

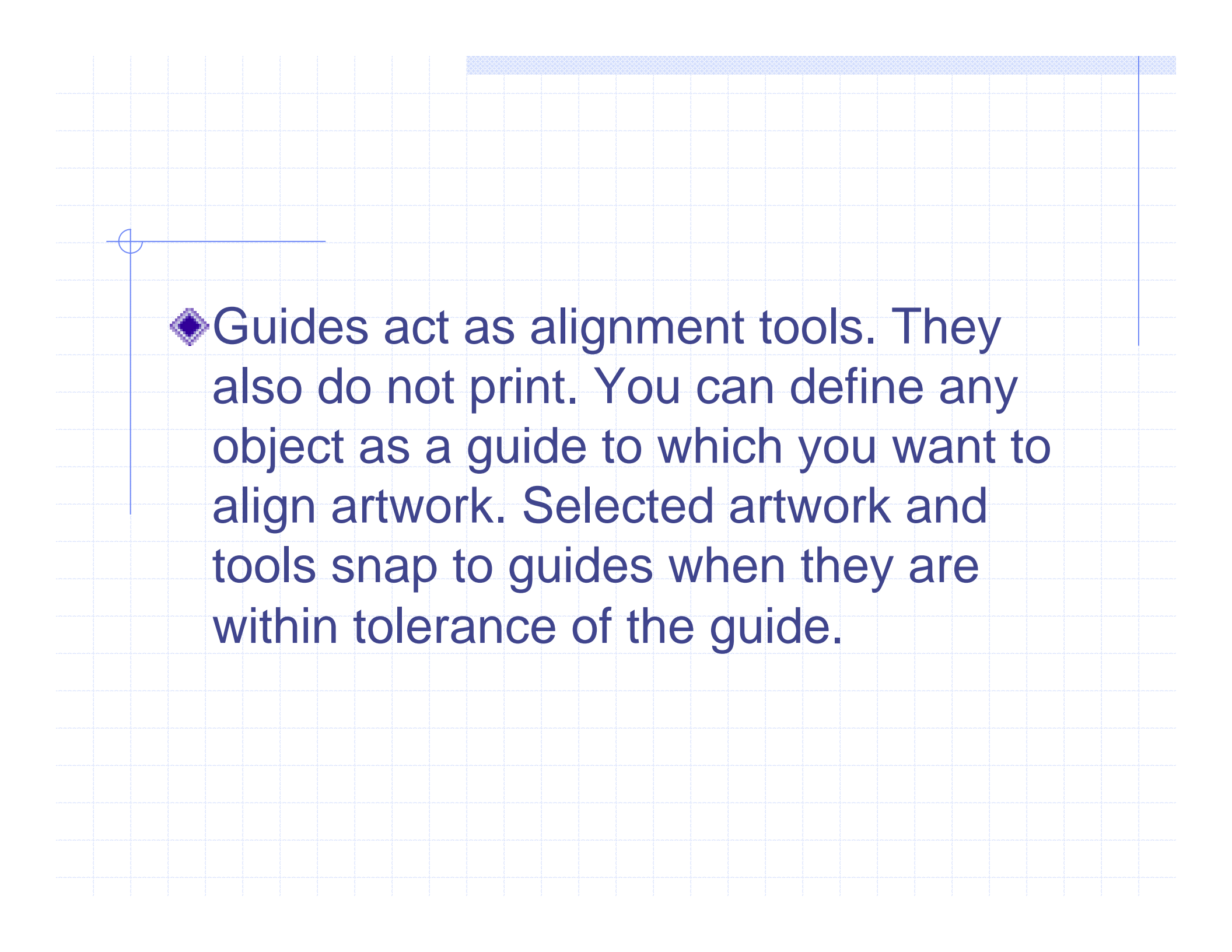


# Illustrator

Note #3

# Using guides and grids

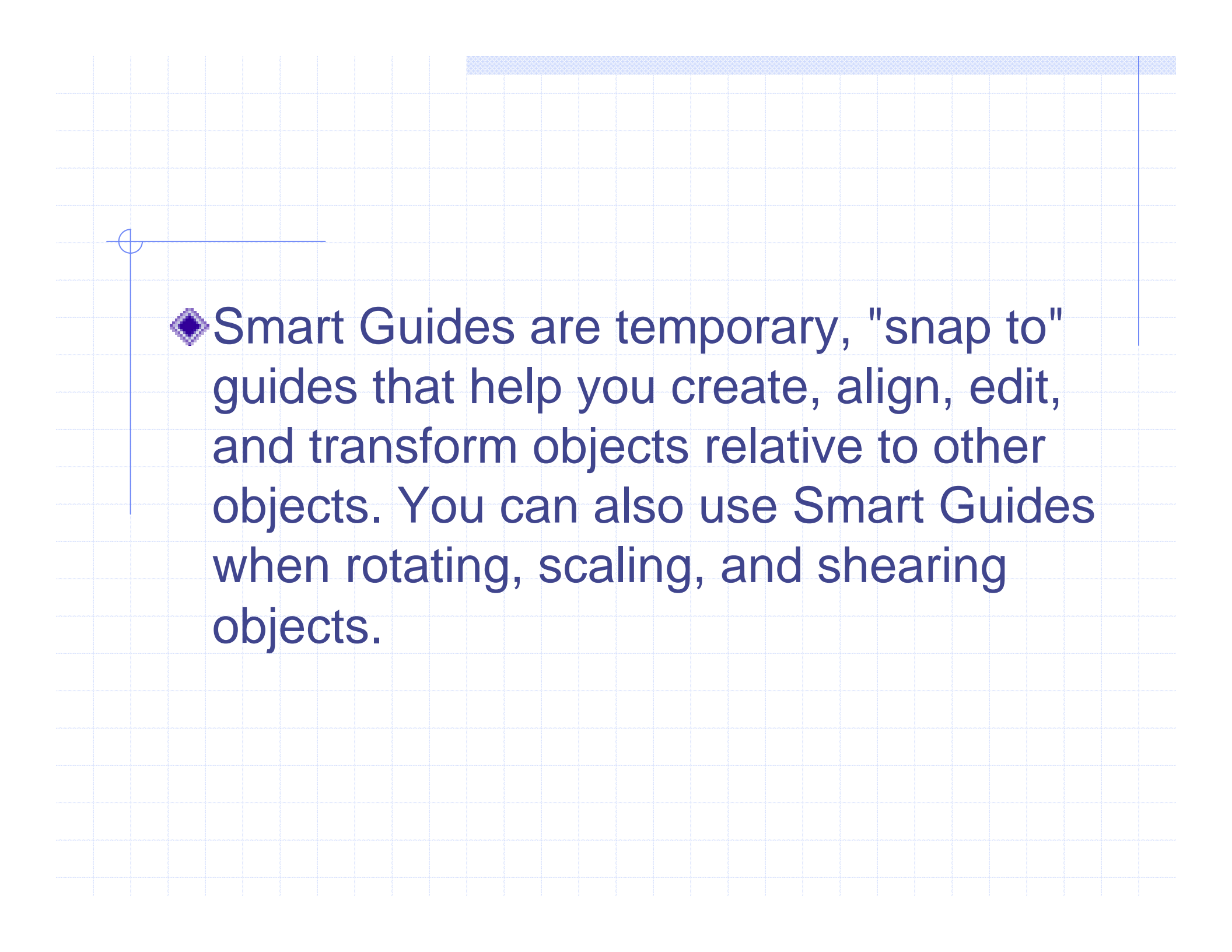
- ◆ Grids normally appear as lines or dots behind the artwork, and they do not print. You use grids to lay out objects or elements symmetrically. Selected artwork and tools snap to the grid if Snap To Grid is turned on.



◆ Guides act as alignment tools. They also do not print. You can define any object as a guide to which you want to align artwork. Selected artwork and tools snap to guides when they are within tolerance of the guide.

