creating files and saving for web

New Document

Name: square_tension_01

Artboard Setup
Size: Custom   Width: 300 px
Units: Pixels   Height: 300 px
Orientation: ▣ ▣

Color Mode
○ CMYK Color   ● RGB Color

OK
Cancel

Save for Web – Powered by ImageReady

Original Optimized 2–Up 4–Up

Save
Cancel
Done

Settings: [Unnamed]
GIF   Lossy: 0
Selective   Colors: 256
Diffusion   Dither: 100%
☐ Transparency   Matte:
No Transpar...   Amount: 100%
☐ Interlaced   Web Snap: 0%

Color Table   Image Size   Layers
Original Size
Width:1224 pixels
Height:792 pixels

New Size
Width: 400   pixels
Height: 259   pixels
Percent: 32.68
☑ Constrain Proportions
☑ Anti–Alias   ☑ Clip to Artboard

Apply

GIF
3.292K
2 sec @ 28.8Kbps

100% dither
Selective palette
65 colors

100%   R: -- G: -- B: -- Alpha: -- Hex: -- Index: --
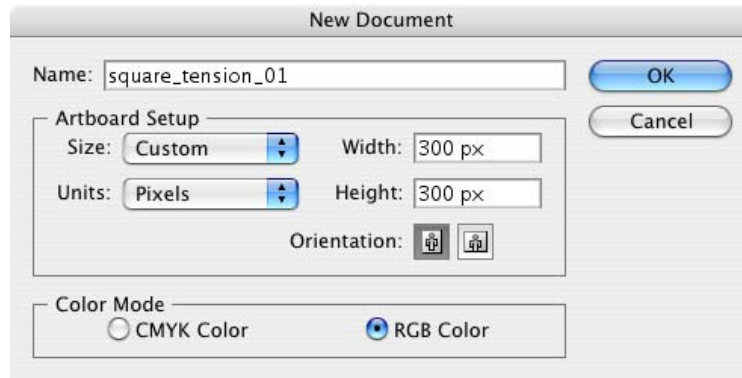
the template files assume a default image size of 300 x 300 pixels

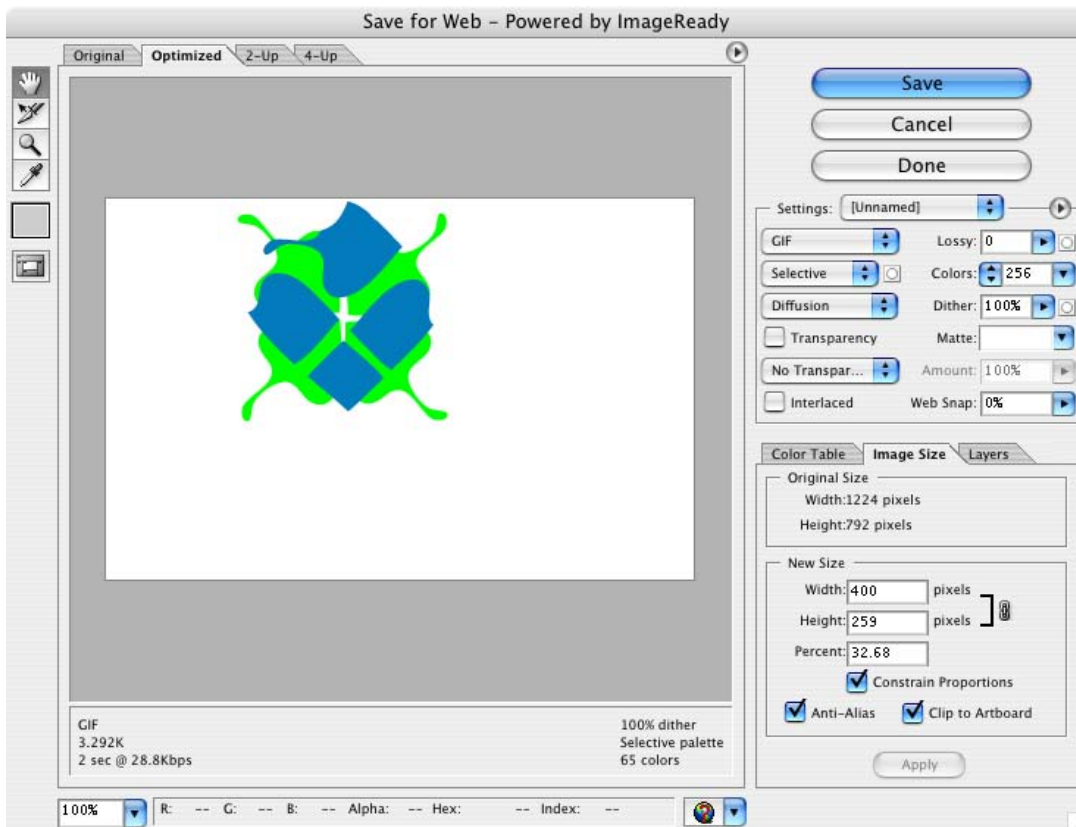images intended for the web should be produced in rgb mode

