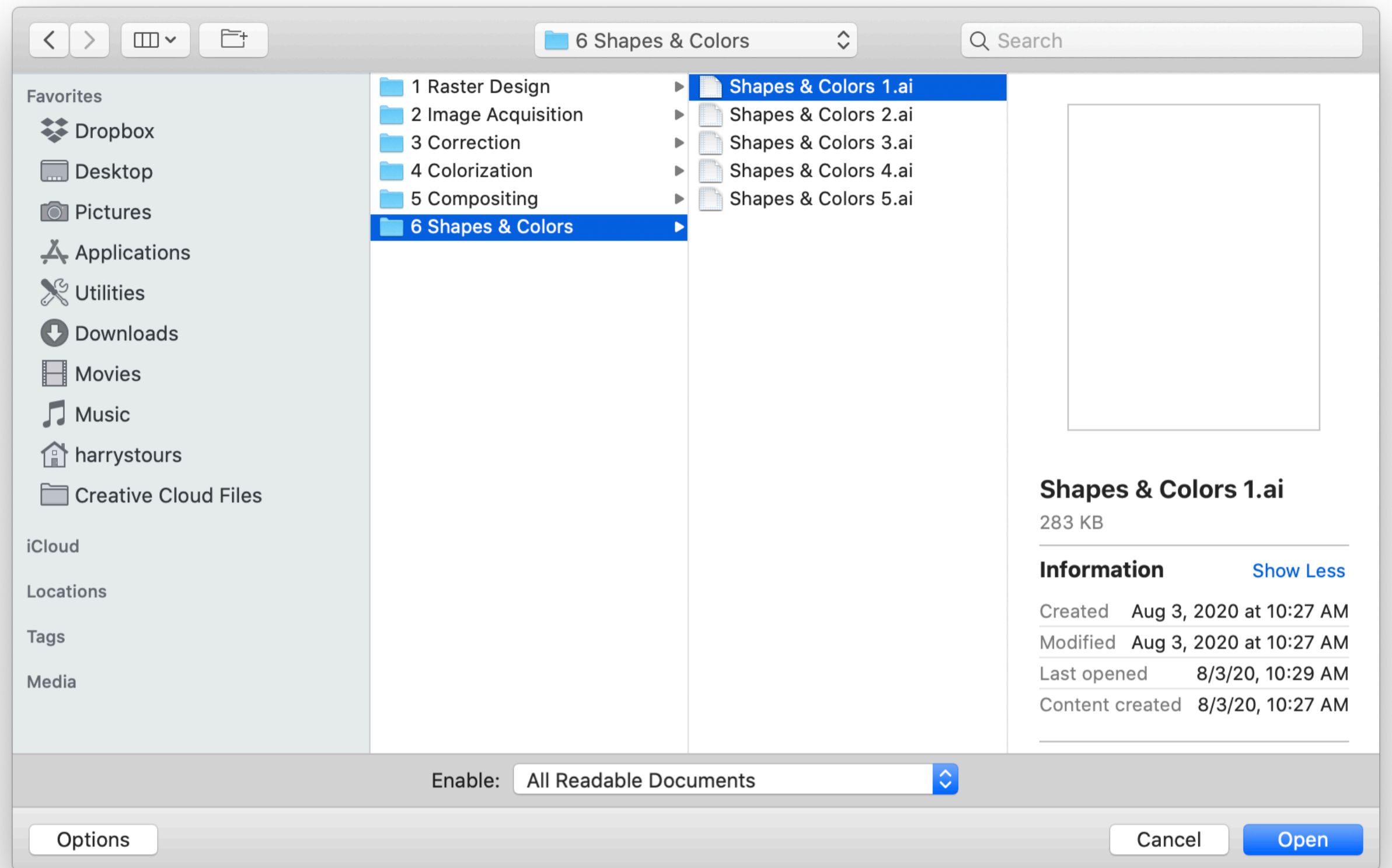
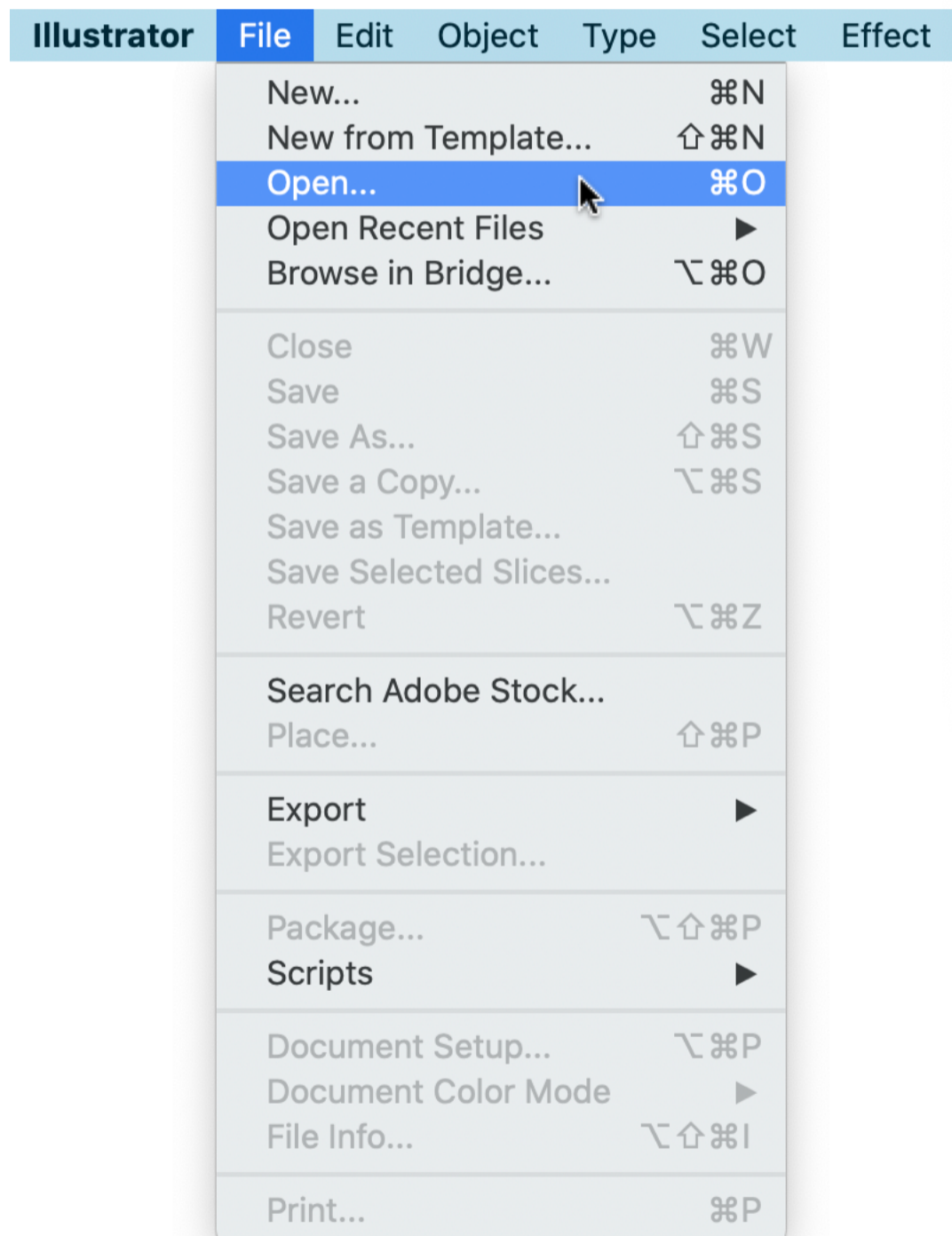


Lesson 6 Shapes & Colors

Paths & Shapes



Normally when you launch **Illustrator**, as with any imaging program like those in Adobe's Creative Cloud, you will need to create a new document. Illustrator calls them

Artboards. We'll get to that later. But for these exercises, I have provided a folder of templates for you to use. Download it from any of the class sites and open **Shapes & Colors 1.ai**.

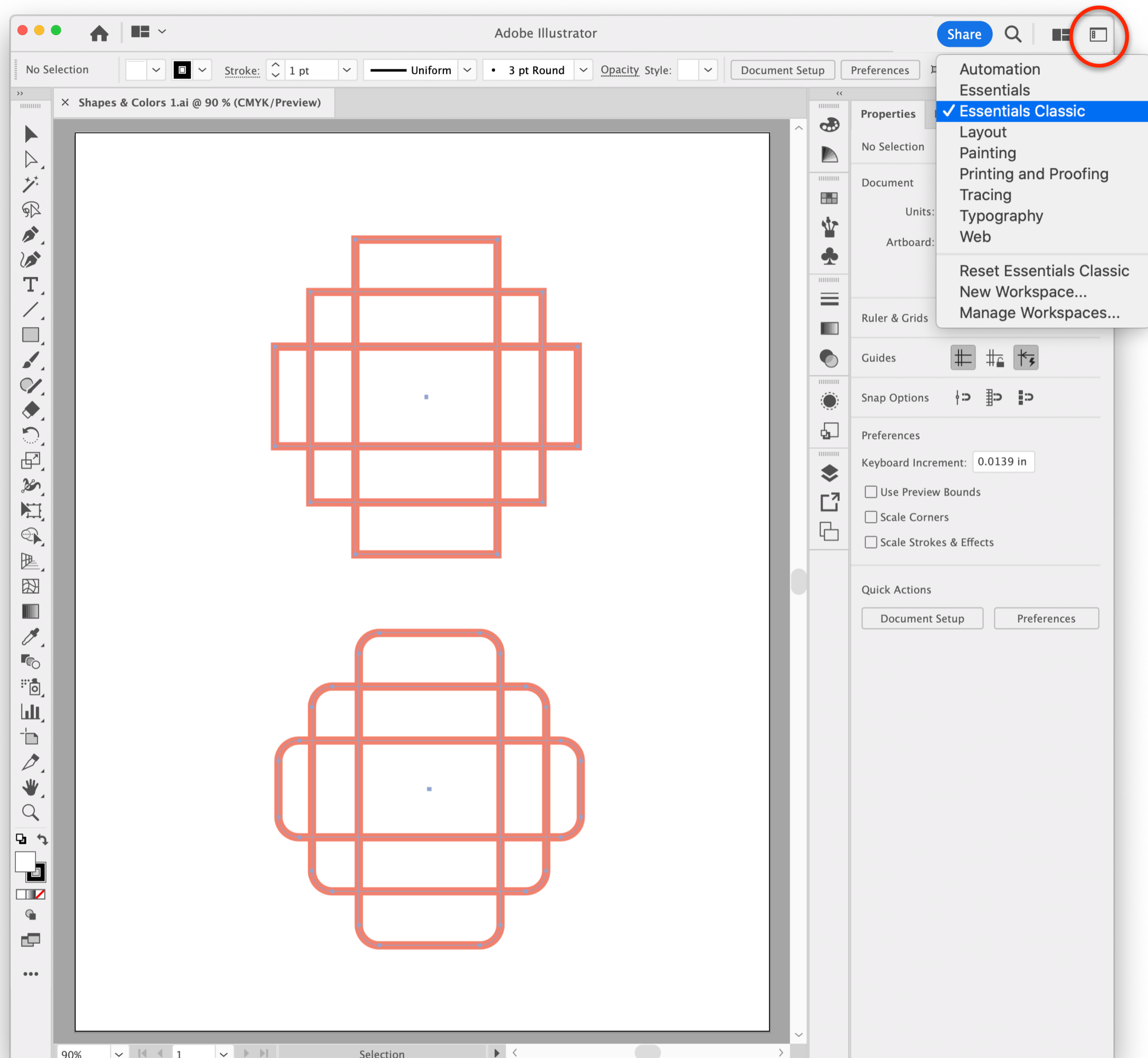
The **Illustrator Interface** is similar to that of Photoshop and InDesign. Choose **Essentials Classic** workspace from the Workspace pop-up (**red circle**) so your interface will look like this one.

A **Control Bar** runs across the top horizontally, and changes options dynamically as you choose different tools.

