Adobe Illustrator CS 6

Level IV

Topics:

- Effects
- 3D Objects
- Appearance Panel
- Graphic Styles
- Symbols

fx

Effects

Effects allow you to change the appearance of a printed object without altering the structure of that object. They act as finishing touches, and include shadows, glow, feathering, and many more. Effects come in two main flavors.

(Note: Illustrator Effects are vector effects, Photoshop Effects are raster effects.)

Applying Effects

There are two ways of adding an effect to an object. You will first select an object, and apply an effect using the effect menu. A similar library of effects is also available as a menu in the appearance panel. After you have applied the effect, notice how it changes the way the object displays against different backdrops.

Editing Effects

The Appearance panel lists all of the effects for an object, including some you might not think of as effects. Any text in that panel that looks like a hyperlink is clickable: doing so will bring up the dialog box that you used when you applied the effect, allowing you to make changes.[picture of a clickable link in the appearance panel] To remove an effect, you can select the effect in the appearance panel and click the trash can icon 🗑, or you can click and drag the effect into the trash.

Unique Effects

Not every effect can be applied to every kind of object. You will apply some graphical changes to a text object using effects that were made specifically for text. Without deleting the effect, you can turn it on and off from the Appearance panel by clicking on the eye icon 👁. The structure of the object remains intact. In the case of text, this lets you continue to edit the text without having to re-apply the effect after each change.
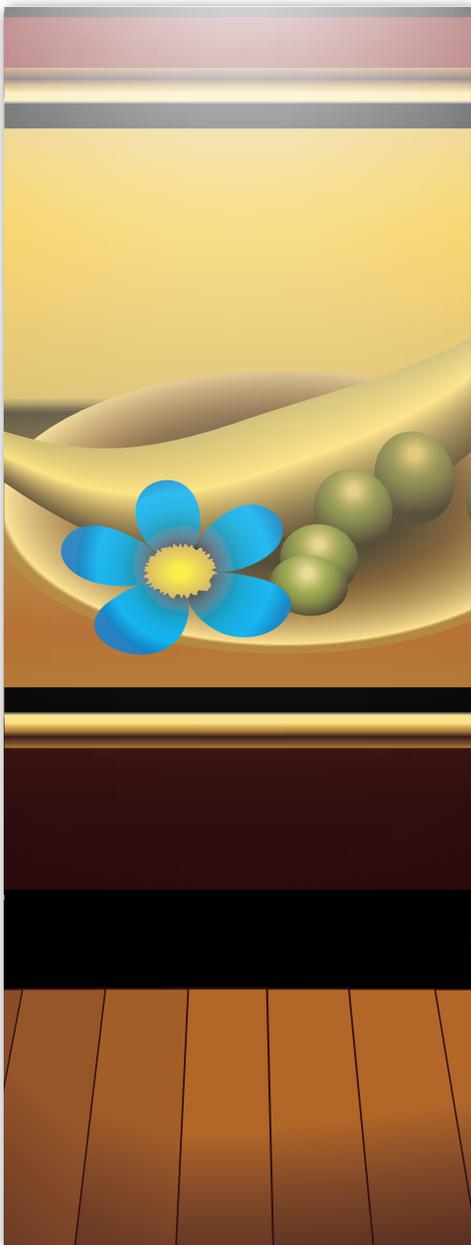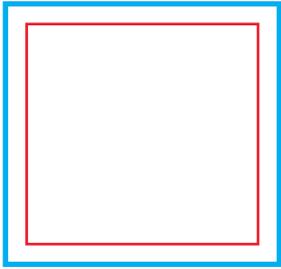
Banded Stroke

When you create a new object with any of the path creation tools (pen, pencil, brush, shape, etc.), that object has a single fill and stroke by default. You will use the pathfinder effect to create an object and then the appearance panel to add another effect that gives the object a second stroke. With an offset on this stroke, you have created a banded stroke without making a new object for it. This lets you accomplish a visual goal with fewer total paths, which helps save on rendering time and keeps your filesize small.

When you have completed all the effects, you can turn the whole work into a symbol to store it for later.

