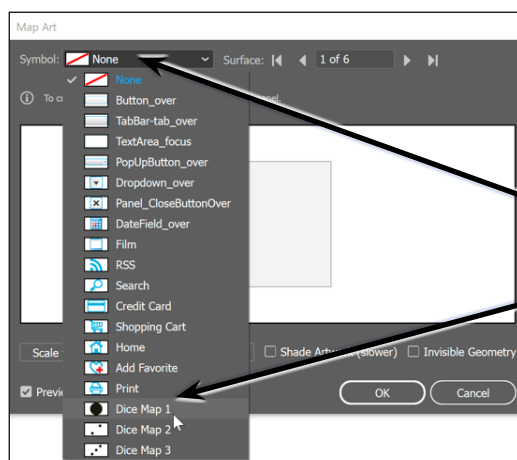


2 In the APPEARANCE section of the PROPERTIES panel click on the 3D EXTRUDE & BEVEL effect to open the 3D EXTRUDE & BEVEL OPTIONS dialogue box.

3 Click on the MAP ART button at the left of the 3D EXTRUDE & BEVEL OPTIONS dialogue box.



4 Turn on the PREVIEW button in the MAP ART dialogue box and the front of the cube should be selected with a red border.



5 Click on the SYMBOL box at the top of the MAP ART dialogue box and select the DICE MAP 1 symbol.

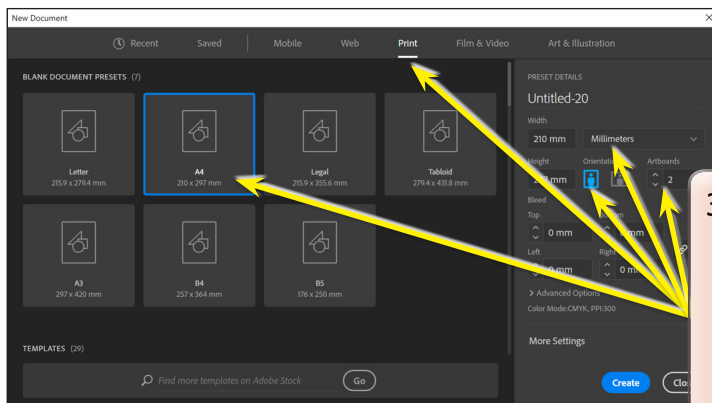
# Multiple Artboard Documents

Documents are not restricted to one Artboard. In fact, you can create documents with up to 100 Artboards where each acts as a separate page, and these pages can be of different sizes.

In this case a simplified two-page brochure will be created for a real estate agent that likes to provide brochures when clients look through a house that is open for inspection.

## Starting a New Document

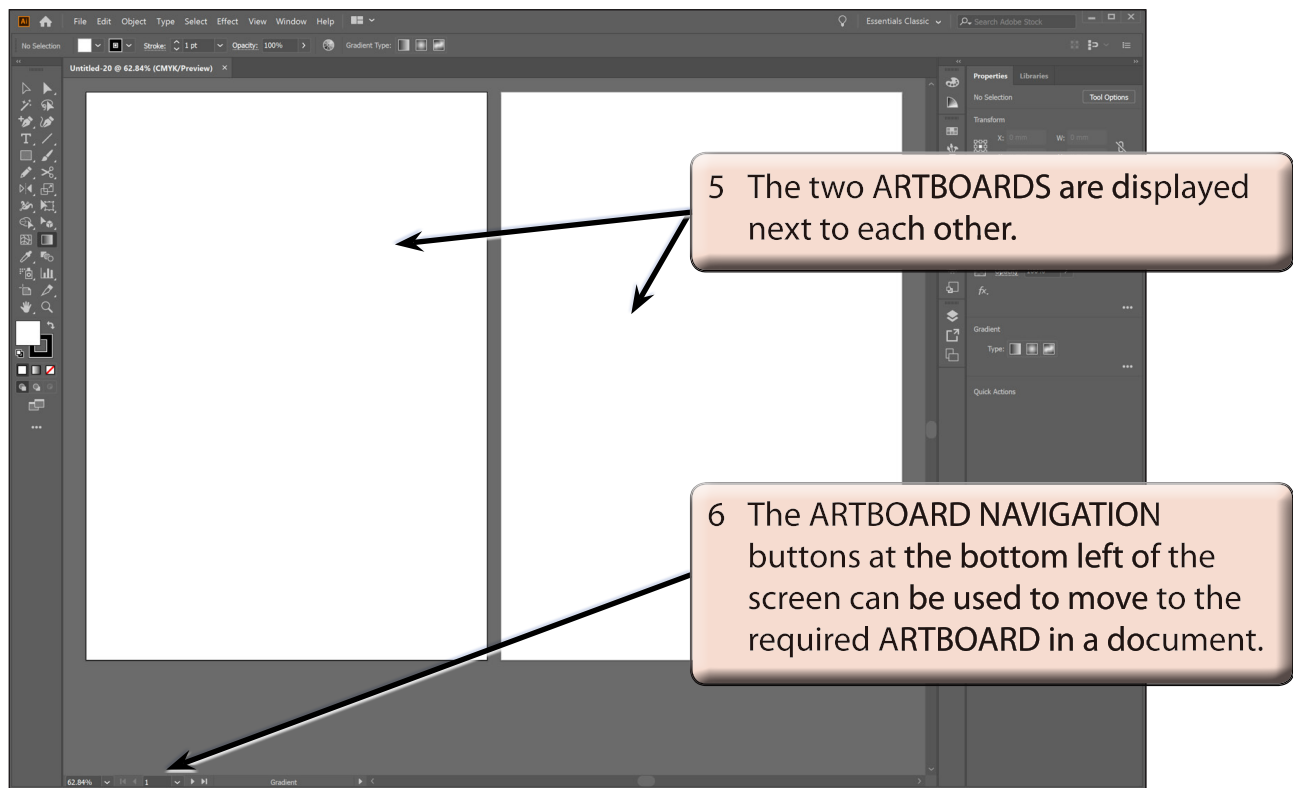
- 1 Load Adobe Illustrator CC or close the current document.
- 2 Select CREATE NEW from the WELCOME screen or NEW from the FILE menu to start a new document.



