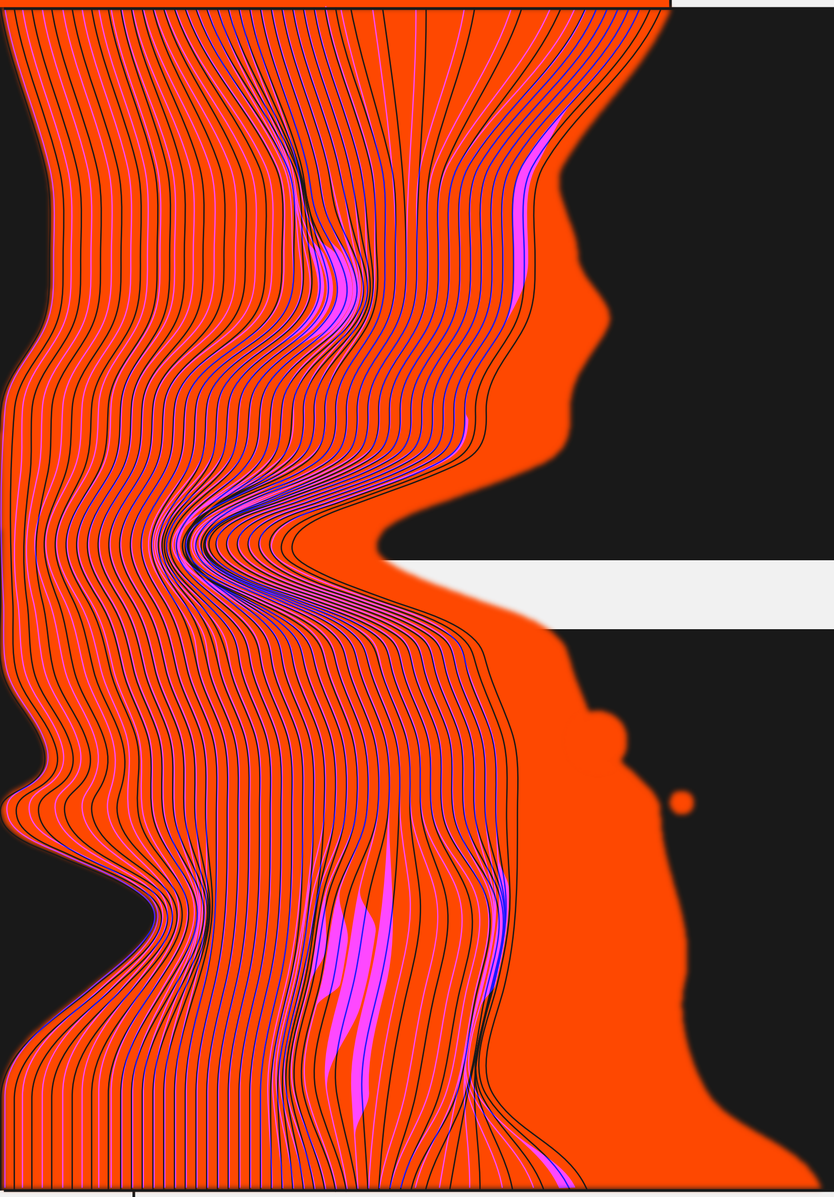


ILLUSTRATOR.

Illustrator classes, a summary to review tools, actions and vector shaping.

Adobe Illustrator is a software that allows you to work with vectors.

› Some of Illustrator's core capabilities:

→ The ability to draw freehand with a variety of digital brushes, pencils, and pens

→ A range of tools to create geometric shapes, adjust curvatures, and manipulate lines

→ A generous offer of colour options for creating colour palettes, filling shapes, styling gradients, and mixing different hue effects.

→ Layers that allow you to split the components of your designs, making it easy to edit them singularly without impacting the others

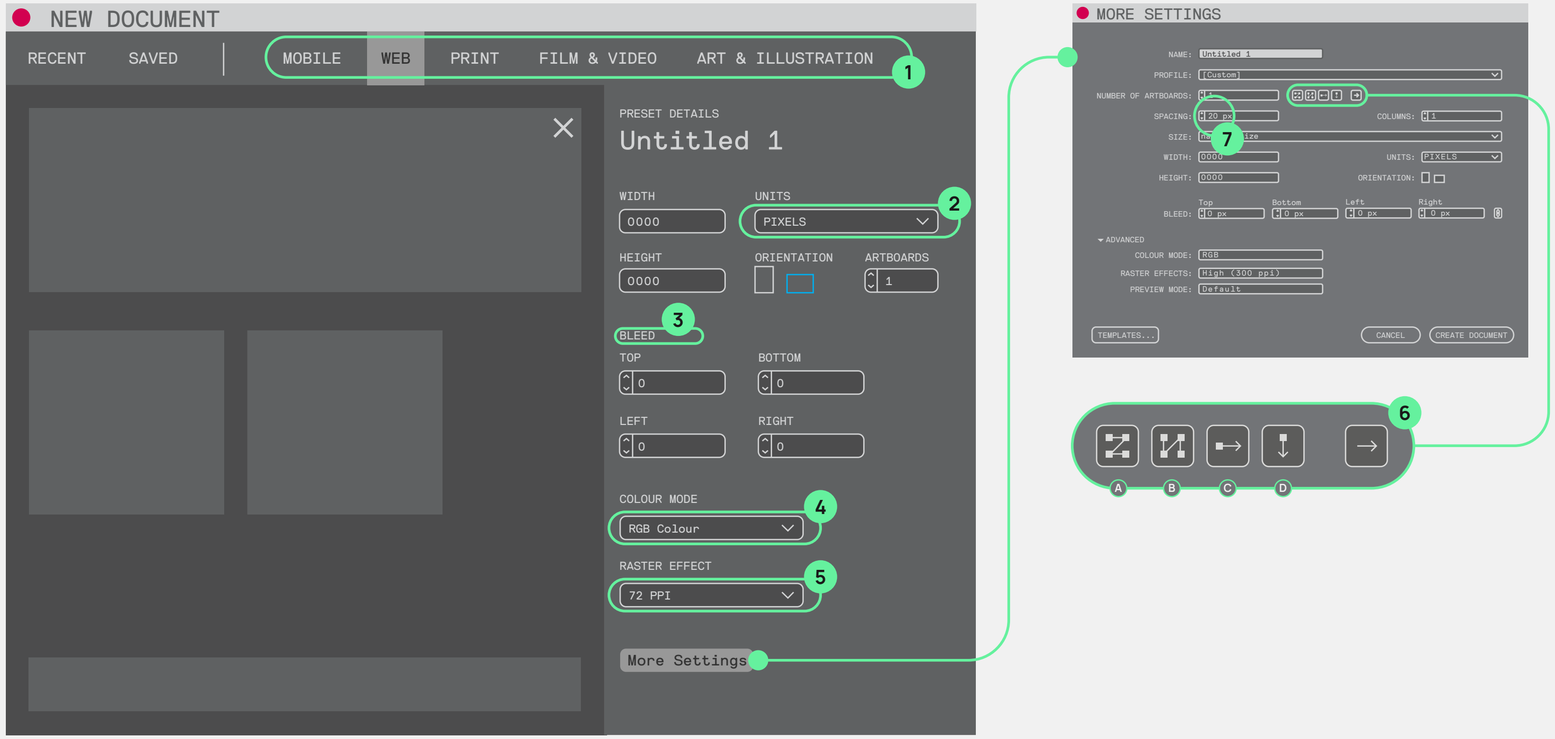
→ A grid feature with anchor points and "snapping" capabilities, allowing you to easily align shapes and lines

