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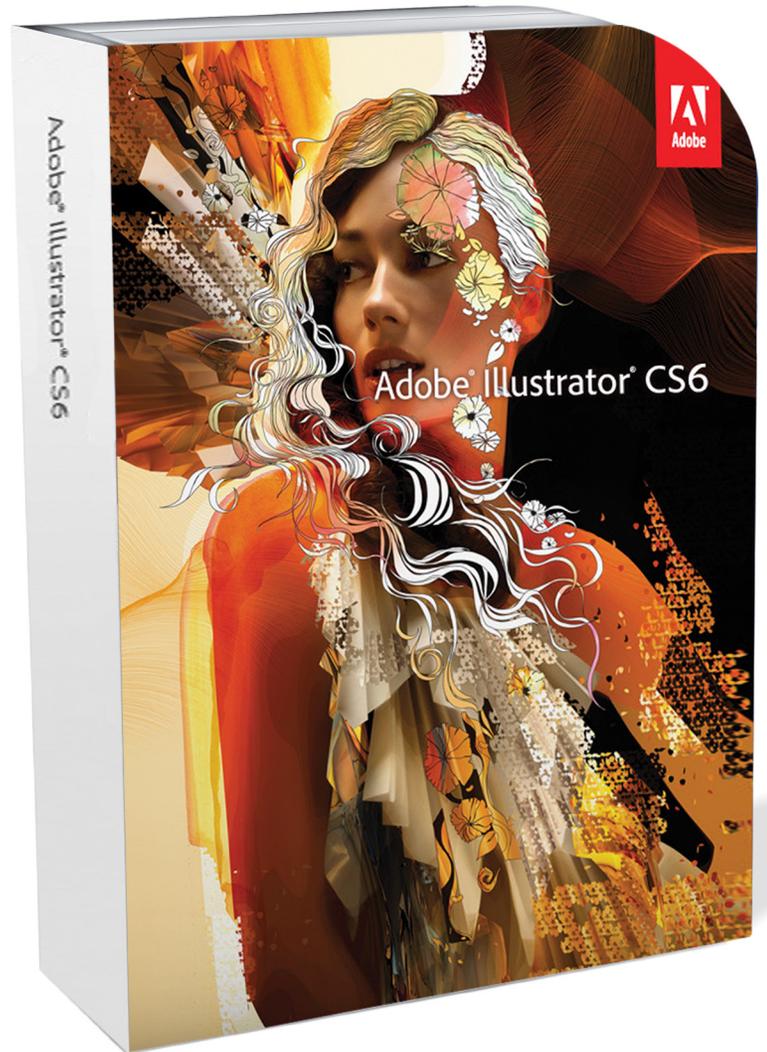
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Adobe Illustrator

step-by-step quick reference

Adobe Illustrator CS6 has become handy software for all digital designers who can now create graphics, typography and illustrations for different kinds of media. This vector graphics software has become an industry standard of sorts and has its applications in mobile, print, video, web and other interactive media.

Adobe Illustrator CS6 lets you create vector artwork with precision thanks to brilliant drawing tools you get access to. Moreover there are natural brushes, various time-savers and integration with Adobe CS Live Online Services to look forward to.



