ILLUSTRATOR WORKSHOP: ADVANCED

WORKSHOP OBJECTIVES

- Understand Artboards
- Learn how to use more advanced tools
- Add/Edit graphs
- Use Live Trace and Live Paint

WORKSHOP OUTLINE

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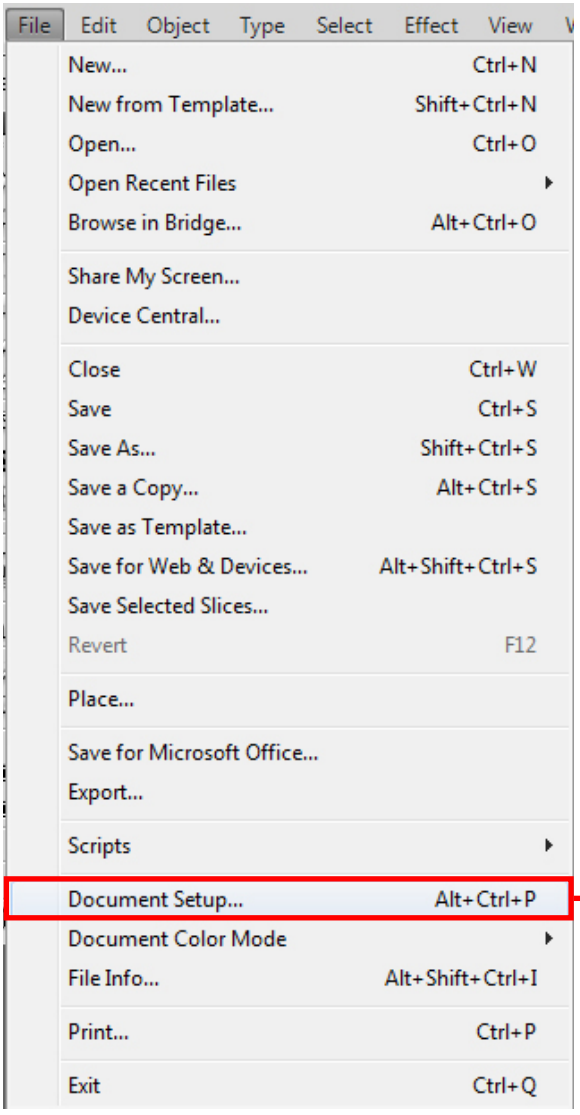
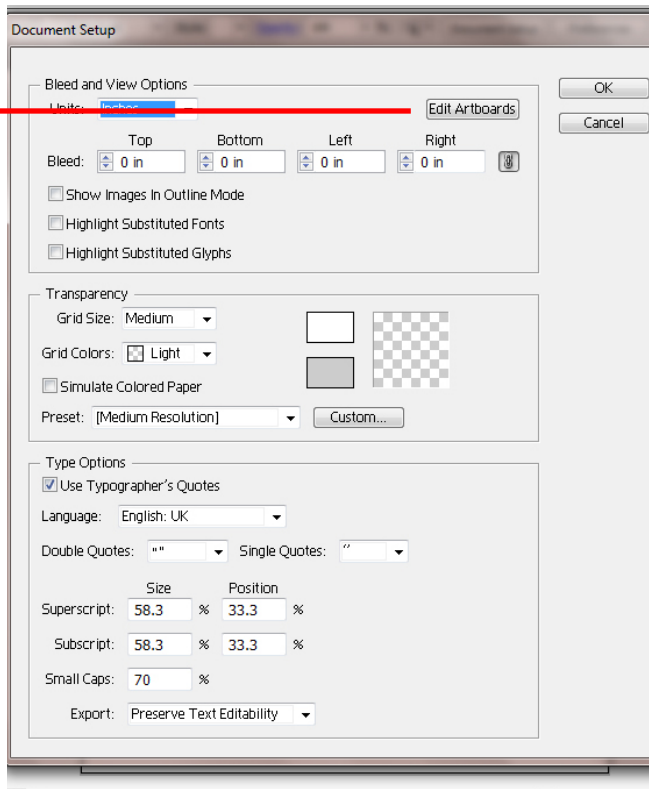
ARTBOARDS



WHAT ARE ARTBOARDS?

Artboards are regions that contain the printable design. One Illustrator file could have multiple artboards of varying sizes, for example, one the size of a business card and another of a letter size paper so you could use similar design elements without going back and forth between files.