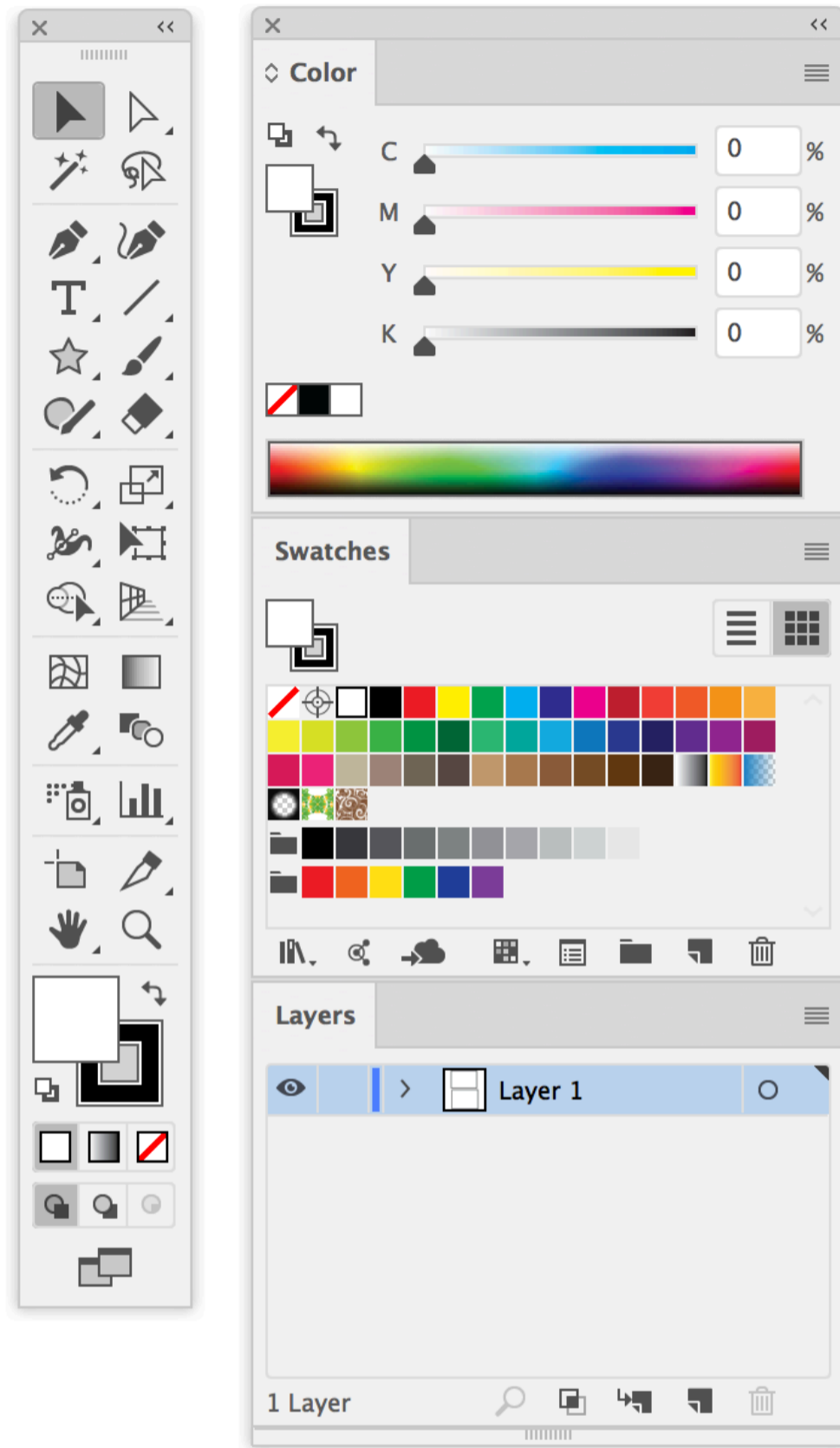
The **Tools Panel** runs down the left side, and looks much like the one in Photoshop, but many of the tools and their functions are quite different.

Panels are stacked as small icons down the right side of the screen, and provide all the functionality you'll need. You can close the **Properties** and **Libraries** Panels. We won't need them and they just take up too much space.

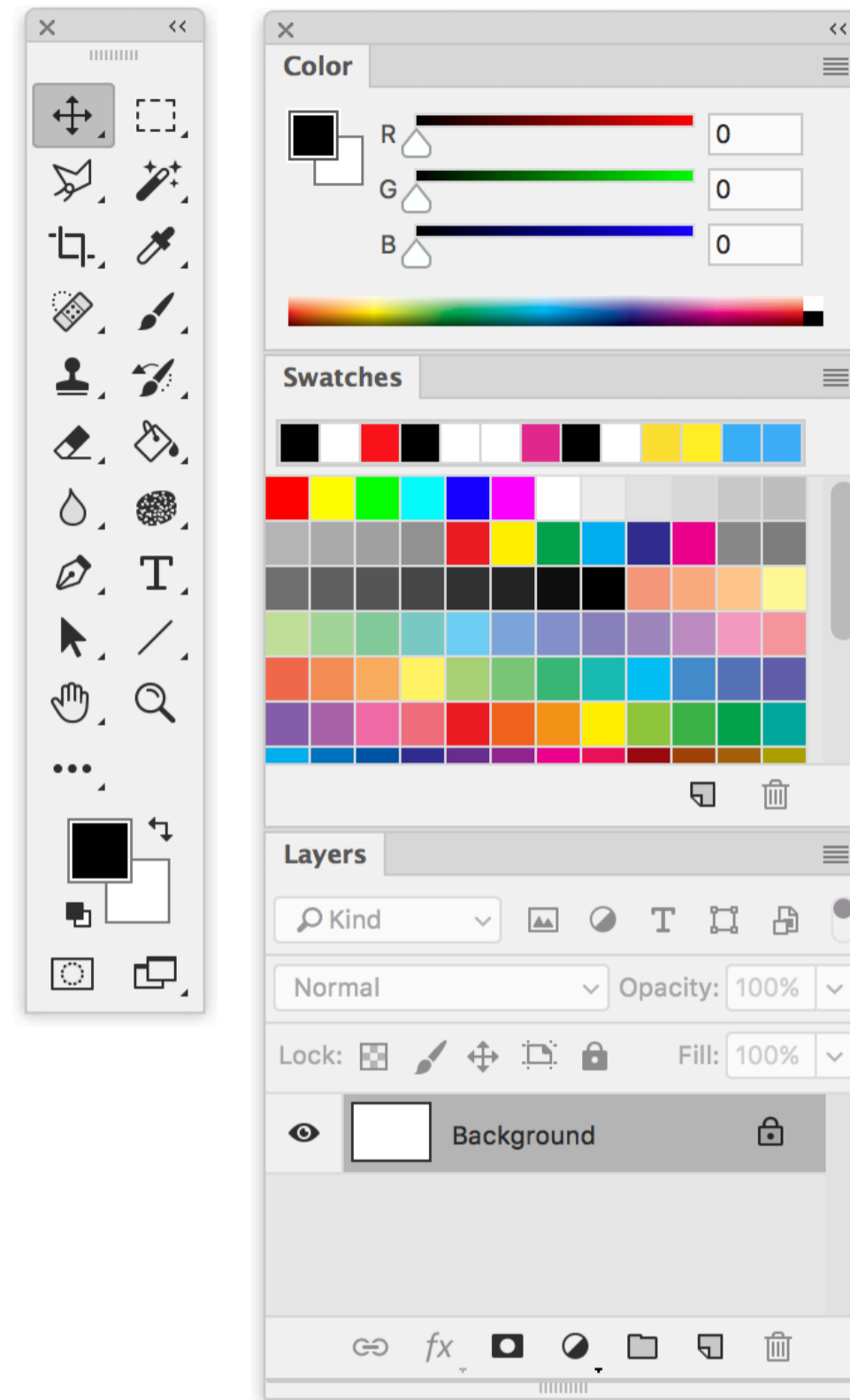
On this page, you'll see some dimmed shapes which we'll trace. The best way to learn Illustrator is to jump in, so let's get vector-drawing!



Illustrator

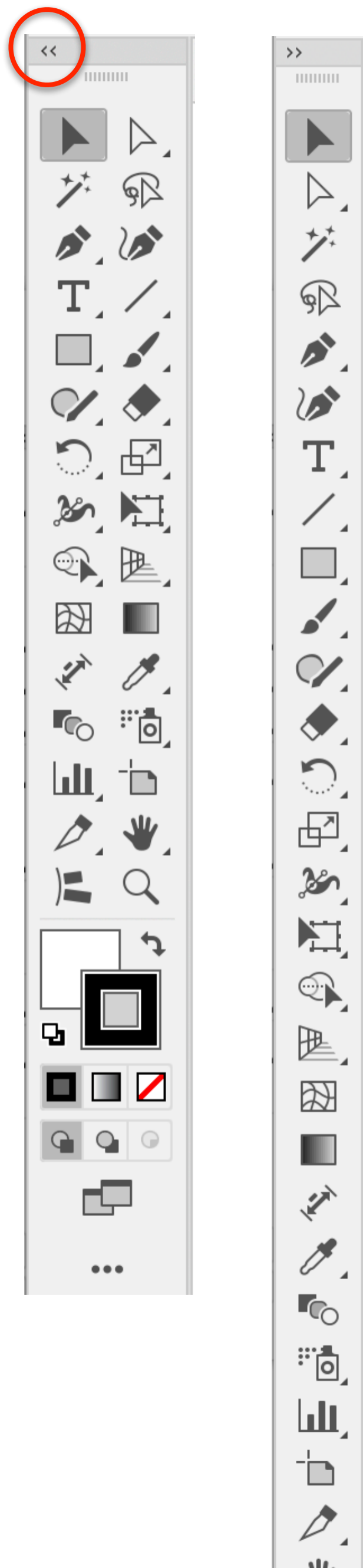


Photoshop



Illustrator has many features that, on the surface, look very similar to Photoshop and other Adobe products. In fact, Adobe has developed a common operations environment for all of their more popular software applications called the **Adobe Graphical User Interface (GUI)**. This

universal look-and-feel of the tool bars, panels, contextual menus and keyboard shortcuts make learning Adobe software a lot easier, and the knowledge you acquire from studying and practicing techniques in one application often transfer to another.



