



ADOBE ILLUSTRATOR E-BOOK

LEARN THE BASICS OF
ADOBE ILLUSTRATOR



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GRAPHIC DESIGNER

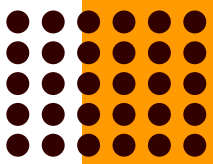


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INTRODUCTION

Hello and welcome sa Panimulang guide sa Adobe Illustrator, kung saan tuturuan ko kayo kung paano gamitin ang Adobe Illustrator. Sa libro na ito icocover natin ang lahat ng kailangan mong malaman kung nagsisimula ka pa lang sa paggamit ng adobe illustrator para makatulong sa iyong goal na maging magaling na graphic designer.

WHAT IS ADOBE ILLUSTRATOR

Adobe Illustrator is a software application for creating drawings, illustrations, and artwork using a Windows or MacOS computer.

Illustrator is a graphic design application. Graphic designers use illustrator to create vector graphics. Vector images and graphics are made of points, lines, shapes, and curves based on mathematical formulas rather than a set amount of pixels, and therefore can be scaled up or down while maintaining image quality.

Ang Illustrator nga daw ay ginagamit para sa illustrations, kaya nga ang tawag sa kanya ay illustrator. Ang pinaka power talaga ng illustrator ay sa mga shapes, Kaya kung makikita mo sa magiging mga lessons natin, pinakamarami talaga is about sa mga shapes, shape modifiers at type tools.

It is made of points, lines, shapes , and curves. yun yung tinatawag natin na vector, ibig sabihin, kahit anung gawin mong scale or paliit at palaki, hindi nagbabago yung resolution nya, malinaw pa rin.

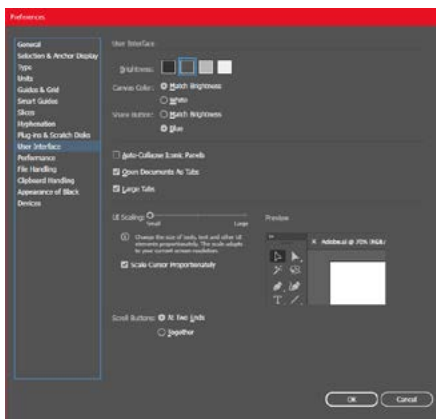
CREATING A NEW DOCUMENT

Una sa lahat, kung gusto mong baguhin ang interface mo depende sa preference mo. punta ka lang sa (**Edit / Preferences / User Interface**).

Preferences / User Interface

Dito mo pwede baguhin ang color at scaling ng workspace mo depende sa preference mo para mas maging komportable ka sa paggamit ng Adobe Illustrator.

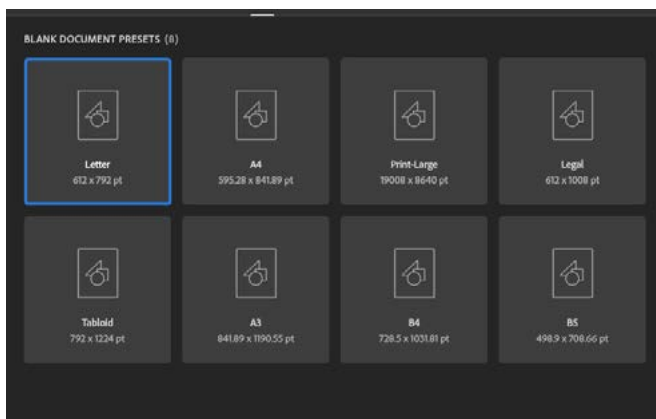
Pwede mo rin dito baguhin ang brightness ng workspace mo. Ang pinakagusto ko dito ay yung mejo dark gray.



User Interface

Blank Document Presets

Ngayon, mag start na tayo gumawa ng file, Kung makikita mo pagbukas mo ng illustrator, may mga presets na na pwede mo magamit depende sa project na gagawin mo. Pwede ka na pumili sa mga presets na ito para hindi ka na pa type type ng canvas size ng project na gagawin mo.



