

Class One: Overview & Illustrator Basics**Vector vs. Pixel**

- There are two main types of applications that you will use to create and edit pictures and graphics:
 - Pixel** – “raster” programs like PhotoShop that allow you to edit pictures using a series of pixels
 - Vector** – “object” programs like Illustrator that allow you to create and edit objects using a series of lines and fills
- Drawings created in vector programs like Illustrator are composed of separate, distinct and mathematically defined objects that can be edited and resized without compromising resolution
- Vector objects have smooth sharp edges regardless of the size that they are displayed – the resolution will depend on the output media like a printer or the screen
- In Illustrator, the key building blocks that you will be using are the **Bézier object** – composed of **anchor points** connected by curved or straight **lines** that may or may not be **filled**:



Where you can see that the second “E” is highlighted – showing the *anchor points, lines and fill*

Creating Files**Launching Illustrator**

- Within your applications folder you will find the Adobe Illustrator folder – *double click* the Adobe Illustrator icon inside that folder:

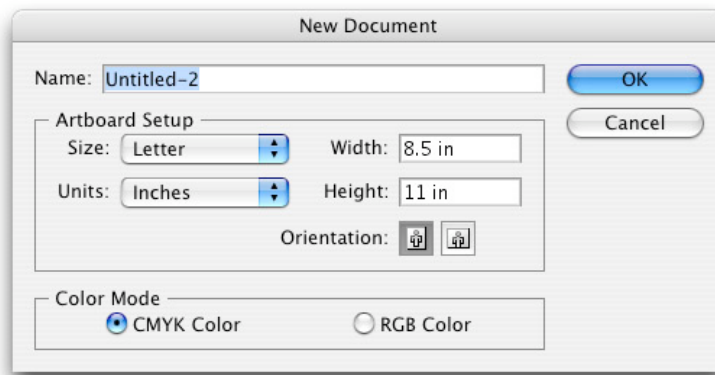


Adobe Illustrator CS2

Creating a New Document

- Once Adobe Illustrator has launched you will want to create a new document by selecting New Document under the File menu

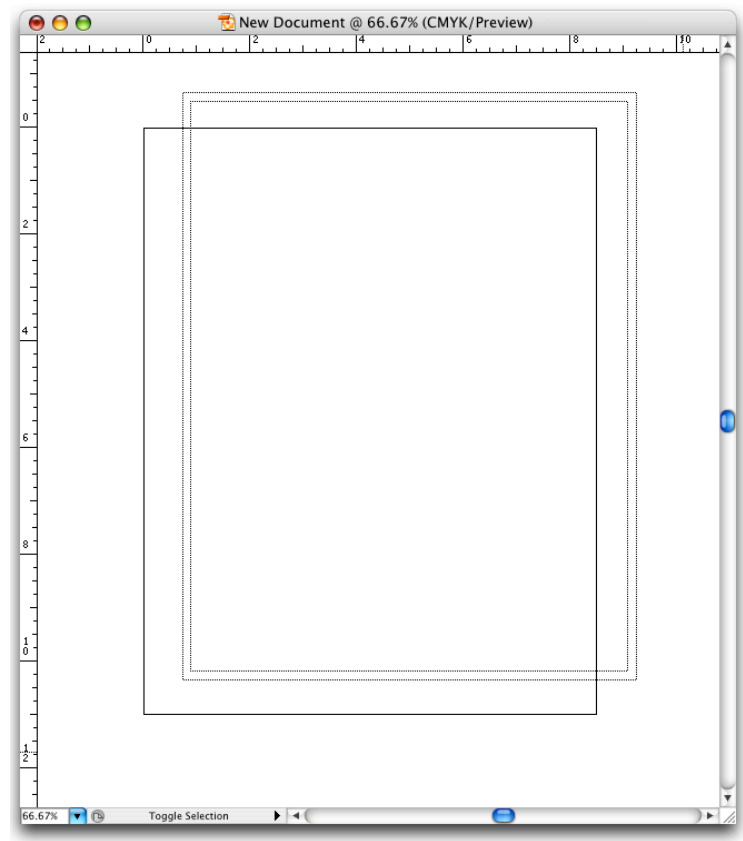
- This will bring up the New Document Dialogue box:



Here you will be able to *name* your new document, chose its *size & orientation* and choose your *color mode*

The Document Window

- Now that you have created a new document, lets take a look at some of its properties:



Here we can see the *title* of our new document, the *Artboard*, the *Printable Page* and *Rulers* – turn rulers on by choosing *View > Show Rulers*

Saving the Document

- Next, you should save your document – choose *File > Save*
- *Save this file wherever you'd like*

Tools

Note: we will be looking at just the tools that we will be using in this class – for a more in depth look see pages 2 & 3

Selection Tool

- The selection tool will be your biggest friend here in the illustrator environment
- There are two different types of selection tools:



Selection (General) – this selection tool (black) will allow you to select entire objects or groups of objects

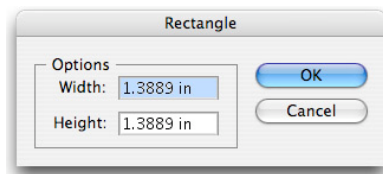
Direct Selection – this selection tool (white) will allow you to select parts of objects, anchor points and the Bézier curve handlebars

Rectangle Tool

- The rectangle tool will allow you to draw rectangles and squares



- If you double click the rectangle tool then click on the art board, you will get a dialogue box that will allow you to specify the exact size of your rectangle

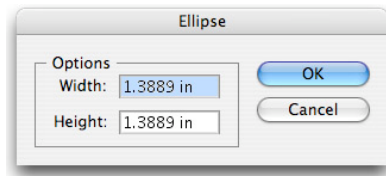


Ellipse Tool

- The ellipse tool will allow you to draw ellipses and circles



- And, like the rectangle tool, If you double click the oval tool then click on the art board, you will get a dialogue box that will allow you to specify the exact size of your ellipse



Pen Tool

- The pen tool will allow you to draw more complex object by plotting points and using Bézier curved lines



Type Tool

- The type tool will allow you to create and edit type



Line Segment Tool

- The line segment tool will allow you to draw straight lines



Paint Brush & Pencil Tools

- The paint brush and pencil tools will allow you to draw much more free-form lines with different textures

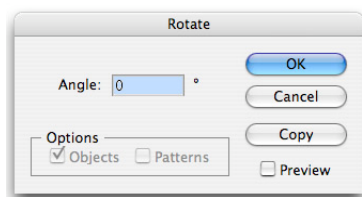


Rotate Tool

- Once you have drawn an object you may use the rotate tool to rotate the orientation of the object



- If you select your object and then double click the rotate tool you will be able to rotate your object to an exact angle using the rotate dialogue box

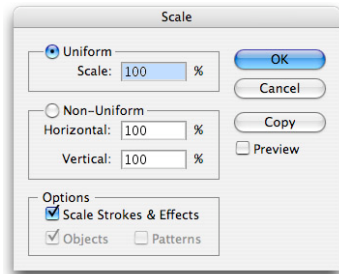


Scale Tool

- Once you have drawn an object you may use the scale tool to scale the size of the object



- If you select your object and then double click the scale tool you will be able to scale your object to a percentage scale using the scale dialogue box



Fill & Stroke Tools

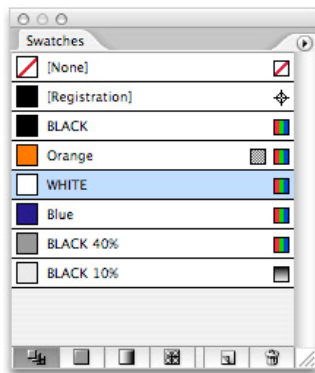
- The fill and stroke tool will allow you to select the color, pattern or gradient of your fill & stroke of your object



Palettes

Swatches Palette

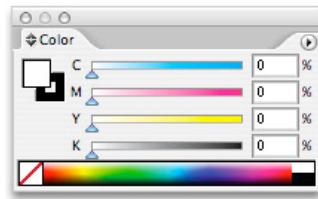
- You can use the Swatches palette to choose and store default and user-defined colors



- When you have an object selected, you can select either the fill or stroke color (via tools) then select your color
- You have a variety of pre-defined swatches: web, pantone, etc.

