



Adobe Illustrator® CS6

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Adobe Illustrator CS6

Module 4

(Text, Gradients, Patterns, & Blends)

Working with Text

Using Blend and Gradient Mesh

Pattern and Gradient Swatches

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1.) Working with Text

Entering Text

Entering Text at a Point

Illustrator makes it very easy to add text to your documents and gives you the option to add horizontal text or vertical text by giving you a standard Type tool (for horizontal text) and a Vertical Type tool.

1. From the Toolbox, select the Type tool **T** or the Vertical Type tool **T**.
2. Your cursor will change to an I-beam with a dotted box around it. The small horizontal line near the bottom of the I-beam marks the position of the baseline, on which the text rests.
3. If you choose to, you can set your text-formatting options now so you will type your text with the desired formatting or you can type your text and format it later. We will cover formatting text later in this module.
4. Click where you want the line of text to begin.
 - Be sure to click in an open area of the document. If you click on an existing object, Illustrator converts the object into a text area. We will cover text areas later in this module. If there is an existing object where you want to place your text, simply create the text somewhere else and then move it to the desired location.
5. After you click, a blinking text insertion point will appear on the document.
6. Enter your text.
7. When you are done typing, click the Selection tool to select the text object.

Entering Text at a Point

Illustrator gives you the ability to pre-define an area for your text so as you type, your text will wrap to fit to the designated space. You can create simple rectangular text areas or you can create a text area out of any shape of object. Of course you can always modify the size and shape of the area and the text will automatically flow to fit the space.

To create a rectangular text area:

- Select the Type tool and drag diagonally to define a rectangular area.
- When you release the mouse button, a rectangle will be created with a blinking cursor inside ready to accept your text.
- Type the text you wish to enter.
- If you wish to resize the text area, simply select it with the Select tool and use the anchor points on the bounding box around the area to modify it.

To create a text area from an existing shape:

- Draw the object you want to use as the bounding area. It doesn't matter if the object has stroke or fill attributes, because Illustrator will automatically remove them when you add the text.
- Select the Type tool and click anywhere on the object's path.
- Enter the text.
- When you finish entering text, click the Selection tool to select the type object.

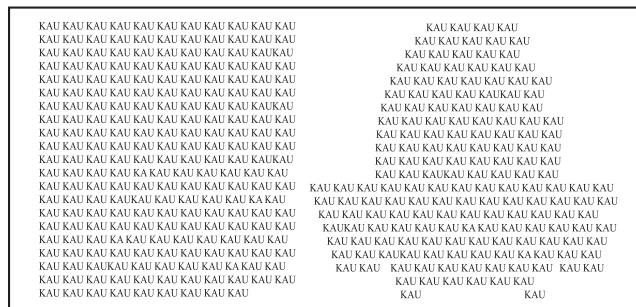


FIGURE 1 – A RECTANGULAR TEXT AREA (LEFT) AND A TEXT AREA CREATED FROM A CUSTOM SHAPE (RIGHT).

IMPORTING TEXT

There are two methods of importing text into Illustrator from other files: Copy & Paste or Place. One advantage of using the Place command to import text from a file, rather than copying and pasting it, is that placed text retains its character and paragraph formatting.

To copy and paste text into an Illustrator file:

1. Create a text area as described above.
2. Open the file that contains the text you want to use. Select the desired text and **Edit > Copy**.
3. In Illustrator, make sure the desired text area is active with the blinking cursor inside of it.
4. Choose **Edit > Paste**.

To Place text from another file:

1. Create a text area to accept the text and be sure it is active.
 - If you do not have a text area active, when you place text, Illustrator will create a new text area with the imported text which you can then move and resize.
2. Choose **File > Place** and browse to the text file you wish to import.
3. Illustrator will support text files in the following formats:
 - Microsoft Word 97 and later
 - RTF (Rich Text Format)
 - Plain text (ASCII) with ANSI, Unicode, Shift JIS, GB2312, Chinese Big 5, and Cyrillic.
4. Click **Place** and the text will be imported.

