

ExplorNet's Digital Media I

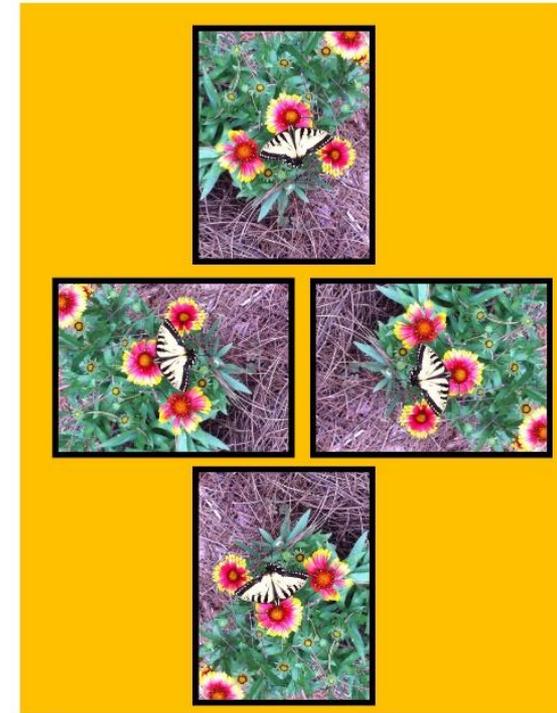


Objective 102.04 20%

Utilize appropriate tools and methods to produce digital graphics.

Free Transform

- Change by using rotate, scale, skew, distort, or perspective in one continuous operation. Instead of choosing different commands, you simply hold down a key on your keyboard to switch between transformation types.
- Rotating an object turns it around a fixed point that you choose.
- Hold Shift while resizing to keep the proportions or use Scale instead.



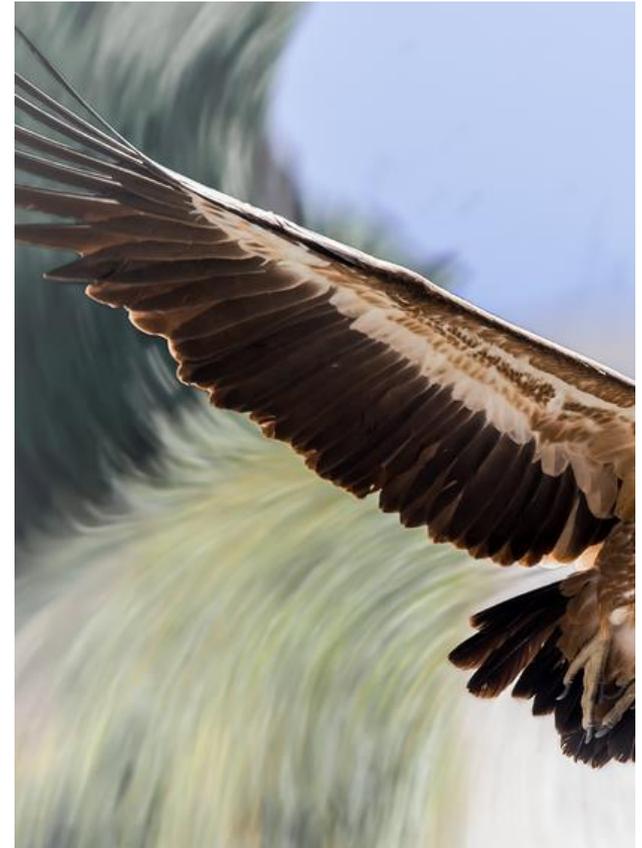
Shear

- ❑ Shearing objects will slant or skew the object. This is great for casting shadows.



Common Graphic Editing Terms

- Selection
 - Surrounding specific part(s) of a graphic to make individual adjustments.
- Feathering/Blending
 - Smoothing or blurring the edges of an image to help transition into the background or into another image.



Selection Tools

- Allows you to choose a specific part of the image. There are several selection tools each work in a different way.
 - Marquee
 - Lasso
 - Quick Selection Tool
 - Magic Wand

Marquee Selection

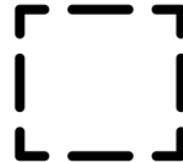
Selects in the shape specified. The marquee shows the following options:

Rectangle

Elliptical

Single Row

Single Column



Lasso Selection

- Three versions of lasso selection tool all enable a free-hand draw around image to be selected.
- Lasso
 - Lasso tool is great for drawing freeform segments of a selection border.
- Polygonal Lasso
 - The polygonal lasso is best for straight-edged segments of a selection border.
- Magnetic Lasso
 - The magnetic lasso tool snaps to the edges of defined areas (color) in the image.