Creating 3d Objects

Illustrator can make three-dimensional effects in three ways:

A   Extrude & Bevel - An extrusion is a shape pulled into a column in the z direction.
B   Revolve - Like an extrusion, except the shape is wrapped around the y axis to make a 3d shape, like pottery.
C   Rotate - Simply taking a 2d illustration and tilting it in 3d space creates a rotate effect.

You will create a surface of revolution and then apply rotation and lighting properties to it and skin it with artwork you prepared earlier. All together, this method lets you easily craft compelling 3d shapes without the complex interfaces and rendering methods of more customized tools.

The Appearance Panel

You can add a great deal of detail to placed objects and artwork from the Appearance panel. You will get to know it better in this exercise. Keep in mind that the panel only shows you properties for the currently selected object.
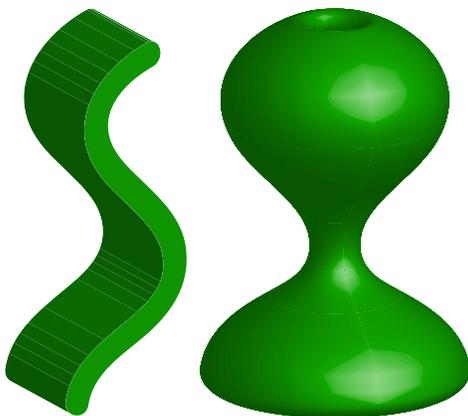
Left, an extrusion. Right, the same shape revolved about the right edge.
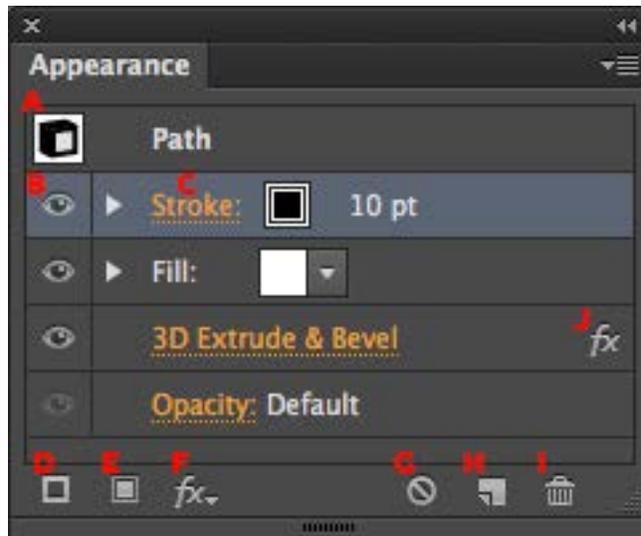
A   Selected object thumbnail: gives a small preview of the object
B   Eye icon: click this to turn effects on and off
C   Effect hyperlink: click this to edit effect parameters
D   New Stroke: adds another stroke to the object
E   New Fill: adds another fill to the object
F   New Effect: adds another effect to the object
G   Clear: removes all object effects, leaving only a path (nonprinting structure)
H   Duplicate: duplicates an effect, fill, or stroke
I   Trash: deletes an effect, fill, or stroke
J   fx icon: indicates whether an entry is an effect

The options you have in the Appearance panel depend on the kind of effect you have applied. For instance, adding a stroke will let you change that stroke's thickness, miter, and endpoints. Adding a drop shadow will let you change the shadow blur and distance. You will add additional fills and strokes to placed artwork and change their display order.

Graphic Styles

With all of the options available for effects and appearance attributes, it can be difficult to create a uniform style across multiple objects. A graphic style is a collection of these attributes that you can save and apply en masse to objects and layers. The Graphic Styles panel lets you manage these collections of effects, and comes with some sample styles to begin with. Select an object that has the appearance attributes you applied and click the New

You can also add certain effects to groups of objects, sublayers, or entire layers. Click the circle icon ⚬ to the right of a layer in the Layers panel to put that layer in the Appearance panel, then add an effect as before.

Graphic Style icon [icon] in the Graphic Styles panel. Select another object and then click that graphic style to apply.

