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Steve Johnson, Perspection, Inc.

Adobe®

Illustrator® CS6

onDemand

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Adobe® Illustrator® CS6 on Demand

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Adobe Illustrator CS6 on Demand has been created by the professional trainers and writers at Perspection, Inc. to the standards you've come to expect from Que publishing. Together, we are pleased to present this training book.

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Perspection

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Introduction

Welcome to *Adobe Illustrator CS6 on Demand*, a visual quick reference book that shows you how to work efficiently with Illustrator. This book provides complete coverage of basic to advanced Illustrator skills.

How This Book Works

You don't have to read this book in any particular order. We've designed the book so that you can jump in, get the information you need, and jump out. However, the book does follow a logical progression from simple tasks to more complex ones. Each task is presented on no more than two facing pages, which lets you focus on a single task without having to turn the page. To find the information that you need, just look up the task in the table of contents or index, and turn to the page listed. Read the task introduction, follow the step-by-step instructions in the left column along with screen illustrations in the right column, and you're done.

What's New

If you're searching for what's new in Illustrator CS6, just look for the icon: **New!**. The new icon appears in the table of contents and throughout this book so you can quickly and easily identify a new or improved feature in Illustrator. A complete description of each new feature appears in the New Features guide in the back of this book.

Keyboard Shortcuts

Most menu commands have a keyboard equivalent, such as Ctrl+P (Win) or ⌘+P (Mac), as a quicker alternative to using the mouse. A complete list of keyboard shortcuts is available on the web at www.perspection.com and in the back of this book.



How You'll Learn

How This Book Works

What's New

Keyboard Shortcuts

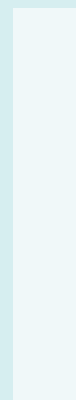
Step-by-Step Instructions

Real World Examples

Workshops

Adobe Certification

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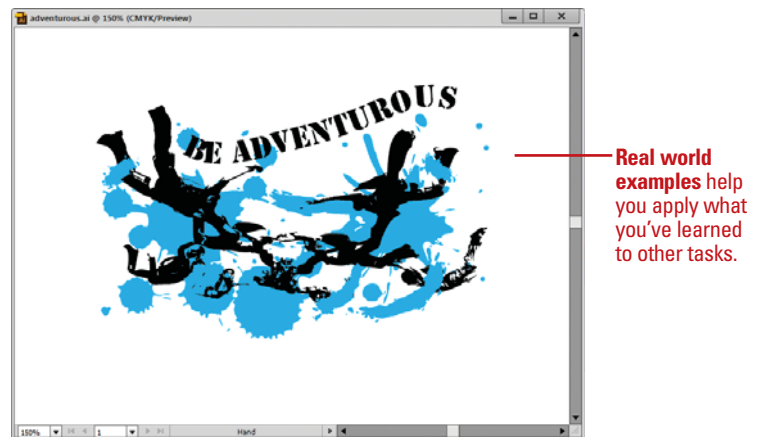
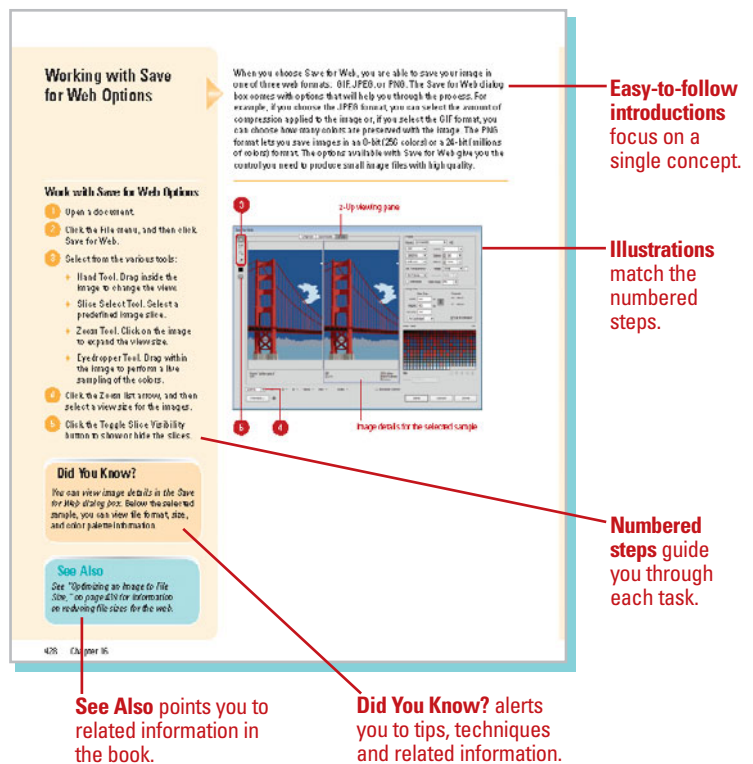


Step-by-Step Instructions

This book provides concise step-by-step instructions that show you “how” to accomplish a task. Each set of instructions includes illustrations that directly correspond to the easy-to-read steps. Also included in the text are time-savers, tables, and sidebars to help you work more efficiently or to teach you more in-depth information. A “Did You Know?” provides tips and techniques to help you work smarter, while a “See Also” leads you to other parts of the book containing related information about the task.

Real World Examples

This book uses real world example files to give you a context in which to use the task. By using the example files, you won’t waste time looking for or creating sample files. You get a start file and a result file, so you can compare your work. Not every topic needs an example file, such as changing options, so we provide a complete list of the example files used throughout the book. The example files that you need for project tasks along with a complete file list are available on the web at www.perspection.com.

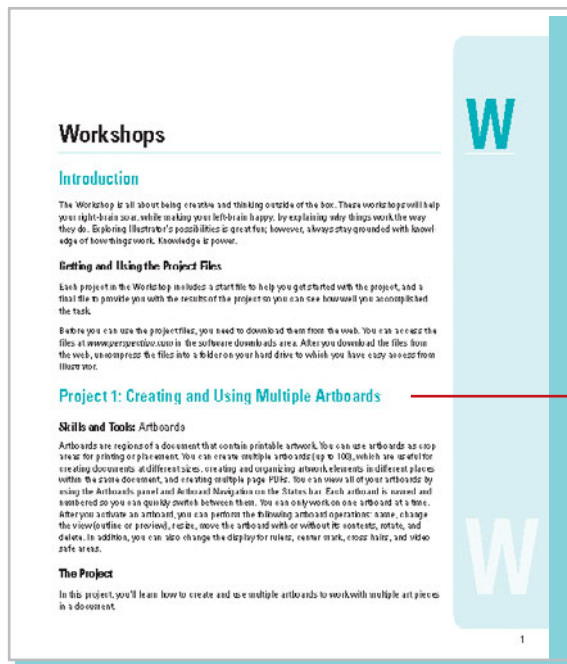


Workshops

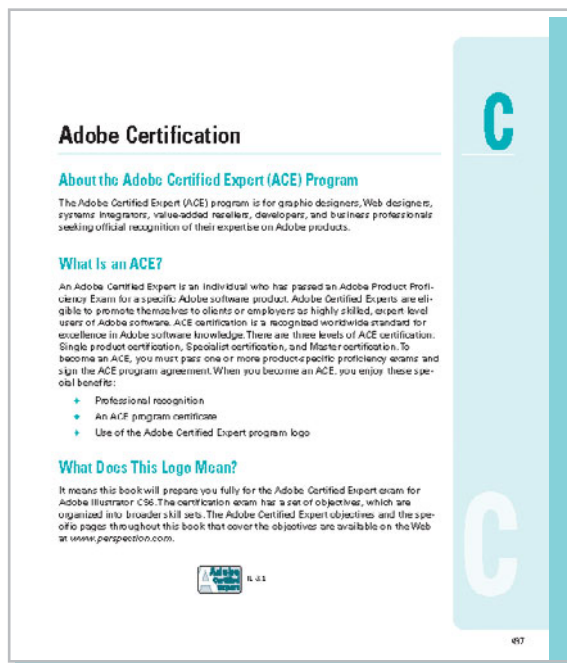
This book shows you how to put together the individual step-by-step tasks into in-depth projects with the Workshop. You start each project with a sample file, work through the steps, and then compare your results with a project results file at the end. The Workshop projects and associated files are available on the web at www.perspection.com or at queondemand.com.

Adobe Certification

This book prepares you fully for the Adobe Certified Expert (ACE) exam for Adobe Illustrator CS6. Each Adobe Certified Expert certification level has a set of objectives, which are organized into broader skill sets. To prepare for the certification exam, you should review and perform each task identified with an ACE objective to confirm that you can meet the requirements for the exam. Information about the ACE program is available in the back of this book. The Adobe Certified Expert objectives and the specific pages that cover them are available on the web at www.perspection.com.



The **Workshops** walk you through in-depth projects to help you put Illustrator to work.



Get More on the Web

In addition to the information in this book, you can also get more information on the web to help you get up-to-speed faster with Illustrator CS6. Some of the information includes:

Transition Helpers

- ◆ **Only New Features.** Download and print the new feature tasks as a quick and easy guide.

Productivity Tools

- ◆ **Keyboard Shortcuts.** Download a list of keyboard shortcuts to learn faster ways to get the job done. Also available in the back of this book.

More Content

- ◆ **Photographs.** Download photographs and other graphics to use in your Illustrator documents.
- ◆ **More Content.** Download new content developed after publication.

You can access these additional resources on the web at www.perspection.com.

Keyboard Shortcuts

Adobe Illustrator CS6

If a command on a menu includes a keyboard reference, known as a keyboard shortcut, to the right of the command name, you can perform the action by pressing and holding the first key, and then pressing the second key to perform the command quickly. In some cases, a keyboard shortcut uses three keys. Simply press and hold the first two keys, and then press the third key. Keyboard shortcuts provide an alternative to using the mouse and make it easy to perform repetitive commands.

If you're searching for new keyboard shortcuts in Illustrator CS6, just look for the letter **K**. The **K** appears in the Keyboard Shortcuts table so you can quickly and easily identify new or changed shortcuts.

Command	Windows	Macintosh
Selecting Tools		
Artboard tool	Shift + O	Shift + O
Selection tool	V	V
Direct Selection tool	A	A
Magic Wand tool	Y	Y
Lasso tool	Q	Q
Pen tool	P	P
Blob Brush tool	Shift + B	Shift + B
Add Anchor Point tool	+ (plus)	+ (plus)
Delete Anchor Point tool	- (minus)	- (minus)
Convert Anchor Point tool	Shift + C	Shift + C
Type tool	T	T
Line Segment tool	Shift + L	Shift + L
Rectangle tool	R	R
Ellipse tool	L	L

Additional content is available on the web.

Applying Fills, Strokes, and Gradients

Introduction

The Stroke panel makes it easy to change stroke attributes, such as weight (width), position on the path, and its style. The weight of a stroke refers to the thickness of the line. The Eyedropper tool on the Tools panel is another way you can quickly pick up an object's color and stroke attributes and apply them to another object. Instead of using a solid color as an object fill, you can create and use patterns. The process is very simple. In Illustrator, create a pattern using drawing tools, select and drag the object pattern to the Swatches panel, and then give it a name.

A blend uses two or more objects to create a transitional object in between. If you're just getting start with blends, the Make command on the Blend submenu is an easy way to create a blend. All you need to do is select the objects that you want to use, and then choose the command. That's it. If you want a little more control over the way a blend turns out, you can specify options in the Blend Options dialog box. If you want to specify the locations where the blend takes place, you can use the Blend tool. Transparency, or the opacity level of an object, is set in Illustrator by adjusting the Opacity option in the Transparency or Control panels. Along with the Opacity option is the blending mode, which blends colors together for objects in a group as well as all the objects below it.

A gradient is a smooth transition between two or more colors in an object. You can apply one of Illustrator's built-in gradients or create one of your own by using the Gradient panel. There are two types of gradients: Radial (circular) and Linear (horizontal). With the Gradient tool, you can edit gradient colors applied to the object by adding or changing color stops, applying transparency, and changing gradient direction (linear) or angle (radial).

