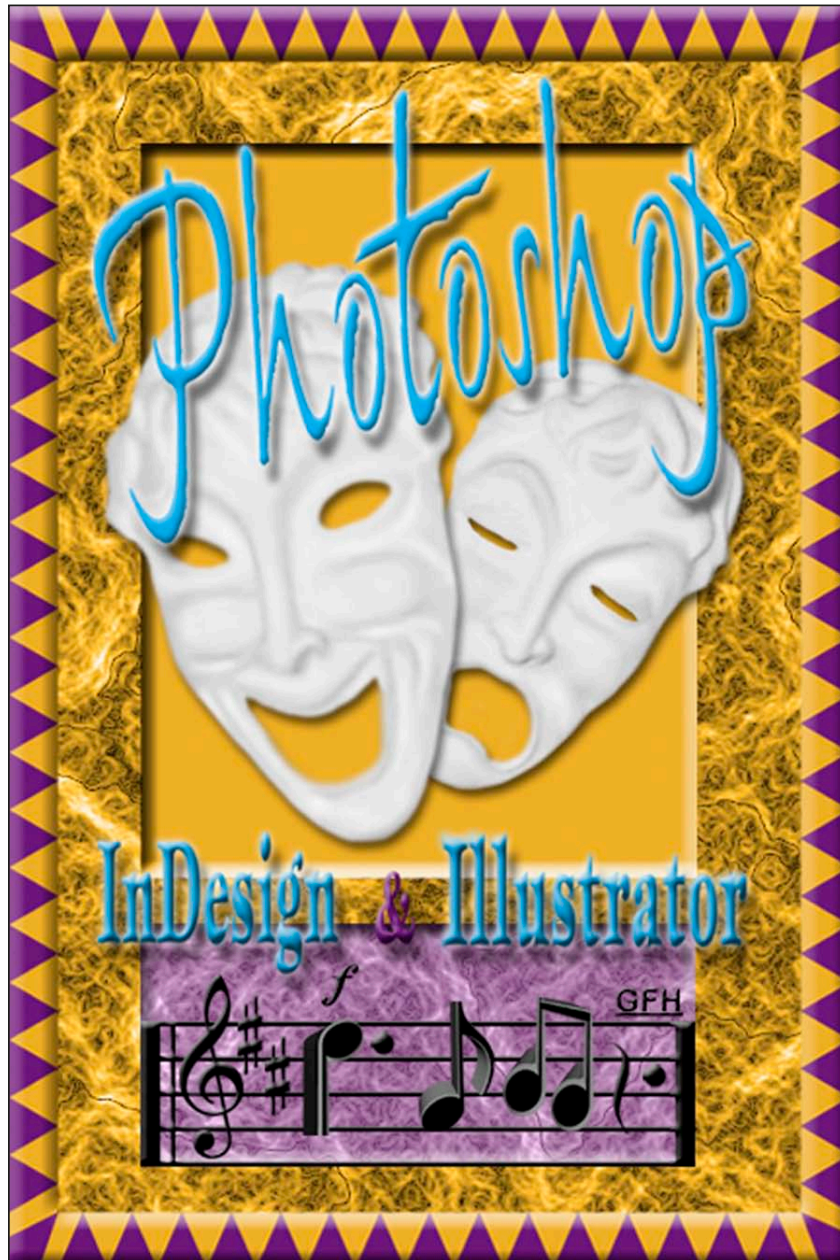


Adobe



Illustrator

Just Show Me What To Do



About the Trainer



Adobe Certified Instructor



Photoshop
Illustrator
InDesign
Acrobat

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- Photoshop, Illustrator, InDesign

OLYMPUS

Olympus Training Partner

Seminar Instructor & Professor

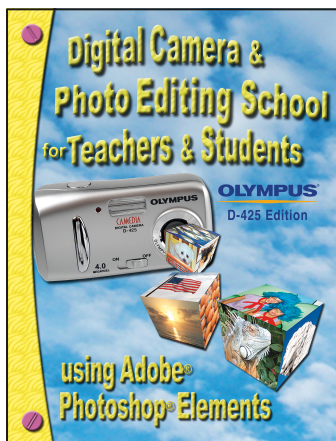
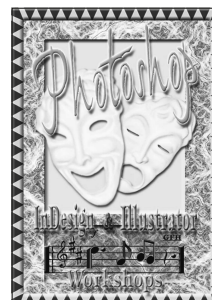
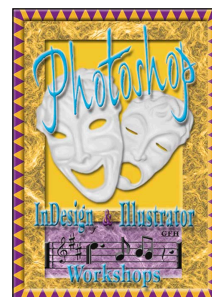
- Adobe Certified Instructor
- Free Paper Associations Eight States
- Int'l Student Media Festival
- Apple, Olympus
- Mac & Windows Academy
- Digital Media Academy
- Int'l Academy of Design & Technology College – Professor
- Professional Photographers of America
- NAPP Tour – National Association of Photoshop Professionals
- Graphics of America, Print Expo, Printing Association Florida
- International Television Association
- Thunder Lizard and many more
- NASA, Airforce, AAA, Red Lobster, Florida Hospital

Author: Video Training Series, Books

- Videos: Photoshop, Illustrator, InDesign, Premiere Director, Quark, Introduction to Multimedia
- Book: Digital Cameras & Photo Editing for Teachers & Students using Olympus & Photoshop Elements
- Book: Digital Cameras and Photo Editing for Business using Olympus and Adobe Photoshop Elements
- Book: Adobe Illustrator CS3, Just Show Me What To Do

Multimedia Production

- Books, flyers, brochures, newsletters, postcards, biz cards
- Video, Interactive CD & DVD presentations, animation
- Digital photography and photo editing
- Print management, color correction





Grow Artistically — More Than You Ever Imagined

Create amazing artwork. Once you understand key commands, menus, palettes, and vector construction, Adobe Illustrator can be mastered. All the tools and commands seem overwhelming at first glance. The heart of Illustrator is simple — it uses lines, curves, strokes fills and anchor points to create all artwork. Discover this digital tool and gain respectable revenue and job security.

Essential Topics for Learning Illustrator (Ai)

- 1 Determine Key Preferences**
- 2 Setup Application Interface for Ease of Workflow**
- 3 Learn to View, Zoom, Move to Review Artwork**
- 4 Create Artwork using Shape Tools**
- 5 Artwork Construction: Paths, Anchor Points, Stroke, Fill**
- 6 Select All or Parts of Artwork using Selection Tools**
- 7 Pick and Apply Colors to Artwork**
- 8 Create Artwork using Gradients**
- 9 Use Copy & Paste Identical, Stacking Order, Layers**
- 10 Set Type and Create Custom Type**
- 11 Create Artwork using Pen Tool Lines & Curves**
- 12 Create Artwork Automatically using Live Trace**
- 13 Create Artwork using Symbols Library**
- 14 Create Artwork using Graphic Styles Library**
- 15 Create Artwork using Brushes Library**
- 16 Create Artwork using Gradient Mesh tool**
- 17 Create Artwork using Effects Filters**
- 18 Combine Artwork using Illustrator & Photoshop**



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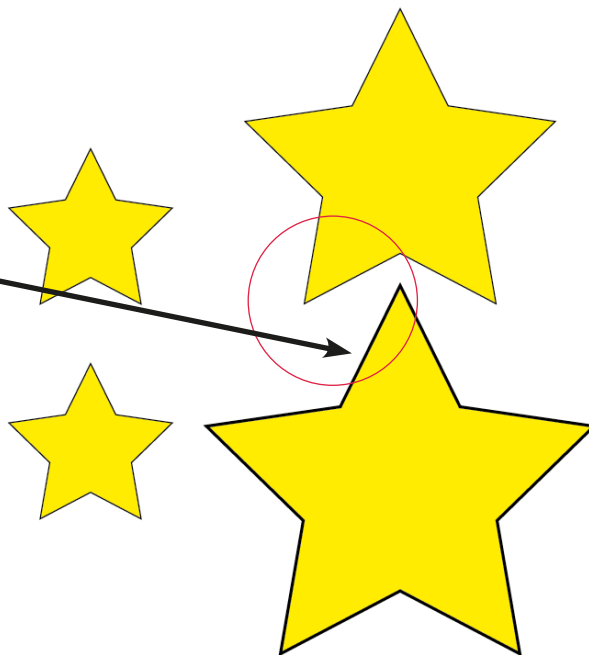
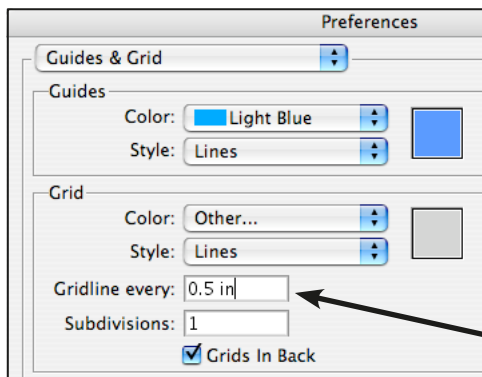
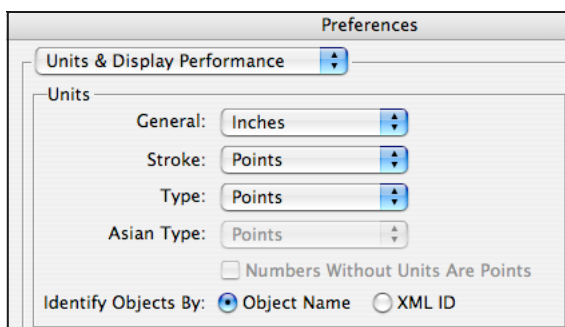
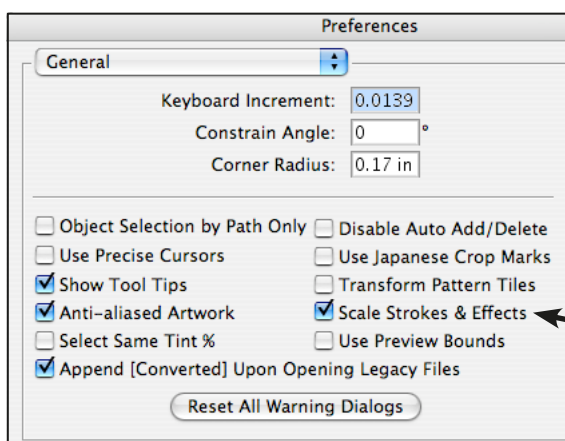
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Set Key Preferences (com/ctrl K)

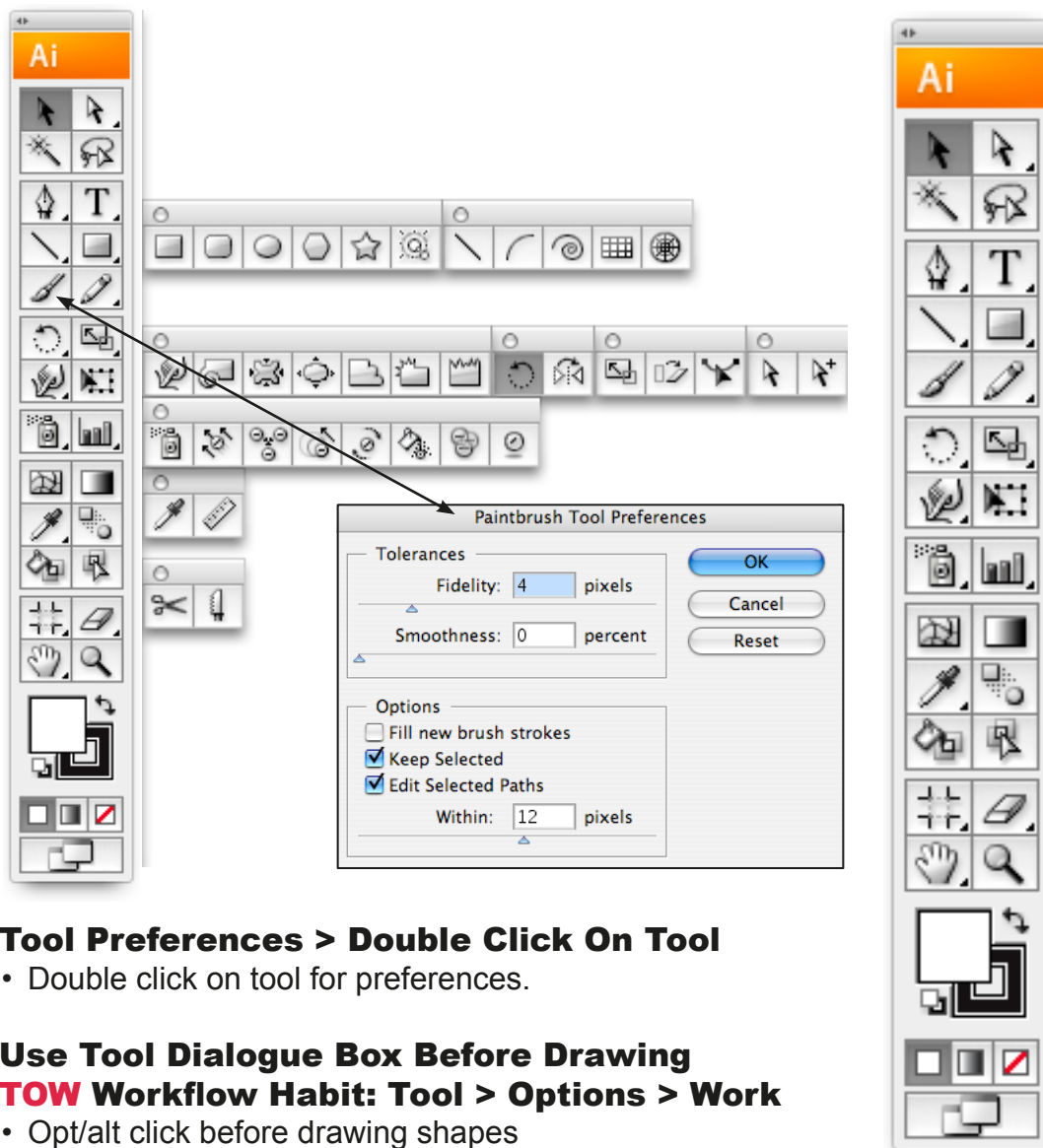
- General preferences > Scale Stroke & Effects.
This is can be useful when enlarging artwork (can be set in some dialogue boxes).
- Units & Increments: choose rulers units (inches rulers, points type).
- Guides: choose good working color, blue works well (Guide key: com/ctrl ;))
- Grids: good setting: Gridline every .5" (one half inch), 1 subdivision (or 5 mm).
- Open and close Grids key command: com/ctrl ' (apostrophe).





1 Tear Away Tools

- Click and hold on any tool with a triangle icon in the lower right corner, then (do not release mouse button) drag over to the end icon, then release.



2 Tool Preferences > Double Click On Tool

- Double click on tool for preferences.

3 Use Tool Dialogue Box Before Drawing

TOW Workflow Habit: Tool > Options > Work

- Opt/alt click before drawing shapes to automatically bring up dialogue box.
- Opt/alt also draws from the center of object at the click point, versus the default upper left.

4 Contact Sensitive Menus Work Well (ctrl click or right mouse)

- Remember to use this for easy access.



1 Open Working Palettes

All palettes located under Window Menu

- Window menu > palettes listed in alphabetical order.
- Nest & dock palettes.
- See page graphic for recommended palette configuration for easy workflow.

2 Nesting Palettes

Nesting – Groups at Top

- Palettes grouped together on top.
- Drag palette tab to top of any palette.
- Watch for the highlight around the entire palette, then release.

3 Docking Palettes

Docking – Groups at Bottom

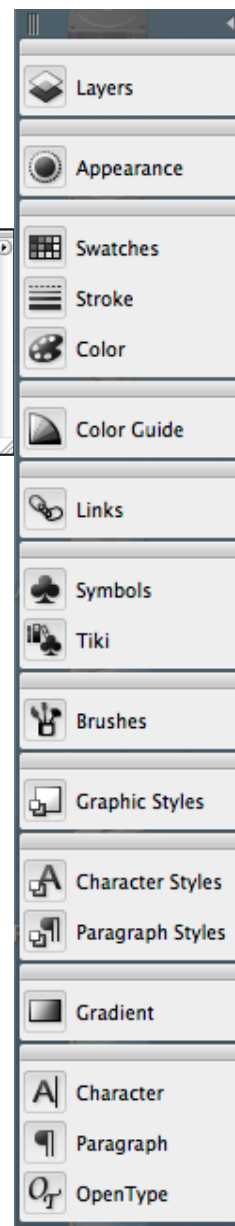
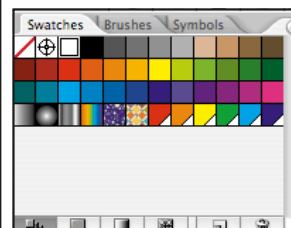
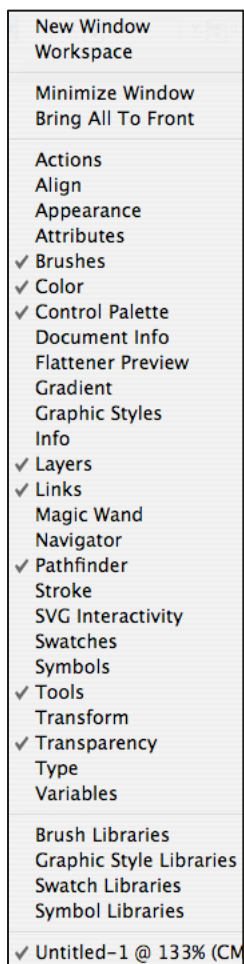
- Palettes can be docked at the bottom of another palette. Drag a palette tab to the bottom of another palette
- Watch for the highlight line at the bottom of palette only, then release.
- Dock palettes in ANY sequence. Drag > see blue line release.
- Dock palettes into GROUPS. Drag > see blue line next to another palette release.

4 Easy Hide & Show All Nests & Docks

- Click on icon to open and close.
- Palettes within a group are appear together.

3 Save Working Palettes as Personal Workspace

- Window menu > Workspace > Save Workspace.
- Name it with just a few letters to allow easy replacement.





1 Zoom Tool

- Click to Zoom up (see plus icon).
- Zoom down, press opt/alt key.
- Click hold drag a marquee, then release to zoom a specific area.
- Double click on Zoom tool to zoom to 100% view.



2 Hand Tool

- Hand tool moves artwork inside window.
- Spacebar (hold down) gets hand tool.
- Tip: Double click on Hand tool to fit file to screen size.



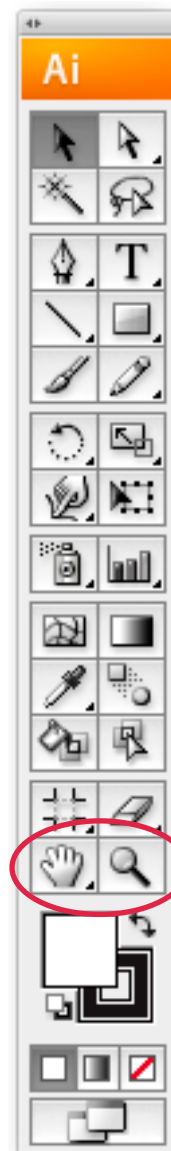
3 View Artwork – Preview & Outline

- Toggle views between artwork and outline > com/ctrl Y.



4 New View

- View menu > Window > New View.
Allows fixed views on targeted areas.





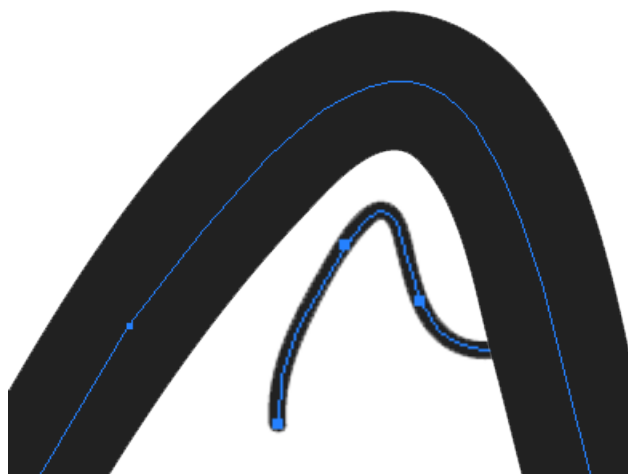
Illustrator Artwork is Created Using Vectors with Bezier Curves

- Vector artwork uses math calculations and 800 points per inch to draw shapes.
- Vector artwork can be scaled to any size without loss of resolution (bill board size).
- Vector artwork uses Postscript to define itself and print.
- Vector artwork is: resolution independent.
- Maps drawn in vector can be sized on screen to any magnification.
- Pixel (or raster) photos can be combined with vector artwork (use a separate layer).
- Vector based artwork can be converted to pixels, called rasterize (Object menu > Rasterize).

VECTORS

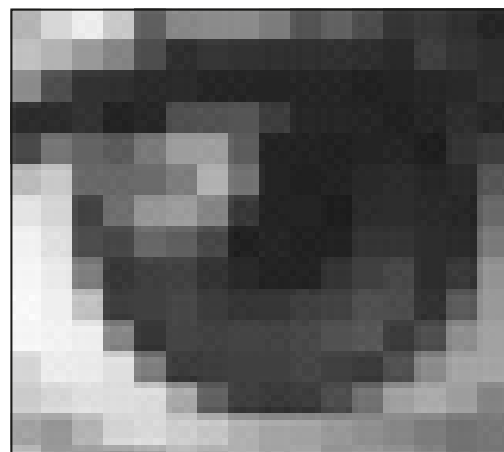
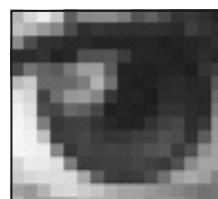


**Bezier Curves – it sounds
like Perrier “water”**



- ≈ **Vectors are resolution independent.**
- ≈ **Re-size vectors small to large without loss of image quality.**
- ≈ **No image distortion with vectors when printed or displayed on screen.**

PIXELS



- ≈ **Pixels are resolution dependent.**
- ≈ **Re-size pixel photos stretches pixels larger to create image distortion when printed or displayed on screen.**
- ≈ **What happens when you stretch a figure drawn a rubber band.**



Illustrator Artwork Is Constructed with Shapes, Lines, Curves

1 Use Shapes Palette To Draw Primitive Shapes

- Draw rectangles, squares, ovals, circles, polygons, triangles, stars, flares.

