



كلية الفنون التطبيقية
جامعة بنها



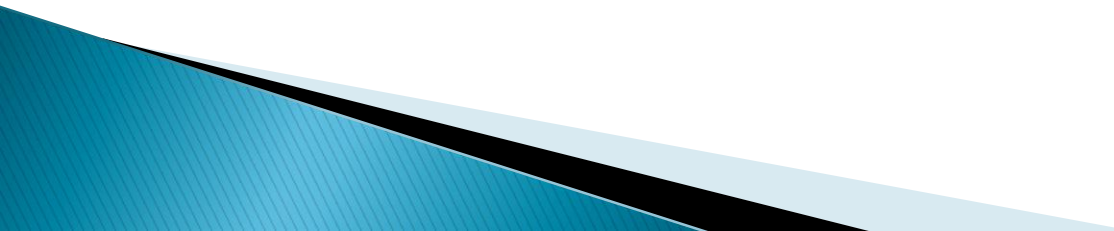
مقرر التصميم بالحاسب الآلى

الفرقة الثانية- قسم طباعه المنسوجات والصباغه والتجهيز

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ميعاد المحاضره : الاربعاء ٢٥-٣-٢٠٢٠

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Selection options

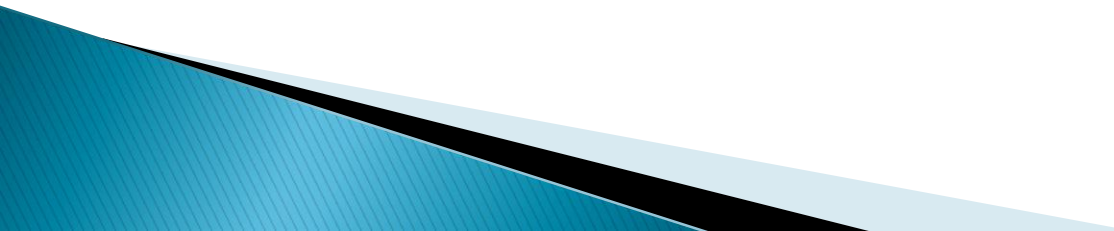
- ▶ Selection tool Lets you select objects and groups by clicking or dragging over them. You can also select groups within groups and objects within groups .
- ▶ Direct Selection tool Lets you select individual anchor points or path segments by clicking on them, or select an entire path or group by selecting any other spot on the item. You can also select one or more objects in a group of objects . Note: When in outline mode, the Direct Selection tool may select imported graphics that are near the tool's pointer. To avoid selecting unwanted graphics, lock or hide the graphics before making the selection .
- ▶ Group Selection tool Lets you select an object within a group, a single group within multiple groups, or a set of groups within the artwork . Each additional click adds all objects from the next group in the hierarchy .
- ▶ Perspective Selection tool Lets you bring objects and text in perspective, switch active planes, move objects in perspective, and move objects in perpendicular direction .
- ▶ Lasso tool Lets you select objects, anchor points, or path segments by dragging around all or part of the object .
- ▶ Magic Wand tool Lets you select objects of the same color, stroke weight, stroke color, opacity, or blending mode by clicking the object .
- ▶ Live Paint Selection tool Lets you select faces (areas enclosed by paths) and edges (portions of paths between intersections) of Live Paint groups.

Brushes

- ▶ Brushes let you stylize the appearance of paths. You can apply brush strokes to existing paths, or you can use the Paintbrush tool to draw a path and apply brush stroke simultaneously .
- ▶ There are different types of brushes in Illustrator: calligraphic, scatter, art, pattern, and bristle. You can achieve the following effects using these brushes
- ▶ Calligraphic brushes Create strokes that resemble those drawn with the angled point of a calligraphic pen and are drawn along the center of the path. When you use the Blob Brush tool, you can paint with a calligraphic brush and automatically expand the brush stroke into a fill shape that merges with other filled objects of the same color that intersect or are adjacent in stacking order.

- ▶ Scatter brushes Disperse copies of an object (such as a ladybug or a leaf) along the path .
- ▶ Art brushes Stretch a brush shape (such as Rough Charcoal) or object shape evenly along the length of the path .
- ▶ Bristle brush Create brush strokes with the appearance of a natural brush with bristles.
- ▶ Pattern brushes Paint a pattern—made of individual tiles—that repeats along the path. Pattern brushes can include up to five tiles, for the sides, inner corner, outer corner, beginning, and end of the pattern.