→ Editing features to transform, blend, and tween design components

→ Features to edit and trasform characters preserving its "type" nature

→ The ability to create patterns and brushes from scratch

Standard presets, and how to set up your work space.

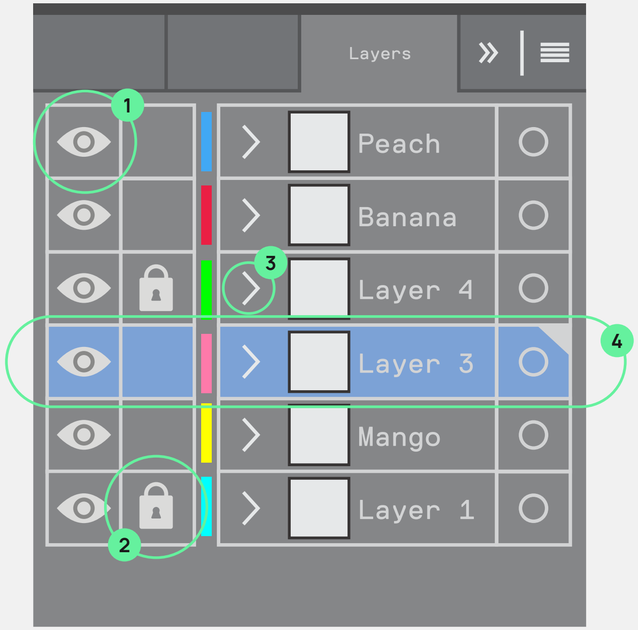


1. All presets are fully editable
2. Units: pixels for digital assets, metric or imperial for print
3. If any object is intended to go to the edge of the artboard when printing, a bleed should be used to ensure best print practices
4. Unless you are directly printing your file, try to stick to RGB as colour mode
5. The raster effect refers to the quality of your preview on screen, vectors don't have a resolution, they are forever sharp :)
6. Rearrange your artboards' layout
7. Add a spacing between each artboard and the next

Basic illustrator commands and shortcuts

IOS		WINDOWS	
CMD+N	OPEN NEW DOCUMENT	CTRL + N	OPEN NEW DOCUMENT
CMD+O	OPEN EXISTING DOCUMENT	CTRL + O	OPEN EXISTING DOCUMENT
CMD+C	COPY	CTRL + C	COPY
CMD+V	PASTE	CTRL + V	PASTE
CMD+X	CUT	CTRL + X	CUT
CMD+A	SELECT ALL	CTRL + A	SELECT ALL
CMD+Z	UNDO	CTRL + Z	UNDO
CMD+SHIFT+Z	REDO	CTRL + SHIFT + Z	REDO
SHIFT	ADD, REGULARIZE	SHIFT	ADD, REGULARIZE
ALT/OPT	REMOVE, REPLICATE	ALT/OPT	REMOVE, REPLICATE
CMD	GIVE COMMAND	CTRL	GIVE COMMAND
CTRL	RIGHT CLICK (MAC ONLY)	CANC	DELETE THINGS

Layers & Artboards

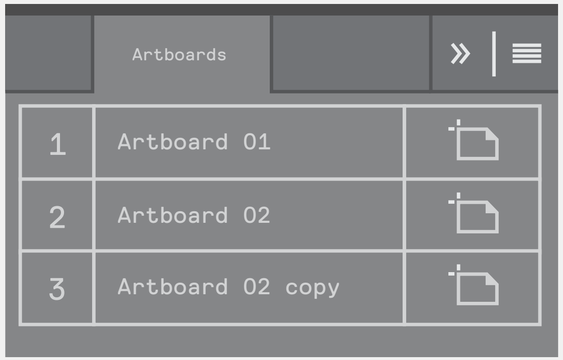


Layers can be managed from the layer window.

Layers can be renamed by double ckicling on them, or by editing their name in the properties window.

1. Layers can be visible (👁) or invisible.
2. Layers can also be locked (🔒).
3. The selected layer is the layer you are acting on
4. Layers can be “opened” to inspect their contents

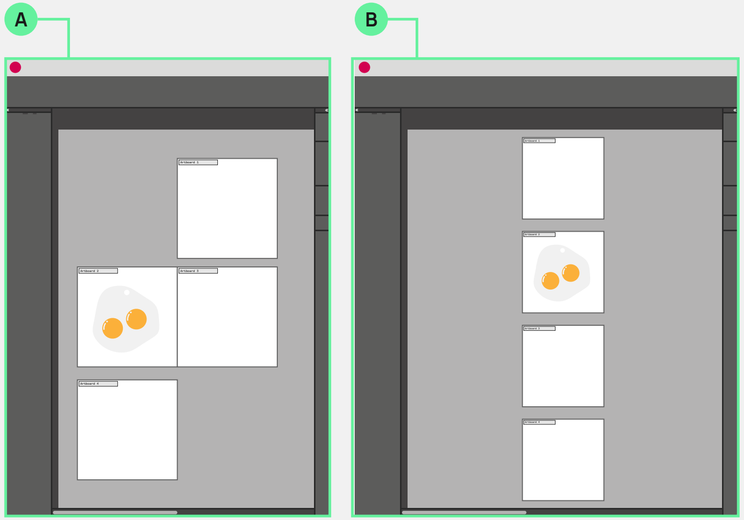
Layers can be shuffled, copied and duplicated.

