






























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Introduction Vector Development in Adobe

Illustrator

OVERVIEW

For this chapter it is assumed that the user has already been introduced to the basic tools in Illustrator. Focus is primarily on “reviewing” the basic tools that are frequently used for fashion and surface design pattern development. This chapter contains terms, settings, tools, functions and techniques that the fashion designer should understand and eventually know in depth.

The “Getting Started” section includes customizing the default Preferences and opening existing and new files. “Getting Around” reviews some important tools and palettes to help the user navigate smoothly. It includes the Fit in Window, Tear off Sub Menus, Hide/Show Artboard, Edges and Page Tiling, Outline, Window drop-down menu, the Palette Well, the Zoom and Hand Tool and the Navigator Palette. The Drawing Tools section contains information about Paths, the Pen, Line, Arc Segment, Spiral and Shape Tool as well as the Stroke Palette. The “Selection and Path Editing Tools” explain the variety of tools that are used to modify paths like the Selection Tools, the Smooth, Erase, Scissors and Knife Tools.

The “Nuts and Bolts” section contains information relating to understanding how attributes for objects are listed in the Appearances and Style Palettes. How objects can be arranged and the multiple ways they can be transformed. Some of the layer Palette settings are in this section.

“Brush Tool and Palettes” contain information about using the Brush and Pencil Tools as well as how to use and modify the calligraphic, scatter, art and pattern brushes. “Color Tools” reviews the fill, stroke and gradient tools, the Eyedropper and Magic Wand Tool as well as the Transparency Palette and how to use the Swatch Palette and create your own custom swatches. The “Placement and Measurement Tool” section reviews Rulers, Grids, Snap, Guidelines and Align. The Type Tool is presented in the final “Other Tools” section.

GETTING STARTED

Preferences

All software has default settings. “Default” settings are preset values for the software program that are placed into the software by the developers. You the “user” have the option of modifying or customizing the default values to fit your working style by going to Edit>Preferences.

- Under “General” you may want to check the “Scale Strokes and Effects” box so that the strokes and effects are modified in proportion to any rescaling you may decide to do. You can also set things like the tolerance for the auto tracing function, the undo level, and the smart guide settings
- You may want to adjust the unit setting for the rulers to display the unit you would like to work with. To do this select the “Units & Rulers” option from the drop down menu. You can set it to pixels, inches or metric measurements or several other choices to work with.
- You may need to go into the preference settings to adjust the “grid” settings on multiple occasions to help you with design development that need constraints. Select “Guides, Grids, & Slices” from the drop down menu.

- You have the option to set your gridline in multiple units of measurement and you can add a custom number of subdivisions to help with your design development. If you click on the color chip by the grid box you can modify the color of the grid. You can also do the same for your guidelines.
- The “Plug-Ins & Scratch Disks” and “Memory & Image Cache” are adjustments that you may want to customize only if you are working on your own private computer and not in a lab maintained by technical support. You can easily locate more information about these and all the other settings in Illustrator Help.

File Open, Browse, Save, Save As

File>Open is a standard Windows feature that take the user to the drop down menu to access the path to the desired file. It also has the Up One Level, Create New Folder, and View Details. To view all files in a folder the Type of File should be set to All Files. A thumbnails image appears when an Illustrator file is selected.




Selecting Save will overwrite the image. Selecting Save As will allow the user to rename the image instead or overwriting the original one. (Note: save file as Illustrator (AI) format, these files can easily open in Photoshop where you can set the scale, resolution and anti alias parameters you want before it opens.)

GETTING AROUND


Window

The Window drop down menu contains an alphabetical listing of all the special function menus. So if you loose a special function palette you can easily get it back by going to Window and selecting the palette you would like displayed.

Zoom Tool

The  Zoom Tool can really save some time when you activate the Zoom Tool and click on the image the  Zoom In is activated, if you hold down the ALT key the  Zoom Out is activated.