Formatting Text

Text can be formatted in a number of ways. You have the option of formatting individual characters by selecting them with a Text tool, or you can format a whole text area all at once by selecting it with the Select tool. You can choose to format individual paragraphs within a text area.

The quickest place to format basic text properties such as Font, Color, Size, and Alignment is in the **Control palette**. When you select text or a text area, the Control palette displays the current text formatting options and allows you to make changes.

For more options you can open the **Character** or **Paragraph** palettes where you will find options for very specific control over your text.

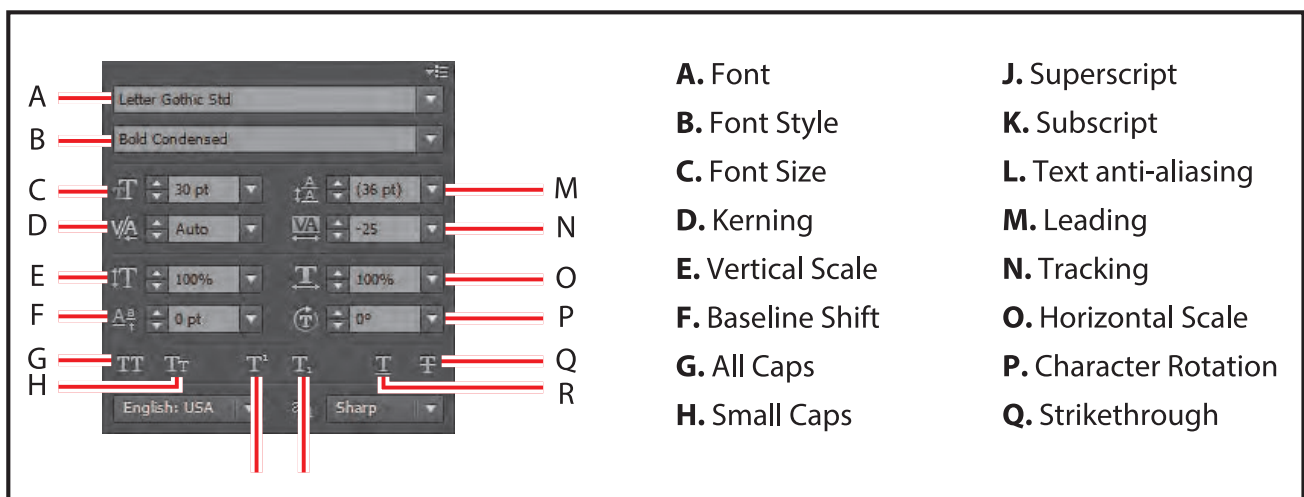


FIGURE 2 – THE CHARACTER PALETTE

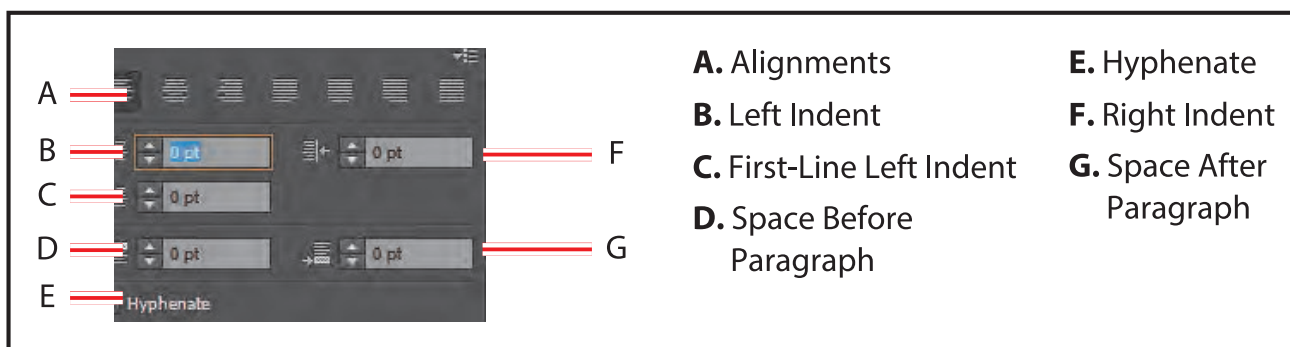


FIGURE 3 – THE PARAGRAPH PALETTE

To apply formatting from either the Character or Paragraph palettes, select the text or text area you wish to format and make changes by typing in the palette boxes, clicking buttons, or checking options.

To view more formatting options in the Character or Paragraph palettes, from the palette options menu, choose Show Options. The palette will expand to show additional formatting choices.

Wrapping Text around Objects

You can wrap text around any object, including type objects, imported images, and objects you draw in Illustrator.

Wrapping is determined by the stacking order of objects, which you can view in the Layers palette. In order for Illustrator to wrap text around an object, the wrap object must be directly above it. Illustrator does not wrap text that is above the wrap object in the stacking order or in a separate sub-layer or group from the wrap object.

Note: *If the wrap object is a bitmap image, Illustrator wraps the text around opaque or partially opaque pixels and ignores fully transparent pixels.*


Wrapping Process

- Select the object around which you want the text to wrap. This is called the wrap object.
- In the Layers palette (**Window > Layers**), make sure that the wrap object is above the text you want to wrap around it. *We cover using layers in detail in Module 6 of Illustrator.*
