

A QUICK TOUR OF ADOBE ILLUSTRATOR CS4

In this interactive demonstration of Adobe Illustrator CS4, you get an overview of the application while using some of the exciting new features.



This lesson takes approximately an hour to complete. Copy the Lesson00 folder onto your hard disk.



In this interactive demonstration of Adobe Illustrator CS4, you use new and exciting features in the application, like multiple artboards, and transparency in gradients, as well as learn key fundamentals to work effectively in the application.

Getting started

You work with one file during this tour. All art files are on the Adobe Classroom in a Book CD that is included on the inside back cover of this book. Make sure that you copy the Lessons folder from the CD to your hard disk before starting this exercise. Before you begin, you need to restore the default preferences for Adobe Illustrator CS4. This lesson includes a finished art file so that you can view what you will create on your own.

1 To ensure that the tools and panels function as described in this lesson, delete or deactivate (by renaming) the Adobe Illustrator CS4 preferences file. See “Restoring default preferences” on page 3.

2 Start Adobe Illustrator CS4.

Note: If you have not already copied the resource files for this lesson onto your hard disk from the Lesson00 folder on the Adobe Illustrator CS4 Classroom in a Book CD, do so now. See “Copying the Classroom in a Book files” on page 2.

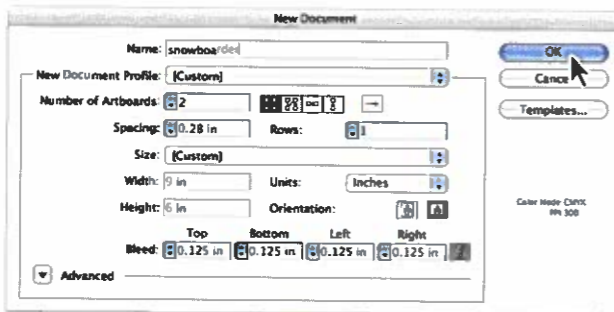
3 Choose File > Open and open the L00end.ai file in the Lesson00 folder in the Lessons folder on your hard disk. This is the final artwork. You can leave it open for reference, or choose File > Close to close it. For this lesson, you start with a blank document.



Working with multiple artboards

1 Choose File > New.

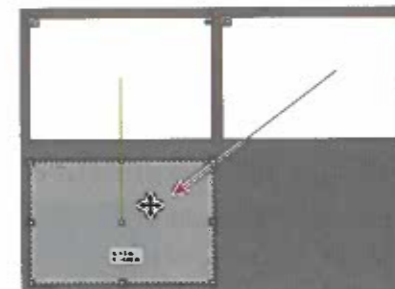
2 In the New Document dialog box, name the file snowboarder and leave the New Document Profile setting as Print. Next, select the Landscape button (L) for Orientation, change Number Of Artboards to 2, Units to Inches, Width to 9 in, and Height to 6 in. Click the up arrow to the left of Top Bleed to change the value of all the bleeds to 0.125 in. Click OK. A new blank document window appears.



3 Choose File > Save As. In the Save As dialog box, leave the name as snowboarder.ai and navigate to the Lesson00 folder. Leave the Save As Type option set to Adobe Illustrator (*.AI) (Windows) or the Format option set to Adobe Illustrator (ai) (Mac OS), and click Save. In the Illustrator Options dialog box, leave the Illustrator options at their default settings, and click OK.

4 Choose View > Show Rulers, or use the keyboard shortcut Ctrl+R (Windows) or Command+R (Mac OS) to show vertical and horizontal rulers on the artboard.

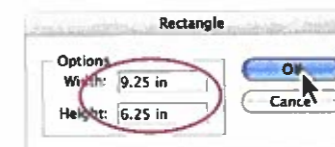
5 Select the Artboard tool (A) in the Tools panel. Click and drag the rightmost artboard below the leftmost artboard until they do not overlap and a vertical green alignment guide appears in the center of the artboard indicating that it is aligned vertically with the artboard above it.



Notice that the options for editing the artboard dimensions, orientation, and more appear in the Control panel, below the menus.