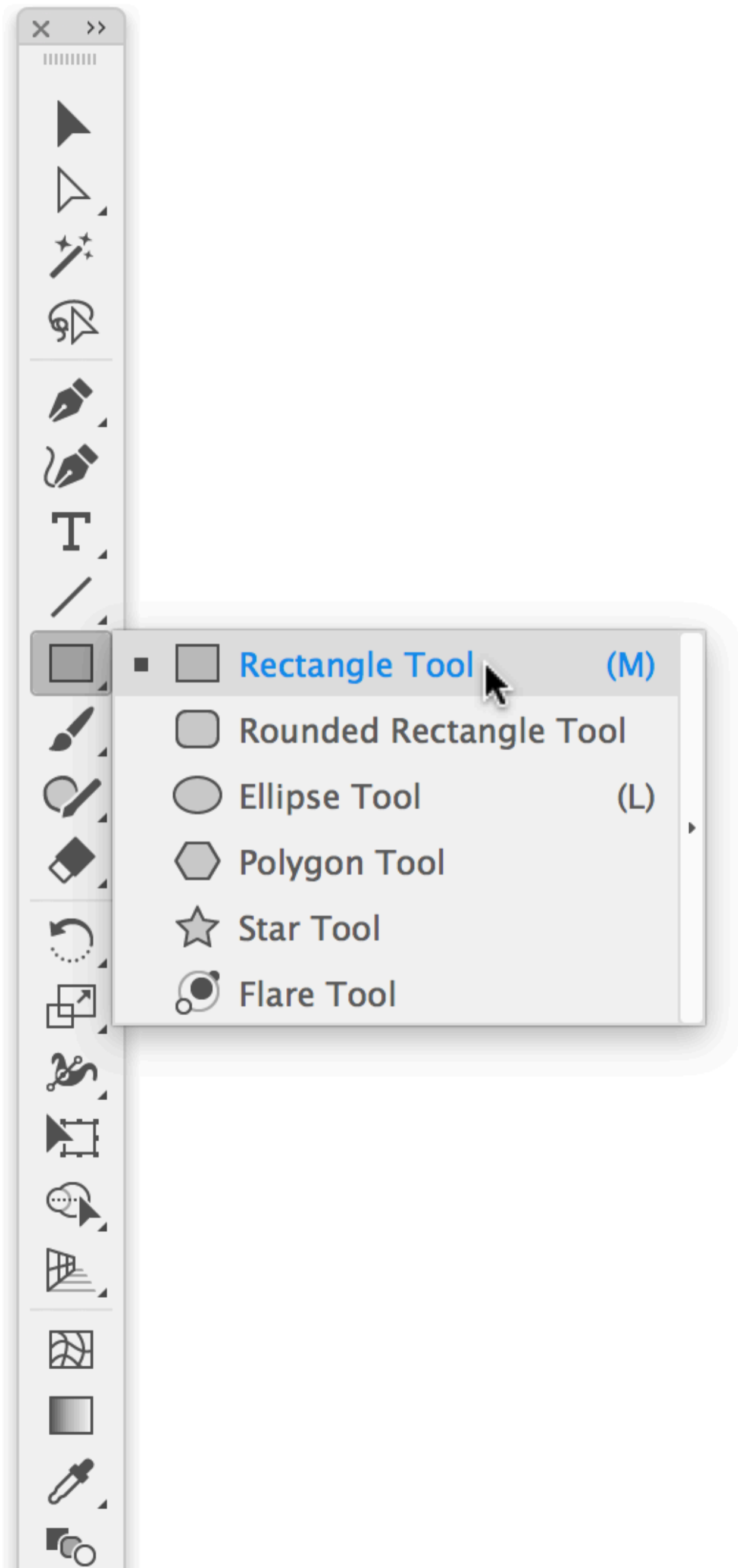
Also like in Photoshop, the vertical Toolbar can be changed to single-column or back to double-column simply by clicking on the double-headed arrow-toggle on the top left corner of the Toolbar header (red circle).

View using CPU	⌘E
Outline	⌘Y
Overprint Preview	⇧⌘Y
Pixel Preview	⇧⌘Y
Trim View	
Presentation Mode	
Screen Mode	▶
Proof Setup	▶
Proof Colors	
Zoom In	⌘+
Zoom Out	⌘-
Fit Artboard in Window	⌘0
Fit All in Window	⇧⌘0
Show Slices	
Lock Slices	
Actual Size	⌘1
Hide Edges	⌘H
Hide Artboards	⇧⌘H
Show Print Tiling	
Hide Bounding Box	⇧⌘B
Show Transparency Grid	⇧⌘D
Hide Template	⇧⌘W
Hide Gradient Annotator	⇧⌘G
Show Live Paint Gaps	
Hide Corner Widget	
Smart Guides	⌘U
Perspective Grid	▶
Rulers	▶
Hide Text Threads	⇧⌘Y
Guides	▶
Show Grid	⌘'
Snap to Grid	⇧⌘'
Snap to Pixel	
Snap to Point	⇧⌘'
New View...	
Edit Views...	
Enter Full Screen	

Also before we begin, in addition to using the Essentials Classic workspace, make these few changes so the steps as shown will work properly.

From the **View** menu:

- Select **Hide Bounding Box**
- Select **Hide Corner Widget**
- Uncheck **Smart Guides** (if checked)
- Make sure none of the **Snap** options are selected

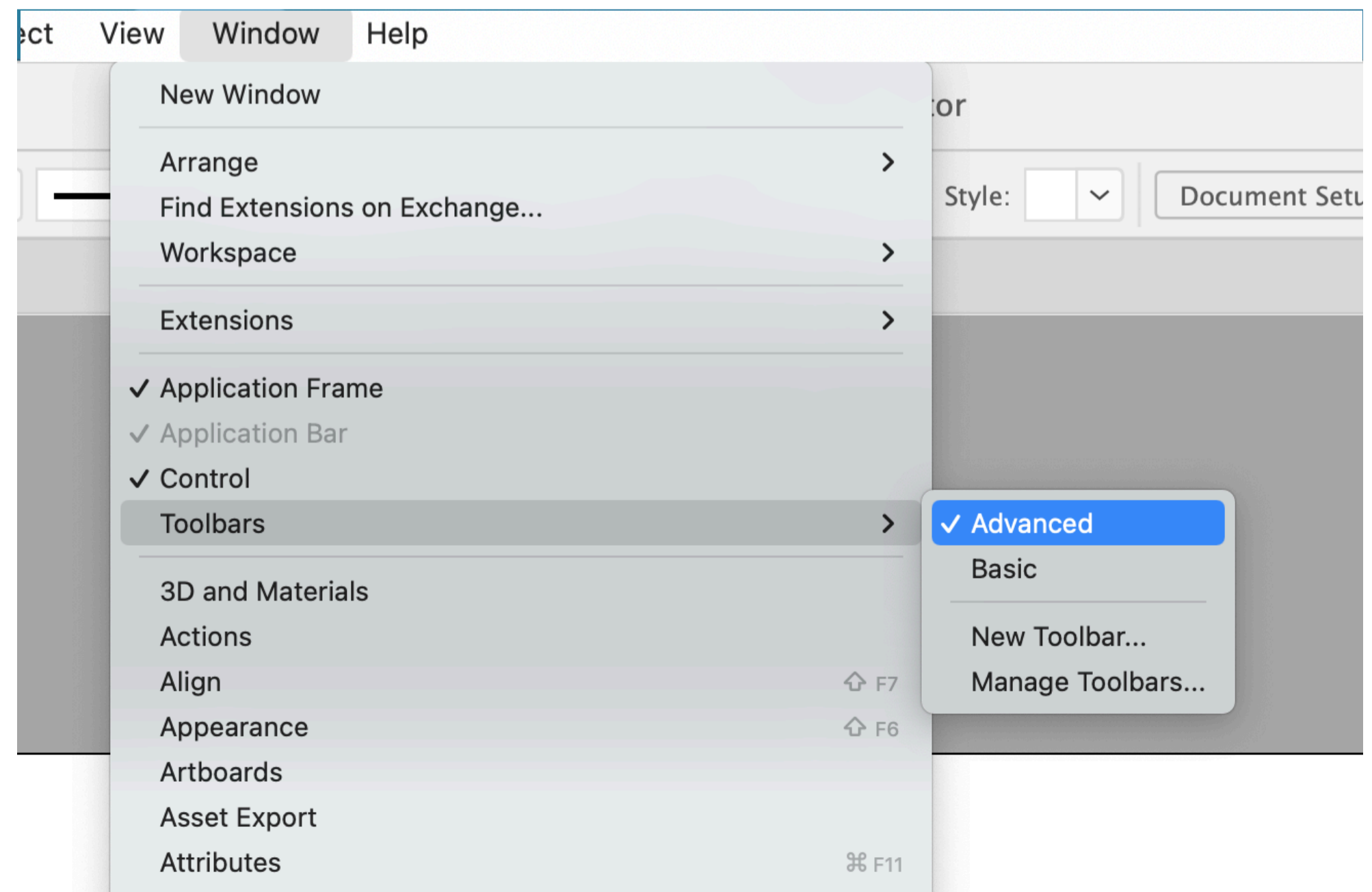


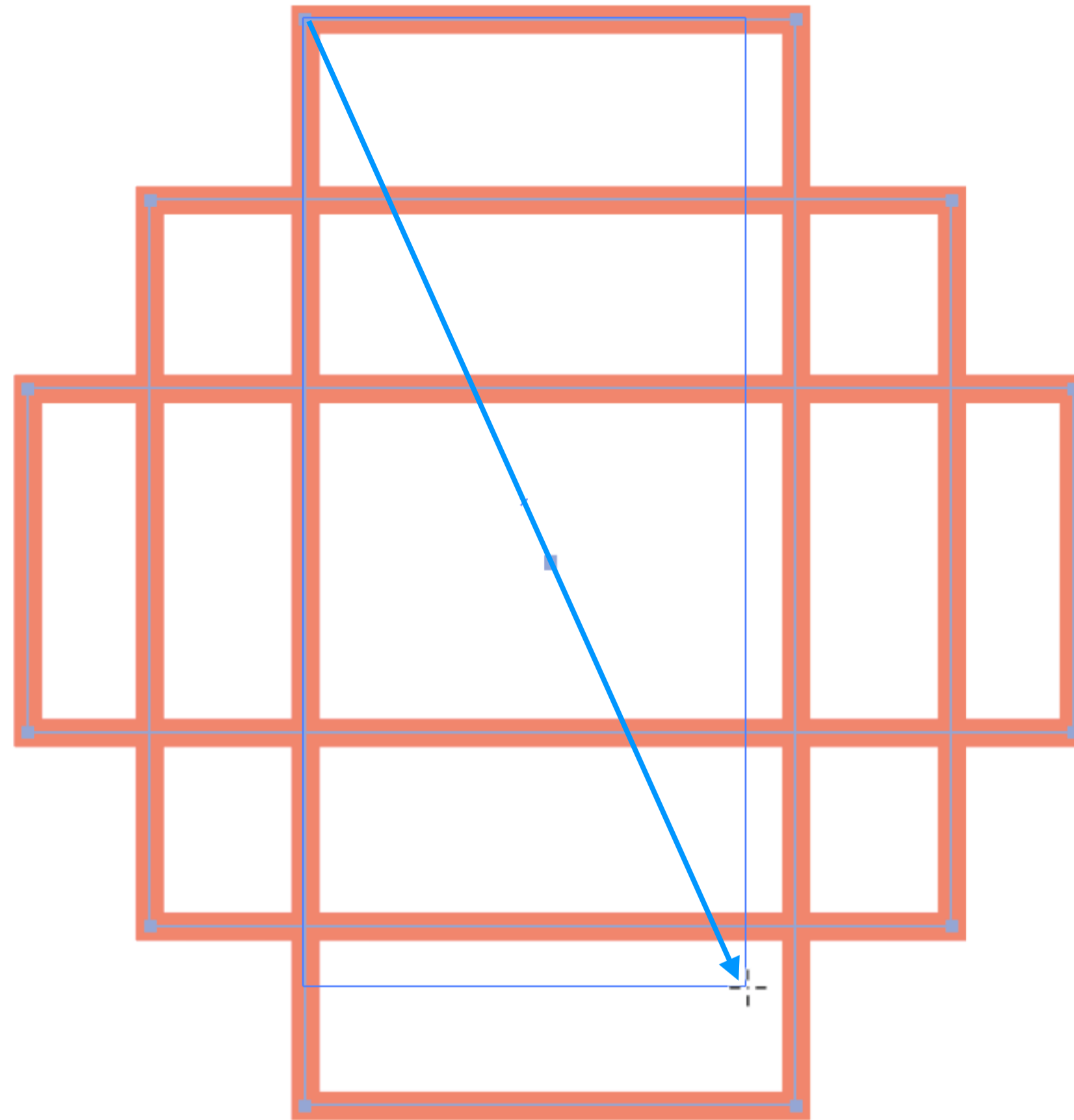
The **Shape Tools** in Illustrator are designed for the easy creation of straight lines and curved shapes, known as **Paths**.

The **Rectangle Tool** is the most commonly used of the traditional shape tools and arguably the most useful as well. Illustrator provides two "flavors" of the Rectangle Tool, and many ways to edit your shapes. You will certainly use this tool at some time or another, if you haven't already.

Creating a Rectangle is as easy as drawing out a marquee in Photoshop. To begin, select the Rectangle Tool from the Tool Bar, or type M.