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🌐 <http://linkd.in/16W0j0V>

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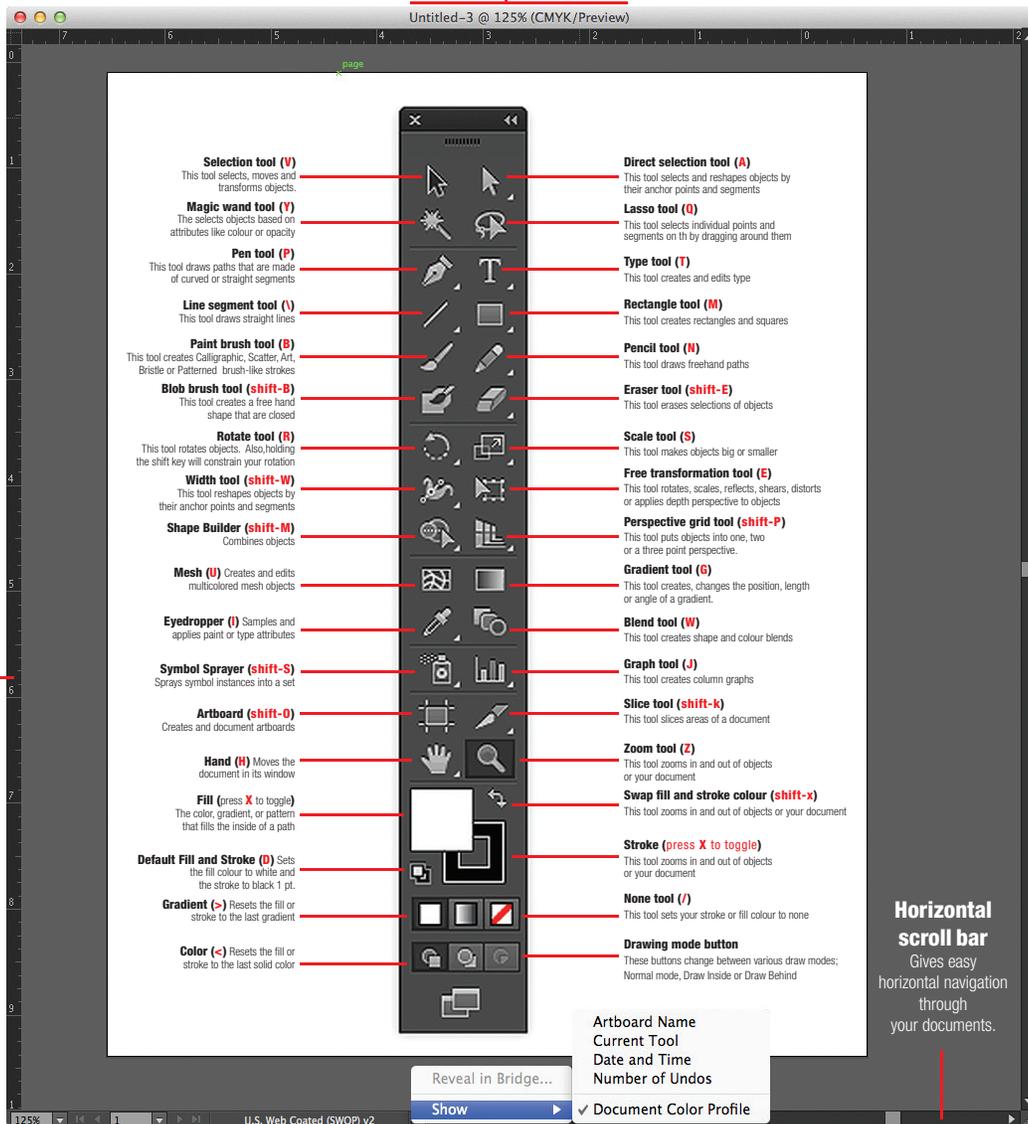
From outside the Toronto area
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**Adobe Illustrator CS6
main screen and layout**

Your Adobe Illustrator CS6 main screen and toolbar

Document Header

This identifies your document name, zoom percentage and colour mode.



Vertical scroll bar

Gives easy vertical navigation through your documents.

Horizontal scroll bar

Gives easy horizontal navigation through your documents.

The Ruler
Helps you accurately place and measure objects in the illustration window or on an artboard

Zoom control
Allows the zooming in or out of your document.