(Note: If you later decide you want to change that graphic style, you can modify the appearance attributes of the object as normal and then drag the object onto the style to update it for all objects.)

Graphic Libraries

There are many prefabricated graphic styles to choose from in Adobe Illustrator. To find then, click the library icon [icon] in the Graphic Styles panel. This brings up a menu with categories of styles. You will use this method to apply some default styles to your artwork.

Symbols

A symbol is a compilation of paths and effects saved in the Symbols panel. You can add symbols from the panel or add your own artwork to the panel.

You can apply multiple styles to one object by alt/opt clicking when you apply it. Illustrator will apply as many properties as it can from both styles.
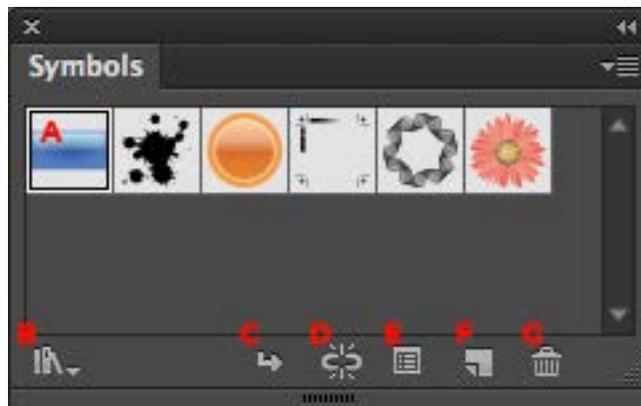
A   Symbol blocks: like swatches, symbols are stored in this panel as thumbnail blocks
B   Libraries: access a categorized bank of stock symbols
C   Place: adds one copy of the symbol to the current artboard
D   Break Link: removes the link of a placed symbol, reverting it to paths and effects
E   Options: changes various options for the symbol
F   New: creates a new symbol from selected objects
G   Trash: deletes the selected symbol from the panel

Symbol Libraries

Illustrator has a wide array of stock symbols to choose from, arranged by category into libraries. Each library is a separate panel that functions like the Symbols panel. You will select a library and then place a few symbols from it onto your artboard. Placing a symbol instance from a library will add it to the Symbols panel of your document.

Editing Symbols

In-place edits will modify symbol instances without changing the base symbol. If you wish to recolor, resize, or rotate a placed symbol instance, that will not affect the symbol in the panel. To make changes to the base symbol, you can double-clicked on the placed symbol instance to enter isolation mode. Edits made to symbols in isolation mode will carry over to the base symbol in the Symbols panel.

Adding Lots of Symbols

The Symbol Sprayer Tool lets you rapidly create regions of symbols and modify how they are grouped together with each other. You will choose this tool and then a symbol and add a new group of that symbol in an area. The tool can be a little frenetic. You can move the sprayed symbols around within their group using the other tools grouped with the symbol sprayer, notably the Symbol Sizer tool and the Symbol Shifter tool .

(Note: There are other Symbolism tools that will help you rapidly modify sprayed or placed symbols. You can learn more about them from Illustrator help by searching for "symbolism tool gallery.")

Storing Symbols

By default, any symbols in your panel are saved with the document. If you wish to use the same symbol across multiple documents, you can create your own library of symbols from the Symbols panel. This will save the symbols you choose as a library, which you can then access for any of your files.

You can also edit a base symbol by double-clicking on it in the Symbols panel. This will take you to a view of that symbol separate from your artboards where you can make edits as normal.

Wrap-up

Upon completing this workshop, you should be able to do the following:

- Apply a graphic effect to an object in two different ways
- Edit an existing effect
- Create extrusions, revolutions, and rotations of objects to make 3d objects
- Apply unique effects including text effects and lighting effects
- Map artwork to a 3d object to create a skin of your own design
- Add a second stroke to an object
- Select objects and layers to have graphic styles
- Modify an existing graphic style
- Remove unwanted appearance attributes from an object or layer
- Understand the benefits of symbols
- Update an existing symbol
- Shift symbol instances within a symbol set
- Get access to symbols from other documents