

## **REVIEW ILLUSTRATOR BASICS**

Works with vector graphics.

Vector graphics are also called OBJECT BASED GRAPHICS, because they can be controlled mathematically.

Vector graphics are drawn electronically as mathematical coordinates.

Notice the coordinates x,y that appear at an anchor point when you mouse. These indicate the position of the point in the composition.

Uses layers: graphic elements can be place on different layers for control.

All graphic objects are composed with paths and points (called anchor points)

Paths are invisible in that they do not include color data and will not print. They only appear on screens. Paths can be invisible, but still convey data and can direct movement.

When we fill paths with color (stroke color), they become visible lines. They can be straight or curved. They can be given attributes—thickness, color and other patterns.

Paths do not enclose space until they are linked with anchor points.

Points are technically called→ Anchor points. These are junctions where paths change directions. Anchor points can have acute angles or rounded (Bezier curves) curves. To change these from one to the other use the PEN (P) tool.

Closed paths have an inside and outside. This creates a shape or plane. You can select different colors for the fill (interior) and the stroke (outline) of a shape.  
4 anchor points make a rectangle or square.

## **MENU BAR AT TOP**

**Object menu** controls how the individual objects (graphic elements) appear. For example you can you move your shapes back and forward in the stacking order.

Changing STACKING ORDER:

Objects always appear either above or below other objects.

To change; menu Object-> arrange-> bring to back or front.

**Window** menu →Browse the dropdown menu selections in this menu item.

→ SELECT **LAYERS**. Always have your layers palette visible.

You can copy objects between layers, using command c and command v, just like with word.

→ **SELECT PATHFINDER**. This tool will let you group shapes or cut holes out of shapes. Experiment with this when you have time.

**TOOLBAR AT LEFT:** A standard with Adobe series apps.

Each anchor point can have a control handle—this extends from anchor point- to allow you to make a smooth curve, called a **BEZIER CURVE**. Notice the handles that extend from the anchor point when the Bezier function is toggled. That control handle defines the angle of curve. The mathematical info of the tangent is given with the angle of the curve.

**SOLID ARROW**→ (V) selection tool: When you select an object, it is bracketed in a box. It selects the entire path, all anchor points included.

**WHITE ARROW**-> (A) direct selection tool: Allows you to select and manipulate anchor points individually to alter the path.

*HOW TO technique*→ *CLICK ON ARTBOARD (BACKGROUND), then slide your mouse near to the anchor point. It will swell up, indicating it is activated and you can move it.*

*You can also use the white arrow to select and DELETE individual anchor points and their associated paths.*

**PEN TOOL** → (P) has a hidden menu of items- click and drag on the black triangle in the bottom left of the tool icon.

- Pen tool plain lets you draw a path. This takes practice. Scroll down on Chapter 6 of Digital foundations wiki ([tiny.cc/df94](http://tiny.cc/df94)) for tips on drawing smooth curves.
- Pen + lets you add new anchor points to a path. These will form new acute (sharp) angles
- Pen – lets you delete anchor points from a path.
- Convert anchor point tool- lets you toggle between acute (sharp) angles and a Bezier curve- a smooth curve.

SEE link to article on pen tool in blog on illustrator tab

**ZOOM TOOL** → zoom IN. Press **COMMAND+Z** to zoom OUT

**HAND TOOL** → helps you move around the ARTBOARD