- 3 Set the PROFILE to PRINT followed by the A4 preset (or the paper size your printer uses), set the NUMBER OF ARTBOARDS to 2, leave the UNITS to MILLIMETRES and the ORIENTATION to PORTRAIT.

- 4 Select CREATE to start the document.

**NOTE:** There are presets available in the CONTROL and PROPERTIES panels that allow you to set the size of Artboards to desktop, tablet and mobile phone screen sizes when you are creating documents for display on those devices.



- 7 Click in the LEFT ARTBOARD or use the ARTBOARD NAVIGATION box to select 1 to make the first ARTBOARD active.

## Completing the Front of the Document

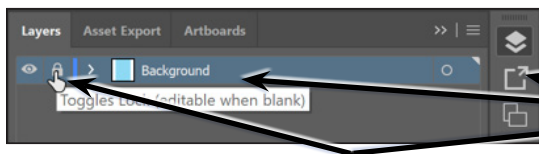
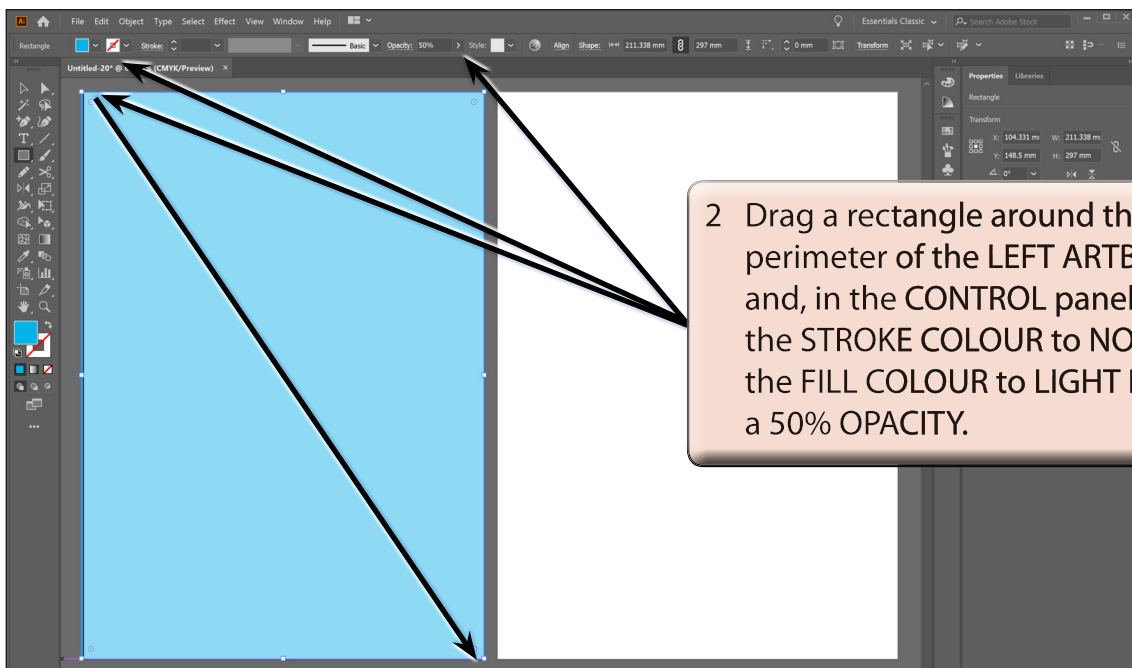
The front (or first page) of the document will contain a heading, a photo of the house, some details about the house and some contact information for the Real Estate Agency. The back (or second) page will contain a floor plan diagram of the house.

