Adobe Illustrator Workshop
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Class Objectives

- Learn when it is best to use Illustrator
- Learn what is a vector graphic and how they differ from raster graphics
- Learn the basics of the Illustrator interface
- Learn the basics of setting up a document for print or the web
- Learn how to create basic shapes and objects
- Learn how to group objects
- Learn how to select, move and transform objects
- Learn about anchor points and paths
- Learn some of the tools in Illustrator
- Learn how to import existing artwork into Illustrator
- Follow along and create a basic logo design
- Learn how to export a file
- Learn how Illustrator can be used with the other applications in the Adobe Creative Suite

What is Illustrator?

Illustrator is a vector graphics editor that is part of Adobe's Creative Suite. It can be used to create scalable artwork for logos, print documents, graphics for the web and video, and much more. Illustrator integrates very well with other programs in the Creative Suite, including InDesign, After Effects, and Premiere.

Raster and Vector Graphics

Raster graphics are made up of pixels, tiny dots of different shades or colors that make up the overall picture. A digital photo is an example of a raster graphic. The disadvantage to raster graphics is that their quality can go down as the image is enlarged (picture a small photo that you have taken with your phone blown up on a billboard).

Vector graphics, instead of pixels, are made of connecting drawn lines. As a vector graphic is enlarged, the lines are redrawn and the indicated areas are again filled in. Artwork made up of vector graphics can be scaled up without lost of quality, making it very versatile.

Why Don't I Just Use Photoshop?

Photoshop was created to manipulate and edit raster graphics, such as photos. Remember, Photoshop is a pixel-based program. Although you can create shapes in Photoshop, you have much more control in Illustrator. Photoshop is effective for creative graphics for the web. But for print applications, Illustrator has a far superior output, and Illustrator is THE program to use for creating logos and illustrations.

Creating a New File
It is good to know where you are going to take your artwork. For instance, commercial printers use the CMYK color mode. For video or web, you will want to use RGB. In this class, we will be creating a logo to be used as a bug on a video screen. An example of this would be the network logo that you typically see at the bottom right corner of a screen.

1. Click File-New
2. Give your document a name in the Name field
3. Under size, select Print, Web or Video and Film depending on what you mostly use the file for. If video, select HDV 1080 (or whatever size matches your footage); you may need to also set the Width and Height fields (i.e., 1440 x 1080)
4. Click OK

Saving/Opening AI Files
1. Save often
2. File formats: Save as ai if you are going to continue to work on it. Save as eps if you are importing it into a program that does not read AI files (non Adobe programs). PDF (portable readable document) can be opened in Adobe Reader.
3. You can just open AI, EPS and PDF files in Illustrators and directly edit.

Workspace

If you want to make sure that your workspace is set to the standard layout, click on Window-Workspace-Essentials. Then click on Window-Workspace-Reset Essentials.

The Interface

● Tools bar - along the left side, where you select various tools (select, type, pen, shape, navigation, Colors, etc.)
● Controls bar - along the top, where you can make changes to selected items (such as changing an object's color)
● Applications bar - above the Controls bar, where you can open Adobe Bridge (a program used to organize your assets) and arrange any open documents

- Panels bar - along the right, where you can pick colors and see the layers of your document (Layers panel); you can expand and shrink these panels with the arrow icon on the top right of this bar
- Canvas - in the middle, where you will assemble your artwork

Navigating in a Document

Note: Keyboard shortcuts are shown in parenthesis.

- Select the Hand Tool (H) and click and drag in the canvas area to move the workspace around. Note that this will not move individual objects but the entire canvas, like you would move a whole piece of paper.
    - Keyboard shortcut - hold spacebar to get the Hand Tool
- Select the Zoom Tool (Z) and click to zoom in. Hold the Option button down and click to zoom out. Notice that the magnification number in the lower left of the canvas. You can also set your zoom level here.
    - Keyboard shortcut - Command + to zoom in, Command - to zoom out; Command 0 to fit to window, Command 1 to go to 100%
- To select objects, use the selection tool in the tool bar (the black arrow in the upper left corner)

Undo

Click on Edit-Undo (Command Z) to undo any changes you may have made.

Copy/Paste

Click on Edit-Copy (Command C) to copy artwork.
Click on Edit-Paste (Command V) to paste artwork.

Layers

You can arrange your artwork in independent layers than can be arranged from top to bottom. Layers on top will show above or in front of lower layers.

To create a new layer, go to the Layers panel on the right side of the screen. Make sure the Layers tab is selected. Click the Create New Layer icon on the bottom of the Layers panel. You can rename your layer. The visibility of layers can be changed by clicking the eyeball icon for each layer.

You can rearrange the order of layers by clicking and dragging them up or down to change the order as they appear on screen.

New objects or text that is created will go on the layer that is selected.

Drawing Objects

1. Click and hold on the shape tools button in the Tools bar
2. An additional menu will pop up
3. Select the desired shape tool (Rectangle, Ellipse, Polygon, etc.)
4. Click and drag in the canvas
   a. Hold the Shift key to constrain proportions, like making a perfect square with the Rectangle Tool.
   b. Hold down the option key to create from the center of the shape.
5. Click on the Selection Tool (V)
6. Select the object
7. Change the color of the object by using the drop-down selector on the left of the Control bar
8. Change the stroke width and color by using the drop-down selectors in the Control bar
9. Click and drag on the object to move it in the canvas. Use the selection tool or the direct selection tool to do this.
10. You can use the direct select tool to select the path on an object and change it.