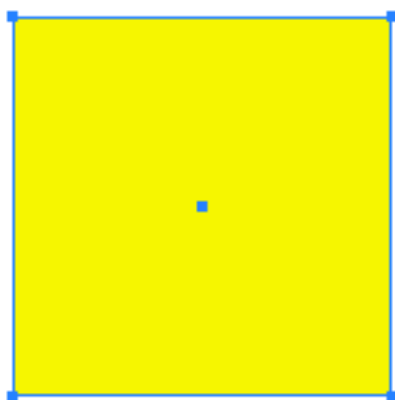
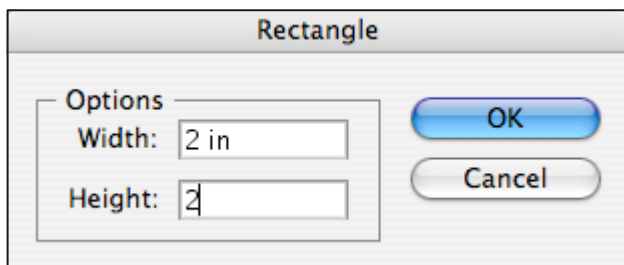


2 Draw Shapes Freehand

- Select the desired shape tool, click and drag on the page, then release.
- Drawing freehand the object always starts drawing from the upper left corner.
- Tip: hold the opt/alt key down first, then draw to start from the center.
- Shift to constrain rectangle to square, oval to circle.

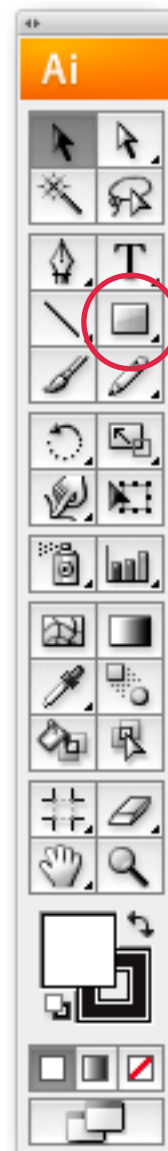
3 Draw Shapes to Specific Size Using Dialogue Box

- Click the desired shape tool.
- Hold the opt/alt key down first, then click on the page and release.
- The tool dialogue box will appear and draw from click point.



<http://www.uic.edu/cuppa/udv/ai/index.htm>

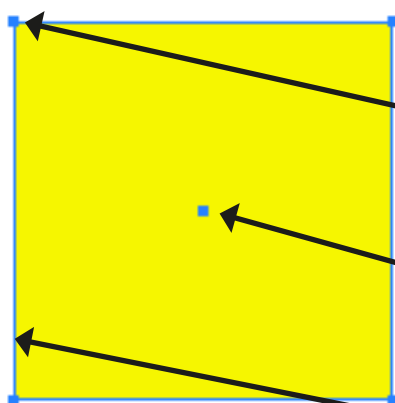
<http://www.khulsey.com>





Standard Artwork Construction: Select, Fill, Stroke

1 Construction: Paths, Anchor Points, Center Point, Segments, Lines



Path (all sections of lines are called path)

Anchor points

- Corner points that support lines or curves.
- Anchors can be added or deleted.

Center point

- Each objects has a center point for reference.
- Use for marking the center with guides.

Segments & Lines

- Individual lines between anchor points are segments.
- All segments make the line.
- Segments can be deleted one by one.

2 Selection Tool (**Black Arrow**)

- Selection tool always selects artwork as one unit or group.
- Selection tool cannot select Individual anchor points.

3 Direct Selection Tool (**White Arrow**)

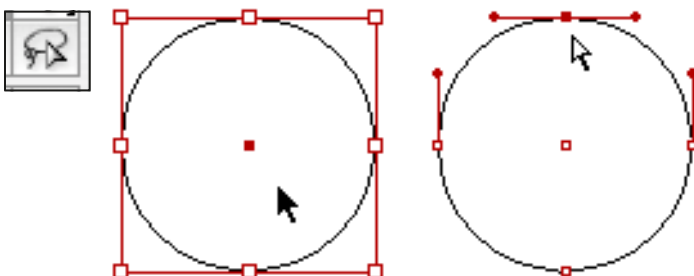
- Direct Selection tool selects any one or more anchor points.
 - Hold down the shift key to select multiple anchors and lines.
 - Individual segments can to be deleted.
- Click on one segment, then press delete.

4 Important: Drag a **Marquee** Area to Select All or Some Parts

Drag a marquee area to touch any or all lines and anchors for selection.

5 **Lasso** Selection Tool

- Freehand draw and area to select all or parts of the artwork. Throw a wild west lasso.





Pen Tool – Drawing Lines

1 Draw Straight Lines With Pen Tool (Folder > Ex 1: Site Lines.Ai)

- Shortest distance between two points is a straight line.
- Click first anchor point > release > click second anchor.
- Tip: hold shift key to constrain line to 90 or 45 degrees by default, change degrees in preferences > general > constrain angle.
- One single path (line) is an open path.
- All paths connected by all anchors are called closed paths (like closing the gate of a corral).
- Rectangles and squares drawn from respective tools automatically create closed paths.



2 Increase Stroke Weight & Line Caps & Joins in Stroke Palette

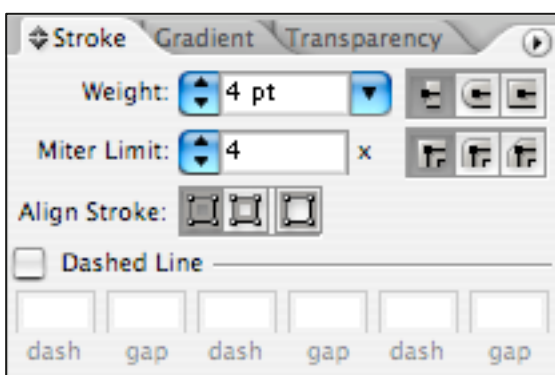


Fig 6

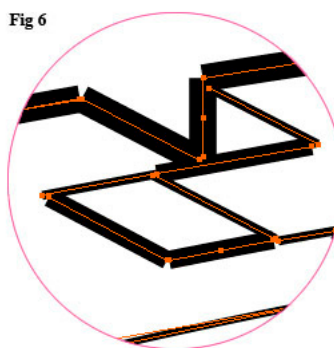
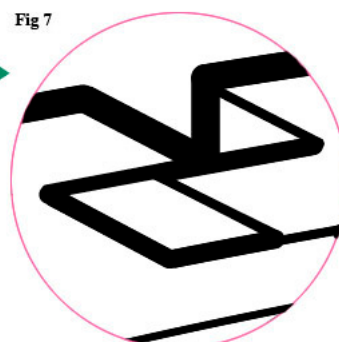
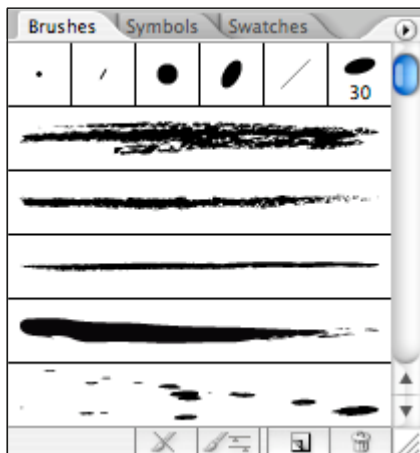


Fig 7



3 Apply A Custom Brush To A Line

- Choose > Window > Brushes



Plan for Thompsonville, FL
Beach Blvd. and University Blvd. Corridor

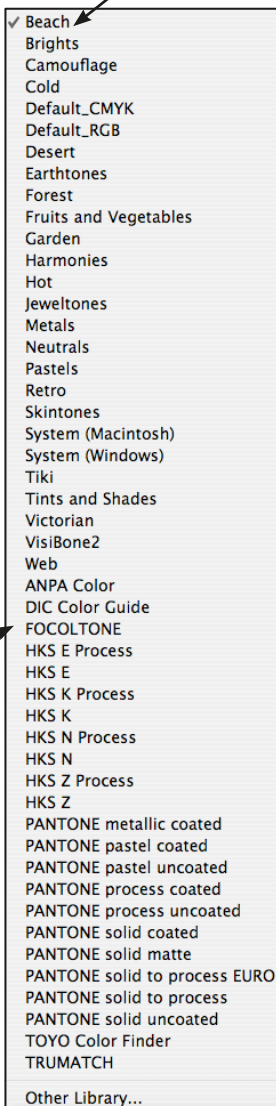
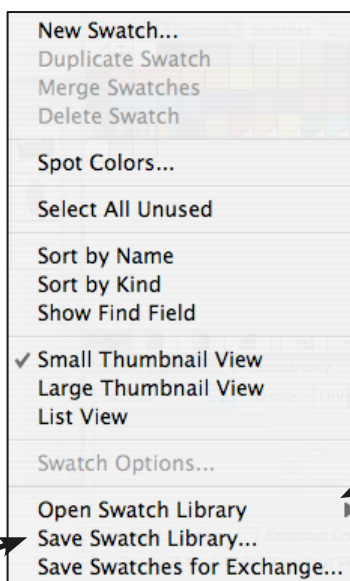
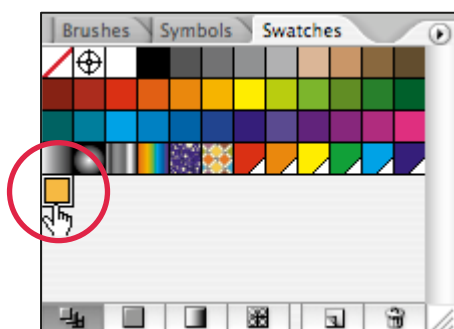
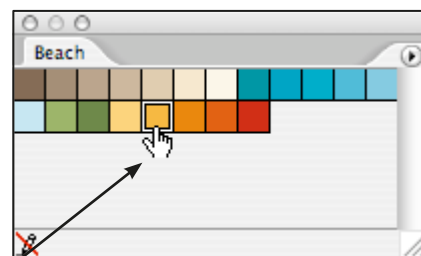
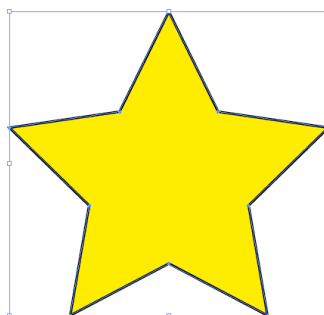
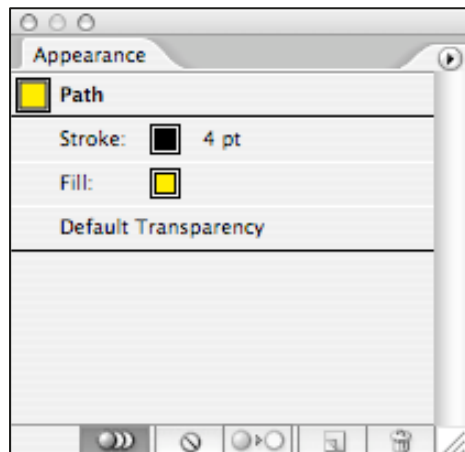




Color — Pick, Apply, Save Palettes

Apply Color using Swatches – start with Appearance Palette

- Window menu > Swatches and Appearance palettes.
- Swatches palette > Open Swatch Library > choose a palette (ex: Beach).
- Select a color in a palette, drag it into Swatches palette (or click New button).
- Do not use Color palette to arbitrarily pick colors for commercial printing (use Trumatch).
- Swatch colors are saved into the current file ONLY.
- Apply color: select artwork, apply color as a stroke or fill (use Appearance palette).
- Use the eye dropper tool to select colors from any source and apply to artwork (next page).
- Tip: Drag a color from swatches onto object or click swatch while selected.

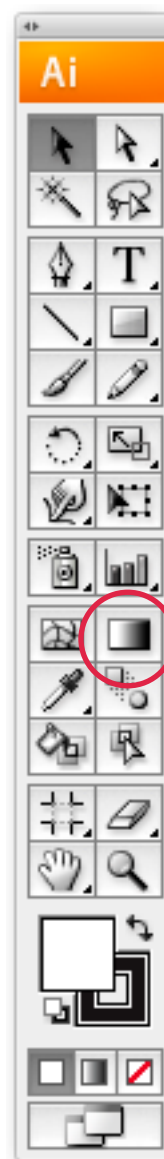
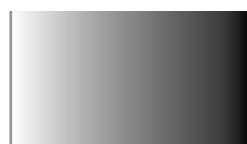
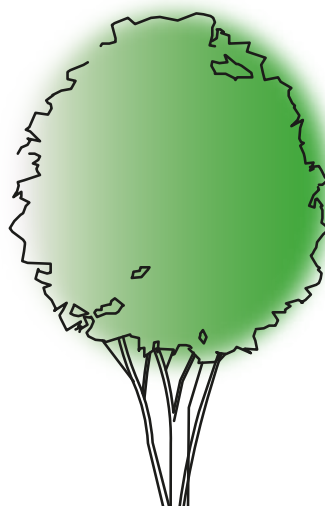
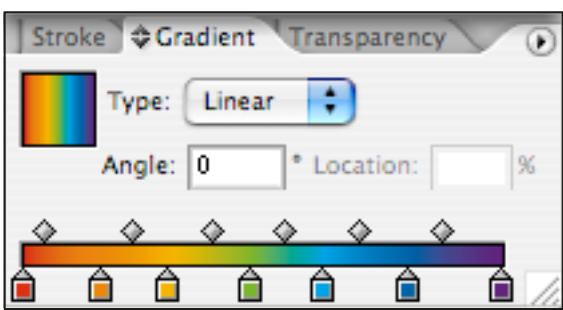
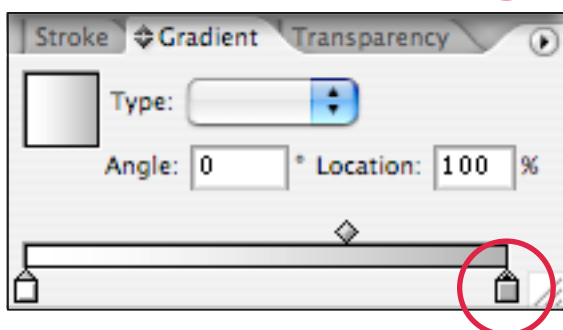
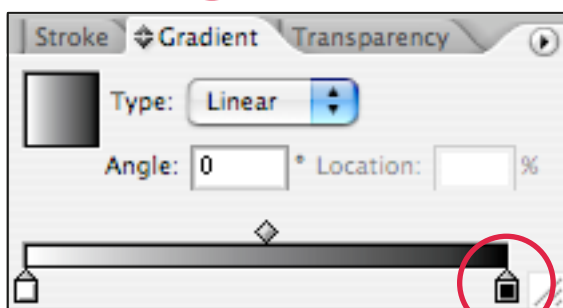
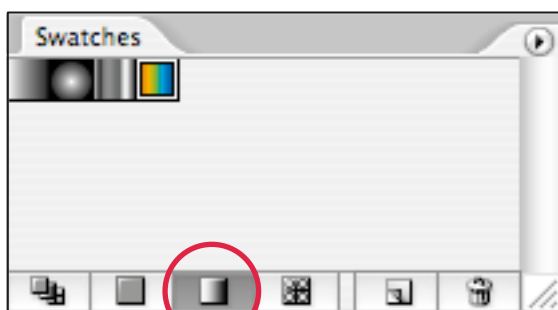


- **Save Swatches Library** – to keep all new colors appearing in all new and old documents. Otherwise, color appear in the current document ONLY. Remember to put colors into the main Swatches palette from any of the individual specialty color Swatches.



Gradient Tool Creates Shading

- Window menu > Gradient palette.
- Draw a shape to be filled with Gradient (open or closed path).
- Select a default gradient in Swatches palette.
- Change direction of blend, click Gradient tool, click drag over object from different angles.
- Select a Gradient swatch makes changes, then click **NEW** swatch icon.
- Select a color break icon, Drag a new color onto slider (**Do NOT click color swatch, drag**)
- Click under the Gradient bar to add a color break.

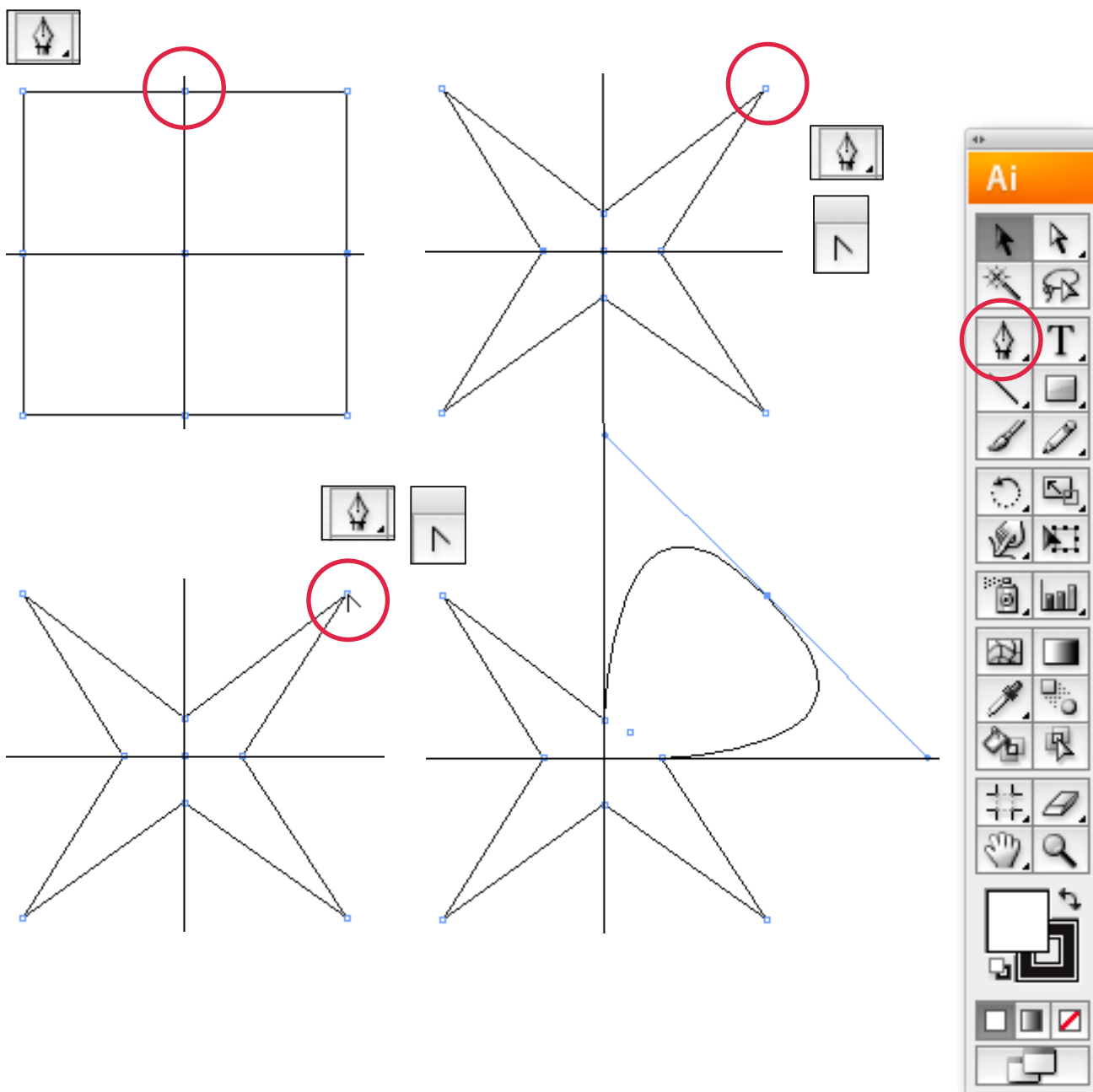




Add, Subtract, Convert Anchor Points

- Rectangle tool. Draw a square. Rulers > drag guides from horizontal and vertical.
- Select Pen tool.
- Add anchor points > move Pen over segment to see **Plus** sign icon, then click. Adds one anchor point between each existing anchor point.
- Delete anchor points > move pen over an anchor point see **Minus** icon and click.
- Convert an angle to a curve.
- Hold option/alt click on an anchor point > see icon drag out (stay on pen tool).

Note: Add Anchor Points Command. Object menu > Path > Add Anchor Points.