A grid could be used to accurately layout the document, but as this is a simplified brochure, it won't be necessary in this case.

### A Creating the Background

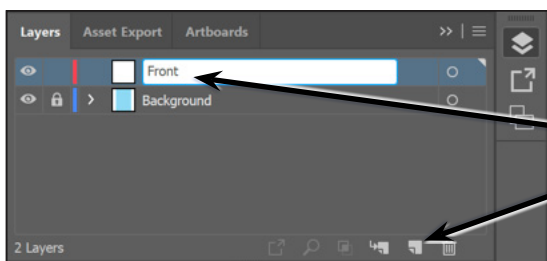
A coloured background will be applied to the first page

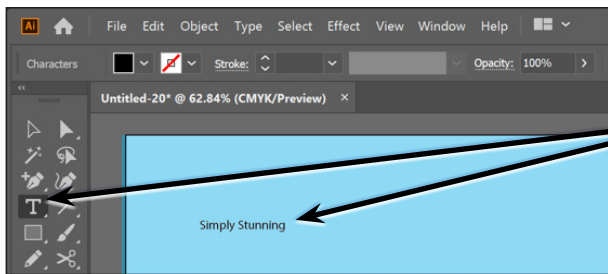
- 1 Select the RECTANGLE TOOL from the TOOLS panel.



**NOTE:** Locking the layer will prevent the background from being accidentally selected as other elements of the front page are added. If the background needs to be altered, its layer can be unlocked.

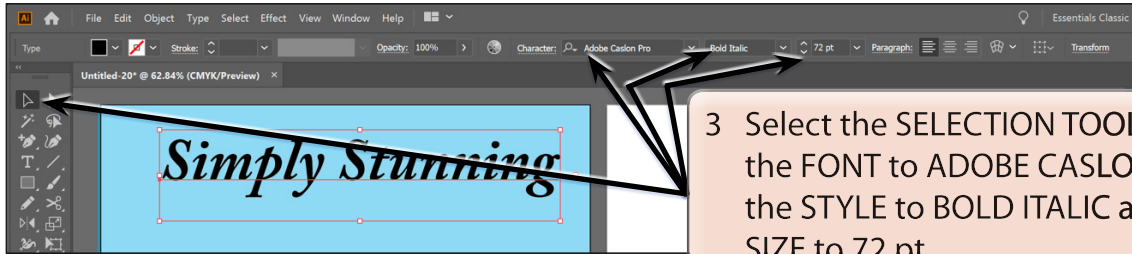
## B Entering the Main Heading



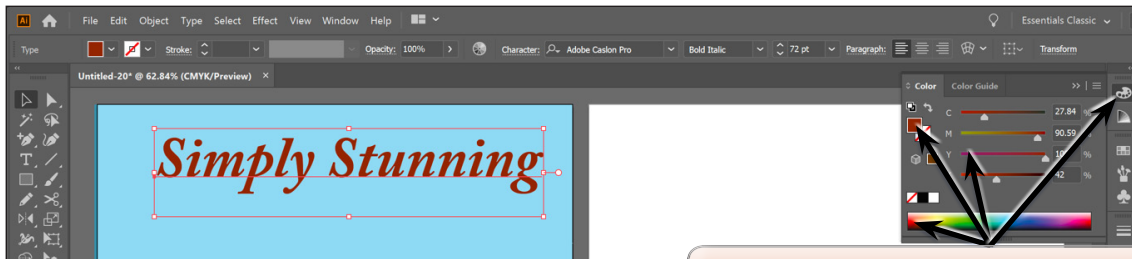


2 Select the TYPE TOOL, click near the top left of the LEFT ARTBOARD and enter:

Simply Stunning

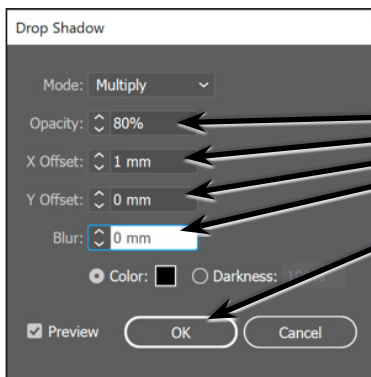


3 Select the SELECTION TOOL and set the FONT to ADOBE CASLON PRO, the STYLE to BOLD ITALIC and the SIZE to 72 pt.



4 Expand the COLOUR panel, click on the FILL box, set the COLOUR to RED and adjust the colour sliders to produce a DARK RED.