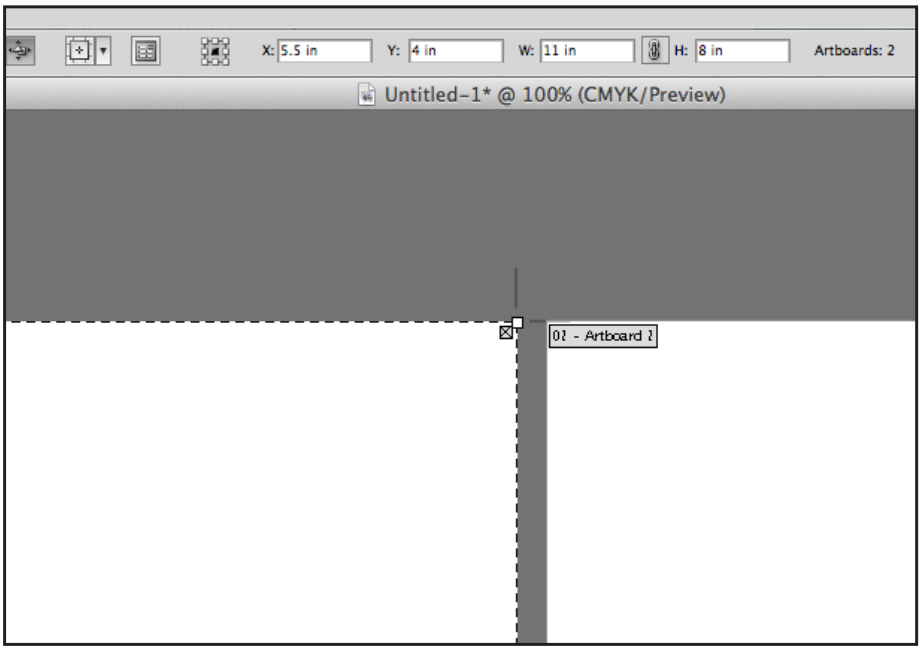


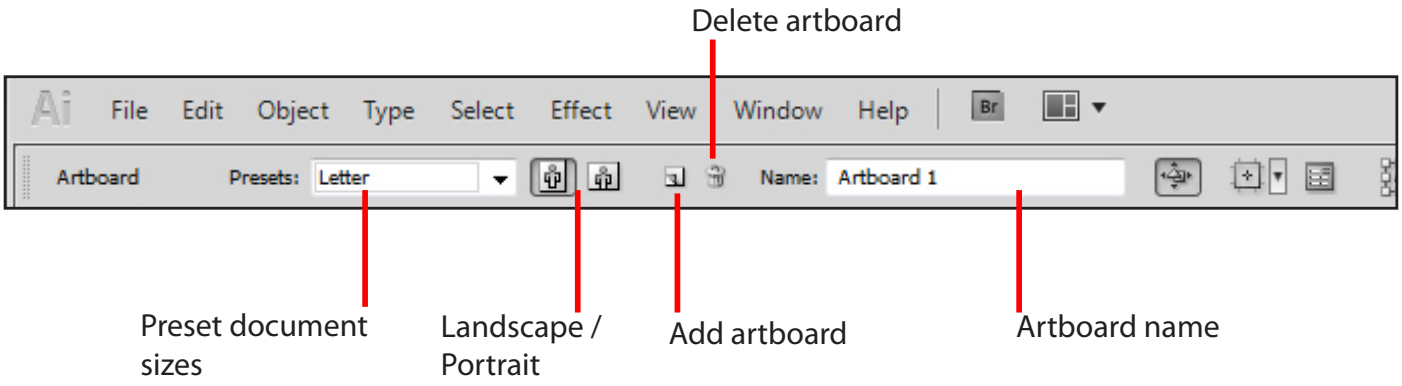
Add new artboards and editing existing artboards

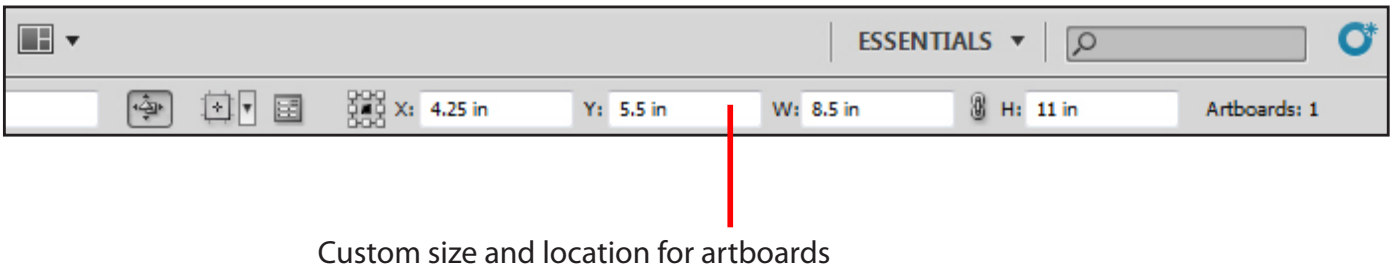
Go to File > Document Setup to add new artboards and edit existing ones. It will open up a dialog box where you can edit artboards.

Select artboards and make changes

In Document Setup mode, click on the artboards you want to make changes to. You can move the artboards by selecting in the center of the artboards or delete artboards (using the x in the right hand corner which appears once you have multiple artboards, using the delete key, or clicking the trash can with the artboard selected).



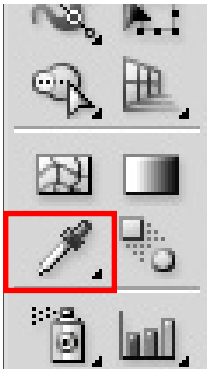




Using the menu bar to make changes

Using the menu bar at the top, you can change the size of the artboards, add a new artboard, rename your artboards, etc. When you have finished making changes, press Esc to return to the main page.

EYEDROPPER



Using the eyedropper

The eyedropper tool allows you to pick a color for another graphic or image and apply the exact same color to your artwork.

NOTE:

You can also use the eyedropper tool to quickly change the style of text to conform to another instead of manually changing the font, boldness, size, leading, etc.

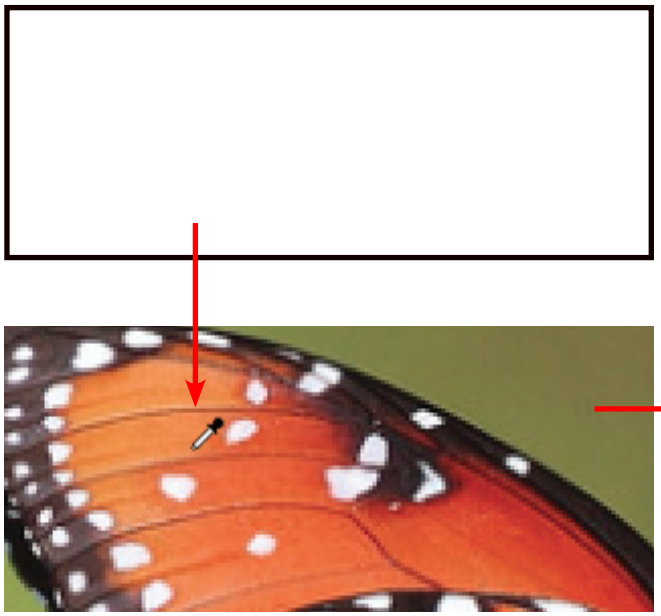
TRY IT YOURSELF:

Place the image

Go to File >Place to insert the image/graphic that you are taking the color from.

Create the object

If you are trying to apply this color directly to an object, go ahead and create it. I decided to make a rectangle.



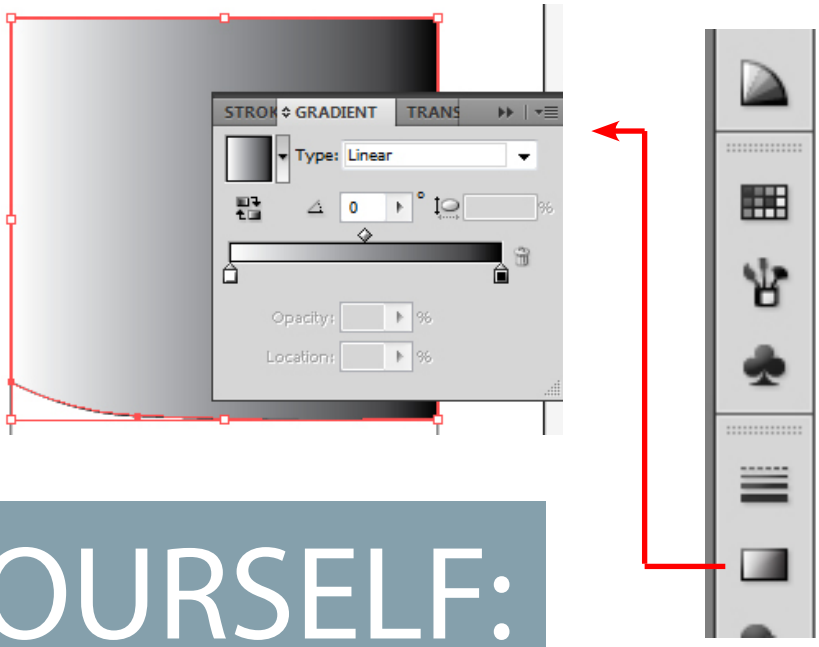
Apply the Color

With the rectangle selected, use the eyedropper tool and click on the specific area you want the color from.