# Using guides

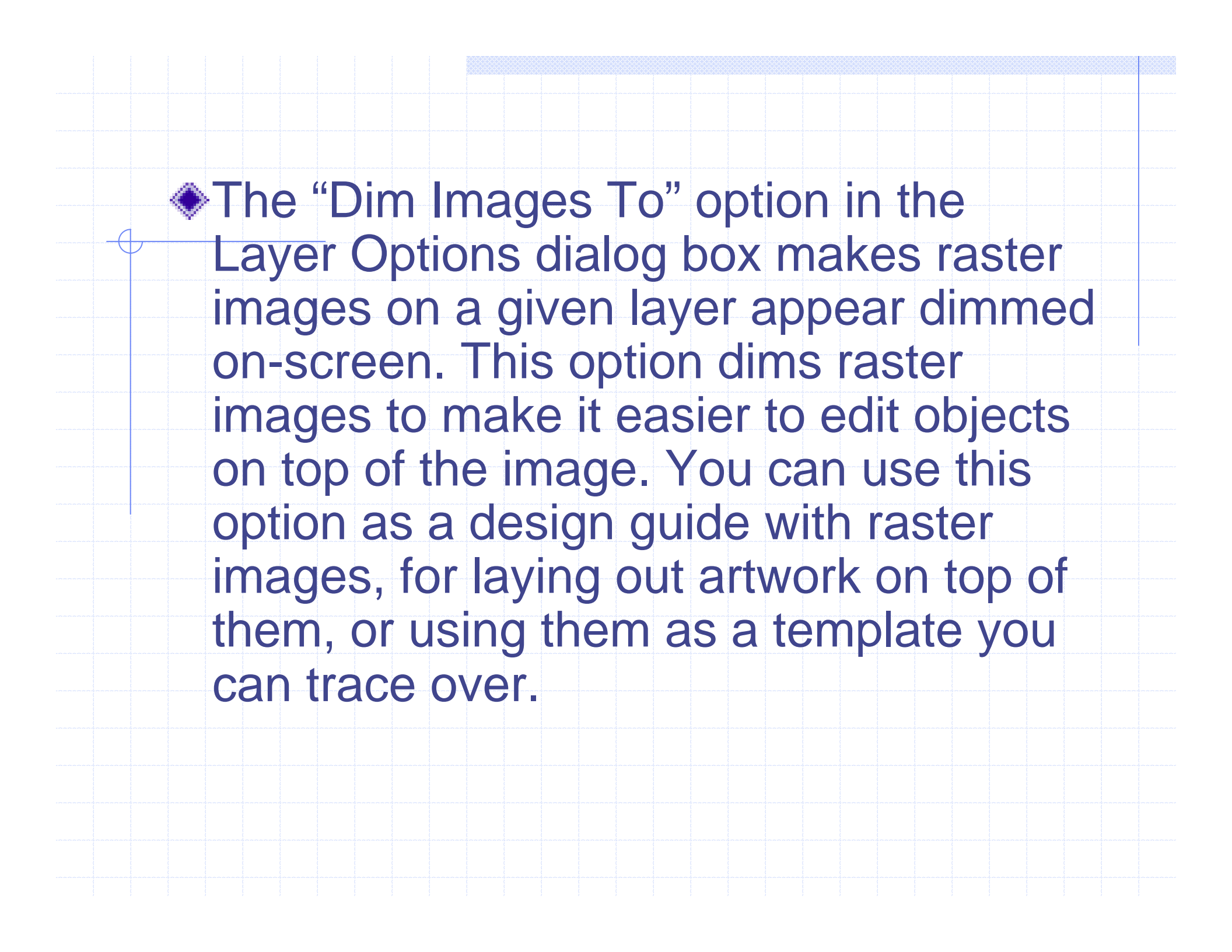
- ◆ *Ruler guides* are straight horizontal or vertical lines created with the ruler. length or width of the work area.
- ◆ *Guide objects* are objects (such as lines, rectangles, or any other artwork consisting of paths, except type) that are converted to guides.



◆ Smart Guides are temporary, "snap to" guides that help you create, align, edit, and transform objects relative to other objects. You can also use Smart Guides when rotating, scaling, and shearing objects.

# Layers

- ◆ Every document contains at least one layer. Layers act like clear sheets containing one or more objects. Where there are no overlapping filled objects, you can see through any layer to the layer below.
- ◆ Creating multiple layers in your document lets you easily control how artwork is printed, organized, displayed, and edited. You can create and modify objects on any layer without affecting the artwork on any other layer.
- ◆ Once you create layers, you can work with them in various ways, such as duplicating and reordering them, creating layers within layers, and merging, flattening, and adding objects to them. You can even create template layers, which you can use to trace artwork. In addition, you can import layers from Photoshop.



◆ The “Dim Images To” option in the Layer Options dialog box makes raster images on a given layer appear dimmed on-screen. This option dims raster images to make it easier to edit objects on top of the image. You can use this option as a design guide with raster images, for laying out artwork on top of them, or using them as a template you can trace over.

# Modifying shapes with filters and effects

- ◆ Illustrator provides a variety of filters and effects for changing an object's shape and path direction. Using these commands as filters alters the original object's shape, whereas applying them as effects just changes the appearance of the object without altering the underlying structure of the object.
- ◆ All of the following filters work with vector graphics only; you cannot use these filters with raster images.

# Filters and filter effects for bitmap images

- ◆ Illustrator includes a variety of filters and filter effects for applying a special look to bitmap images.
- ◆ For example, you can apply an impressionistic or mosaic look, apply lighting changes, distort images, and produce many other interesting visual results.

# Transforming selected objects

- ◆ You can *transform* selected objects-- that is, change their size, shape, and orientation by selecting one or more objects and then applying various transformation actions on them.

# Tracing artwork

- ◆ You can trace artwork in the following ways, depending on the source of the artwork to trace and how you want to trace it:
  - ⑩ Use the auto trace tool to trace automatically any image you bring into Illustrator.
  - ⑩ Place any image file into an Illustrator file as a template layer and manually trace over it using the pen or pencil tool.

# Changing vector graphics into bitmap images

- ◆ The Rasterize command converts vector objects into bitmap images.
- ◆ Once objects are converted, you can apply plug-in filters, such as those designed for Adobe Photoshop, to the image as you would with any placed image. However, you cannot apply vector tools (such as the type tools) to modify the bitmap image.