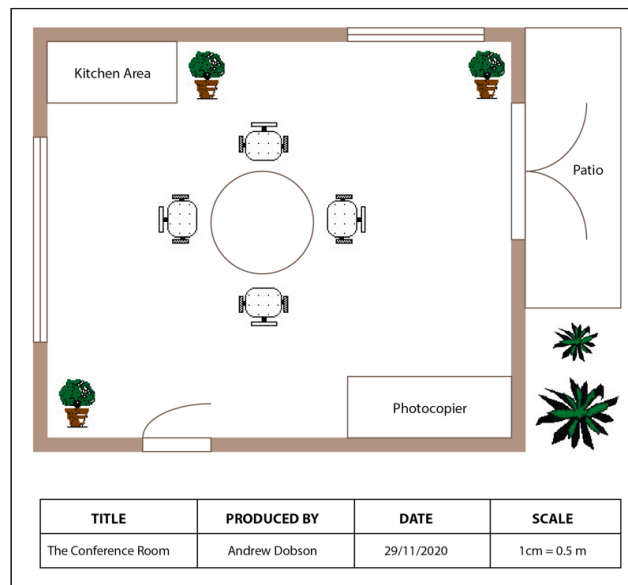
5 A drop shadow effect will be applied to the heading, although in an actual brochure you might want to apply more effects. Display the EFFECT menu, highlight the upper STYLIZE option and select DROP SHADOW.



6 Set the OPACITY to 80%, the X-OFFSET to 1 mm, the Y-OFFSET to 0, the BUR to 0 and select OK to add a sharp shadow to the text.

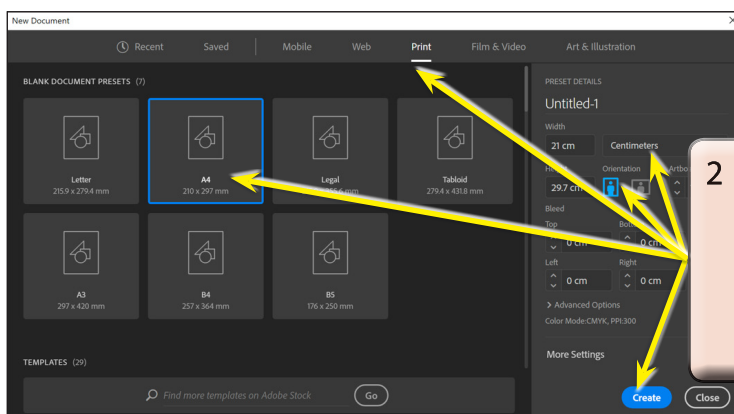
## Creating Accurate Designs

Adobe Illustrator provides tools to create highly accurate designs, some of which in the past have required a dedicated and expensive Computer Aided Design program. To illustrate how to produce an accurate design, the following Conference Room diagram will be created.



## Starting a New Document

- 1 Load Adobe Illustrator CC or close the current file and select CREATE NEW from the WELCOME screen or NEW from the FILE menu to start a new document.



- 2 Select the PRINT profile followed by the A4 preset (or the paper size your printer uses), set the UNITS to CENTIMETRES, the ORIENTATION to PORTRAIT and select CREATE.

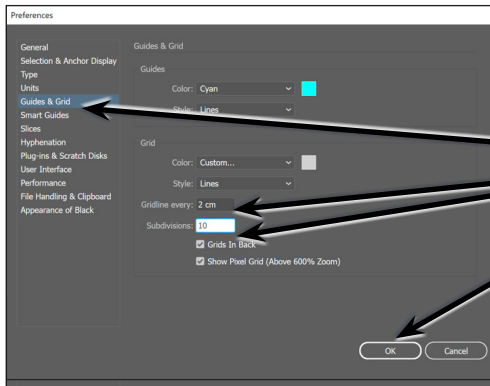
- 3 Use the VIEW menu to turn on SHOW RULERS, SHOW GRID and SNAP TO GRID.



## Setting the Scale

You should select an appropriate scale for a design such as this. A scale might be 1 cm = 1 m or 1 cm = 1 km, etc. To ensure that the conference room will fit neatly on the page, a scale of 1 cm = 0.5 m will be used and a more accurate grid will be applied.