Artboard navigation
Click to navigate your various artboard pages

Show additional information
Click here to show additional document information

- Selection tool (V)**
This tool selects, moves and transforms objects.
- Magic wand tool (Y)**
The selects objects based on attributes like colour or opacity
- Pen tool (P)**
This tool draws paths that are made of curved or straight segments
- Line segment tool (L)**
This tool draws straight lines
- Paint brush tool (B)**
This tool creates Calligraphic, Scatter, Art, Bristle or Patterned brush-like strokes
- Blob brush tool (shift-B)**
This tool creates a free hand shape that are closed
- Rotate tool (R)**
This tool rotates objects. Also, holding the shift key will constrain your rotation
- Width tool (shift-W)**
This tool reshapes objects by their anchor points and segments
- Shape Builder (shift-M)**
Combines objects
- Mesh (U)** Creates and edits multicolored mesh objects
- Eyedropper (I)** Samples and applies paint or type attributes
- Symbol Sprayer (shift-S)**
Sprays symbol instances into a set
- Artboard (shift-O)**
Creates and document artboards
- Hand (H)** Moves the document in its window
- Fill (press X to toggle)**
The color, gradient, or pattern that fills the inside of a path
- Default Fill and Stroke (D)** Sets the fill colour to white and the stroke to black 1 pt.
- Gradient (->)** Resets the fill or stroke to the last gradient
- Color (-)** Resets the fill or stroke to the last solid color
- Direct selection tool (A)**
This tool selects and reshapes objects by their anchor points and segments
- Lasso tool (Q)**
This tool selects individual points and segments on th by dragging around them
- Type tool (T)**
This tool creates and edits type
- Rectangle tool (M)**
This tool creates rectangles and squares
- Pencil tool (N)**
This tool draws freehand paths
- Eraser tool (shift-E)**
This tool erases selections of objects
- Scale tool (S)**
This tool makes objects big or smaller
- Free transformation tool (E)**
This tool rotates, scales, reflects, shears, distorts or applies depth perspective to objects
- Perspective grid tool (shift-P)**
This tool puts objects into one, two or a three point perspective.
- Gradient tool (G)**
This tool creates, changes the position, length or angle of a gradient.
- Blend tool (W)**
This tool creates shape and colour blends
- Graph tool (J)**
This tool creates column graphs
- Slice tool (shift-k)**
This tool slices areas of a document
- Zoom tool (Z)**
This tool zooms in and out of objects or your document
- Swap fill and stroke colour (shift-x)**
This tool zooms in and out of objects or your document
- Stroke (press X to toggle)**
This tool zooms in and out of objects or your document
- None tool (I)**
This tool sets your stroke or fill colour to none
- Drawing mode button**
These buttons change between various draw modes; Normal mode, Draw Inside or Draw Behind

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Adobe Illustrator CS6
tear away tool-bar layouts

Your Adobe Illustrator CS6 tear away tool-bars and functions



Convert Anchor Point (Shift-C) Converts corner points to smooth points, and vice versa

Add Anchor Point (+)
Delete Anchor Point (-)



Group Selection
Selects whole and partial groups



Polar Grid
Creates circular grids

Arc Creates curve segments
Spiral Creates spiral lines
Rectangular Grid Creates rectangular grids



Reflect (O) Creates a mirror reflection of an object



Live Paint Selection (Shift-L) Selects sections of a Live Paint group

Live Paint Bucket (K) Recolors faces and edges in a Live Paint group



Rounded Rectangle
Ellipse (L)
Polygon
Star
Flare Creates drawings of lens flares

Area Type Creates and edits type horizontally inside an object
Vertical Area Type Creates and edits type vertically inside an object



Type on a Path Creates and edits type horizontally along a path
Vertical Type Creates and edits vertical type along a path
Vertical Type on a Path Creates and edits type vertically along a path