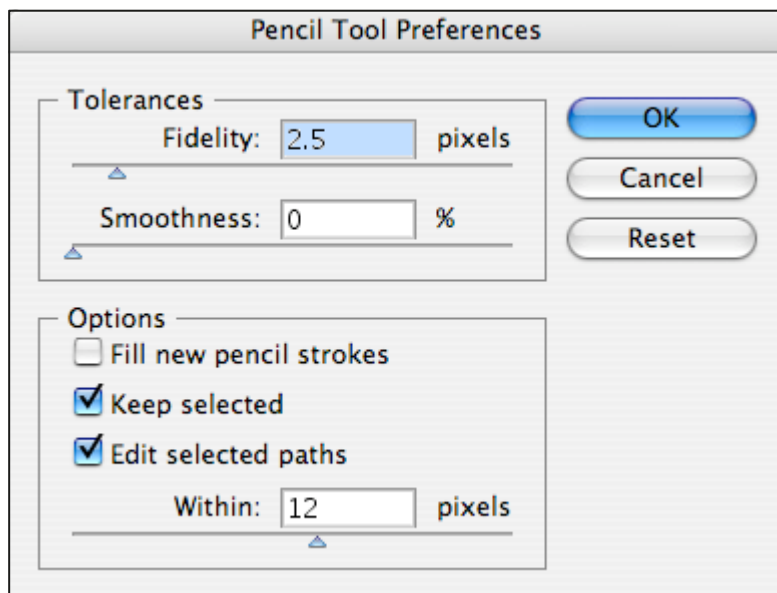




Pencil Tool, Eraser Tool

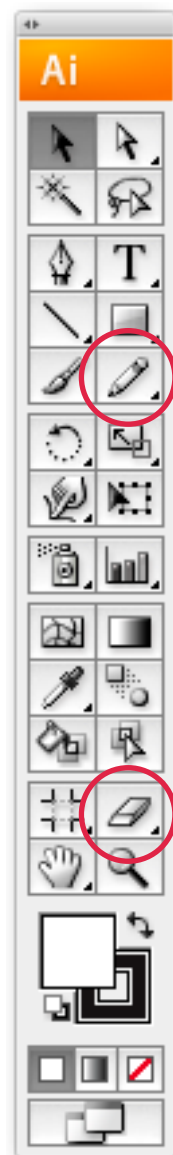
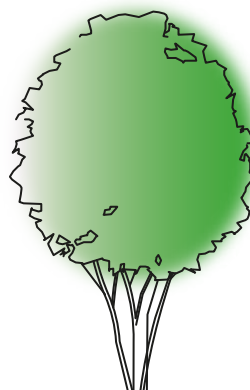
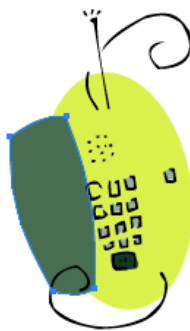
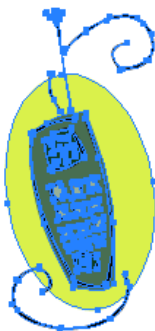
Pencil Tool & Eraser Tool (important)

- Select the Pencil tool, then select color and stroke weight first.
- Double click on pencil tool to review and set options.
- Turn OFF Fill New Pencil Strokes and Edit Select Paths.
- Tolerance controls roundness and sharpness of the curve.
- Smoothness: drag closely next to the curve to decrease the sharp edges.
- **Eraser tool**: drag Eraser tool over stroke or fill area to erase.



Keep selected
AFTER RELEASE
WATCH
the ICONS

Edit selected
ALLOWS
LINE EXTENSION
ON THE FLY

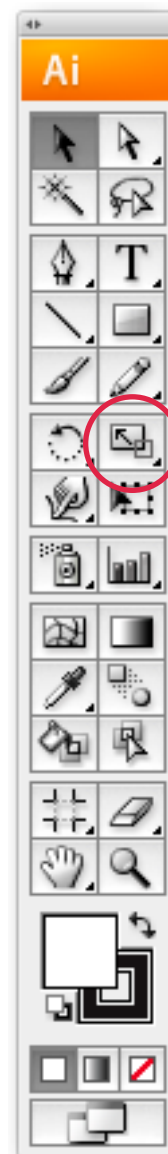


Tip: Close path automatically while drawing: immediately after starting to draw, hold option/alt, then continue drawing. Upon mouse release, path will automatically close. Release mouse first, then release opt/alt.



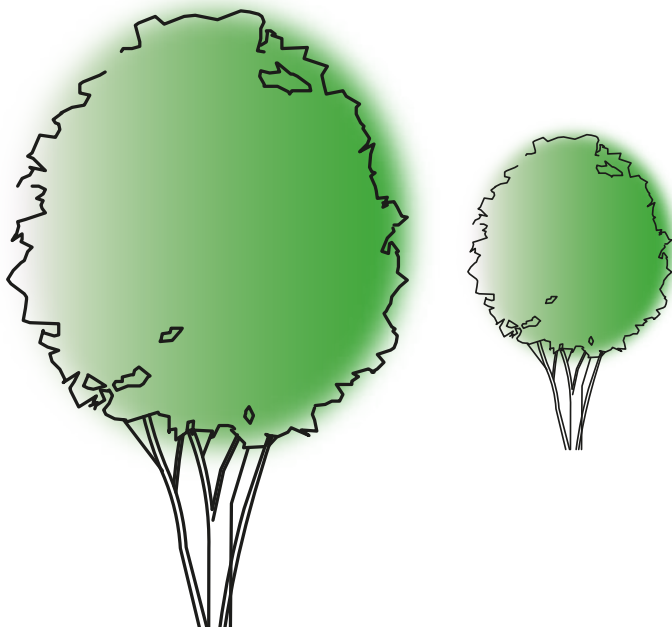
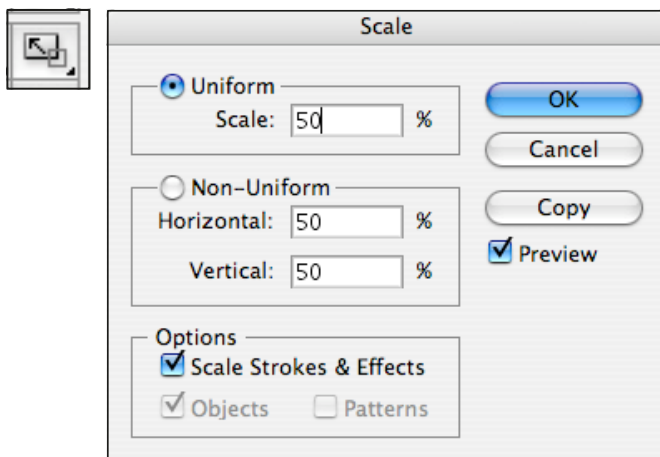
1 Scale One Object Or A Group Using The Scale Tool

- Resize objects, type, lines, groups.
- Note: cannot resize only one anchor point if selected.
- Select object or group to be scaled (Selection tool).
- Double click on Scale tool (or use context menu).
- Uniform keeps height/width equal proportions.
- Scale always uses center point as preference scale point.
- Non-Uniform scales each direction separately.
- Scale strokes & effects to keep sizes proportional to new size.
- Preview to test results, check Preview off/on.
- Copy the selection, click Copy button (very useful).



2 Scale One Object Or A Group Manually

- Click the Selection tool (black arrow) and select artwork.
- Choose Window menu > Show Bounding Box.
- Scale from center, press shift + opt/alt, then drag out.
- Shift to constrain to proportion.
- Copy artwork while scaling, press opt/alt.





Transform Commands

- Transform objects, type, lines, groups.
- Note: cannot resize only one anchor point if selected.
- Select object or group to be transformed.
- Object menu > Transform.
- Move, Rotate, Reflect, Scale (use scale tool), Shear.
- Once a transform has been finished, repeat action again > Transform Again (com/ctrl D).

The Move dialog box has a title bar 'Move'. It contains a 'Position' section with 'Horizontal' (1.5 in) and 'Vertical' (0 in) text fields, a 'Distance' (1.5 in) text field, and an 'Angle' (0) text field with a degree symbol. To the right are 'OK', 'Cancel', and 'Copy' buttons, and a checked 'Preview' checkbox. Below is an 'Options' section with checked 'Objects' and unchecked 'Patterns' checkboxes.

The Rotate dialog box has a title bar 'Rotate'. It contains an 'Angle' (193.935) text field with a degree symbol. To the right are 'OK', 'Cancel', and 'Copy' buttons, and a checked 'Preview' checkbox. Below is an 'Options' section with checked 'Objects' and unchecked 'Patterns' checkboxes.

The Reflect dialog box has a title bar 'Reflect'. It contains an 'Axis' section with 'Horizontal' and 'Vertical' radio buttons, where 'Vertical' is selected. Below is an 'Angle' (90) text field with a degree symbol. To the right are 'OK', 'Cancel', and 'Copy' buttons, and a checked 'Preview' checkbox. Below is an 'Options' section with checked 'Objects' and unchecked 'Patterns' checkboxes.

The Shear dialog box has a title bar 'Shear'. It contains a 'Shear Angle' (35) text field with a degree symbol. Below is an 'Axis' section with 'Horizontal' and 'Vertical' radio buttons, where 'Horizontal' is selected. Below is an 'Angle' (0) text field with a degree symbol. To the right are 'OK', 'Cancel', and 'Copy' buttons, and a checked 'Preview' checkbox. Below is an 'Options' section with checked 'Objects' and unchecked 'Patterns' checkboxes.

Transform Again	⌘D
Move...	⇧⌘M
Rotate...	
Reflect...	
Scale...	
Shear...	
Transform Each...	⇧⇧⌘D
Reset Bounding Box	

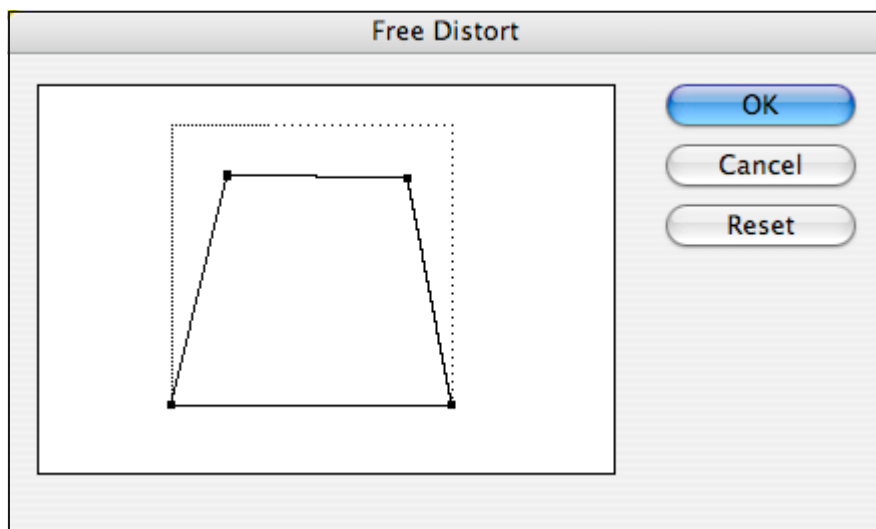


Use Distort Filters To Create Quick Artwork With Many Looks

- Select object > Effect menu > Distort.
- Move anchors, sliders, numbers to distort.
- Free Distort
- Plunk & Bloat
- Roughen
- Scribble & Tweak
- Twirl
- Zig Zag
- Select object first.



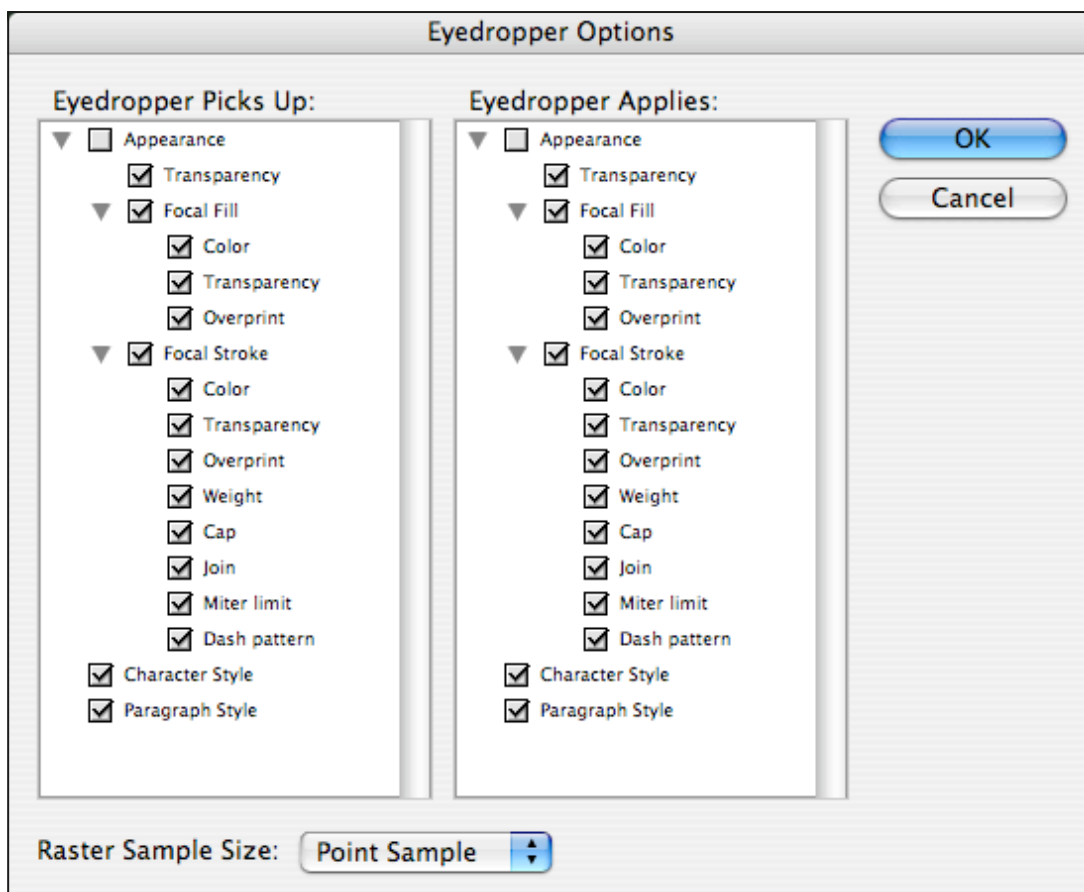
Free Distort...
Pucker & Bloat...
Roughen...
Transform...
Tweak...
Twist...
Zig Zag...





Eye Dropper – Changes Colors without Selection

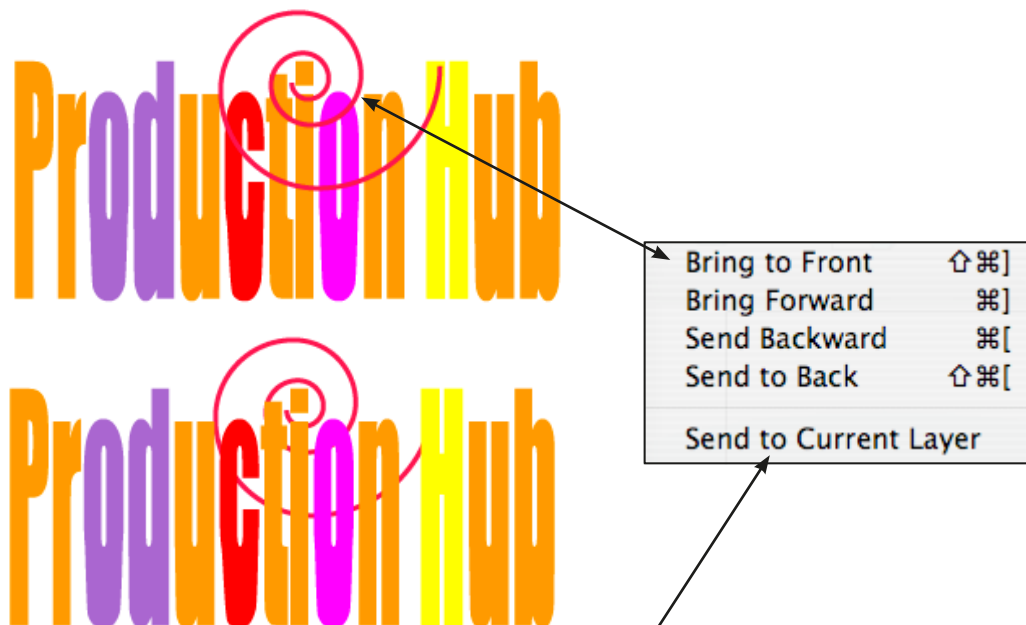
- Click Eyedropper on any artwork (or pixel photo) to sample and load that color.
- Opt/alt on any other artwork to apply color and options from Eyedropper.
- Set Eyedropper options, double click tool.
- Tip: Character and Paragraph Style can be a problem when turned on while working with type and type frames.





1 Copy Paste In Front or In Back – Pastes In Identical Location

- Copy artwork, then paste in identical location either in front or behind another object.
- Default paste command, places artwork over and down.
- Select artwork.
- Choose File > Copy.
- Choose File > Paste in Front or Paste in Back.



2 Arrange Objects in Stacking Order

- Objects can be moved to front or back in relation to other objects.
- Select the object (objects move based on current staking order).
- Choose Object > Arrange > Choose.

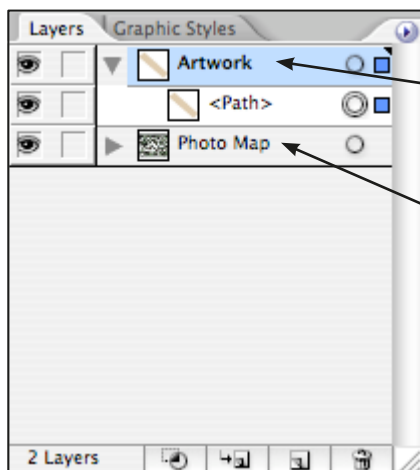
3 Group Combines Objects Into One Unit

- Group makes it easy to select, copy/paste and move many objects at once.
- Use the selection arrow or marquee to select all elements to be grouped.
- If you want ALL the objects selected on the page use com/ctrl A.
- **Group** > Choose Object > Group (com/ctrl G).
- **Ungroup** > select the group > choose Object > Ungroup.



Create Artwork Using Shapes And Manage On Layers

- Place photos on a layer to use as an artwork template (lock templates).
- Hide and show layers to see other parts easily (click on/off eye icon).
- Locking layers makes selection easier and other elements aren't accidentally selected. Click on/off lock icon.

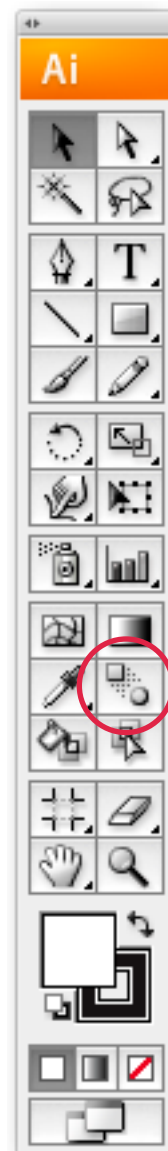
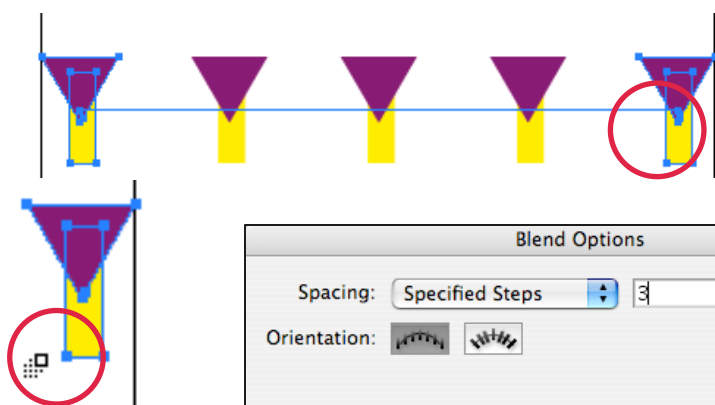




Duplicate Elements Quickly

Duplicate Several Elements on a Layout Quickly

- 1 Create artwork with the various Ai tools.
 - Use the transform tools to reposition and resize: rotate, scale, free transform.
- 2 Duplicate one or a group of elements to form the beginning group.
 - To duplicate several elements at once, they must be grouped first (or it only duplicates one at a time).
 - To group elements: select the elements, then choose object menu > group.
 - To release grouped elements > choose ungroup.
- 3 Make a copy of starting group to the end position.
 - Select the group.
 - Opt/alt drag group to end position to copy (shift to constrain).
- 4 Select both groups with black selection arrow.
- 5 Select the blend tool and set the options.
 - Double click on the blend tool.
 - Start with specified steps 3; orientation: align to path.
- 6 Blend the beginning group to the end group.
 - Click on any one anchor point of the top group.
 - Click on the EXACT SAME anchor point position of the bottom group.
- 7 Select all, then copy and paste to Photoshop.





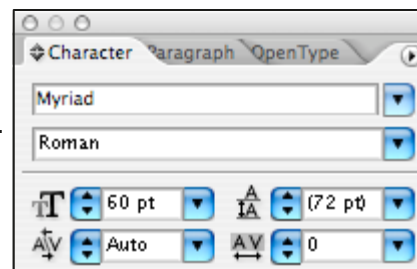
What You Need To Know

1 Character Palette > Window Menu > Type > Character

- Choose the font, point size before typing.
- Character key command: com/ctrl T.

2 Tracking

- Tracking adjusts spacing between **letters and words** equally.
- Select type.
- Select a tracking number in the Characters palette.
- + numbers create more space between characters.
- – numbers create less space between characters.



3 Kerning

- Kerning adjusts spacing between **only** two letters, characters (pairs) equally.
- Click between two pairs.
- Select an adjustment number in the Characters palette.
- + numbers create more space between characters.
- - numbers create less space between characters.

4 Leading (Line Spacing)

- Leading adjusts distance (spacing) between lines.
- Start with the point size on Auto.

5 Resize Type using Selection Tool > Drag Handles

- Click Selection tool.
- Select any one of the type frame handles with Selection tool and drag to resize.
- Resize type by dragging any one of the handles.
- Tip: Duplicate the type layer for possible use later.
- Opt/alt drag to duplicate.

Adobe Illustrator





Create Outlines – Allows Editing of Fonts for Customized Type Design

- Convert type to Bezier curves, using Create Outlines command.
- Select type with the selection tool.
- Choose Type > Create Outlines.
- Select paths and anchors with Direct Selection tool (white arrow).
- Drag a marquee around anchors (shift click multiples or selection lasso).
- Use up/down arrow keys to move the anchor points, once selected (direct select).