name your images in a logical format, so that you will be able to tell what they are.

save working versions of each tile in an a3 folder in your working folder

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when you are satisfied with a tile, choose "save for web" from the file menu. make sure the file type is "gif" and that transparency is not checked.

to crop the image, in the "image size" tab, check "clip to art board" and click "apply." save to the "image" folder inside your a3 folder.

to save a thumbnail version of your tile, save for web again, enter 75 x 75 pixels in the image size tab, and click apply. save to the "thumbs" folder inside the image folder inside the a3 folder.
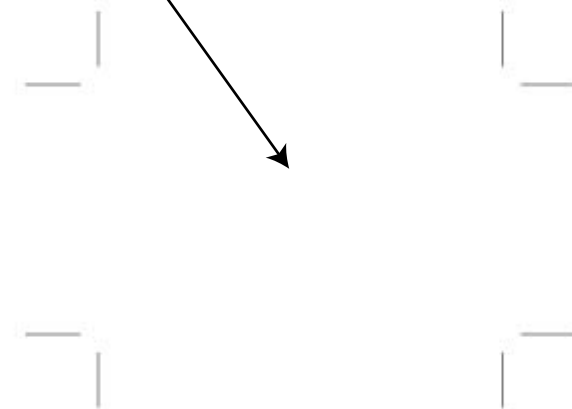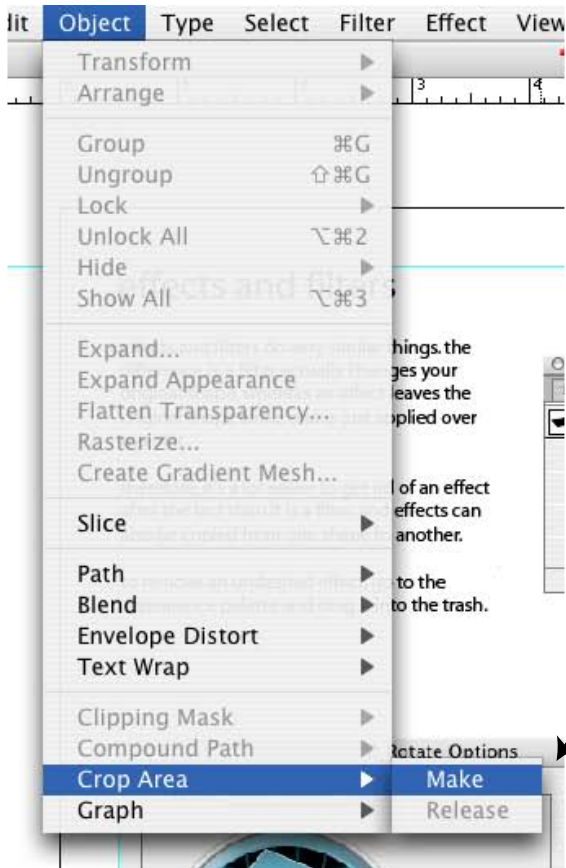
crop marks

if you want illustrator to automatically crop your image to a specific size (i.e., a 300 x 300 pixel square) you can create crop marks.

create a square of the proper size by clicking with the rectangle tool on the artboard and typing your desired width and height.

with your shape selected, choose "crop area > make" from the object menu.

if you see this where your rectangle used to be, it worked.

now when you save for web, illustrator will automatically crop your image to the specified area.

tool palette

selection tool

use to select objects.

click on an object to select it. click on background to delselect. holding shift allows you to select multiple objects.

clicking and dragging an object will move it. holding option while dragging will copy the object.

manipulate handles on shape's bounding box to stretch and rotate the shape.

fill color

indicates the fill color of the selected shape.