Warp (Shift-R) Distorts objects
Twirl
Pucker
Bloat
Scallop
Wrinkle
Crystallize



Knife Carves up paths
Scissors (C) Splits paths



Print Tiling the printable page



Path Eraser Erases sections of paths
Smooth Smooths path segments



Reshape Reshapes sections of paths
Shear Skews objects



Slice Selection slices, for Web c

**Adobe Illustrator CS6
appearance and alignment tool-bars**

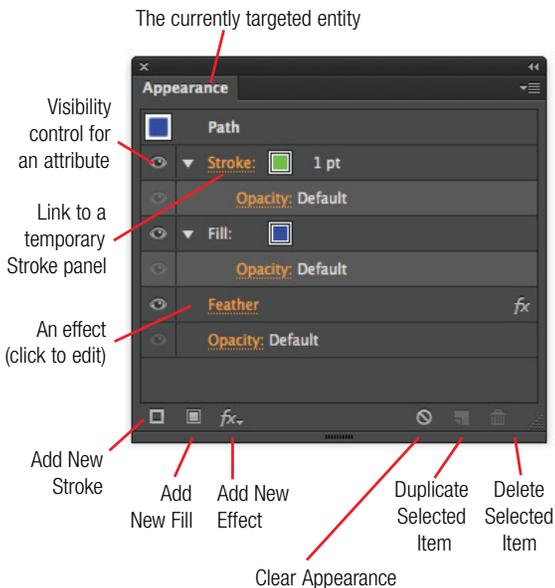
Appearance tool-bar

There are different attributes for an object's appearance, its stroke colour, fill, transparency panel settings, effects and stroke panel settings. With this software when an object, layer or a group for that matter is focussed on the Layers panel, its various attributes are listed in the Appearance panel.

The panel can then be used to add various effects, remove or add attributes, make additions with fill or stroke attributes if you want to. You also have the option of choosing an applied graphic style and editing individual attributes when need be.

It's extremely user friendly thanks to the features in the panel; links can be clicked on in case you want to open a dialog or a temporary panel. Stroke panel can be opened by clicking Stroke; you can pick any effect name to open its dialog.

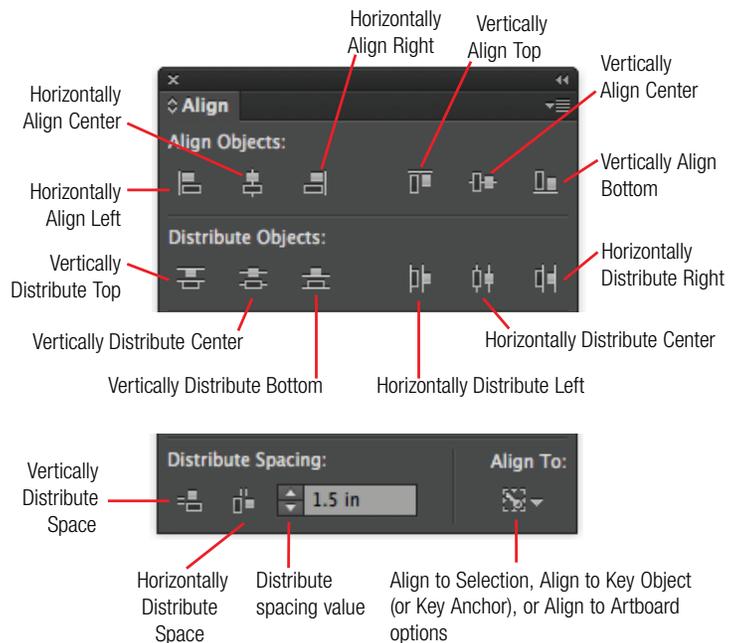
Temporary Swatches Panel can also be opened by clicking on Colour Fill square or Stroke and then clicking on the arrowhead or thumbnail; it's that simple.



Alignment tool-bar

The Align panel on the other hand has buttons in the top two rows and they can be used to align or distribute more than two objects by their centres, right, left, top or bottom edges.

You can align objects to a key object, artboard or selection for that matter and buttons in the lower half of the panel ensure that the spacing between three or more objects is equalized.



