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Adobe Illustrator CC
for Graphic Design and Illustration

Adobe Certified Associate Exam Preparation

Dena Wilson and Peter Lourekas
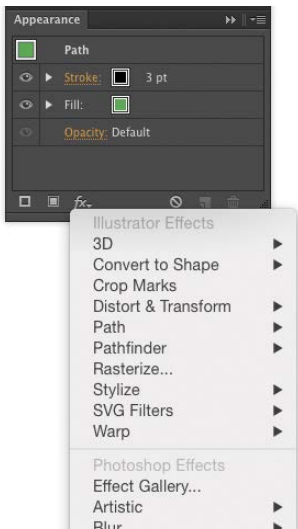with Rob Schwartz

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which they are applied. You also can apply multiple effects to an object and those effects can remain independent of each other. That is, a change to one effect will not alter any other effects. Better still, effects are live. If you reshape the path of the underlying object, the effects will adjust accordingly.

1 Select an object, and do one of the following:

   ▪ From the Effect menu, select an Illustrator effect from the categories listed at the top.

   ▪ At the bottom of the Appearance panel, from the Add New Effect menu, select an Illustrator effect from the categories listed at the top (**Figure 7.15**).

2 In the effect's dialog box, select Preview.

3 Modify any settings or options you want. Press Tab to update the preview (**Figure 7.16**).

4 Click OK. The effect is applied to the object and listed on the Appearance panel.

Figure 7.15 The Add New Effect menu on the Appearance panel

TIP *By default, an effect is applied to an entire object. If you drag the effect listing on the Appearance panel over the Stroke or Fill listing and release the mouse button, the effect will be nested within that listing and modify only that attribute. Drag the effect listing out of the expanded Stroke or Fill listing to once again apply it to the entire object.*

Figure 7.16 Applying different effects to an object
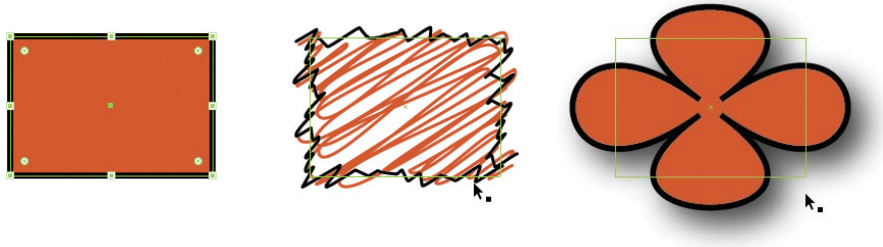
Edit an Effect

TIP

To remove an effect, on the Appearance panel, click next to the effect's name to highlight its listing. Then, click the Delete Selected Item icon at the bottom of the Appearance panel.

You can edit or remove effects at any time.

1 Select an object that contains an effect.

2 On the Appearance panel, click the underlined effect name. (If you nested the effect within the Stroke or Fill attribute, expand that listing to access the effect link.)

3 In the dialog box that opens, adjust any settings or options, and click OK.

Save Effects as Styles

On the Graphic Styles panel, you can save the current settings for an applied effect as a style for repeated use. Effect settings saved as styles can be quickly applied to other objects with one click.

1   Select an object that contains one or more effects.

2   Choose Window > Graphic Styles to open the Graphic Styles panel. At the bottom of the panel, click the New Graphic Style icon.

The current Stroke, Fill, and effects settings of the selected object are saved as a style, and a new thumbnail appears on the Graphic Styles panel as the last thumbnail.

3   Double-click the thumbnail, enter a name for the style, and click OK to accept the new filename.

4   To apply the saved style to another object, select that object. On the Graphic Styles panel, click the graphic style's thumbnail.

TIP *When a graphic style is applied to a selected object, the style name is listed at the top of the Appearance panel. To remove a graphic style from a selected object, from the Appearance panel menu, select Reduce to Basic Appearance.*

CHAPTER OBJECTIVES

Chapter Learning Objectives

- Create spiraling imagery.
- Apply distortion via tools.
- Apply variable stroke widths to line work.
- Group objects for better organization.
- Use selection commands.

Chapter ACA Objectives

DOMAIN 3.0
UNDERSTANDING ADOBE ILLUSTRATOR CC

3.8 Demonstrate knowledge of how and why illustrators employ different views and modes throughout the course of a project, including vector/appearance, isolation mode, and various Draw modes.