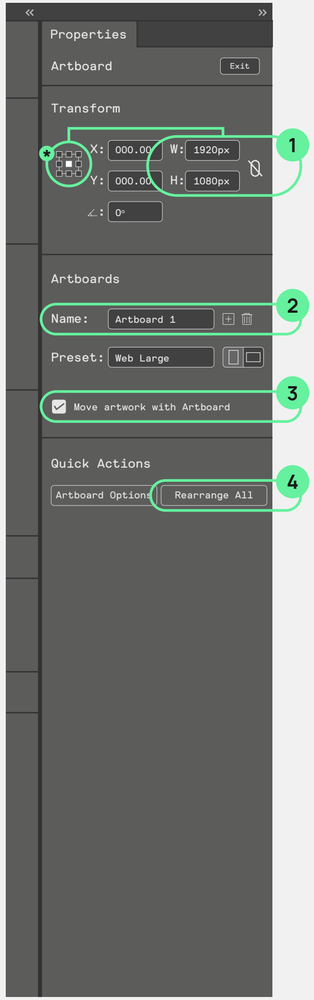


Artboards can be edited by pressing SHIFT + O in the artboards manager tool.

Managing Artboards

SHIFT + O



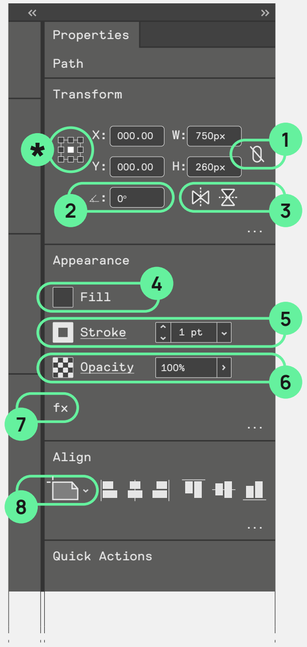


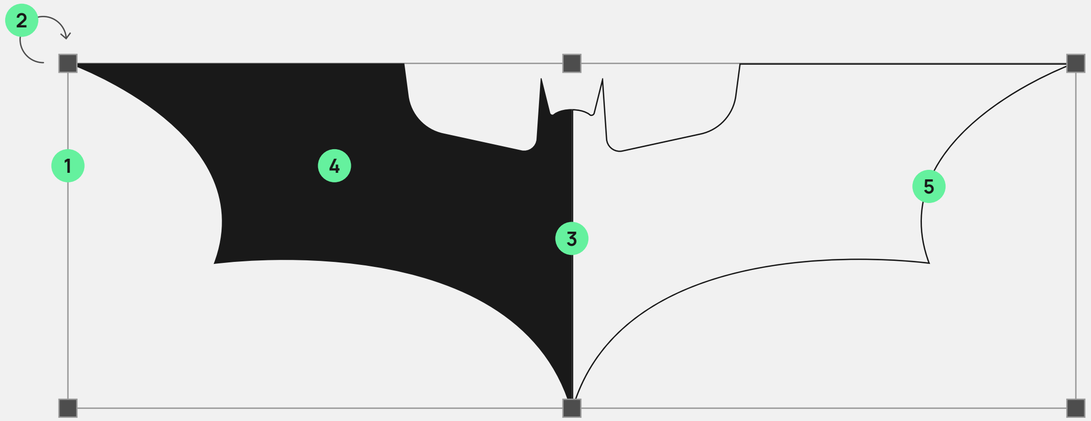
The artboard manager, SHIFT + O, allows you to move, resize, reformat, and re-arrange your artboards. SHIFT + O (artboard manager) is a tool, so if you try to select things with, for example, V you will exit the editor view.

1. Adjust the Width and Heigth of the Artboard anchoring the adjustments to any one point [*].
2. Rename the Artboard [this will also reflect on the name of the file once you export it]
3. When rearranging or resizing artboards, the content can move with the artboards
4. Allows you to rearrange artboards with the initial presets [see slide 3]

A. Manually rearrange artboards by moving them with the SHIFT + O tool [no need to press V]
B. Rearrange All allows you to reset your artboards' layout

Anatomy of a vector shape





1. Lock the proportions while resizing shapes
2. Rotate objects to specific angle
3. Reflect objects vertically or horizontally

*. All editing effects can be anchored to a point of the shape

4. Pick a fill from swatched colours
5. Pick a stroke colour, change its thickness and other properties [dashed lines, rounded caps and curves, arrowheads, etc..]
6. Opacity: percentage of transparency of objects. You can also directly edit the “objects’ blending options” [eg. Multiply].
7. Add effects to an object
8. Align objects. You can align them to the artboard, to a key object, or to the current object selection.

Basic vector drawing tools

V

selection

A

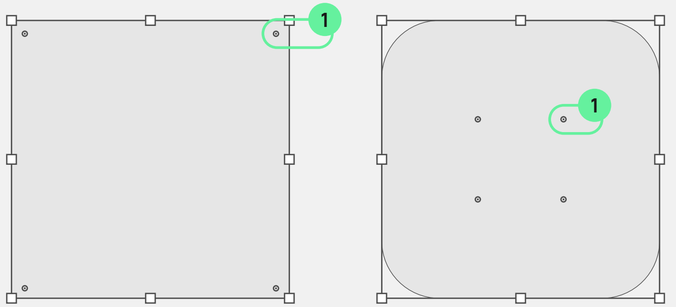
direct selection

SHIFT + C

anchor point tool

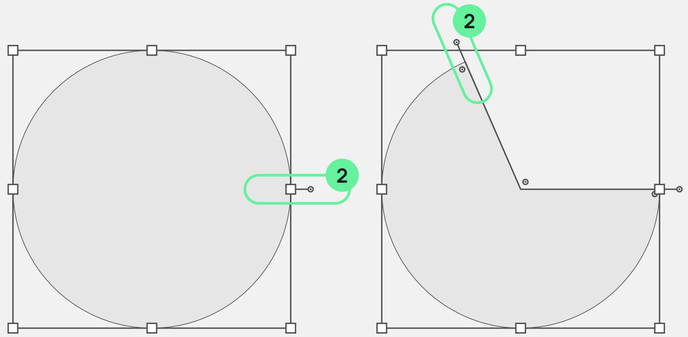
P

pen



M

rectangle tool



L

ellipse tool

1. These are rounding points, they allow you to curve any sharp angle into a rounded one
2. This handle enables you to turn a circle or an ellipse into a “pie”

If you want a perfect circle or square, hold SHIFT while creating the shape.