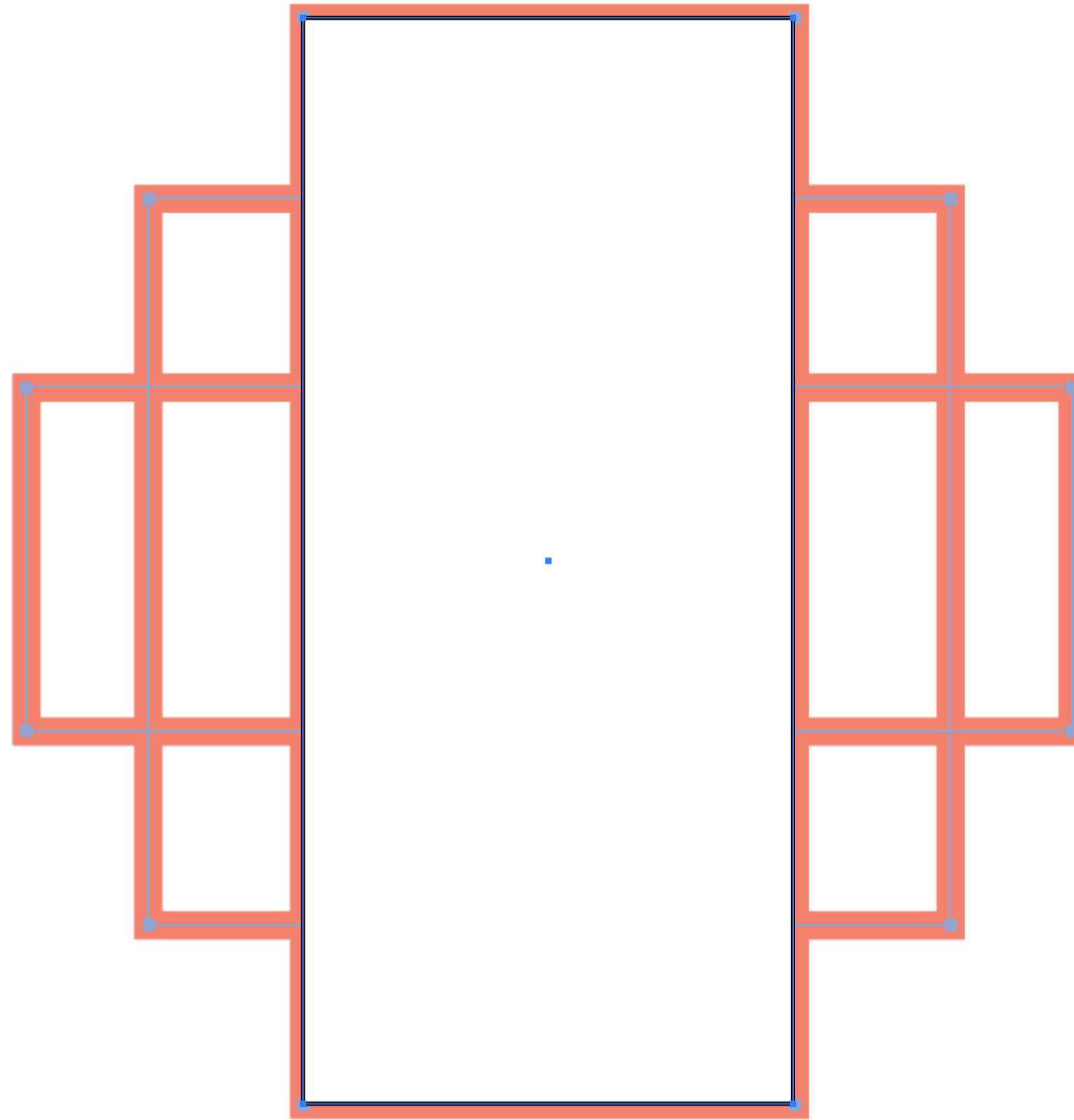
If you don't see all of these tools in your Toolbar, reset your Toolbar from **Basic** to **Advanced** in the Window menu.





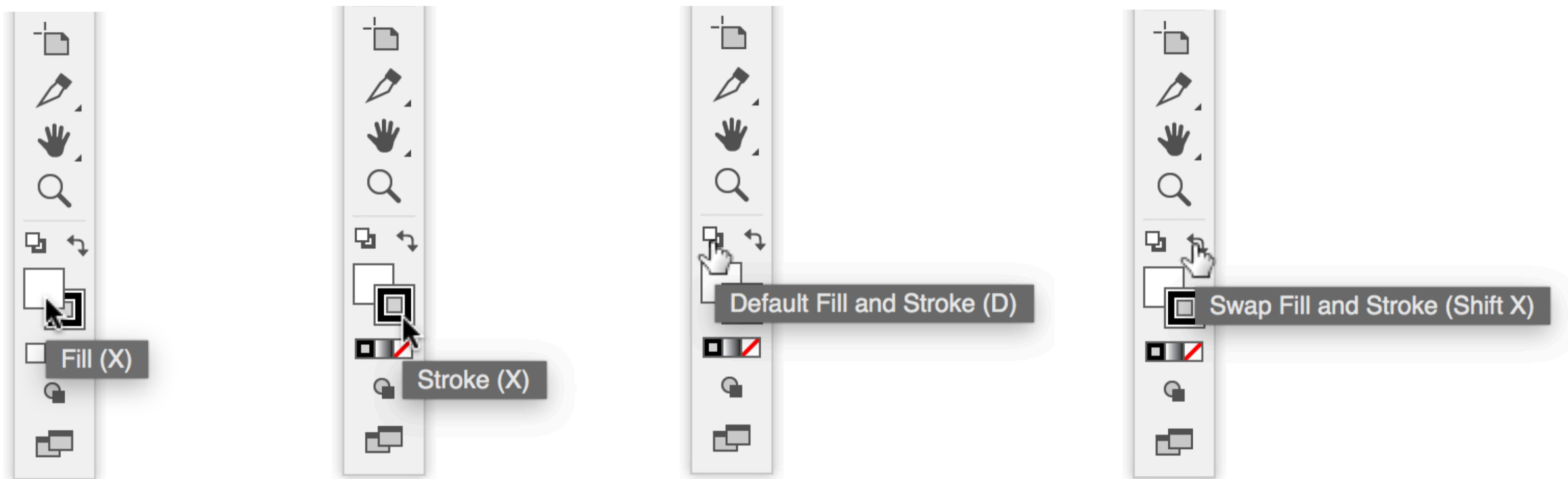
With the **Rectangle Tool** selected, click in the upper left corner to place an anchor point, and then drag (**blue arrow**). As you drag, the rectangle is "rubber-banded" to the anchor point, and stretches in response to your mouse or stylus movement until you release the mouse button. Normally you will

drag down and to the right, but you can drag in any direction. It helps to think of placing the initial anchor point as similar to sticking a push pin through the corner of your rectangle and into your Artboard, which holds the corner in place until you've finished drawing your shape.



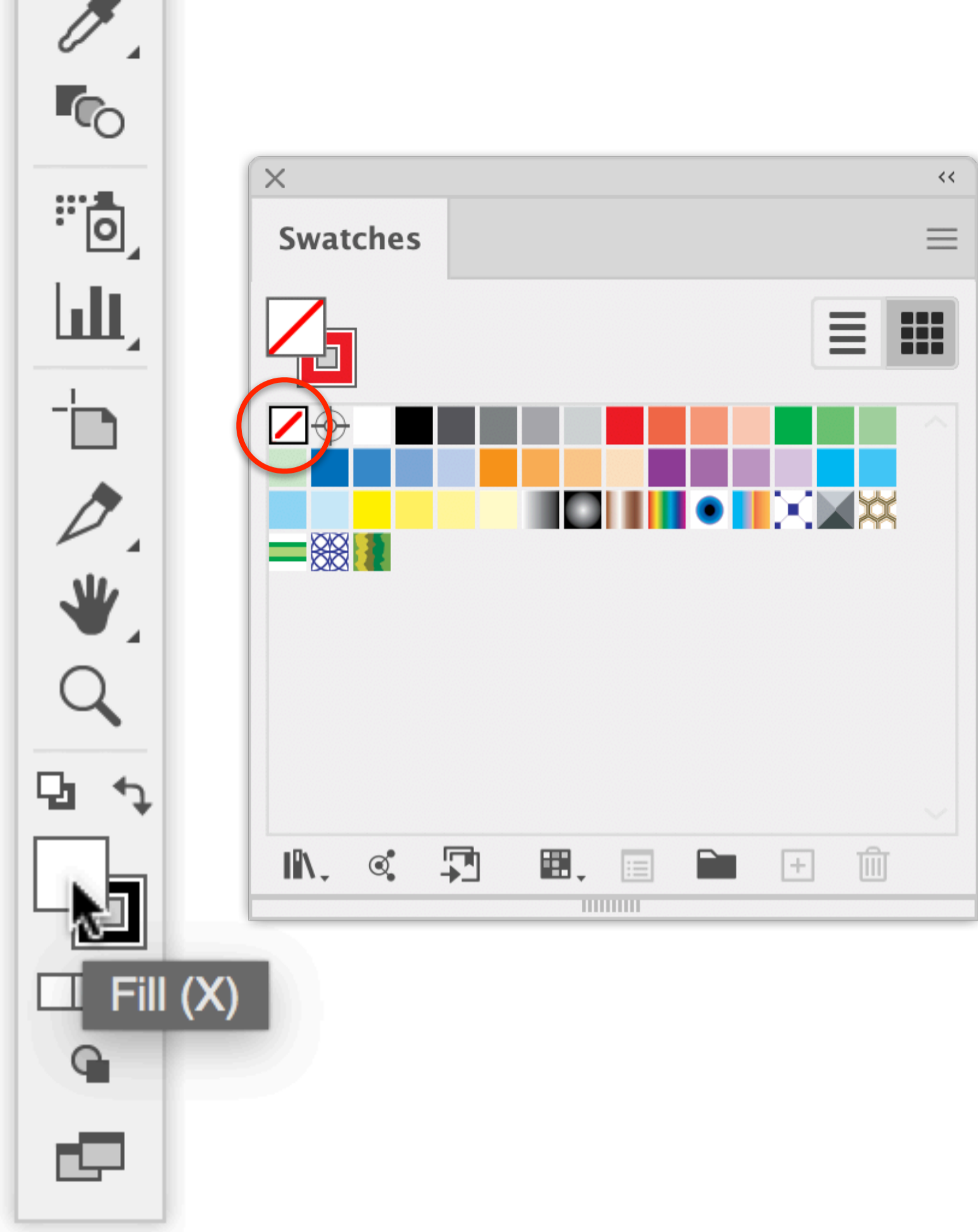
When you release the mouse button, your rectangle is created. It will appear with the default attributions of white fill color, black stroke color, and a stroke thickness of 1 point. We'll change that in a minute. But if you make a mistake in your shape

and would like to try again, simply delete the shape. Just press the Delete key (or the Backspace key for PC users) to remove any selected object. If the object you wish to remove is not selected, select it with the Selection Tool, and then delete it.