as shown, fill color is active: use the color, gradient, or swatches palette to edit

pen tool

works exactly like in photoshop, with the exception that holding apple switches the cursor to either the direct selection tool or the selection tool, whichever was used last.

see assignment 2 writeup for more detail.

none symbol

means there is no stroke and/or fill

direct selection tool

use to select and move anchor points of objects as well as individual objects within groups.

rectangle tool

hold down mouse to access flyout toolbar

click and drag to create rectangle (hold shift to lock to square)

click to specify width and height

stroke color

indicates the outline color of the selected shape.

as shown, stroke color is inactive: click here before using the color, gradient, or swatches palette to edit

ellipse tool

works just like rect-angle tool

polygon tool

works pretty much like rectangle tool except automatically makes regular polygons

click to specify radius and number of sides

layers palette

the layers palette in illustrator is a lot like the layers palette in photoshop. however, layers in illustrator are basically folders for organizing "objects" such as paths, text, images, etc.

click arrow to display or hide the objects in a layer or group

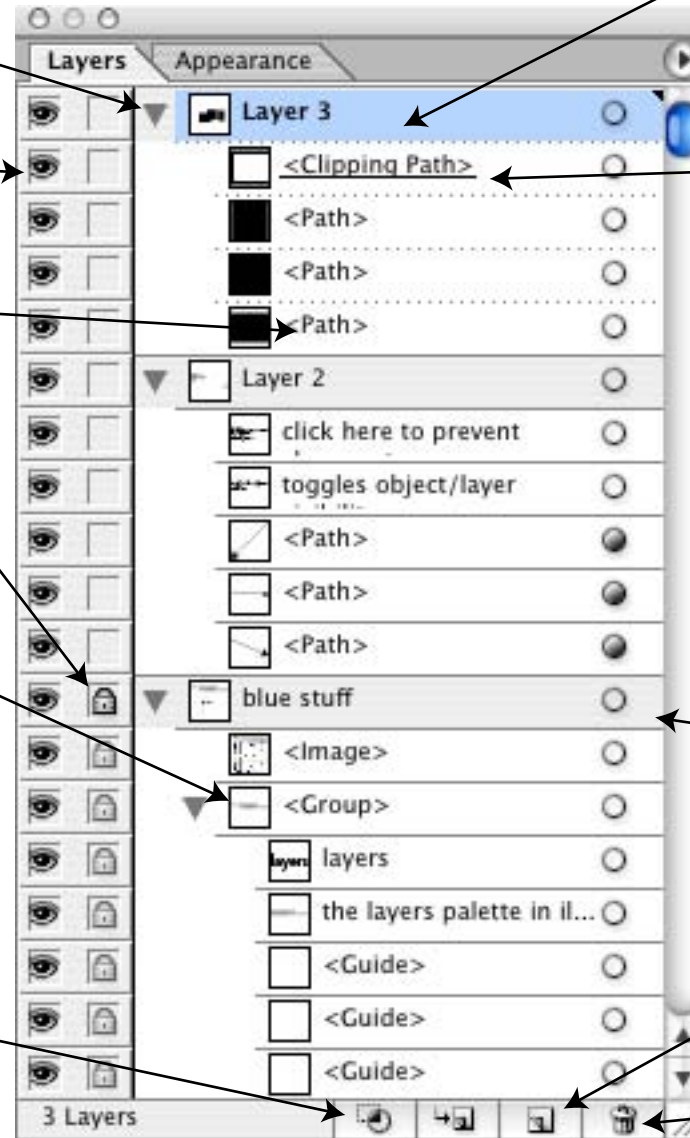click eye to toggle visibility of object or entire layer.

double click name to rename object or layer

click here to lock/unlock layer or object. this prevents the object/layer from being selected or modifed.

a group links a number of objects together, so that when you click on one with the selection tool, all are selected.

to group selected objects, choose "group" from the object menu. to ungroup, select "ungroup".

click here to turn selected object into a clipping path. (this option may not always be available--see instructions at right for an alternative)

click here to highlight object/layer. hold shift (or apple) to highlight multiple items. highlighted items can be dragged higher or lower in the stacking order, or into other layers.

a clipping path crops all objects in the same layer or group to its outline. clipping paths can be any shape.