Create a brush

1. Click the New Brush button in the Brushes panel. Alternatively, drag the selected artwork to the Brushes panel.
 2. Select the type of brush you want to create, and click OK.
 3. In the Brush Options dialog box, enter a name for the brush, set brush options, and click OK.
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Transparency

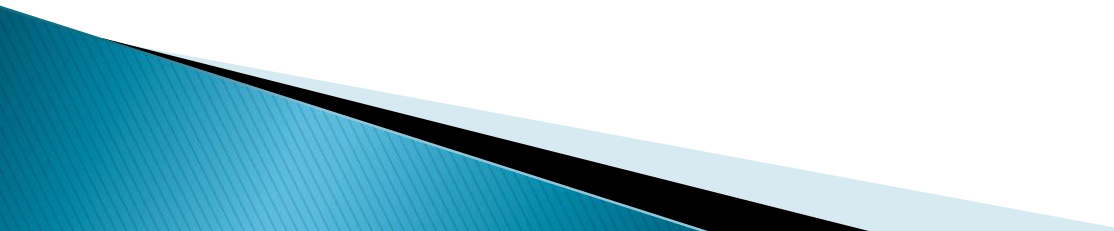
- ▶ You use the Transparency panel (Window > Transparency) to specify the opacity and blending mode of objects, to create opacity masks, or to knock out a portion of one object with the overlying portion of a transparent object.


Transparency

Transparency is such an integral part of Illustrator that it's possible to add transparency to your artwork without realizing it. You can add transparency to artwork by doing any of the following:

- ▶ Lowering the opacity of objects so that underlying artwork becomes visible.
- ▶ Using opacity masks to create variations in transparency.
- ▶ Using a blending mode to change how colors interact among overlapping objects.
- ▶ Applying gradients and meshes that include transparency.
- ▶ Applying effects or graphic styles that include transparency, such as drop shadows.

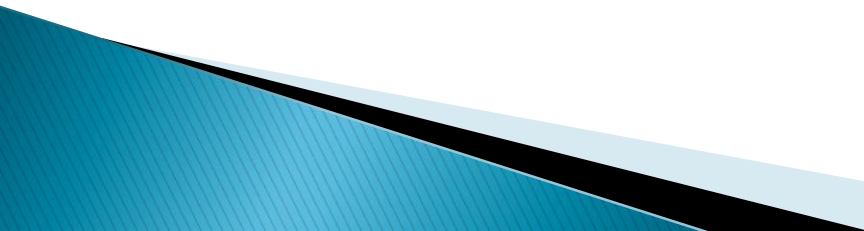
Gradient.

- ▶ You can use the Gradient panel (Window > Gradient) or the Gradient tool to apply, create, and modify gradients .
 - ▶ Gradient colors are defined by a series of stops along the gradient slider. A stop marks the point at which a gradient changes from one color to the next.
 - ▶ You use the Gradient tool to add or edit gradients. When you click the Gradient tool in an unselected, non gradient filled object it fills the object with the last used gradient.
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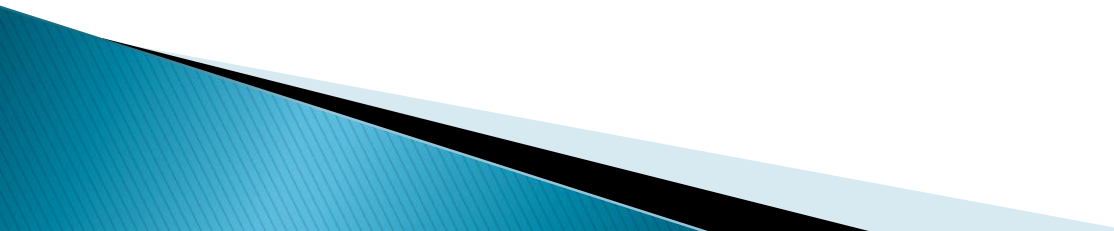
- ▶ The Gradient tool also provides most of the same features as the Gradient panel. When you select a gradient filled object and select the Gradient tool, a gradient annotator appears in the object.
 - ▶ You can use the gradient annotator to modify the angle, location, and spread of a linear gradient or the focal point, origin, and spread of a radial gradient.
 - ▶ If you position the tool directly over the gradient annotator, it becomes a slider (same as in the Gradient panel) with gradient stops and location indicators. You can click the gradient annotator to add new gradient stops, double-click individual gradient stops to specify new colors and opacity settings, or drag gradient stops to new locations.
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- ▶ When you position the pointer over the gradient annotator and the rotation cursor appears you can drag to reposition the angle of the gradient . Dragging the circular end of the gradient slider repositions the origin of the gradient, and dragging the arrow end increases or decreases the range of the gradient. To hide or show the gradient annotator, choose View > Hide Gradient Annotator or View > Show Gradient Annotator.