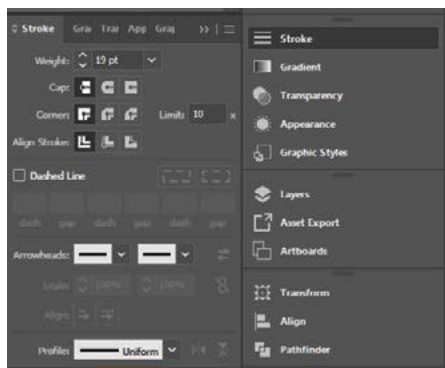
Blank Document Presets

Line Segment Tool

Pang gawa naman siya ng line, tandaan na kailangan may kulay ang stroke at walang kulay ang fill dahil hindi makikita ang line kung walang stroke color. then pwede mo rin pakapalin o panipisin ang stroke ng iyong ginawang line.



Line Segment Tool



Stroke Panel

Pwede mo siya iedit sa panel na ito. pwede mong palitan ang weight (kapal), Cap, Corner, Align Stroke etc.

Arc Tool

Ito naman ang pang gawa ng arc na tinatawag. **Hold mo lang yung shift yung gusto mong mejo perfect arc siya.**

Mayroon din itong **dialog box** na pwede mo iedit kung gusto mong naka open or close ang arc na ginawa mo sa x or y axis, pwede mo rin iadjust ang slope nya kung concave or convex. **left click mo lang yung arc na ginawa mo para lumabas ang dialog box.**

hold **shift** habang nakadrag para perfect ang arc mo.



Arc Tool



pwede mo rin gawin rounded to gamit ang live corner widget tool

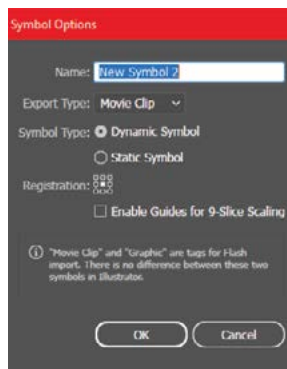
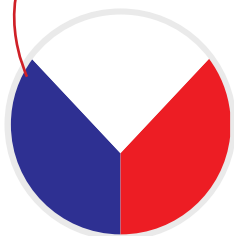


closed arc
convex



closed arc
concave

kung gusto nyu naman mag create ng sarili nyong symbol,. drag nyu lang yung symbol na ginawa nyo sa panel ng symbol tapos isetset nyu na sa symbols options.

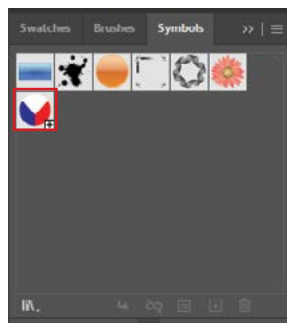


Symbol Options

1. Create a symbol.

2. Idrag mo siya sa symbols panel.

3. Then may lalabas muna na symbols options para iset yung symbol mo . then click ok.



4. Nakasave na ang symbol na ginawa mo.

then yung minus front naman.

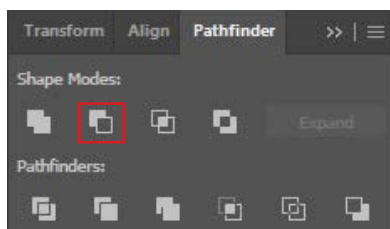
Imuminis nya yung kung sino yung nasa ibabaw, siya yung mabubura.

1. Click mo lang yung objects na gusto mo gamitan ng pathfinder.

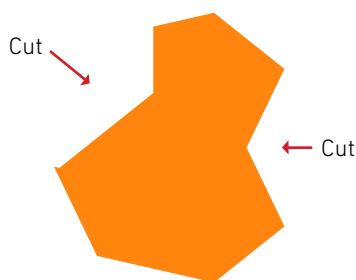


Base Objects

2. Click mo yung minus front icon sa pathfinder panel.



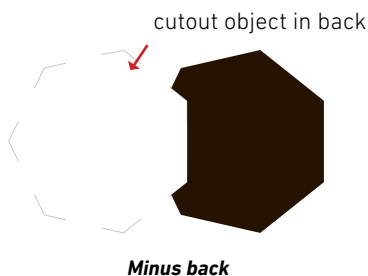
3. Naputol na yung object sa likod gamit ang objects sa ibabaw.



minus front

Pwede yan kahit ilang shape basta nasa ibabaw sila parehas.

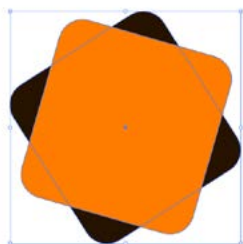
3. Nacut out yung object sa likod



Shape builder tool (Shift + m)

Parang path finder tool lang din siya pero mas madaling way siya, kung napanood nyo yung video ko na ***“paano gawin ang twitter logo sa adobe illustrator”*** ang ginamit ko dun is yung shape builder tool.