to make a clipping path, select the prospective clipping path and the paths you want clipped (make sure the clipping path is highest in the stacking order) and choose "clipping mask > make" from the object menu
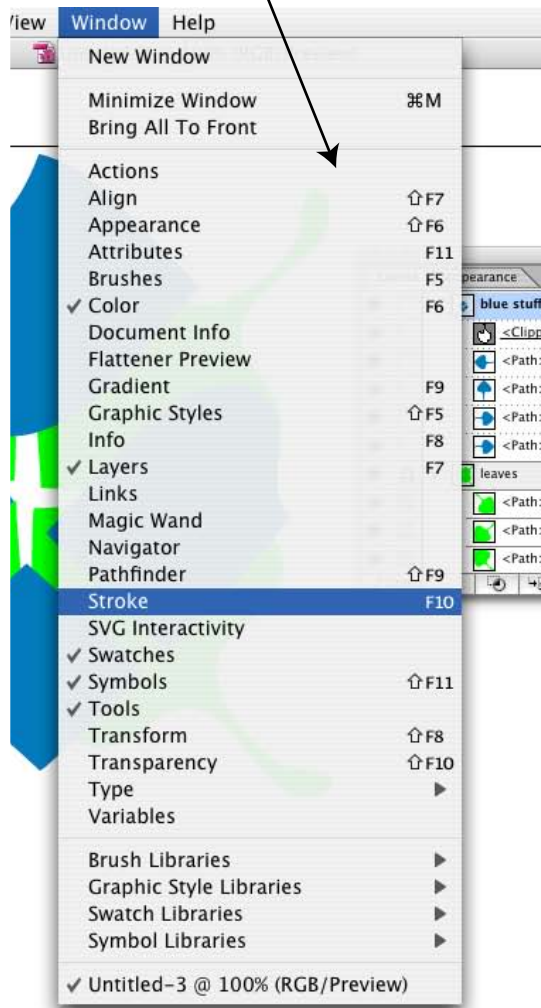
click here to select object/layer. hold shift to select multiple objects/layers,

click here to create new layer. or, drag object/layer here to duplicate it.

drag object/layer here to delete

Layers / Appearance

- Layer 3
  - <Clipping Path>
  - <Path>
  - <Path>
  - <Path>
- Layer 2
  - click here to prevent
  - toggles object/layer
  - <Path>
  - <Path>
  - <Path>
- blue stuff
  - <Image>
  - <Group>
    - layers
    - the layers palette in il...
    - <Guide>
    - <Guide>
    - <Guide>

3 Layers

other palettes

if you can't find a particular palette, look in the "window" menu. it lists every palette.

if your palettes are missing some of the options shown here, click the triangle button in the upper right corner of the palette and select "show options"

the transform palette lets you enter exact values for the width, height, rotation and skew of the selected object

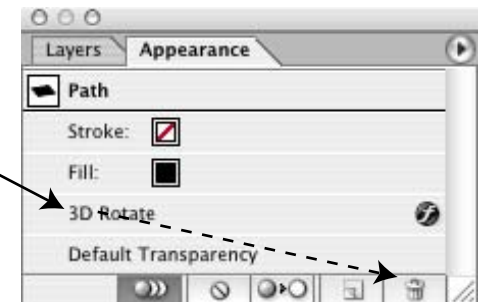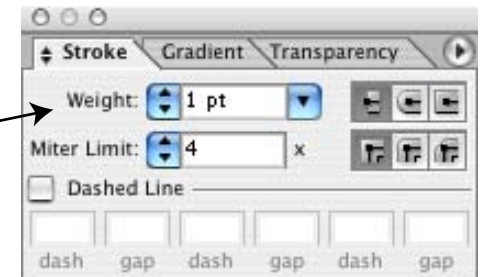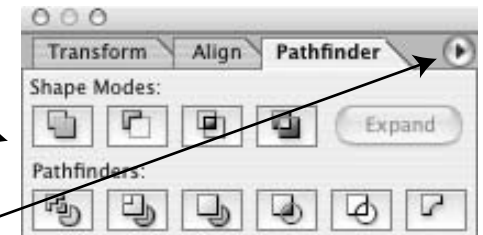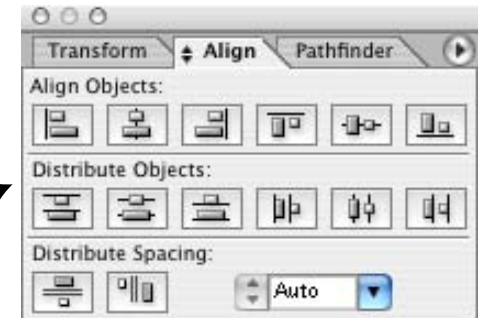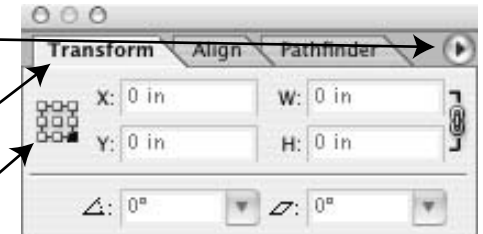this diagram indicates the center of the transform effect