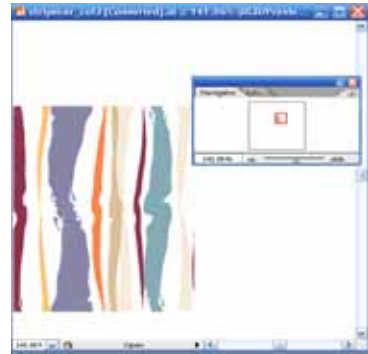
Hand Tool

The  Hand Tool is a handy tool to move the canvas around especially when you are zoomed in on an area. You also can move around a close-up of the image by using the horizontal and vertical slide bars on your canvas.

Navigator Palette

Another way to navigate around is via the Navigator Palette. The slide bar adjusts the scale and the location of the Red Box determines what part of the image is displayed.

Navigator Palette



Fit in Window

This will immediately fit all artwork in the window.

Tear off Sub Menus

All tool submenus can be dragged off the tool menu by clicking and dragging the mouse to the gray column to the far right of the submenu. When the mouse button is released the submenu will be free standing.

Hide Artboard

The Artboard represents the size of the document the user sets in File>Document Setup.

Hide Edges

The Hide Edges/Show Edges option under View toggles the path points on or off. It should always say Hide Edges (*this will indicate to you that the edges are currently showing*).

Hide Page Tiling

The Page Tiling represents the current page setup in Print Setup.

Outline


This allows artwork to be displayed and viewed as paths with all the colors removed.