Other Selection Tools

- Quick Selection
 - Use the quick selection tool to quickly “paint” a selection using a round brush tip.
- Magic Wand
 - The magic wand will allow you to make selections by color, pattern and stroke weight.

Spot Healing Brush Options

- Content Aware Patch
 - This allows you to replace unwanted parts of the image with pixels near it.
- Content Aware Move
 - Select and move a part of a picture. The image is recomposed, and the hole left behind is filled using matching elements from the picture.



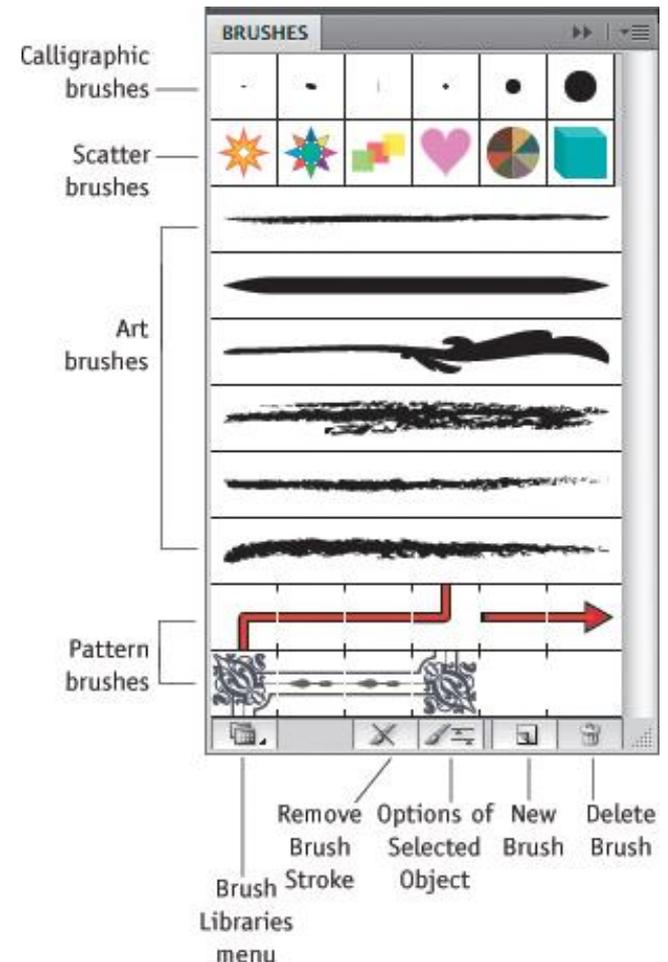
Straighten Tool

- ❑ In the crop tool, you can straighten the image.
- ❑ Choose Straighten Tool by clicking on its icon in the Options Bar or press CTRL/CMD while the crop tool is active.