6 Select the Selection tool (V) to stop editing the artboards. Click the top artboard to make it the active artboard. Choose View > Fit Artboard In Window.

7 Select the Rectangle tool (R) and click once in the upper left corner of the artboard; do not click and drag. The Rectangle dialog box appears. Enter 9.25 in for the width, and 6.25 in for the height, and then click OK. A rectangle appears on the page. You will reposition it in the next step.

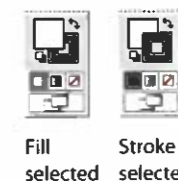


Tip: If you don't see in (inches) in the Rectangle dialog box, you can still enter "in" after the value to create the rectangle in inches.

8 Select the Selection tool (V). With the rectangle still selected, click the Align To Selection button (A) in the Control panel and choose Align To Artboard from the menu. This aligns the rectangle to the artboard instead of other objects. Click Horizontal Align Center (C) and then Vertical Align Center (M) to align the rectangle in the center of the artboard.



9 With the rectangle still selected, notice that there are controls for the fill and stroke at the bottom of the Tools panel. The stroke is essentially a border, and the fill is the interior of a shape. When the Fill box is forward, the selected color is assigned to the interior of the selected object. Activate the fill by clicking the solid Fill box.



Note: Read more about strokes and fills in Lesson 6, “Color and Painting.”

Note: New document profiles in Illustrator are tailored to different kinds of projects—mobile, web, and video, for example.

For this example, you assign colors using the Selection tool and the Swatches panel. When you move the pointer over swatches in the Swatches panel, a tooltip appears with the name of the swatch.

- Click the Swatches panel icon (📄) on the right side of the workspace. With the rectangle still selected click, to select the C=85 M=50 Y=0 K=0 blue swatch in the Swatches panel. The rectangle now has a blue fill.



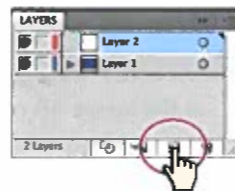
- Choose Edit > Copy.
- Choose Select > Deselect to deselect all the objects on the artboard. Choose File > Save. Leave the file open.

Working with alignment and smart guides

Next you will work with smart guides and navigate between artboards. Smart guides help you align, edit, and transform objects or artboards. The back of the postcard is where a print area for the address will be. Read more about smart guides and navigating artboards in Lesson 4, "Transforming Objects."

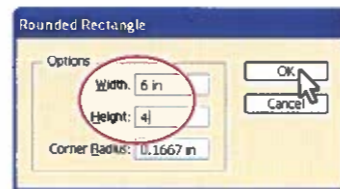
- Choose 2 from the Artboard Navigation menu in the lower left portion of Document window.

- Click the Layers panel icon (📄) on the right side of the workspace. In the Layers panel, click the Create New Layer button (📄) to create another layer.



- Choose Edit > Paste.
- Choose Object > Lock > Selection.

- Select the Rounded Rectangle tool (📄) from the Rectangle tool group in the Tools panel. Click on the artboard. In the Rounded Rectangle dialog box, type 6 in into the Width field and 4 in into the Height field. Leave the Corner Radius at its default and click OK.



- Click the Fill color (📄) in the Control panel and change the fill to white. Click the Stroke color (📄) in the Control panel and make sure it is black.

- With the Align To Artboard option (📄) still selected in the Control panel, click Horizontal Align Center (📄) and Vertical Align Center (📄) to align the rounded rectangle into the center of the artboard.

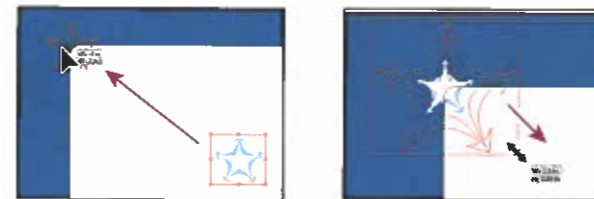


- Open the snowflake.ai file in the Lesson00 folder located in the Lessons folder on your hard disk.