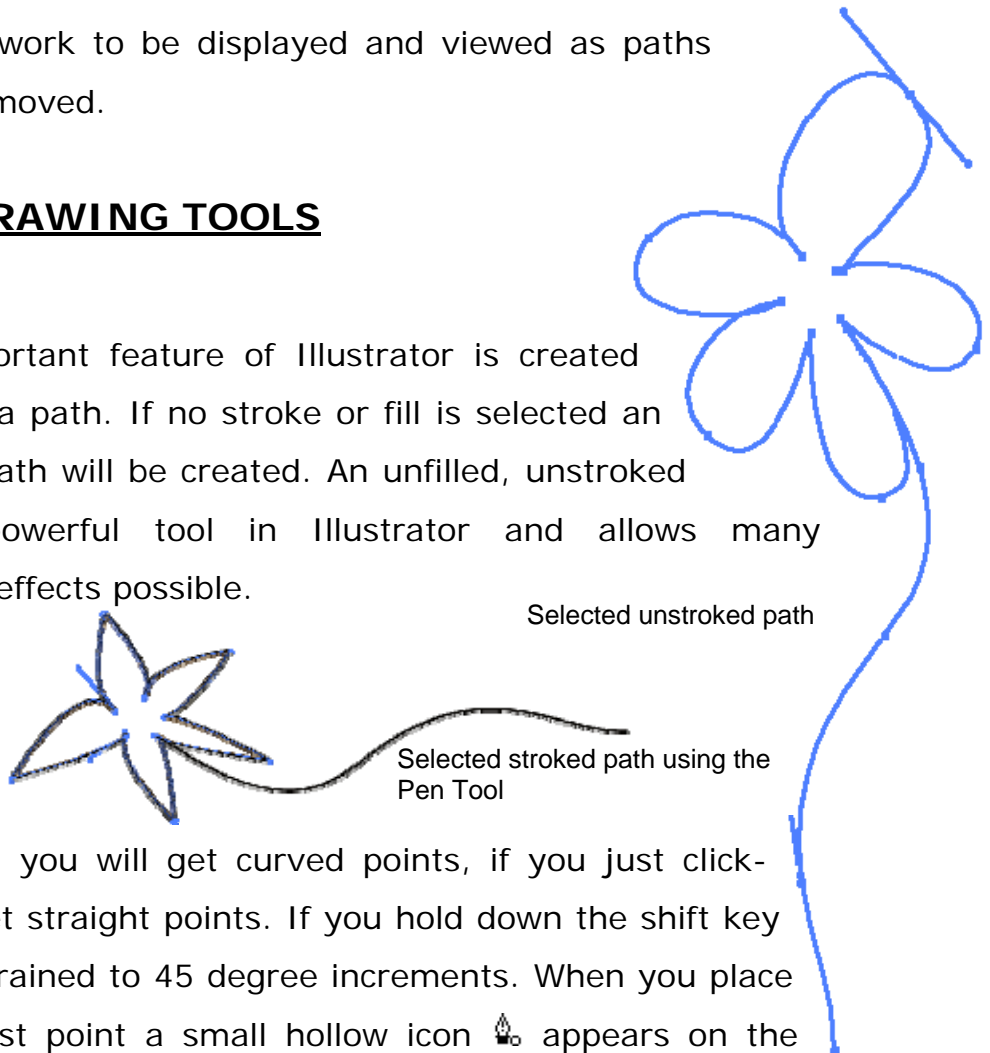
DRAWING TOOLS

Path




The most important feature of Illustrator is created with the Pen Tool.....a path. If no stroke or fill is selected an unfilled, unstroked path will be created. An unfilled, unstroked path is a very powerful tool in Illustrator and allows many transformations and effects possible.

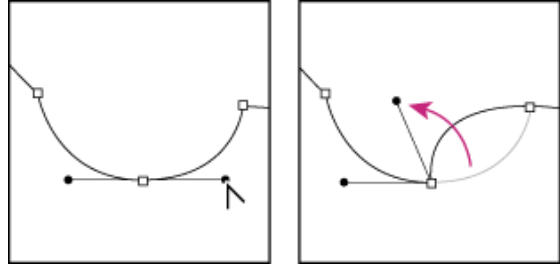
Pen Tool

If you select the Pen tool and click-drag, click-drag you will get curved points, if you just click-click-click you will get straight points. If you hold down the shift key the line will be constrained to 45 degree increments. When you place the Pen over the first point a small hollow icon  appears on the lower right side of the Pen Tool, click the mouse and the path will close.



On the Pen submenu:

- The Pen  with the + sign allows you to add a point to a line.
- The Pen  with the – sign allows you to delete an existing point from a line.
- The upside down “V” symbol  is the Convert Anchor Point tool. When you use this tool and click and drag on a straight point – it converts to a curve point. When you click on a curve point with this tool it converts to a straight point.
- A curve point has handles on each side that work in unison to modify the curve shape. If you want the handles to work independent of each other, use the Convert Point tool directly on one of the handle points.



Convert Anchor Point Tool used to modify only one handle on a curve point.

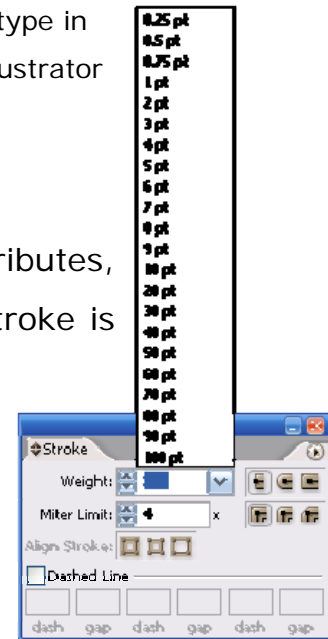


To locate more detailed information about using the Pen Tool type in “Mixing curves, corners, and straight segments as you draw” in Illustrator Help.

Stroke Palette

The Stroke palette is used to select stroke attributes, including the thickness (*weight*) of the stroke, how the stroke is capped and joined, and whether a stroke is solid or dashed.

Stroke attributes are available only when you stroke a path. These attributes, available in the Stroke palette, control whether a line is solid or dashed, the dash sequence if it is dashed, the stroke weight, the miter limit, and the styles of line joins and line caps.



Stroke Palette

Line Tool \

You can freely use the Line Tool on the Tool Bar to create a line, holding the shift key will constrain the line to 45 degree increments. Select the Line Tool and click on the artboard where you want to place it, the Line Segment Tool Options will open, set the length and angle of the line you want to make.