Apply a gradient to an object

- ▶ To apply the last used gradient, click the Gradient box in the Tools panel or the Gradient Fill box in the Gradient panel .
 - ▶ To apply the last used gradient to an unselected object that currently does not contain a gradient, click the object with the Gradient tool .
 - ▶ To apply a preset or previously saved gradient, choose a gradient from the Gradient menu in the Gradient panel or click a gradient swatch in the Swatches panel.
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Modify the colors in a gradient

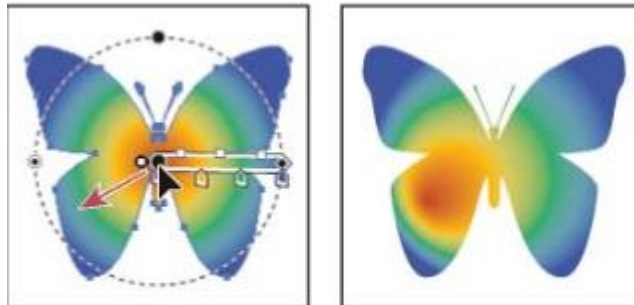
- ▶ To modify a gradient without filling an object with it, deselect all objects and double-click the Gradient tool or click the gradient box at the bottom of the Tools panel.
 - ▶ To modify an object's gradient, select the object, and open the Gradient panel.
 - ▶ To modify a preset gradient, select a gradient from the Gradient menu in the Gradient panel. Or, click a gradient swatch in the Swatches panel, and then open the Gradient panel.
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Change Gradient Direction, Radius, Or Origin

Once you have filled an object with a gradient, you can use the Gradient tool and the gradient annotator (slider) inside the object to modify the gradient by drawing a new fill path. This tool lets you change the direction of a gradient, the origin, and the beginning point and endpoint of a gradient.

- ▶ 1. Select the gradient-filled object.
- ▶ 2. Select the Gradient tool and do any of the following:
 - ▶ To change the direction of a linear gradient, click where you want the gradient to start and drag in the direction you want it to appear. Or, position the Gradient tool on the gradient annotator in the object, and when the cursor changes to the rotation icon, drag to set the angle of the gradient.
 - ▶ note: You can also change the direction by setting a new value in the Angle box in the Gradient panel.

- ▶ To change the radius of a radial or elliptical gradient, position the Gradient tool on the arrow of gradient annotator in the object and drag to set the radius.
- ▶ To change the origin of the gradient, position the Gradient tool on the beginning of the gradient annotator in the object and drag it to the desired location.
- ▶ To change the radius and angle at the same time, Alt-click (Windows) or Option-click (Mac OS) the end point, and drag to the new location. note: If the gradient annotator (gradient slider) does not appear when you position the Gradient tool in an object that has a gradient, choose View > Show Gradient Annotator.



Group Or Ungroup Objects

- ▶ You can combine several objects into a group so that the objects are treated as a single unit.
- ▶ You can then move or transform a number of objects without affecting their attributes or relative positions. For example, you might group the objects in motif so that you can move and scale the motif as one unit . Grouped objects are stacked in succession on the same layer of the artwork and behind the front most object in the group; therefore, grouping may change the layering of objects and their stacking order on a given layer. If you select objects in different layers and then group them, the objects are grouped in the layer of the top most selected object .
- ▶ Groups can also be nested—that is, they can be grouped within other objects or groups to form larger groups. Groups appear as <Group> items in the Layers panel.
- ▶ You can use the Layers panel to move items in and out of groups.
 1. Select the objects to be grouped or the group to be ungrouped.
 2. Choose either Object > Group or Object > Ungroup.

Expand Objects

- ▶ Expanding objects enables you to divide a single object into multiple objects that make up its appearance. For example, if you expand a simple object, such as a circle with a solid-color fill and a stroke, the fill and the stroke each become a discrete object. If you expand more complex artwork, such as an object with a pattern fill, the pattern is divided into all of the distinct paths that created it.
- ▶ You typically expand an object when you want to modify the appearance attributes and other properties of specific elements within it. In addition, expanding objects may be helpful when you want to use an object that is native to Illustrator (such as a mesh object) in a different application that doesn't recognize the object.

- ▶ Expanding is particularly helpful if you are having difficulty printing transparency effects, 3D objects, patterns, gradients, strokes, blends, flares , envelopes, or symbols
- ▶ .1. Select the object.
- ▶ 2. Choose Object > Expand. If the object has appearance attributes applied to it, the Object > Expand command is dimmed. In this case, choose Object >Expand Appearance and then choose Object > Expand.
- ▶ 3. Set options, and then click OK
 - Object Expands complex objects, including live blends, envelopes, symbol sets, and flares .
 - Fill Expands fills.
 - Stroke Expands strokes.
 - Gradient Mesh Expands gradients to a single mesh object .
 - Specify Sets the tolerance for color values between color stops. Higher numbers help maintain a smooth color transition; low numbers can create a more banded appearance.

Please Email Me if there Any Questions
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Thank you!