Illustrator CC

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Acknowledgments

Nancy Aldrich-Ruenzel has enthusiastically supported our projects since her tenure began as the publisher of Peachpit Press.

Susan Rimerman, our editor, keeps the many wheels in motion for us at Peachpit.

Lisa Brazieal, production editor, did an expert job of preparing our files for printing by RR Donnelley.

Victor Gavenda, executive editor of Adobe Press, graciously resolved some unexpected snags.

Among the other staff members at Peachpit Press who contribute their talents on an ongoing basis are Nancy Davis, editor in chief; Gary-Paul Prince, promotions manager; Glenn Bisignani, marketing manager; and Alison Serafini, contracts manager.

Elaine Soares, photo research manager, and Lee Scher, photo research coordinator, both of the Image Resource Center at Pearson Education (the parent company of Peachpit Press), quickly procured the stock graphics from Shutterstock.com that we requested.

Chris Lyons, Adobe Illustrator maestro, graciously allowed us to reproduce his artwork on pages i, viii, and 472 (visit chrislyonsillustration.com).

Cari Jansen, Adobe certified instructor, verified passages of this book in Windows.

We package our own books, which means that in addition to writing and testing the text and creating the illustrations, we design and produce press-ready InDesign files. To help us finish this title, Steve Rath generated a comprehensive index, and Elaine Merrill did a meticulous job of proofreading.

We commend the Illustrator CC prerelease team for producing a great product and for welcoming user input via the beta forum. Among the many people who did excellent work are Anubhav Rohatgi, senior product manager; Terry Hemphill, senior product marketing manager; Dimple Naresh, software engineer; Neeraj Nandkeolyar, product quality specialist; and Pallab Jyotee Hazarika, prerelease program associate.

This year, amidst two book revisions, we sold our home and moved 800 miles. We’re grateful to our daughters, Alicia and Simona, for being great company and for helping us every step of the way.

Elaine Weinmann and Peter Lourekas
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A graphic style is a collection of appearance attributes that is stored on the Graphic Styles panel and can be applied to an object, group, or layer. Any appearance attributes that can be applied to an object can be saved in a graphic style, such as fills and strokes, Stroke panel settings, Transparency panel settings (opacity and blending mode), and effects.

In this chapter, you will learn how to load graphic styles from a library panel to the Graphic Styles panel; apply, remove, create, duplicate, redefine, and delete graphic styles; save custom graphic styles libraries; and break the link between an object and a graphic style.

**Graphic styles basics**

To display the Graphic Styles panel, choose Window > Graphic Styles. You can also display a temporary Graphic Styles panel by clicking the Style thumbnail or arrowhead on the Control panel.

*Continued on the following page*
These are some of the benefits to using graphic styles:

➤ Using graphic styles, you can quickly apply many attributes at once.
➤ Graphic styles change the way an object looks without changing its underlying path.
➤ If you redefine a graphic style, the style will update instantly on any objects to which it’s already assigned.
➤ At any time, you can apply a different graphic style to an object, apply additional styles, restore the default style (a 1-pt. black stroke and a solid white fill), or remove the style altogether.

If you’re wondering if graphic styles are like paragraph and character styles, the answer is yes — except for one significant difference. If you modify an attribute directly on an object that is linked to a graphic style, that modification effectively breaks the link between the object and the style. If you were to subsequently redefine that graphic style, it wouldn’t update on that object.

When an object or a group containing a graphic style is targeted, the style name and its individual attributes are listed on, and can be edited via, the Appearance panel. A–B

Note: In this chapter, you will use the Graphic Styles, Appearance, and Layers panels.

A When an object or a group containing a graphic style is targeted, the style name and its attributes are listed on the Appearance panel.

B We applied a few Illustrator graphic styles to these objects, just to give you an inkling of what styles can do.
Loading graphic styles from a library

The default Graphic Styles panel contains only eight styles, but there are many other predefined graphic styles that you can load onto the panel. The styles on the panel save with the current document.

To load graphic styles from a library:

1. From the Graphic Styles Libraries menu at the bottom of the Graphic Styles panel, choose a library name. A separate library panel opens. 

   Note: User libraries are opened from the User Defined submenu on the Graphic Styles Libraries menu (see page 226).

2. Do one of the following:

   To add a style to the Graphic Styles panel by applying it to an object, select an object, then click a style thumbnail in the library. The chosen style will also appear on the Graphic Styles panel.

   To add a style to the Graphic Styles panel without styling an object, deselect, then click a style thumbnail in the library.

   To add multiple styles, click, then Shift-click a series of consecutive styles on the library panel or Cmd-click/Ctrl-click multiple styles, then choose Add to Graphic Styles from the library panel menu.

3. To cycle through other predefined libraries (in alphabetical order), click the Load Previous Graphic Styles Library button or Load Next Graphic Styles Library button on the library panel.

   If a style that you load onto the Graphic Styles panel contains a brush stroke (such as the Charcoal style in the Artistic Effects library), and that brush isn’t already present on the document’s Brushes panel, Illustrator will add it to the Brushes panel.