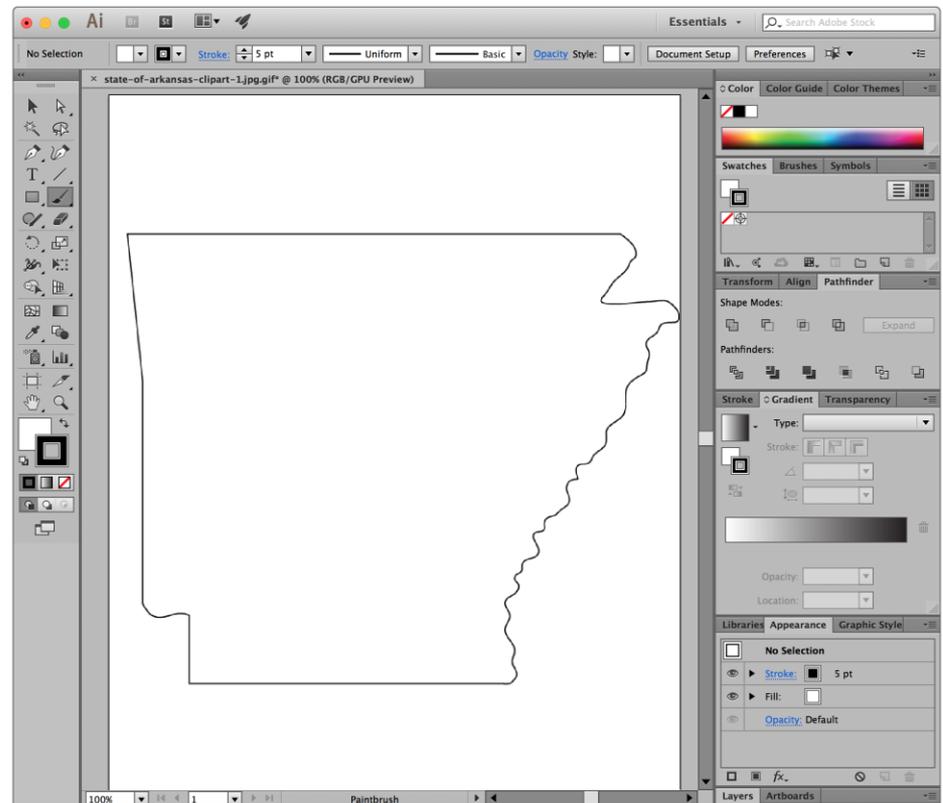
Brush Tool

- ❑ Apply and draw with brushes to create artistic elements.
- ❑ Many options in options bar for brushes.
- ❑ Art History Brush allows you to use stylized strokes from a previous action.



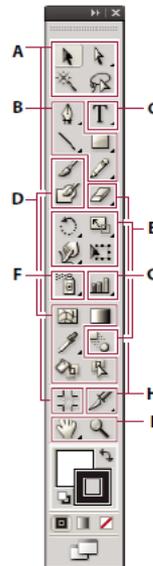
Panels in Illustrator Workspace

- Workspace is same as PhotoShop with a few new tools and panels.
- Options Bar
- Document Panel
- Tools Panel
- History Panel
- Color Panel
- Layers Panel



Tools Panel

- Tools grouped and hidden similar to PhotoShop.
- Note new Illustrator tools.



A Selection tools

- Selection (V)
- Direct Selection (A)
- Group Selection
- Magic Wand (Y)
- Lasso (Q)
- Artboard (Shift+O)

B Drawing tools

- Pen (P)
- Add Anchor Point (Shift+)
- Delete Anchor (-) Point
- Convert Anchor Point (Shift+C)
- Line Segment (l)
- Arc
- Spiral
- Rectangular Grid
- Polar Grid

■ Rectangle (M)

- Rounded Rectangle
- Ellipse (L)
- Polygon
- Star
- Flare

■ Pencil (N)

- Smooth
- Path Eraser

G Type tools

- Type (T)
- Area Type
- Type On a Path
- Vertical Type
- Vertical Area Type
- Vertical Type On a Path

D Painting tools

- Paintbrush (B)
- Blob Brush (Shift+B)
- Mesh (U)
- Gradient (G)
- Eyedropper (I)
- Measure
- Live Paint Bucket (K)
- Live Paint Selection (Shift+L)

E Reshaping tools

- Rotate (R)
- Reflect (O)
- Scale (S)
- Shear
- Reshape
- Warp (Shift-R)
- Twirl
- Pucker
- Bloat
- Scallop
- Crystallize
- Wrinkle
- Free Transform (E)
- Blend (W)

F Symbol tools

- Symbol Sprayer (Shift+S)
- Symbol Shifter
- Symbol Scruncher
- Symbol Sizer
- Symbol Spinner
- Symbol Stainer
- Symbol Screener
- Symbol Styler

G Graph tools

- Column Graph (J)
- Stacked Column Graph
- Bar Graph
- Stacked Bar Graph
- Line Graph
- Area Graph
- Scatter Graph
- Pie Graph
- Radar Graph

H Slicing and cutting tools

- Slice (Shift+K)
- Slice Select
- Eraser (Shift+E)
- Scissors (C)
- Knife

I Moving and zooming tools

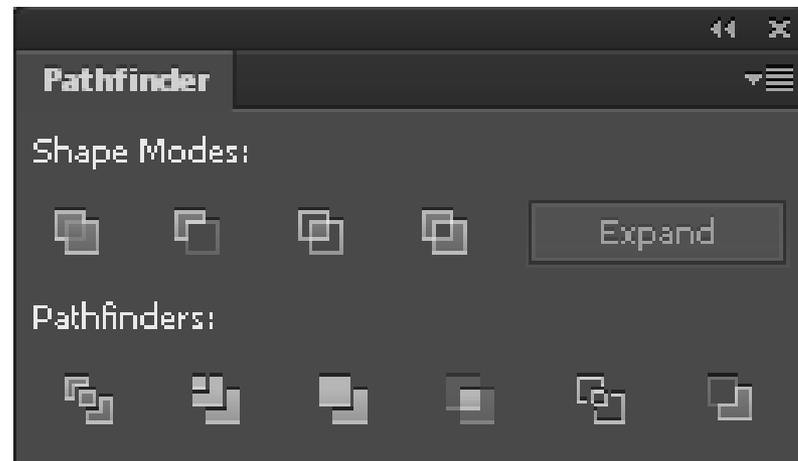
- Hand (H)
- Print Tiling
- Zoom (Z)