the align palette lets you precisely line up and space the selected objects

the pathfinder palette allows you to add subtract and intersect the selected objects. after combining the shapes, click expand to merge them into one path.

choose "release compound shape" from the palette menu to separate the shapes.

the stroke palette allows you to control the thickness and other attributes of the selected shape's outline.

if you want to get rid of an effect you've applied from the effect menu or the graphic styles palette, go to the appaearance palette and drag it into the trash

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Window menu:

Window Help

New Window

Minimize Window   ⌘M
Bring All To Front

Actions
Align   ⇧F7
Appearance   ⇧F6
Attributes   F11
Brushes   F5
✓ Color   F6
Document Info
Flattener Preview
Gradient   F9
Graphic Styles   ⇧F5
Info   F8
✓ Layers   F7
Links
Magic Wand
Navigator
Pathfinder   ⇧F9
Stroke   F10
SVG Interactivity
✓ Swatches
✓ Symbols   ⇧F11
✓ Tools
Transform   ⇧F8
Transparency   ⇧F10
Type   ▶
Variables

Brush Libraries   ▶
Graphic Style Libraries   ▶
Swatch Libraries   ▶
Symbol Libraries   ▶

✓ Untitled-3 @ 100% (RGB/Preview)

view menu

View　Window　Help

Outline	⌘Y
Overprint Preview	⌥⇧⌘Y
Pixel Preview	⌥⌘Y
Proof Setup	▶
Proof Colors	
Zoom In	⌘+
Zoom Out	⌘−
Fit in Window	⌘0
Actual Size	⌘1
Hide Edges	⌘H
Hide Artboard	
Show Page Tiling	
Show Slices	
Lock Slices	
Hide Template	⇧⌘W
Show Rulers	⌘R
Hide Bounding Box	⇧⌘B
Show Transparency Grid	⇧⌘D
Hide Text Threads	⇧⌘Y
Guides	▶
✓ Smart Guides	⌘U
Show Grid	⌘"
Snap to Grid	⇧⌘"
✓ Snap to Point	⌥⌘"
New View...	
Edit Views...	

turning on rulers allows you to create guidelines by dragging from the rulers onto the artboard

smart guides allow you to snap to corners and anchor points of objects

use these to turn on and show grid. gird parameters can be adjusted by choosing "preferences > guides & grid" from the illustrator menu
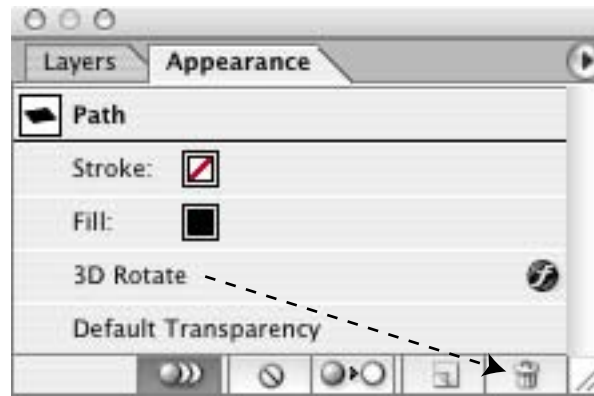
effects and filters

effects and filters do very similar things. the difference is, a filter actually changes your original shape, whereas an effect leaves the original shape alone and is just applied over top of it.

therefore, it's a lot easier to get rid of an effect after the fact than it is a filter, and effects can also be copied from one shape to another.

to remove an undesired effect, go to the appearance palette and drag it into the trash.

one effect you might want to try for this assignment is "3d rotate." select the object you want to apply the effect to and choose "3D > rotate" from the effect menu.

play around with the different options to see what they do.

to see the results of your chagnes in real time, check the preview box. when you are satisfied, click ok.