What You'll Do

Apply Fill and Stroke Colors

Change Stroke Attributes and Style

Create Variable Stroke Widths

Use the Eyedropper Tool

Create, Edit, and Use Patterns as Fills

Blend Color Fills

Create Blends Automatically

Apply Blend Options

Create Blends with the Blend Tool

Modify Blend Objects

Set Transparency Options

Create Transparency Masks

Flatten Object Transparency

Control Transparency Effects

Use the Transparency Grid

Apply, Create, and Edit Gradients

Use Gradient Libraries

Use the Gradient Tool

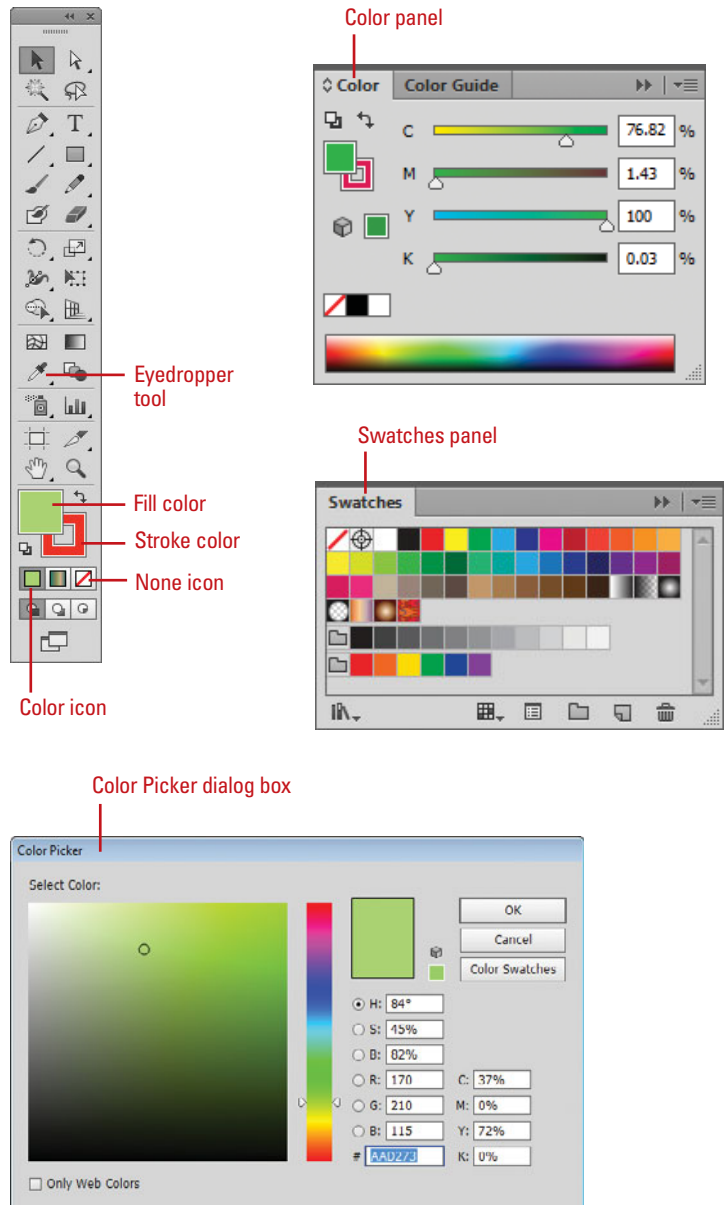
Create a Gradient Mesh

Applying Fill and Stroke Colors

Apply Colors to an Object, Fill or Stroke

- 1 Select an object, fill, or stroke using the appropriate selection tool.
- 2 Click the **Fill** or **Stroke** color box on the Tools or Color panel to choose the color's destination.
- 3 Click the **Color** icon on the Tools panel to apply a color or click the **None** icon to apply no color.
- 4 Use any of the following methods to change the active fill or stroke colors:
 - ◆ Select the **Swatches** panel, and then click a color swatch to change the color.
 - ◆ Select the **Color** panel, and then specify a color using the controls.
 - ◆ Select the **Color Guide** panel, and then click a color swatch to change the color.
 - ◆ Select the **Eyedropper** tool on the Tools panel, and then click anywhere in the active document to change the color.
 - ◆ Double-click the **Fill** or **Stroke** color box to open the Color Picker dialog box, select a color or enter color values, and then click **OK**.

The Tools panel provides color boxes to make it easy for you to apply fill and stroke colors. The color box in the foreground is the Fill box and the outlined box in the background is the Stroke box. When you select an object, fill, or stroke, the color boxes (also known as thumbnails), on the Tools panel display the current colors. To change the fill or stroke color, select an object, fill or stroke, select the Fill or Stroke box, and then select a color from the Color, Swatches, or Color Guide panel, or use the Eyedropper to apply a color from the active document.



Use Default and Switch the Fill and Stroke Colors

- 1 Click the **Default Fill and Stroke Colors** buttons to revert the fill and stroke colors to their default values of black and white.
- 2 Click the **Swap Fill and Stroke Colors** button to switch current colors.

TIMESAVER Press *D* to change the fill and stroke colors to their default values of black and white, and press *X* to switch the current colors.

Did You Know?

You can add colors from the Color Picker to the Swatches panel. Open the Color Picker dialog box, select the color you want to add to the Swatches panel, click Add To Swatches, type a name for the color, and then click OK.

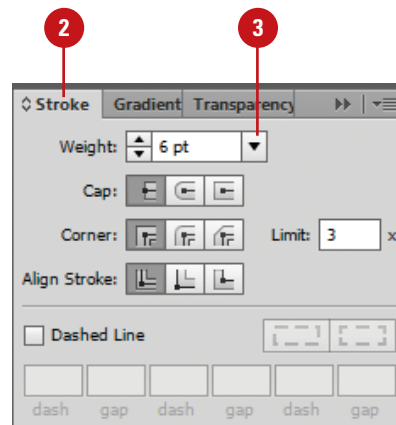
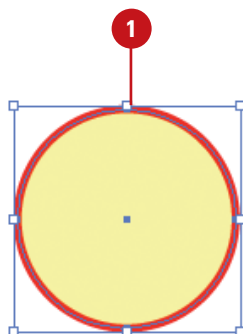


Changing Stroke Attributes

Change the Weight of a Stroke

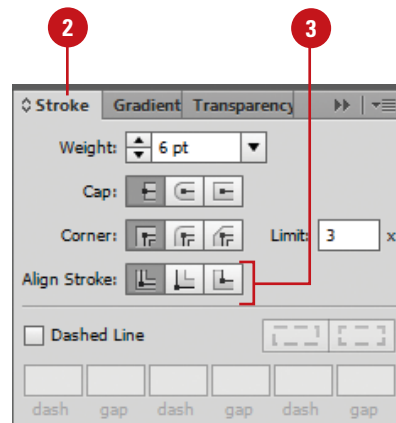
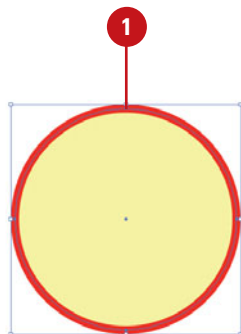
- 1 Select one or more objects.
- 2 Select the **Stroke** panel.
- 3 Specify or enter a weight in the Stroke or Control panel.
 - ◆ Click the up or down arrow, or Shift+click to change the weight by a larger interval.

The Stroke panel makes it easy to change stroke attributes, such as weight (width), position on the path, and its style. The weight of a stroke represents the thickness of the line. A weight smaller than .25 may not print and a weight of 0 removes the stroke. In addition to the width of a stroke, you can also specify the position (known as alignment) of the stroke on the path (either center, inside, or outside) and change the caps or joins of a stroke to sharpen or round endpoints and corners. A cap is the end of an open line, while a join is a corner.



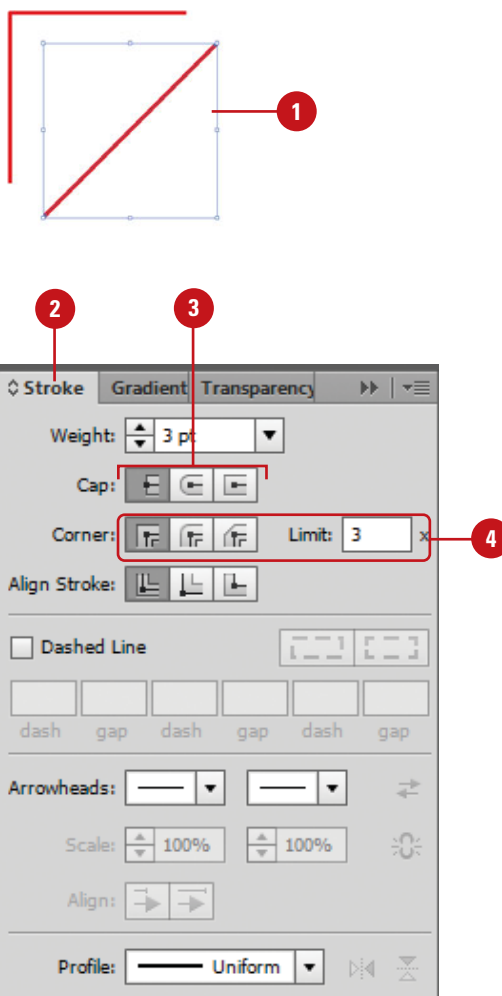
Change the Alignment of a Stroke on the Path

- 1 Select one or more closed objects.
- 2 Select the **Stroke** panel.
- 3 Click one of the following alignment buttons:
 - ◆ **Align Stroke to Center.**
 - ◆ **Align Stroke to Inside.**
 - ◆ **Align Stroke to Outside.**



Change Stroke Caps or Joins

- 1 Select one or more objects.
- 2 Select the **Stroke** panel.
- 3 To change the endpoints, click one of the following buttons:
 - ◆ **Butt Cap.** Creates a square-edged end.
 - ◆ **Round Cap.** Creates a rounded end.
 - ◆ **Projecting Cap.** Creates a square-edged end that extends past the endpoint.
- 4 To change the bends on corner points, click one of the following:
 - ◆ **Miter Join.** Creates a pointed join point.
 - ◆ Enter a miter limit between 1 and 500. When the length of the point reaches the limit (default 4) times the stroke weight, Illustrator switches from a miter join to a bevel join.
 - ◆ **Round Join.** Creates a rounded join point.
 - ◆ **Bevel Join.** Creates a beveled (cut off) join point.

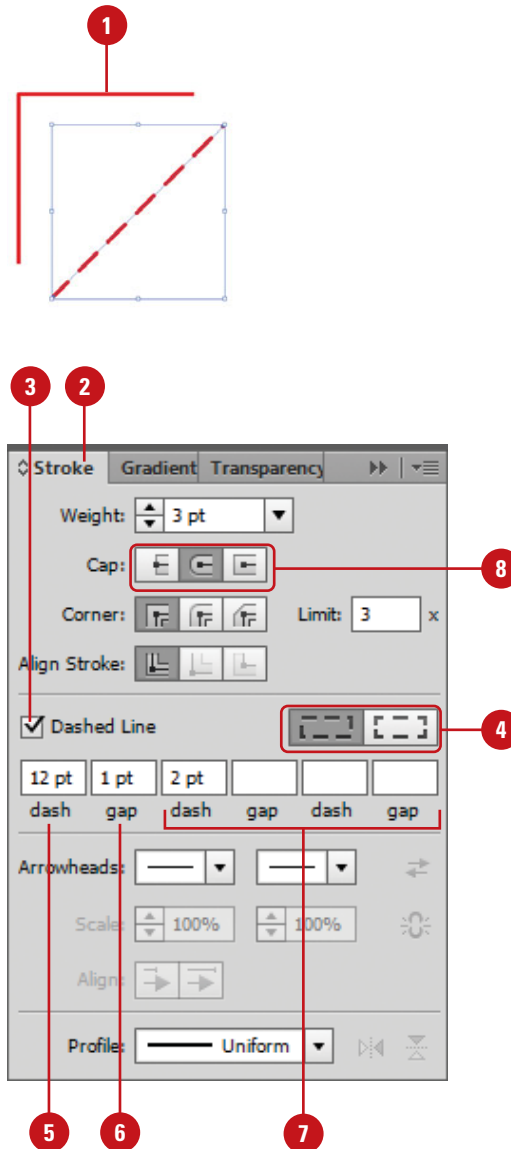


Changing Stroke Style

Create a Dashed Stroke

- 1 Select one or more objects.
- 2 Select the **Stroke** panel.
- 3 Select the **Dashed Line** check box.
- 4 Click the **Preserve Exact Dash and Gap Lengths** or **Aligns Dashes to Corners and Path Ends, Adjusting Lengths to Fit** icon.
- 5 Enter a value in the first Dash box.
If you don't enter any more values, the value in the first box is used for the rest of the boxes.
- 6 Enter a value in the first Gap box.
- 7 Fill in the remaining boxes.
 - ◆ To create a dotted line, click the Round Cap button, enter a dash value of 0, and then enter a gap value greater than or equal to the stroke weight.
- 8 Click one of the Cap buttons to sharpen or round endpoints.

Style is what stands out on the page. You can change the stroke style by applying dashes and arrowheads using the Stroke panel. When you create a dashed stroke, you can choose to align the dashes around corners and at the end of open paths or preserve the dashes and gaps in the stroke. In addition to dashes, you can also add and define an arrowhead to a stroke. After you add an arrowhead to a stroke, you can adjust its alignment and scale.