1. Select mo lang yung object na gusto icombine o idelete gamit ang shape builder tool.



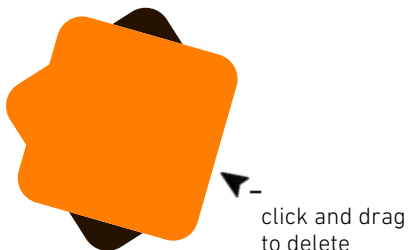
2. Mapapansin mo na naghihighlight yung lugar kung saan nakatutok yung cursor.



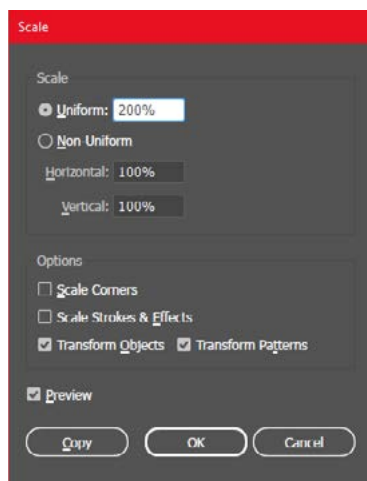
3. Mapapansin mo may plus yung cursor, click and drag mo lang yung mga part na gusto mo icombine.



4. Kung gusto mo naman may putulin, hold **Alt** + click and drag dun sa part na gusto mo putulin (minus yung cursor).

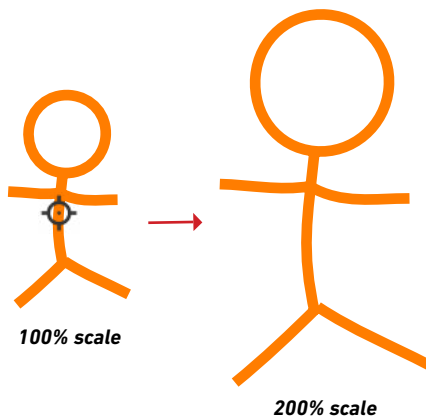


3. May lalabas na dialog box kung saan pwede ka magset ng scale na gusto mo. then click ok.



scale options

3. Magiiscale na yung object na ginamitan mo ng scale tool.



Pwede rin naman (**right click / transform / scale**) para lumabas yung scale options dialog box.

Sheer tool

Ito madalas kong magamit, kapag gusto mo na mejo may style ang text mo, pero pwede rin to kahit anong object, kahit shape, text or images.

1. Select mo lang yung object then click mo yung sheer tool sa tools panel.

2. Iset mo lang yung reference point na hindi dapat gumalaw.

SHEAR



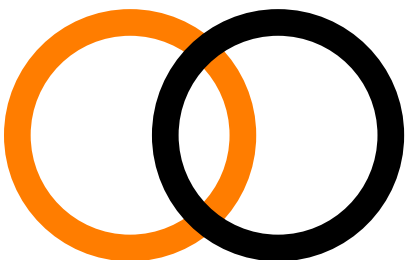
SHEAR



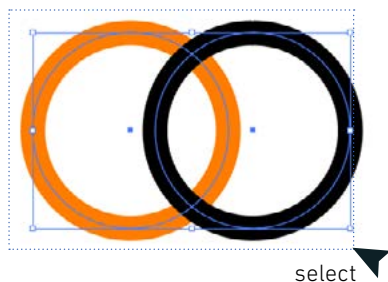
Intertwine

Ito namang intertwine, ginagamit ito sa pagcreate ng mga logos.

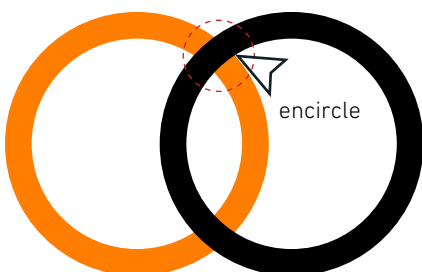
1. Gawa ka ng dalawang shape na magkapatong at magkaiba ng color.



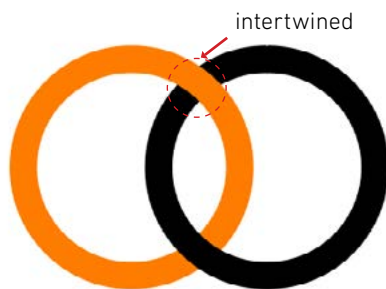
2. Select mo yung dalawang shape then punta ka sa (object/interweave/make).