- In the snowflake.ai file, click the snowflake with the Selection tool (📄), and then choose Edit > Copy. Choose File > Close to close the snowflake.ai file. In the snowboarder.ai file, choose Edit > Paste.

- With the Selection tool (📄), drag the snowflake into the upper left corner of the white rounded rectangle. When the center of the snowflake meets the rounded rectangle corner and the word "intersect" appears, as well as green construction guides, release the mouse.

- With the snowflake still selected, Alt+Shift-drag (Windows) or Option+Shift-drag (Mac OS) the lower right corner down and to the right to make the snowflake bigger. Notice the measurement tooltip (gray box) that appears indicating the size of the object as you scale. Try to get it close to 2.3 in in width and 2 in in height. Release the mouse button, then the keys, when in position.



Drag the snowflake into position and resize it.

- With the Selection tool, Alt-drag (Windows) or Option-drag (Mac OS) the snowflake to the right to create a copy of it. Drag until the snowflake center is snapped to the upper right corner of the white rounded rectangle (similar to what you did in step 11). Leave the new snowflake selected.



- With the Selection tool, Shift-click the leftmost snowflake to select both snowflakes. Alt-drag (Windows) or Option-drag (Mac OS) the selected snowflakes down to create a copy of them. Drag until the snowflakes are snapped to the lower corners of the white rounded rectangle. Green construction guides (lines) will alert you when the objects are snapping to the corners.

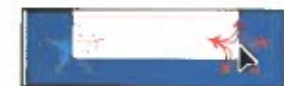


Note: The measurement label (gray box) shows the dx and dy as you drag and copy the snowflakes. This tells you the distance that you have moved the objects on the x and y axes.

- Choose Select > Deselect. Drag the lower right snowflake up about .25 in. As you drag, you will see the dy value in the measurement label.

- Shift-click the bottom, left snowflake to select both snowflakes along the bottom.

- Click the right snowflake on the bottom once more to set it as the key object, as indicated by a thick stroke (border). Choose Vertical Align Center (📄) in the Control panel to align them.



Note: If you don't see the align buttons in the Control panel, click the word Align in the Control panel or choose Window > Align.

- 17 Repeat steps 16 and 17 for the top two snowflakes. Drag the upper right snowflake down and set it as the key object.
- 18 Choose Select > Deselect.
- 19 Choose F from the Artboard Navigation menu in the lower left portion of the Document window. Choose File > Save.

Working with the Blob Brush tool

Next you'll create an ellipse on the left side of the page. You can use the Blob Brush tool to paint filled shapes that intersect and merge with other shapes of the same color. Read more about working with the Blob Brush tool and the Eraser tool in Lesson 10, "Working with Brushes."

- 1 In the first artboard, make sure the Fill color (□) in the Control panel is white, so that the fill color is white when you paint with the Blob Brush tool. Click the Stroke color in the Control panel and choose None (☐). Click the Stroke color in the Control panel to close the Swatches panel.
- 2 Click the Layers panel icon (☰) on the right side of the workspace and click Layer 1 to select it. This way all of the content you create is on Layer 1.
- 3 Select the Ellipse tool (⊖) by clicking and holding down the Rounded Rectangle tool (⊞) in the Tools panel. Click once on the artboard. In the Ellipse dialog box, change the width to 6 in and the height to 4 in. Click OK.
- 4 Select the Selection tool (⬚) and drag the ellipse off the left edge of the artboard so that the left edge of the ellipse extends off the left edge of the artboard, and the top of the ellipse is about an inch from the top of the artboard. Look at the rulers for guidance. Choose Select > Deselect.



Next you will use the Blob Brush tool to edit the ellipse to make it look like a cloud.

- 5 Double-click the Blob Brush tool (☉) in the Tools panel. In the Blob Brush Tool Options dialog box, change the size to 70 pt. Click OK.
- 6 With the pointer, click and drag along the edge of the ellipse to create a bumpy edge. As you drag around the edge, release the mouse button to see how the ellipse shape changes.
- 7 Select the Selection tool (⬚) and click to select the cloud shape. Change the opacity in the Control panel to 20%, and choose Select > Deselect.