Pen tool

P

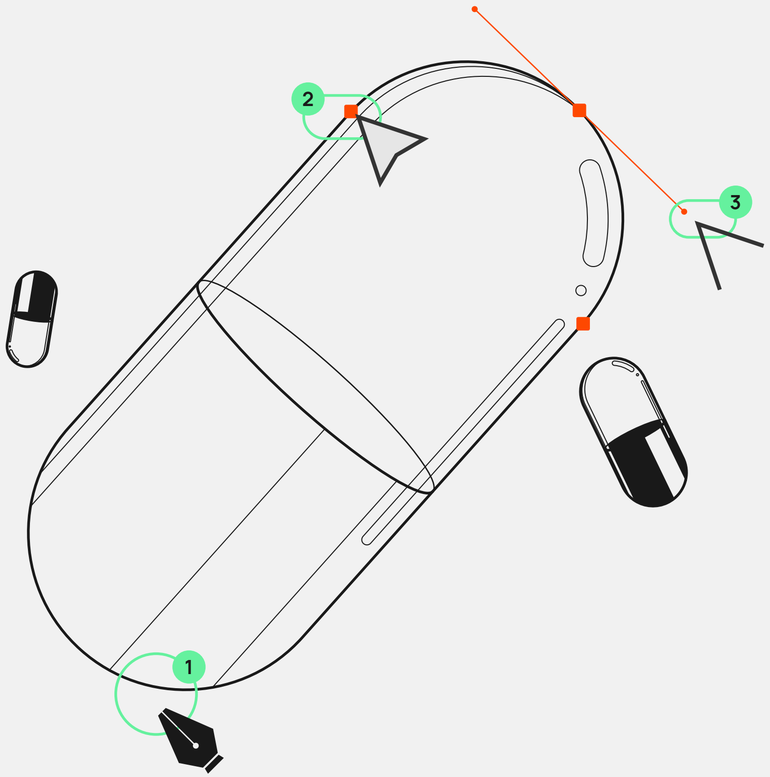
The pen tool creates vector graphics using mathematical points and curves.

Anchor points are points, connected in a sequence, that determine the vectors of a curve. The curve is called a path.

1.Click the pen tool [P] on a blank area of a document to create an anchor point. Click again to create the next point in the path. Press Enter to stop adding points to the path, or click the pen tool on the starting anchor point to close the path. If the pen tool is clicked and dragged, it creates a point and also adjust the point's handle, changing the slope of the curve. If the pen tool is clicked on an existing curve section, a new anchor point is inserted there. If the pen tool is clicked on an existing anchor point, the point is deleted.

2. The direct selection tool [A] allows you to select a specific point in your path.

3. You can always return and edit the curves later using the anchor point tool [SHIFT +C].



Brush + Pencil Tool

B
N

All of the drawing tools create paths.

The Brush [B], similar to the Pencil tool [N], is for creating paths, lacking the precision of the pen tool but allowing for more free-form drawing.
This tool can be applied to any path, drawn with the brush or previously created. You also have a vast library of brushes that can be applies ot the path.

You can also create brushes of your own, by making a shape and dragging it into the brushed window.

You can create any number of brushes, such as pattern, artistic, or scatter brushes. These are all editable in the brushes window.

Colours in Illustrator

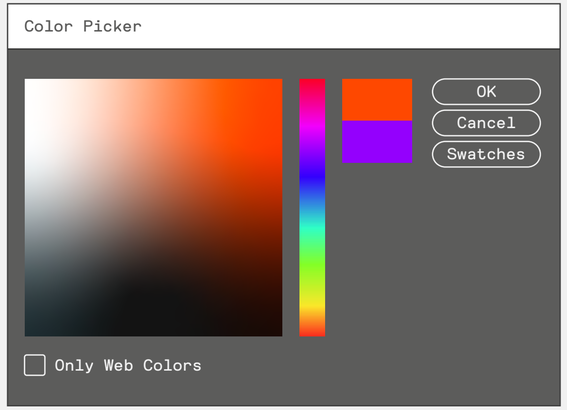
The most basic to colour any object in Illustrator is by using any of these features:

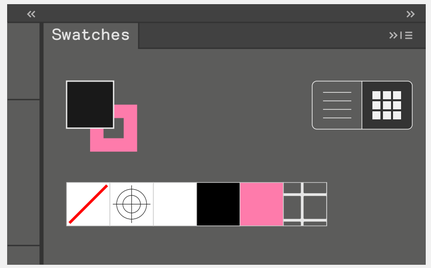
1. Colour Picker
2. Swatches
3. Eye dropper Tool [I]

More “advanced” options include:

4. Gradient [G]
5. Live Paint Bucket [K]
6. Mesh [U]

All these options allow you to colour objects. Let’s have a deeper look at options 4 to 6.