- Important: If the layer contains multiple type objects, move any that you don't want to wrap around the wrap object either into another layer or above the wrap object.
- Choose **Object > Text Wrap > Make**.
- The text will automatically wrap around the object.
- For some control over how text wraps, choose **Object > Text Wrap > Text Wrap Options** to show the Text Wrap Options dialog box:
Offset specifies the amount of space between the text and the wrap object. You can enter a positive or negative value.
Invert Wrap wraps the text around the reverse side of the object.
- To remove text wrapping from an object, select the object and choose **Object > Text Wrap > Release**.



FIGURE 4 TEXT WRAPPING AROUND MULTIPLE OBJECTS

Typing Text along a Path

You can make text follow any path you choose by creating a path and using the Type On A Path tool  (See Figure 5). Here's how:

- Create a path and make sure it is active.
- Select the Type On A Path tool from the Toolbox.
- Position your cursor over the path a click once. If the path has a stroke or fill they will automatically be removed.
- Type your text.
- When you are done typing, click the Selection tool in the Toolbox.
- You can format your text just as you would any other text.

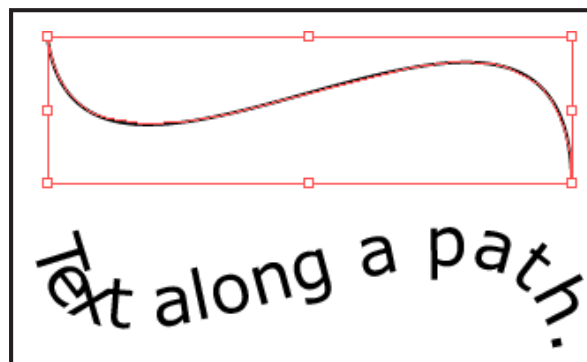


FIGURE 5 – A PATH AND THE RESULTING TEXT TYPE ON THE PATH

Converting Text to Outlines

Creating outlines from your text can be useful for independently changing the look of display type or customizing individual letters. This can also be useful when sending documents to other people who may not have the same fonts installed on their system as you have used in your document.

When you use the **Create Outlines** command from the **Type** menu Illustrator turns your type into a set of compound paths that you can edit and manipulate as you would any other graphic object. You can also use the **Effect > Object > Outline** command to achieve the same effect. When you create outlines from type, characters are converted in their current positions and they retain all graphics formatting such as their stroke and fill.