Placing Adobe Photoshop images in Illustrator CS4

In Illustrator, you can place Adobe Photoshop files and assign Layer Comps before you place images on the artboard. Layer Comps is a Photoshop feature that lets you save combinations of layers in the Layer Comp panel in Photoshop CS4. Layer Comps can be based on visibility, position, and layer appearance. Read more about Layer Comps and placing Photoshop images in Lesson 14, "Combining Illustrator CS4 Graphics with Other Adobe Applications."

- 1 Choose File > Place. In the Place dialog box, navigate to the Lesson00 in the Lessons folder, and select the snowboard.psd file. Make sure that the Link options in the lower left corner is selected, and click Place.

Illustrator recognizes when a file has been saved with Layer Comps, and opens a Photoshop Import Options dialog box. The file in this example has been saved with two different Layer Comps.

- 2 In the Photoshop Import Options dialog box, select Show Preview. Choose Blue Boarder from the Layer Comp menu, and click OK. The image of the snowboarder is placed on the artboard.



- 3 Choose File > Save.


Using Live Trace

You can use Live Trace to convert photographs (raster images) into vector artwork. Next you will trace the Photoshop file to create a piece of black and white line art. Read more about Live Trace in Lesson 3, "Creating and Editing Shapes."

- 1 With the image still selected, click the Live Trace button in the Control panel. The image is converted to vector paths, but it is not yet editable.
- 2 Click the Expand button in the Control panel. This converts the traced image to paths and breaks the link to the original Photoshop image.

Note: By selecting Link in the Place dialog box, you are connecting the Photoshop image to the Illustrator file. If the image is later edited in Photoshop, it is updated in the Illustrator file.

Tip: At this point, if the image were linked, and if you were to edit the snowboard.psd image in Photoshop, the Live Trace image would update in Illustrator.


- Choose **Select > Deselect**. With the Direct Selection tool () , click the white background around the snowboarder. This activates only the white background. Press the Delete or Backspace key to remove the white object. Repeat these steps for the white space between the snowboarder's boots.





- Choose **File > Save**. Keep the file open.

Using Live Paint


The Live Paint tool lets you color objects as you would on paper. Read more about Live Paint in Lesson 6, "Color and Painting."

- With the Selection tool () , select the snowboarder. Choose **Object > Live Paint > Make** to create a Live Paint group.
- Choose **Select > Deselect**.
- Click the Fill color in the Control panel and select the C=5 M=0 Y=90 K=0 yellow swatch.

- Select the Live Paint Bucket tool () in the Tools panel and hover the pointer over the snowboarder. Move the pointer over the bottom of the snowboard until the bottom is highlighted in red and colored squares appear above the pointer () . Click to apply the yellow fill color.




The color squares above the paint bucket represent the colors that are before and after the selected color in the Swatches panel.

- Press the Right Arrow key once to choose the green color () from the three swatches above the Paint Bucket tool. Using the Live Paint Bucket tool, apply the fill to the tip of the snowboard.



- Click the Left Arrow key twice and paint the pants of both legs with the light orange color.






- With the Selection tool, select the snowboarder. Double-click the Scale tool () in the Tools panel. Change Uniform Scale to 70%, and click OK.

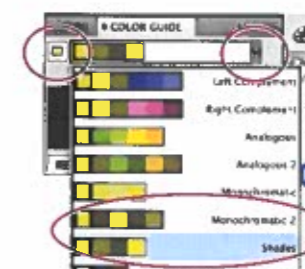
- Select the Selection tool, and drag the snowboarder into the right half of the artboard. Exact positioning isn't important.
- Choose **Select > Deselect**.
- Choose **File > Save**.



Working with color groups and Edit Color/Recolor Artwork

A color group is an organization tool that lets you group related color swatches together in the Swatches panel. In addition, a color group can be a container for color harmonies, which you create using the Edit Color/Recolor Artwork dialog box or the Color Guide panel. Next you will recolor the snowboarder. Read more about color groups and Edit Color/Recolor Artwork in Lesson 6, "Color And Painting."