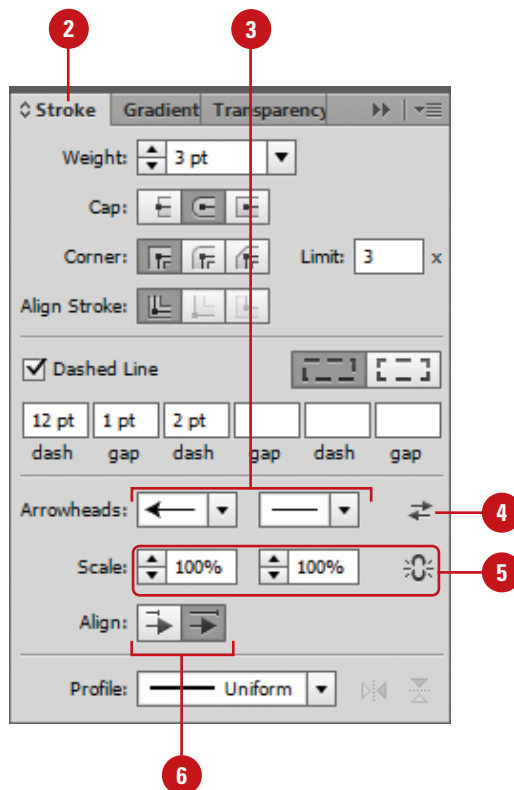
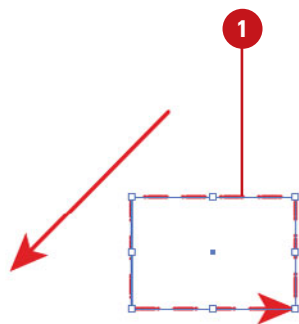
Add Arrowheads

- 1 Select one or more objects.
- 2 Select the **Stroke** panel.
- 3 Click the **Start Point Arrowhead** or **End Point Arrowhead** list arrow, and then select an arrowhead.
 - ◆ To remove an arrowhead, select **None** from the list.
- 4 To swap the start and end arrowheads, click the **Swap Start And End Arrowheads** button.
- 5 Click the **Start Arrowhead Scale** or **End Arrowhead Scale** list arrow, and then drag a scale percentage for the arrowhead.
 - ◆ To link the start and end arrowhead scale, click the **Link Start And End Arrowhead Scales** button.
- 6 To change the arrowhead alignment, click the **Extend Arrow Tip Beyond End Of Path** or **Place Arrow Tip At End Of Path** button.

Did You Know?

You can customize arrowheads. To define custom arrowheads, open the Arrowheads.ai file, follow the directions in the file, and then place the updated Arrowheads.ai file in the <Illustrator home>\plug-ins\.

The Arrowheads.ai file is located under ShowPackageContent\Required\Resources\<locale>\ (Mac) or \Support Files\Required\Resources\<locale>\ (Win).

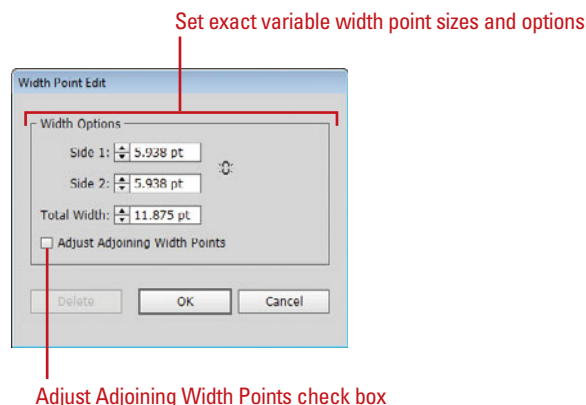
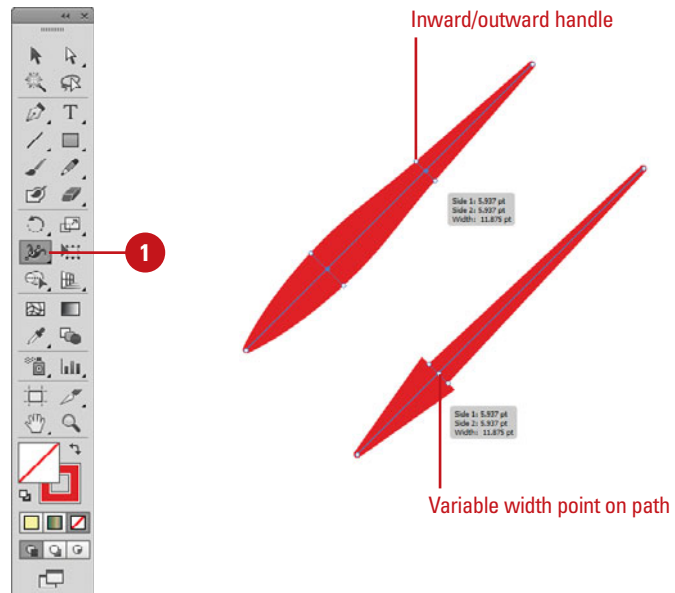


Creating Variable Stroke Widths

Create or Adjust a Variable Stroke Width

- 1 Select the **Width** tool on the Tools panel.
- 2 Use any of the following methods to create and adjust a variable width stroke:
 - ◆ **Create a Variable Width Point.** Point to the path, and then click on the path and drag to size it.
 - ◆ **Change a Variable Width Point Position.** Point to the path, point to a width point, and then drag it along the path.
 - ◆ **Change a Variable Width Point Size.** Point to the path, point to a width point, and then drag the inward/outward handle.
 - ◆ **Set Exact Variable Width Point Sizes and Options.** Point to the path, double-click the width point, specify the sizes you want, select the **Adjust Adjoining Width Points** check box to adjust neighboring width points, and then click **OK**.
 - ◆ **Delete a Variable Width Point.** Point to the path, click the width point, and then press Delete.
 - ◆ **Select Multiple Width Points.** Point to the path, press Shift and click width points.

The Width tool allows you to create a variable width stroke and save your settings as a profile that you can apply to other strokes. When you point to a stroke with the Width tool, a small circle appears on the path, where you can drag to create a variable width. After you create a variable width, you can move, duplicate, or delete a width point on the path. Each width point contains an inward/outward handle, which you can drag on the path to adjust the width. If you want to create a variable width with exact measurements, you can use the Width Point Edit dialog box. After you create a variable width point, you can save it as a profile from the Stroke or Control panel.



Create and Apply a Stroke Width Profile

- 1

Select the **Width** tool on the Tools panel.
- 2

Select the **Stroke** panel.
- 3

Use any of the following methods to create or adjust a variable width stroke:

◆ **Create a Width Profile.** Create or select a variable stroke width, click the **Profile** list arrow on the Stroke panel, click the **Add To Profiles** button, type a name, and then click **OK**.

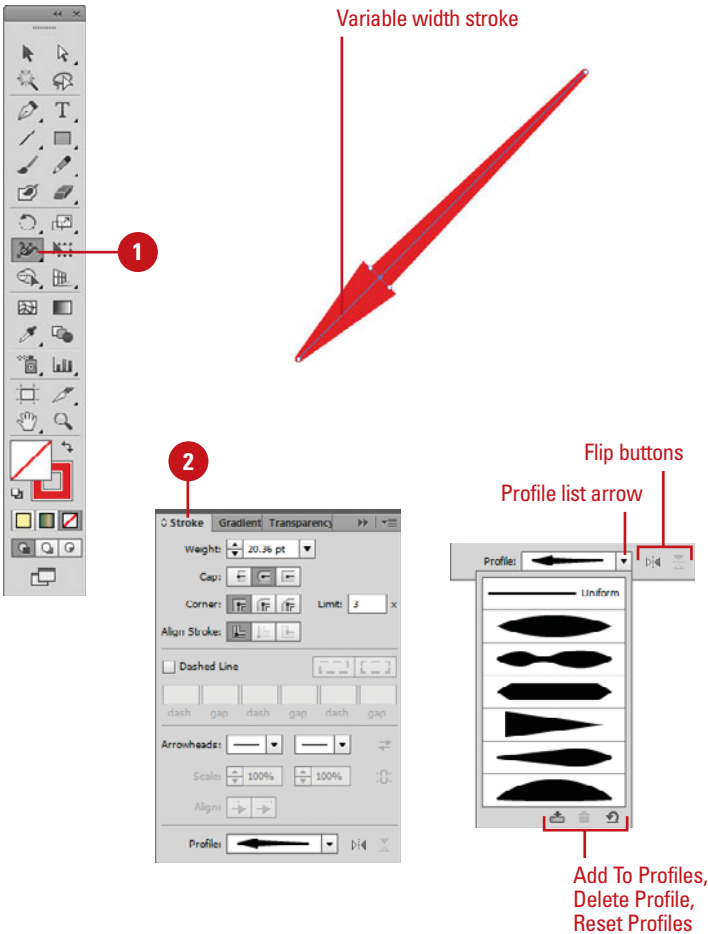
◆ **Apply a Width Profile.** Select a path, click the **Profile** list arrow on the Stroke panel, and then select the width profile you want.

◆ **Remove a Width Profile.** Select the variable stroke width you want to remove, click the **Profile** list arrow on the Stroke panel, and then click **Uniform**.

◆ **Flip a Width Profile.** Click the **Profile** list arrow on the Stroke panel, select the profile you want to flip, and then click the **Flip Along** or **Flip Across** button.

◆ **Delete a Width Profile.** Click the **Profile** list arrow on the Stroke panel, select the profile you want to delete, and then click the **Delete Profile** button, and then click **Yes**.

◆ **Restore the Default Width Profile Set.** Click the **Profile** list arrow on the Stroke panel, click the **Reset Profiles** button, and then click **OK**. This removes any custom saved profiles.



Width Tool Shortcuts

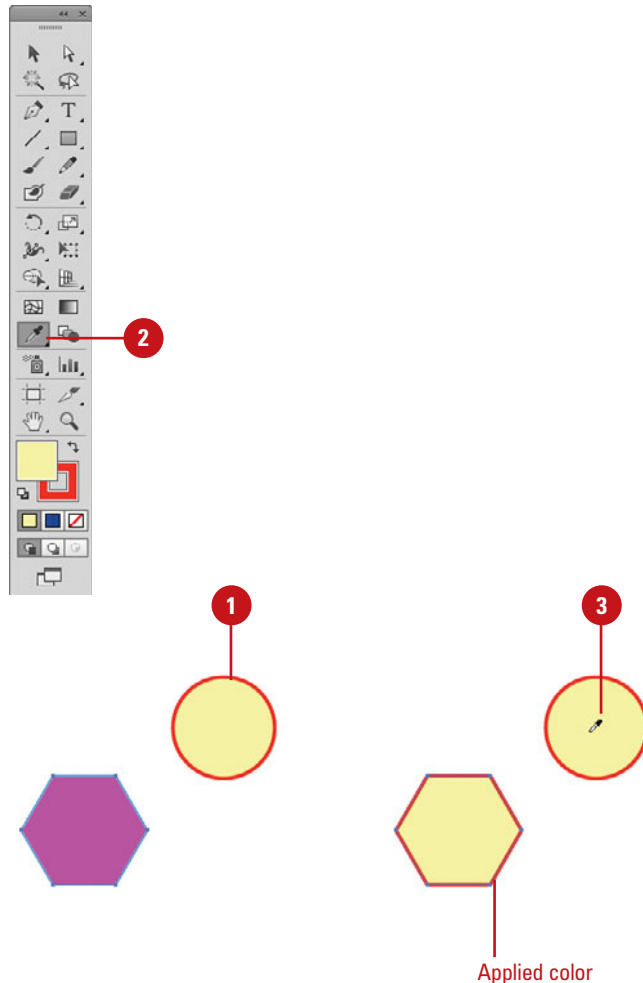
Width Control	Keyboard Shortcuts (Win/Mac)
Create non-uniform widths	Alt/Option+drag
Create a copy of a width point	Alt/Option+drag
Copy/move all points along the path	Alt/Option+Shift+drag
Move multiple width points	Shift+drag
Select multiple width points	Shift+click
Delete selected width points	Delete
Deselect a width point	Esc

Using the Eyedropper Tool

Apply Colors and Attributes with the Eyedropper Tool

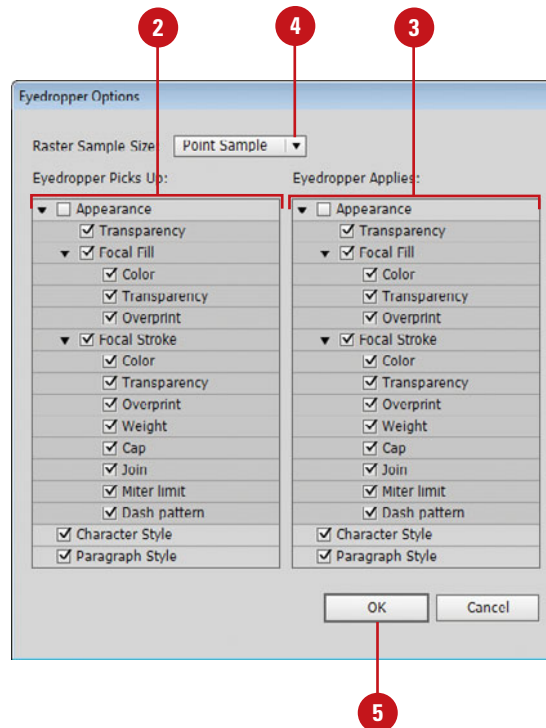
- 1 If you want to apply the pick up color and attributes to one or more objects, then select them.
- 2 Select the **Eyedropper** tool on the Tools panel.
- 3 Click an object in any window that contains the color and attributes that you want to pick up and apply.
 - ◆ If you want to apply color attributes from the currently selected object and apply them to another object you select, Alt+click (Win) or Option+click (Mac) the objects.
 - ◆ To have the Eyedropper tool only pick up an object's color and not other attributes, click the Fill or Stroke box on the Tools or Color panel, and then Shift+click the color to be picked up.

