

Index

Symbols

3D Extrude effect 323
3D objects
 creating 322
 mapping artwork to 325

A

Actions 132, 442
Actual Size command 48
Add Arrowhead command 139
Adjust Colors filter 391
Adobe Bridge 384, 411, 412
 synchronizing color using 411
Adobe certification 5
Adobe Flash 363, 377, 378
Adobe InDesign
 importing Illustrator graphics in 402
Adobe Photoshop 381, 386
 exporting layered file to 401
aligning
 objects 71–73
anchor points 72, 81
 124–128
changing size 62
 curves and corner points 133–135, 142–146
 converting 133, 143
Anti-alias option 401
appearance attributes
 adding 350
 applying 355, 399
 copying 348
 copy with Eyedropper tool 399
 graphic styles 348

 overview 344
 removing 350
 reordering 347
 saving as a graphic style 349
 using 354–355
Appearance panel 344–350,
 354–355
Area Type options 198–199
arrowheads
 adding 139
Assign Current Working Space 434
Attributes panel 434–438

B

bitmap images 116, 380,
 381, 382, 392, 437,
 449
bitmap graphics
 versus vector 382
Black color box 156
bleed area
 specifying 421
blend
 about steps 265–274
blending objects 266
 combining with gradients 267–274
 creating 266
 intermediate steps 266–267
 modifying 267–269
 specifying steps 267
Blend Options dialog box 265
blends
 creating smooth-color 265
Blend tool 266–267, 270

Bringing objects forward.
 See layers

Bring to Front command
 179, 318

brushes

 applying 280, 287
 brush libraries 280
 calligraphic 295–297
 changing color 289,
 291–293
 changing color attributes 288
 changing options 283, 286,
 289, 292–296
 creating 300
 creating Pattern brush
 from swatches 302–303
 creating Pattern brush
 swatches 300–301
 Hue Shift colorization 289
 Paintbrush tool 294

C

character styles
 creating 211
clipping mask
 creating 31
Clipping Mask
 applying 392
clipping masks
 creating 241
CMYK color model 409
color
 overview 409
color gamut 409
color groups

- creating with Live Color 169
 - creating 163
 - group 163–164
- color management
 - application color settings 413
 - overview 410
 - setup in Adobe applications 411
 - synchronizing color 411
- color mode
 - CMYK 165
 - overview 154
 - RGB 154
- color profiles
 - about missing and mismatched 414
- colors
 - assigning 173
 - controls 154
 - iridescent 410
 - metallic 410
 - sampling in placed images 398
 - separating 423
- color separations
 - creating 418
- color settings 413
- composite 418

D

- Device N support 386
- distort
 - objects 317
- Document Info command 417
- Document Info panel 417
- Document Raster Effects Settings 439
- Document startup profiles 79
- dots per inch 406
- drawing

- basic shapes 78

E

- Effect command 314
- effects
 - 3D Extrude and Bevel 327
 - 3D Revolve 322
 - 3D Rotate 322
 - applying 24, 315–317
 - Document Raster Effects Settings 439
 - Drop Shadow 319–320, 350, 438
 - editing 320
 - saving a file with transparency 444
- EPS format
 - saving 445
- Eraser tool 28, 284

F

- filters
 - about 314
- Flattener Preview panel 440
- flattening
 - assigning Flattening preset 443
 - exporting settings 446
 - Flattener Preview panel 440
 - importing settings 446

G

- gamut. *See* color gamut
- gradient blend
 - adjusting direction 259
- Gradient button 175
- gradient fill
 - creating 255
- gradients
 - adding colors to 260
 - combining with blending objects 269

- painting with 260
- gradient stops 261–262
- graphics
 - importing into InDesign CS3 382
 - vector versus bitmap 382
 - wrapping text around 214–215
- Graphic Styles
 - applying 352–354
 - applying to layers 350–351
 - copying 355
 - creating 25, 349
 - removing 355