- Select the C=20, M=0, Y=100, K=0 yellow green swatch from the Fill color in the Control panel.
- Click the Color Guide icon () on the right side of the workspace. Click the Set Base Color To The Current Color icon () . Choose Shades from the Harmony Rules menu.
- Click the Save Color Group To Swatch Panel button () . This saves the colors in the Shades harmony rule in the Swatches panel.
- With the Selection tool () , select the snowboarder. Click the Edit Or Apply Colors button () at the bottom of the Color Guide panel.
- In the Recolor Artwork dialog box, click Color Group 1 in the Color Groups area. Click OK. Choose **Select > Deselect**.



Note: The Recolor Artwork dialog box maps the colors in the artwork to the colors in the color group you select.

Working with type

Next you will work with the type features in Illustrator. Read more about working with type in Lesson 7, “Working with Type.”

- 1 Choose Essentials from the workspace switcher in the Control panel to reset the panels.
- 2 Select the Type tool (T), and click once on the artboard in an area where there are no objects. You will reposition the text later in the lesson.
- 3 Type BoardersStore. With the Type tool selected, choose Select > All, or press Ctrl+A (Windows) or Command+A (Mac OS) to select all the text that you typed.

- 4 In the Control panel, set the font size to 56 pt and press Enter or Return.



Drag to select the font name in the Font field in the Control panel. Begin typing “min” with the font name selected to filter the font list to Minion Pro. You may need to click the arrow to reveal the menu. Select the font name again and begin typing “my” and choose Myriad Pro as the font.

- 5 Choose Condensed from the Font Style menu.

- 6 Click the Color panel icon (C) on the right side of the workspace. Change the values to C=40, M=0, Y=100, K=0, pressing Tab to navigate to the next field.



Note: If you don't see the CMYK sliders, choose CMYK from the Color panel menu (☰).

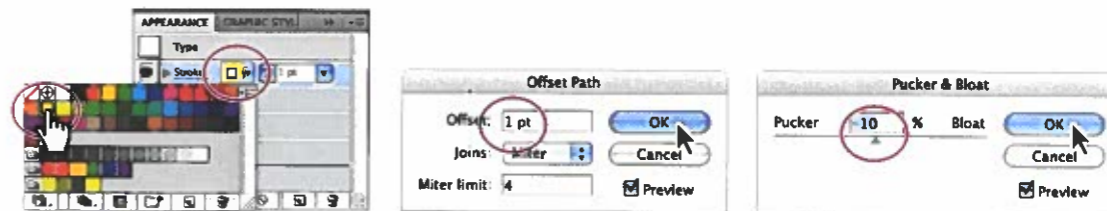
- 7 With the Selection tool (V), drag the text area down toward the lower left corner of the artboard.

Using the Appearance panel

The Appearance panel allows you to control an object's attributes, such as stroke, fill, and effects. Read more about working with the Appearance panel in Lesson 12, “Applying Appearance Attributes and Graphic Styles.”

- 1 Click the Appearance panel icon (A) on the right side of the workspace. Note that in the Appearance panel, the current selection is listed as Type.
- 2 Click the Add New Stroke button (S) at the bottom of the Appearance panel and a new Stroke appears in the Appearance panel. Click the Stroke color, and select the C=5, M=0, Y=90, K=0 yellow swatch. Click the Stroke color to close the Swatches panel.
- 3 Click the Add New Effect button (fx) at the bottom of the Appearance panel, and choose Path > Offset Path. In the Offset Path dialog box, change the Offset to 1 pt and click OK.

- 4 In the Appearance panel, click the word Type to apply the next effect to the type object. Click the Add New Effect button (fx), and choose Distort & Transform > Pucker & Bloat. In the Pucker & Bloat dialog box, change Pucker to -10%, and click OK.



- 5 Click the arrow to the left of the word Stroke in the Appearance panel. Click the eye icon (E) to hide and disable the Offset Path effect.