The Eyedropper tool on the Tools panel makes it easy to quickly pick up a color from one area of your artwork and apply it to another area. When you click an object with the Eyedropper tool, it picks up the object's color and stroke attributes and displays them in the Tools, Color, and Stroke panels. You can pick up attributes from any type of object, even a graphic image and the object doesn't need to be selected. If an object is selected, the color and stroke attributes are applied to the selected object. The Eyedropper tool also provides options for you to customize the attributes—such as Appearance, Transparency, Focal Fill and Focal Stroke, Character Style and Paragraph Style—that you want to pick up with the tool.



Change Eyedropper Options

- 1 Double-click the **Eyedropper** tool on the Tools panel.
- 2 In the left column, select the check boxes for the options that you want the Eyedropper to pick up and deselect the ones you don't.
- 3 In the right column, select the check boxes for the options that you want the Eyedropper to apply and deselect the ones you don't.
- 4 Click the **Raster Sample Size** list arrow, and then select a sample size for the pick up color and attributes.
- 5 Click **OK**.



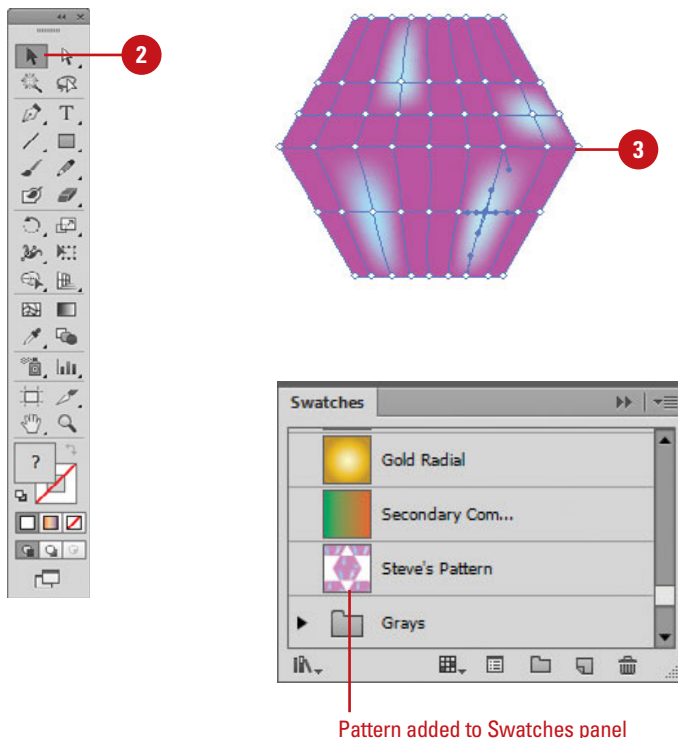
Creating Patterns for Fills

Create a Pattern for Fills

- 1 Use existing or draw objects to be used as a pattern.
- 2 Select the **Selection** tool on the Tools panel.
- 3 Select all the objects.
- 4 Click the **Object** menu, point to **Pattern**, and then click **Make**.
- 5 If prompted with an alert dialog box, click **OK**.

The object is added to the Swatches panel, the Pattern Options panel opens, and the pattern appears in Isolation Mode.
- 6 Type a name for the pattern.
- 7 Click the **Tile Type** list arrow, and then select a layout: **Grid**, **Brick by Row**, **Brick by Column**, **Hex by Column**, or **Hex by Row**.
 - ◆ **Brick Offset.** If you select one of the brick tile types, click the **Brick Offset** list arrow, and then select an offset.
- 8 To adjust tiling manually, click the **Pattern Tile Tool** button, and then drag a white square handle to resize it.
- 9 Specify any of the following options:
 - ◆ **Width and Height.** If you want an exact width and height, specify the values you want.

Instead of using solid color or gradients as object fills, you can create and use patterns. The process is very simple. In Illustrator, use existing artwork (nothing with a painted pattern) or create a pattern using tools—such as Rectangle, Ellipse, Polygon, Arc, Spiral, Star, or Flare—on the Tools panel, and then drag it to the Swatches panel. If you want to create a more complex pattern, you can make and edit patterns using the Pattern Options panel (**New!**). The pattern consists of a group of objects, which you can also edit using Isolation Mode.



- ◆ **Size Tile to Art.** Select to size the pattern tile to the applied object. If you select this option, specify horizontal (H) and vertical (V) spacing.

- ◆ **Move Tile with Art.** Select to move the pattern tile with the applied object.

- ◆ **Overlap.** Select Left in Front or Right in Front and Top in Front or Bottom in Front.

10 Specify any of the following options:

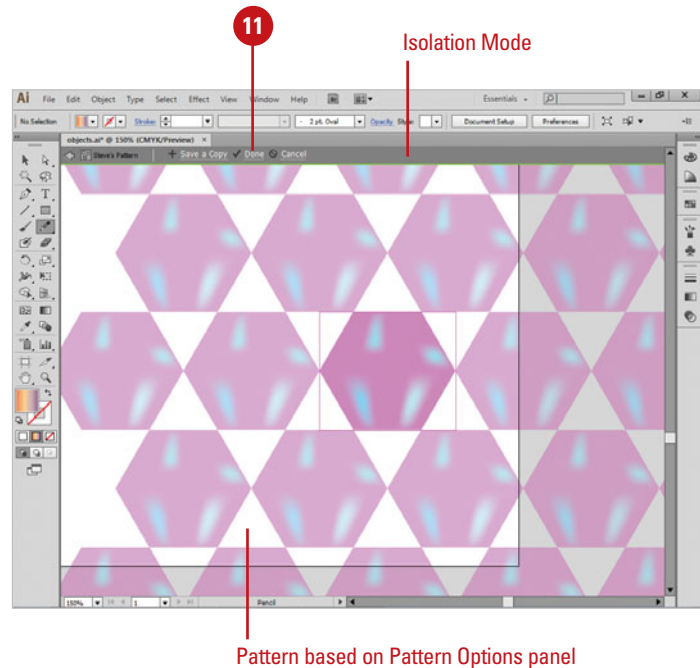
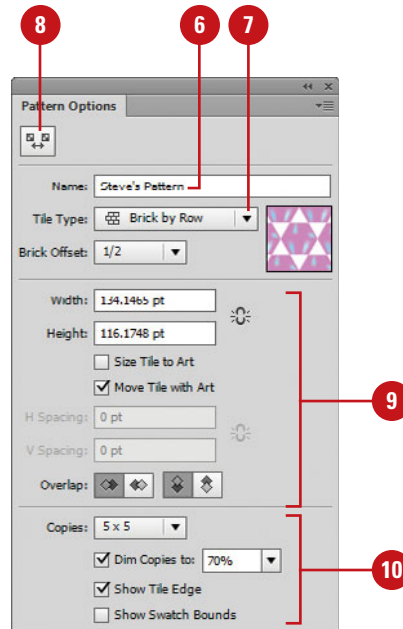
- ◆ **Copies.** Specify the number of patterns you want in the grid.
- ◆ **Dim Copies to a Percentage.** Select to dim the pattern copies by an opacity percentage.
- ◆ **Show Tile Edge.** Select to show the edge of the pattern tile.
- ◆ **Show Swatch Bounds.** Select to show the bounding edge of the pattern swatch.

11 When you're done modifying the pattern, click **Done** on the gray bar to exit Isolation Mode.

- ◆ **Cancel.** Click **Cancel** to exit Isolation Mode with creating an pattern.
- ◆ **Save a Copy.** Click **Save a Copy** to create a copy of the pattern; Enter a name, and then click **OK**.

Did You Know?

You can add an object to the Swatches panel as pattern. Drag the object selection to a blank area in the Swatches panel.



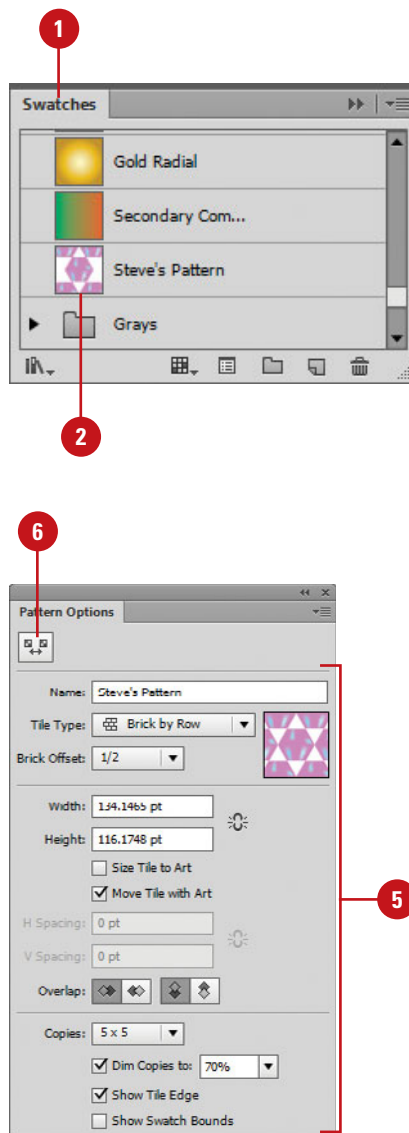
Editing Patterns

Edit a Pattern

- 1 Select the **Swatches** panel.
- 2 Select the pattern you want to edit.
- 3 Click the **Object** menu, point to **Pattern**, and then click **Edit Pattern**.

The Pattern Options panel opens and the pattern appears in Isolation Mode.
- 4 With the **Direct Selection** tool, edit individual objects in the pattern.
- 5 In the Pattern Options panel, make the changes you want to pattern; see the previous page for option specifics.
- 6 To adjust tiling manually, click the **Pattern Tile Tool** button, and then drag a white square handle to resize it in Isolation Mode.
- 7 When you're done modifying the pattern, click **Done** on the gray bar to exit Isolation Mode.
 - ◆ **Cancel.** Click **Cancel** to exit Isolation Mode with creating a pattern.
 - ◆ **Save a Copy.** Click **Save a Copy** to create a copy of the pattern; enter a name, and then click **OK**.

After you create a pattern using the Pattern Options panel (**New!**), you can use the Edit Pattern command (**New!**) on the Pattern submenu on the Object menu to edit the pattern. When you edit a pattern from the Swatches panel, the Pattern Options panel opens and the pattern appears in Isolation Mode. With the Direction Selection tool, you can edit individual objects in the pattern. With the Pattern Options panel, you can edit how the pattern appears as a fill.