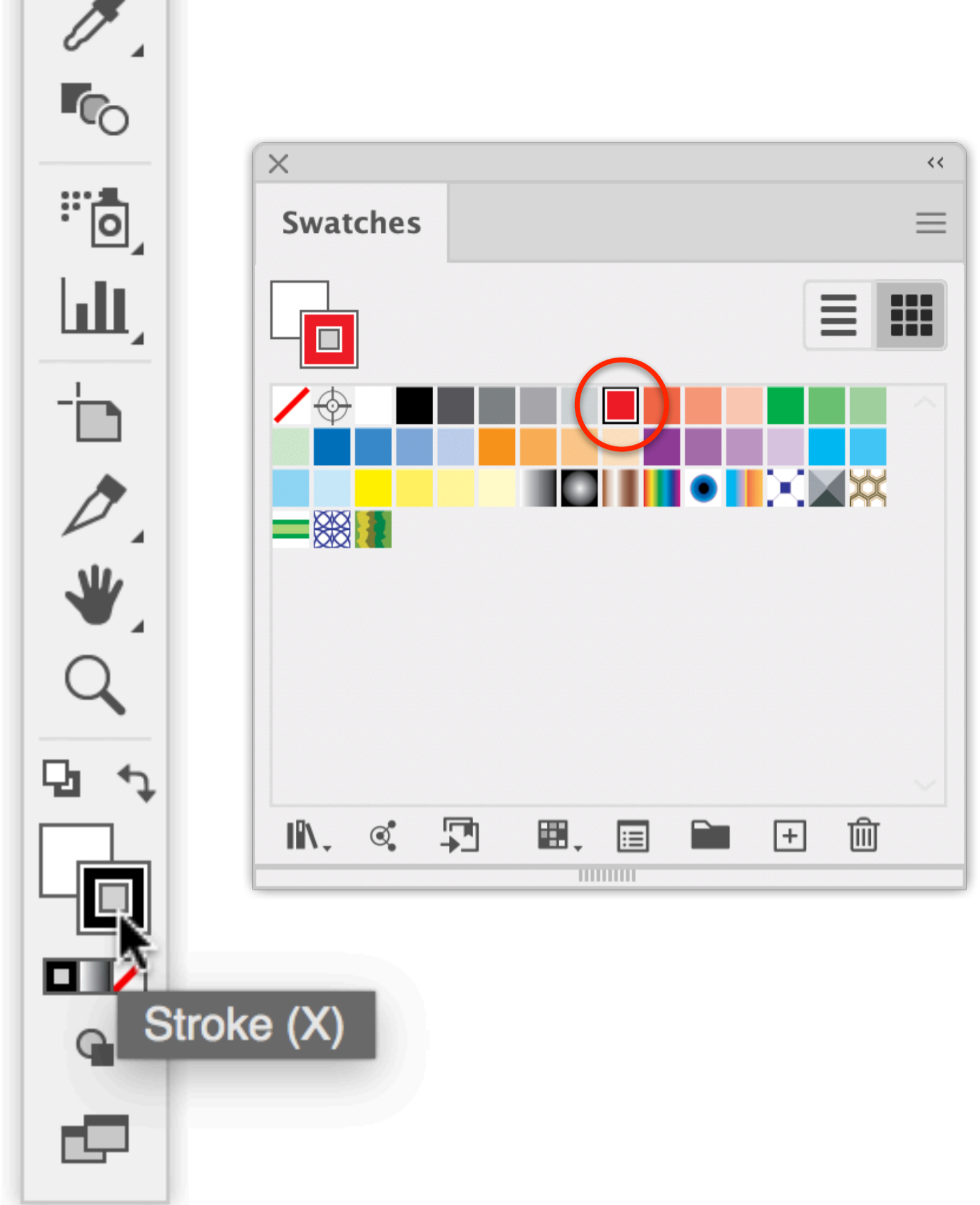


Now, let's change the shape's color. The larger, overlapping squares at the bottom of the Toolbar represent the color of the **Fill** and **Stroke** of any selected object(s). Any object subsequently created will sport this color combination as well. Although similar in appearance to the Photoshop Foreground and Background color pickers, the function is completely different. The solid white square displays

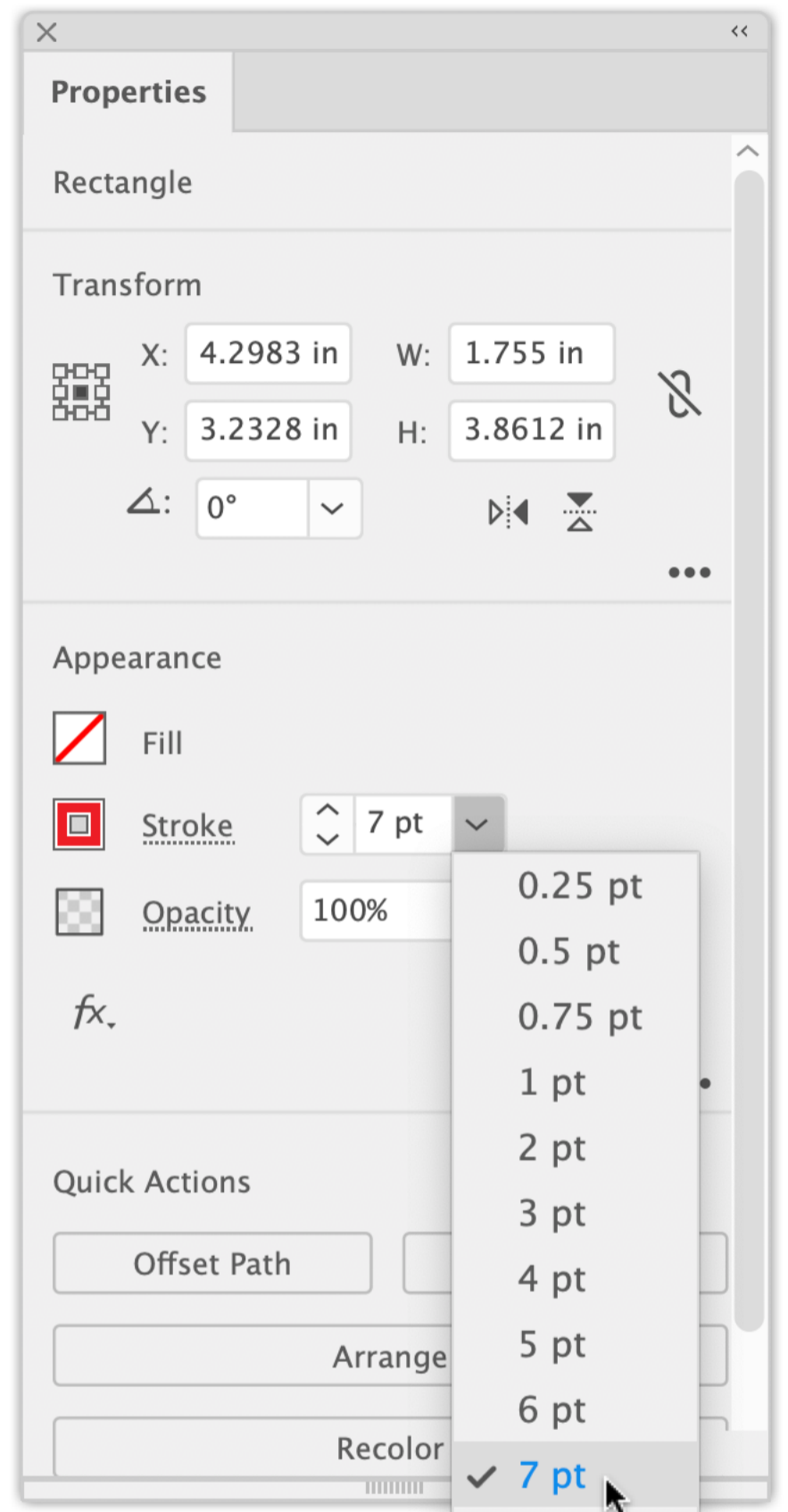
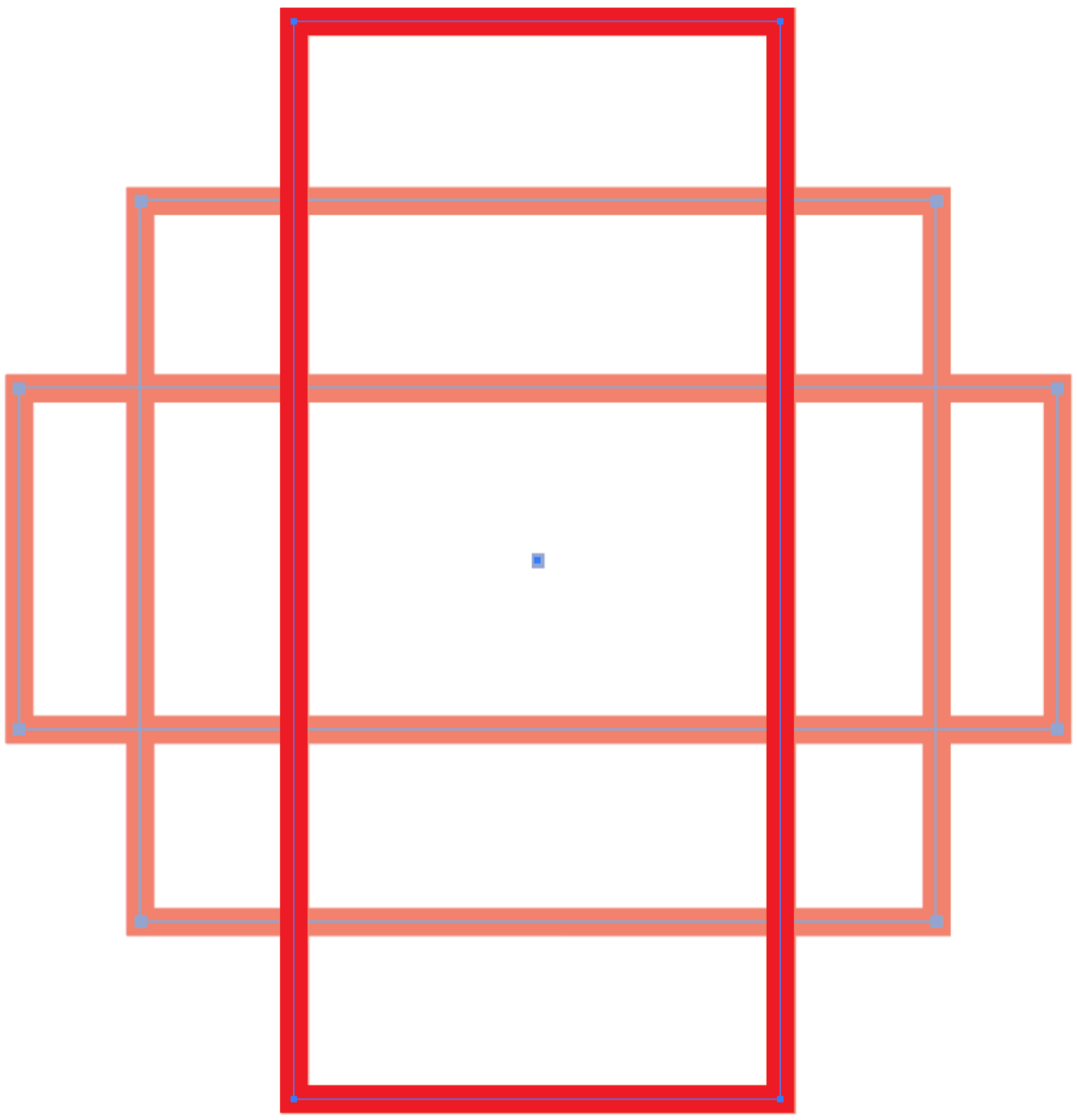
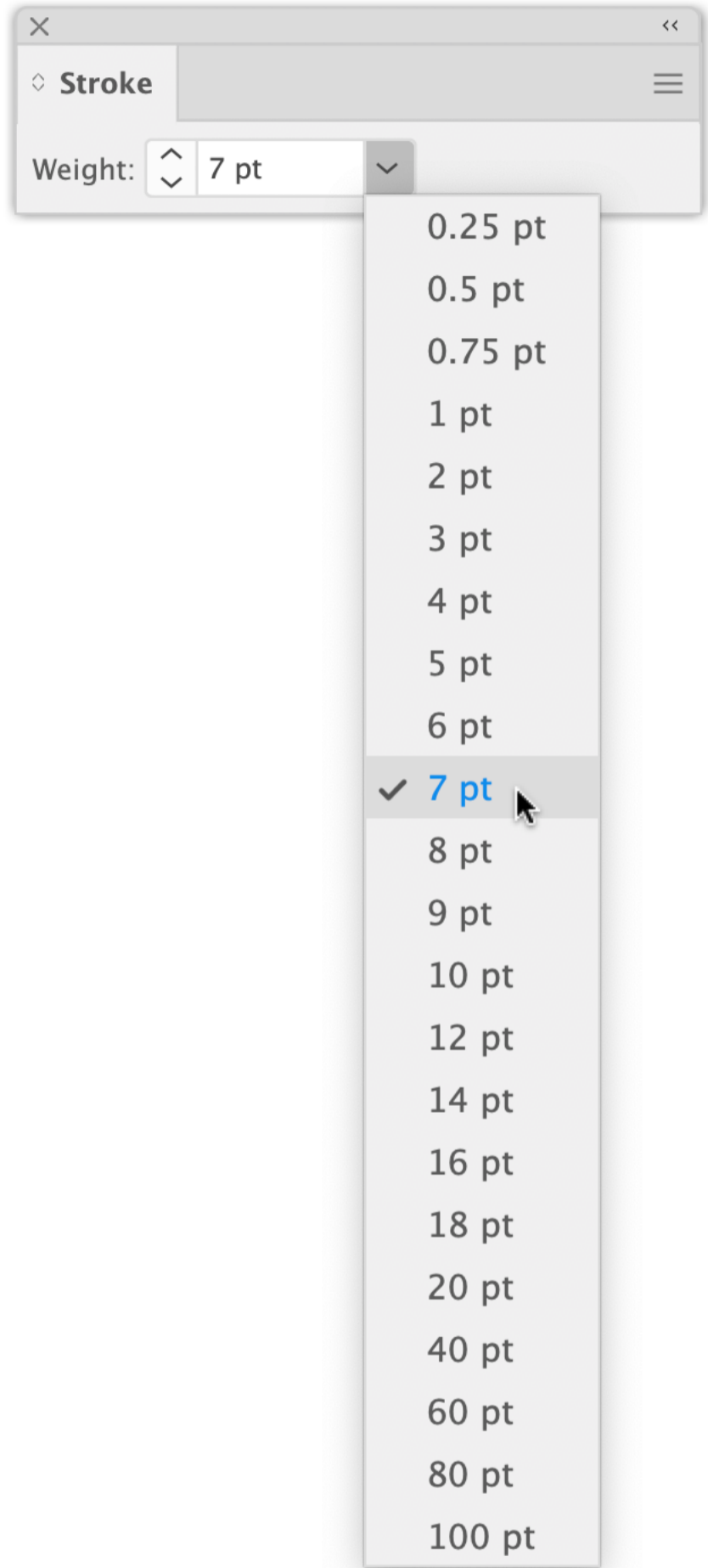
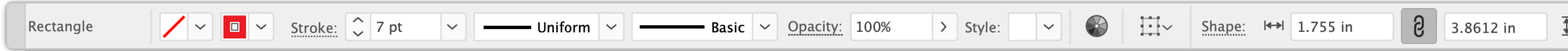
the Fill color, and the black bordered square, the Stroke, or outline color. White and black are the default Fill and Stroke colors, respectively, and when you re-open Illustrator, unlike Photoshop, it does not remember the last colors used. The default colors reset themselves to white and black upon every launch. Or you can click on the Default Fill and Stroke icon at any time to reset them manually.