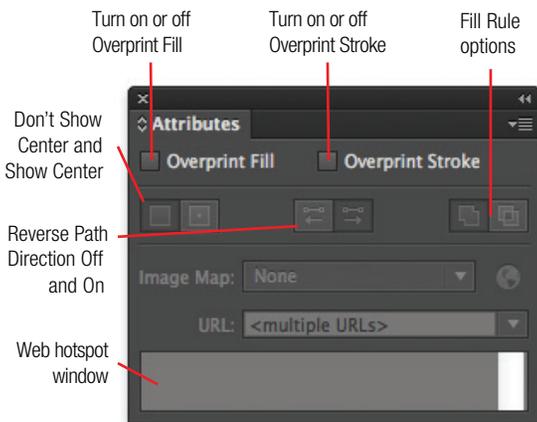
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Adobe Illustrator CS6

attributes, artboard and character panel tool-bars

Attributes tool-bar

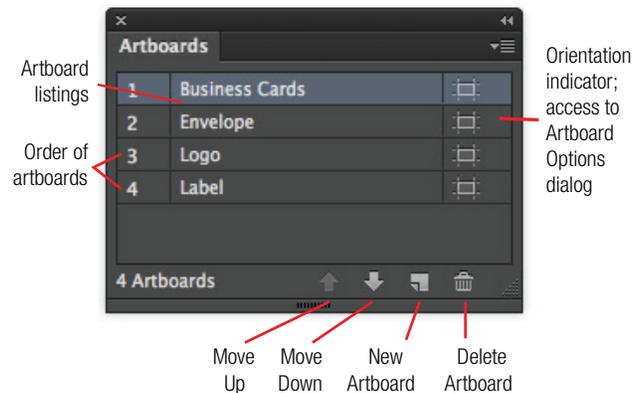
Overprint options for any object can be accessed with the help of the Attributes Panel that also lets you show or hide its centre point. Moreover it lets you switch the fill between colour and alter the fill rule of an object. It also works for transparency in compound path and creates hotspots for output on the web. Map shape can be assigned to particular image and URL can not only be given to an object but also verified in your system browser.



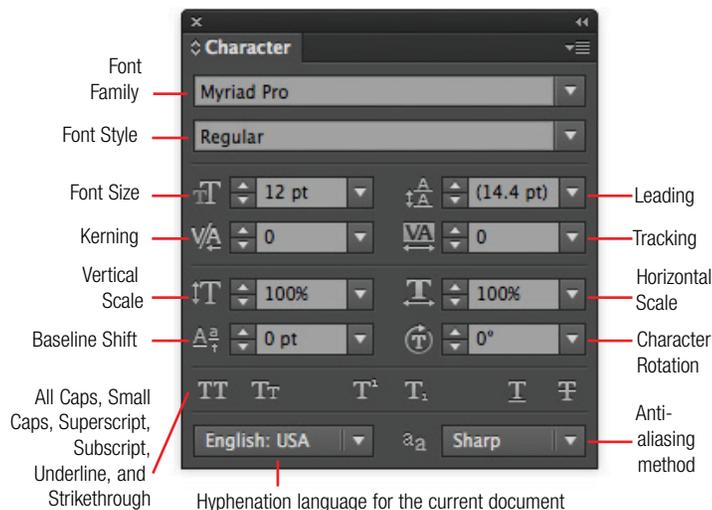
Artboard tool-bar

The Artboard panel on the other hand shows you a list of all the Artboards in the present document. What's more Artboards can be created, renamed, displayed and duplicated and even rearranged within a document. Pick the option you want, delete them or alter their orientation if you want to.

You can double click on the Artboard orientation icon found on the right hand side of the Artboard name to open Artboard Options dialog.



Character Panel tool-bar



Type attributes can be added with the help of Character panel that gives you access to font size, family, style, kerning, tracking, leading, vertical and horizontal scale, character rotation, baseline shift, anti-aliasing method, language for hyphenation and more.

Basic type controls are also found in the Control Panel when you pick a type object or tool. In case you want to open a temporary Character Panel all you need to do is click on Character on the Control Panel.