When you convert type to outlines, the type loses its hints—instructions built into outline fonts to adjust their shape so that your system displays or prints them optimally at a wide range of sizes. Therefore, if you plan to scale the type, do so by adjusting its point size before converting it to outlines.

You must convert all the type in a selection to outlines; you cannot convert a single letter within a string of type. To convert a single letter into an outline, create a separate piece of type containing only that letter.

To convert text to outlines:

- Select the text object.
- Choose **Type > Create Outlines**.
- Click on the Select tool to select the outlined characters as a group or use the Direct Select tool to select each letter individually.



FIGURE 6 – TEXT CONVERTED TO OUTLINES

2.) Using Blend and Gradient Mesh

Depending on the effect you want, you can use the following methods to apply blends or color gradients to objects.


To apply a graduated blend of colors as you would apply any other color, create a gradient fill. Creating a gradient fill is a good way to create a smooth color gradation across one or more objects. You can save a gradient as a swatch to make it easy to apply the gradient to multiple objects.

BLEND

To create blends of colors, opacities, and shapes between objects, use the Blend command or the Blend tool. You select the beginning and ending shapes, opacities, and colors, and Illustrator creates the intermediate steps to create the final blend.

The Blend tool and Make Blend command let you create a series of intermediate objects and colors between two or more selected objects. One of the simplest uses for blending is to create and distribute shapes evenly between two objects.

Blending Color Smoothly Between Two Objects

- Create two objects with different color fills. The objects should be overlapping.
- Select the Blend tool  from the Toolbox.
- Click on one of the objects and then the other.
- The colors are blended together (See Figure 7).

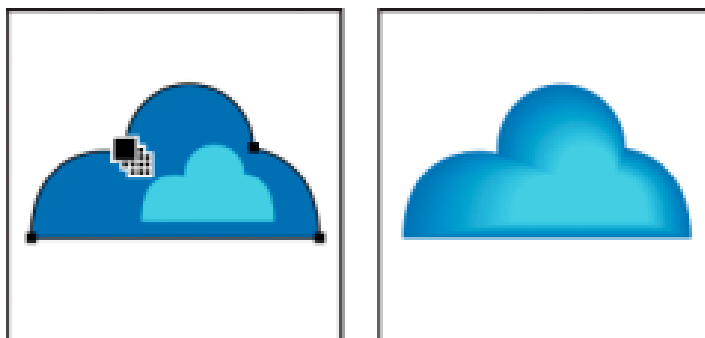


FIGURE 7 – COLOR BLEND USING THE BLEND TOOL

Blending to Distribute Shapes and Color

1. Create two different shaped objects in different locations on the page.
 - If they are different colors the color will be blended as well as the shapes.
2. Select the Blend tool from the Toolbox.
3. Click on one of the objects and then the other.
4. The shapes will blend together over a given number of steps (See Figure 8).
 - You can change the number of steps as well as other Blend Options by double-clicking the Blend tool to open the Blend Options dialog box.

Once you create a blend, the blended objects are treated as one object. If you move one of the original objects, or edit the original object's anchor points, the blend changes accordingly. In addition, the new objects blended between the original objects don't have their own anchor points. You can expand the blend in order to divide the blend into distinct objects.

