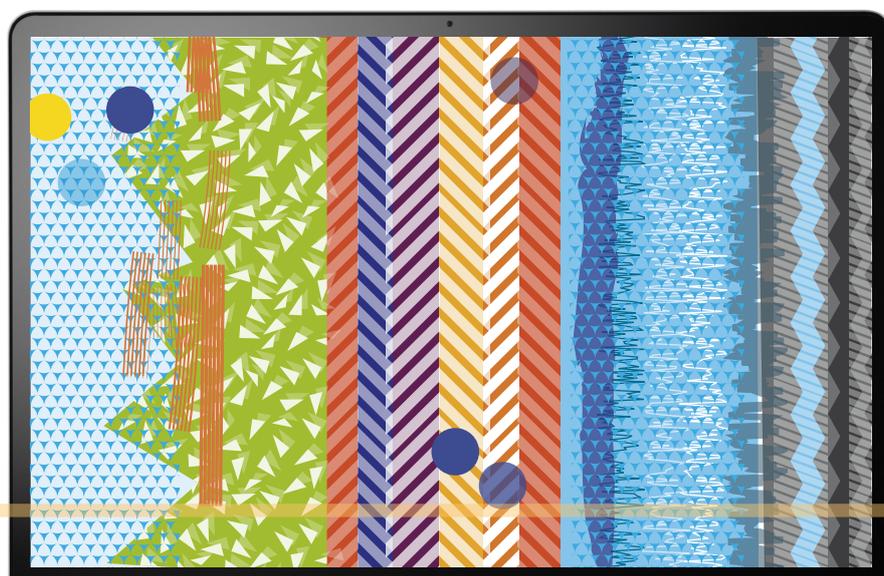


An Introduction to

Adobe Illustrator

Wallpaper & case graphics for digital devices



SAMPLE PAGE

THIS TASK will introduce you to some of Adobe Illustrator's basic tools, panel groups and libraries. As we play with line, shape, colour, texture and pattern, we'll sample a taste of the software's offerings, and create some compositions suitable for display on a range of digital devices.

First, let's look at the basics ...



The Selection Tool

IN ORDER TO CHANGE the appearance of an object, it must first be selected using the Selection tool, located in the Tools panel. Clicking the mouse while hovering over an area will select the object beneath, and a bounding box will appear. This bounding box indicates that the shape is ready for editing, and transformations such as resizing and rotating can be made. More than one object can be selected at once by holding down the Shift key while clicking the mouse.



The Direct Selection Tool

THE DIRECT SELECTION TOOL ENABLES a specified area to be altered rather than the entire object, and is located on the Tools panel. When using the Direct Selection tool and clicking on an object's path, anchor points will appear. Dragging these anchor points will enable changes to be made to an object's shape and appearance.

Making, Filling and Outlining Shapes



Basic shape tools are included in the Tools panel, and are used to create simple geometric forms. More complex shapes are created with the pen tool.

