Peachpit Tips

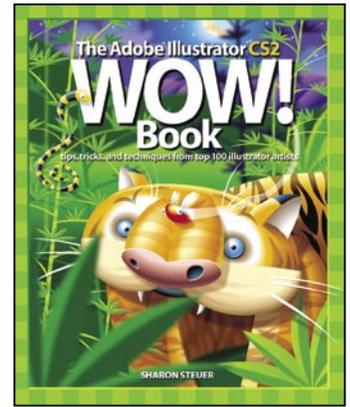*Essential books for the creative community*

Wow! Tips, Tricks, and Techniques from 100 Top Illustrator Artists

The Adobe® Illustrator® CS2 Wow! Book **by Sharon Steuer is the definitive full-color book on mastering Illustrator, now updated for Creative Suite 2. Jam-packed with tips, tricks, and techniques derived from actual projects, this best-selling author and her Wow! team showcase the range and quality work leading professional artists are doing in Illustrator and share those techniques with you. The companion CD includes numerous examples of artwork from the book, third-party software, demos, samples, and more. Check out this excerpt of fancy tricks, and get ready to give your own Illustrator projects more wow!**
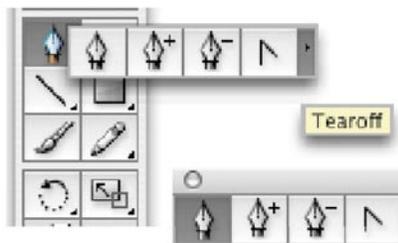
WORKING WITH OBJECTS

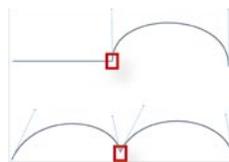### Anchor Points, Lines, and Bézier Curves

Instead of using pixels to draw shapes, Illustrator creates objects made up of points, called "anchor points." They are connected by curved or straight outlines called "paths" and are visible if you work in Outline mode. (Choose View > Outline to enter Outline mode, and View > Preview to change back.) Illustrator describes information about the location and size of each path, as well as its dozen or so attributes, such as its fill color and stroke weight and color.

Ways to "Hinge" Bézier Curves

A Bézier curve is "hinged" when it's attached to a line, or to another curve by a corner.
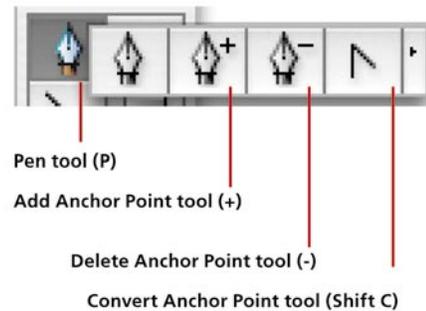

• **To hinge a curve as you draw:**

   #1: While you are click-dragging to draw a curve, press Option/Alt to hinge the curve—pulling the handle in a new direction.

   #2: With the Pen tool, hold Option/Alt and click-drag over the last drawn anchor point to hinge the curve—pulling the handle in a new direction.

• **To attach a curve to a line:**

   Place the Pen tool on a line's anchor point and click-drag to pull out a direction handle for your next curve.

• **Use the Convert Anchor Point Tool** to smooth hinged anchor points and hinge curves.

Pen tool (P)
Add Anchor Point tool (+)
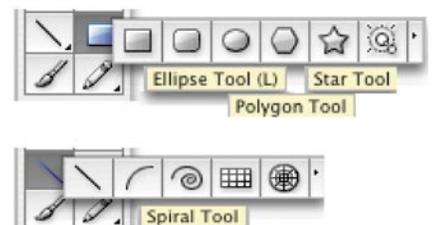Delete Anchor Point tool (-)
Convert Anchor Point tool (Shift C)

Serious Fun with Shapes

The Ellipse (select by typing "L"), Polygon, Star, and Spiral are simple, but powerful, tools. You may find these tools indispensable when used with the following key combinations:

• **Spacebar-drag** allows you to reposition your object.

• **Shift** constrains the object's proportions.

• **Up-arrow** (⇑) increases points on a star, sides on a polygon, and coils on a spiral.

• **Down-arrow** (⇓) removes points from a star, sides from a polygon, and coils from a spiral.

• **Option (Mac)/Alt (Win)** increases the angle of the star's points.

• **C-drag/Ctrl-drag** fixes the position of the inner radius for a star, or increases or decreases the decay in a spiral.

• **~-drag (tilde-drag)** on U.S. keyboards creates multiple objects based on the speed and length of your drag. Try it using the Star tool with stroke, but no fill.
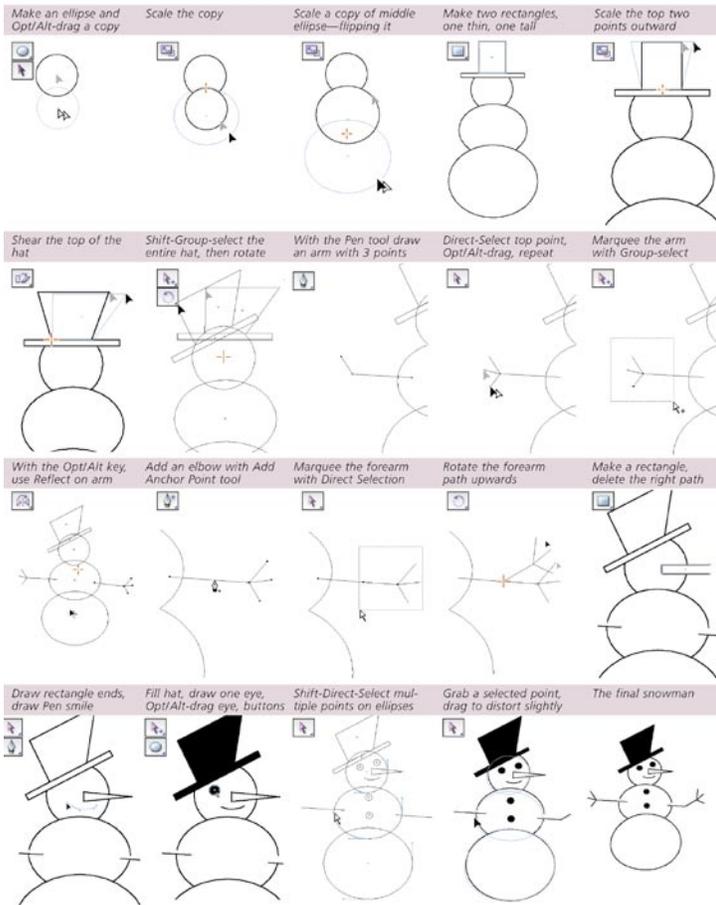
• **Combinations:** Experiment with all the keys separately and in combination. It's the only way to fully understand these fun tools.