Using Patterns as Fills

Use a Pattern as a Fill or Stroke

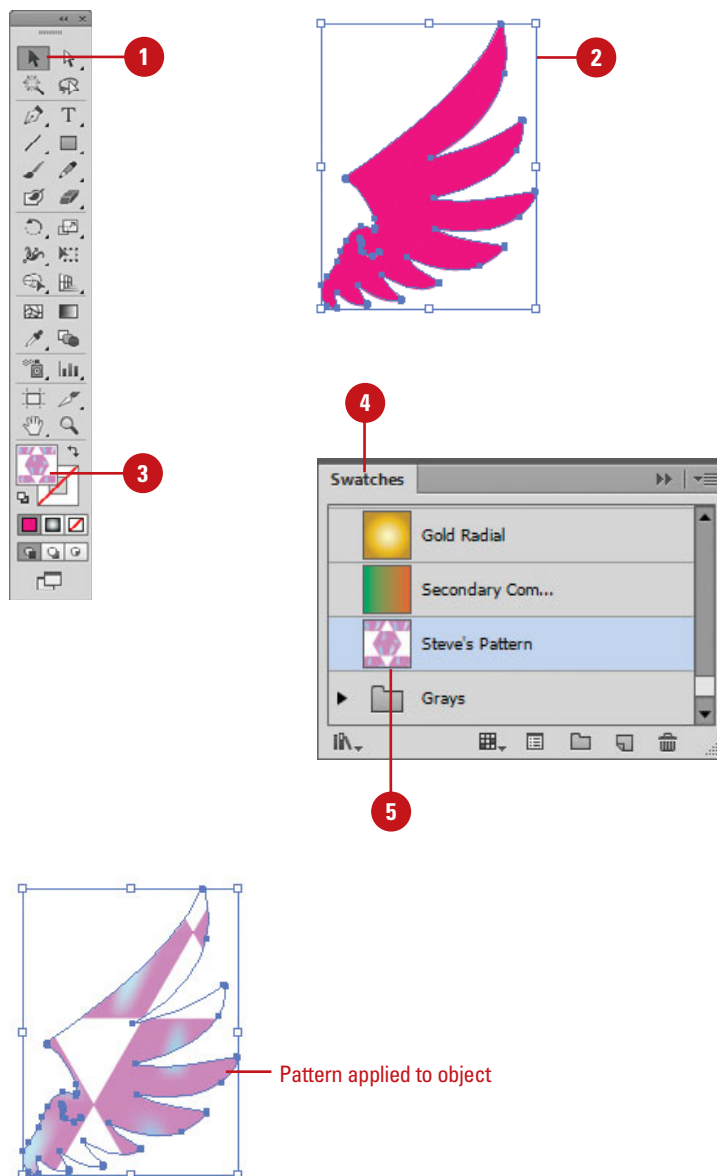
- 1 Select the **Selection** tool on the Tools panel.
- 2 Select an object.
- 3 Click the **Fill** or **Stroke** color box on the Tools panel.
- 4 Select the **Swatches** panel.
- 5 Click the pattern in the Swatches panel.

Did You Know?

You can reposition a pattern fill. To reposition the pattern fill or stroke in an object without moving the object, select the Selection tool, hold down ~ (tilde) and drag inside the object.

You can expand a pattern into individual objects. Select the object with the pattern, click the Object menu, click Expand, select the Fill check box and/or the Stroke check box, and then click OK.

After you create a pattern, you can apply the pattern from the Swatches panel to an object's fill or stroke. You can apply a pattern just as you would apply a solid or gradient color. Simply, select the object, select the Fill or Stroke color box on the Tools panel, and then click the pattern you want to use from the Swatches panel.

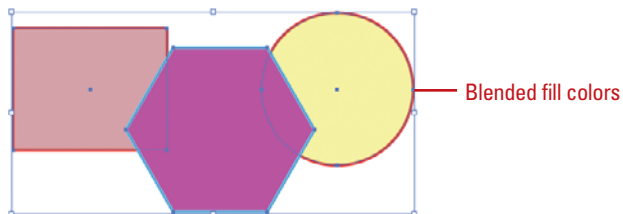
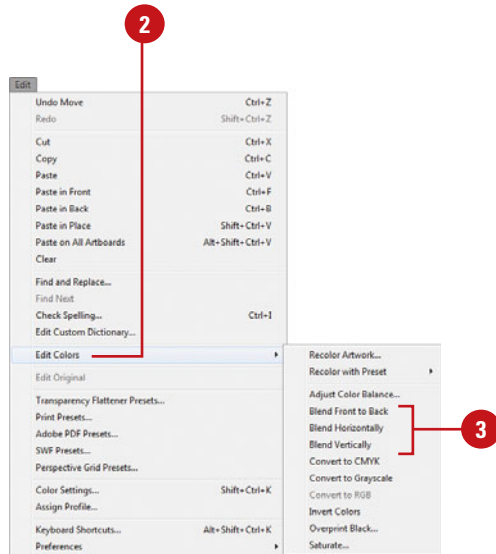
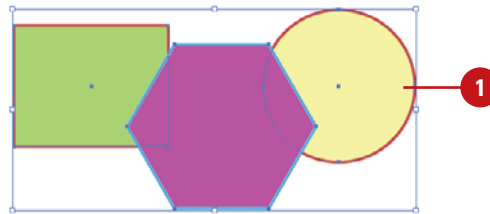


Blending Fill Colors

Blend Fill Colors

- 1 Select three or more objects that contain fill colors.
 - ◆ The objects cannot contain global process colors, patterns, or gradients.
- 2 Click the **Edit** menu, and then point to **Edit Colors**.
- 3 Select any of the following commands:
 - ◆ **Blend Front to Back.** Uses the fill color of the front and back objects in the selection as the starting and ending colors in the blend.
 - ◆ **Blend Horizontally.** Uses the fill color of the left side and right side objects as the starting and ending colors in the blend.
 - ◆ **Blend Vertically.** Uses the fill color of the top and bottom objects as the starting and ending colors in the blend.

The Edit Color submenu allows you to blend fill colors for three or more objects. The more objects that you select, the more gradual the color blend. Stroke colors and attributes remain the same. Illustrator takes the objects on the edges (front and back, left and right, and top and bottom) as the starting and ending colors in the blend. All objects in between the starting and ending ones are intermediate blends.



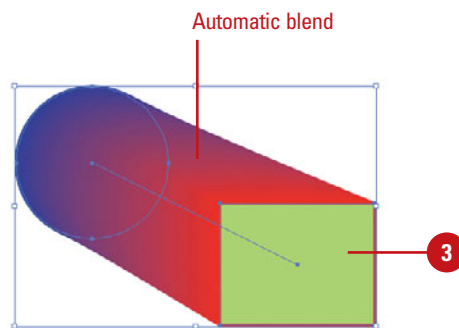
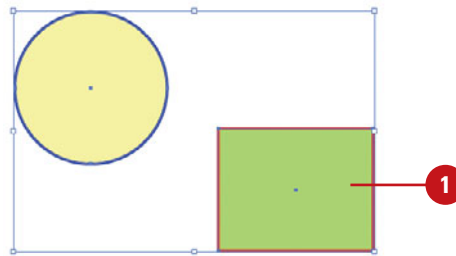
Creating Blends Automatically

Make and Release Blend Objects

- 1 Select two or more objects or groups (with space in between them) that you want to blend.
- 2 Click the **Object** menu, point to **Blend**, and then click **Make**.
 - ◆ To undo the creation of the blend objects, click the **Edit** menu, and then click **Undo**.
- 3 Select the blend objects.
- 4 To release the blend objects, click the **Object** menu, point to **Blend**, and then click **Release**.

The transitional objects between the original objects are removed, while the original objects and path remain intact.

If you're just getting started with blends, the Make command on the Blend submenu is an easy way to create a blend. All you need to do is select the objects that you want to use in the blend, and then choose the Make command. That's it. Illustrator creates all the transitional objects in between. If you don't like the results, you can undo the blend and try something else. If you no longer want the blend, you can release it, which removes the transitional objects and leaves the original objects and the path.

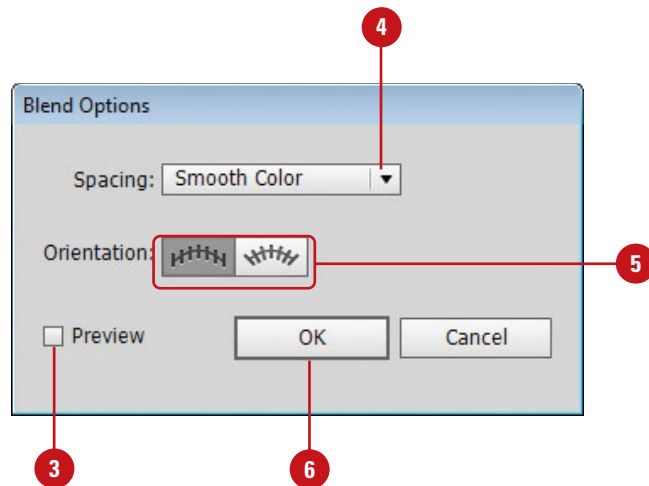


Applying Blend Options

Change and Apply Blend Options

- 1 Select an existing blend object.
- 2 Click the **Object** menu, point to **Blend**, and then click **Blend Options**.
- 3 Select the **Preview** check box to view your changes.
- 4 Click the **Spacing** list arrow, and then select one of the following:
 - ◆ **Smooth Color.** Select to automatically create a smooth color blend based on the number of transitional steps needed.
 - ◆ **Specified Steps.** Enter the number of transitional steps (1-1000) that you want.
 - ◆ **Specified Distance.** Enter the distance (.1-1000 pixels) between the transition objects in the blend.
- 5 Select one of the following orientation buttons:
 - ◆ **Align to Page.** Click to align the blend objects perpendicular to the horizontal axes.
 - ◆ **Align to Path.** Click to align the blend objects perpendicular to the path.
- 6 Click **OK**.

If you want a little more control over the way a blend turns out, you can specify options in the Blend Options dialog box. The settings automatically apply to any selected objects and future blends. The settings include Smooth Color, Specified Steps (number of transitional steps), Specified Distance, Align to Page, and Align to Path. The Preview option allows you to view your changes on the screen as you make them.

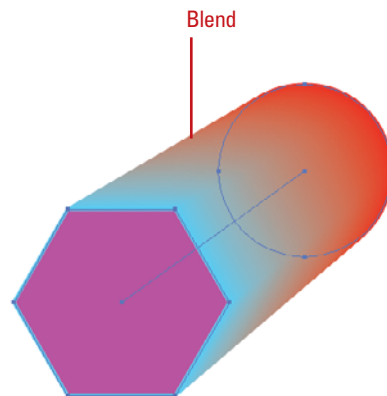
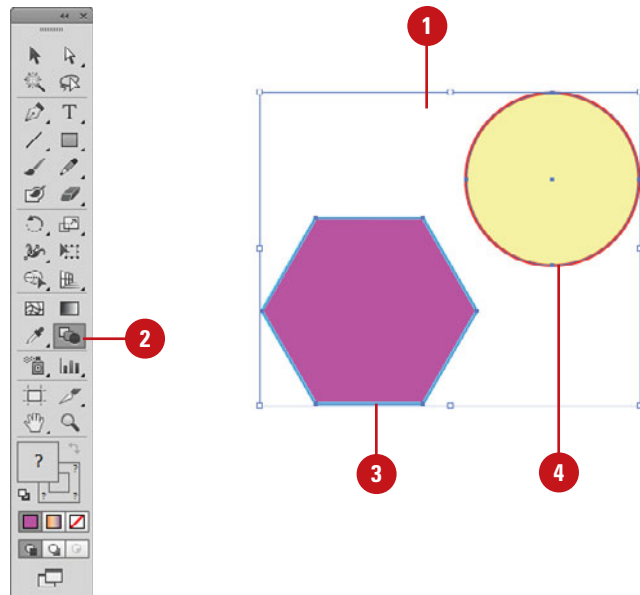


Creating Blends with the Blend Tool

Create a Blend with the Blend Tool

- 1 Select two or more objects or groups (with space in between them) that you want to blend.
 - 2 Select the **Blend** tool on the Tools panel.
 - 3 Click the fill of the first object (not the center point) to let Illustrator determine an anchor point to use, or click the anchor point that you want to use.
 - 4 Click the fill or an anchor point on the next object. If the path is open, click an endpoint.
- For the best results and smoothest transitions, click anchor points on corresponding locations on the objects.
- 5 Continue to click corresponding anchor points on the selected objects.
 - 6 To release the blend objects, select the blend, click the **Object** menu, point to **Blend**, and then click **Release**.

If you want to specify the locations where the blend takes place, you can use the Blend tool on the Tools panel. The Blend tool allows you to select the anchor points on the objects to determine the direction of the blend. For the best results and smoothest transitions, click anchor points on corresponding locations on the objects. If you're not sure which anchor points to use, you can also select an object's fill to let Illustrator select the anchor point for you. Experiment with it to determine what works best for you.