■ Indicates default tool

* Keyboard shortcuts appear in parenthesis

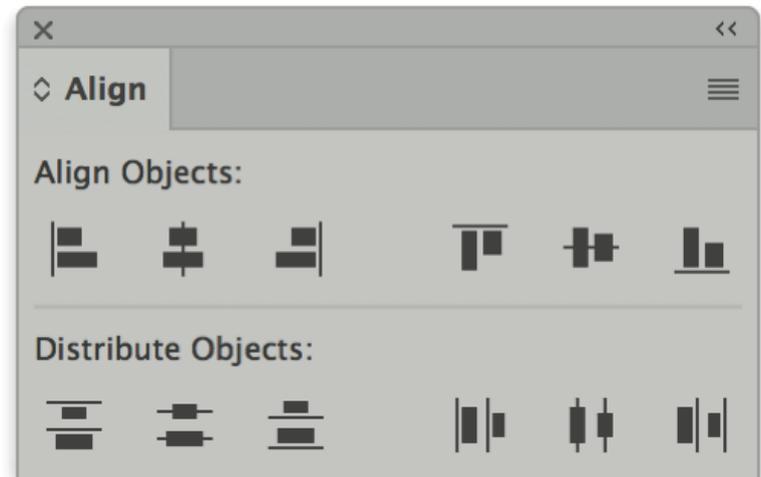
Pathfinder Panel

- ❑ Use to combine objects into new shapes.
- ❑ Use the top row of buttons in the panel to make paths or compound paths.



Align Panel

- ❑ Align or distribute selected objects along the axis you specify.
- ❑ Can use either the object edges or anchor points as the reference point, and you can align to a selection, an artboard, or a key object.



Vector Images

- ❑ Use mathematic equations and geometric elements (points, lines, and shapes) to create art.
- ❑ Can be scaled infinitely, without any loss of quality or fidelity.

- ❑ Watch this video:

<https://helpx.adobe.com/illustrator/how-to/what-is-illustrator.html?set=illustrator--get-started->



Raster (PNG)



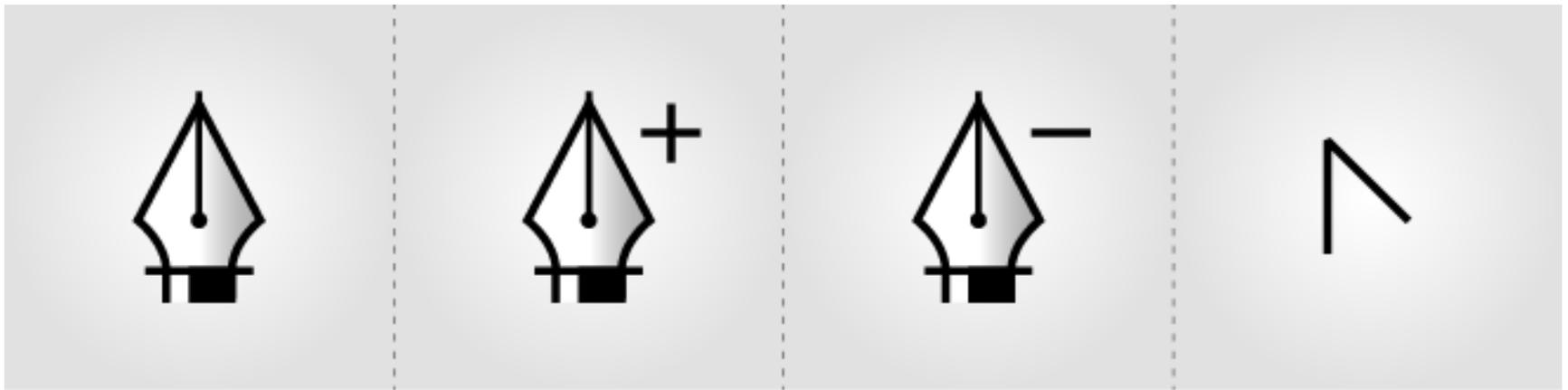
Vector (SVG)

Symbols

- A symbol is an art object that you can reuse in a document.
- If you create a symbol from a leaf, you can then add instances of that over and over again without actually adding the image multiple times.
- Each symbol instance is linked to the symbol in the Symbols panel or to a symbols library.
- Using symbols can save you time and greatly reduce file size.