GRADIENT

Adding a gradient

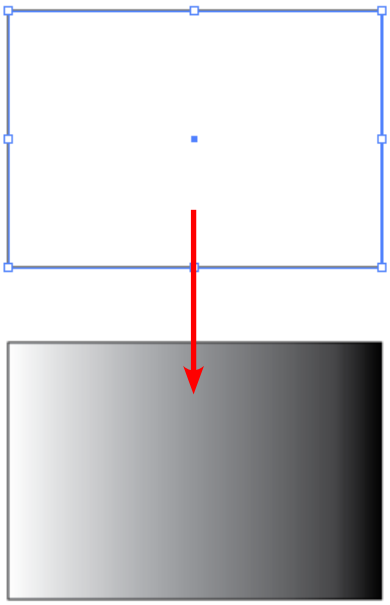
The gradient tool allows you to apply color gradients to your objects. You can create gradients that are radial or linear, and can also include as many colors as you like.



TRY IT YOURSELF:

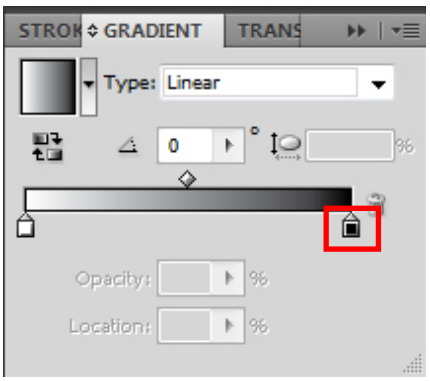
Create an object

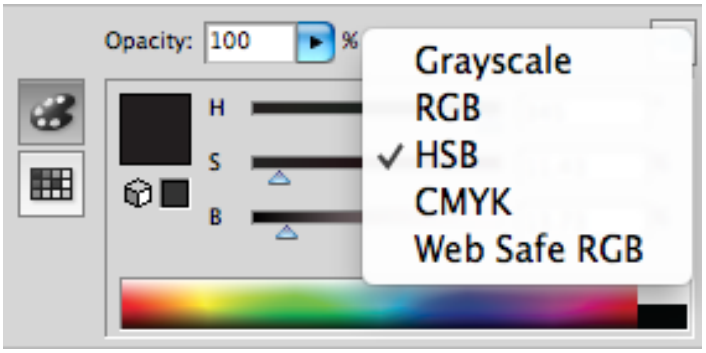
If you are trying to apply this gradient to an object, go ahead and create it. I decided to make a rectangle.



Apply a Gradient

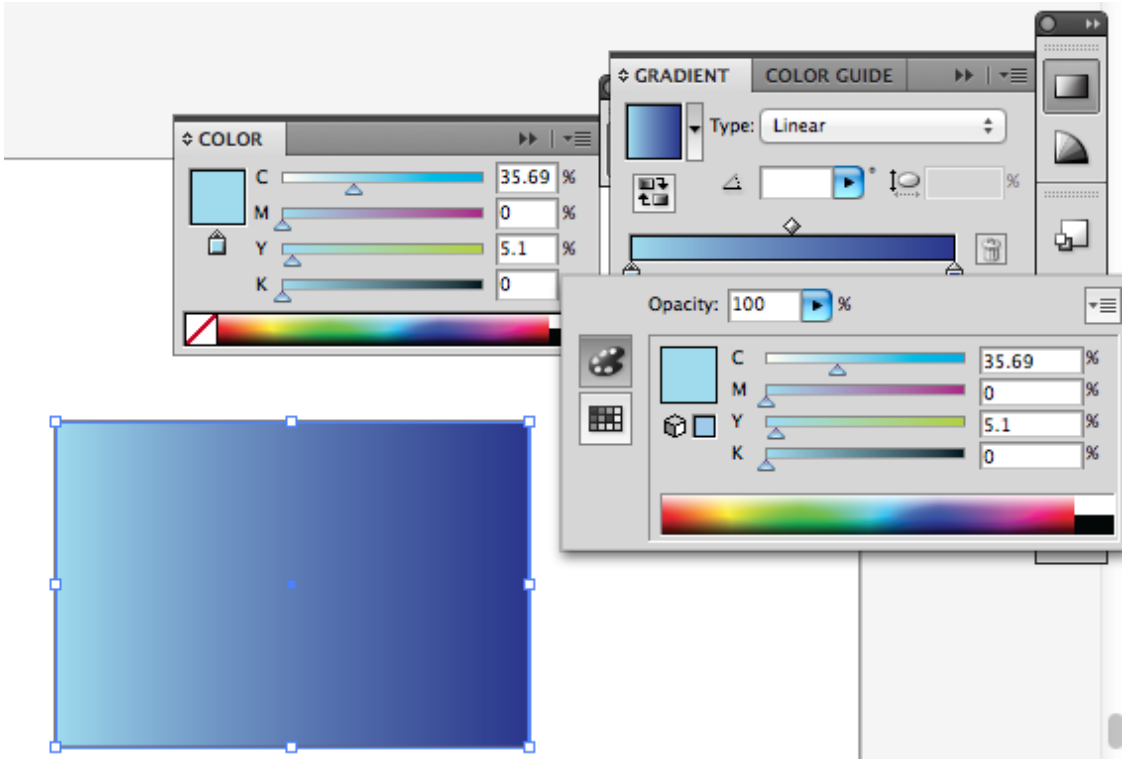
Make sure the gradient tool from the left toolbar is selected. Double click on the object, and then the fill should change to the default linear black and white gradient.

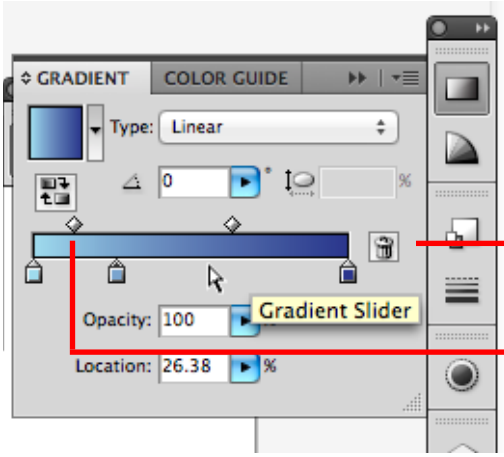




Edit the Gradient

In the gradient toolbar on the right, you can edit the gradient's attributes. To change the gradient from black and white to color, double click on the small black box in the Gradient Panel, and it will pull up another panel. This panel has a dropdown, go to it and select something besides Grayscale. RGB and CMYK are the more common color modes. Now, you can use the rainbow bar at the bottom to pick a color, or type in the values if you have a specific color in mind.