Saving the appearance as a graphic style

Saving a graphic style lets you store attributes, such as stroke and fill, for later use. Read more about working with the graphic styles in Lesson 12, “Applying Appearance Attributes and Graphic Styles.”

- 1 Click the Graphic Styles panel icon (G) on the right side of the workspace.
- 2 Click the New Graphic Style button (N) at the bottom of the Graphic Styles panel. Double-click the new graphic style that appears in the panel. In the Graphic Styles Options dialog box, change the name to text, and click OK.
- 3 With the type area still selected on the artboard, right-click (Windows) or Control-click (Mac OS) on the Arched Green graphic style in the Graphic Styles panel to see a preview of the styling applied to the text. Release the mouse button and then the key.



- 4 Click the Graphic Styles Libraries Menu button (📖) at the bottom of the Graphic Styles panel. Choose Additive to open the Additive graphic styles library panel.
- 5 Alt-click (Windows) or Option-click (Mac OS) the Drop Shadow graphic style. This adds the style properties to the text and saves the graphic style in the Graphic Styles panel for later use.

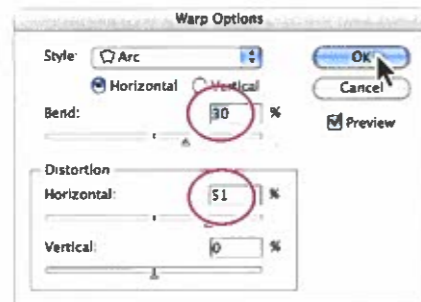


- 6 Close the Additive graphic styles library panel, and then choose File > Save.

Applying warp to the text

In this next section, you will learn how to apply a warp to objects using the Control panel. Read more about working with envelopes in Lesson 7, “Working with Type.”

- 1 With the type area still selected on the artboard, click the Make Envelope button (📁) in the Control panel. This lets you warp the text using preset templates, such as envelope or flag.
- 2 In the Warp Options dialog box, leave the default setting at Horizontal and move the slider for Bend to 30%. Select Preview, then change Horizontal Distortion to 51%, and click OK.

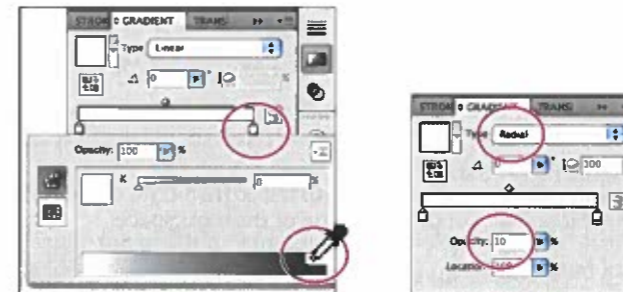


- 3 Choose File > Save.

Creating and editing a gradient

Gradients are color blends that use two or more colors. In Illustrator CS4, gradients can also have transparency applied to one or more colors. Next you will apply a gradient to the cloud shape in the background. Read more about working with gradients in Lesson 9, “Blending Shapes and Colors.”

- 1 With the Selection tool (🖱️), click to select the cloud shape in the background. Change the Opacity to 100% in the Control panel.
- 2 Click the Gradient panel icon (🎨) on the right side of the workspace.
- 3 Click the Gradient menu button (⌵) and choose Linear Gradient from the menu. This applies a black-to-white gradient to the cloud shape.
- 4 Double-click the black color stop (📌) on the right side of the gradient bar in the Gradient panel. Click the white color in the lower right corner of the panel that appears to change the color to white. Press Enter or Return to return to the Gradient panel.
- 5 In the Gradient panel, change the opacity to 10%, and then choose Radial from the Type menu. Notice that the fill of the cloud changes.



- 6 Select the Gradient tool (🎨) in the Tools panel. Notice the gradient bar that appears on the cloud. Click and drag diagonally from the upper left part of the cloud to just past the lower right edge of the cloud. Dragging with the Gradient tool changes the direction of the gradient.
- 7 Position the pointer over the gradient slider and it turns into the gradient bar. Notice the color stops beneath the gradient bar, similar to those in the Gradient panel. Position the cursor just below the gradient bar about half way between color stops. When the pointer changes to an arrow with a plus sign (➡️), click to add another color stop to the gradient slider.