3. Bilagan mo yung part na gusto mo mag intertwine.



4. Nag intertwine na yung dalawang path na magkapatong.



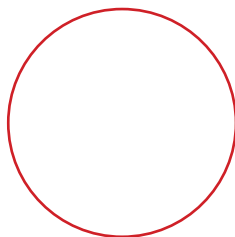
Objects on path

Pinagsasama sama nito ang mga objects mo sa isang path.

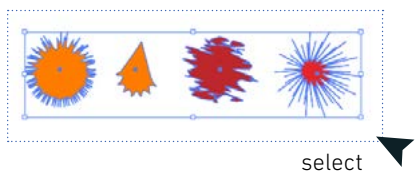
1. Gawa ka ng mga shapes.



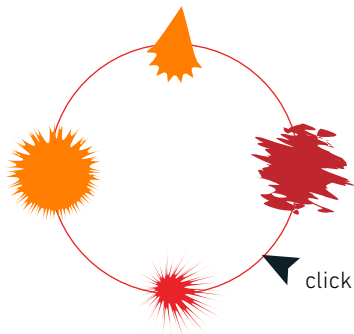
2. Gawa ka naman ng path (ex. circle path).



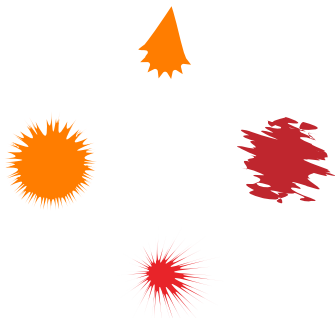
3. Select nyo yung mga objects nyo then click nyo yung objects on path icon sa tools panel.



4. Click nyu naman yung path na ginawa nyo then mapupunta na dun ang inyong mga shapes.



5. Pwede nyu tanggalin yung color ng path para yung shapes na lang ang matitira.



Pag nagawa nyu na yung objects on path, may lalabas na controls sa ginawa nyo, pwede nyo pa adjust yung spacing ng mga objects na nasa path.

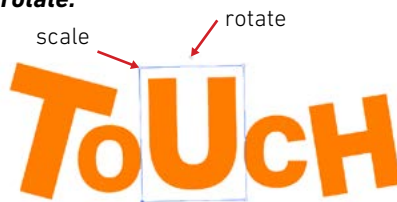
Touch type tool **shift + T**

Pwede mo iginalaw ang bawat letters ng iyong text tapos editable pa rin siya.

1. Mag type ka ng text then select mo.



2. Click mo yung touch type tool sa tools panel tapos select mo lang yung letter na gusto mo iscale or rotate.

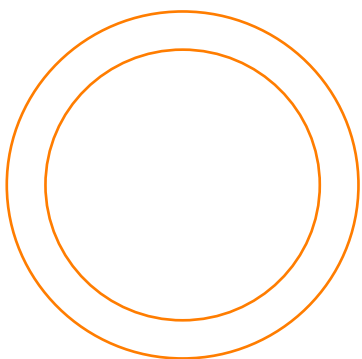


Ang kagandahan ng touch type tool, pwede mo pa rin iedit yung text mo kahit namanipulate mo na ang size at rotation nya.

Circular text

Bigyan ko kayo ng halimbawa ng circular text.

1. Gawa ka ng dalawang stroke path na magkaparehas ng center align. isa sa labas at isa sa loob.



2. Click mo yung type on a path tool sa tools panel then mag type ka sa inner stroke path (bilang sa loob).

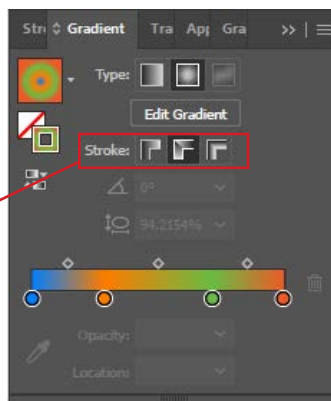


pwede mo iadjust yung placement ng text sa path gamit ang handle.

3. Mayroon ka ng gradient stroke.



stroke gradient options

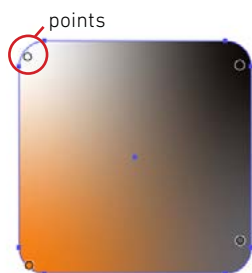


Pwede mo rin maedit ang iyong stroke gradient gaya ng sa fill gradient gamit ang gradient panel.