Adding a Gradient to an Object

Adding gradients can give your objects a sense of depth.

1. Select the object in the canvas
2. Make sure the Fill (X), as opposed to the Stroke, is activated in the Tools bar
3. Click on the Gradient (>) button below the Fill/Stroke selector
4. Click on the Gradient tab in the Panels bar
5. Change Type to Radial or Linear
6. Change colors of the gradient by dragging them down from the Swatches panel on to the sliders of the Gradient Slider; or double-click on the sliders to use the Color Picker
7. Drag the sliders to change the blending of the gradient

Swatches

You can organize your colors in the Swatches panel. To create a new folder, click on New Color Group (folder icon) at the bottom of the panel. Drag and drop colors into the folder to create a selection of desire colors.

To find compatible colors, click on a color in the Swatches panel, and then click on the Color Guide tab in the panel above.

Grouping and Ungrouping Objects

Select more two or more objects by Shift-clicking. Click on Object-Group. You can now move the objects together as they were one object. To ungroup the objects, select the combined object and click on Object-Ungroup.

Transforming Objects

Scale
1. Click on the object
2. Click and drag on one of the white boxes on the outside of the shape to make the shape bigger or smaller
3. Shift-click to constrain proportions

Rotate
1. Click on the object
2. Hover your cursor around one of the corners of your object
3. When you see the curved double arrows, click and drag to rotate the object

Transform tools
1. Click on the object
2. Click on the transform tools in the Tools bar (about halfway down)
3. Select the tool that you want to use (Width, Warp, Pucker, etc.)
4. Click and drag on the object to apply a transformation

Paths and Anchor Points

All vector artwork is made up of paths. They are the line segments that make up the overall artwork. The shapes they make are then filled to complete the artwork. The anchor points are the points along a path begins and stops.

Pen Tool

The Pen Tool can be used to create your own vector graphic shapes.

Straight Line
1. Select the Pen Tool
2. Click on the canvas
3. Click on another point on the canvas
4. Click return

Basic straight-edge shape
1. Select the Pen Tool
2. Click on the canvas in different locations to form a shape (triangle, rectangle, etc.)
3. To keep 90-degree angles, shift-click on the points of the shape
4. Click on the original anchor point to close the shape

Curves
1. Select the Pen Tool
2. Click on the canvas
3. Click and drag on another point along the canvas; notice the handles that appear, which allow you to change the direction and size of the curve

Once you have created your shapes, you can go back to the Selection Tool, click on a path on the shape, and move or transform it. You can also use the Direct Selection Tool to select and move anchor points and adjust the handles of your curves.

Adding and Deleting Anchor Points

Within the Pen Tool on the Tools bar is a sub-menu of other tools that can be used to add or delete anchor points. Select the object, select either the Add or Delete Anchor Point tool, and then select the anchor you want to delete or click along a path to add another anchor point.

Text

To add text, select the Text Tool (T) in the Tools bar. Click on a location in the canvas. Type your text. Click and drag to select the text to change font, size, color, etc. Make these changes in the Controls bar. Click the Select Tool and select the text to position the text on the canvas.

Aligning Objects

You can align two or more objects with each other.

● Click on one object and move around a second object; green guides will help you align sides or the objects' centers

or

- Select two or more objects by using the selecting one object and Shift-clicking the other objects
- Use the different align buttons on the Control bar to align the objects (align left, right, top, bottom, center, etc.)

Pathfinder

This tool allows you to combine shapes or to subtract a shape from another (i.e., using a triangle to cut out a Pacman mouth for a circle).

1. Open the Pathfinder window by Clicking on Window-Pathfinder
2. Position both objects
3. To bring one object on top of another, select the object and click on Object-Arrange-Bring to Front
4. Select both objects by Shift-clicking
5. Click on the appropriate Shape Mode (Unite, Minus Front, etc.)

Exporting/Importing Your Logo for Video

To export your logo to use with a video editor (i.e., Final Cut Pro X):

1. Click File-Export
2. Give the file a name in the Save As field
3. Choose the destination in the Where field
4. Choose the PNG (png) format (jpgs will not have a transparent background)
5. Click Export
6. Import the file into your video editor
7. Place the file into your timeline
8. Adjust position, scale, and opacity as necessary

To import into InDesign, Adobe Premiere Pro, and After Effects:

1. You do not need to export a png file from Illustrator
2. Import the Adobe Illustrator (ai) file into Premiere by selecting File-Import
3. Drag the file from the project panel into your timeline
4. Adjust position, scale, and opacity as necessary
5. Any changes that you make in Illustrator will be automatically updated in Premiere Pro, After Effects, or other programs in the Adobe Creative Suite!

Notes for After Effects:

To properly animate the Illustrator file in After Effects, all assets must be separated into their own individual layers. It is also important to name each layer appropriately as to not become confused layer in After Effects. Use the "Release to sequence" feature in the Illustrator layers panel and move all sub layers to main layers. Make sure to chose composition when importing into After Effects. The RGB color profile is recommended.

Online Tutorials:

For the shape tools:

http://tv.adobe.com/watch/learn-illustrator-cs6/creating-objects-with-shape-tools/

For the Pen tool:

http://tv.adobe.com/watch/learn-illustrator-cs6/essentials-of-the-pen-and-pencil-tools/

How To Get Started with Adobe Illustrator CS6 - 10 Things Beginners Want To Know How To Do
http://tv.adobe.com/watch/creative-suite-podcast-designers/how-to-get-started-with-adobe-

illustrator-cs6-10-things-beginners-want-to-know-how-to-do/