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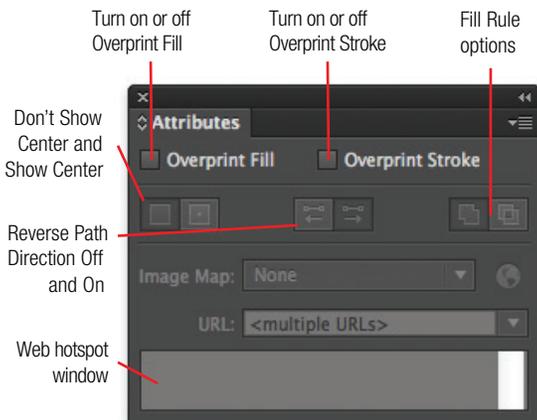
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**Adobe Illustrator CS6
appearance, colour and info tool-bars**

Appearance tool-bar

With the help of the Attributes panel you can pick overprints for objects and ensure that you can either hide or show its centre point. It can also be used to Switch the fill between colour and transparency in the compound path. An object's fill rule can be changed too and hotspots for Web output can be created.

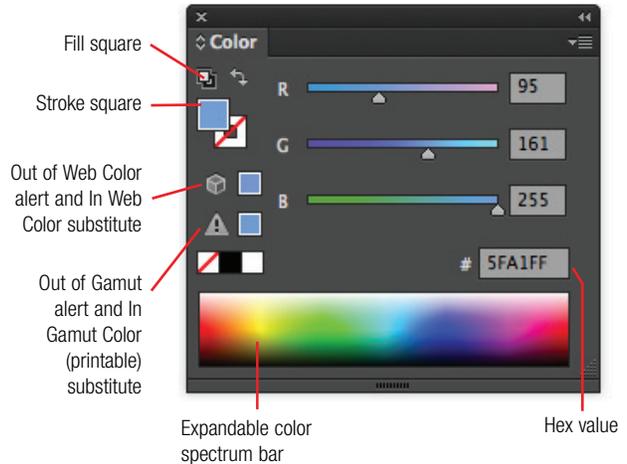
Image map shapes can be assigned and URL attributed to your chosen image. With the help of web browser on your system you can also verify the URL by simply clicking the Browser button.



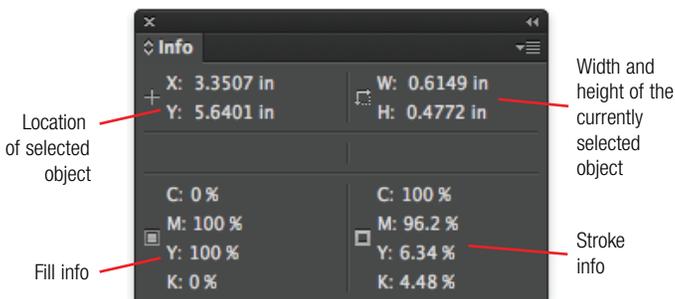
Colour tool-bar

Object's fill or Stroke can have colours applied to in Illustrator. Global process colours can be mixed with the help of the Colour Panel or you can also enter a hexadecimal code. Tint percentage can be added to Spot Colour as well. Colour models like CMYK and RGB can be chosen from the colour panel.

There's also a spectrum bar at the bottom of the panel and if you click on it you can Quick-set a colour. There are White, Black and None buttons to choose from as well. And if you drag the gripper bar downward you can also expand it.



Info tool-bar



Based on the present tool and if no object is selected in the existing document then the x,y location of the pointer is listed in the Info panel. Similarly the location of the chosen object is listed with its height and width. Moreover you get information about its fill and stroke colours. It can include is colour components, number or name of a colour, a pattern's name etc. If you are using the transform tool to transform an object, relevant information about it, including percentage value of scale transformation, rotation of angle etc. On the other hand type specifications are listed when you choose a type tool or object. Info panel will open automatically when you choose the Measure tool and it will display the angle and distance calculated by the tool.