Freeform Gradient

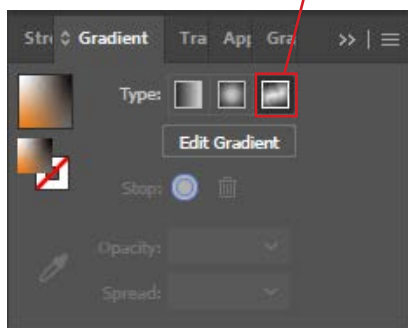
Pwede ka ng mag freestyle dito kasi nga freeform na siya.

1. Select mo lang yung shape tapos open mo lang yung gradient panel (click mo yung freeform gradient icon)



may lalabas na mga points sa shape, pwede ka magset ng kulay sa mga points.

freeform gradient icon

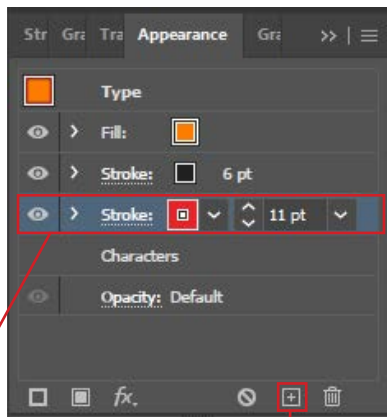


Gradient panel

3. Kung gusto mo pa ng isa pang stroke, duplicate mo lang yung stroke (select mo lang yung stroke sa appearance panel tapos click mo yung duplicate selected item icon).



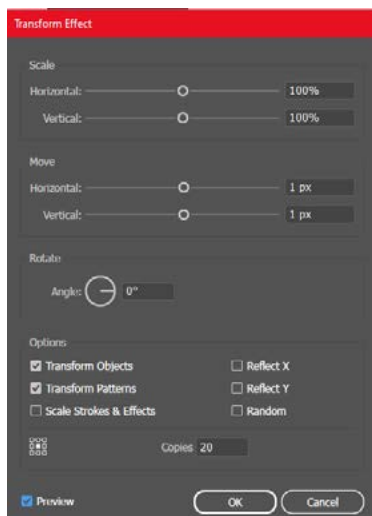
Idrag mo sa ilalim ng unang stroke yung duplicate stroke para yun ang nasa pinakailalim, tapos palitan mo ng kulay at thickness.



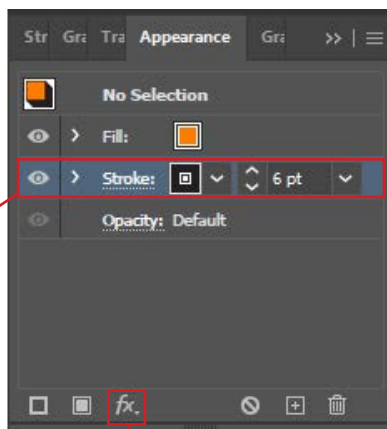
duplicate stroke

duplicate selected item

3. Pwede mo rin lagyan ng effects ang stroke mo. select mo lang yung stroke tapos punta ka sa (add new effect) icon.



Transform effect panel



select

add new effect

Ang ginamit ko na effect ay transform effect, marami pang effects na mapagpipilian sa add new effect. Ang kagandahan nyan is editable pa rin siya.

Marami pang adjustments na pwede gawin sa image colors. explore nyu na lang yung mga ibang adjustments.



Convert to grayscale



Saturate



Invert colors

IN GENERAL PANELS

Punta naman tayo ngayon sa in general panels.

Align

Pang align lang naman ito ng mga elements. makikita mo siya sa control bar at sa panels.