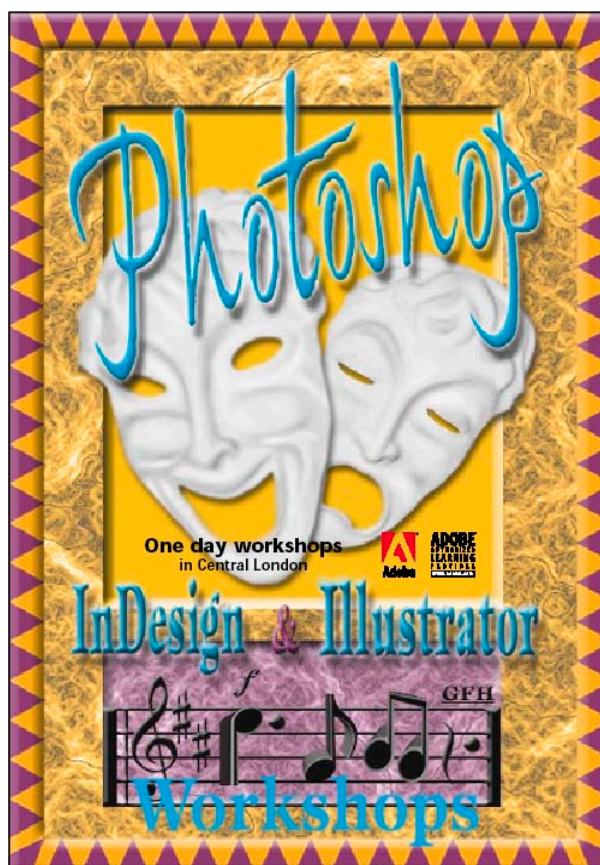
Photoshop



Photoshop



Photoshop



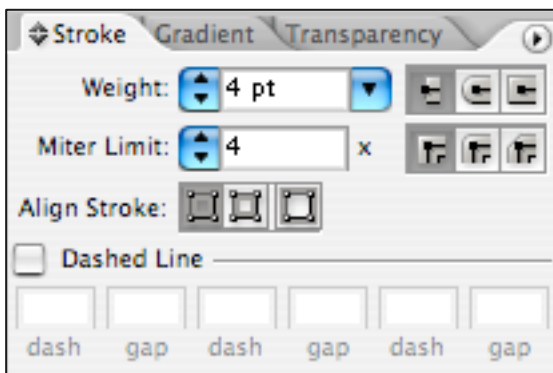


Pen Tool – Drawing Lines

1 Draw Straight Lines With Pen Tool (Folder > Ex 1: Site Lines.Ai)

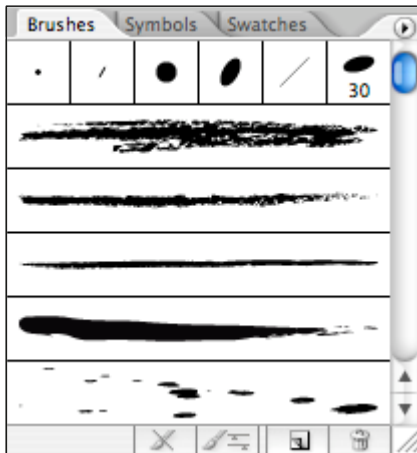
- Shortest distance between two points is a straight line.
- Click first anchor point > release > click second anchor.
- Tip: hold shift key to constrain line to 90 or 45 degrees by default, change degrees in preferences > general > constrain angle.
- One single path (line) is an open path.
- All paths connected by all anchors are called closed paths (like closing the gate of a corral).
- Rectangles and squares drawn from respective tools automatically create closed paths.

2 Make Lines Larger – Increase Stroke Weight in Stroke Palette



3 Apply A Custom Brush To A Line

- Choose > Window > Brushes



Plan for Thompsonville, FL
Beach Blvd. and University Blvd. Corridor

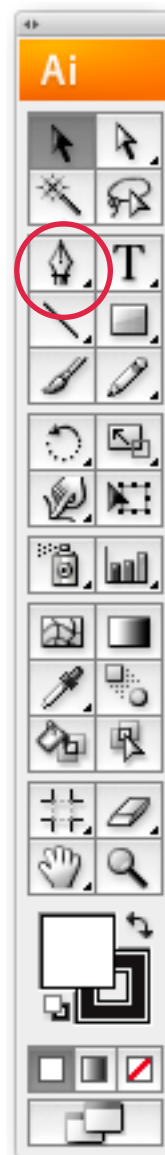
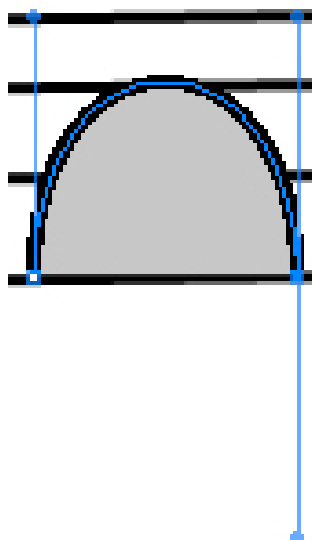
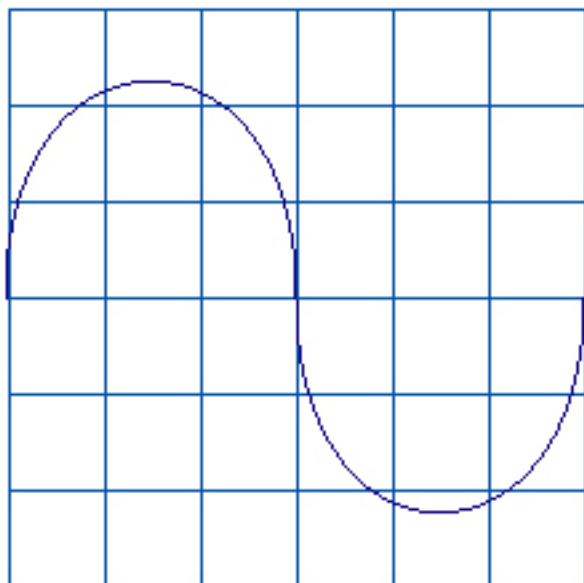




1 Drawing Curves With The Pen Tool (Pen Tool Templates Folder)

- Open sign wave template
- **Rules** for drawing curves.
- Click, hold, drag the handle in the direction of the curve, drag the handle to top of curve, plus a little more above the curve (1/4 inch).
- As you finish dragging up, lay handle of the side of the curve (not inside, not outside).
- Release the mouse.
- Click the second anchor point, opposite (180° the existing point).
- Drag in the opposite direction, straight down, to finish the curve.
- Rule: one anchor point can support two curves: one on top and one on the bottom.

2 Sign Wave Curve Shows Predictable Behavior





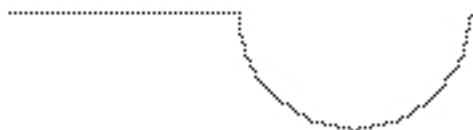
Change Path Directions from Down Curve to Up Curve

- Open corner template.
- Change directions > the second curve starts down.
- Rule:
Option/alt click on the anchor point
Drag in the direction of curve (changes direction of handle).
- Practice changing directions.



Change Path from Straight Line to Curve

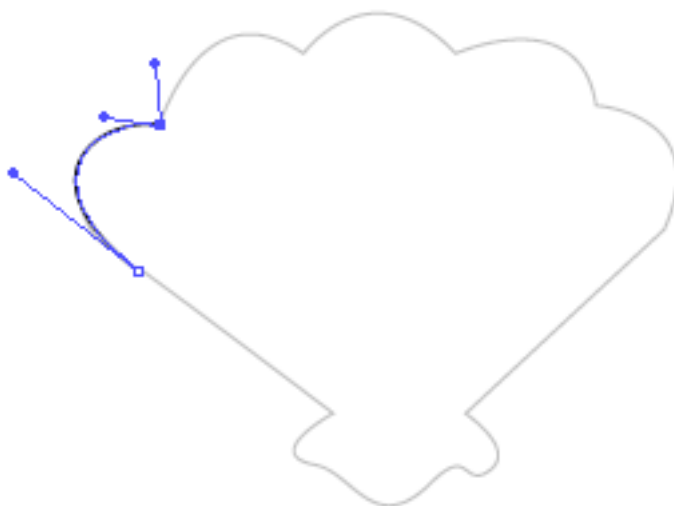
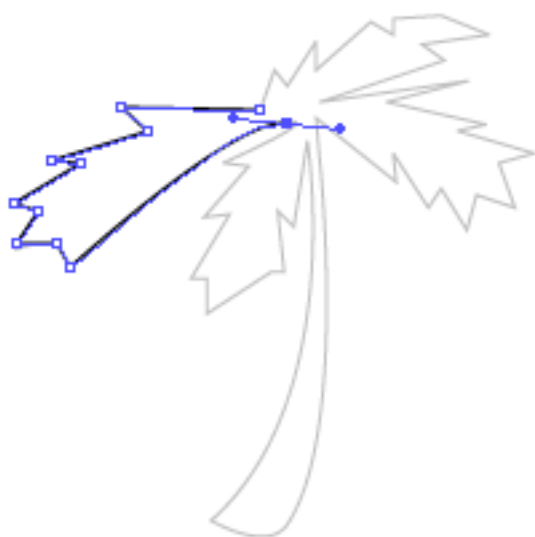
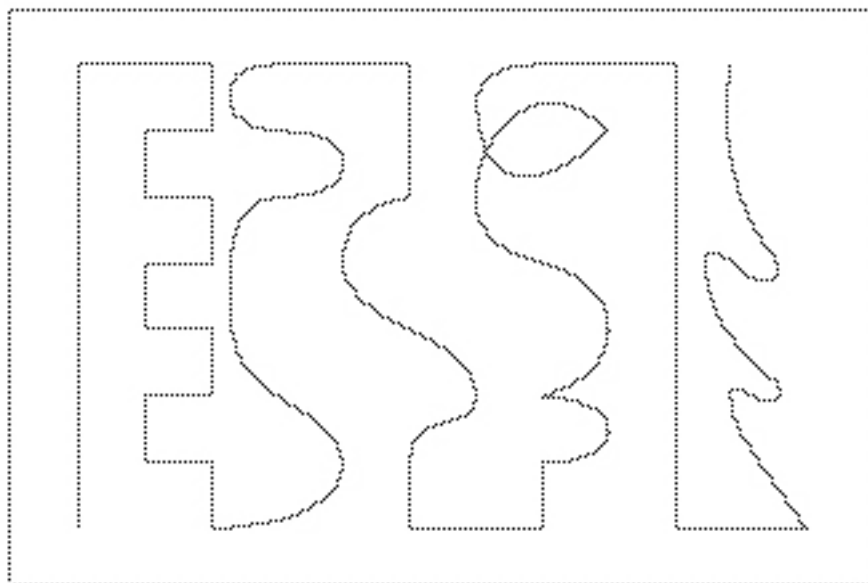
- Change from straight line to a curve
- Open Corner template.
- Rule: Option/alt click changes from curve to straight line.
Tip: Do not click hold drag.





Bezier Curves & Lines Practice

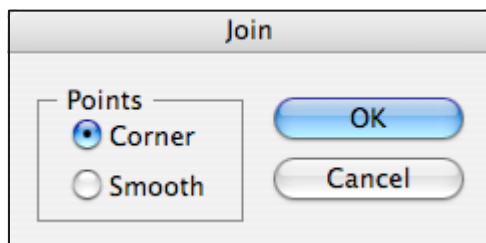
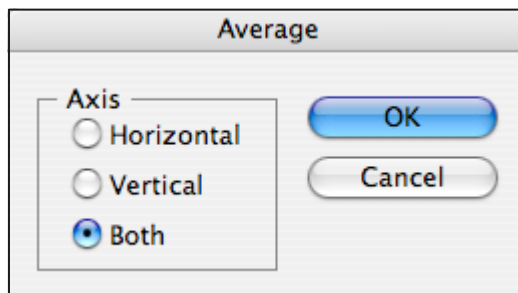
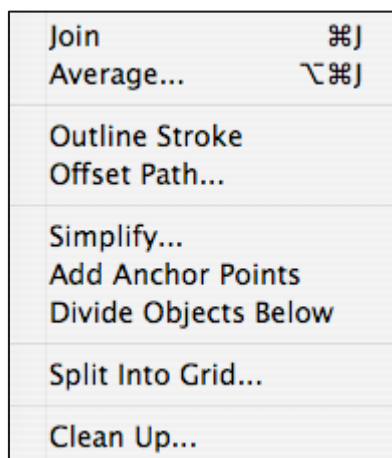
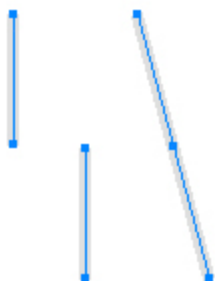
- Open Maze template > look for sign waves for points.





Average And Join Command

- Select two anchor points (Tip: use direct selection arrow).
- Before joining two open paths > average their distance
- Average > Object > Path > Average or Join.
- Join permanently closes an open path to become one.
- Paths appear to be closed when averaged, they are not until Join command is used.
- Choose Object > Path > Join (com/ctrl J).



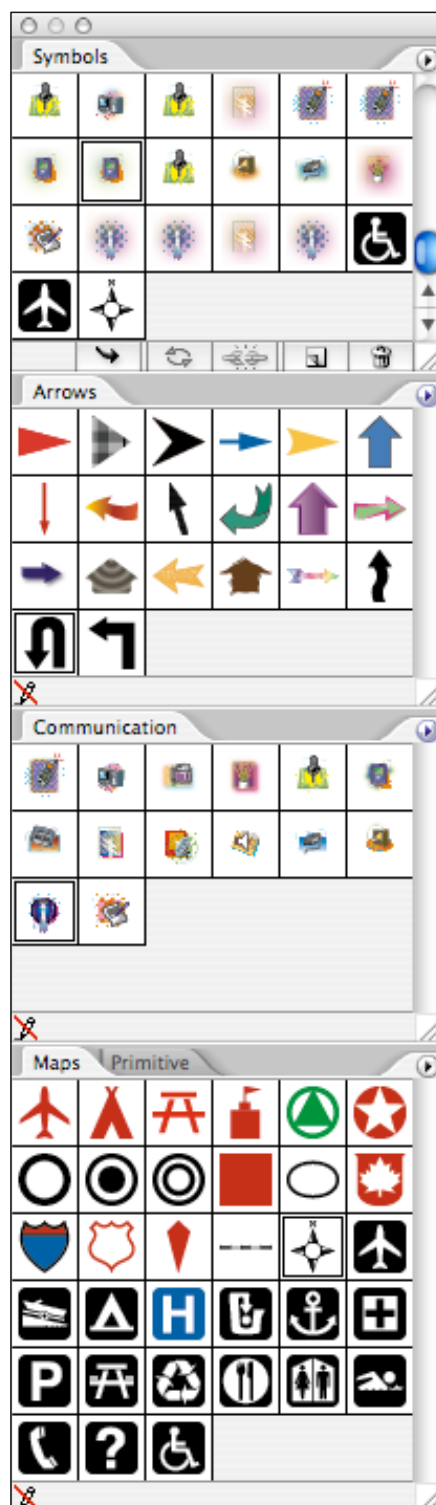
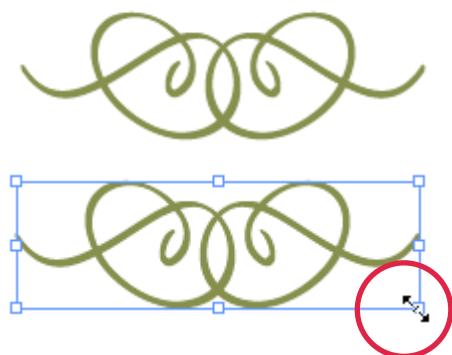


Drag And Drop Symbols From Symbols Palette

- Window menu > Symbols (opens default palette).
- Symbols default palette only has just a few symbols.
- Add symbols from the library (shown on next page).
- Move mouse over any symbol (while selected on any tool).
- Cursor will turn to hand-finger, then click drag and drop icon on page.
- Resize symbols > shift key + click on resize handle, then drag out.



Resize symbols > shift key + click on resize handle, then drag out.






1 Customize Symbols (Change Color, Line Weight, Etc.)

- What you see is what you get. Drag a Symbol and resize, transform, that's it.
- Color cannot be changed. Line weights cannot be changed.
- Think of Symbols as capsules, ALL attributes are **LOCKED**, until released.
- Symbol attributes are final artwork – **Until Expand and Ungroup are applied.**
- Symbols can be **UNLOCKED** (expand and ungroup), then selected and completely edited.
- See next step for unlock procedures.

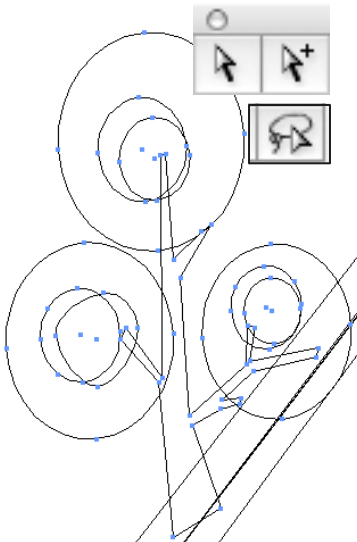
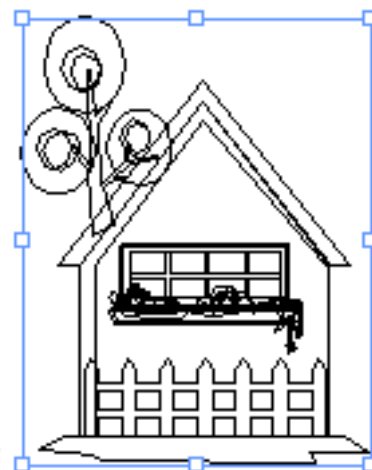
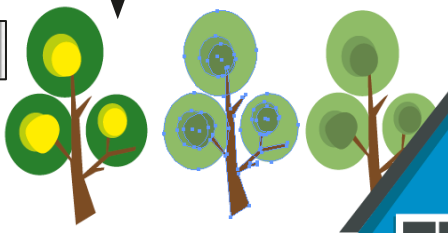
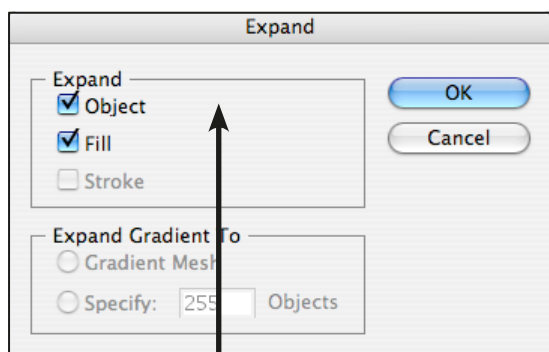
2 Unlocking Symbols To Edit And Customize

- Select the symbol with Selection tool. 
- Use this sequence of commands:
 - 1) **Click Break Link button** on options tool bar (usually expands/ungroups in on click).
 - 2) Expand: Object menu > Expand (both: Object and Fill).
 - 3) Ungroup: Object menu > Ungroup.

Note: Sometimes Expand/Ungroup will need to be applied to multiple groups.

3 Edit And Customize Symbols

- Choose > Direct Selection tool or Selection Lasso tool (press shift to add, opt/alt to subtract).
- Select artwork parts to be changed or customized (resize. stroke size, fill rotate, skew, etc.).



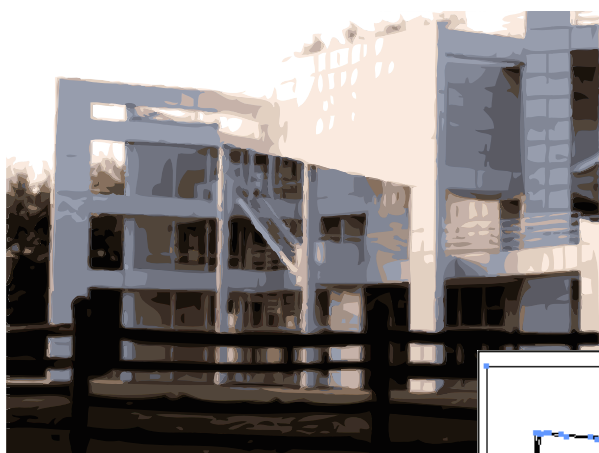


Live Trace – Automatically Traces Photos, Artwork, Illustrations, Screen Captures, Scans, Drawings

- Place any image into an Ai file on a separate layer (choose File > Place > Save).
- Duplicate image layer, then trace on the duplicated layer (original will be totally modified).
- Live Trace follows lines and contrasting areas to render a traced image.
- See next page for Live Trace steps.