With the Rectangle object you created still selected, change the **Fill** and **Stroke** colors by selecting either the Fill or Stroke icon in the Tool palette, thereby activating it. For this exercise, use the Swatches Panel

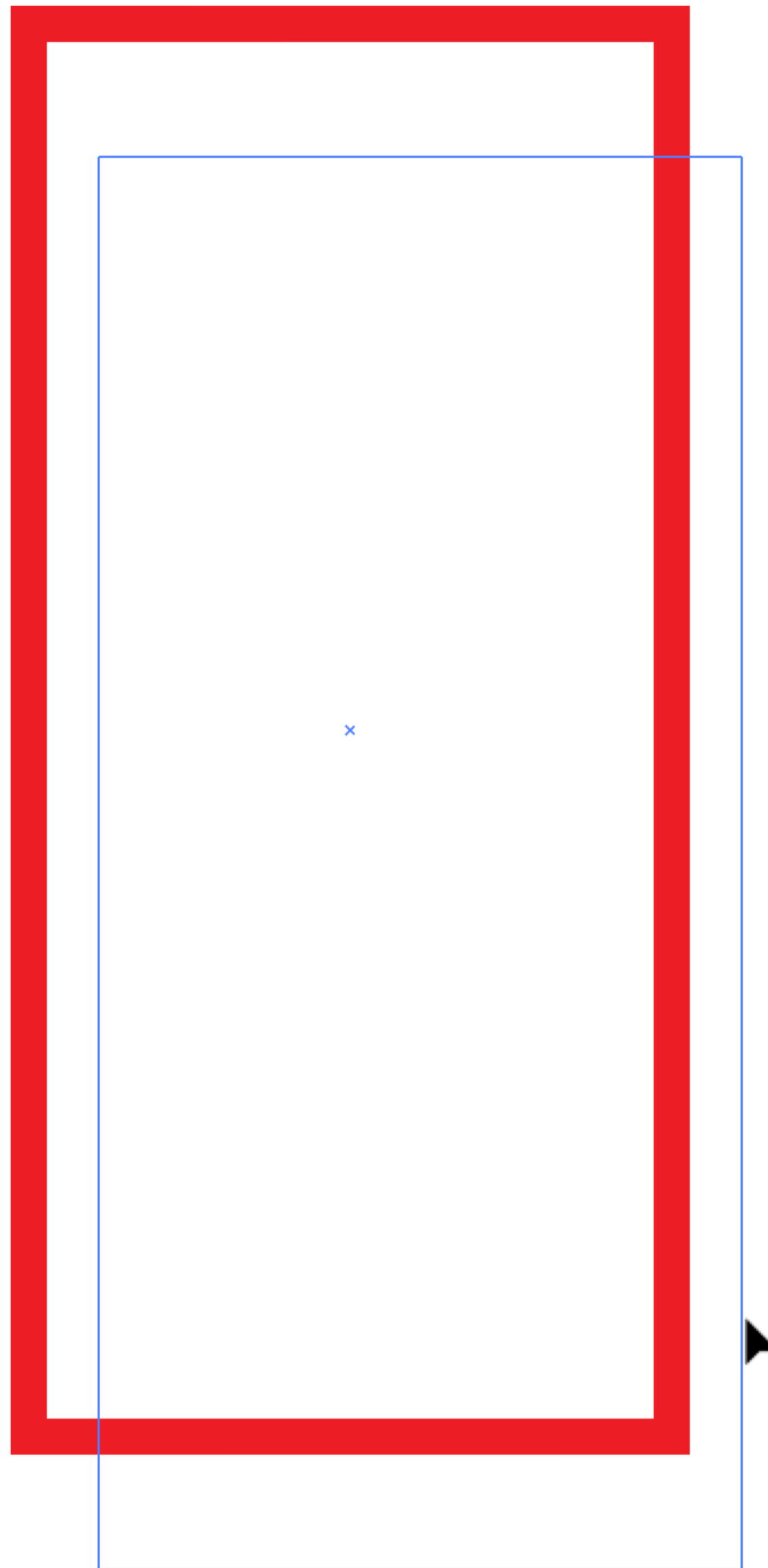


found in the right sidebar, and then choose **None** for the Fill and **Red** for the Stroke. Fills and Strokes can contain solid or gradient colors or patterns. Much more on using color in Illustrator later.



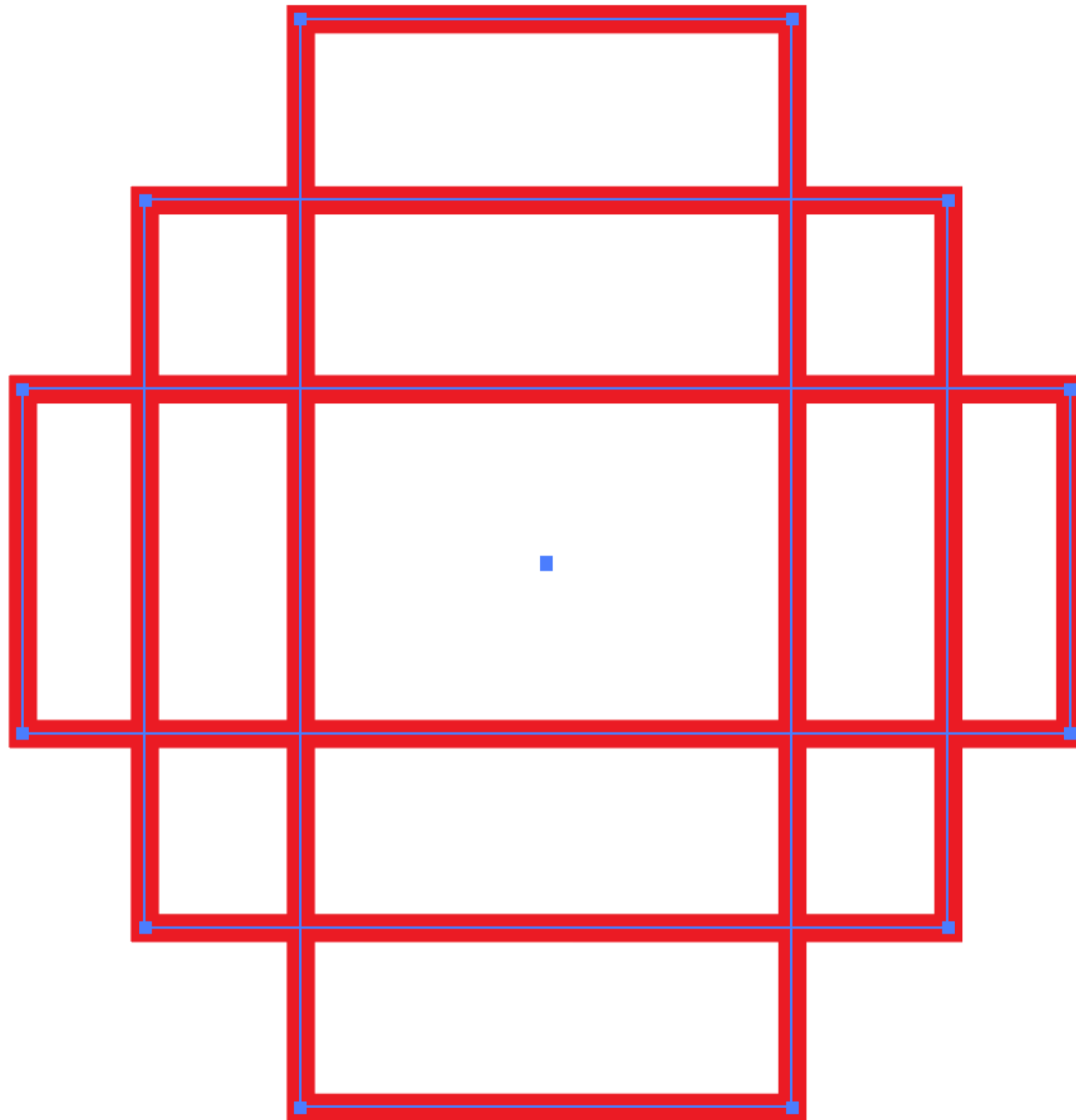
With the Rectangle object still selected, change the **Stroke Weight** to 7 points to thicken up the outline. You can use

either the Stroke Panel, the Properties Panel or the Control Panel at the top to do this and complete the object match.