Arc Segment Tool ⌒

You can freely use the Arc Segment Tool on the Tool Bar to create an arc. If you select the Arc Segment Tool and click on the artboard where you want to place it, the Arc Segment Tool Options will open, there are options to set to customize the arc.

Spiral Tool ⌘

The spiral tool creates a spiral-shaped object of a given radius and number of spirals. If you select the Spiral Tool and click on the artboard, the Spiral Tool Options menu will open. You can set the radius, number of turns and direction of the spiral.

SHAPE TOOLS

Rectangle Tool □ **Rounded Rectangle Tool** ◻ **Ellipse Tool** ○

The Rectangle, Rounded Rectangle and Ellipse Tools work similar. Click on the tool you want. If you click and drag on the artboard you can drag the shape out from upper left to lower right corner. If you hold the shift key down the shape will be square or round. If you select the shape tool and just click once on the artboard you can type in the exact measurements you want.

Polygon Tool **Star Tool**

The Polygon Tool draws an object with a specified number of sides of equal length. The Star Tool creates a star-shaped object with a given number of points and size.

Click on the tool you want. If you click and drag on the artboard you can drag the shape out from upper left to lower right corner. If you hold the shift key down the shape will be remain static and will not freely rotate. If you select the shape tool and just click once on the artboard you can type in the exact measurements you want.

SELECTION AND PATH EDITING TOOLS

The Black Arrow is the Path Selection Tool and the White Arrow is the Direct Selection Tool.

The Selection Tool

Selects an entire object. The points on the object are solid. To select multiple click and drag a marquee over all of the objects. To select objects one at a time hold the shift key down when you select multiple objects. To deselect while multiple objects are selected, hold the shift key down and deselect objects one at a time.

The Direct-Selection Tool

Selects a point on the path or segments on a path – if the points on the line are hollow (and handles may appear on curved lines) you are able to select and move individual points. If the points are solid – the entire object will move.

The group-selection Tool

Lets you select an object within a group, a single group within multiple groups, or a set of groups within the artwork. Each additional click adds all objects from the next group in the hierarchy.

The Lasso Tool

Lets you select entire paths and objects by dragging around any part of the path.

The Direct-Lasso Tool

Lets you select individual anchor points or segments on a path by dragging around parts of a path. All direction lines then appear on that part of the path for adjusting.

The Magic Wand Tool

Lets you select objects of the same color, stroke weight, stroke color, opacity, or blending mode by clicking in a colored area. If you double click on the Magic Wand Tool, the tool settings menu will open.

Smooth Tool

Converts a straight line to a curved line and smoothes a curved line. Be careful to move the Smooth Tool only over the position of the line you want to smooth. If you press the ALT key after using the Paint Brush or Pencil Tool your tool will temporarily convert to the Smooth Tool.

The Erase Line Tool

Enables the user to erase part of a path or stroke.

The Scissors Tool

Enables the user to split paths.

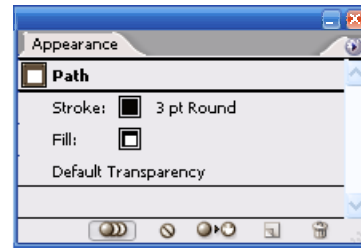
The Knife Tool

Divides objects up, if you want a straight line hold down the ALT key while you are left clicking and dragging the mouse through the object you are applying the knife to.

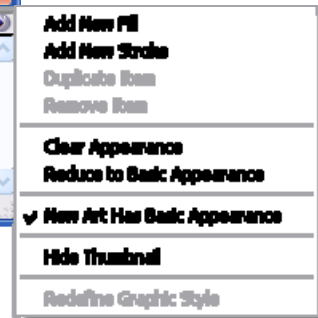
NUTS AND BOLTS


Appearance

The Appearance Palette shows you exactly the fills, strokes, styles, and effects that have been applied to an object, group, or layer. You can select to remove individual attributes of an object by selecting



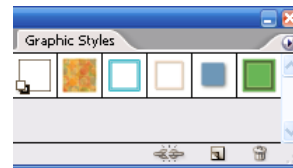
Appearance Palette



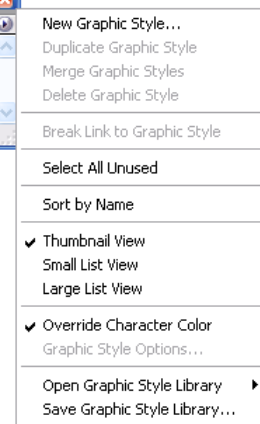
the attribute name and clicking the right pointing arrow head  on the top right side of the Appearance Palette and selecting the option you want.