Color Palette

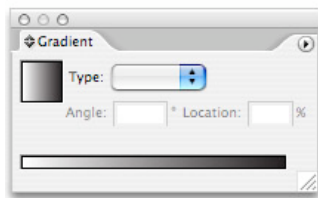
- When you have a color selected in the Swatches palette, you will see the values of that color in the Color palette



- Here you may change the values of the selected color and make new colors based from the selected one by dragging the new color to the swatch palette

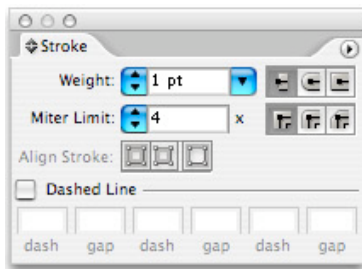
Gradient Palette

- The Gradient palette will allow you to edit and store gradients



Stroke Palette

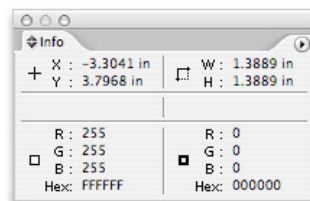
- The Stroke palette will allow you to control the weight of your object's stroke



- You may also create dashed lines using the Stroke palette

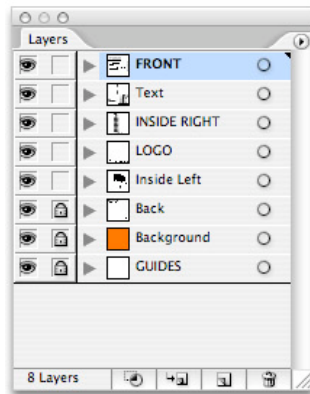
Info Palette

- The Info palette will allow you to see the position of your object on the Artboard, the size of the object and its color value



Layers Palette

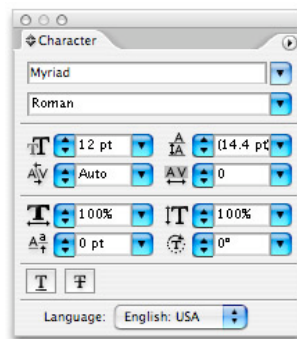
- The Layers palette will allow you to add and delete layers and sub-layers to your document



- You can also use the Layers palette to select, hide, show, lock and restack your layers

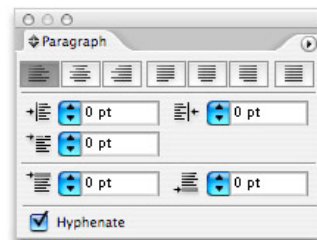
Character Palette

- The Character palette will allow you to choose the desired font, size and leading of your type



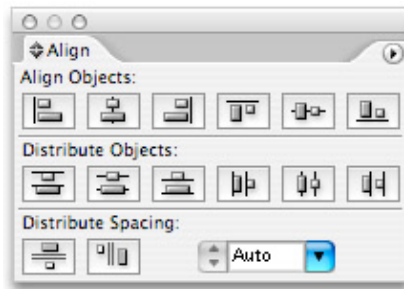
Paragraph Palette

- The Paragraph palette will allow you to control the justification and hyphenation of your type



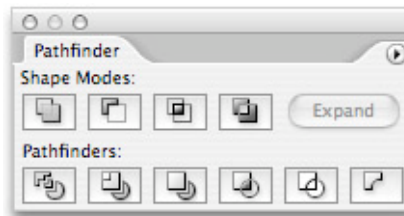
Align Palette

- The Align palette will allow you to align and distribute multiple objects



Pathfinder Palette

- The Pathfinder palette will allow you to create new, editable shapes from selected objects



Transform Palette

- The Transform palette will allow you to edit the position, size and angles of an existing object