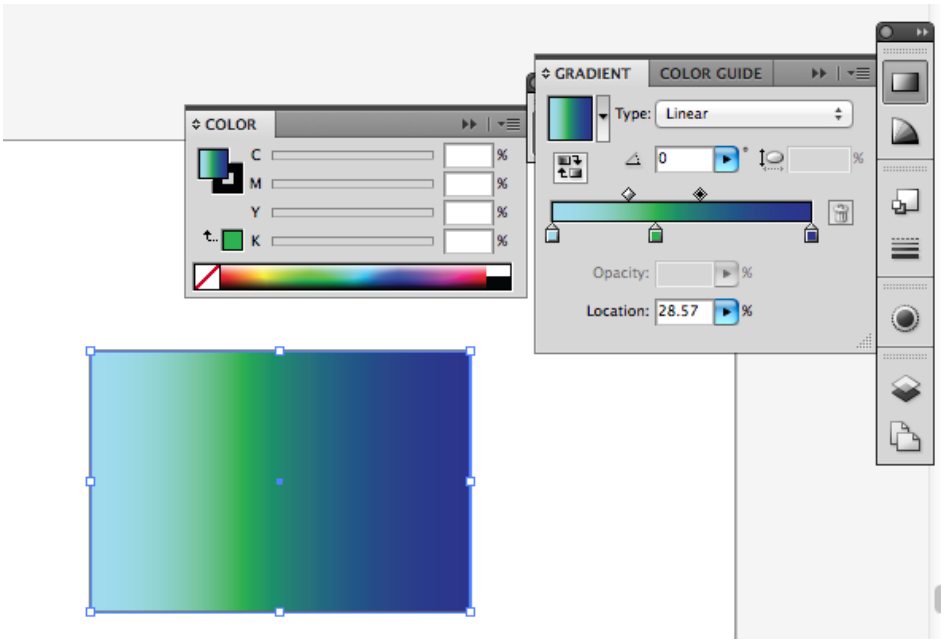




Add More Than One Color

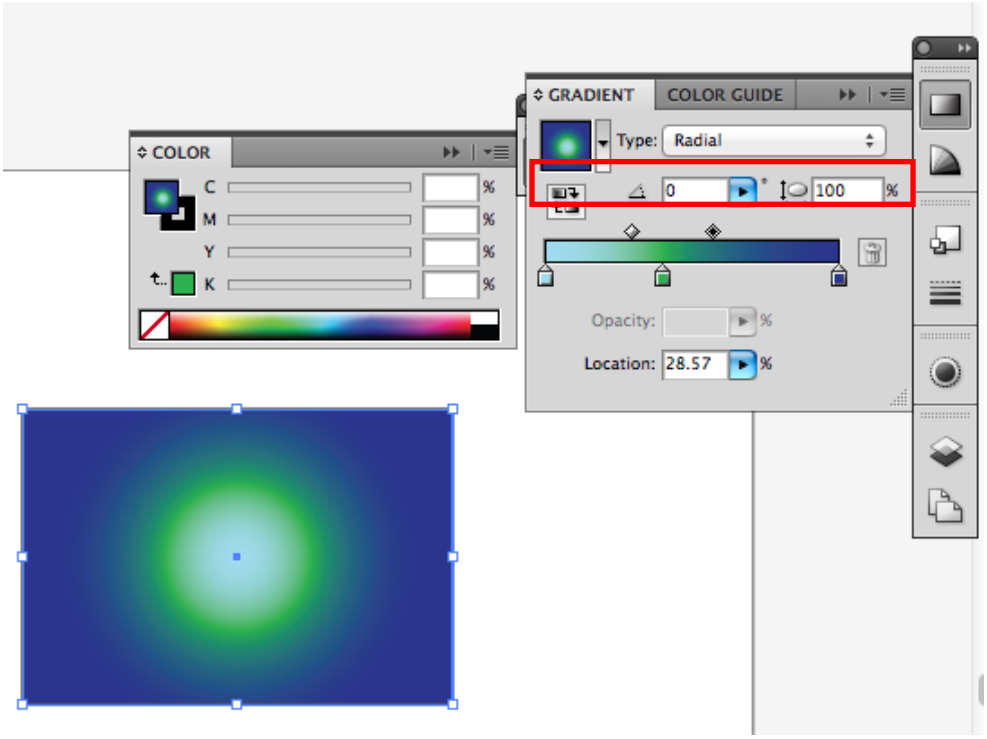
To add more than one swatch, click directly under the color bar where you would like the new color to be. To delete the swatch, you can click on it and hit the small trash can to the right of the color bar.

Use the small white diamonds to drag the gradient left or right to adjust where the gradient shows.



Radial Grid

In the drop down menu that says Type, you can also switch from Linear to Radial. This makes the gradient radiate from a central point.



BLENDING

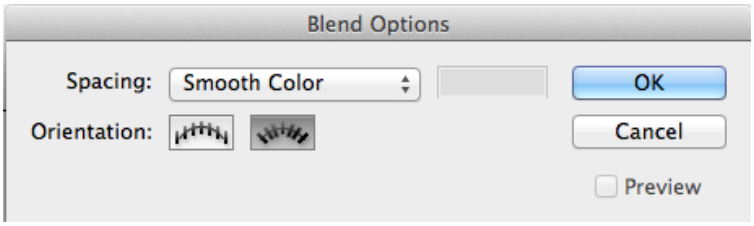
Blending

The blend tool blends between two object colors and shapes. Click the blend tool, select the first object, then the second and click the blend tool again.

TRY IT YOURSELF:

Blend Options

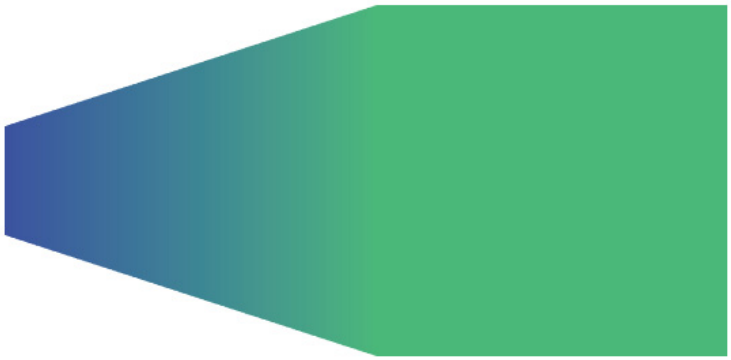
Go to your top menu bar and go from Object > Blend > Blend Options. A new menu should pop up.



Smooth Color

In the Spacing drop down menu, you have the options Smooth Color, Specified Steps, and Specified Distance. Smooth Color can be used when you have two different colored objects and want them to appear to be one continuous object with a color gradient. Let's stick with Smooth Color for now. Create two squares of differing sizes and colors.

Select the blend tool, then click on one of the squares, then the other. This automatically blends them. Alternatively, you can select both objects and go to Object > Blend > Make.