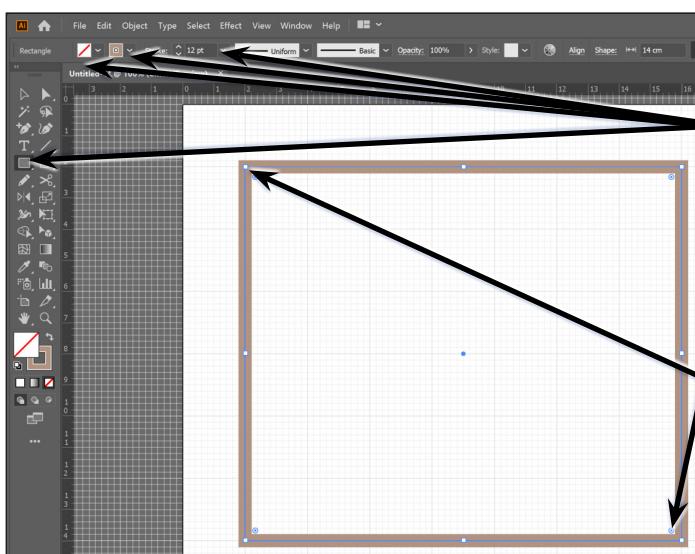
- 1 In the CONTROL or PROPERTIES panels click on the PREFERENCES button.



- 2 Select the GUIDES & GRID category, set the GRIDLINES EVERY as 2 cm, enter 10 in the SUBDIVISIONS box and select OK.

## Entering the Walls of the Room

Thick shaded lines will be used to produce the outline of the room.



- 1 Set the view to 100%, select the RECTANGLE TOOL, set the FILL COLOUR to NONE, the STROKE COLOUR to LIGHT BROWN and the STROKE WEIGHT to 12 pt.

- 2 Drag a rectangle from 2 cm in the top Ruler and 2 cm in the left Ruler (2,2) to 16 cm in the top Ruler and 14 cm in the left Ruler (16,14).

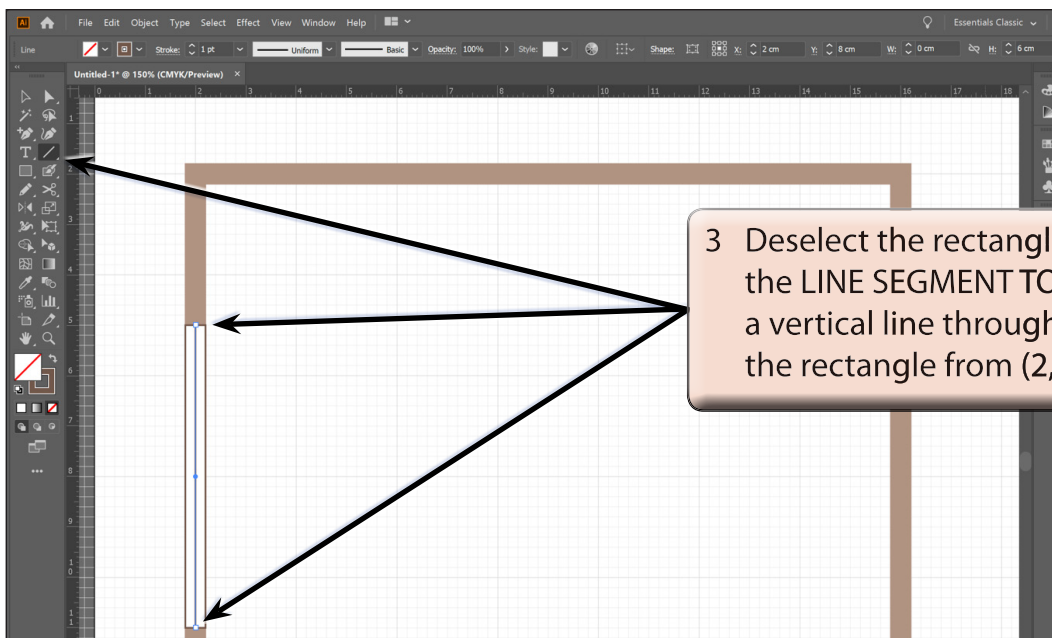
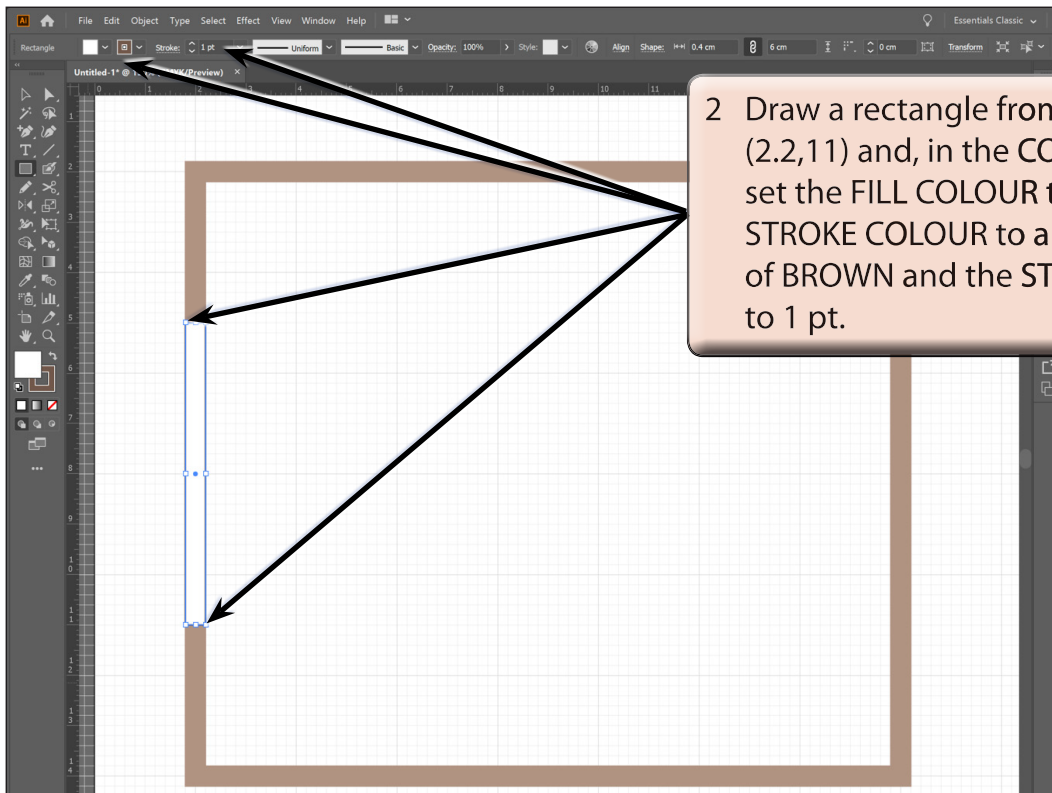
**NOTE:** This has drawn a rectangle that represents 7 m across (14 cm on the screen) and 6 m down (12 cm on the screen).