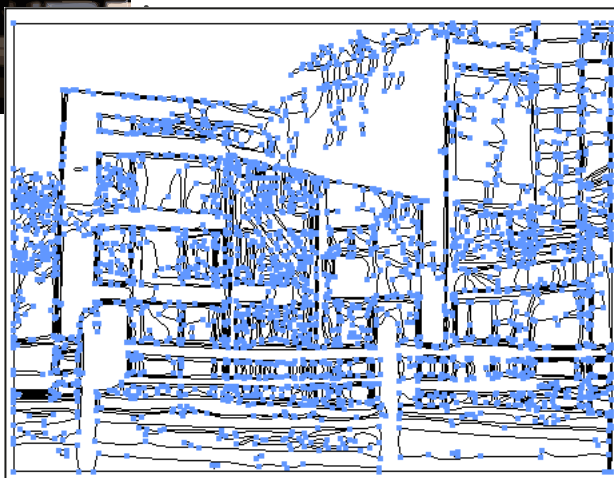


**Original Photo Placed
into Ai file**



**Live Trace Final Artwork
Scalable to any size as vectors**

Continued next page



Live Trace Outlines View



Live Trace – Automatically Traces Photos, Artwork, Illustrations, Screen Captures, Scans, Drawings

From previous page

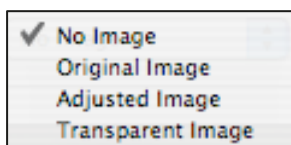
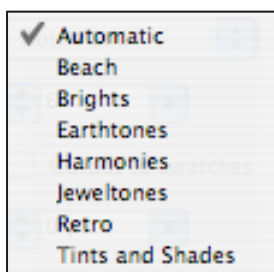
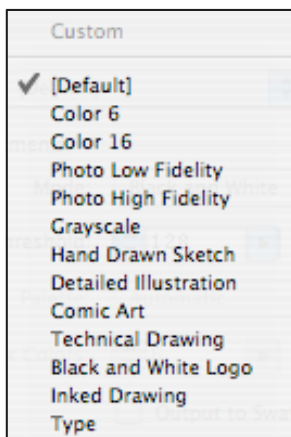
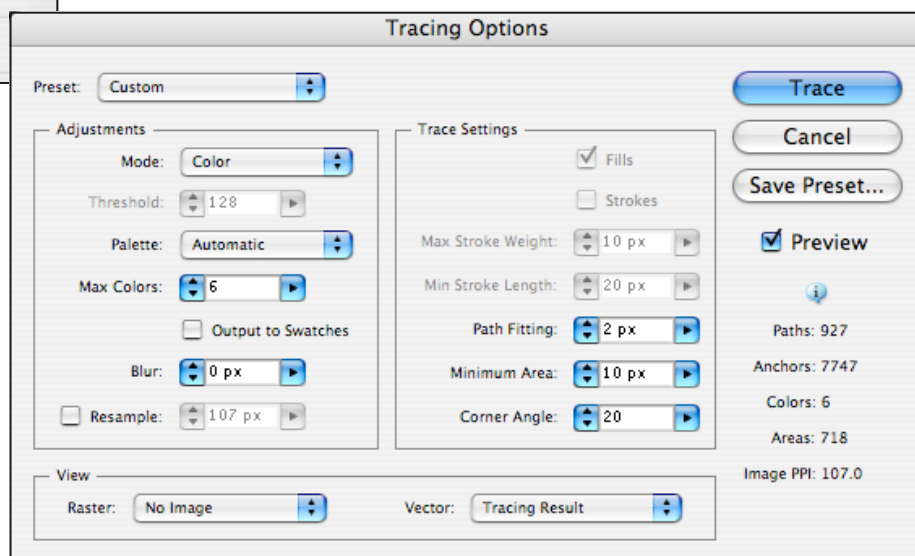
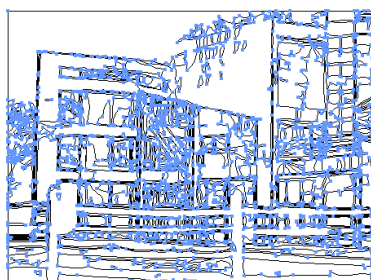
- Place any image into an Ai file on a separate layer (choose File > Place > Save).
- Duplicate image layer, trace on duplicated layer.
- Live Trace will follow lines and contrasting areas to render a traced image.

Continued here

- Choose Object menu > Live Trace > Tracing Options.
- Turn on Preview > Tip: turn Preview off/on to review quickly.
- Choose > Mode > Options.
- Choose > Palette > Options.
- Choose > View > Options.
- Click Trace button to finish.

Make
Make and Expand
Make and Convert to Live Paint
Release

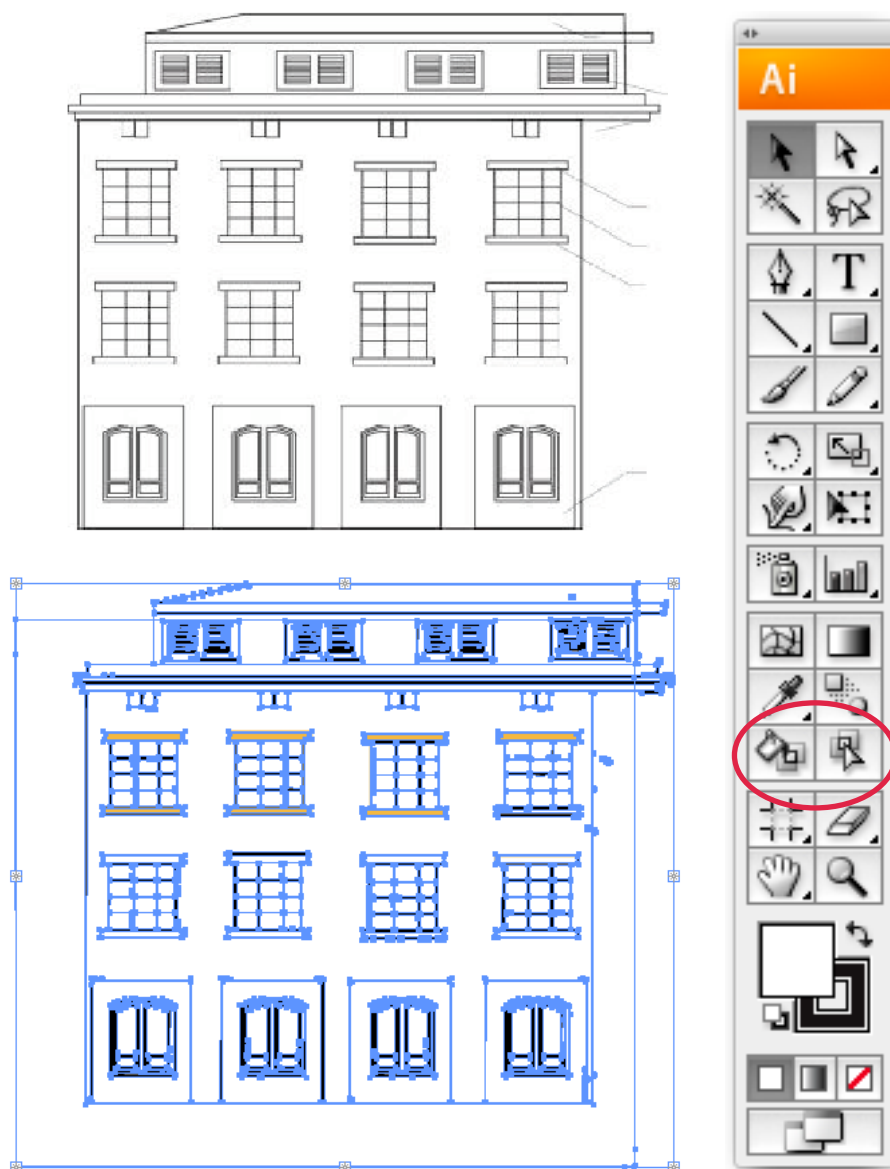
Tracing Options...





Live Paint Bucket Fills Paint Attributes Of A Live Paint Group

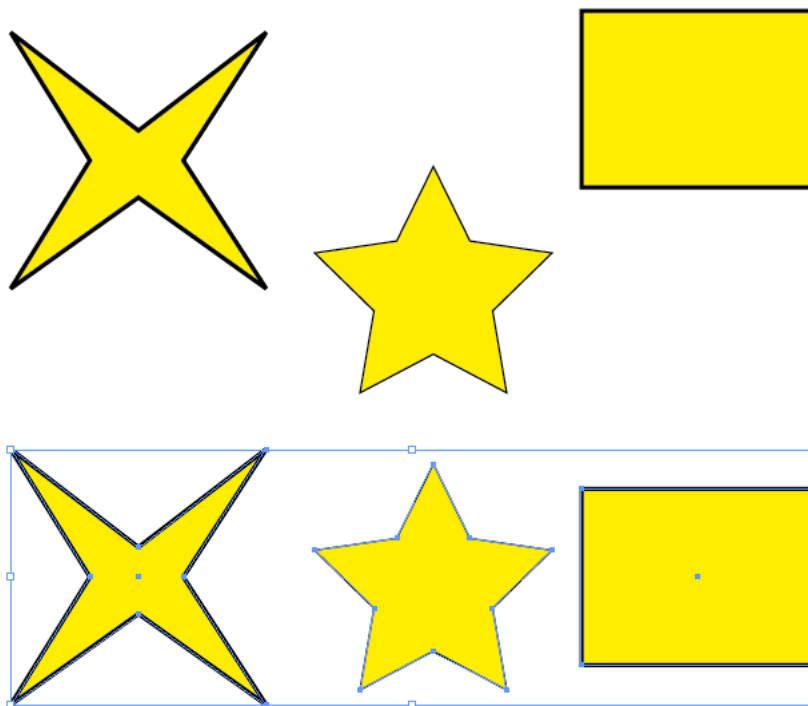
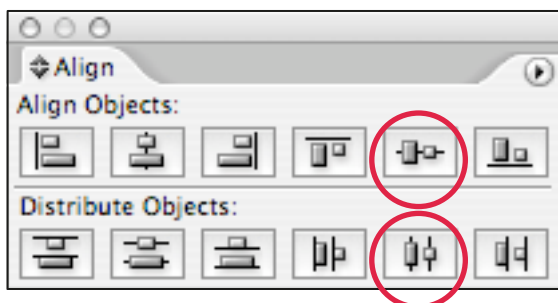
- Live Trace or create artwork.
- Select artwork with selection tool.
- Choose Object menu > Live Paint > Make (makes Live Paint Group).
- Select fill color.
- Select Live Paint Bucket and move over areas, then click to fill.
- Select the Live Paint Selection tool, move over areas, then click to select. Hold shift to add, click again on a selected area to subtract from the selection.
- Deselect artwork, selection tool and click outside the group.
- Live Paint must stay a group to retain painted attributes.





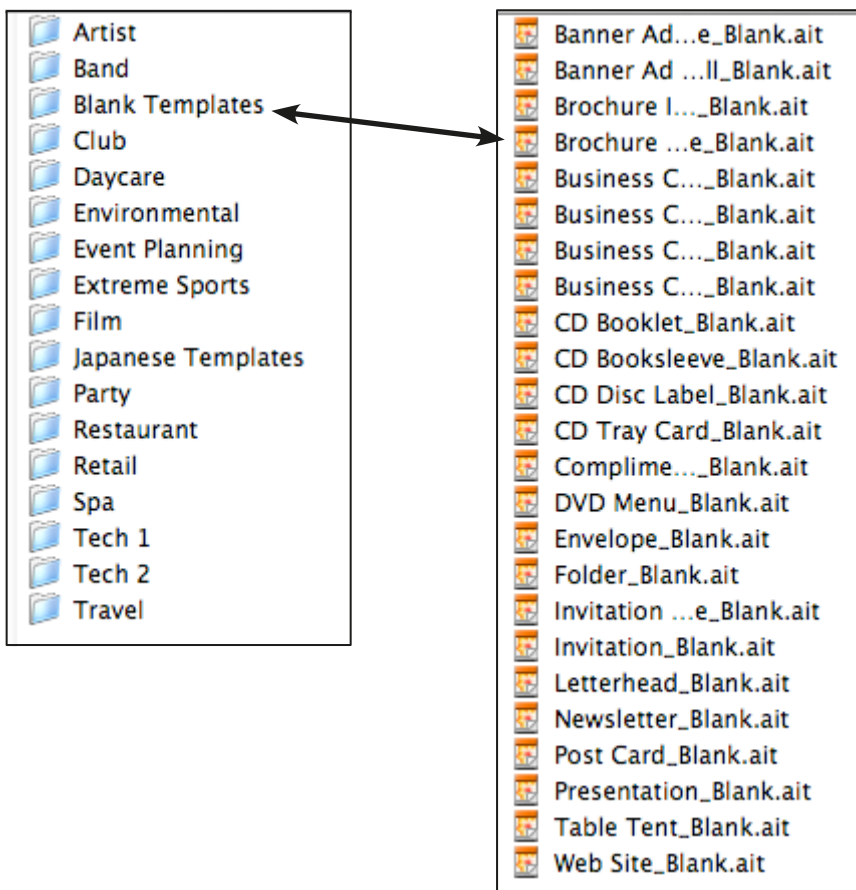
Align & Distribute Artwork Palette Commands

- Window menu > Align.
- Select two or more items to be aligned.
- Click Align and Distribute icons.
- Move cursor over Align icon, hold for one second to see description.





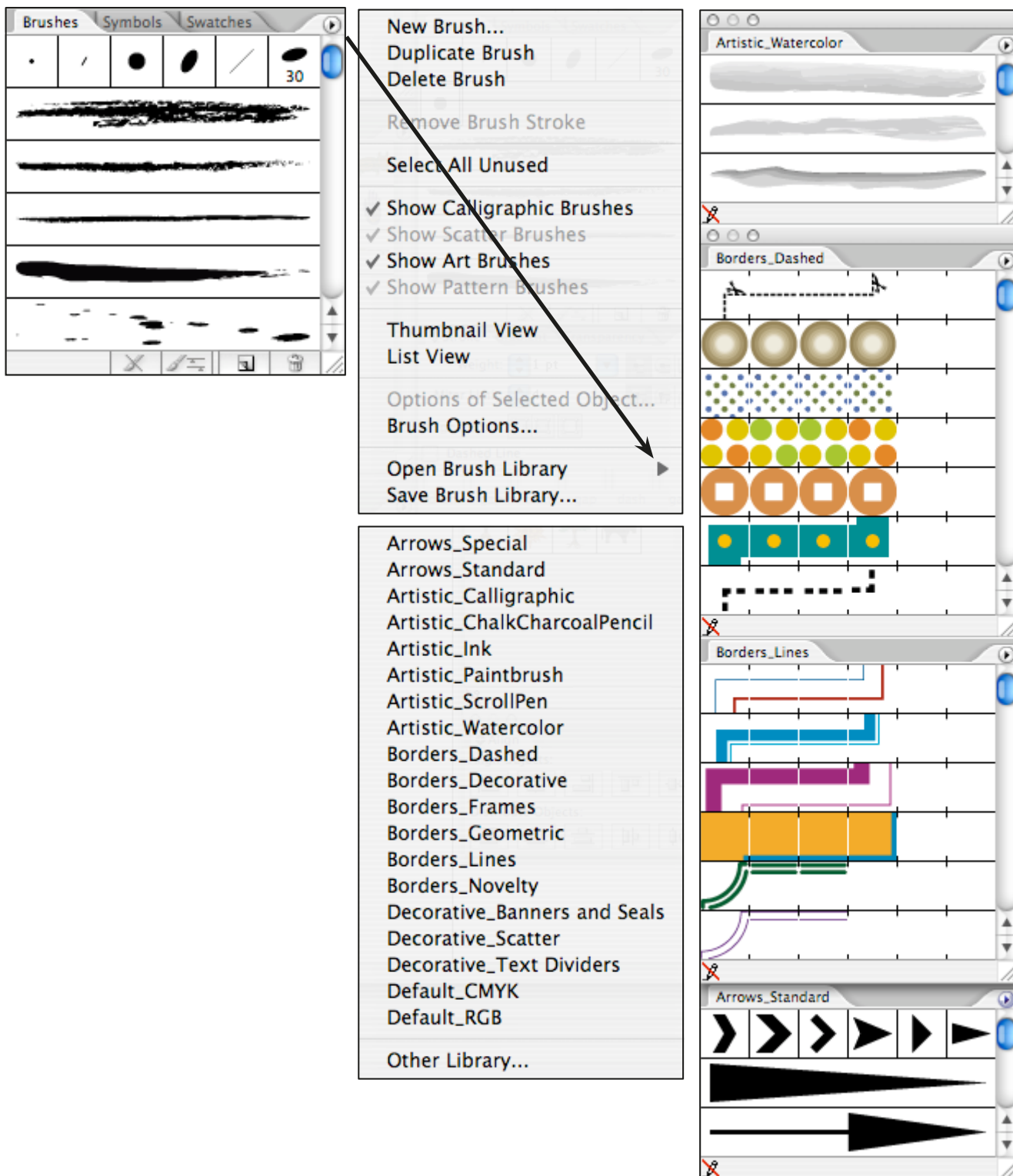
Ai Templates Located In Applications Folder





Load Onboard Custom Brushes into Brushes Palette

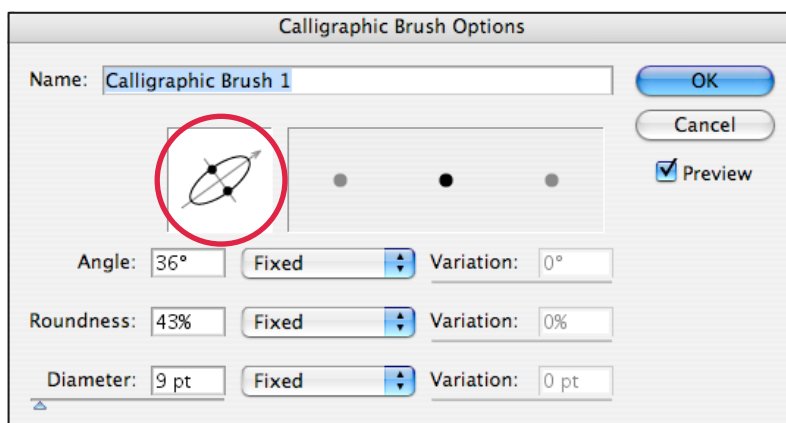
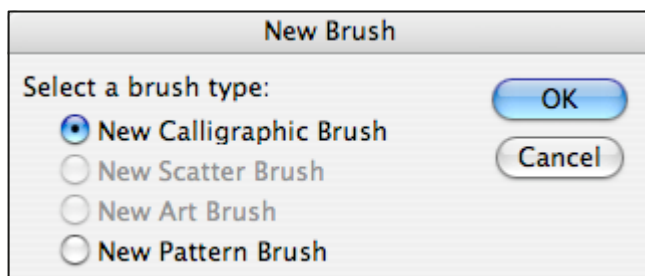
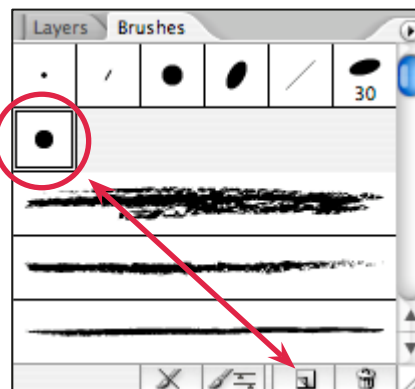
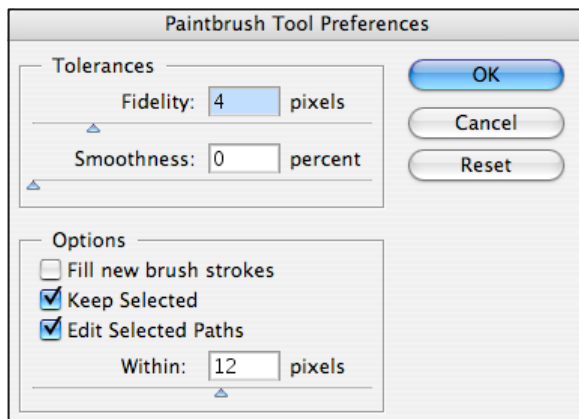
- Paintbrush > select a brush from Brushes palette.
- Choose Window menu > Brushes (F5).
- Choose Brush palette options triangle > Open Brush Libraries.





Create Artwork Using Paintbrush and Brushes Palette

- Choose Window menu > Brushes.
- Double click Brush tool for Preferences (see next page). Check Keep Selected on.
- Click on new brush icon, then choose new Calligraphic Brush.
- Important: do not change any settings for the new brush **yet**.
- Choose stroke weight and/or fill color.
- Double click on new brush icon in Brush palette for brush options.
- Turn Preview on to see live changes. Move angle icon to see brush slant.
- Name the brush according to use.



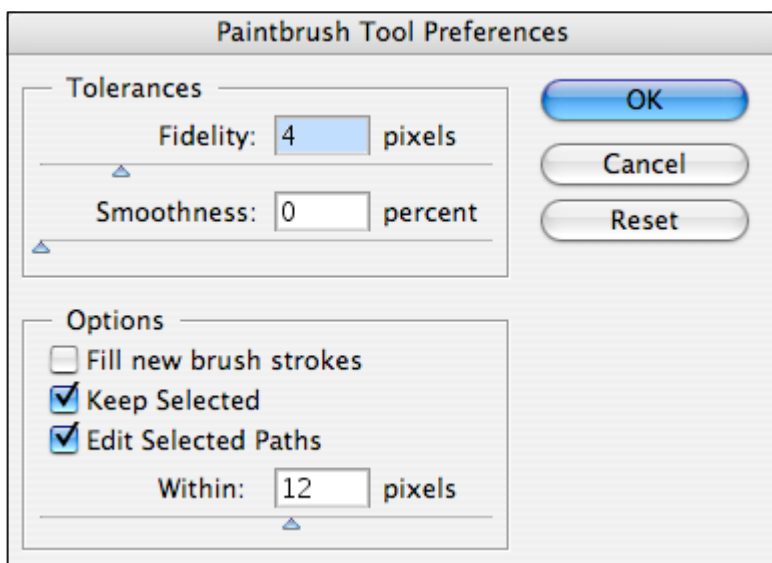


Create Artwork Using Paintbrush And Brushes Palette

- Set Paintbrush preferences. Double click the paintbrush tool.
- Fidelity: number of pixels from 0.5 to 20 stroke can stray from the path to produce smooth curves.
- Tip: higher value yields smoother stroke or curve.
- Smoothness: a value from 0% to 100% for amount of stroke and curve smoothness.
- Tip: higher value yields smoother stroke or curve.
- Fill new brush strokes: applies the fill color while drawing.
- Keep Selected Paths: keeps the path selected upon mouse release.
- Edit Selected Paths: redraws a paths when the next stroke is started Within 12 (default pixels) of the original.