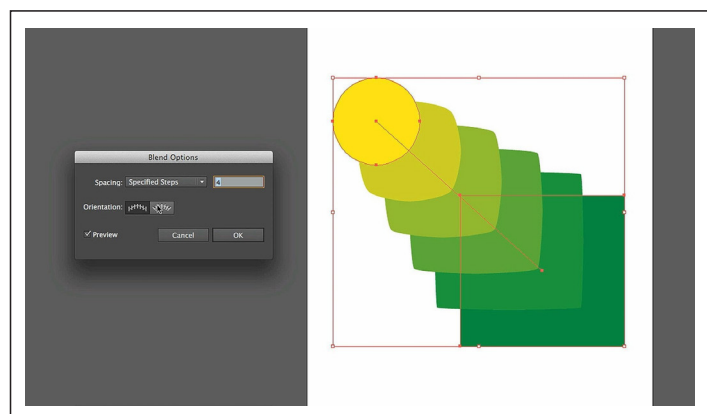



FIGURE 8 – SHAPES AND COLOR DISTRIBUTED WITH THE BLEND TOOL

Gradient Mesh

To create a single, multicolored object on which colors can flow in different directions and transition smoothly from one point to another, create a mesh object. By creating a mesh on an object and manipulating the color characteristics at each point in the mesh, you can precisely manipulate the coloring of the mesh object. You can also apply color to four mesh points at the same time by clicking the patch between them to create broad color changes on a portion of the object.

You can create mesh objects from any vector objects, with the exception of compound paths and text objects. You cannot create mesh objects from imported images.

Creating a Mesh Object with a Custom Pattern

1. Select the Mesh tool .
2. Select a fill color for the first mesh point.
3. Click in an object where you want to position the first mesh point.
4. The object is converted to a mesh object with the minimum number of mesh lines.
5. Continue clicking to add additional mesh points.
 - If you wish you can choose a new color before creating each mesh point, or you can change the colors later.
 - **Shift-click** to add a mesh point without changing to the current fill color.

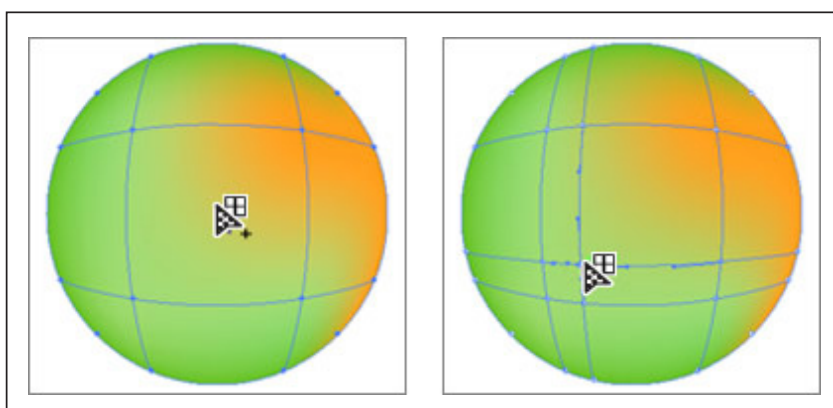


FIGURE 9 – AN OBJECT WITH A GRADIENT MESH APPLIED

Creating a Mesh Object with a Regular Pattern

1. Select the object and choose Object > Create Gradient Mesh.
2. The Create Gradient Mesh dialog box opens (See Figure 10).

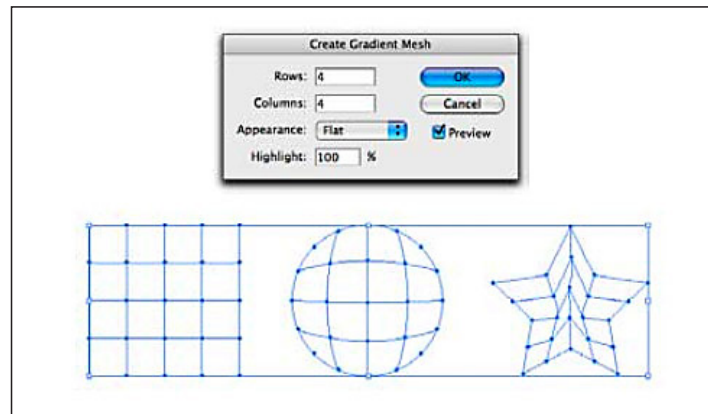


FIGURE 10 – THE CREATE GRADIENT MESH DIALOG BOX

3. Check the Preview box to see the changes applied to the object.
4. Set the number of rows and columns.
5. Select the direction of the highlight from the Appearance menu:
 - Flat applies the object's original color evenly across the surface.
 - To Center creates a highlight in the center of the object.
 - To Edge creates a highlight on the edges of the object.
6. Enter a percentage of white highlight to apply to the mesh object:
 - 100% applies maximum white highlight to the object.
 - 0% applies no white highlight to the object.