Graphic Styles Palette

The Graphic Styles Palette lets you create, name, save, and apply sets of appearance attributes. For instance if you create a custom gradient and stroke it with a custom brush you can drag it into the Styles Palette and apply these same attributes to any object by simply selecting the object and selecting the style.



Graphic Styles Palette



Arrange

The Arrange Function arranges the order that the objects are placed. It can be accessed either from the drop down menu under Object > Arrange

or by right mouse clicking on an object and selection Arrange from the submenu. The options are: Bring to Front (Object move to front of all objects), Bring Forward (object moves one object forward), Send to Back (Object move to back of all objects), and Send Backward (object moves one object backward).

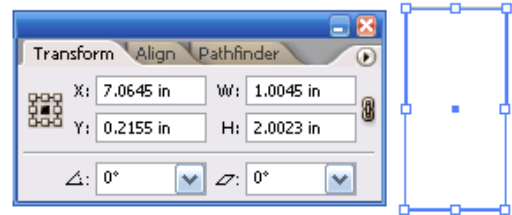
TRANSFORMATION TOOLS

Bounding Box

All objects in Illustrator have a bounding box around them. If the mouse is dragged over the side and corner points of the bounding box, small transformation icons appear in place of the mouse cursor. When the mouse icon changes, hold down the mouse key and drag to either rotate (*corners*) or expand (*sides pulled out or corners diagonally pulled*). If the object is rotated, the bounding box can be reset by selecting Object>Transform>Reset Bounding Box or simply right click on the object and select Transform>Reset Bounding Box.

Transform Palette

The Transform Palette is a very handy and oft used tool, it displays information about the location, size, and orientation of one or more selected objects. By typing new values, you can modify the selected objects. All values in the palette refer to the bounding boxes of the objects.



Transform Palette

Transform Function

The Transform function is a very powerful tool in Illustrator, it can be accessed either from the drop down menu under Object>Transform or by right mouse clicking on an object and selecting Transform from the

submenu. The options in either case are move, rotate, reflect, scale and shear. When a choice is made a menu open and the user can type in and preview transformations before they are selected. There also is a Copy button to apply the selected transformation to a copy of the original. A very convenient time saving option is the Transform Each Tool. This will allow the user to preview, copy and/or apply multiple transformations to an object.

Rotate Tool

This is a great tool to create objects that radiate around a center point. Rotating an object turns it around a fixed point that the user sets. Select an object, select the Rotate Tool, and hold down the ALT key when you place the origin point that you want the object to rotate around. A Rotate Setting menu opens. Set the rotation to the degrees you want and you can check the Preview box to see the modification before it is applied. Click the Copy Button if you want to create replications of the original rotated around a center point of origin. After the first rotated object is placed all you have to do is right click on the object and select Transform>Transform Again to continue making rotated copies of the original around the origin point.

Reflect Tool

The Reflect Tool on the Tool Bar enables the user to place an origin point that the object will reflect around. Select an object, select the Reflect Tool, hold down the ALT key as you place the origin point in the location you want the object to reflect from. A Reflect Setting menu opens. Set the reflection to the horizontal, vertical or degree axis you want and you can check the Preview box to see the modification before it is applied. Click the Copy Button if you want to create a replication of the original reflected around the origin point.