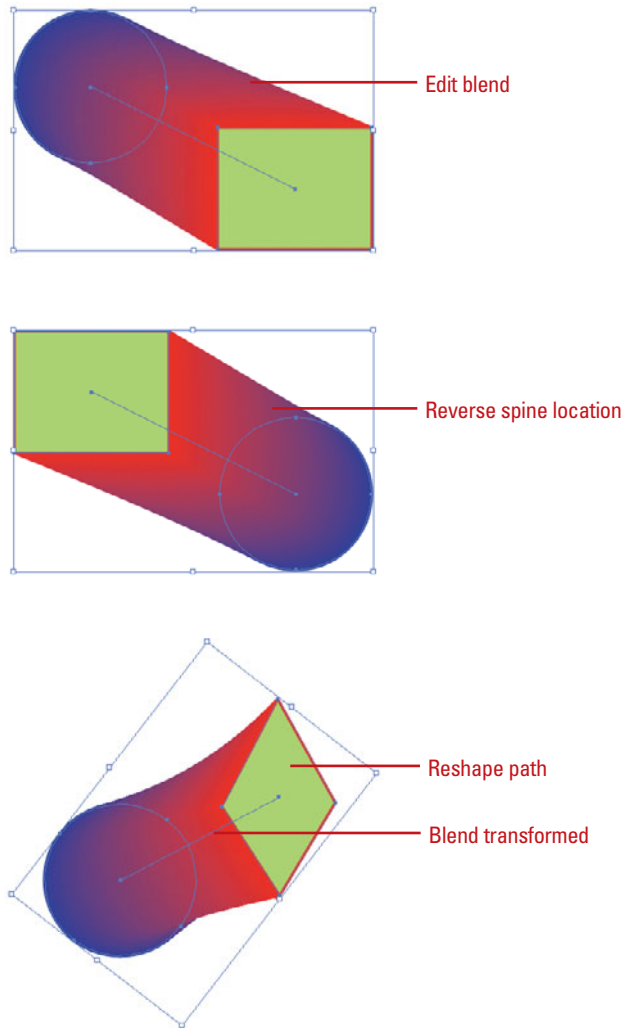


Modifying Blend Objects

Modify Blend Objects

- ◆ **Reverse Stacking Order.** Changes the stacking order (front to back) without changing the x/y location. Select a blend object, click the **Object** menu, point to **Blend**, and then click **Reverse Front to Back**.
- ◆ **Reverse Spine.** Changes the x/y location of the blend objects without changing the stacking order. Select a blend object, click the **Object** menu, point to **Blend**, and then click **Reverse Spine**.
- ◆ **Replace Spine.** Replaces the current spine in a blend with a new path. Create a new path for the spine, select a blend object and the new path, click the **Object** menu, point to **Blend**, and then click **Replace Spine**.
- ◆ **Recolor.** Select all the objects in the blend that you want to recolor, click the **Recolor Artwork** button on the Control panel, specify the color changes you want, and then click **OK**.
- ◆ **Transform.** Select all the objects in the blend, and then use the object's bounding box, the **Free Transform** tool, or other transformation tools.
- ◆ **Reshape Path.** Move one of the original blend objects with the Direct Selection tool or use any of the reshaping path tools.

After you create a blend, you can use commands on the Blend sub-menu to reverse stacking order, reverse spine location, and replace the spine. These commands allow you to quickly change the look of the blend. If you want to modify a blend, you can change blend objects using other Illustrator features, such as recoloring, reshaping, or transforming. Experiment to determine what works best for you.

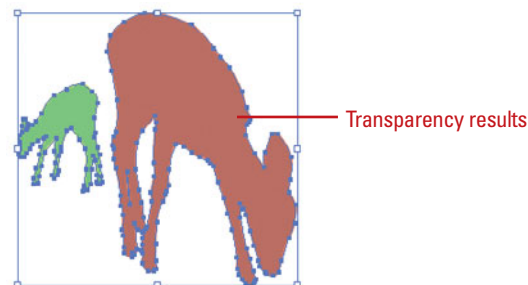
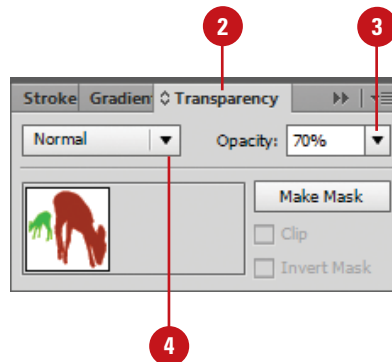
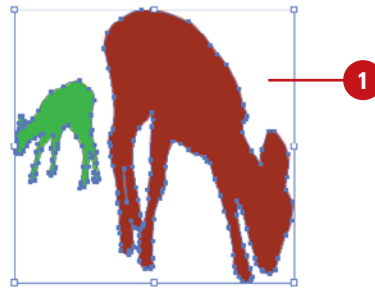


Setting Transparency Options

Change the Opacity or Blending Mode of an Object

- 1 Select an object, group, or layer.
 - ◆ For a layer, click the target circle on the Layers panel.
 - ◆ For type, select individual characters or the entire object.
 - ◆ For an object's fill or stroke, click the target circle on the Layers panel, and then click **Fill** or **Stroke** on the Appearance panel.
- 2 Select the **Transparency** panel.
- 3 To change opacity, click the **Opacity** list arrow, and then specify a percentage.
- 4 To change the blending mode, click the **Blending Mode** list arrow, and then select a blending mode.

Transparency, or the opacity of an object (to what degree you can see through the object), is set in Illustrator by adjusting the Opacity option in the Transparency, Control, or Appearance panels. The Opacity option allows you to specify a percentage to set the transparency level. Along with opacity, you can also change the blending mode, which controls how object colors blend with other object colors below it. You can apply transparency options to an object, group, or layer. This includes an object's fill or stroke, and type.

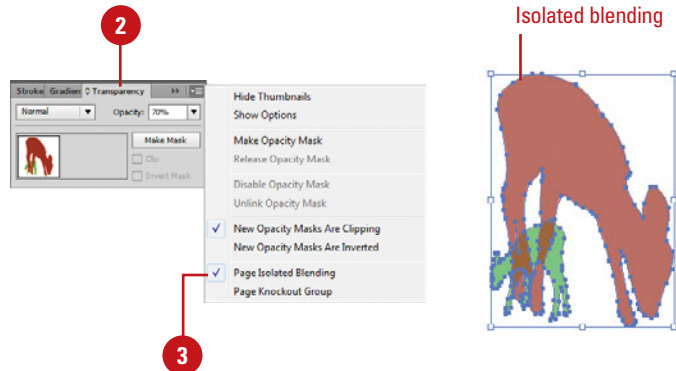


Controlling Transparency Effects

Isolate a Blending Mode to Certain Objects

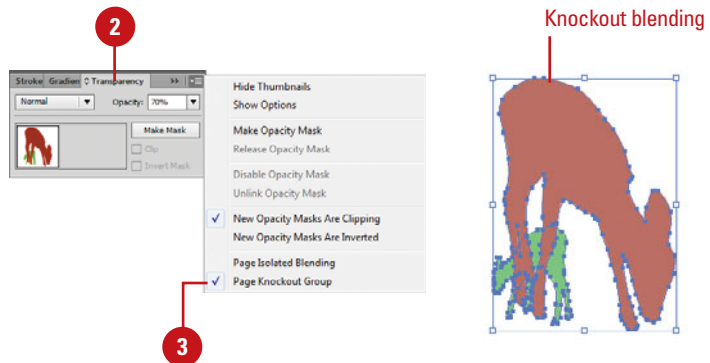
- 1 Click the target circle for a group or layer on the Layers panel that contains nested objects with a blending mode.
- 2 Select the **Transparency** panel.
- 3 Click the **Options** menu, and then click **Page Isolated Blending**.

When you apply a blending mode to a group, the blend is applied to all the objects in the group as well as all the objects below it. If you want to isolate the blend to only the objects nested in the group, you can use the Isolate Blending option in the Transparency panel. You can also use the option on individual objects with overlapping strokes and fills. If objects in a group overlap, you can use the Knockout Group option to control whether objects will show through each other (except for semi-transparent objects) or be knocked out.



Use the Knockout Group Option

- 1 Click the target circle for a group or layer on the Layers panel that contains nested objects.
- 2 Select the **Transparency** panel.
- 3 Click the **Options** menu, and then click **Page Knockout Group** to knock out the objects so that you can't see through them. However, you'll still see through any semi-transparent objects. Deselect this option to allow objects to be seen through each other.



Creating Transparency Masks

Use Opacity Masks to Create Transparency

- 1 Select two or more objects or groups.
- 2 Select the **Transparency** panel.
- 3 Click **Make Mask** on the Transparency panel.

The Clip check box becomes selected. The Clip option sets the mask background to black. If you have black objects, they will be hidden, unless you use a different color or deselect the Clip check box.

- 4 To reverse the opacity of the masked artwork (80% transparent becomes 20% transparent), select the **Invert Mask** check box.

◆ You can also change opacity with the Opacity list arrow.

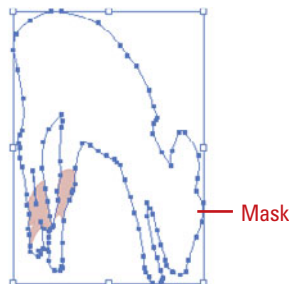
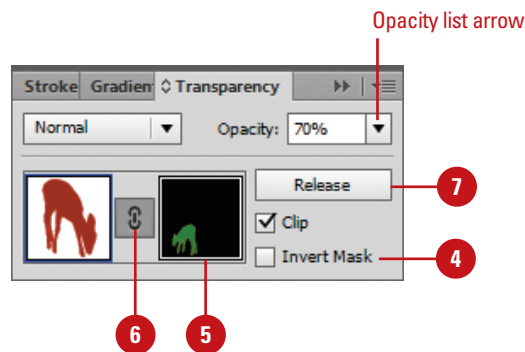
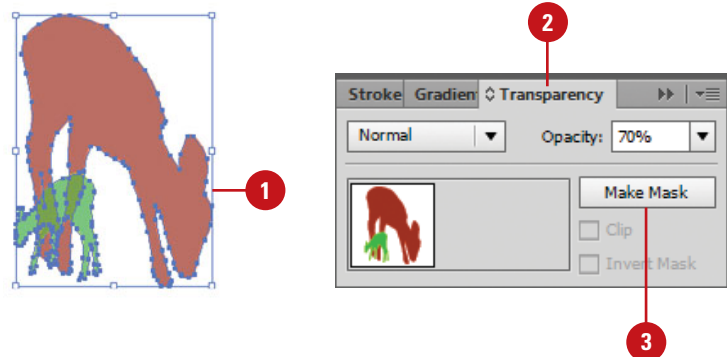
- 5 To edit a masking object, click the thumbnail (on right), edit the mask, and then click the masked artwork thumbnail (on left) to exit.

◆ Alt-click (Win) or Option-click (Mac) the thumbnail to hide all other artwork in the document.

- 6 To unlink or relink an opacity mask, click the **Link** icon between the thumbnails.

- 7 To remove an opacity mask, click **Release** on the Transparency panel.

You can use an opacity mask and a masking object to change transparency. The opacity mask is an object whose shape masks out everything except the contents behind the shape. The masking object is the area that becomes transparent. You can use any colored object or raster image as the masking object. When the opacity mask is white, the artwork is fully visible. When the opacity mask is black, the artwork is hidden. Using shades of gray in the mask provides the varying opacity levels of transparency in the artwork. You can create an opacity mask in the Transparency panel.

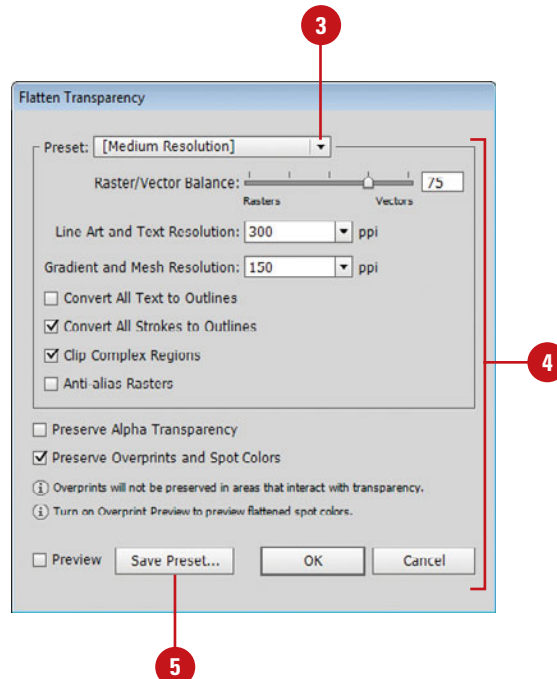


Flattening Object Transparency

Flatten Object Transparency

- 1 Select the objects you want to change.
- 2 Click the **Object** menu, and then click **Flatten Transparency**.
- 3 Click the **Preset** list arrow, and then select a preset.
- 4 Click **OK** to use the preset, or specify the custom settings:
 - ◆ **Raster/Vector Balance.** Preserves vector information.
 - ◆ **Line Art and Text Resolution.** Rasterizes art and text objects; typically set to 600-1200.
 - ◆ **Gradient and Mesh Resolution.** Rasterizes gradient and mesh objects; typically set to 72-2400.
 - ◆ **Convert All Text to Outlines.** Select to convert to outlines; discards all type glyph info.
 - ◆ **Convert All Strokes to Outlines.** Select to convert strokes to filled paths.
 - ◆ **Clip Complex Regions.** Select to reduce stitching where rasters and vectors meet.
 - ◆ **Anti-alias Rasters.** Select to smooth raster images (**New!**).
 - ◆ **Preserve Alpha Transparency.** Select to retain appearance and transparency.
 - ◆ **Preserve Overprints and Spot Colors.** Select when printing separations.
- 5 To save the custom settings, click **Save Preset**, enter a name, and then click **OK**.