H

- halftone cells 407
- halftone screens 407

I

- Illustrator Help 53
- image
 - applying clipping mask 392
- images
 - duplicating placed 389
 - masking 392
- importing
 - Illustrator graphics in InDesign CS3 402
- In-RIP Separation 423
- iridescent colors 410

J

- JavaScript 441

L

- layer comps
 - layer position 387
 - layer visibility 387
 - overview 387
- Layer comps
 - layer appearance 387

layered file
exporting to Photoshop
401

layers
and color 247
applying appearance at-
tributes 243
applying Graphic Styles
350–352
consolidate groups and
242
creating 230
locking 234
merging 242
moving objects and 232
overview 229
pasting 238
viewing 236

Libraries
Symbol 29, 364

lighting
adjusting 329
changing 329

Live color 165

Live Color
creating color groups 169
editing color with 165
editing with 165–168

M

mapping
artwork to 3D object 325
Photoshop image 331
symbol to 3D artwork 377
masking images 392
masks
editing an imported 397
metallic colors 410
mismatched color profiles
414
missing color profiles 414

N

Navigator panel 51

O

objects
aligning 71
creating 3D 322
creating revolved 328
distorting 105
hiding selected 69
moving layers and 232
organizing 148
overprinting 433
positioning with precision
110
reflecting 102
rotating 103
scaling 99
opacity masks
creating 394
output device resolution
408
output mode options 423
overprinting objects 433

P

page tiling 38
Paintbrush tool 279
editing paths 281
painting 150
with gradients and pat-
terns 175
panel menus 47
panels
working with 44–46
paragraph
changing attributes 210
paragraph styles
creating 210
Pathfinder effects 16
paths
components overview 129
splitting 138

Pattern brush
creating from swatches
302
creating swatches for 300
painting with 304
Pattern brushes 297

patterns
applying 177–179
creating 180
editing 183
painting with 177
using 177–180

PDF (Portable Document
Format)
creating 190
presets 447
saving as 446

Pencil tool 86
settings 87

Pen tool
anchor points 62
basics 124–136
controlling curves 127
converting points 144

placed image
replacing 400
placed images
applying color edits 390
printer description file
selecting 418

printing
about printing devices 407
black-and-white proofs
415
CMYK color model 409
files with transparency ef-
fects 436
halftone screens 407
output device resolution
408
overview 405
RGB color model 409
spot colors 409
transparent artwork 445

screen frequency 407

R

rasterization

overview 437

reflect

objects 328

resolution

specifying for filters and
live effects 438

revolved object

creating 322, 328

RGB color model 409

S

scaling

9-slice 367

Scatter brush

applying to paths 285

Scatter brushes 285

screen frequency 407

specifying 426

Scribble effect

applying 306

scrolling 51

selecting

applying technique 62, 140

Magic Wand 63–64

marquee 62

separating colors 423

spot colors 430

Separations (Host Based)

423

shapes

basic tools 80

soft-proofing colors 415

specifying resolution

of filters and live effects
438

spot colors 409

editing 427

separating 430

swatches

Pantone 161–163

symbol instances

applying 368–369

overview 362

symbolism tools 369

symbols

and Flash integration 377

synchronizing color 411

T

text

applying warp 26

changing attributes 205,
209

changing font color 208

changing font size 207

changing paragraph attri-
butes 209

character styles 211

creating columns 198

creating paragraph styles
210

flowing overview 200

importing 196

on paths and shapes 218

outlines 220

overflow 202

reflow 202

reshaping with warp 215

resizing area 204

sampling 213

threading 202

threading between objects
203

text wrap 214

transparency

printing transparent art-
work 445

saving a file with 444

transparency effects

printing files with 436

saving files with 436

trapping

creating 431

overview 432

V

vector graphics

versus bitmap 382

W

warp

applying to text 26

reshaping text with 215

Warp effect 318

Z

Zoom tool 49