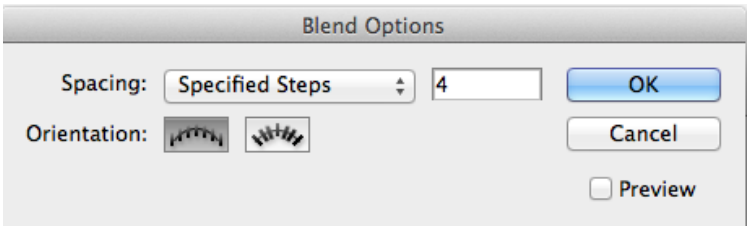


Release Blend

If you decide you don't like the way a blend looks, you have to release it. Select the object then go to Object > Blend > Release. Now, we're going to blend the object with a different Spacing option.

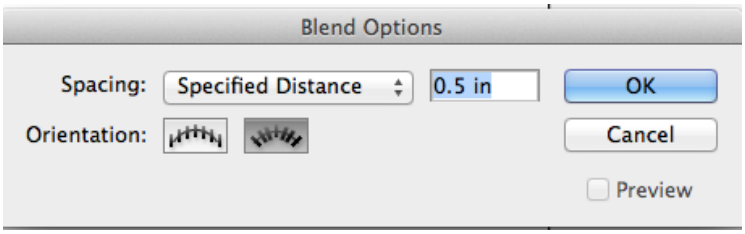
Specified Steps

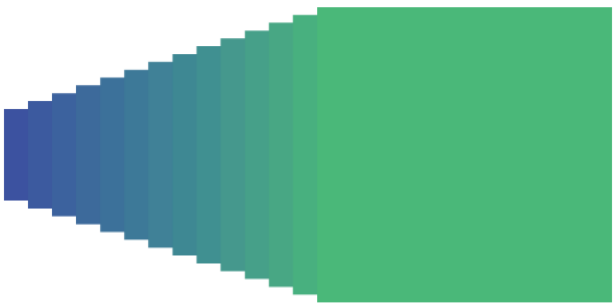
Go back to your Blend Options and instead of Smooth Color go to Specified Steps this time. Specified Steps means that there will be a certain number of transitional objects between your existing shapes. Type in 4, this means there will be four squares between your existing ones that get gradually greener and larger as the go from left to right. Click OK, then like you did before, select the blend tool and click the first square then the second.



Specified Distance

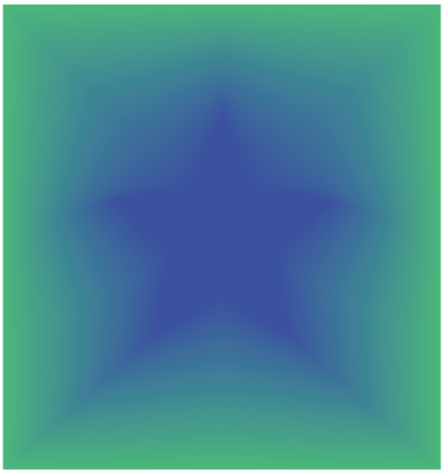
Release the blend again. Go back to your Blend Options and instead of Specified Steps go to Specified Distance this time. Specified Distance means that the blended objects between the existing ones occur at specific distances apart. Type in .5 in, meaning your objects will be .5 inches apart. Click OK, select the blend tool and click the first square then the second.





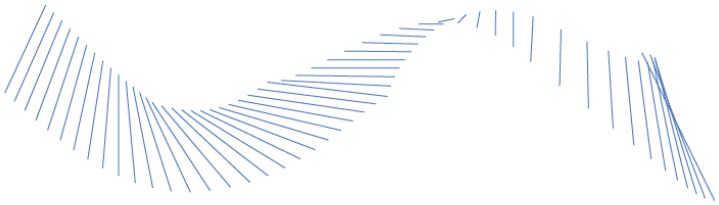
Objects Inside of Objects

You can also place objects on top of one another to create blends within the larger object.



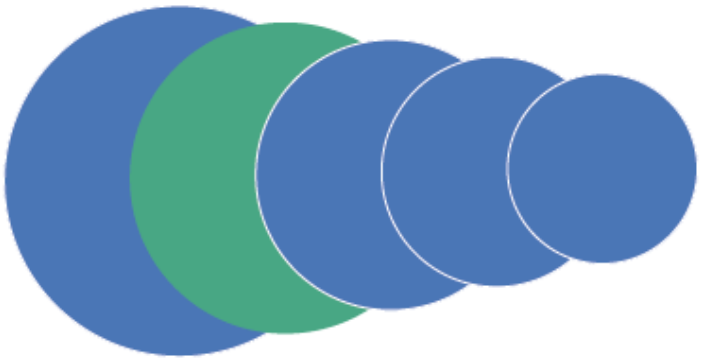
Curved Path

When you blend objects, the path between them is called the Spine. The default Spine is a straight line but you can create a curved path and select it along with the blended object and go to Object > Blend > Replace Spine to use a curved spine instead.



Expand

Typically, when you blend objects all of the elements are grouped into one blended shape. If you want to be able to edit the individual elements, select the shape and go to Object > Blend > Expand. You can now edit or delete the exsting elements of the blend.

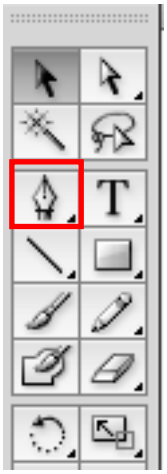


BRUSH, SYMBOLS, AND TEXT

Add text along a path

Use the type on a path tool to type your text along a path. You can continue to edit the path or the font size.

TRY IT YOURSELF:



Create a path

Using the pen tool, create a path. You can either click points to create a more angular path, or click and hold and drag to create a curved path.

Add Text

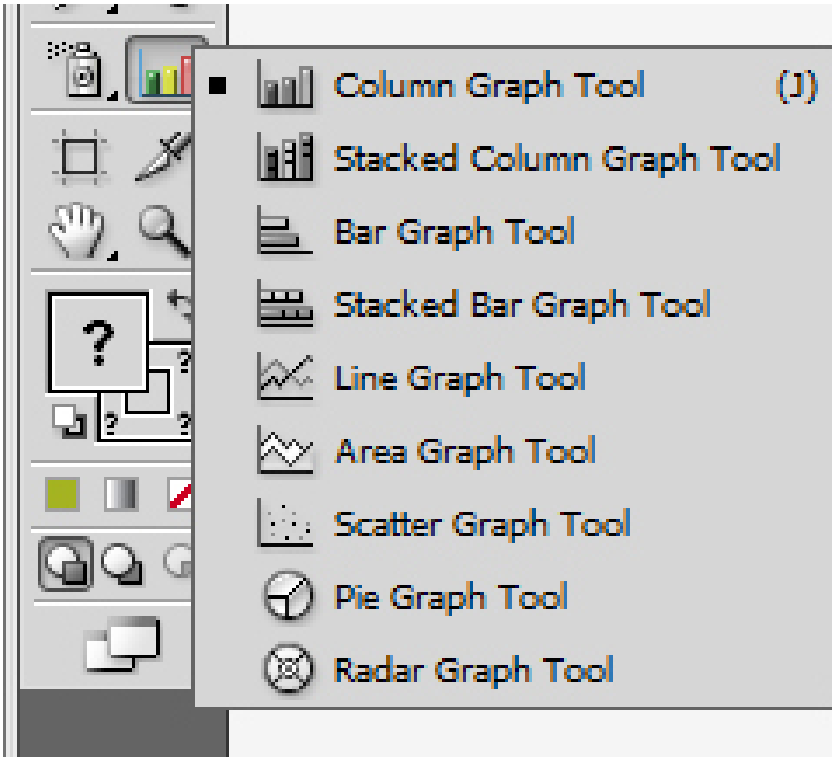
Simply use the text tool and click on the beginning of the path and now you can type along it.