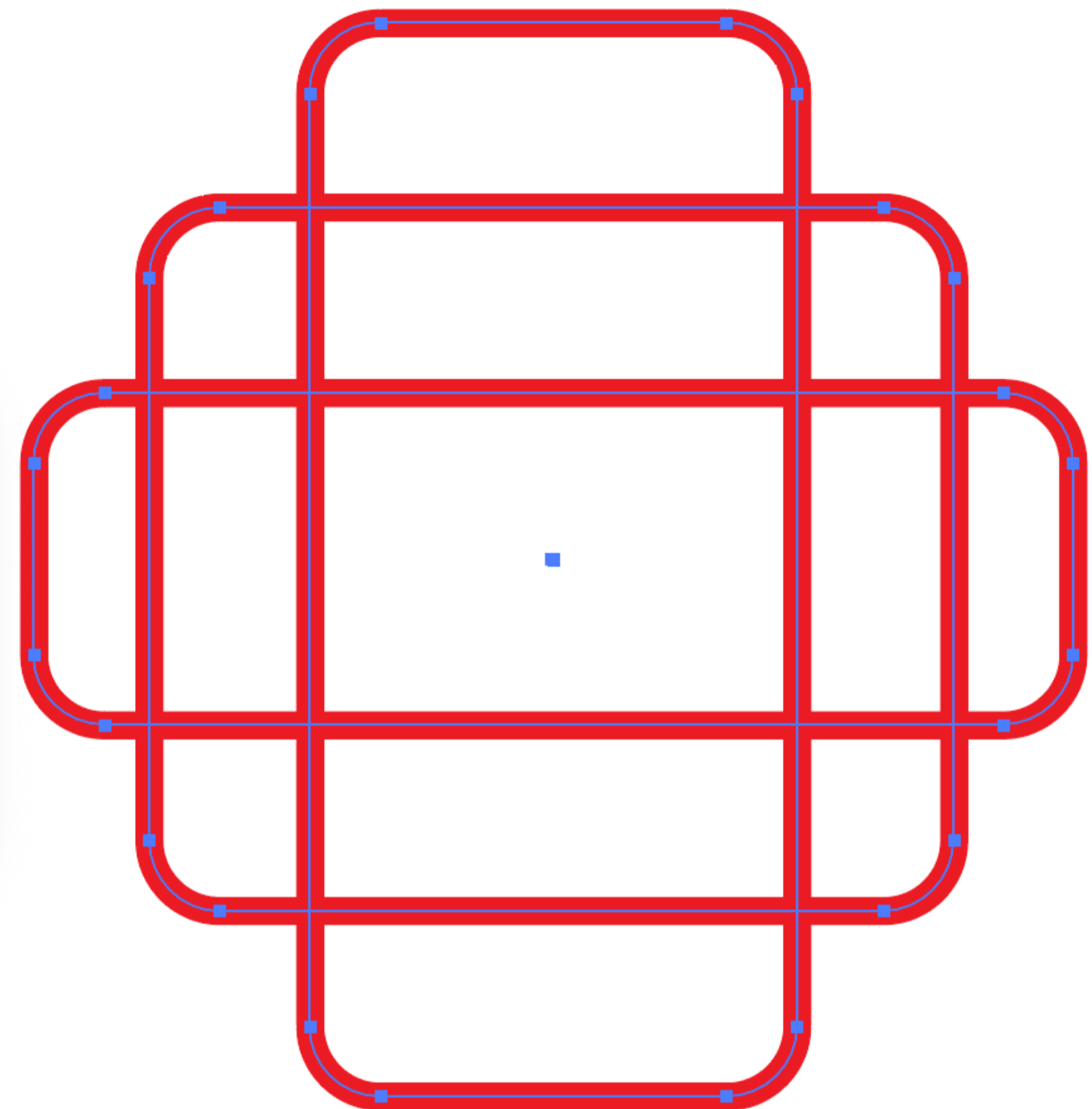
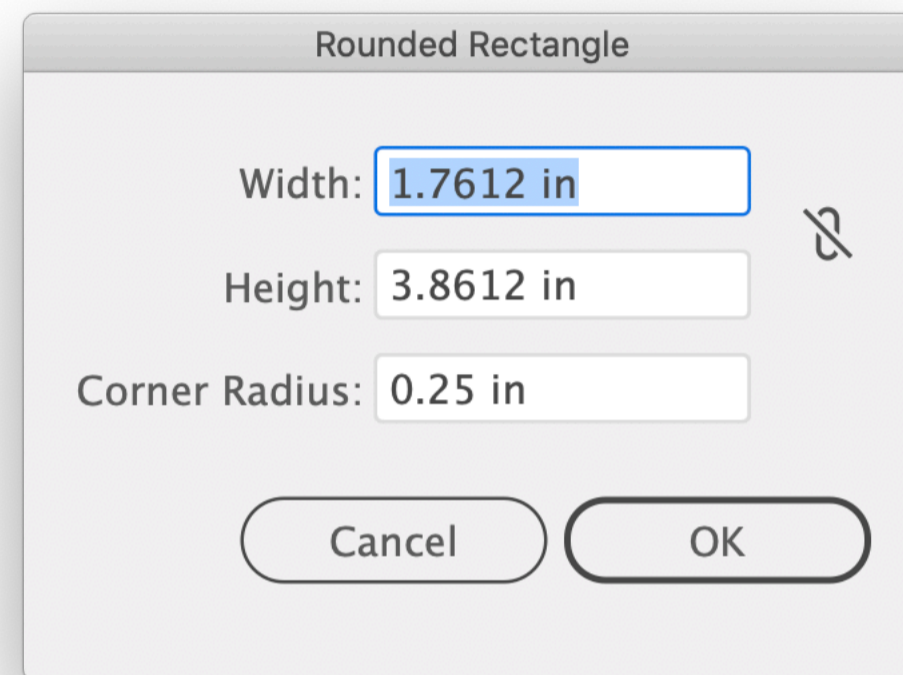
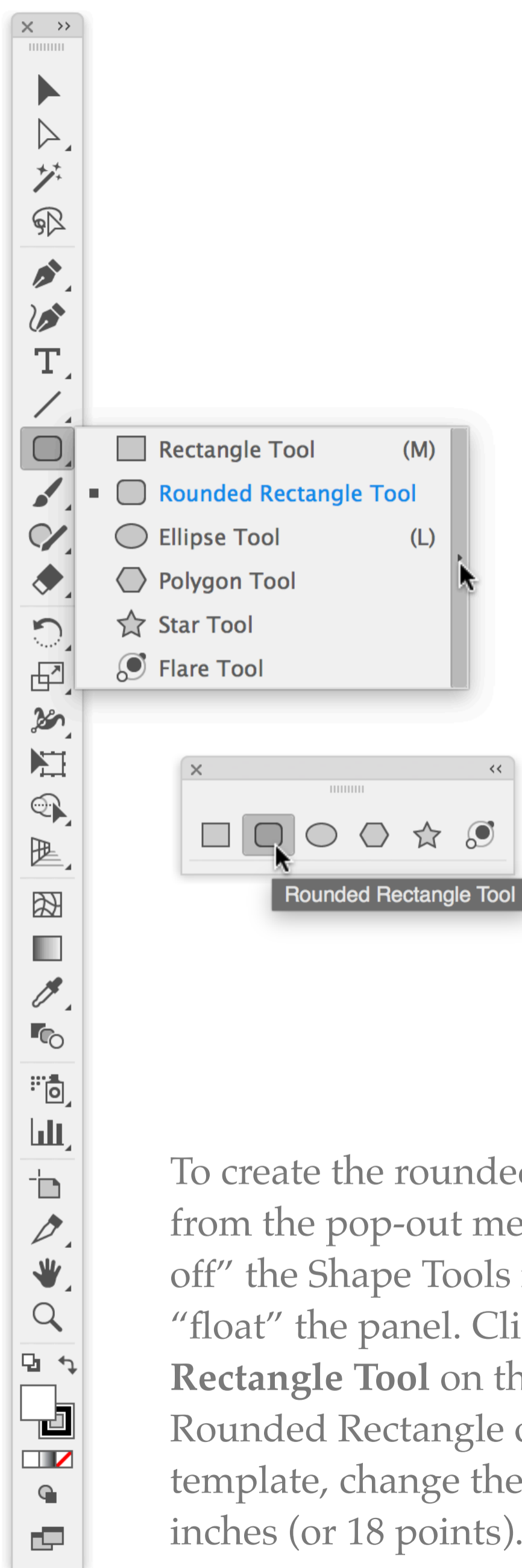
Use the **Selection Tool** to move the rectangle if you need to. Click and drag anywhere on the rectangle outline with the Selection tool. The rectangle appears to stay in place while the blue outline moves. Release the mouse button and the rectangle is instantly repositioned to the new location.

You can also nudge the position of the selected rectangle in perfectly horizontal or vertical directions by using the arrow keys, moving the rectangle one pixel at a time.



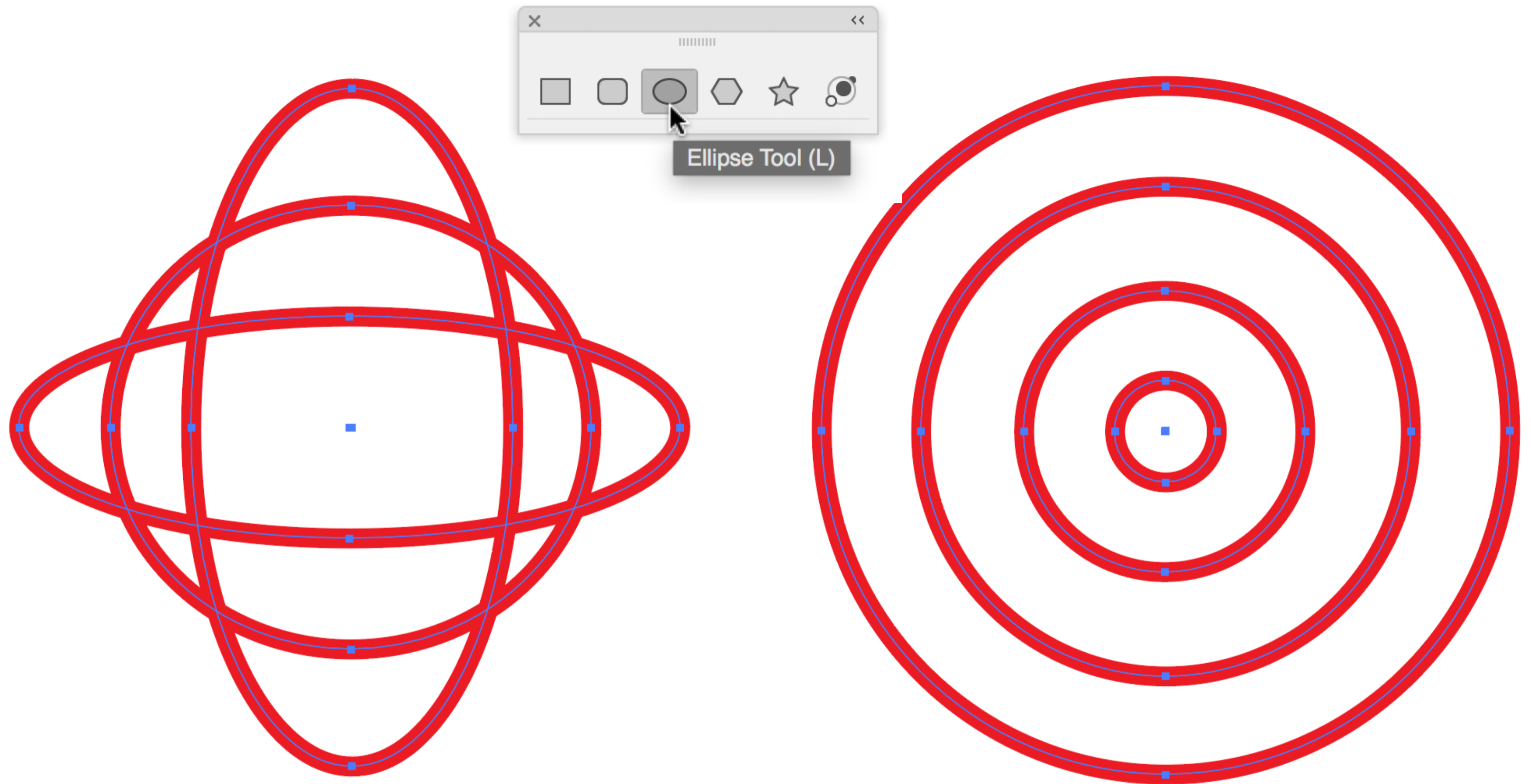
Now, with the first rectangle drawn and in place, click on another rectangle's corner, to place your "push pin," and drag out another overlapping rectangular shape. Then again a third time. When complete, you should match the 3 shapes in the top part of first template.