Creating a Simple Object Using the Basic Tools

Key: Click where you see a RED cross, grab with the GRAY arrow, and drag towards BLACK arrow.

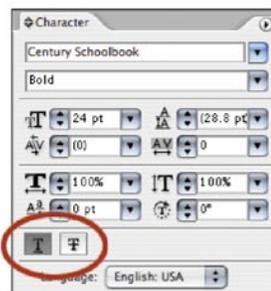| Make an ellipse and Opt/Alt-drag a copy | Scale the copy | Scale a copy of middle ellipse—flipping it | Make two rectangles, one thin, one tall | Scale the top two points outward |
Shear the top of the hat	Shift-Group-select the entire hat, then rotate	With the Pen tool draw an arm with 3 points	Direct-Select top point, Opt/Alt-drag, repeat	Marquee the arm with Group-select
With the Opt/Alt key, use Reflect on arm	Add an elbow with Add Anchor Point tool	Marquee the forearm with Direct Selection	Rotate the forearm path upwards	Make a rectangle, delete the right path
Draw rectangle ends, draw Pen smile	Fill hat, draw one eye, Opt/Alt-drag eye, buttons	Shift-Direct-Select multiple points on ellipses	Grab a selected point, drag to distort slightly	The final snowman

TYPE

The Three Types of Type

There are three type options in Illustrator, accessible through the Type tool: Point type, Area type, and Path type. The flexible Type tool lets you click to create a Point type object, click-drag to create an Area type object, click on a path to create Path type, or click within any existing type object to enter or edit text. Use File > Open, File > Place, and Copy and Paste commands to access type created in other applications. Select letters, words, or an entire block of text by dragging across the letters with the Type tool; or use a selection tool to select the entire text block as an object by clicking on or marqueeing the text baseline (the line that the type sits on).

Selecting Text and Objects

Once you've entered text, use the Type tool to select a text element by clicking and dragging across letters, words, or lines; double clicking to select a word; triple clicking to select a paragraph; or Shift-clicking to extend a selection. If the text-insertion I-beam is activated, then Select > All selects all type within that text object. Otherwise, Select > All selects all unlocked objects in your image.

Louis Fishauf / Reactor Art + Design

Asked to create the visual identity for a proposed news cafe and media tower, designer Louis Fishauf drew the letters for the name with the Pen tool, first assigning a thick stroke to the paths and then outlining the strokes (Object > Path > Outline Stroke). He moved points in the letter tips using the Direct Selection tool, angling the tips parallel to the black lines behind the name. To convey perspective, Fishauf pasted copies of the letters **t** and **H** behind the name, filled them with black, and manually offset each of these shadows to the left or right. For the letters **R** and **c**, Fishauf drew the shadows with the Pen tool, keeping the curves parallel to the white letterforms in front.
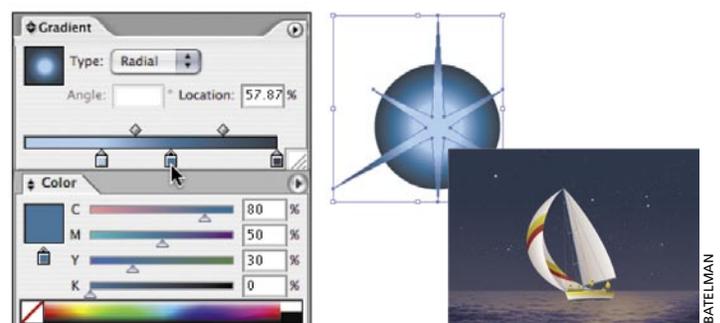

FISHAUF

ADVANCED TECHNIQUES

Illumination is the key to creating a realistic nighttime sky. This technique by Kenneth Batelman will help you create glowing lights of all sizes, simply and directly.

1 Drawing a big star. Batelman used the Ellipse tool to create a circle, and then the Star tool to draw a star on top of the circle. To make the star shape more interesting, he repositioned some of the star points using the Direct Selection tool.

2 Applying a radial gradient. To make the star glow, Batelman applied a radial gradient to the star. The gradient slider at the edge matches the sky color (he used 100%C, 80% M, 60% Y, and 20% K), and the slider at the center is the star glow at its brightest (he used 30% C, 5% M, 0% Y, and 0% K). Batelman added a third gradient slider between the original two, set to an intermediate color (he used 80% C, 50% Y, 30% M, 0% K). Applying the same radial gradient to the circle adds a halo effect to the star. To keep the star and glow together, he selected the star and circle and chose Object > Group (C-G/Ctrl-G).

BATELMAN