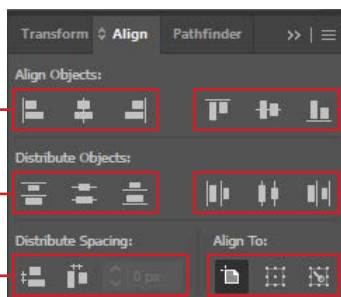


Align bar

Horizontal Align:
Left, Right, Center

Distribute Spacing Vertically:
Top, Center, Bottom

Distribute Spacing (between Objects)
Vertically, horizontally



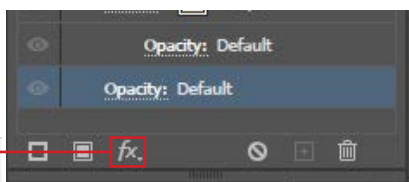
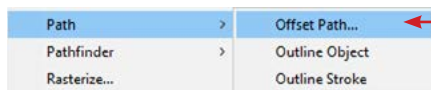
Align panel

Vertical Align:
Top, Center, Bottom

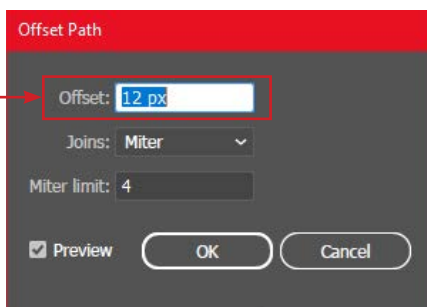
Distribute Spacing Horizontally:
Left, Center, Right

Align to:
Selection, Key Object, Artboard

3. Punta ka sa (add new effect/path/offset path) dapat nakahighlight yung stroke sa appearance panel.



Iset mo dito ang offset value na gusto mo sa text mo. then click ok.

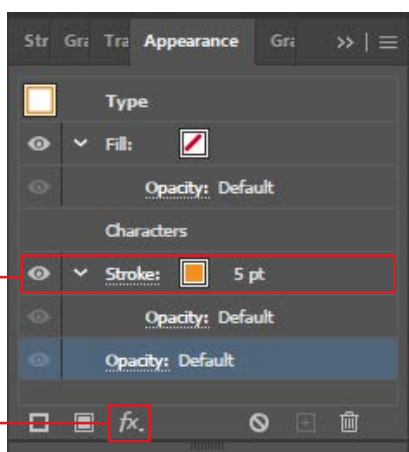
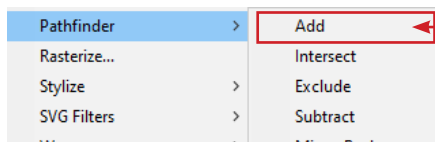


offset path settings

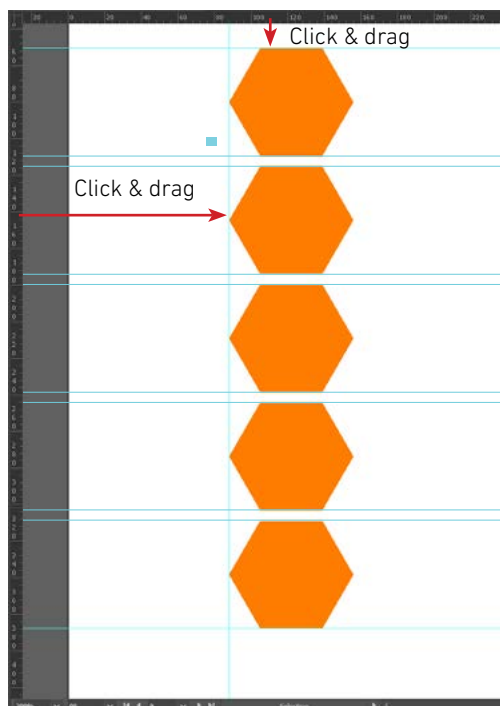
3. Habang nakaselect ang iyong text, punta ka ulit sa appearance panel tapos highlight mo ulit yung stroke sa appearance panel then (add new effect/pathfinder/add).



highlight



2. Click and drag nyu lang yung ruler sa canvas para may lumabas na linya na pang align mo .



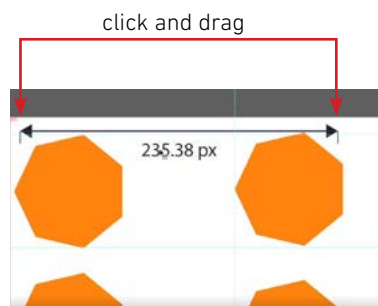
para makita mo kung pantay na pantay ang pagkaka align ng mga objects mo, gamitin mo ito.

Toggle mo lang ang shortcut keys ng ruler para mag show/hide rulers.

Ctrl + R

Dimension tool

Nasa tools panel ito, gamitin mo ito sa pag measure ng eksaktong sukat.



dimension tool



Click mo lang yung dimension tool sa tools panel then click and drag lang from point a to point b sa area na gusto mong sukatin.

nakadepende yan kung anong units ang gamit mo, kung inches or pixels.