Pen Tool

- Use the pen tool to add and delete anchor points.



Pen Tool
(P)

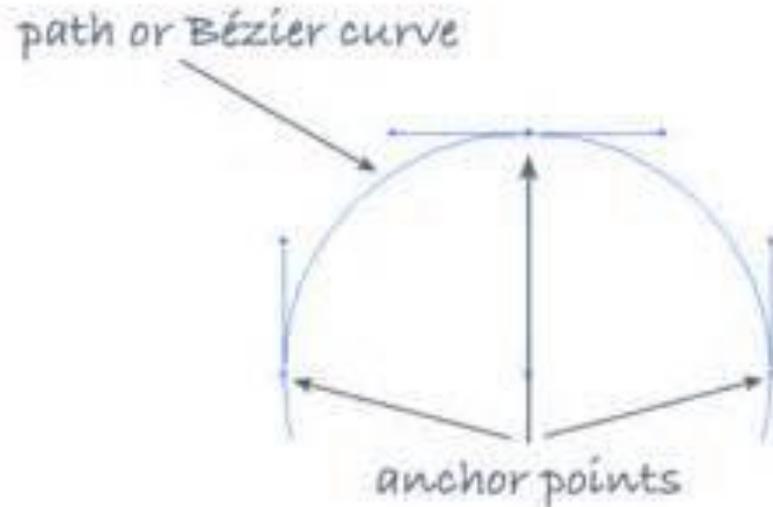
Add Anchor Point Tool
(+)

Delete Anchor Point Tool
(-)

Convert Anchor Point Tool
(Shift + C)

Anchor Point

- ❑ A point on a path that indicates a change of direction.
- ❑ You can add anchor points or delete anchor points to change the shape of a path.

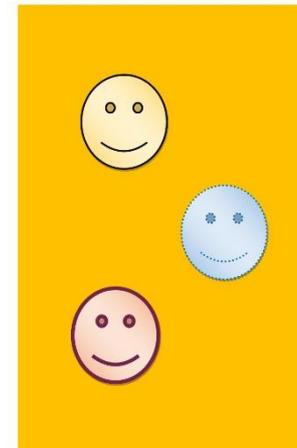
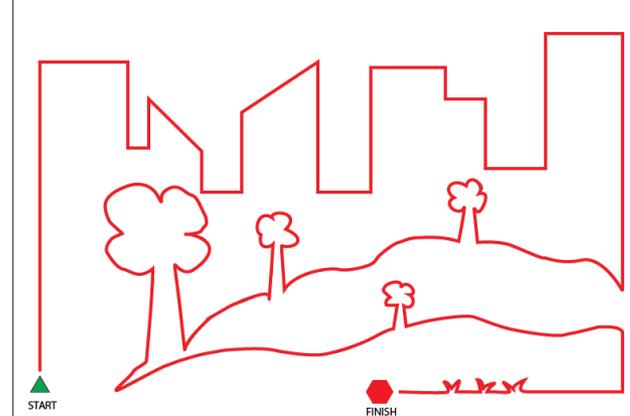


Paths

- Open Path
 - Open paths do not end. They don't connect back to the original anchor point.
- Closed Path
 - A closed path has the same beginning and ending point.
 - It forms a complete shape than can be filled with color or text.

Ok... So this is the mongo major test before moving on to something a little more real world... Follow this maze with the pen tool. You're not allowed to stop and start, this should be one single line that you follow from beginning to end. Turn on the Cheat layer for tips if you're a newbie. Complete this without the cheatsheet and you are definitely a Bezier 'Jedi'!