Distort>Twist Tool/Twist Command

The Twist command and the twist tool rotate a selection more sharply in the center than at the edges. You can apply the Twist command as a filter or as an effect


Scale Tool

You can scale an object by expanding the corner of the Bounding Box or going to Object>Transform>Scale. If you use the Scale Tool on the Tool Bar you can set an origin point that the object will scale around. Select the object; select the Scale Tool and place the origin point, then click and drag anywhere on the object to see it scale in relation to the origin point.





If you have Strokes and Effects checked in Preferences, all strokes and effects will scale in proportion to any scaling you perform on objects.


Liquefy Tools: Located in the Tool Bar and under Effects>Distort & Transform


Warp Tool  - Stretches objects as if they were made of clay. When you drag or pull portions of an object using this tool, the pulled areas attenuate.


Twirl Tool  - Creates swirling distortions of an object.

Pucker Tool  - Deflates an object by moving control points toward the cursor.


Bloat Tool  - Inflates an object by moving the control points away from the cursor.

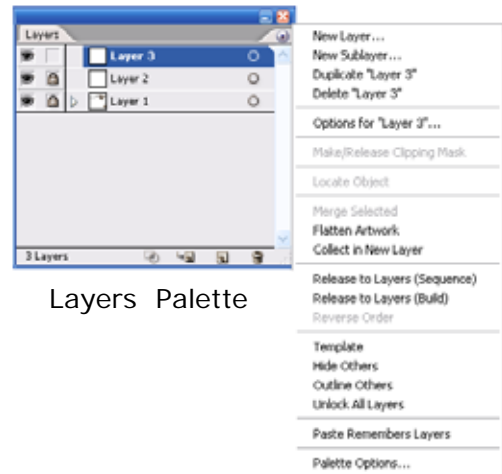
Scallop Tool  - Adds random, smooth, arc-shaped details to the outline of an object.

Crystallize Tool  Random spike, arc-shaped details are added to the outline of an object.

Wrinkle Tool  - random arc and spike-shaped details are added to the outline of an object.


Layers Palette



New layers can be created by selecting the right pointing arrow head  on the upper right side of the Layer Palette and selecting New Layer. In the Layer Options menu, the layer can be locked and dimmed for use as a template. The layer can be turned on and off by clicking on the Eye icon to the right side of the layer bar in the Layer Palette. Layers can be dragged to the top or bottom of the layer palette and well as dragged to become submenus of other layers. All artwork can be collected into one layer.



BRUSH TOOLS AND PALETTES

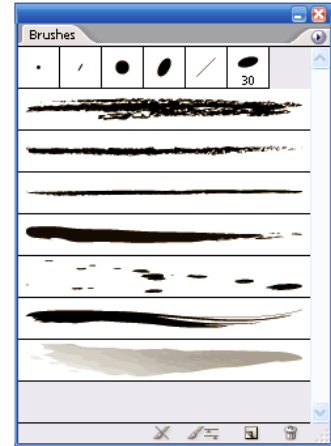
***Pencil* / *Paintbrush* Tool**

The Paintbrush Tool  creates paths painted with a brush selected in the Brushes palette. You must select a brush in the Brushes palette to use the paintbrush tool. Double clicking on the Paintbrush Tool will open the Tool

Preferences menu to adjust the settings. To create a closed path, hold the ALT key down while drawing the shape. The paths for the strokes created with the Pencil  or Pen  Tool can be edited the same as with the Pen Tool.


Brush Palettes

Four different kinds of brushes are available. They are calligraphic, scatter, art and pattern brush types. To be accepted into the brush palettes the new brush must be made up of simple open and closed path vectors. A new brush cannot have gradients, blends, other brush strokes, mesh objects, bitmap images, graphs, placed files, or masks. If you would like to incorporate type into your custom brush, you must first expand it, to convert it to an object. (Note: if you have an object currently selected, you can check the Preview box to see what the effects you are selecting will look like.)




Brushes Palette


Calligraphic

The most simple brush type is the Calligraphic Brush. Click on the  icon on the upper right side of the Brush palette and select New Brush Type. Select Calligraphic Brush type. A Calligraphic Brush Options menu opens where you can select the angle, roundness, and diameter of strokes for your new calligraphic brush. You can also access this brush options menu to modify any existing calligraphic brush, just double click on the brush icon you want to modify in the brush palette.