When you have the shape you want, release the mouse to finalize it. Make a mistake? No problem! Just delete the object. You can also, of course, select Undo from the Edit menu, or use the keyboard equivalent: Command-Z (or Control-Z for PC users)



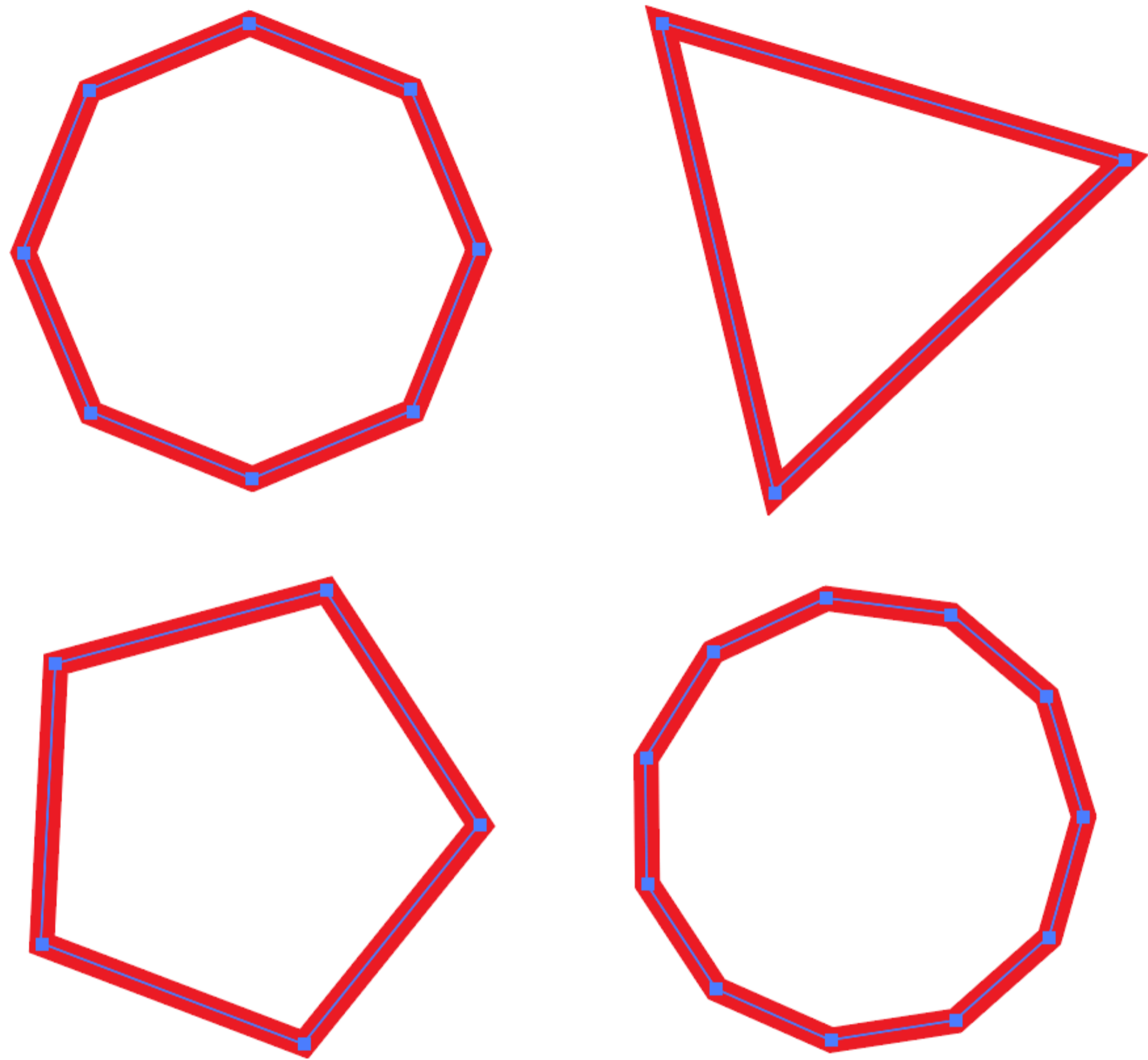
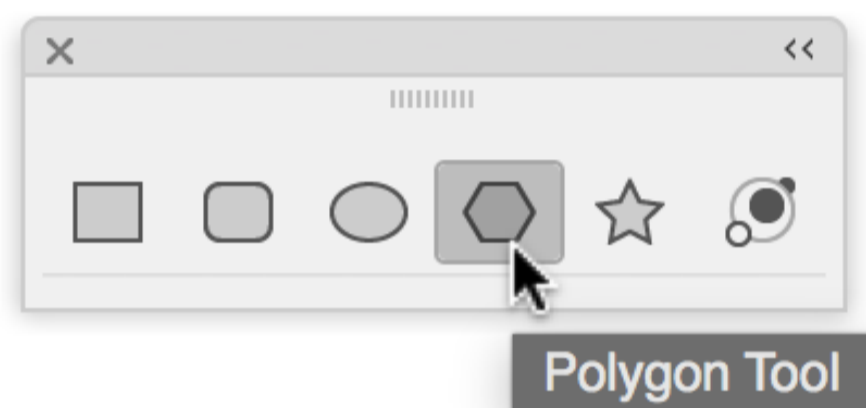
To create the rounded rectangles, first select the tool from the pop-out menu. In Illustrator, you can “tear off” the Shape Tools menu (click on the edge) and “float” the panel. Click once with the **Rounded Rectangle Tool** on the Artboard to generate the Rounded Rectangle options dialog. To fit to our template, change the Corner Radius value to 0.25 inches (or 18 points). Either will work. Don’t worry

about the width and height. You will discard this shape in a minute. Click OK and delete the shape that was just made from the dialog. Now, draw your own with the new settings. This time, press the **Option (or Alt)** key to **start in the center** (the blue dot), and draw your rounded rectangles from the center out instead of corner-to-corner. That makes it much easier to match the template. **Save your changes!**



Open the second file, **Shapes & Colors 2.ai**. The program reverts to the default color attributes each time, so begin by making the Fill none, the Stroke Red, and the Stroke Weight 7 points, again. Next, drag ovals using the **Ellipse Tool** to match the template objects. Press the **Option (or Alt)** key before you click-and-drag to draw from the

center out. Create precisely centered ovals or circles in the same manner as you would with rectangles. For the circular shapes, press the Option (or Alt) key to draw your Ellipse from the center out, **then** add the Shift key to create a perfect circle every time. Repeat the process to trace this bullseye shape. **Save early and save often!**



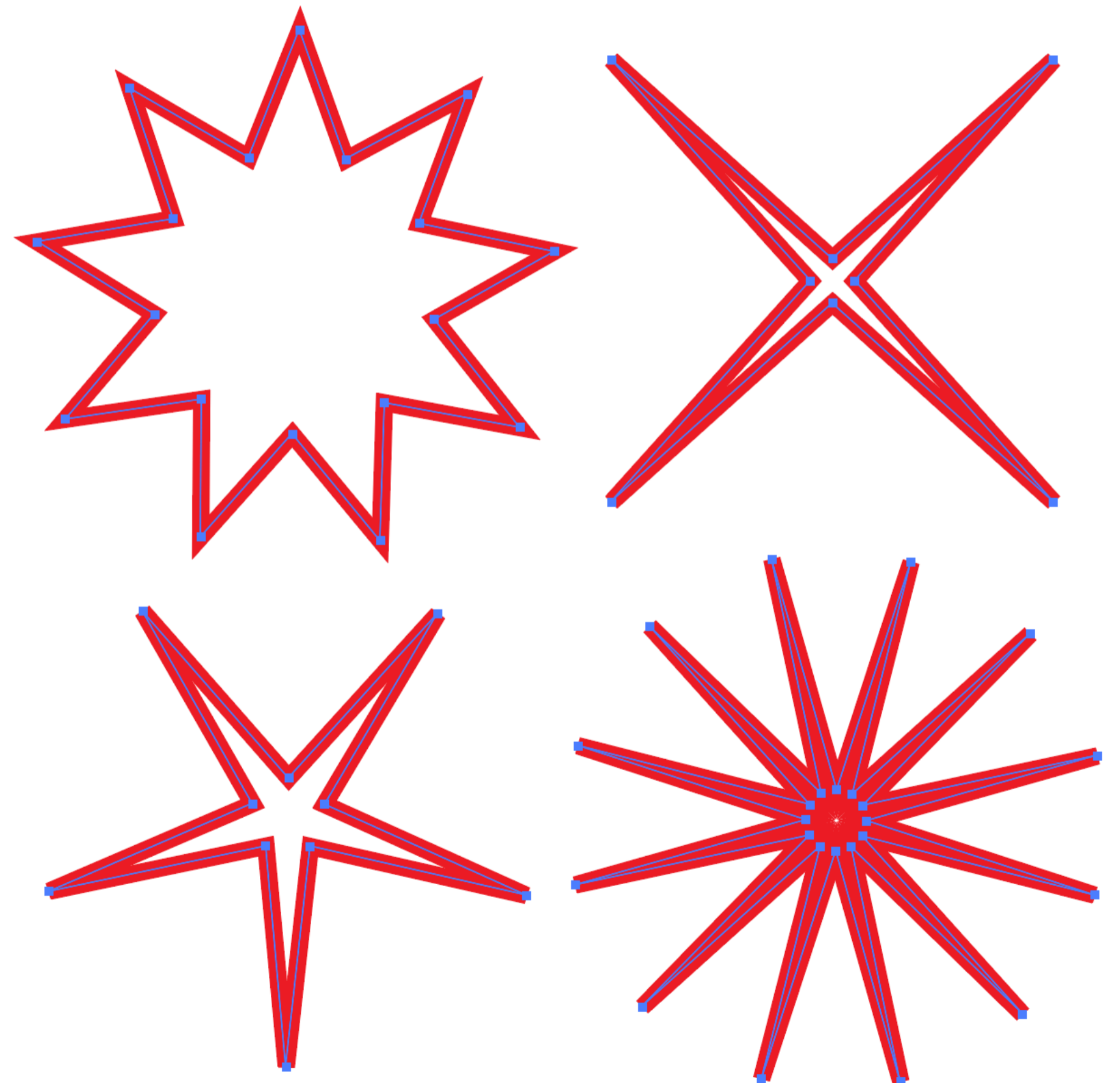
To create multi-sided objects, like those in **Shapes & Colors 3.ai**, use the **Polygon Tool**. Again, set the same color fill (none) and stroke preferences (red) first. Click-and-hold anywhere on the artboard to place an anchor point, then drag in any direction. This tool works from the center out by default. A light blue polygon path stretches as you drag. Use the up or down arrow keys

while you drag out your polygon to increase or decrease the number of sides. Drag from side-to-side to rotate, and press the Spacebar to reposition. After the shape is created, the polygon is colored with the currently selected Fill and Stroke attributes, and is automatically selected. Make changes to the Stroke Weight to match the template objects.

The **Star Tool** can be a bit trickier to learn, but with a little patience and some dexterity you can master it:

- Choose the Star Tool and move your cursor to the center of the star object you wish to trace.
- Click and drag to begin to draw out a star shape. Keep the mouse button down the whole time, until the shape is complete.
- Align the inner “elbow” points of the star you are drawing to align with the inner elbow points of the star in the template, by dragging the shape larger or smaller. Don't worry about the length of the outside tips yet, nor the number of arms, just align the inside elbow points.
- Like the Polygon tool, if needed, use the Spacebar to reposition the shape you are creating to better match the shape on the template.
- Also like the Polygon tool, you can rotate the star while you drag, if needed. Simply drag the mouse in an arc as you draw.
- Change the number of points in your star by tapping the the up or down arrow keys as you drag.
- And finally, use the Command key (or Control key, for PC users) to freeze star "elbows" in place and drag away from the center of the shape to stretch out the tips and make longer arms, or drag into the center to make shorter arms.
- Finally, release the mouse button to create the shape.

Practice a bit just do your best and submit what you have. Don't worry too much if you can't match them perfectly. We were all beginners at this once. **Save!**





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