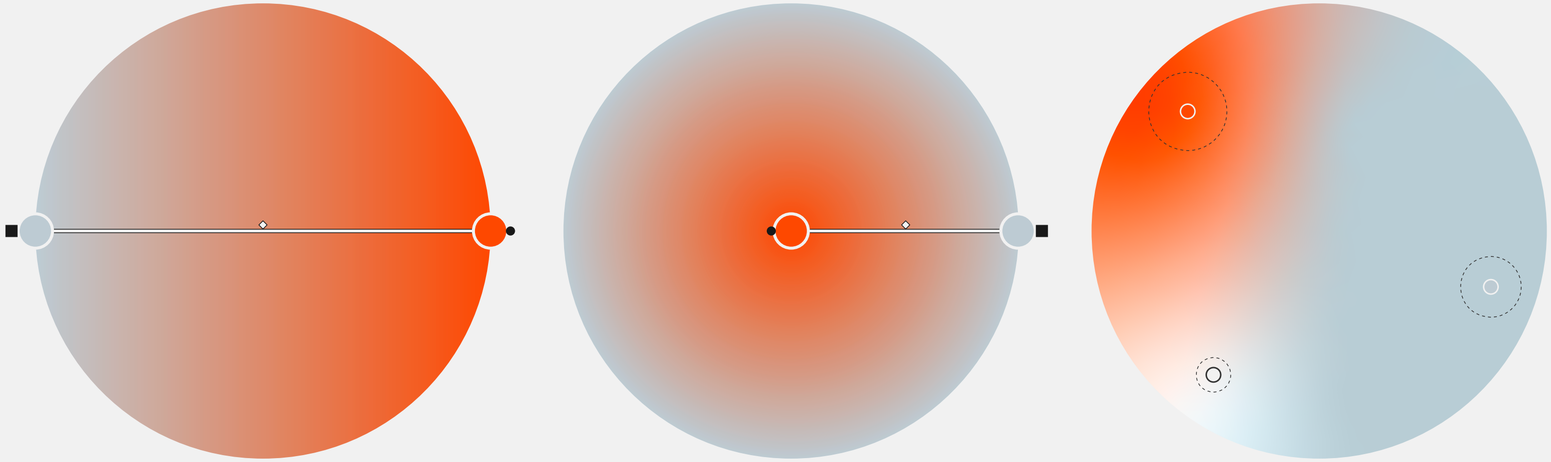




eyedropper

Gradient tool

G



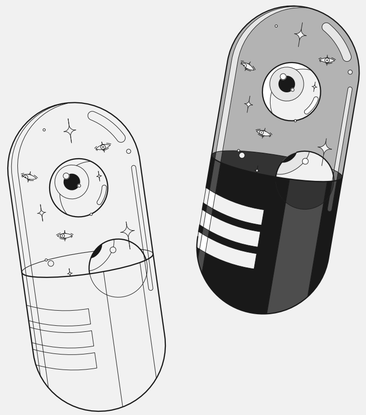
To create gradients, make a shape, then grab the gradient tool G, and click on the shape you want to have gradient as a fill.

Gradients can be applied to shapes, paths, strokes, text, and anything that can have either a fill or a stroke.

Gradients can be Linear, Radial or Free Form.

Live Paint Bucket tool

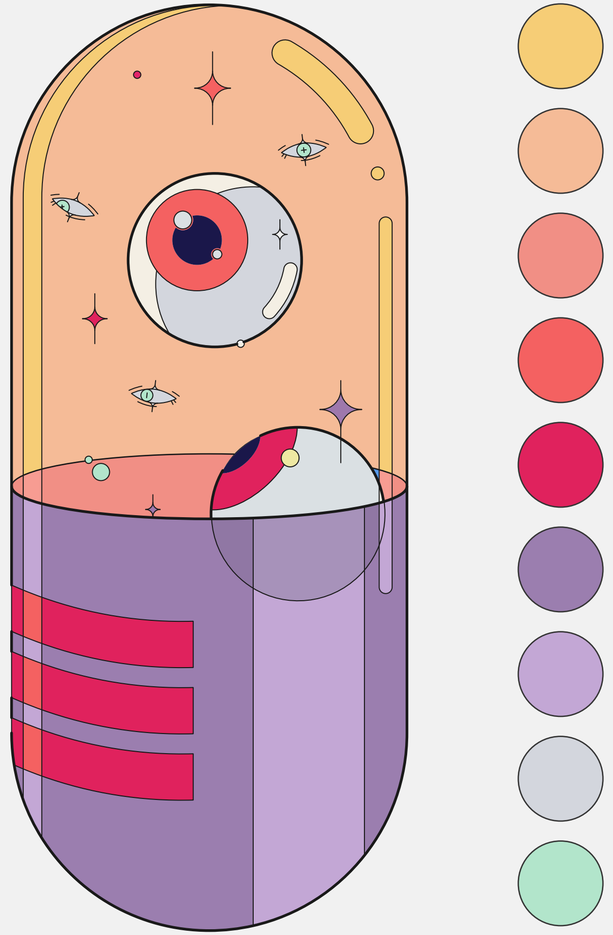
K



The Live Paint Bucket tool [K] works on live paint groups (objects), and live paint groups can only be paths, including shapes that are created from paths (pen tool paths, strokes, etc).

1. Group the elements and objects you want to paint
2.Select the Live Paint Bucket tool on the toolbar or press K on your keyboard
3. Click on the objects you want to fill with colour

* if you want to make your experience easier, create a colour palette, and as you are using the Live Paint Bucket [K] you can hold the ALT/OPT key on your keyboard to toggle the Eyedropper, so you can pick colours as you paint.



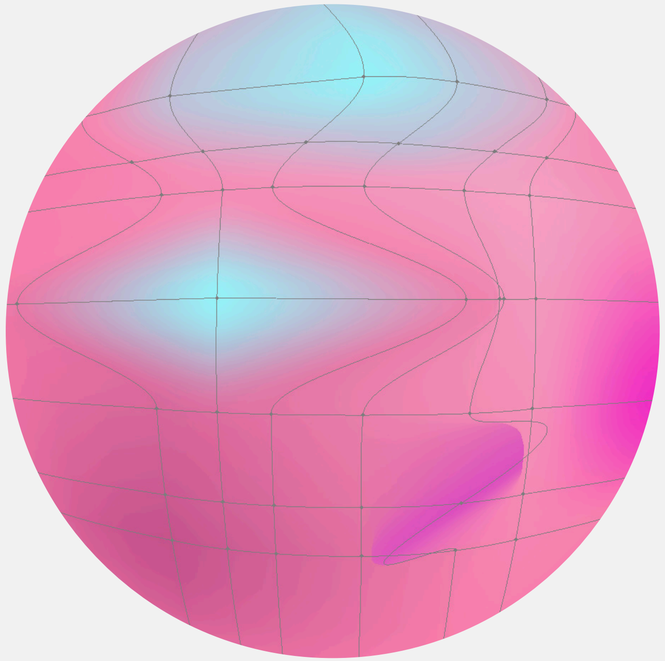
Mesh tool

U

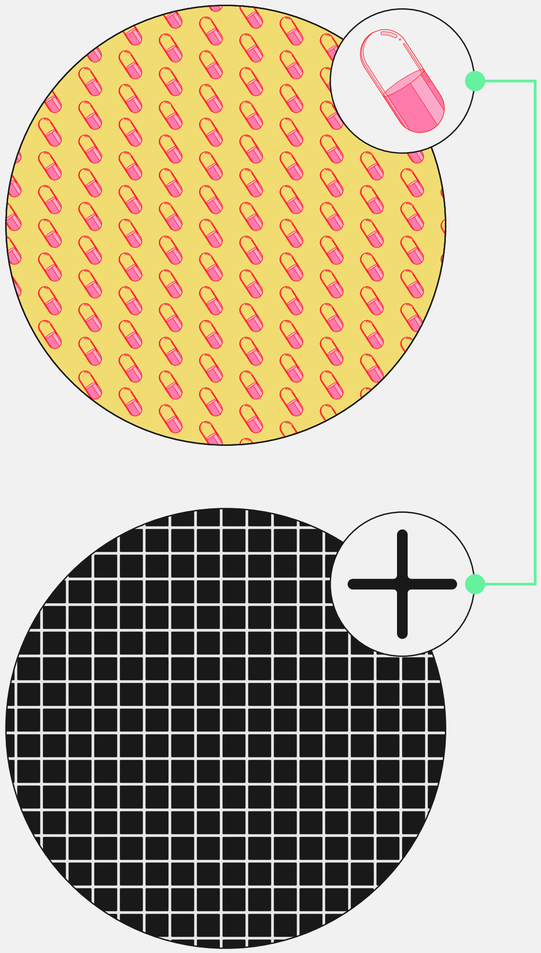
Gradient Meshes produce a mesh inside the object that will follow the contour. Colour can then be registered to the mesh points, and various colors between the mesh points blend into each other.