3.) Pattern and Gradient Swatches

Pattern Swatches

Patterns are repeating paths (also known as tiles) which can be created using any of Illustrator's tools. Once you create a pattern (tile), you can save it as a swatch and use it to fill or otherwise decorate your artwork.

Creating a Pattern Swatch

- Create artwork for the pattern using any of the available tools.
- Use the Selection tool to select the artwork and bounding box (if any) you wish to use to create the pattern.
- Choose **Edit > Define Pattern**.
- The New Swatch dialog box will appear.
- Enter a name for the pattern and click OK.
- The pattern will now show up in the Swatches palette.
- As an alternative, you can simply drag the artwork from the Artboard to the Swatches palette.

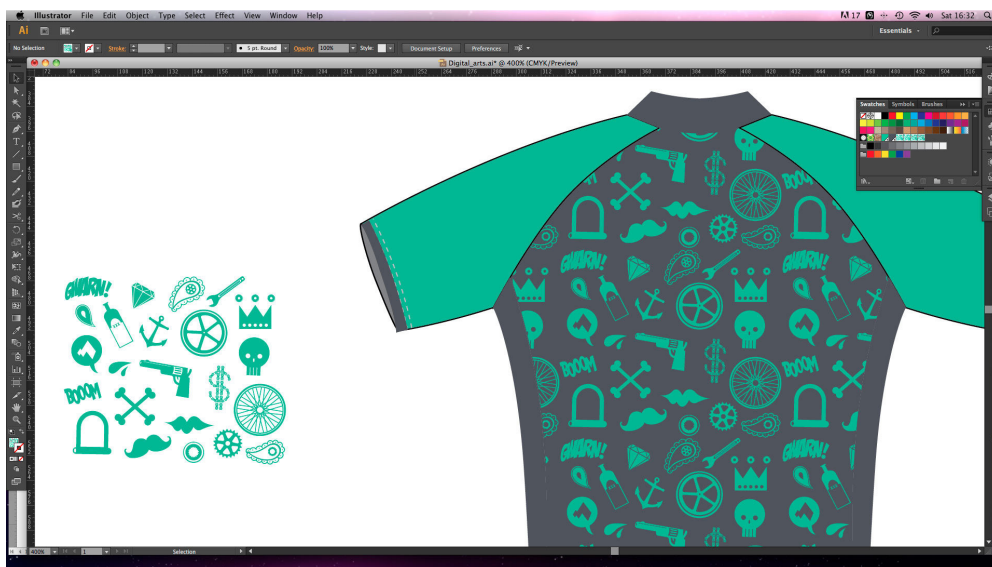


FIGURE 11 – ORIGINAL ARTWORK (LEFT) AND PATTERN APPLIED (TILED) AS AN OBJECT'S FILL (RIGHT)

Applying a Pattern Swatch

To apply a pattern swatch to an object:

- Select the object.
- Make sure to click on the Fill or Stroke chip in the Toolbox or Color palette, depending if you want to apply the pattern to the object's fill or stroke. (If you plan to apply a pattern to an object's stroke, the stroke should be thick enough to display the pattern.)
- Click on the swatch in the Swatches palette.
- The pattern is applied to the object.