ADDING GRAPHS

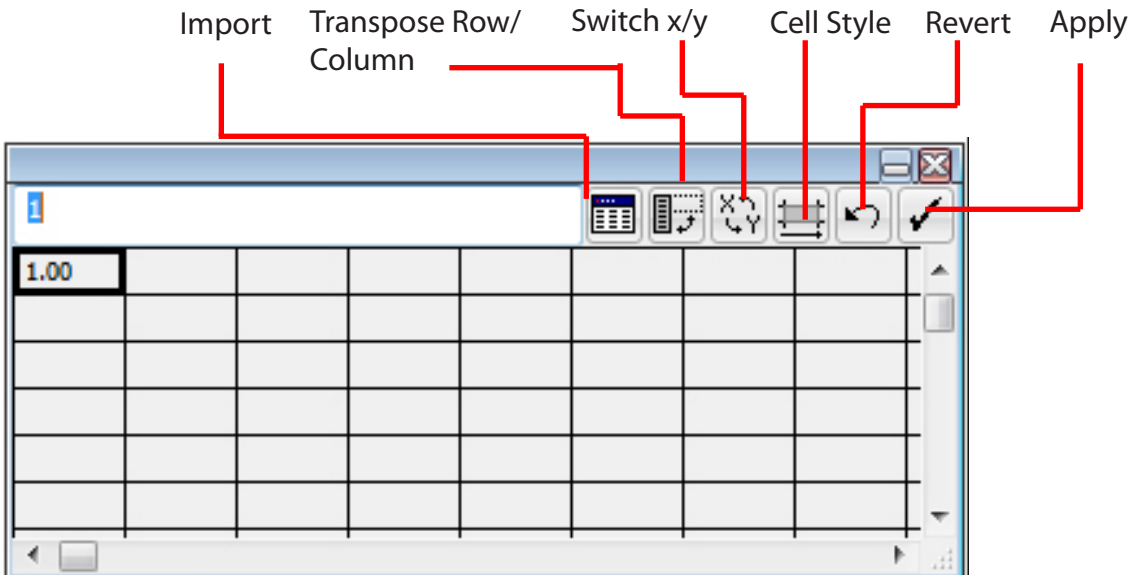
Add graphs to your Illustrator file

With the graphs tool you can create multiple different types of graphs and even import excel spreadsheets for data.

TRY IT YOURSELF:

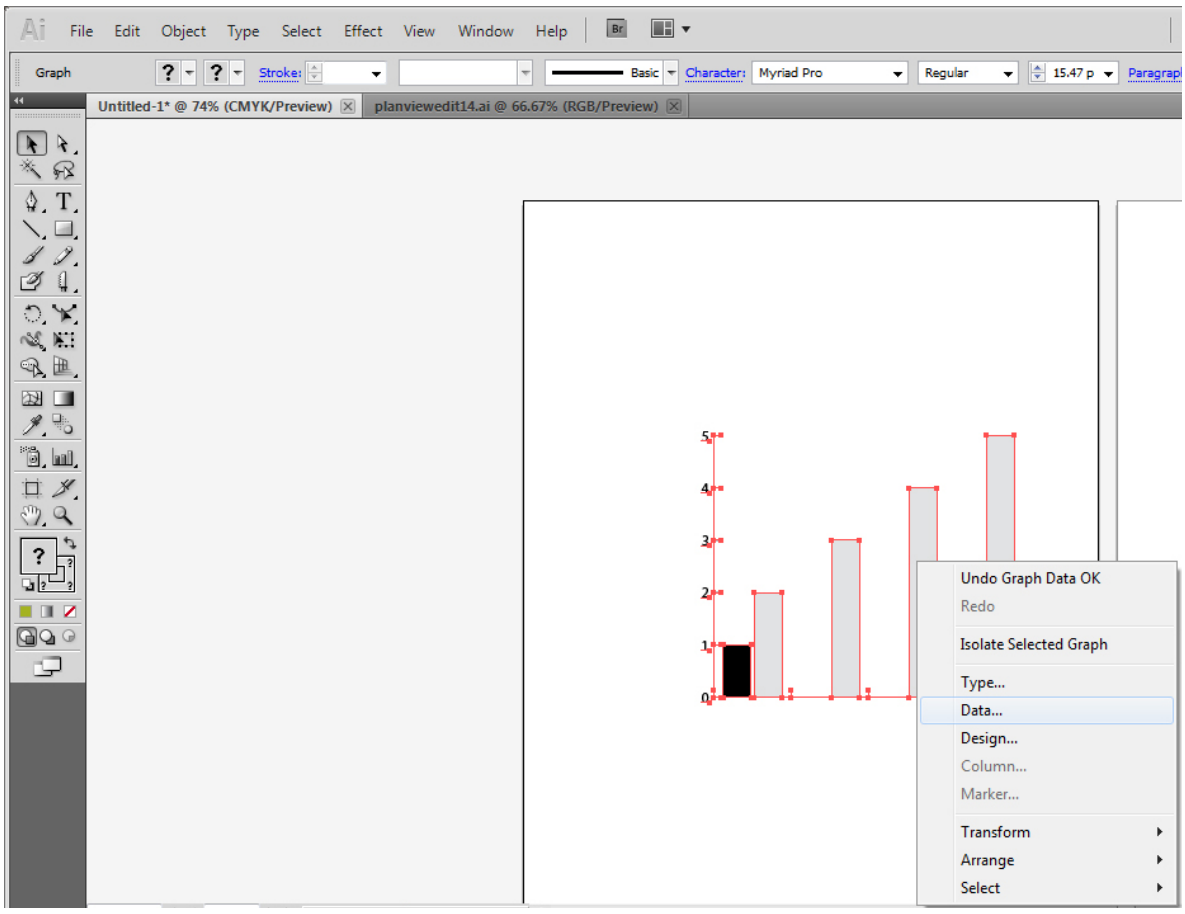


With the graphs tool selected, click and drag to create the rectangular frame in which you graph will sit. From there, a new window will appear to ask you to input data.