   To change the view for the Graphic Styles panel or a library panel, from the panel menu, choose Thumbnail View, Small List View, or Large List View. Also choose the Use Square for Preview option (the default square shape) or the Use Text for Preview option (to have a “T” character display in each thumbnail).

   To load a graphic styles library from another Illustrator document, choose Other Library from the Graphic Styles Libraries menu, locate the desired file, then click Open. A library panel opens.
Applying graphic styles

When you apply a graphic style to an object, the attributes in the style replace the existing attributes in the object completely. On the preceding page, you learned that a graphic style is applied to a selected object automatically if you click a style on a library panel. In the steps below, you will apply a style via the Graphic Styles panel. The style will remain associated with the object unless you break the link (see page 226).

To apply a graphic style to an object:

1. Display the Graphic Styles panel, and load any styles onto it that you want to try out.

2. Do either of the following:
   With the Selection tool (V), select one or more objects in the document window.
   On the right side of the Layers panel, click the target circle for one or more objects.

3. Do either of the following:
   Click a style name or thumbnail on the Graphic Styles panel.
   The name of the graphic style that’s linked to the selected object, group, or layer is listed at the top of the Appearance panel. Some styles take a few moments to process.
   Click the Style thumbnail on the Control panel to open a temporary Graphic Styles panel, then click a style on the panel.
   To view an enlarged thumbnail of a graphic style on the panel, right-click and hold on the thumbnail.
   To preserve the existing fill and stroke colors of type when applying a graphic style, uncheck Override Character Color on the Graphic Styles panel menu before applying the style.

APPLYING STYLES TO A GROUP

➤ If you apply a graphic style to a group, it will apply automatically to any objects that you subsequently add to that group. You can also apply a different graphic style or attributes to individual objects within the group (yes, this can lead to confusion!).
➤ If you apply a graphic style to a targeted group and you don’t see a change in the artwork, on the Appearance panel, drag the Contents listing below the bottommost Fill listing (note that this will break the link to the style).
Removing a graphic style from an object

To remove a graphic style that you have applied to an object, use the default graphic style, which applies a solid white fill and a black stroke of 1 pt. (Note: If you need to break the link to a style without changing the object’s appearance, see page 226.)

To remove a graphic style from an object and apply the default style:

1. With the Selection tool (V), select the object to which you want to restore the default graphic style, or on the Layers panel, click the object’s target circle.

2. On the Graphic Styles panel, click the Default Graphic Style (first) thumbnail.

If you apply a graphic style to a layer or group and then subsequently decide to remove it, you need to click a different button than for an object.

To remove a graphic style from a layer or group:

1. Target the layer or group from which you want to remove a graphic style.

2. At the bottom of the Appearance panel, click the Clear Appearance button.

There are two ways to establish basic style settings for future objects.

To choose basic styling for future objects:

1. Deselect, then choose a fill and stroke color (or None) and choose Stroke Weight, Cap, Corner, and optional Dashed Line settings on the Stroke panel.

2. On the Appearance panel menu, check New Art Has Basic Appearance. The current Fill and Stroke colors and the chosen Stroke panel settings will apply to newly created objects (no graphic styles, effects, or extra fill or stroke attributes).

Note: If you uncheck New Art Has Basic Appearance, the attributes that are currently on the Appearance panel will be applied to new objects instead of the basic Stroke and Fill settings.

To choose the default graphic style for future objects:

1. Deselect.

2. On the Graphic Styles panel, click the Default Graphic Style thumbnail.
Applying multiple graphic styles to an object

Instead of letting a graphic style wipe out all the existing attributes on an object, you can add a graphic style to the existing attributes. Styles from the Additive and Additive for Blob Brush libraries must be applied this way, but any other graphic style can also be applied as an additive style.

To add a graphic style to an object’s existing attributes:

1. With the Selection tool (V), click an object to which appearance attributes or a graphic style has been applied, A or target the object via the Layers panel.

2. Optional: Open the Additive or Additive for Blob Brush graphic styles library or another library (see page 219). The thumbnails for additive styles have a red slash.

3. On the Graphic Styles panel or on a library panel, Option-click/Alt-click a style thumbnail. B–C The new style will be added to the existing attributes.

Note: If the results are not what you expected, it may be due to the stacking order of attributes on the Appearance panel. For example, a fully opaque fill attribute may be obscuring another fill attribute below it. To change the result, change the opacity and/or blending mode of the attributes that are listed first (see page 372), or restack them. To verify the effect of an attribute, hide and then show it by clicking in the visibility column.

➤ Graphic styles can be applied to symbol instances with the Symbol Styler tool (see page 391).

A These are the original objects.

B We applied the Embossed Blind style (Image Effects library).

C And then we added the Drop Shadow style (Additive library) to the existing style.
Creating graphic styles

There are two ways to create a new graphic style. You can base it on an existing object that contains the desired attributes, or you can duplicate an existing style and then edit the duplicate. The first method will probably feel more natural and intuitive, especially if you want to experiment with various settings for the new style before you create it.

To create a graphic style from an object:

1. Target an object that contains the attributes to be saved as a graphic style. If desired, use the Appearance panel to apply attributes that you want the style to contain, such as effects, additional fills or strokes, or opacity settings.