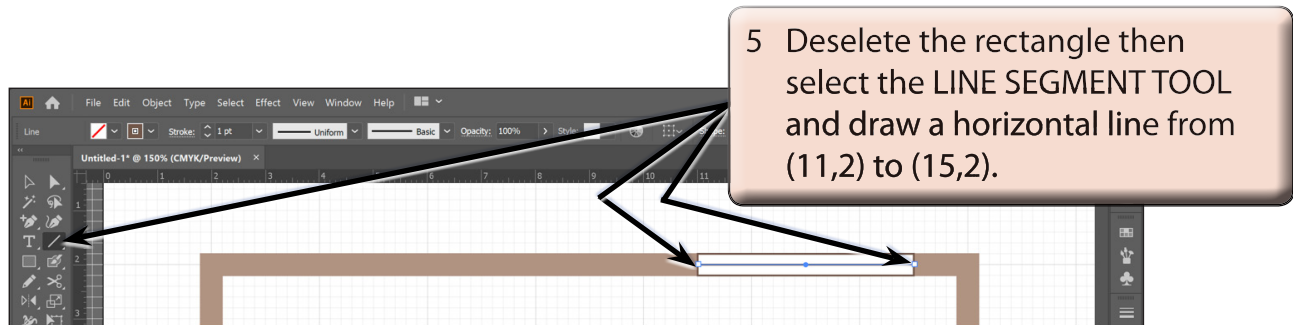
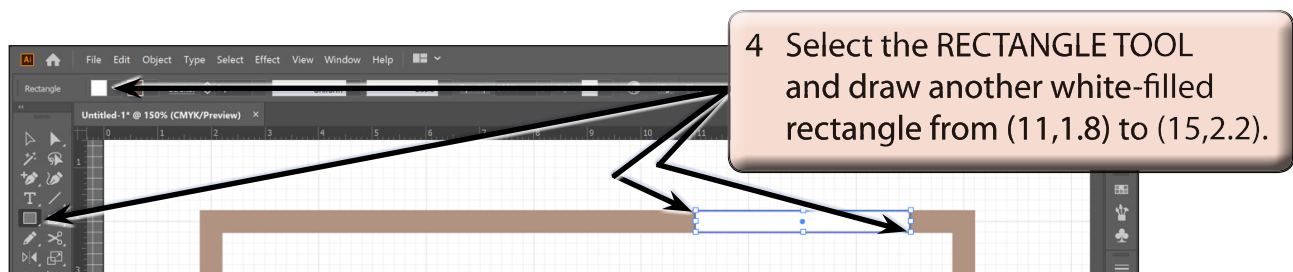


## Adding the Windows

Windows are usually represented by a thin rectangle with a line through it.