Modifying a Pattern Swatch

- Make sure that nothing is selected in your artwork.
- From the Swatches palette, find the pattern swatch you want to modify and drag it to the Artboard.
- Edit the pattern tile on the Artboard.
- Select the pattern tile and Alt-drag the modified pattern on top of the old pattern swatch in the Swatches palette.
- The pattern is replaced in the Swatches palette and is updated on all objects using the swatch in the current file.

Transforming an Object's Patterns

When you move, rotate, reflect, scale, or shear an object that is filled with a pattern, you can transform just the object, just the pattern, or both the object and pattern (See Figure 12).

When using the Transform palette to modify patterns, you must first select an option from the palette menu:

- Transform Object Only.
- Transform Pattern Only.
- Transform Both.

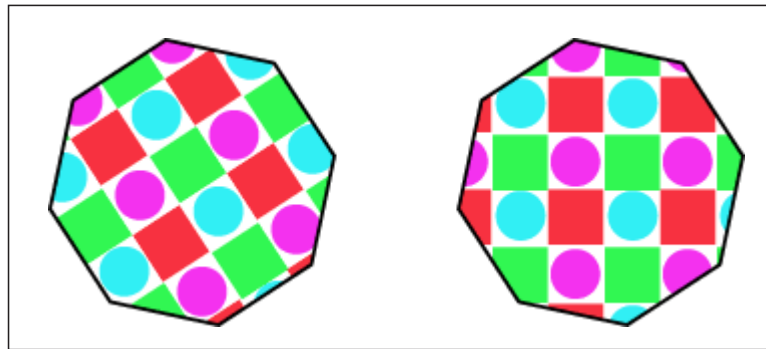


FIGURE 12 – PATTERN ROTATED WITH OBJECT (LEFT) AND OBJECT ONLY ROTATED (RIGHT)

Note: *Once you transform an object's fill pattern, all patterns that you subsequently apply to that object are transformed the same way.*

When using a transform command (**Object > Transform > Rotate**, for example) a dialog box will appear with the designated transform options. You can set the Object and Pattern options selecting or deselecting the Patterns or Objects as desired (See Figure 13).

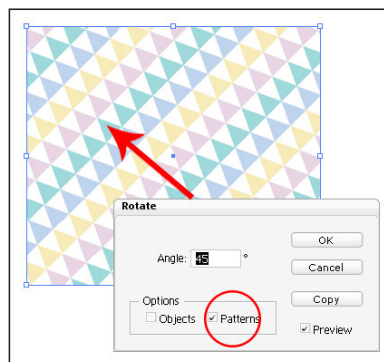


FIGURE 13 – TRANSFORM COMMAND OPTIONS

When using a Transform tool, hold down the Tilde key (~) while dragging to transform patterns but not objects. The borders of the object appear to be transformed, but when you release the mouse button, the borders snap back to their original configuration, leaving only the pattern transformed.

To prevent patterns from transforming when using transform tools, choose **Edit > Preferences > General** and deselect Transform Pattern Tiles.

To return an object's fill pattern to its original state, fill the object with a solid color, and then reselect the desired pattern.

Gradient Swatches

You can create a gradient swatch from any existing gradient or you can create your own gradient and make a swatch out of it.

Creating a Gradient Swatch

- Create a gradient using the Gradient palette, or select an object with the gradient you want.
- Click the New Swatch button at the bottom of the Swatches palette.

----- or -----

- Drag the gradient from the Toolbox or Color palette to the Swatches palette. Or, if you selected an object, drag the object to the Swatches palette.

----- or -----

- Select New Swatch from the Swatches palette menu. Enter a swatch name, and click OK.

Applying a Gradient Swatch

To apply a gradient swatch to an object:

- Select the object.
- Make sure to click on the Fill or Stroke chip in the Toolbox or Color palette, depending if you want to apply the gradient to the object's fill or stroke. (If you plan to apply a gradient to an object's stroke, the stroke should be thick enough to display the gradient.)
- Click on the swatch in the Swatches palette.
- The gradient is applied to the object.