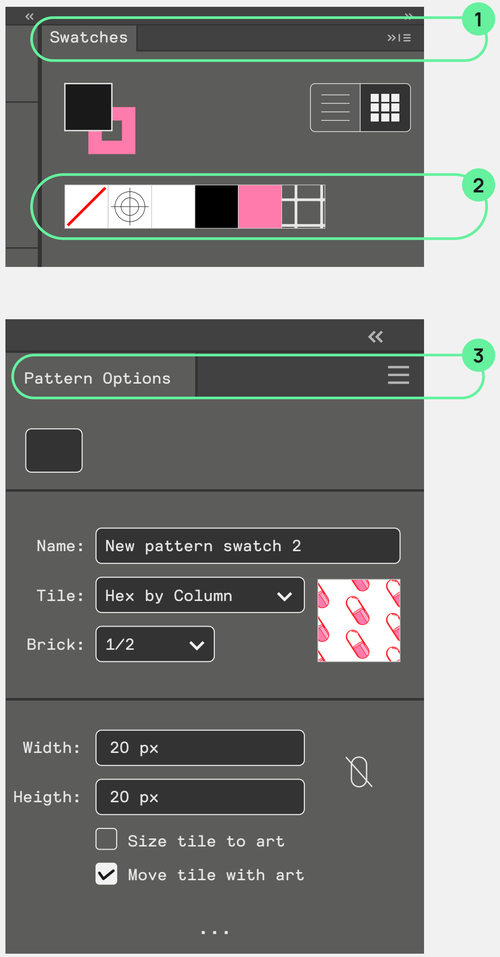
You can produce a gradient mesh object in Illustrator by first sketching a normal vector object. You don't sketch gradient mesh objects from scratch: you transform the vector forms that are existing to mesh objects.

1. Grab the mesh tool U, and click wherever you want within your path. Each click with U appends mesh points to the grid object. To delete a mesh point you can hold alt while clicking it with the mesh tool
2. Once you are done defining the mesh points, you can choose each mesh point to alter its place and its direction handles with A. You can colour each point using the colour panel/swatches/eyedropper tool



Patterns





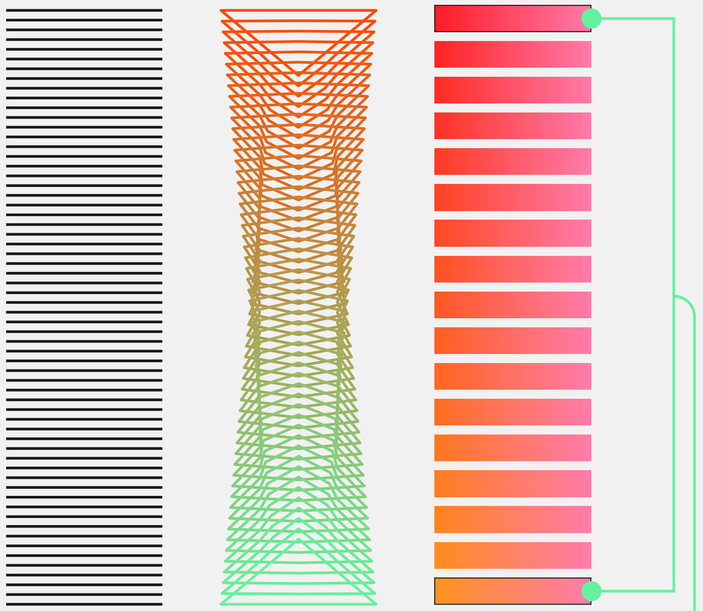
Any shape, character, line, and path can be turned into a pattern.

1. Drag the item into the swatches window and it will turn into a pattern swatch.
2. To edit the pattern double click on the swatch, the pattern options window will open [3].

When creating patterns make sure that the items used do not have active clipping masks.
Objects that are too complex may not turn into patterns.
You cannot “nest” patterns, which means that if an object has a pattern inside, you cannot make that item a pattern itself.

Blend tool

W



You can blend objects [W] to create and distribute shapes evenly between two objects. You can also blend between two open paths to create a smooth transition between objects. Or you can combine blends of colors and objects to create color transitions in the shape of a particular object.

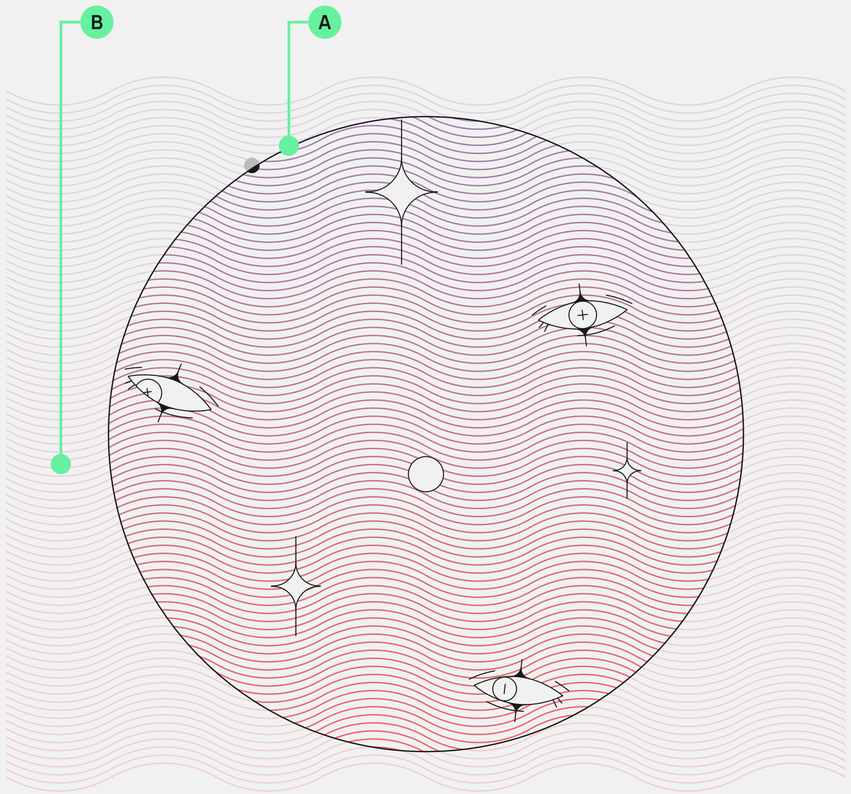
The spine is the path along which the steps in a blended object are aligned. By default, the spine forms a straight line.