Scatter

Any small artwork object you create can be made into a Scatter Brush. Select the artwork you want to use to create a Scatter Brush with. Click on the  icon on the upper right side of the Brush palette and select New Brush Type. Select Scatter Brush type. Scatter brushes allow for modification of the size, spacing, scatter pattern, and rotation of objects painted on a path with scatter brushes. You can also access this brush options menu to modify any existing scatter brush, just double click on the brush icon you want to modify in the brush palette.


Art

Any small artwork object you create can be made into an Art Brush. Select the artwork you want to use to create an Art Brush with. Click on the  icon on the upper right side of the Brush palette and select New Brush Type. Select Art Brush type. Art brushes allow for a change in the direction and size of objects painted along a path, and also allows for objects to be flipped along or across the path.

Pattern

The Pattern Brush is a very powerful development tool. It enables creation of an array of simple or intricate borders that can be developed for and array of products such as rugs, dinnerware, accessories, bedding, apparel, bath, throw covers, pillows, etc. Any new artwork (currently selected object or items located on the Swatch Palette) can be applied to any of the tiles in a pattern brush to modify the brush.






The user has an option of placing up to five different pattern shapes into the pattern brush option box to insure a smooth transition of your pattern around corners. Any small artwork object you create or any color or pattern that is currently in the Swatch Palette can be used to create tiles for the Pattern Brush.

If you only plan on creating one section of a pattern (this would be adequate for a circular border, select the artwork you want to use to create a Pattern Brush with. Click on the  icon on the upper right side of the Brush palette and select New Brush Type. Select Pattern Brush type.


If you plan on developing more than one section for your custom pattern brush, drag the different interlocking sections of the planned new pattern into the Swatch Palette. If you had an artwork object selected before you opened the New Pattern Brush Palette, it will appear in the first pattern type box. If you dragged sections of your new pattern into the Swatch Palette first, select the section of the pattern you want to place and scroll down the Swatch Palette listing until you see the pattern section you want in that section and select it to place it into the pattern brush. The size, spacing, and orientation of pattern brush can be modified in the Pattern Brush Options menu.


COLOR TOOLS

Fill/Gradient and Stroke Color Buttons

The two squares near the bottom of the Tool Bar  represent the fill and stroke colors. To activate the fill or stroke function, click on the square or the swap arrow icon  in the upper right corner. Located just below the fill and stroke buttons are three small buttons, from left to right they are the color , gradient  and transparency  buttons.

First you select an object with the Selection Tool and then click on the Fill Button and select a fill color from the color or Swatch Palette. If you select the Stroke Button when the object is selected you can apply or remove color by selecting the buttons just below.


If you double click on the fill or stroke button the Color Picker will open. If you want to apply a gradient select the Gradient Button  and the

Gradient Palette will appear. The default gradient setting is grayscale. To change the setting to RGB click on the right pointing arrow head  on the upper right of the Color Palette located just above the Gradient Palette and select RGB. To change a gradient color, first select the gradient object. Click on a square icon below the gradient slider bar in the Gradient Palette. You can mix your own color in the Color Palette or you can drag a color from the Swatch Palette on to the square icon.

You can choose to apply either a Linear or Radial gradient type in the Gradient Palette and you can also control the angle. The next time you modify the gradient the current gradient will be deleted unless you save it. All you have to do to save it is drag it over to the Swatch Palette.

If an object is selected and you change or remove the fill or stroke, the changes will immediately occur in the selected object. You must deselect the object (CTRL shift A) to stop changes from happening to the object.