DOMAIN 4.0
CREATING DIGITAL GRAPHICS AND ILLUSTRATIONS USING ADOBE ILLUSTRATOR CC

4.3 Transform graphics and illustrations.

4.4 Create and manage layers.

CHAPTER 8

Hand-drawn Look Applied to Shapes

In this chapter, you will learn how to use repetition to create spiral designs that are composed of multiple elements. You'll learn about the warp tools that apply hand-drawn distortion to objects, about a width tool that applies different stroke thickness to a line, and about quick, efficient ways to select specific elements in a complex design. You will also learn how to group objects together to help organize the many elements that now make up your artwork.

Create Spirals

The Spiral tool is used to create spiral shapes. You can modify certain components of the spiral while you are creating it.

1   Select the Spiral tool 🌀 on the Tools panel.

2   Drag across an artboard from where you want the center of the spiral to be.

3   While dragging, do any of the following (**Figure 8.1**):

   ■   To scale the spiral, drag away from or toward the center.

   ■   To control how tightly the spirals wind toward the center, Command-drag (Mac OS) or Ctrl-drag (Windows) away from or toward the center.

   ■   To add or delete segments in the center of the spiral, press the Up Arrow or Down Arrow key.
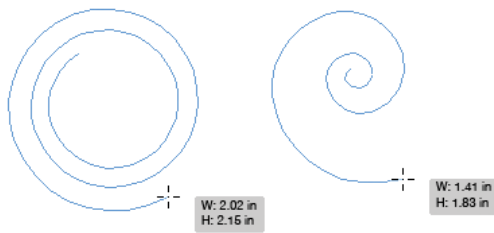
Figure 8.1 A tight spiral (left) and a loose spiral (right) created with the Spiral tool

Figure 8.2 A completed spiral object with the current fill and stroke settings applied

4   Release the mouse button to complete the spiral.

The new spiral is selected and the current fill and stroke settings are applied to it (**Figure 8.2**).

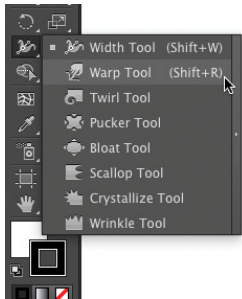# Distortion Tools

★ *ACA Objective 4.3*

The seven Liquify tools (also referred to as the Warp tools) apply distortion to objects by moving the anchor points and handles on the path in random, non-uniform directions. You can use these tools to lend a rough, hand-drawn look to vector objects composed of smooth, uniform edges. Of the seven tools, you'll use Warp, Twirl, Pucker, and Bloat more frequently because they make it easier to control the applied distortion.

1   On the Tools panel, click the Width tool icon 🖌 and select a Liquify tool from the menu of hidden tools (**Figure 8.3**).

2   Click or drag along the path of an unselected or selected object.

Figures 8.4 and **8.5** show shape distortions you can create with these tools.

Figure 8.3 The seven Liquify tools

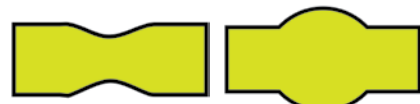**Figure 8.4** The original object (left), Warp tool edit (right)

Figure 8.5 Pucker tool edit (left), Bloat tool edit (right)

LIQUIFY TOOL OPTIONS

Each of the seven Liquify tools provides a set of options for customizing the behavior of the tool. Double-click a Liquify tool icon to open its Tool Options dialog box (**Figure 8.6**).

Changes made to the Global Brush Dimensions options will be applied to all the Liquify tools. The Intensity option determines the amount of distortion applied to a path. Keep this option at a low value to apply less distortion and gain more control when using the tool.

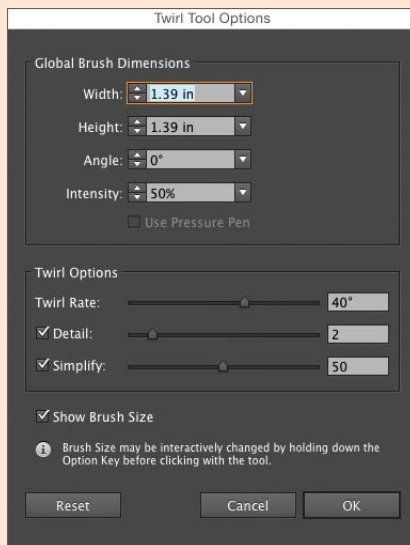Options in the middle of the dialog box are based on, and apply to, the currently selected tool only.

Figure 8.6 The Twirl Tool Options dialog box

Variable Line Widths

Vector drawing tools create lines of uniform width. Using the Width tool, you can apply variable widths (thicknesses) to your line work to make it appear more like lines created with a traditional pen or pencil.