- 1 Increase the VIEW to 150% using CTRL+ or COMMAND+ and scroll to the rectangle.

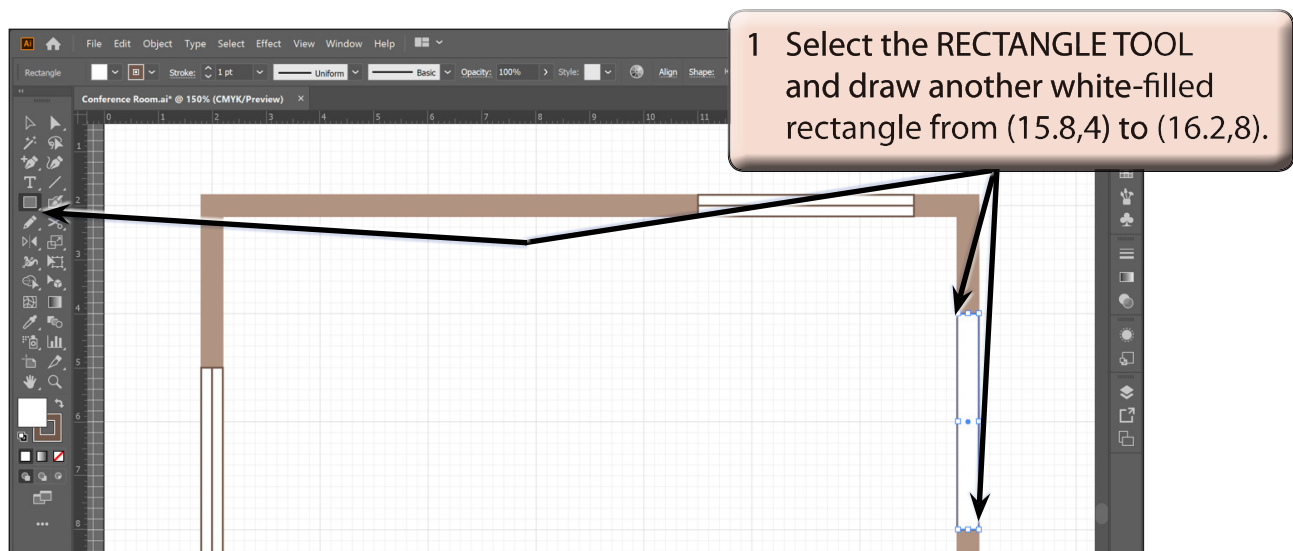




- 6 Save the document in your STORAGE folder as:  
Conference Room

## Adding the Doors

The doors will be represented by a rectangle with an arc attached to it. There are two sets of doors required, one set of double doors and one single door.



- 2 Press SHIFT+CTRL+A or SHIFT+COMMAND+A to deselect the rectangle.

## Useful Tools

This chapter will look at some additional useful tools that Adobe Illustrator provides. It includes exporting images, creating graphs, using Photoshop effects, adding arrowheads and applying graphics styles to objects.

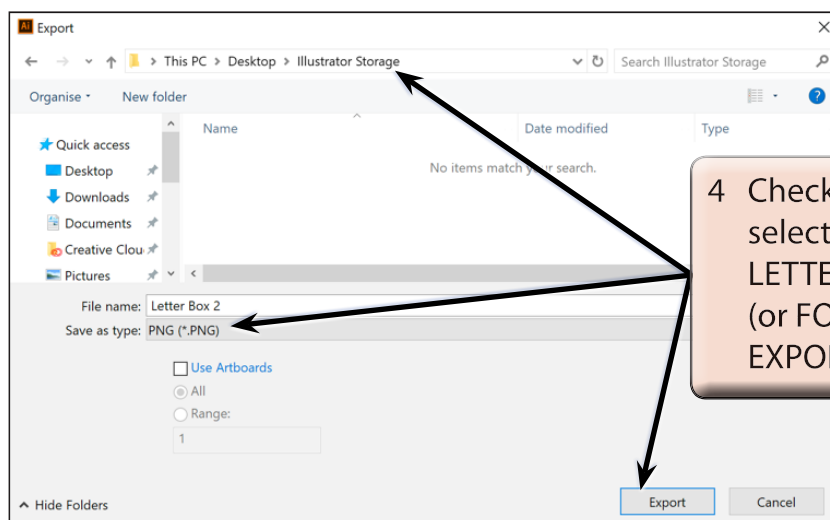
### Exporting Images

Illustrator is often used to create graphics for use in web sites. These graphics need to be the smallest size possible whilst still retaining their quality. Illustrator allows you to save files in a variety of compressed formats or files can be saved in the SVG format, which converts the image to code.