Eyedropper Tool

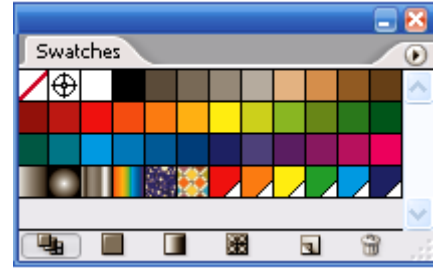
Many attributes of an object can be copied with the Eyedropper Tool . Double clicking on the tool will open the option menu. To copy attributes, first select the object you want to copy attributes to then select the object you want to copy the attributes from. You can click the Eyedropper Tool on any deselected object to set the fill and stroke attributes in the Fill and Stroke Buttons.

Magic Wand Tool

The Magic Wand Tool will set the attributes from one object to another. Double click on the Magic Wand Tool to open the settings menu. The color, fill and stroke attributes can be copied from one object to another.

Swatch Palette

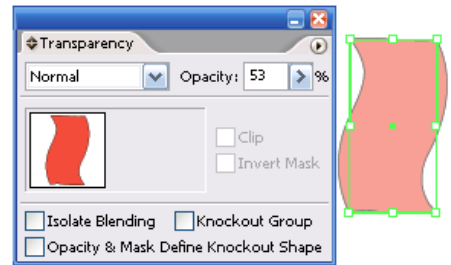
The Swatch Palette holds colors, tints, patterns and gradients that the user saves. New colors, tints, gradients and patterns can easily be added to the Swatch Palette by dragging and dropping them onto the Swatch Palette. To access new swatches go to Window>Swatch Libraries.



Swatch Palette

Transparency

When a stroked and filled object is selected and the opacity is reduced in the Transparency Palette, it will affect both the stroke and the fill. If the transparency is desired only on the stroke or fill, select stroke or fill attribute in the Appearance Palette and apply the Transparency to it.



Transparency Palette

PLACEMENT & MEASUREMENT TOOLS

Rulers

The unit of measurement for the Rulers can be modified in Preferences. The Rulers can be placed off and on in View>Rulers.

Grid

The unit of measurement for the Grid can be modified in Preferences. The Grid can be turned off and on in View>Show Grid. View>Show will show or hide the Grid.

Snap

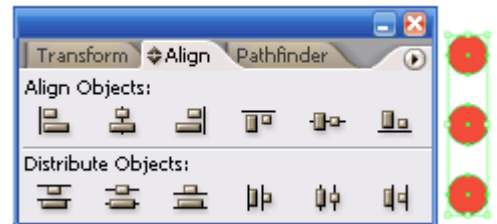
Snapping acts as a magnet and aids in the placement of elements, guides, cropping marquees, etc. Sometimes it interferes with what you are trying to do so you can turn the Snap function off and on by going to View>Snap. Snap To is specifically for either the guides or the grids.

Guides

Guides are lines that appear over the image and can be used to place elements in the design. Guides can be hidden, locked or cleared. Guides are “dragged: from the vertical and horizontal rulers. Just left click and drag a guide out from either the left side or the top of the image. View>Lock Guide will lock your guides in place. View>Clear Guides will delete all guides. View>New Guide allows the user to type in the exact desired position of the new guide. View>Show will show or hide the guide.

Align Palette

The Align Palette enables you to align selected objects along the axis you specify. You can align objects along the vertical axis, using the rightmost, center, or leftmost anchor point of the selected



Align Palette

objects. Or you can align objects along the horizontal axis, using the topmost, center, and bottommost anchor points of the selected objects.




OTHER TOOLS

Type Tool T

Activate the Type Tool **T** and place your cursor on the artboard and begin typing. The Character Palette can be accessed by going to Windows>Type>Character. The Character Palette has an array of settings for Leading, Tracking, Scaling and Kerning and the Paragraph Tab has a

variety of Alignments and Indents. Additional controls can be accessed on the top right side sub menu.

If you want to create special effects or gradients to the type or create custom brushes or patterns using type you need to convert your type to an object by going to Object>Expand.

- The Vertical Type Tool  enables the user to type vertically.
- The Path Type  Tool and Vertical Type Path  Tool are similar in that with both tools you can type on the shape of an existing path. With the Path Type Tool the type is perpendicular to the baseline and with the Vertical Type Path Tool the type is parallel to the baseline.