More fun with illustrator

Importing files into illustrator

Select File > Place. In the Place dialog box, select the artwork you want to import and select the Template check box in the lower-left corner; then press Place.
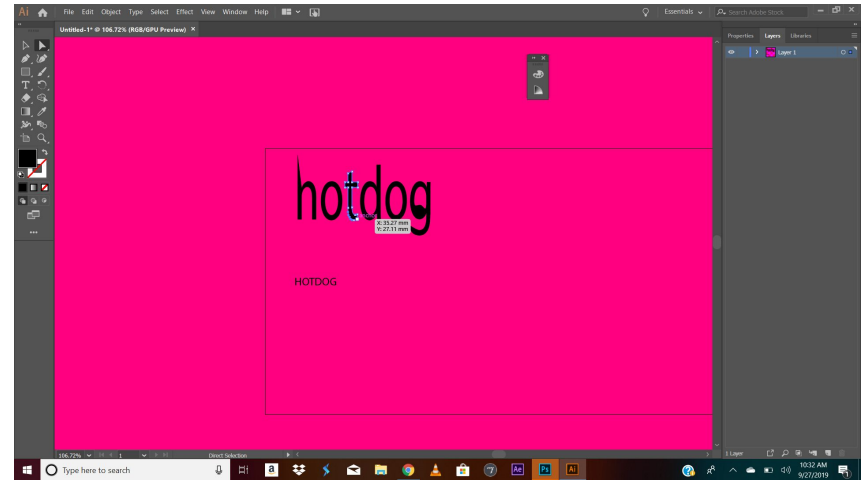
Lock the layer with your imported file after you have adjusted the size to create a template for your scene

Adding a color background

- File
- Document setup
- Simulate colored paper
- Click upper color swatch and choose color then hit "ok" choose the same color for the lower box
- Go to view, show transparency grid (at the bottom of the selection menu) and your color will appear
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Using the text tools in illustrator

- "Lorum ipsum" text shows you how the text will appear when filled in
- Experiment with the type path tools and using type to fill in shapes
- You can use the direct selection tool to change your fonts and make custom fonts and lettering in illustrator, first you must change text to outlines

- drag across all of the text you want to change with the selection tool
- go to type- create outlines
- your type is now composed of vector shapes, you can use your direct selection tool to change the anchor points and modify the letters

Using the grid tool

- Locate the grid tool
- Control the cells by using the C,X and V keys
- To remove a bar of your brid choose the direct selection tool, drag an anchor point from the line you want to delete outside of the grid and press delete
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Perspective tool

- In Illustrator, you can easily draw or render artwork in perspective using a feature set that works on established laws of perspective drawing.
- Perspective grid allows you to approximately represent a scene on a flat surface, as it is naturally perceived (by the human eye). For example, a road or a pair of railway tracks, which seem to meet or vanish in the line of vision.
- Utilities to define or edit one, two, and three vanishing point perspectives in a document.
- Control different perspective-defining parameters interactively.
- Create objects directly in perspective.
- Bring existing objects in perspective.
- Transform objects in perspective (move and scale objects).
- Move or duplicate objects toward a perpendicular plane (perpendicular movement).
- Define real work objects and draw objects with the specified real world measurements in perspective.
- There are multuple grid presets to choose from, To select one of the default perspective grid preset, click View> Perspective Grid and then select from the required preset.

- After you apply your perspective grid you will see that objects you create will adhere to the perspective you have specified
- If you have already created objects, Illustrator provides the option to attach objects to an active plane on the perspective grid.
- To add an object to the left, right, or horizontal grid:
    Select the active plane on which you want to place the object. You can select the active plane using 1, 2, or 3 keyboard shortcut command or by clicking on one of the faces of the cube in the Perspective Grid Widget.
    Click Object > Perspective > Attach to Active Plane.

To place an image in a shape or

TEXT

- place an image into an illustrator document (File>Place), or drag and drop
- make shape/text
- send the image backwards and position it under the shape how you'd like
- select the <u>both</u> shape/text and image
- Object > Clipping Mask > Make

If you want to create an outline and deform your text, you then need to
- make a compound path (Object > Compound Path> Make) and only then
- Object > Clipping Mask > Make

See screenshots below