Input and edit graph information

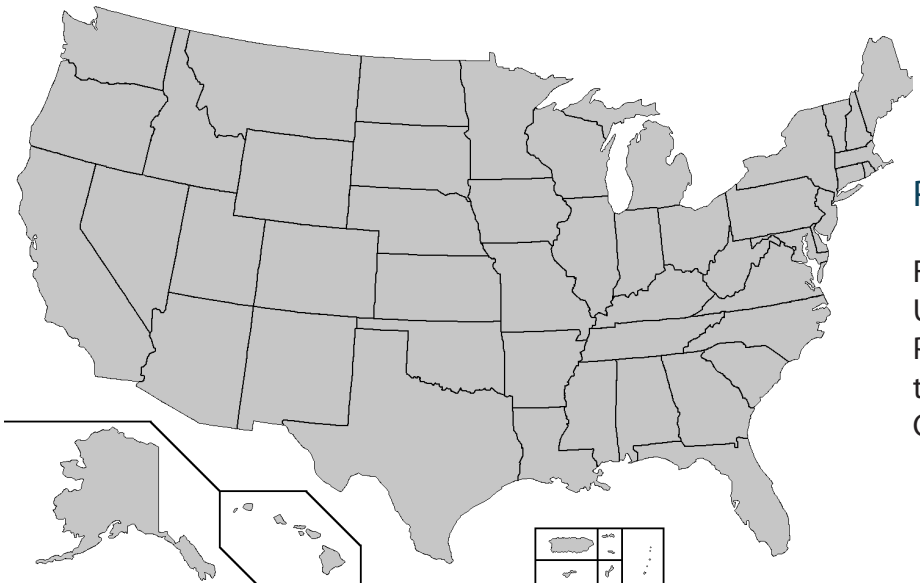
You can import and fill out spreadsheets with the information to create the graph. To edit your work, right click on the graph and go to data, type or design to edit your graph.



LIVE TRACE

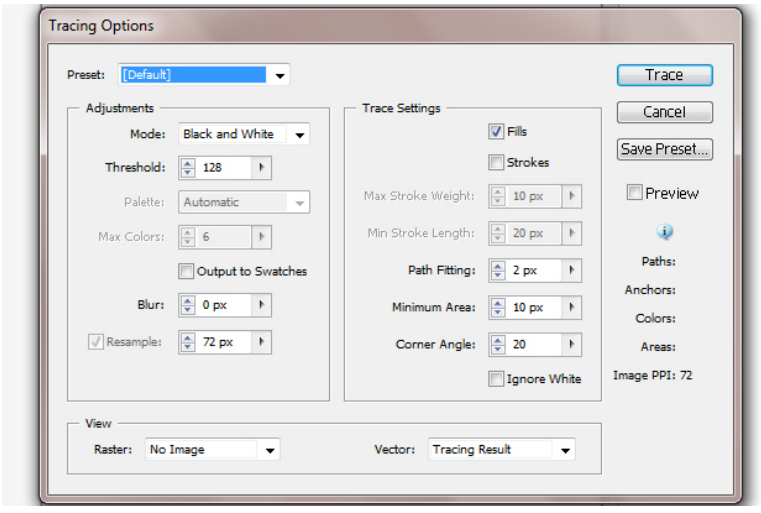
Use live trace to trace the edges of an object (like a silhouette). You can alter the settings to choose whether you want color or not, and also decide whether you want a silhouette true to the original form or something more abstracted.

TRY IT YOURSELF:



Place the image

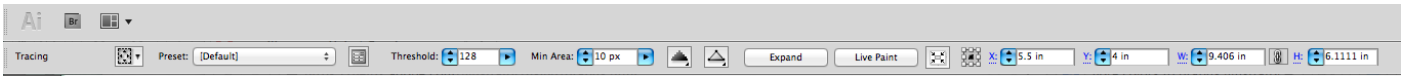
First, pull up this map of the United States by going to File > Place. Select the map you want to live trace and then go to Object > Live Trace > Make.



Tracing options

You can go to tracing options to adjust the settings for the trace, but you can also change these settings afterwards.

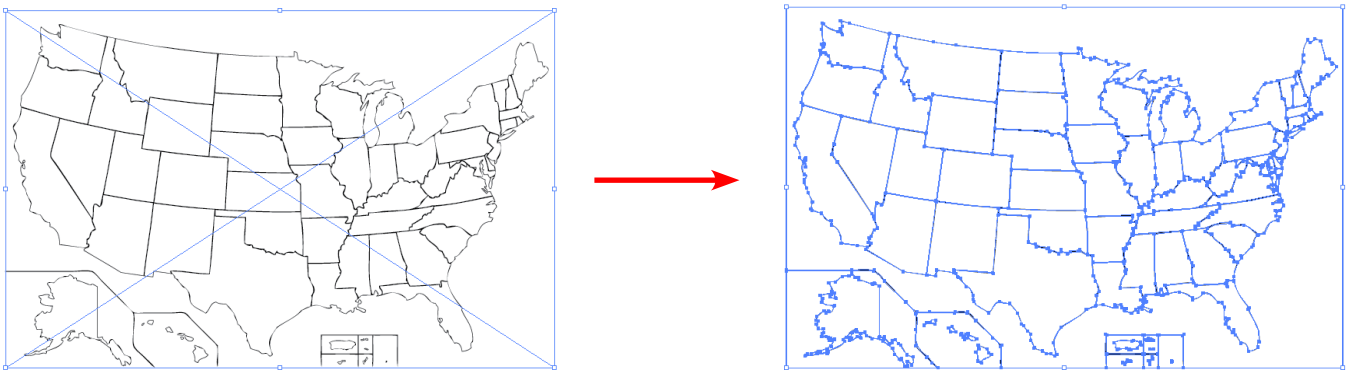
Modify your map until you have an outline. You can change the settings of the Live Paint in the top toolbar.



There are multiple presets in the drop down menu that give the live trace different appearances, varying in abstractness and color. Once you chose a Preset, you can always continue to change the other values and the Preset bar will simply change to "Custom."

Threshold is specifically used for black and white traces. All the pixels above the threshold value are converted to white, and all the ones below the value are converted to black. Basically, the bigger the number, the more black in your artwork, the smaller the number, the more white.

Minimum Area specifies the smallest area in the artwork that will be traced.



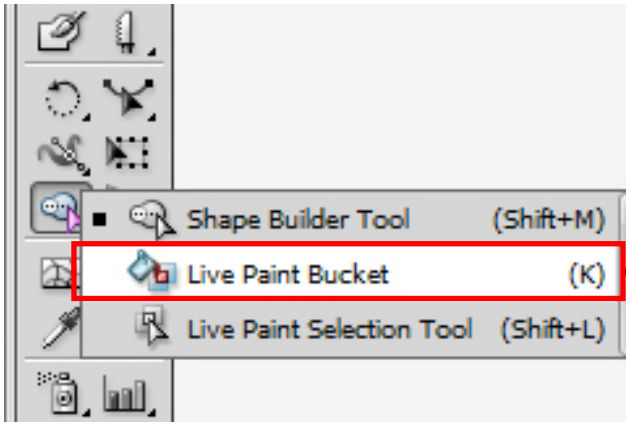
Expand

Similar to the blending tool, when one live traces an image or object it defaults to grouping the resulted trace together. You can expand the trace in order to make the individual lines directly editable by selecting the object, then going to Object > Live Trace > Expand.