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Adobe Illustrator CS6
links, layers and pathfinder tool-bars

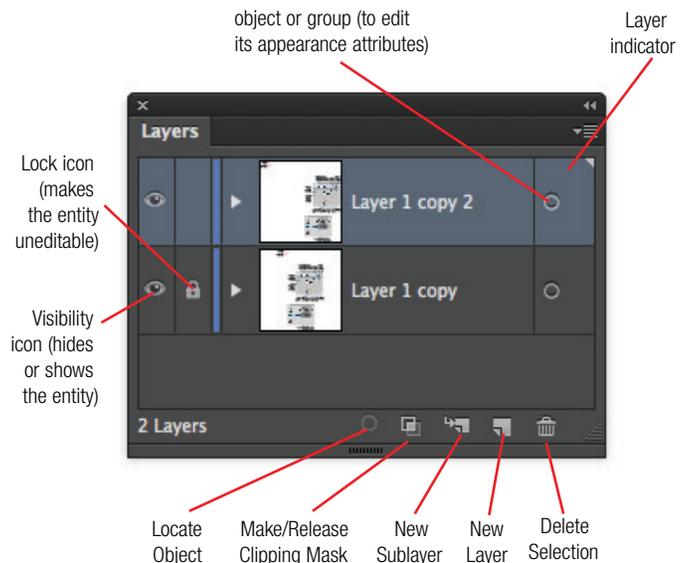
Links tool-bar

In case you are placing an object from an application like Photoshop into an Illustrator document, a copy of the image can be embedded into the file. Thus the file size can be increased while you can colour manage it effectively too. The image can simply be linked to the document too; thus the file size can be minimized while original file size is needed for the print output. You can keep tabs on the status of linked images with the help of Links Panel and it can also help you turn a linked image into one that's embedded. Any edited image can then be updated and links to images that are missing can be restored too.

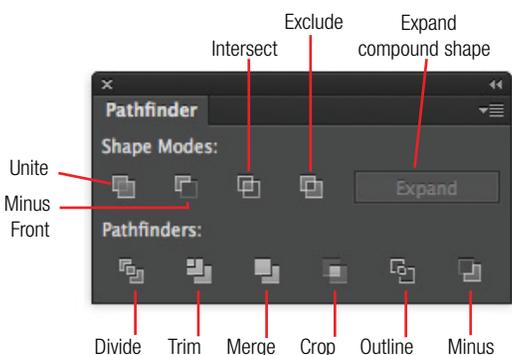


Layers tool-bar

If you want to add or delete layers, create new layer groups or add sublayers to a document you can use the Layers panel. There are a wide range of options for you here; from selecting or targeting, duplicating, hiding, showing, unlocking and locking, merging, creating a clipping set for a layer, group, sublayer or any other individual object and a lot more. The document can be flattened into a single layer with the help of a command on the panel menu once the artwork is completed. It also helps in releasing objects into separate layers so that they can be exported as Flash animation



Pathfinder tool-bar



Based on the way they are applied, you will find Shape Mode commands on the Pathfinder panel; at the top. They can put together selected or overlapping objects and into one or few standard paths and compound shape if you want to. There's the option of converting a Compound Shape into a compound path or a path with the help of the Expand button. (If the command initially produced a cutout shape then a compound path is possible). There are Pathfinder buttons at the bottom of the panel as well and they can create cut-up or flattened shapes from various selected objects.