To replace the spine with a different path, draw an object to use as the new spine. Select the spine object and the blended object, and choose Object › Blend › Replace Spine. To reverse the order of a blend on its spine, select the blended object and choose Object › Blend › Reverse Spine.

Clipping Masks

A clipping mask is the action of using any path as a “container” for any artwork or group of artworks — in effect, clipping the artwork to the shape of the mask.

The clipping mask and the objects that are masked are called a clipping set. You can make a clipping set from a selection of two or more objects or from all objects in a group or layer.

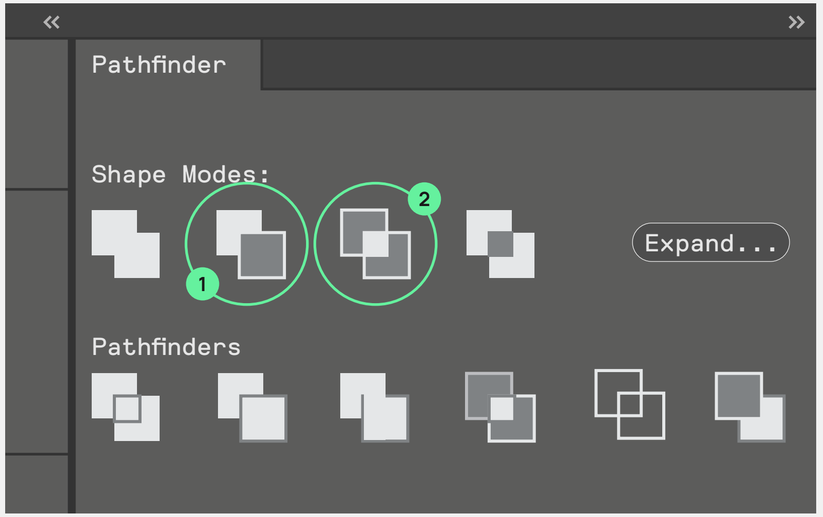


1. Create the object you want to use as the mask. This object is called the clipping path [A], only vector objects can be clipping paths
2. Move the clipping path above the objects you want to mask [B] in the stacking order
3. Select the clipping path and the objects you want to mask [A+B].

Choose Object › Clipping Mask › Make

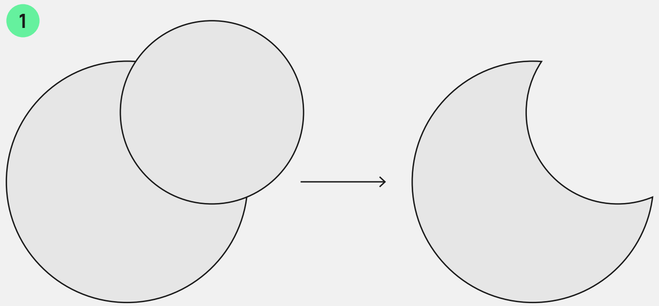
OR use the properties window

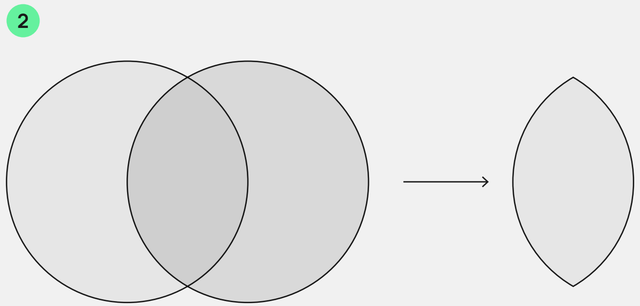
Pathfinder



Pathfinder effects let you create new shapes out of overlapping objects. Apply Pathfinder effects by using the Effects menu or the Pathfinder window panel.

1. Select the objects to which you want to apply the effect. To apply a Pathfinder effect to a group or layer, target the group or layer.
2. In the Pathfinder panel, click a pathfinder button (in the bottom row), or Alt-click (Windows) or Option-click (Mac OS) a Shape Mode button (in the top row).