2. Do either of the following:
   - On the Graphic Styles panel, Option-click/Alt-click the New Graphic Style button, type a name for the style in the Graphic Style Options dialog, then click OK. The new style will appear as the last thumbnail or listing on the panel.
   - Drag the thumbnail from the upper left corner of the Appearance panel onto the Graphic Styles panel, or with the Selection tool, drag the object onto the Graphic Styles panel. Double-click the new style swatch, type a name for it, then click OK.

To modify a duplicate graphic style:

1. On the Graphic Styles panel, click the style swatch or name to be duplicated, then click the New Graphic Style button. A numeral will be appended to the style name (e.g., the numeral “1” for the first duplicate of the style).

2. Double-click the duplicate style to open the Graphic Style Options dialog, type a name for the style, then click OK.

3. If you click the duplicate graphic style swatch or name, the attributes it contains will be listed on the Appearance panel. Edit the style by following the steps on the next page.

> If you save your favorite graphic styles to a custom library, you’ll be able to access and use that library in any document (see page 226).
Redefining graphic styles

Beware! If you redefine a graphic style, your edits will appear in all the objects to which the style is currently linked. If you don't want this to happen, duplicate the style first (see “To modify a duplicate graphic style” on the preceding page), then edit the duplicate.

To redefine a graphic style:

1. Apply the graphic style to be redefined to an object, so you'll be able to preview your edits. Keep the object selected. A–B

2. Via the Appearance panel, edit the object so it has the attributes you want in the redefined style. Edit or restack the existing appearance attributes, add new attributes, or delete any unwanted ones (see Chapter 14). C–D For example, you could apply a different solid color, pattern, or gradient to an existing fill attribute; create an additional fill, stroke, or effect attribute; edit the settings for an existing effect by clicking the effect name; or change the blending mode or opacity via the Opacity link (see Chapter 27).

3. Do either of the following:
   - On the Appearance panel menu, choose Redefine Graphic Style “[style name].”
   - Option-drag/Alt-drag the square from the upper left corner of the Appearance panel over the original swatch on the Graphic Styles panel.

Regardless of which method you use, a progress bar may display temporarily, and the style A We applied a graphic style to this object. B The Appearance panel displays the attributes for the targeted object.

C We added the Warp (Rise) effect to the object and a Drop Shadow effect to the upper Stroke listing.

D This is the object after we edited its style attributes via the Appearance panel.
swatch will update to reflect your edits. A Any objects to which the style is linked will update automatically. B

➤ While editing the settings for a graphic style, be careful not to click other styled objects or graphic style thumbnails, or your current appearance settings will be lost.

Deleting graphic styles from the panel

If you delete a graphic style that's linked to any objects in your document, the attributes from the style will remain on the objects, but of course the link will be broken.

To delete a style from the Graphic Styles panel:

1. Deselect, then on the Graphic Styles panel, click the style to be removed, or Cmd-click/Shift-click multiple styles.
2. Click the Delete Graphic Style button on the panel.
3. Click Yes in the alert dialog. (If you change your mind, use the Undo command.)

➤ To delete a selected graphic style without an alert dialog opening, Option-click/Alt-click the Delete Graphic Style button or drag the thumbnail to the Delete Graphic Style button.

A The style updated on the Graphic Styles panel…

B … and also updated on all the objects where it was in use.
Chapter 16

Creating a custom graphic styles library

If you save your favorite graphic styles to a custom library, you'll be able to use that library in any document. You can organize and name your libraries in any logical way, such as by theme or by client name.

To create a graphic styles library:

1. Make sure the Graphic Styles panel contains only the styles to be saved in a library.
2. Optional: To remove all the styles from the Graphic Styles panel that aren't currently being used in the document, choose Select All Unused from the Graphic Styles panel menu, click the Delete Graphic Style button, then click Yes in the alert dialog.
3. From the Graphic Styles Libraries menu on the Graphic Styles panel, choose Save Graphic Styles.
4. In the Save Graphic Styles as Library dialog, type a name for the library, keep the default location, then click Save.
5. The new library will now be listed on, and can be opened from, the User Defined submenu on the Graphic Styles Libraries menu.

Breaking the link to a graphic style

If you break the link between an object and a graphic style, the object won't change visually. However, if you subsequently redefine the style, the style won't update on that object (but it will update on any other objects it's still linked to).

To break the link to a graphic style:

1. Do one of the following:

   With the Selection tool (V), select one or more objects in the document.
   Click the target circle for an object on the Layers panel, or if the style was applied to a group, click the target circle for the group.

2. Do either of the following:

   Click the Break Link to Graphic Style button at the bottom of the Graphic Styles panel.
   Edit the appearance attributes of the selected item or items (e.g., apply a different fill color, stroke color or setting, pattern, gradient, transparency setting, or effect). Your edits will break the link.

   Note: The graphic style name is no longer listed at the top of the Appearance panel for the selected or targeted object(s).

A User-created libraries are accessed from the Graphic Styles Libraries > User Defined submenu.

B Click the Break Link to Graphic Style button on the Graphic Styles panel.
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Vector art and photography

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