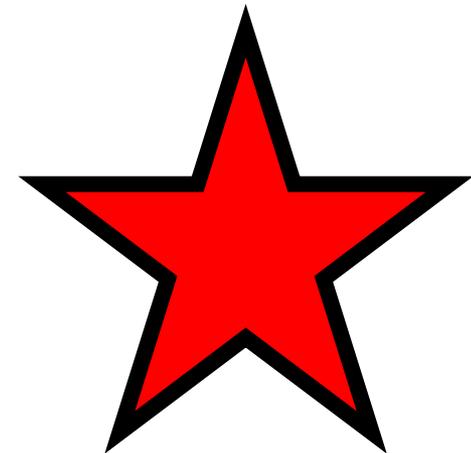
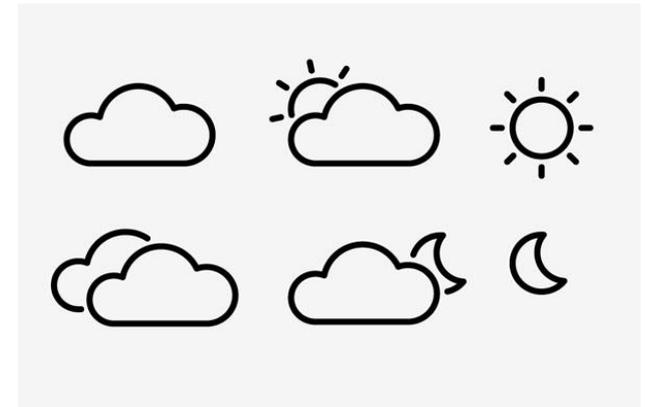
SET THE STROKE TO RED 4 POINT LINE WITH NO FILL TO COMPLETE THE EXERCISE. CLICK THE LINE WITH THE EYEDROPPER.



Fill and Stroke

- Stroke is the outline of a shape, text or image.
 - Weight
 - Color
 - Style

- Fill is the inside color of a closed shape.



Patterns

- ❑ A repeating pattern fills the image with a unique assortment of shapes and colors.

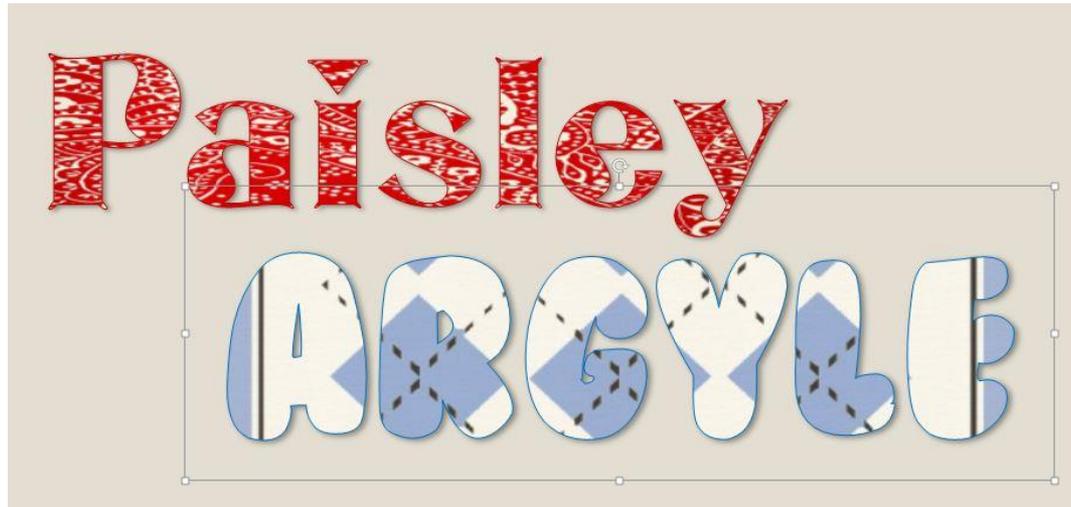


Image Trace

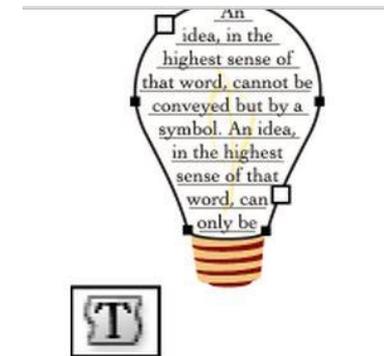
- Use the Image Trace to automatically trace an image.



*Left: the original bitmap image.
Right: after tracing it with the Live Trace
command.*

Area vs. Point Type

- Area type fills the text in a closed path.
- Use this when you want text to appear inside a shape or object.
- Point type begins right where you click and does not automatically wrap to the next line.
- [Area vs. Point Type](#) video



Type on a Path

- The text flows along an open or closed path.
 - Horizontally, the characters are parallel to the baseline.
 - Vertically, the characters are perpendicular to the baseline.