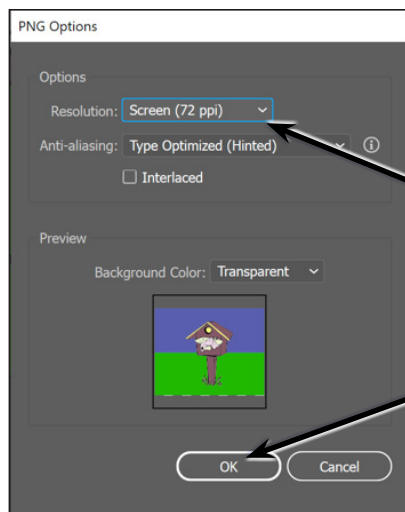
#### A Exporting as Compressed Files

The two most common compressed formats used for web graphics are JPEG (Joint Photographic Experts Group) and PNG (Portable Network Graphics). In general, JPEG images have a white background added to them whereas PNG files can be set to a transparent background.

- 1 Load Adobe Illustrator CC or close the current document.
- 2 Open the LETTER BOX 2 document from your STORAGE folder.
- 3 Display the FILE menu highlight EXPORT and select EXPORT AS.



- 4 Check that your STORAGE folder is selected, leave the FILE NAME as LETTER BOX 2, set the SAVE AS TYPE (or FORMAT) box to PNG and select EXPORT.



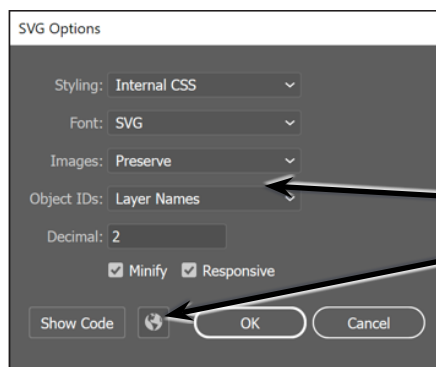
5 You can adjust the settings if need be (such as the RESOLUTION), but the default settings will suffice, so select OK to export the image.

- 6 You might like to repeating steps 3 to 5 to save the image as a JPEG image by setting the SAVE AS TYPE (or FORMAT) box in the EXPORT dialogue box to JPEG.

## B Exporting as an SVG File

SVG stands for SCALABLE VECTOR GRAPHICS and it converts the image into code. The advantage of the SVG format is that images can be resized within a web site without the image losing its quality.

- 1 With the LETTER BOX 2 file open, display the FILE menu, highlight EXPORT and select EXPORT AS.
- 2 Check that your STORAGE folder is accessed, set the SAVE AS TYPE (or FORMAT) box to SVG and select EXPORT (refer to diagram on the previous page).

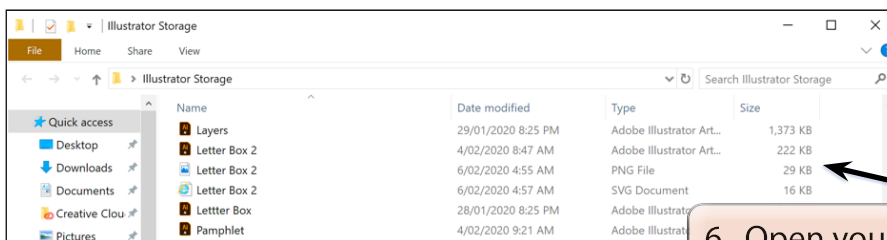


3 As with PNG and JPG formats, you can alter the settings if need be, but the default settings will be fine. Click on the PREVIEW IN A BROWSER icon to see what the file will look like in a web browser.



4 Adjust the size of the browser window and the quality of the image should be maintained.

5 Close the browser, return to Adobe Illustrator and click on OK to export the SVG file.



6 Open your STORAGE folder and look at the relative file sizes of the LETTER BOX 2 files. The advantage of an SVG file is not only its scalability, but its file size is also small.

**NOTE:** If you just want to export parts of images, the part can be selected then **EXPORT SELECTION** used from the **FILE** menu. The next section will cover that process more detail.

## Exporting Assets

You can export individual assets or all the assets of a drawing in one step. This includes creating different format versions or screen resolution versions of the assets.

### A Selecting the Assets

The assets of a drawing are added individually to the ASSET EXPORT panel then exported.

- 1 The LETTER BOX 2 file should be open in Adobe Illustrator.