The old line disappears, new one appears.

Note: This can be a annoyance, depending on the type of project.





Outlined Type – Sandwich

- 1 Create type > Fill > No stroke > drag color onto type from palette.
 - Pizza > Fun House > 100 pts > Track -50.
- 2 Choose a color.
- 3 Copy type (com/ctrl C).
- 4 Paste In Back to pen register behind copied element (com/ctrl B)..
- 5 No Fill to new pasted type copy.
- 6 Add larger stroke new pasted type copy > squishes out around edges.
- 7 Apply new color (com/ctrl I (for ink)).
 - Repeat the process to create more outlines.
- 8 Copy type > com/ctrl C > Paste In Back > com/ctrl B.
 - Fill is now turned off from the last changed copy.
- 9 Add larger stroke new pasted copy > new color (com/ctrl I (for ink)).





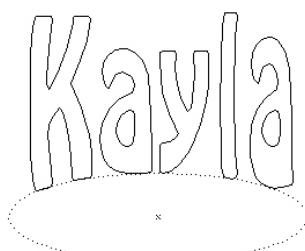
Grunge Type Affect

- 1 Create type (com/ctrl T).
- 2 Scale type as custom size.
- 3 Create Outlines > Type menu > Create Outlines.
- 4 Select type > solid black arrow.
- 5 Filter > Distort > Roughen > 1% - 96 - Corner.

Kayla

Bend Type Around A Curve (Not On It)

- 1 Create type.
- 2 Create Outlines > Type menu > Create Outlines.
- 3 Make a guide oval to see bend.
 - Create oval > 1 pt. stroke > View menu > Guides > Make Guides.
- 4 Select one letter at a time.
- 5 Scale tool > click on top of letter form > shift to constrain straight down.
- 6 Direct select tool > marquee anchors > use arrow keys to move up/down.
- 7 Repeat this action for each letter form.



Create Pattern Fill

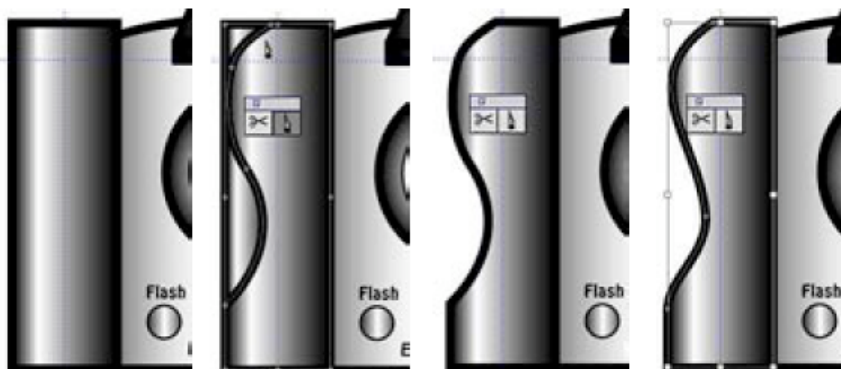
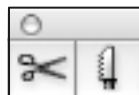
- 1 Create a star > under the oval tool.
- 2 Create a background > place star on top of background.
- 3 Select both star and background (show bounding box).
- 4 Define as pattern > Edit menu > Define Pattern.
- 5 Select letters as desired > Fill > New Pattern.
 - Letters with multiple elements, such as the a, must be turned to compound.



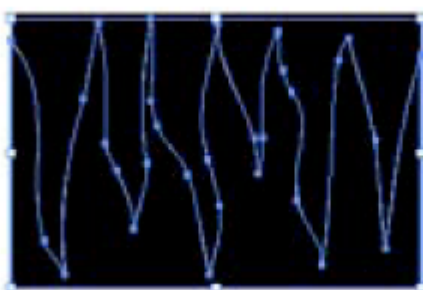


Knife Blade and Simplify Command

- 1 Create on object (rectangle).
- 2 Select knife tool > under scissors tool.
- 3 Draw freehand with knife on top the object.
You will see the cut area become lines and curves.
- 4 Use the select or direct select arrow to select just the area to be deleted.
Select it > delete key.
- 5 Select the new shape > object menu > path > simplify.

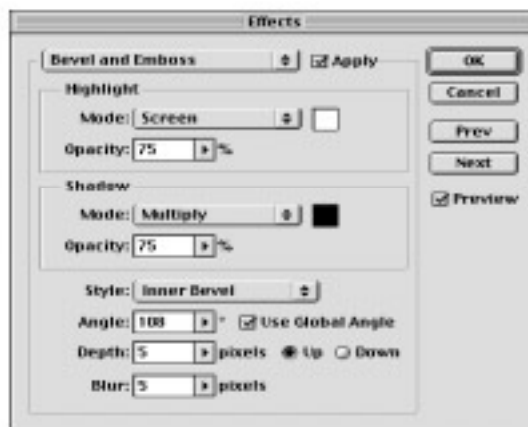
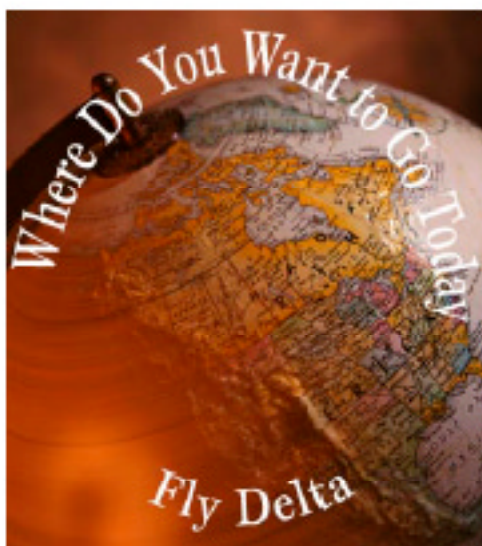


Pen tool > freehand
click add anchor points
around shapes, then use
simplify to round the edges
and corners





1. **Place Image** > Low res 72 ppi photo for reference (print in ai8 or pshop).
2. **New Layer** > Create **type** on separate layers > name your layers.
3. **Draw Circle** > select black arrow > resize > new bounding box.
 - **No stroke** > **No fill** for type.
 - **Center align** type before typing > moves easier around the curve > com/ctrl C.**TIP** • **Make type larger** than needed > resize down in Photoshop to fit.
4. **Modify Type**
 - **Select type** > triple click quickly > Selects all type.
 - **Change font characters** > Com/ctrl T > font characters palette.
 - **Tracking & Kerning** > Com/ctrl + Shift > type open and close brackets.
 - **Point Sizes** > Com/ctrl + Shift > greater and less than symbol keys > point size.
5. **Drag cursor toward middle slightly** > Type FLIPS over the circle > Opt/alt to copy.
6. **Shift base line** for position > negative base line moves below line.
 - Key in (-) point size on base line shift > type size plus 10.
Example: 36 pts type + 10 = -46 baseline shift)
7. **Copy/paste** to Photoshop > resize > add layer effects > drop shadow > emboss & bevel (switch





Curve It & Bend It

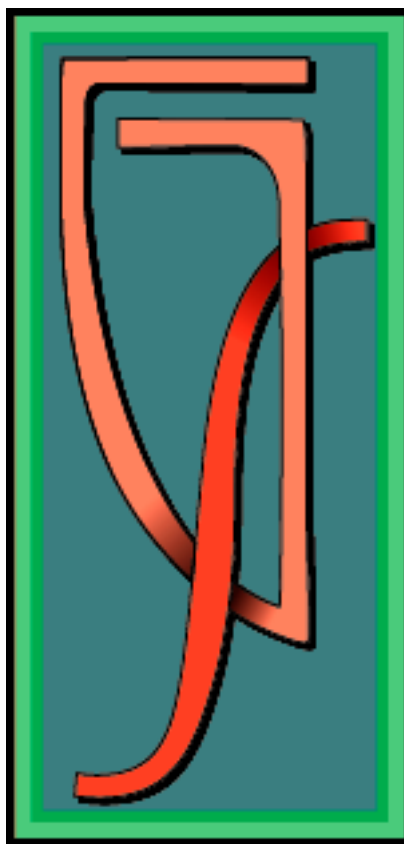
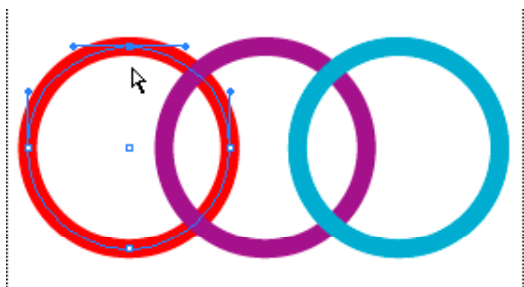
1. **Place Image** > Low res 72 ppi photo for reference (print in ai8 or pshop).
2. **New Layer** > Create **type** on separate layers > Name your layers.
3. **Draw Circle** > select black arrow > resize > new bounding box.
 - **No stroke** > **No fill** for type.
 - **Center align** type before typing > moves easier around the curve.
 - **Make type larger** > can resize down in Photoshop.
4. **Modify Type**
 - **Select type** > triple click quickly > Selects all type.
 - **Change font characters** > Com/ctrl T > font characters palette.
 - **Tracking & Kerning** > Com/ctrl + Shift > type open and close brackets.
 - **Point Sizes** > Com/ctrl + Shift > greater and less than symbol keys > point size.





Interlocking Rings

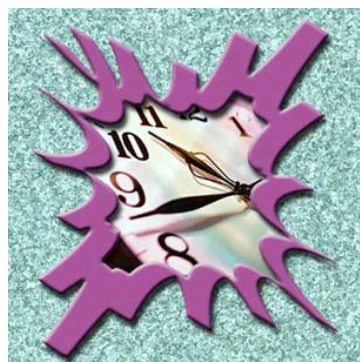
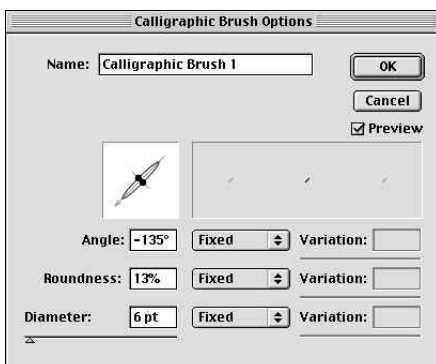
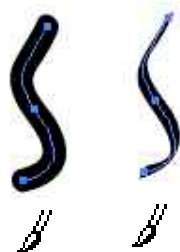
- 1 Create three circles, each on top of each other.
- 2 Select the direct-selection tool (white arrow parts/black arrow whole).
- 3 Marquee select only the top anchor point of the first circle ring.
- 4 Cut this selection, which is the top half > Paste In Front (now it over the other).
- 5 Repeat the process for the lower half of the third ring.
- 6 Place into Photoshop as desired (add salt) and apply layer effects drop shadow and bevel/emboss (or just get creative).





Calligraphy Brush Hand Drawn Frames


- 1 Create frames using a calligraphic brush on separate layer.
- 2 Create a custom brush using "live views."
- 3 Create a new brush from brushes palette > click on new brush icon.
Important: do not set any initial settings for the new brush.
- 4 Select calligraphic brush and select new brush.
- 5 Double click on new brush in brushes palette to see live view.
 - Move sliders > turn Preview On.

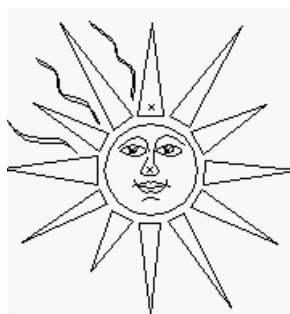
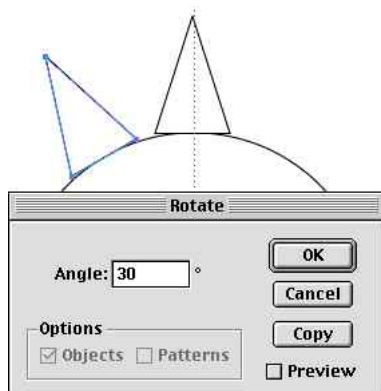


- 6 Place a photo into the frame
 - Copy/paste new frame into Photoshop (or place the .eps file).
 - Magic wand (32 default), then click inside frame on the layer to create selection.
 - Expand selection > select menu > modify > expand > 2-4 pixels.
Keep selection live!
 - Select and copy the desired image.
 - Choose File > Paste-Into.



Create Rays > Objects Around a Circle

- 1 Create a 3 inch circle > opt/alt click with circle tool.
 - Create guides from ruler through the center horizontal and vertical (com/ctrl R).
- 2 Create rays.
 - Polygon shape tool > type down arrow while selected to get triangle.
 - Pen tool > click anchors to create first ray at top of the circle.
Close the path > select the path.
- 3 Reshape triangle creatively> selection arrow> use handles.
- 4 Copy rays around circle.
 - Select the ray.
 - Rotate tool > option click on center of circle > rotate dialogue box appears.
 - Type in needed degrees (30 for this example) > Copy from dialogue box.
(360 degrees divided by number of desired elements = $360/12 = 30$ degrees.)
 - Duplicate (11) more around the circle (com/ctrl D).
 - Select > Group > Copy/paste rays to separate layer > name it.
 - Tip: Layer elements make for easy change to artwork and apply filters later.
when dragging into Photoshop.
- 5 Resize rays for contrast > direct selection arrow > drag out.

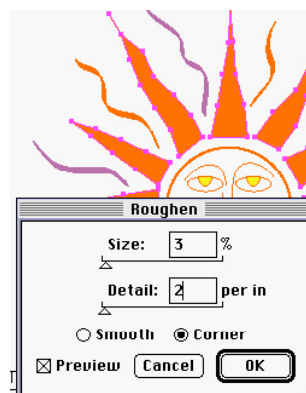
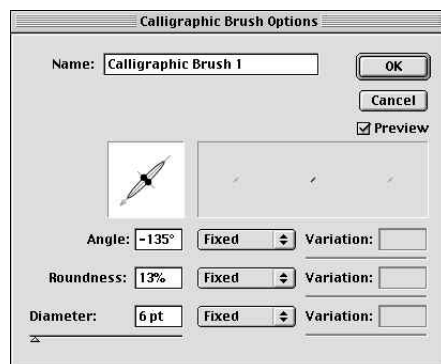


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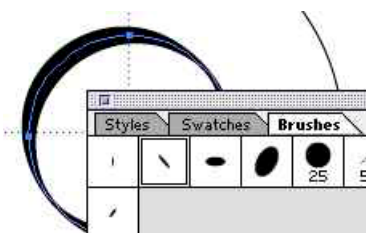


Creating the Hand Drawn look

- 1 Create smaller rays using a calligraphic brush on separate layer.
- 2 Create a custom brush using “live views.”
- 3 Create a new brush from brushes palette > click on new brush icon.
Important: do not set any initial settings for the new brush.
- 4 Select calligraphic brush and select new brush.
- 5 Double click on new brush in brushes palette to see live view.
 - Move sliders > turn Preview On.



- 3 Creative Flare on Large Rays > Filter Magic.
 - Filter menu > distort > roughen.
 - Filter menu > distort > zig zag > scribble & tweak.
- 4 Option: Select individual parts of the artwork.
 - Vary line weights and angles and try other magic filters.
- 5 Create Inner Circle (opt/alt draw from center out).
 - Draw circle > stroke only.
 - Double click on calligraphy brush to adjust.

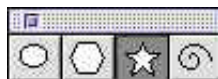


- 6 Sun Face needs a hand painted look. Use various calligraphy brush sizes.
Free Distort filter > select parts of face > Filter menu > Distort > Free Distort.
Reshape tool > under scale tool > select artwork first > pull to reshape paths.
Tip: Select Stray Points before printing and delete them.
Important: Do this before printing to avoid printer imaging errors.
Select All and group (com/ctrl G) before copy/paste to Photoshop.
Convert all type to outlines before copy/paste (type menu > create outlines).

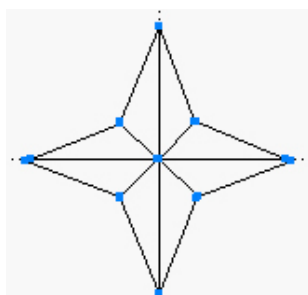
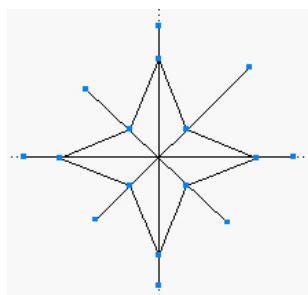


Slicing Shapes Using Pathfinder Divide

- 1 Star tool > key up/down arrows while still selected (under oval tool).
 - Up and down arrows increase/decrease number of sides.



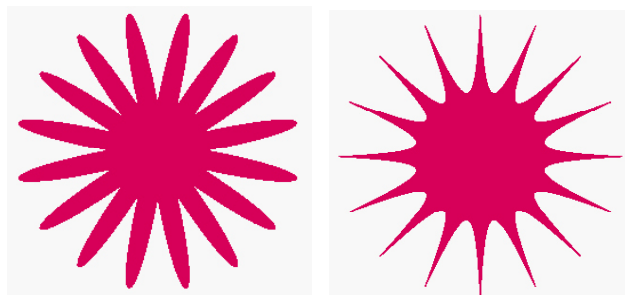
- 2 Create horizontal/vertical guides from rulers (com/ctrl R>drag guides out).
- 3 Create cross section guides > Pen tool > stroke > no fill.
- 5 Select all lines and object > selection arrow.
- 6 Filter menu > Pathfinder > Divide.
- 7 Direct select every other cell with same color.
- 8 Import to Photoshop > copy/paste.
- 9 Tip: Create colors using Trumatch for CMYK or use RGB mode.





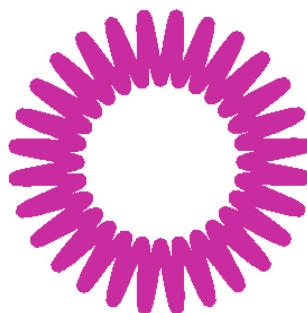
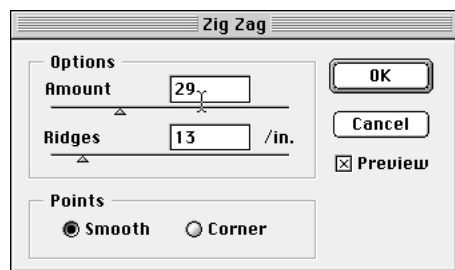
Circle Bursts

- 1 Create a circle.
- 2 Select circle.
- 3 Add anchor points > object menu > path > add anchor points.
 - Repeat filter to get more anchor points > allows for more effect.
- 4 Filter menu > distort > punk & bloat.
- 5 Filter variation > stylize > bloat > and try other distort filters.



Object Twists

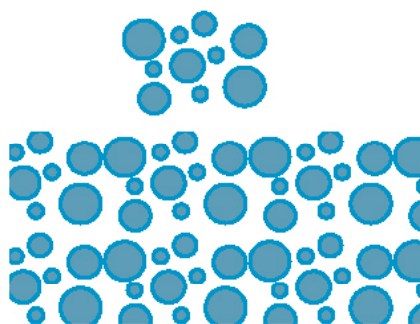
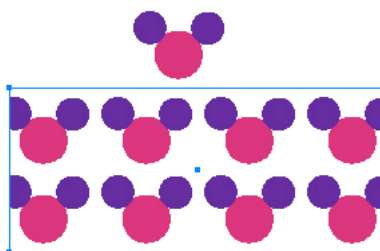
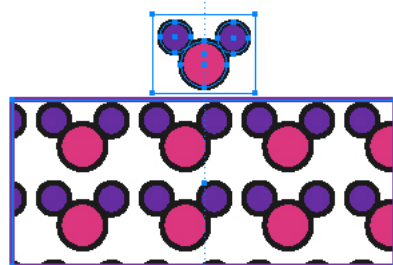
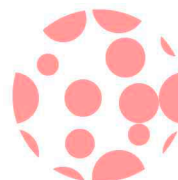
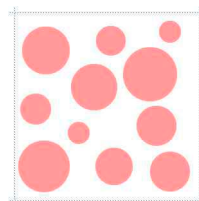
- 1 Create a Circle.
- 2 Select circle.
- 3 Add anchor points > object menu > path > add anchor points.
 - Repeat filter to get more anchor points > allows for more effect.
- 4 Filter > distort > zig zag.





Creating Fill Patterns

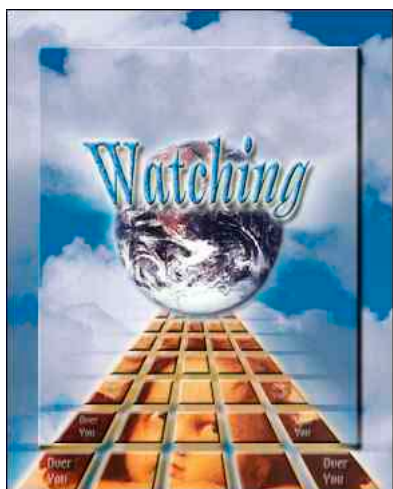
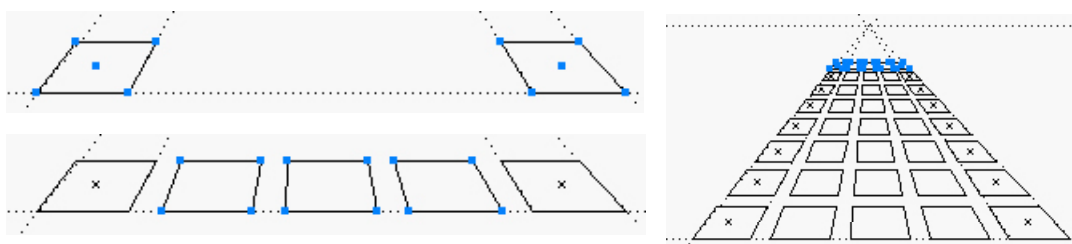
- 1 Create patterns within a one inch square area.
- 2 Create guides for one inch square area.
 - Create patterns within one inch square area.
 - Scale down for smaller sizes.
 - Tip: Zoom in on the area while working.
- 3 Patterns work best using simple shapes.
 - Too many anchor points may cause printing problems.
 - Errors show up as limit check error messages.
- 4 Gradients and masks may not be defined as patterns.
- 5 Bounding stroked rectangle will show in the pattern.
 - Add stroke to create blocks, if desired.
- 6 Select all artwork to be part of the pattern.
- 7 Define pattern > Edit menu > Define pattern (or drag artwork to swatches palette).
- 8 Create new artwork and choose fill > select new pattern in Swatches palette.
- 9 Define pattern position within the element > direct selection tool > move element.