If you have problems printing or saving artwork with transparent objects, you can use the Flatten Transparency command on the Object menu to flatten the object. In most cases when you're working with legacy artwork, this will fix the problem. The best way to flatten the transparency within an object is to try one of the presets. Otherwise, you can specify your own settings. If you plan to use the settings in the future, you can save them as a custom preset.



Using the Transparency Grid

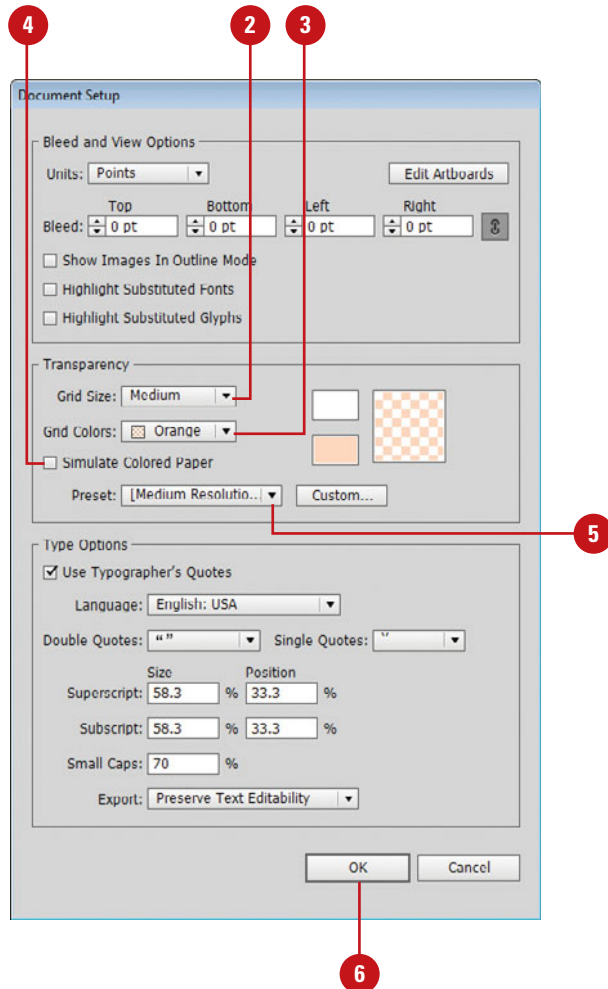
Select Transparency Grid Preferences

- 1 Click the **File** menu, and then click **Document Setup**.
- 2 Click the **Grid Size** list arrow, and then select a size: **Small**, **Medium**, or **Large**.
- 3 Click the **Grid Colors** list arrow, and then select a color: **Light**, **Medium**, **Dark**, or a specific color.
- 4 Select the **Simulate Colored Paper** check box to simulate the use of colored paper, which blends with objects.
- 5 Click the **Preset** list arrow, and then select a resolution.
- 6 Click **OK**.

Did You Know?

You can show and hide the transparency grid. Click the view menu, and then click Show Transparency Grid or Hide Transparency Grid.

The Transparency grid makes it easier to work with semi-transparent objects. The gray and white checkerboard background allows you to distinguish between different levels of transparencies. You can quickly show or hide the transparency grid by using the Show Transparency Grid command on the View menu. Before you use the command, you can customize the look of the grid in the Document Setup dialog box.

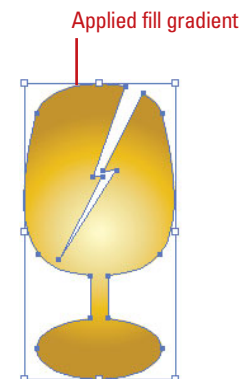
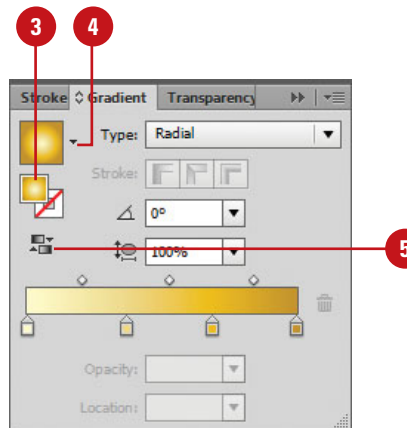
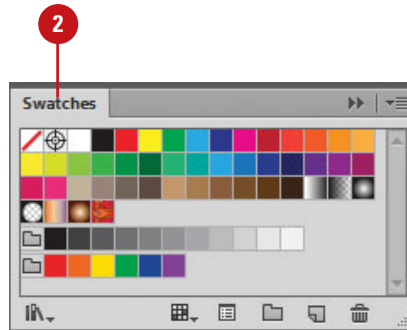


Applying Gradients

Apply a Gradient Fill to an Object

- 1 Select an object with the fill you want to change.
 - ◆ For type, convert it to outlines (click the Type menu, and then click Create Outlines), or select the type, and then select Add New Fill from the Appearance panel menu.
- 2 Select the **Swatches** and **Gradient** panels.
 - ◆ To use gradients from a gradient library, click the **Swatch Libraries** menu on the Swatches panel, point to **Gradient**, select a gradient library, and then click a gradient.
- 3 Click the **Fill** color box on the Gradient (**New!**) or Tools panel.
- 4 Click a gradient swatch on the Swatches panel or use the **Gradient Fill box** list arrow on the Gradient panel to apply any of the gradients on the Swatches panel.
- 5 To change the direction of the gradient, click the **Reverse Gradient** button.

A gradient is a smooth transition between two or more colors in an object. You can apply one of Illustrator's built-in gradients or create one of your own by using the Gradient panel. The built-in gradients are available from gradient libraries. You can apply a gradient to an object's fill or stroke (**New!**). After you apply a gradient, you can change the direction or smoothness of the color transition.

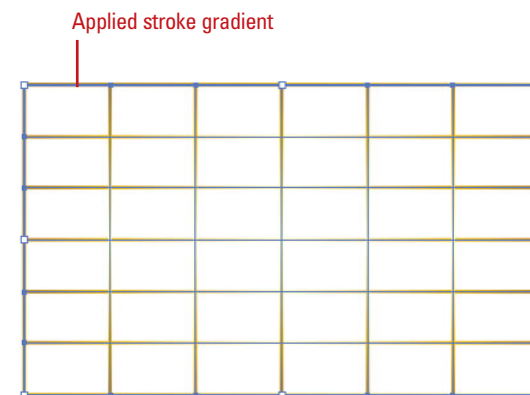
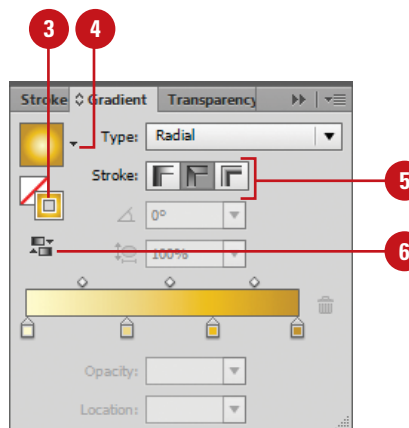
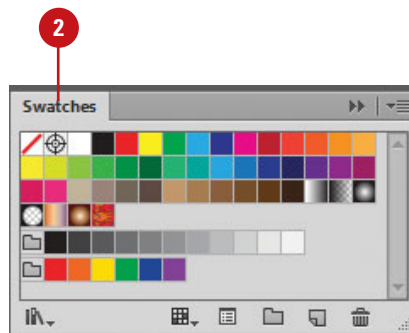


Apply a Gradient to a Stroke

- 1 Select an object with the stroke you want to change.
- 2 Select the **Swatches** and **Gradient** panels.
 - ◆ To use gradients from a gradient library, click the **Swatch Libraries** menu on the Swatches panel, point to **Gradient**, select a gradient library, and then click a gradient.
- 3 Click the **Stroke** color box on the Gradient (**New!**) or Tools panel.
- 4 Click a gradient swatch on the Swatches panel or use the **Gradient Fill box** list arrow on the Gradient panel to apply any of the gradients on the Swatches panel.
- 5 Click a stroke button (**New!**) to specify where to apply the gradient:
 - ◆ **Within Stroke.**
 - ◆ **Along Stroke.**
 - ◆ **Across Stroke.**
- 6 To change the direction of the gradient, click the **Reverse Gradient** button.

Did You Know?

You can expand a gradient fill to create an effect. Select an object with a gradient fill, click the Object menu, click Expand, click the Specify option in the Expand Gradient To area, and then enter the number of objects that you want to create. For a smooth color transition, enter a large number (100), and then click OK.



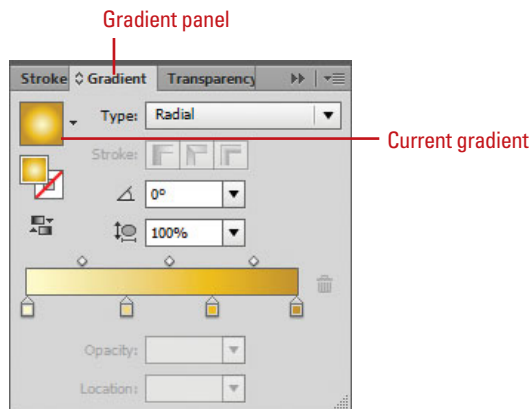
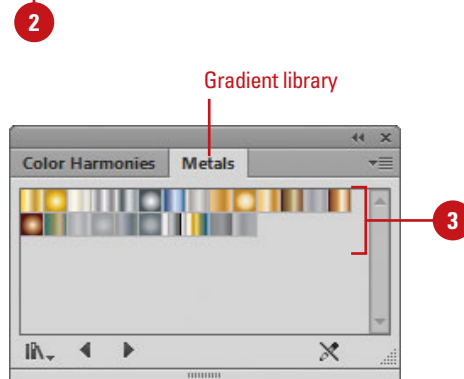
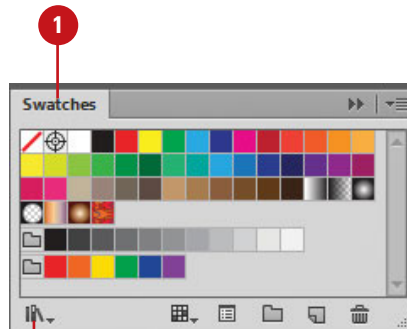
Using Gradients Libraries

Add Library Gradients to the Swatches Panel

- 1 Select the **Swatches** panel.
- 2 Click the **Swatch Libraries** menu on the Swatches panel, point to **Gradient**, and then select a gradient library.
- 3 Click a gradient swatch on the gradient library panel.

The swatch from a gradient library is automatically added to the Swatches panel, where you can apply it to fills and strokes.

You can apply one of Illustrator's built-in gradients or create one of your own by using the Gradient panel. The built-in gradients are available from gradient libraries, which you can access from the Swatches panel. The gradient libraries open in a panel, displaying individual gradients. When you select a swatch from a gradient library, it's automatically added to the Swatches panel. You can apply a gradient to an object's fill or stroke using the Swatches, gradient library, or Gradient panels.

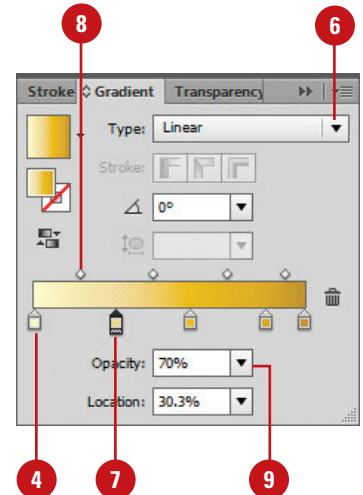
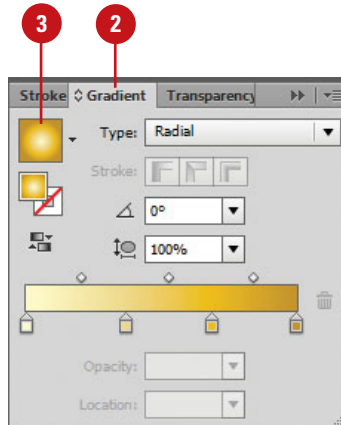
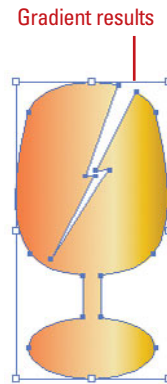
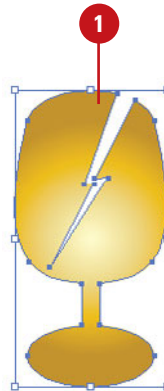


Creating Gradients

Create a Gradient Fill for an Object

- 1 Select an object.
- 2 Select the **Gradient** panel.
- 3 Click the **Gradient Fill** box on the Gradient panel.
- 4 Click the left color stop and use the Color panel to create the color you want, or Alt+click (Win) or Option+click (Mac) a color swatch on the Swatches panel.
- 5 Repeat the previous step for the right color stop.
- 6 Click the **Type** list arrow, and then select a gradient type: **Radial** or **Linear**.
- 7 To add color stops, click below the gradient spectrum in a blank area. To remove a color stop, drag it down and away from the gradient spectrum.
- 8 To adjust the amount of each color in the gradient, drag the diamond above the gradient spectrum.
- 9 To add transparency, select a color stop, and then specify an **Opacity** value.
- 10 To save the gradient, drag the Gradient Fill box from the Gradient panel to the Swatches panel.
 - ◆ To save and name the gradient, click the **Gradient Fill** box on the Gradient panel, click the **New Swatch** button on the Swatches panel, enter a name, and then click **OK**.