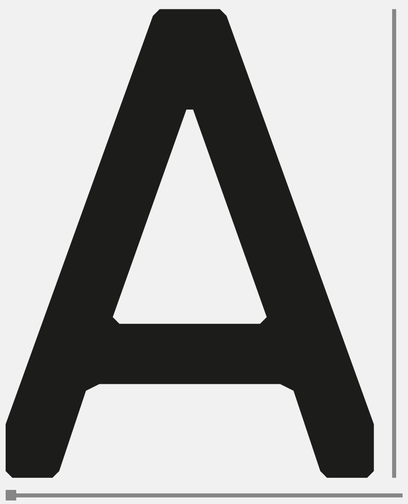
Type tool

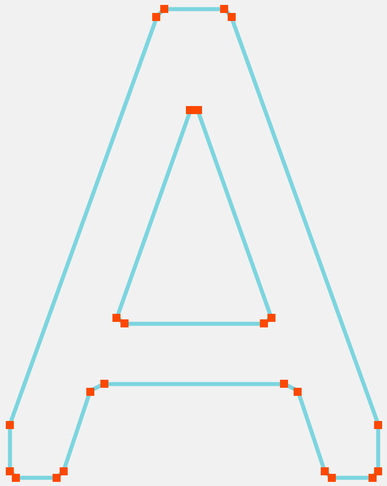
T

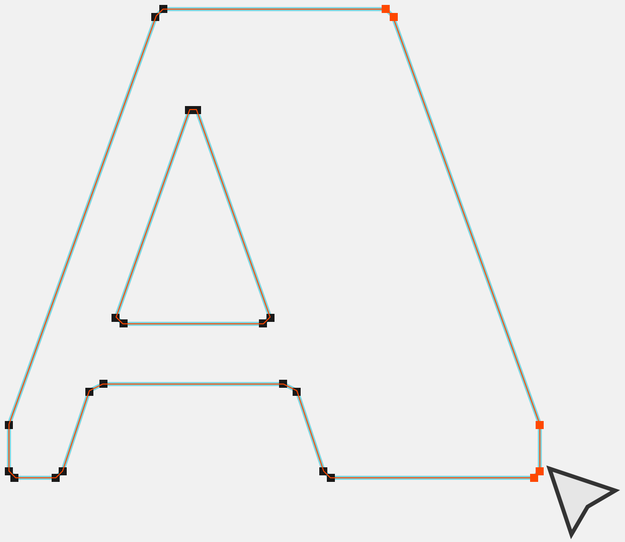
&

Open type

CMD+SHIFT+O
CTRL+SHIFT+O



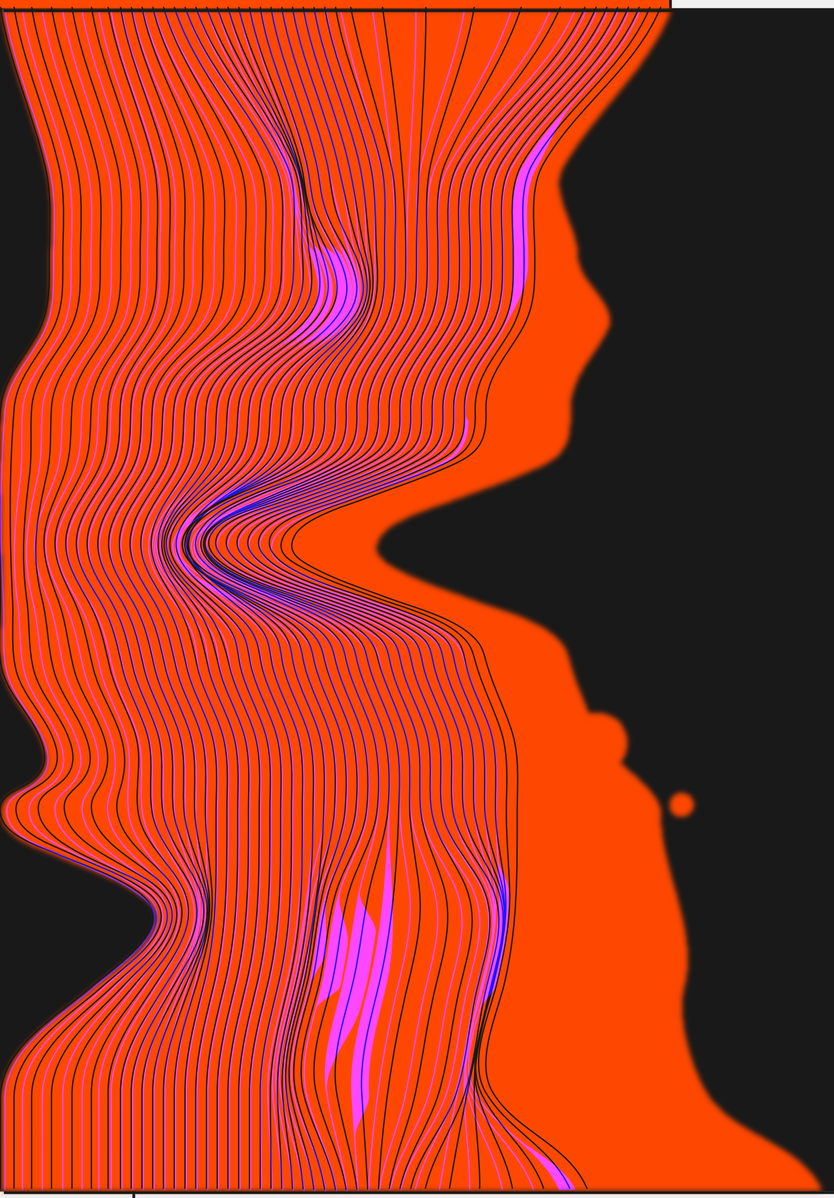


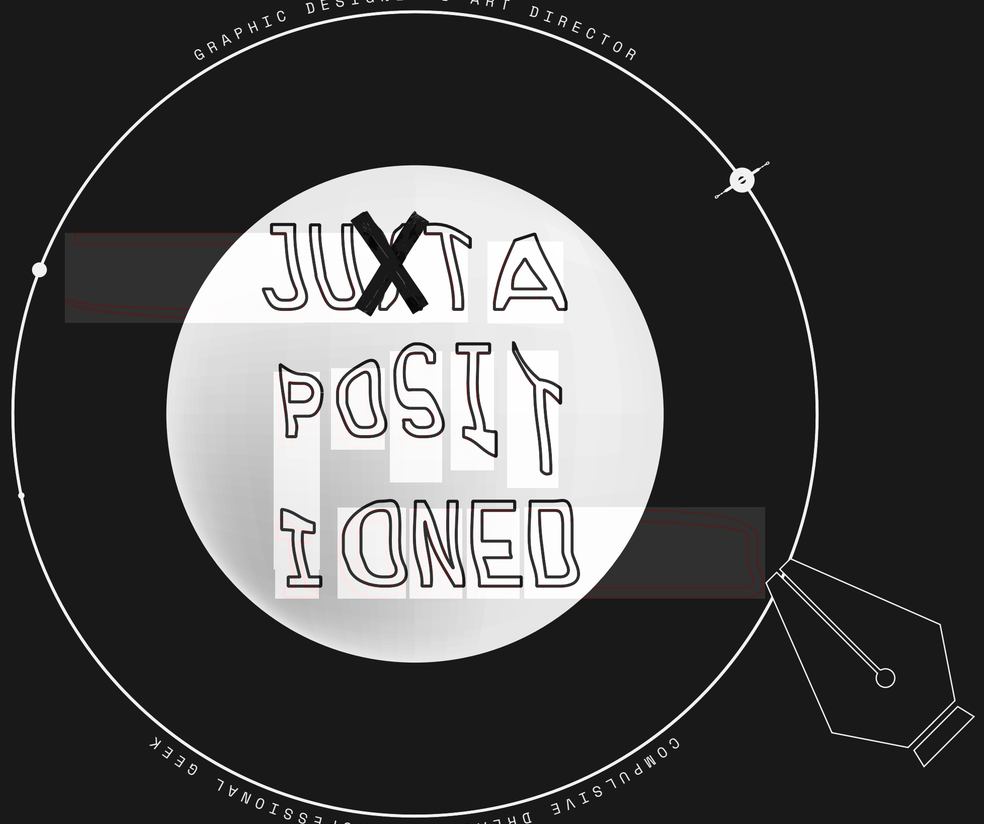


To type in Illustrator press T. You can directly type by clicking once on your canvas, prompting the type tool; or you can create a text box by using the type tool T into making a box, prompting a lorem ipsum paragraph.

If you want to turn your type into a path, click on the desired type and press CMD or CTRL + SHIFT + O, otherwise press the “create outlines” option in the properties panel.

ILLUSTRATOR





juxtapositioned