Objects to a Perspective

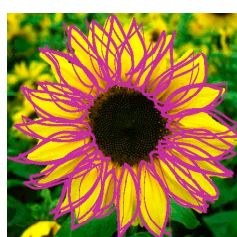
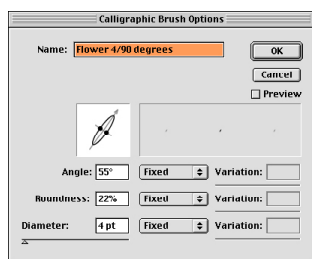
- 1 Create a perspective grid > draw lines > make guides.
 - Tip: control+shift double click on grid highlights to delete.
 - Tip: control+shift click drag on grid highlights to move guide.
 - Tip: com/ctrl tab toggles between select and direct select arrows.
- 2 Create object inside grid > adjust anchors to grid.
- 3 Copy object to other side (select+shift+option drag).
- 4 Adjust anchors to grid on opposite side.
- 5 Select tiles > group (com/ctrl G).
- 6 Scale tool > option click on vanishing point for scale dialogue box.
 - Start at 80% click copy button to make first copy to vanish point.
- 7 Maintain selection of elements.
- 8 Duplicate > com/ctrl D > as many times as needed to vanish to point.
- 9 Create drop shadow as a creative option.
 - Click on perspective layers > select all> copy> paste in back.
 - Use arrow keys to move as desired > paint accordingly.
- 10 Import to Photoshop.
 - Save file as file .ai or eps > open in Photoshop > creates layer transparency file.
 - Com/ctrl C > paste layer into Photoshop (takes on current file resolution).
 - Note: this works well with most files. If artwork is very complex open in Photoshop.
 - Imported artwork creates a new transparent layer.
 - Use transform command to scale or distort object (com/ctrl T).



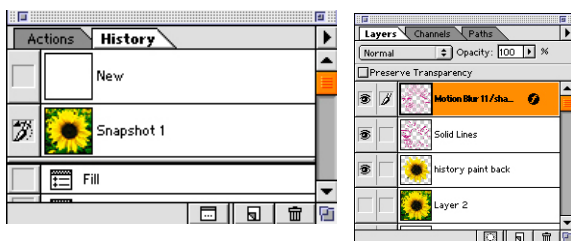


Brush Tool & Options

- 1 Place > Sunflower image on ai layer for tracing > lock/hide/show as needed.
- 2 Brush tool > dip your pen in the ink > com/ctrl I > establish a drawing color.
 - Create new layer for petals (F7).
 - Brushes palette > open > new.
 - Calligraphic Brush Library > Window > Brush Library.
 - Calligraphic Brush for flower petals > 4 pts, 90 degrees, 20% roundness.
 - Close or overlap petal ends as close as possible.
- 3 Pencil tool > stroke 1 point > no fill > same color > for detail on petal.
- 4 Select > both Calligraphy strokes and Pencil strokes > Group > Copy.
- 5 Paste > to Photoshop > as pixels > keep as separate layer name petals.



- 6 Open Sunflower image > drag & drop as layer into Photoshop
 - Shift constrain > before dragging > Pin Register to center of receiving file.
 - Duplicate petals layer > use arrows to offset slightly.
 - Motion Blur 11 > add Layer Effects drop shadow.
- 7 History palette > New Snapshot > use pull down > choose from current layer.
 - Select History brush > go to History palette > choose Snapshot just taken.
 - History Brush options > double click on History Brush.

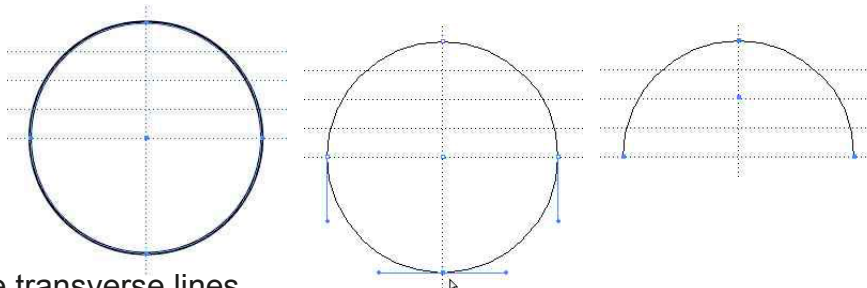
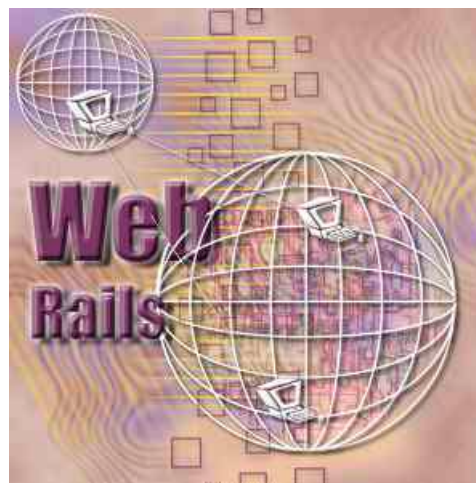


- 8 Create new layer to create Sun flower > place layer UNDER the flowers.
 - History brush > Sun Flower under the flowers.
 - Smaller brushes > at ends of flowers.
- 9 Try other filters > Motion Blur > petals > overlay untouched petals for detail.

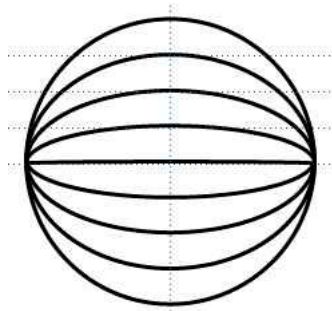
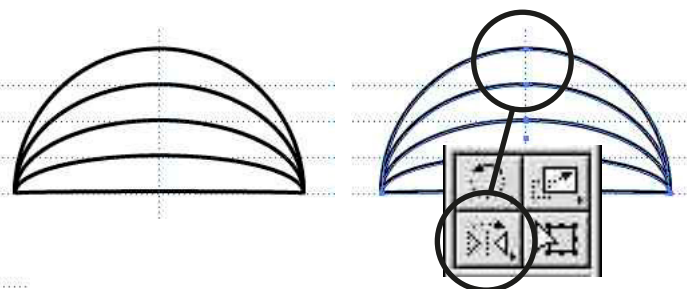


Creating Globe from Circle

- 1 Create vertical and horizontal guides intersecting at middle page.
 - Drag guides from ruler > com/ctrl R.
 - Change guides to dotted lines > prefs > guides > dots pull down > com/ctrl K.
- 2 Create a 3 inch circle > select ellipse tool > opt/alt click at guides intersection to get dialogue box > type in 3 inches > stroke 3 points.
- 3 Create 3 horizontal guides 3/8 inch apart on upper globe > com/ctrl R.
- 4 Delete bottom of circle
 - > Direct select bottom half of circle > delete.



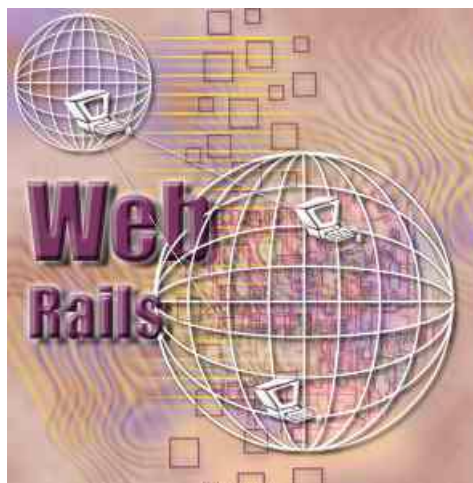
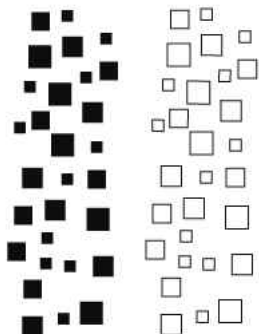
- 5 Create multiple globe transverse lines.
 - Select upper half of circle > copy > Paste in FRONT.
 - Drag middle anchor down to form each globe line.
 - Repeat copy/paste in front then pull down process each globe line.
- 6 Create bottom half of globe from the top half.
 - Select all globe lines > select reflect tool > select bottom middle reference point > drag to reflect > shift to constrain > opt/alt to copy while selected.
- 7 Select All (com/ctrl A) > copy/paste into a Photoshop file > creates transparent layer.





Creating Squares of Various Sizes

- 1 Create one square first > select tool
> select > option/alt drag release copy
> to make multiple copies.
 - Fill and/or stroke for creative variations.
- 2 Change square sizes with scale tool.
 - Select tool > select square
 - > double click on scale tool > vary scaling.
 - Tip: Toggle between scale and selection > com/ctrl key.

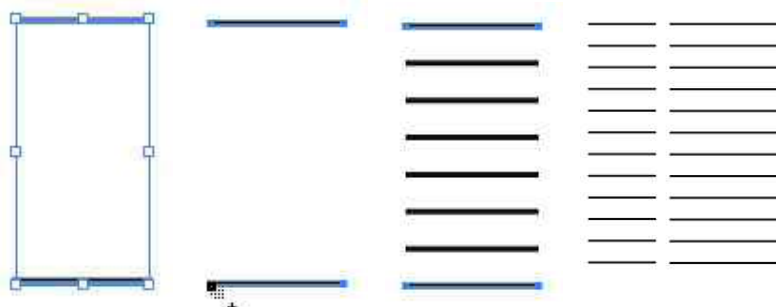


Creating Horizontal Lines

- 1 Create one line with pen tool > 3 points black stroke.
- 2 Select tool > select line > drag with sht+option/alt to make second copy below.
- 3 Select both lines.
- 4 Blend tool > double click on tool > set number of steps in pull down > click OK.



- 5 Blend tool > click on one anchor point > choose number > click OK.
- 6 Select upper left corner of line at top and the upper left corner on the bottom.
When using the blend tool to create symmetrical objects, always click the object on top and the bottom at the same anchor point location (upper left, upper left).





Creating Globe Effects – Lines, Squares, Image

1 Globe > duplicate layer for more globes.

- Add layer effects to pasted globe > drop shadow and bevel & emboss.

2 Computer Artwork

Computer is a Font > DF Commercial > shift F (from Agfa).

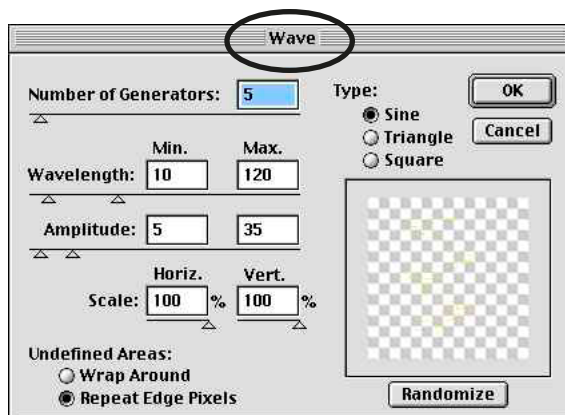
- Any clip art of scan would work.

3 Line & Squares

- Copied/pasted from Illustrator.
- Creates auto layer transparency.
- Lines and square layers are duplicated, blurred with opacities, then placed for effect.

4 Wave Effects

- Lines copied to multiple layers.
- Wave filter applied to create the wavy effect.
- Filter > Distort > Wave.

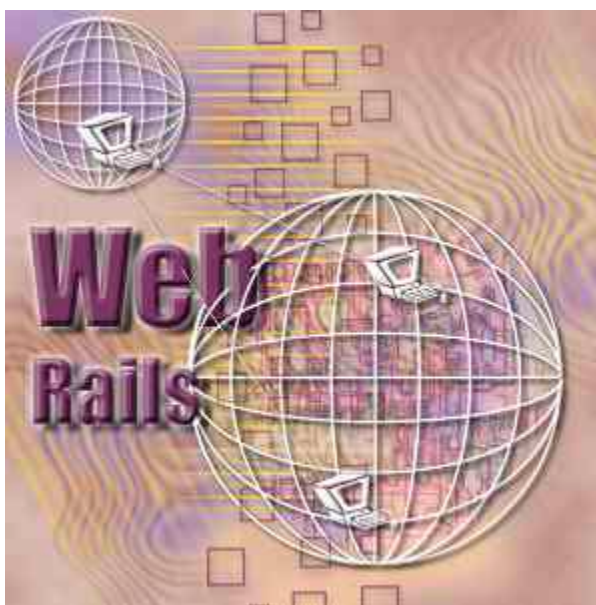


4. Background Texture is a Filter > Render > Clouds

- Tip: Render uses background color to mix up colors.
- Magic Wand > select areas > copy to layer (com/ctrl J).
- Colorize new areas > Hue & Saturation > click colorize box.

5 Digital Board Image > placed behind globe

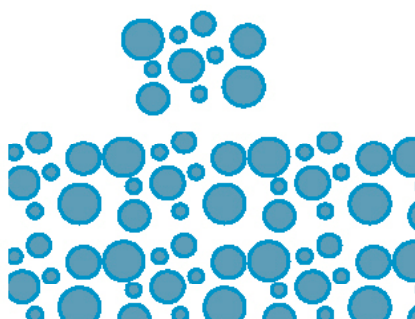
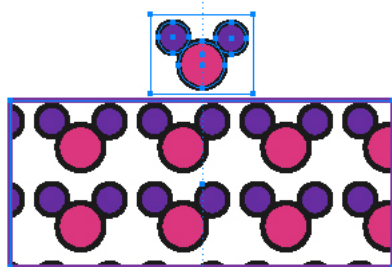
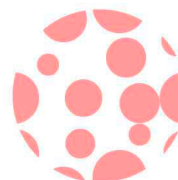
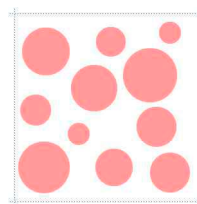
- Multiple copies > colorize for effect.





Creating Fill Patterns In Illustrator

- 1 Create patterns within a one inch square area.
- 2 Create guides for one inch square area.
 - Create patterns within one inch square area.
 - Scale down for smaller sizes.
 - Tip: Zoom in on the area while working.
- 3 Patterns work best using simple shapes.
 - Too many anchor points may cause printing problems.
 - Errors show up as limit check error messages.
- 4 Gradients and masks may not be defined as patterns.
- 5 Rectangles bounding around pattern artwork will show in the pattern.
 - Add stroke to create blocks, if desired.
- 6 Select all the artwork that will be in the pattern.
- 7 Define pattern > Edit menu > Define pattern (or drag artwork to the swatches palette).
- 8 Create new artwork and choose fill > select new pattern in Swatches palette.
- 9 Define pattern position within the element > direct selection tool > move element.

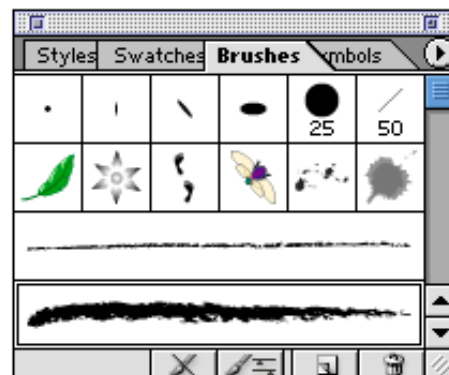




Create Artwork Immediately Using Default Scatter Brushes

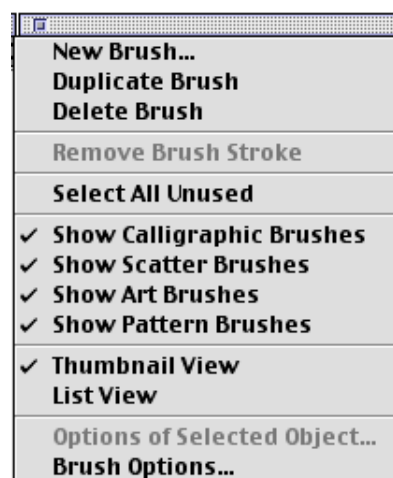
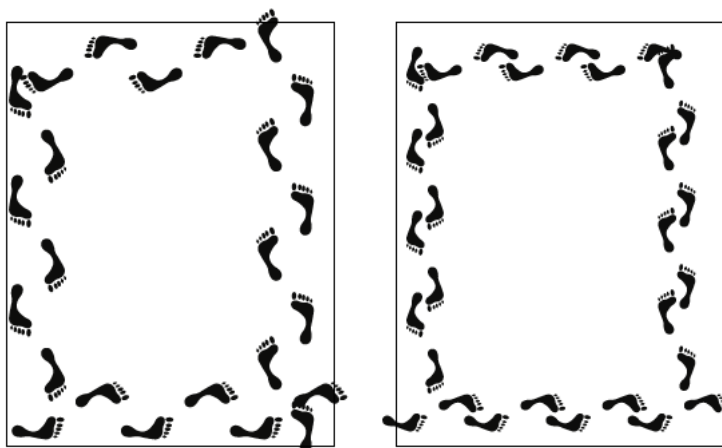
1 Draw Artwork With A Scatter Brush

- Choose Window menu > Brushes (palette).
- Show All brushes under options (this is ON by default).
- Select the paintbrush tool (don't change setting yet).
- Select a scatter brush.
- Double click on the brush to check the type of brush.
- Click once to draw only one scatter.
- Drag to draw more than one scatter.
- Draw a shape or path and select a scatter brush.



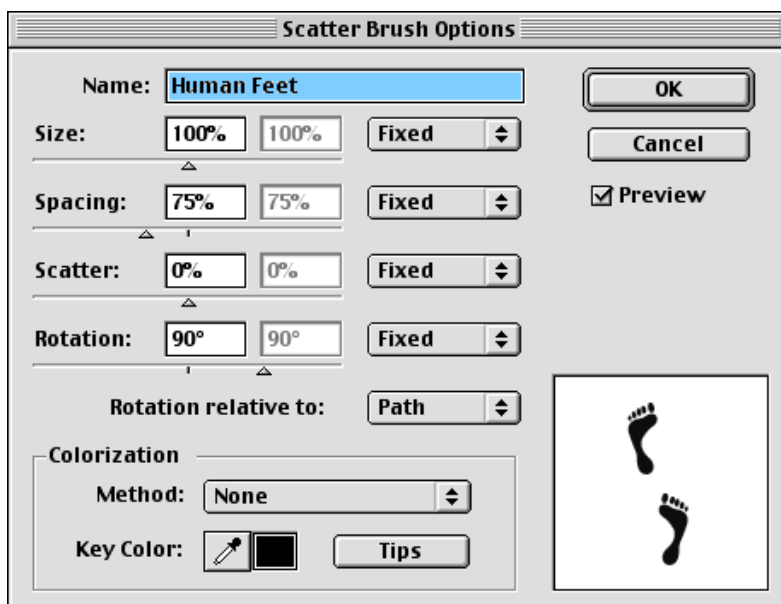
2 Modify How The Scatter Brush Draws

- Double click on the scatter brush for options.
- Turn ON the preview.
- Experiment with: size, spacing, scatter, rotation, rotation relative to path or page.
- Check the preview OFF/ON to see changes.
- Click Apply to Strokes to update the artwork change.



Open More Brushes

Brushes > Choose Window
> Brushes Libraries



That brush is in use and some strokes may have overridden its options. Do you want to apply the changes to existing brush strokes?

Apply to Strokes

Leave Strokes

Cancel

3 Change Colorization.

- Select a Method.
- None: defaults keeps current color originally assigned.
- Tint: allows stroke and fill.
- Stroke paints the brush.
- Fill paints a shape.



Separate Brush Artwork Into Pieces

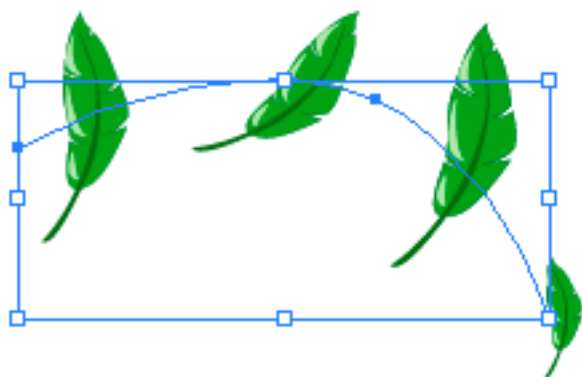
Separate Scatter Brush Artwork Into Individual Pieces

1 Draw Artwork With Scatter Brush (More On Cd)

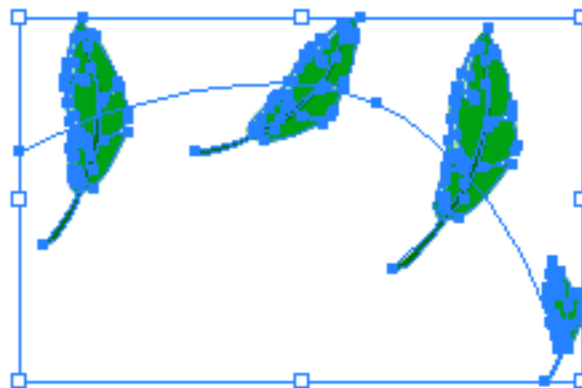
- Choose Window menu > Brushes (palette).
- Show All brushes under options (this is ON by default).
- Select the paintbrush tool (don't change setting yet).
- Select a scatter brush.
- Double click on the brush to check the type of brush.
- Click once to draw only one scatter.
- Drag to draw more than one scatter.
- Draw a shape or path and select a scatter brush.