LIVE PAINT

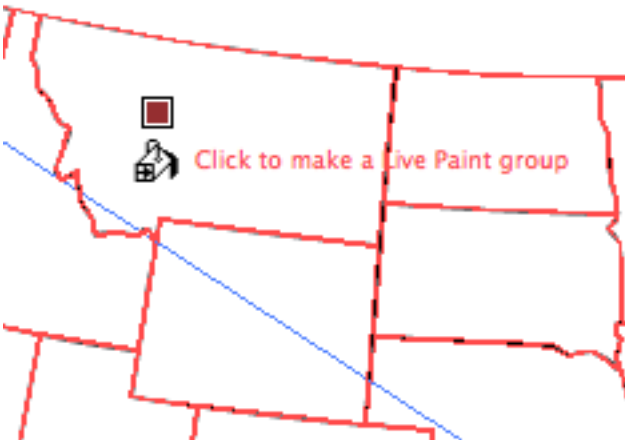
Use live paint to be able to fill regions in your drawing (the space between the lines you've created. Go to Object > Live Paint > Make and then use the live paint bucket and choose a color from the menu. Start adding color to your drawing or refill a region with a new color.

TRY IT YOURSELF:

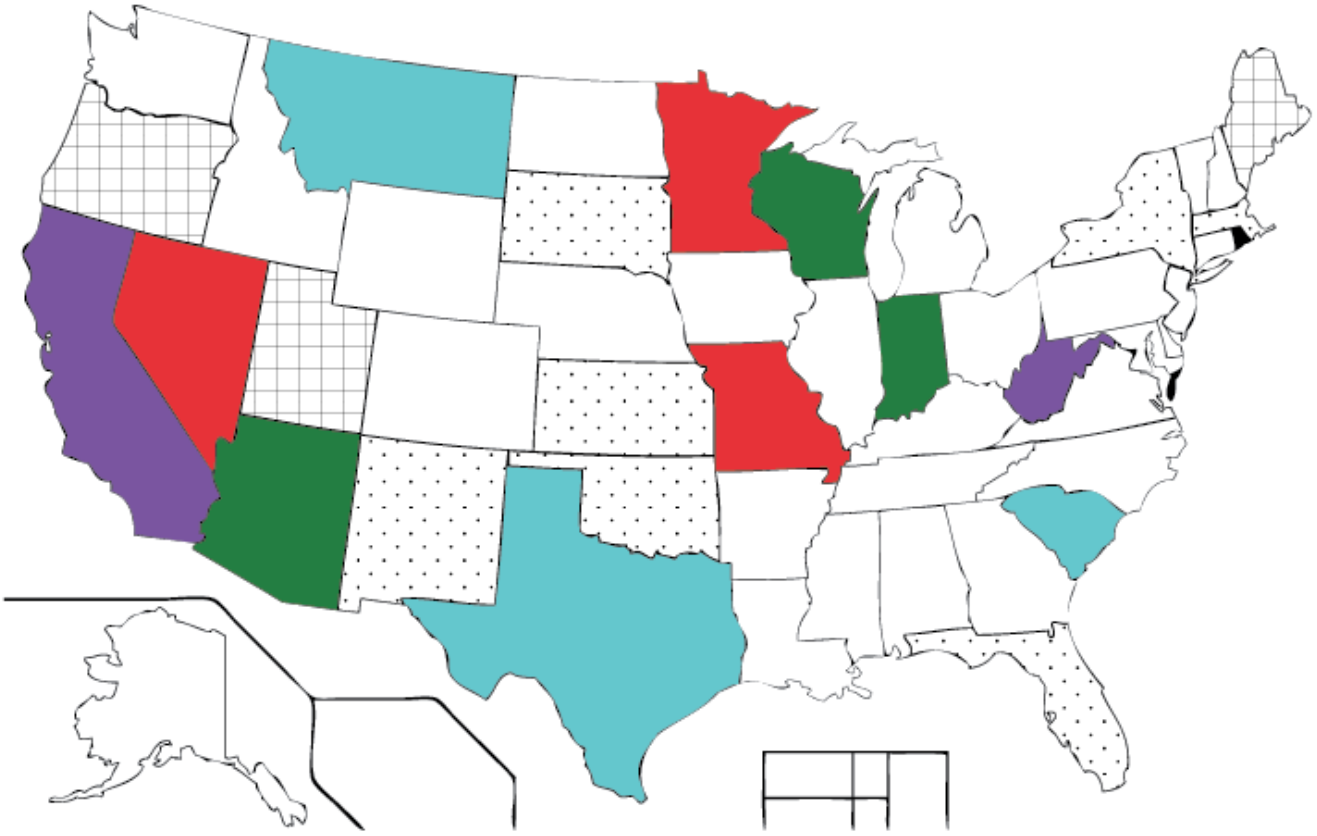


Live paint bucket tool

Pull up your expanded version of the US map. Go to the Live Paint Bucket Tool. Now, when you hover over portions of the map, you'll see an additional red outline as well as some text that says "Click to Make a Live Paint Group". Click inside the shape.



You can now fill in any closed space with any color/swatch you choose. Should you decide you do not want a color/fill in one of the shapes, you can select the no fill white box with the red slash and with the live paint bucket click again on the shape.



Getting Started Creating a Workspace Pages, Masters and Guides Adding Objects Creating Shapes Adding Text Printing and Exporting Getting Started Creating a Workspace Pages, Masters and Guides Adding Objects Creating Shapes Adding Text Printing and Exporting Getting Started Creating a Workspace Pages, Masters and Guides Adding Objects Creating Shapes Adding Text Printing and Exporting Getting Started Creating a Workspace Pages, Masters and Guides Adding Objects Creating Shapes Adding Text Printing and Exporting Getting Started Creating a Workspace Pages, Masters and Guides Adding Objects Creating Shapes Adding Text Printing and Exporting Getting Started Creating a Workspace Pages, Masters and Guides Adding Objects Creating Shapes Adding Text Printing and Exporting Getting Started Creating a Workspace Pages, Masters and Guides Adding Objects Creating Shapes Adding Text Printing and Exporting Getting Started Creating a Workspace Pages, Masters and Guides Adding Objects Creating Shapes Adding Text Printing and Exporting Getting Started Creating a Workspace Pages, Masters and Guides Adding Objects Creating Shapes Adding Text Printing and Exporting Getting Started Creating a Workspace Pages, Masters and Guides Adding Objects Creating Shapes Adding Text Printing and Exporting Getting Started Creating a Workspace Pages, Masters and Guides Adding Objects Creating Shapes Adding Text Printing and Exporting Getting Started Creating a Workspace Pages, Masters and Guides Adding Objects Creating Shapes Adding Text Printing and Exporting