Instead of using one of Illustrator's built-in gradients, you can create your own by using the Gradient panel. It's easy and you can be creative in the process. You can create a gradient with two or more colors and add transparency. There are two types of gradients: Radial (circular) and Linear (horizontal). After you create a gradient, you need to save it in the Swatches panel in order to use it again later.

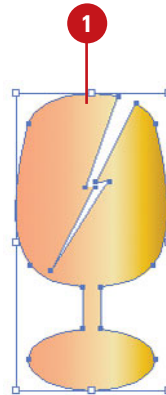


Editing Gradients

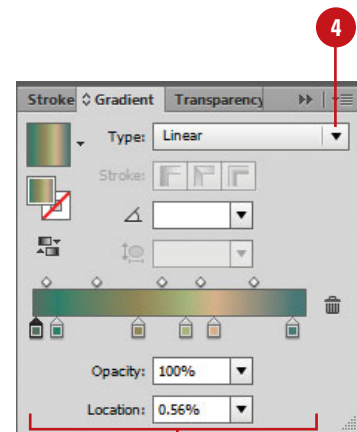
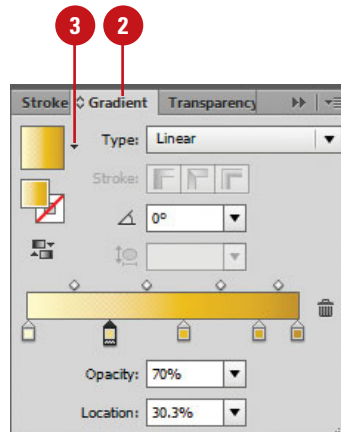
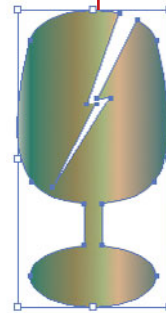
Edit a Gradient

- 1 Select an object with a gradient, or click the gradient swatch on the Swatches panel you want to edit.
- 2 Select the **Gradient** panel.
- 3 Click the **Gradient Fill** box on the Gradient panel, or click the Gradient Fill box list arrow, and then select one of the saved gradients (from Swatches panel).
- 4 To change the gradient type, click the **Type** list arrow, and then select a gradient type: **Radial** or **Linear**.
- 5 Do any of the following:
 - ◆ **Add color stops.** Click below the gradient spectrum in a blank area.
 - ◆ **Remove color stops.** Drag the color stop down and away from the gradient spectrum.
 - ◆ **Move color stops.** Drag the color stop or enter a **Location** value.
 - ◆ **Duplicate color stops.** Alt+drag (Win) or Option+drag (Mac) a color stop.
 - ◆ **Adjust color amount.** Drag the diamond above the gradient spectrum.
 - ◆ **Change Transparency.** Select a color stop, and then specify an **Opacity** value.
- 6 To save the gradient, Alt-drag (Win) or Option-drag (Mac) the Gradient Fill box from the Gradient panel over the old gradient on the Swatches panel.

After you apply a built-in gradient or use one of your own, you can edit it. You can edit a gradient in an object and keep the gradient in the Swatches panel unchanged or you can edit the gradient in the Swatches panel and keep the gradient in an object unchanged. Editing a gradient is similar to creating one. The techniques are the same. All you need to do is select the element that you want to edit.



Edited gradient

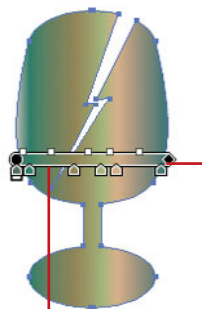


Using the Gradient Tool

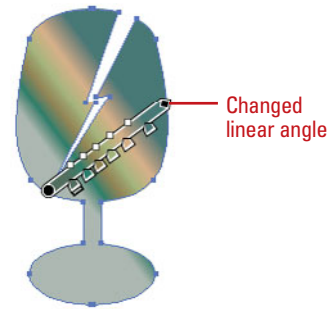
Use the Gradient Tool to Change a Gradient

- 1 Select an object with a gradient that you want to change.
- 2 Click the **Gradient** tool on the Tools panel.
- 3 Click the **View** menu, and then click **Show Gradient Annotator**.
- 4 Do any of the following:
 - ◆ **Short Color Transitions.** Drag the diamond icon on the object a short distance.
 - ◆ **Gradual Color Transitions.** Drag the diamond icon on the object a long distance.
 - ◆ **Change Position.** Drag the larger circle on the object.
 - ◆ **Reverse Color Direction.** Drag the diamond icon on the object in the opposite direction.
 - ◆ **Change Radial Center.** Drag the small circle attached to the larger circle on the object.
 - ◆ **Change Linear Angle.** Alt+drag (Win) or Option+drag (Mac) the diamond icon to another angle.
 - ◆ **Change Color Stops.** Click below the spectrum line to add, drag to move, and drag away to remove color stops.
 - ◆ **Change Transparency.** Double-click a color stop on the object, and then specify an Opacity value in the Gradient panel.

The Gradient tool on the Tools panel allows you to change how a gradient appears for an object. You can change how gradient colors blend, the angle of a linear gradient, and the location of the center for a radial gradient with a drag of the mouse over the gradient fill. You can also edit gradient colors on the object by adding or changing color stops, applying transparency to color stops, and changing gradient direction (linear) or angle (radial) using the Gradient Annotator, which you can show and hide from the View menu.



Gradient Annotator

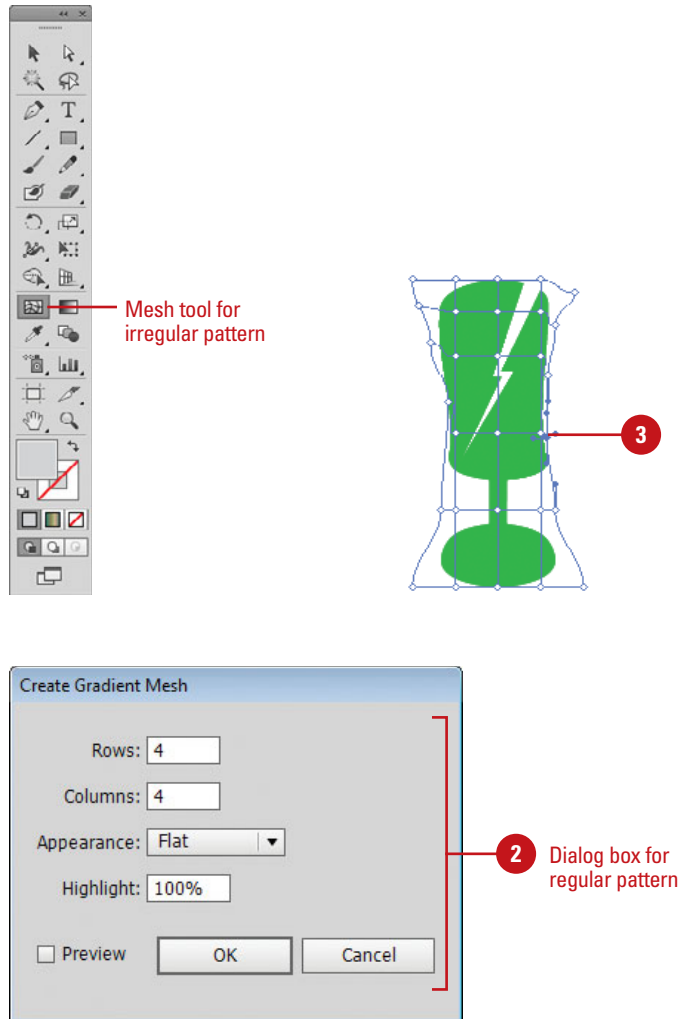


Creating a Gradient Mesh

Create a Gradient Mesh

- 1 Select an object.
- 2 Do one of the following:
 - ◆ **Irregular Pattern.** Select the **Mesh** tool on the Tools panel, select a fill color for mesh points, click to place the first mesh point, and then continue to click to place other mesh points.
 - ◆ **Regular Pattern.** Click the **Object** menu, and then click **Create Gradient Mesh**. Set the number of rows and columns, select the highlight direction, enter a percentage of white highlight (100% = white, 0% = no white), and then click **OK**.
- 3 To edit a mesh object, select the **Mesh** tool on the Tools panel, and then do any of the following:
 - ◆ **Delete Mesh Point.** Alt-click (Win) or Option-click (Mac) a mesh point to delete it.
 - ◆ **Move Mesh Point.** Drag to move a mesh point. Shift-drag to keep the mesh point on a mesh line.
 - ◆ **Add Mesh Point.** Select a color for the new mesh point, and then click to add a mesh point.

A mesh object is a multicolored gradient type object that allows colors to flow in different directions and transitions from one point to another. A mesh object uses mesh lines (like a grid) to make it easier for you to modify color flow, transitions, intensity, and opacity. The points in the grid are called mesh points (diamonds). Mesh points are like anchor points, except you can assign color and transparency to them. The area between four mesh points is a mesh patch for which you can modify the color and transparency. You can create two types of mesh objects: one with an irregular pattern of mesh points or one with a regular pattern of mesh points.



Set Color and Transparency for a Gradient Mesh

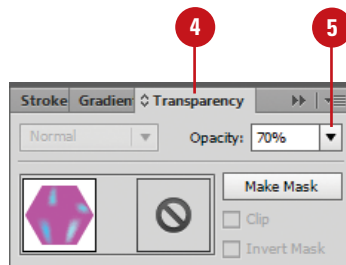
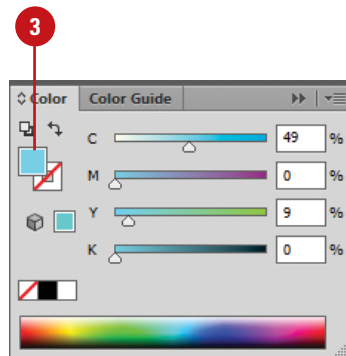
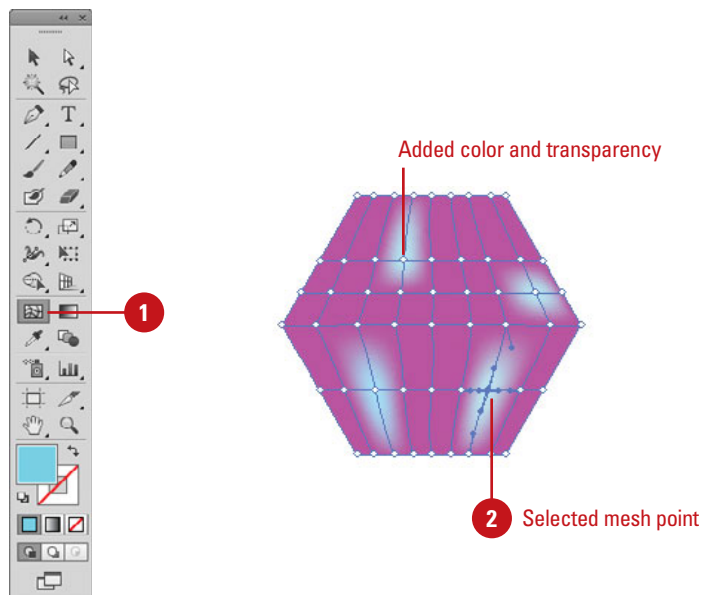
- 1 Select the **Mesh** tool on the Tools panel.
- 2 Select one or more mesh points or patches on the object.
- 3 To change the color of a mesh point or path, drag a color from the Color or Swatches panel onto the point or patch.
 - ◆ You can also deselect all objects, select a fill color, and then select the mesh object and use the Eyedropper tool to apply the full color.
- 4 Select the **Transparency** panel.
- 5 Click the **Opacity** list arrow, and then specify a percentage.

IMPORTANT If you save the object to the CS5 format, or EPS or PDF, the transparency on the mesh object is retained by creating a opacity mask.

Did You Know?

You can convert a gradient to a mesh object. Select an object with a gradient fill, click the Object menu, click Expand, click the Gradient Mesh option, and then click OK.

You can convert a mesh object back to a path object. Select the mesh object, click the Object menu, point to Path, click Offset Path, enter zero for the off-set value, and then click OK.



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