2 Separate Scatters Into Individual Pieces

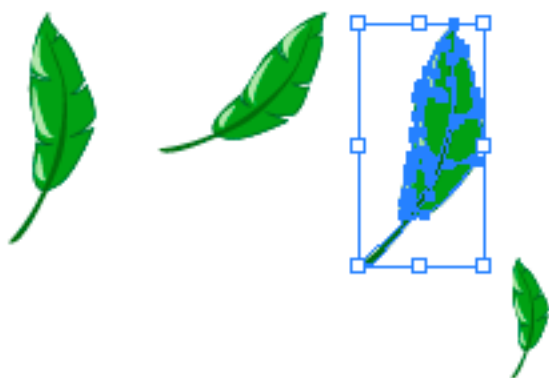
- Select the Scatter brush artwork just drawn (keep selected).
- Choose Object menu > Expand Appearance (keep selected).
- Choose Object menu > Ungroup.
(this separates them into individuals)
- Choose Object menu > Expand (expand both stroke and fill to further tweak).



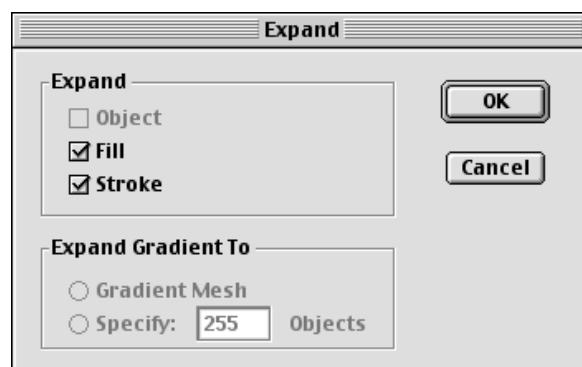
Select



Expand Appearance



Individual Pieces



Expand: to tweak artwork



Straight Lines Are Drawn With The Pen Tool

1 Draw A Straight Line

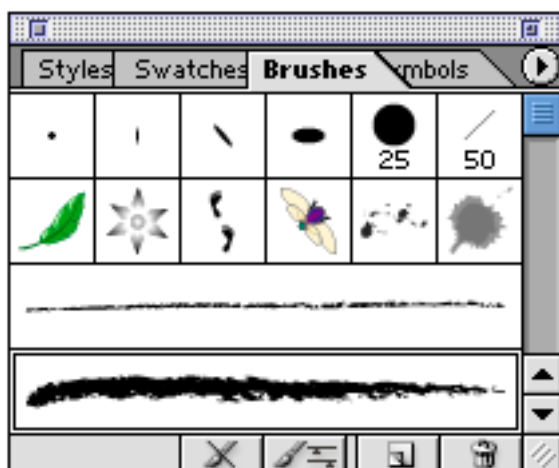
- Shortest distance between two points is a straight line.
- Click first anchor point > release > click second anchor.
- Tip: hold the shift key to constrain line to 90 or 45 degrees.
- One single path (line) is an open path.
- All paths connected by all anchors are called closed paths (like closing the gate of a corral).
- Rectangles and squares drawn from respective tools automatically contain closed paths.

2 Make Lines Larger By Using A Stroke



3 Apply A Custom Brush To A Line

- Choose > Window > Brushes (or default brush libraries)



Default Brushes Palette





Build Striking Frames From (2) Creative Pattern Brush Tiles

1 Create a grid: use a 1/2 inch x 1/2 inch grid ONLY

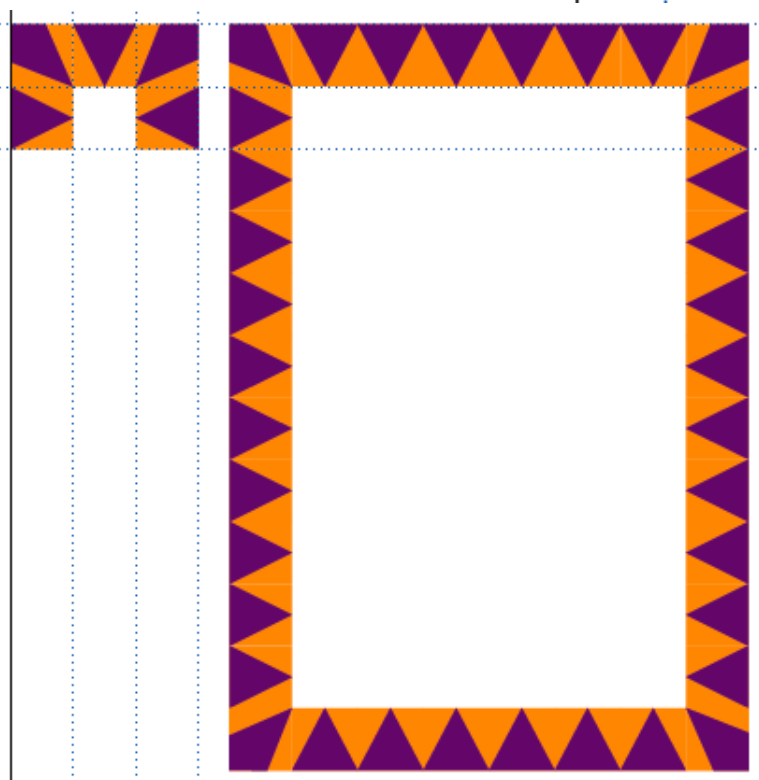
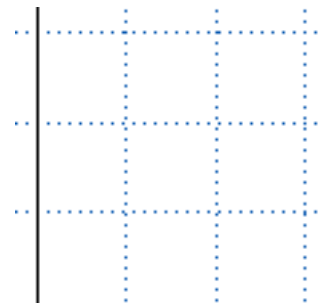
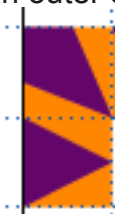
- Pull ruler guides out from inside the ruler to create the 1/2 inch grid (lock the guides).

2 Create tile artwork inside the grid square ONLY

- Measurement must be exact: use Opt/alt click with the shape tools to set precise dimensions.
- Align any overlapping pieces exactly along the sides of tiles; any overlap outside the grid will draw crooked frames.
- Create (2) frame tiles: a side tile and an outer corner tile.

Visualize what the frame will look like; draw the top (3) tiles and the (2) side tiles.

Outer corner tile
Side tile



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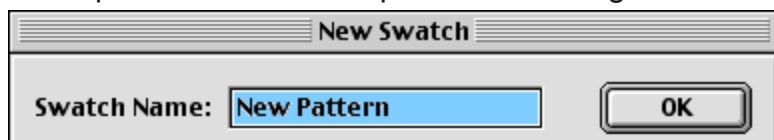


Build Striking Frames From Only (2) Creative Pattern Brush Tiles

3 Create A Pattern Swatch For Each Tile

Using Define Pattern Command

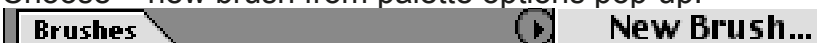
- Select all the artwork within each one tile (not direct select).
- Choose Edit menu > Define Pattern (the new pattern will appear in the brushes palette).
- Use a naming scheme to define swatches: this helps when creating a new pattern brush: example: BorderTriangleSide and BorderTriangleOuterC



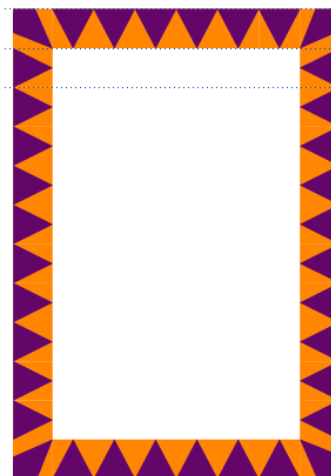
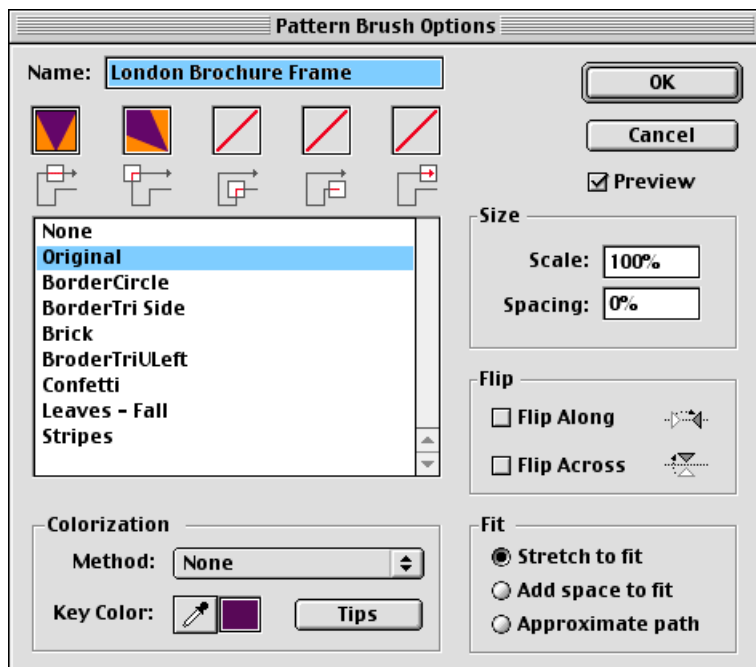
4 Create A New Pattern Brush (New Pattern Brush Swatches)

The pattern brush will serve to build a frame when applied to a rectangle.

- Open the brushes palette.
- Choose > new brush from palette options pop-up.



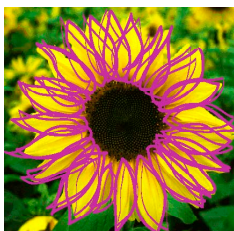
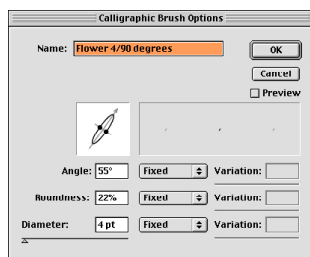
- Click the side tile box far left, then select the side tile from the swatches list.
- Click the outer corner next left box, then select the outer corner from the swatches list.
- Size: start with defaults (experiment later).
- Flip: start with defaults (experiment later).
- Fit: start with stretch to fit (default).
- Click OK to create the Pattern Brush.
- Draw a rectangle, then select this new pattern brush from the brushes palette.



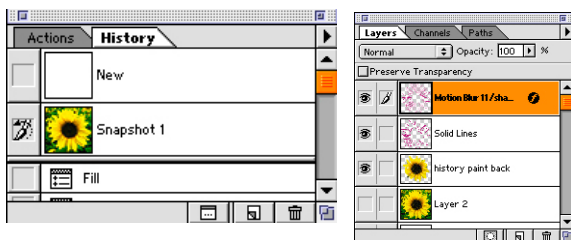


Brush Tool & Options

- 1 Place > Sunflower image on ai layer for tracing > lock/hide/show as needed.
- 2 Brush tool > dip your pen in the ink > com/ctrl I > establish a drawing color.
 - Create new layer for petals (F7).
 - Brushes palette > open > new.
 - Calligraphic Brush Library > Window > Brush Library.
 - Calligraphic Brush for flower petals > 4 pts, 90 degrees, 20% roundness.
 - Close or overlap petal ends as close as possible.
- 3 Pencil tool > stroke 1 point > no fill > same color > for detail on petal.
- 4 Select > both Calligraphy strokes and Pencil strokes > Group > Copy.
- 5 Paste > to Photoshop > as pixels > keep as separate layer name petals.



- 6 Open Sunflower image > drag & drop as layer into Photoshop
 - Shift constrain > before dragging > Pin Register to center of receiving file.
 - Duplicate petals layer > use arrows to offset slightly.
 - Motion Blur 11 > add Layer Effects drop shadow.
- 7 History palette > New Snapshot > use pull down > choose from current layer.
 - Select History brush > go to History palette > choose Snapshot just taken.
 - History Brush options > double click on History Brush.

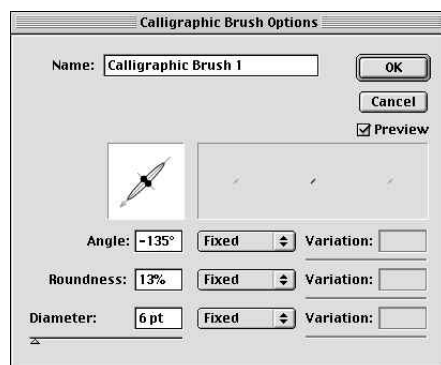


- 8 Create new layer to create Sun flower > place layer UNDER the flowers.
 - History brush > Sun Flower under the flowers.
 - Smaller brushes > at ends of flowers.
- 9 Try other filters > Motion Blur > petals > overlay untouched petals for detail.

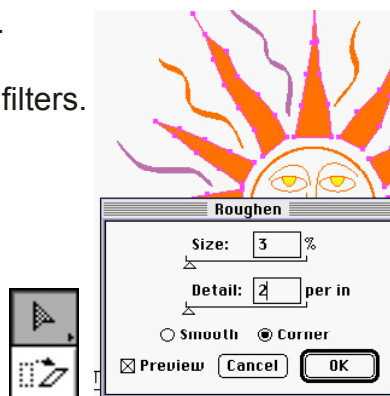
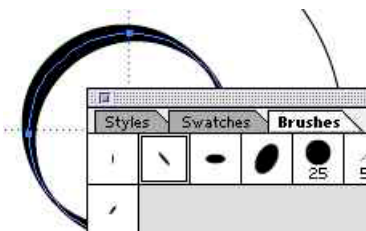


Creating The Hand-Drawn Look

- 1 Create smaller rays using a calligraphic brush on separate layer.
- 2 Create a custom brush using “live views.”
- 3 Create a new brush from brushes palette > click on new brush icon.
Important: do not set any initial settings for the new brush.
- 4 Select calligraphic brush and select new brush.
- 5 Double click on new brush in brushes palette to see live view.
 - Move sliders > turn Preview On.




- 3 Creative Flare on Large Rays > Filter Magic.
 - Filter menu > distort > roughen.
 - Filter menu > distort > zig zag > scribble & tweak.
- 4 Option: Select individual parts of the artwork.
 - Vary line weights and angles and try other magic filters.
- 5 Create Inner Circle (opt/alt draw from center out).
 - Draw circle > stroke only.
 - Double click on calligraphy brush to adjust.

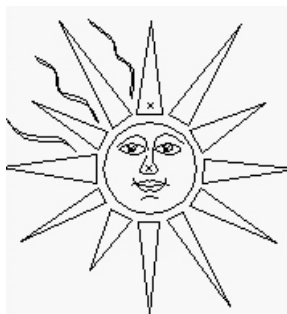
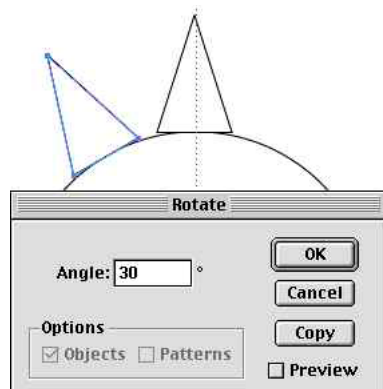


- 6 Sun Face needs a hand painted look. Use various calligraphy brush sizes.
Tip: Free Distort filter > select parts of face > Filter menu > Distort > Free Distort.
Tip: Reshape tool > under scale tool > select artwork first > pull to reshape paths.
Tip: Select Stray Points before printing and delete them.
Important: Do this before printing to avoid printer imaging errors.
Tip: Select All and group (com/ctrl G) before copy/paste or drag and drop to Photoshop.
Tip: Convert all type to outlines before copy/paste (type menu > create outlines).



Create Rays Or Objects Around A Circle

- 1 Create a 3 inch circle > opt/alt click with circle tool.
 - Create guides from ruler through the center horizontal and vertical (com/ctrl R).
- 2 Create rays.
 - Polygon shape tool > type down arrow while selected to get triangle.
 - Pen tool > click anchors to create first ray at top of the circle.
Close the path > select the path.
- 3 Reshape triangle creatively> selection arrow> use handles.
- 4 Copy rays around circle.
 - Select the ray.
 - Rotate tool > option click on center of circle > rotate dialogue box appears.
 - Type in needed degrees (30 for this example) > Copy from dialogue box.
(360 degrees divided by number of desired elements = $360/12 = 30$ degrees.)
 - Duplicate (11) more around the circle (com/ctrl D).
 - Select > Group > Copy/paste rays to separate layer > name it.
 - Tip: Layer elements make for easy change to artwork and apply filters later.
when dragging into Photoshop.
- 5 Resize rays for contrast > direct selection arrow > drag out.

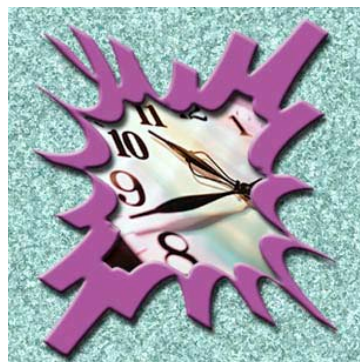
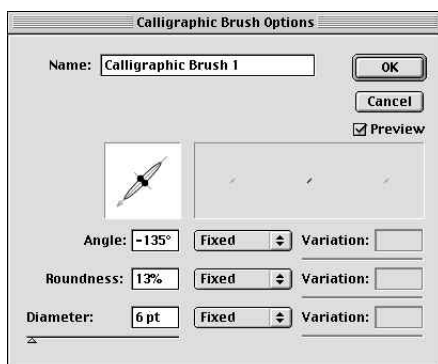


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Calligraphy Brush Hand-Drawn Frames

- 1 Create frames using a calligraphic brush on separate layer.
- 2 Create a custom brush using "live views."
- 3 Create a new brush from brushes palette > click on new brush icon.
Important: do not set any initial settings for the new brush.
- 4 Select calligraphic brush and select new brush.
- 5 Double click on new brush in brushes palette to see live view.
 - Move sliders > turn Preview On.



- 6 Place a photo into the frame
 - Copy/paste new frame into Photoshop (or place the .eps file).
 - Magic wand (32 default) > click inside frame on the layer to create selection.
 - Expand selection > select menu > modify > expand > 2-4 pixels.
Keep selection live!
 - Select and copy the desired image.
 - Choose File > Paste-Into.



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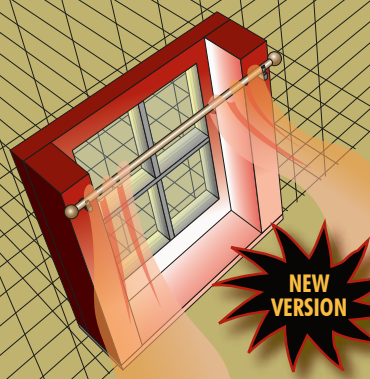
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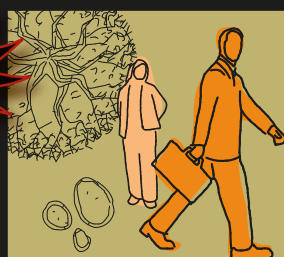
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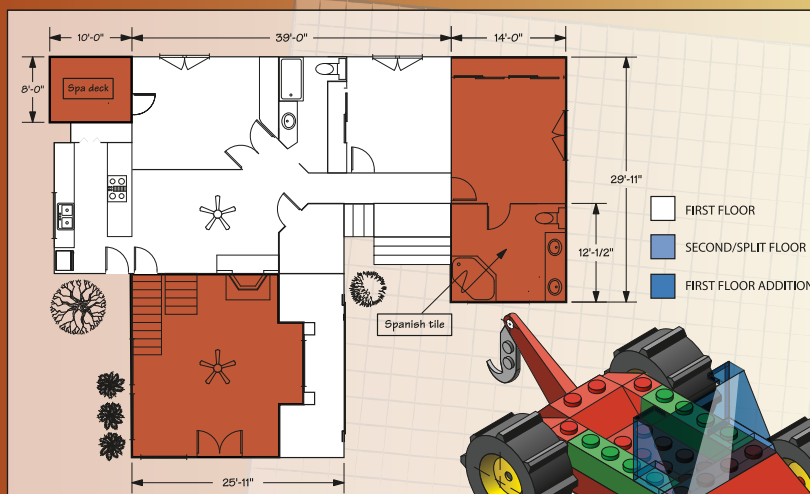
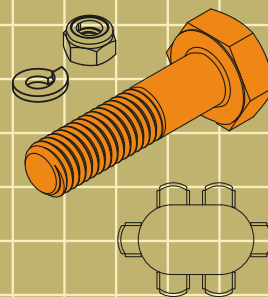


Code Zebra **Symbols**

Drag & drop

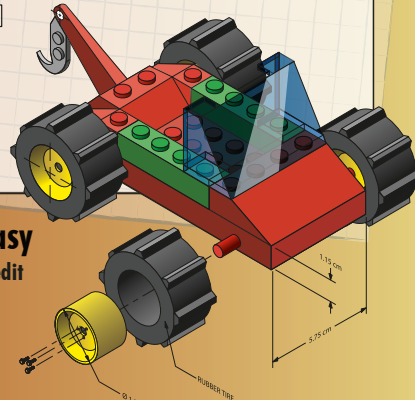
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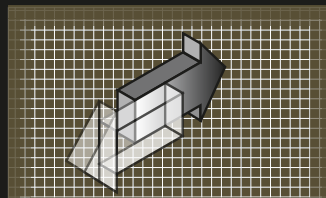


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