Drag with the Gradient tool to create the gradient. Click to add a color stop and change the opacity of that color stop.

- 8 Double-click the new color stop and change the opacity to 100% in the panel that appears. Press Enter or Return to close the panel.

9 Choose Select > Deselect.

10 Choose File > Save.

Working with symbols

A symbol is an art object stored in the Symbols panel that you can reuse. You will now create a symbol from artwork. Read more about working with symbols in Lesson 13, "Working With Symbols."

1 Choose View > Fit Artboard In Window.

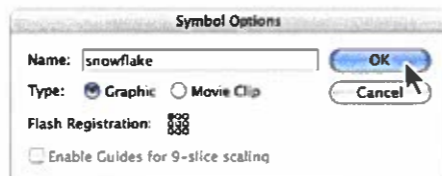
2 Choose 2 from the Artboard Navigation menu in the lower left portion of the Document window.

3 With the Selection tool (⬇️), click to select a snowflake and then choose Edit > Copy. Choose 1 from the Artboard Navigation menu in the lower left portion of Document window. In the Layers panel (👁️), click to select Layer 1, then choose Edit > Paste and leave the snowflake selected.

4 With the Selection tool, Shift-drag a corner of the selected snowflake to resize proportionally to roughly half the size.

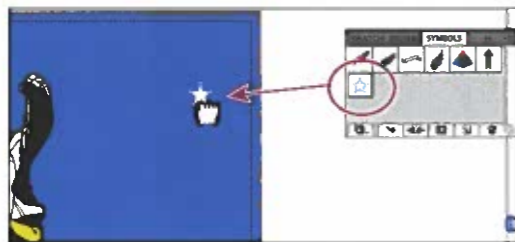
5 Click the Symbols panel icon (📁) on the right side of the workspace.

6 Click the New Symbol button (🏠) at the bottom of the Symbols panel. In the Symbol Options dialog box, name the symbol snowflake and select Graphic as the Type. Click OK.



A snowflake now appears in the Symbols panel. This symbol is saved in the Symbols panel for use in this document only.

7 In the Symbols panel, drag the snowflake symbol onto the artboard. This creates an instance of the symbol. Drag out several more to create a loose snowflake pattern.



8 With the Selection tool (⬇️), press the Shift key to resize a snowflake while maintaining its proportions. Change the opacity in the Control panel for some of them as well. Create a large snowflake, change the opacity to 20%, and place it over the snowboarder.

9 With the Selection tool, click to select the snowboarder. You may need to move the snowflake out of the way. Choose Object > Arrange > Bring To Front to bring the snowboarder on top of the snowflake.



10 Choose File > Save, and keep the file open.

Creating a clipping mask

You will now create a clipping mask. A clipping mask blocks or covers the object area not included in the object defined as the mask. Read more about working with clipping masks in Lesson 8, "Working With Layers."

1 In the Tools panel, click and hold down the Ellipse tool (⊖) and select the Rounded Rectangle tool (⊖).

2 In the Layers panel (👁️) on the right side of the workspace, make sure that Layer 1 is still selected.

3 Click once on the artboard to open the Rounded Rectangle dialog box.

4 Change the width to 9 in, the height to 6 in, and the corner radius to .3 in. Click OK. The rounded rectangle appears on the artboard.

5 In the Control panel, choose None (☐) from the Fill color and None (☐) from the Stroke color.

6 With the rectangle still selected, click Horizontal Align Center (⏸️), and then Vertical Align Center (⏸️) in the Control panel to align the shape to the center of the artboard.



7 Choose Select > Deselect.

8 Click the Layers panel icon (👁️) on the right side of the workspace. Making sure that Layer 1 is selected in the Layers panel, click the Make/Release Clipping Mask button (👁️) at the bottom of the panel.



9 Choose File > Save, and then File > Close.



Tip: Symbols maintain their structure and editability when you copy and paste them into Adobe Flash.