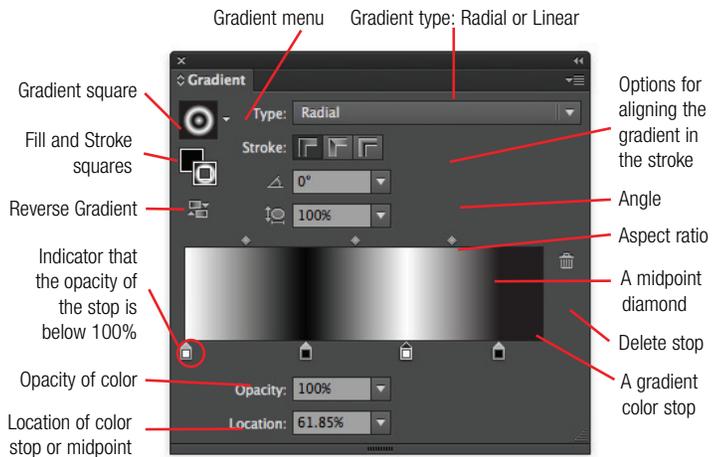
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Adobe Illustrator CS6 gradient, stroke and glyphs tool-bars

Gradient tool-bar

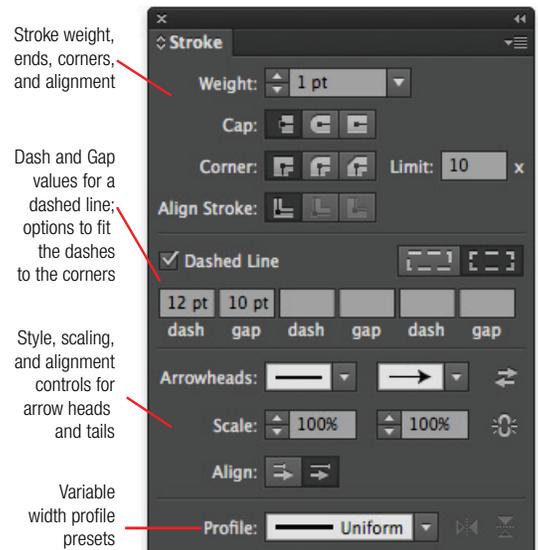
If you want to edit, apply or create gradients then there's the Gradient panel. Gradients are nothing but gradual blends of at least two colours.

Gradient can be applied to an object's fill or stroke while the amount of colour can also be adjusted by dragging its stop. The selected stop can be given a different opacity value or colour. New colours can be added by clicking under the gradient slider, midpoint diamond can be moved to alter the location such as the place where adjacent colours are mixed equally. Gradient colours can be reversed, their type, angle or alignment in an object's stroke can be altered too.



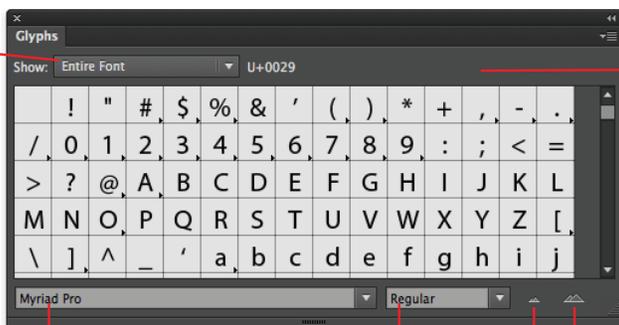
Stroke tool-bar

The appearance of an object's path can be controlled by the Stroke settings and you can choose the Stroke weight, cap style, corner style and control stroke's position in the path with the alignment option you find in the Stroke panel. It can also be used to draw borders, dashed lines, add tail styles or arrowheads while the width profile of the stroke can be altered as well.



Glyphs tool-bar

Show menu for controlling whether the panel displays glyphs in a specific category or for the entire font



Unicode for the currently selected character

If you want to know more about character variations that can be used for characters in a chosen OpenType font you can use the Glyphs panel that also lets you add specific glyphs from the font to the document. And it's also true for glyphs that you are not able to add through the keyboard.

Every glyph for the chosen font is displayed in the panel. Font can be changed by choosing one from a different family and style that you can see at the bottom of the panel. If there's a character selected in the document, alternate characters can be displayed by simply clicking on the Show Menu you see at the top of the panel and choosing Alternates for Current selection.

Font family

Font style

Zoom Out

Zoom In

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