

Illustrator Tutorial: Part II

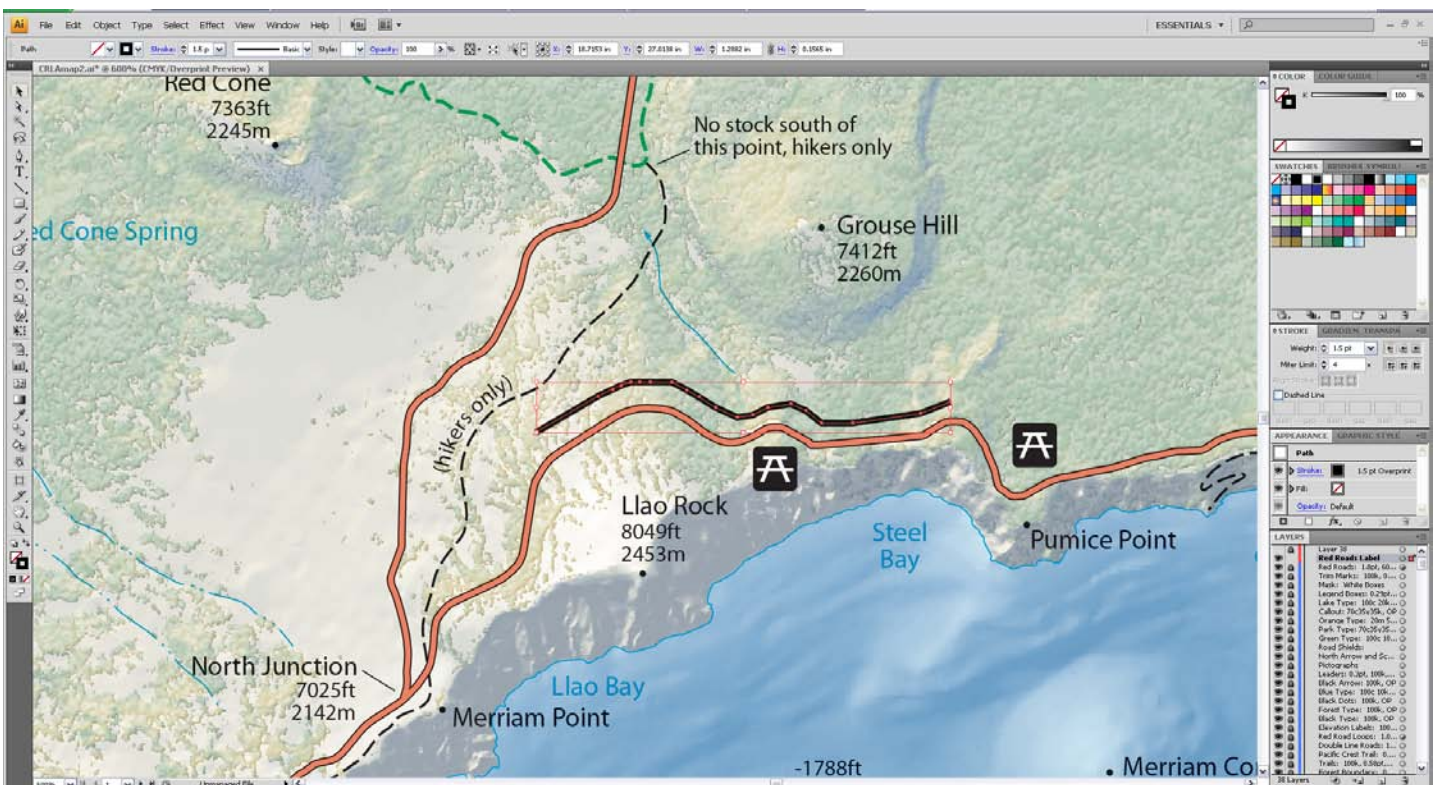
This tutorial builds on part one, explaining some advanced editing features of Illustrator.

I will continue working with the Crater Lake example, but you can work with any map you choose. Preferably the one you have chosen for your project.

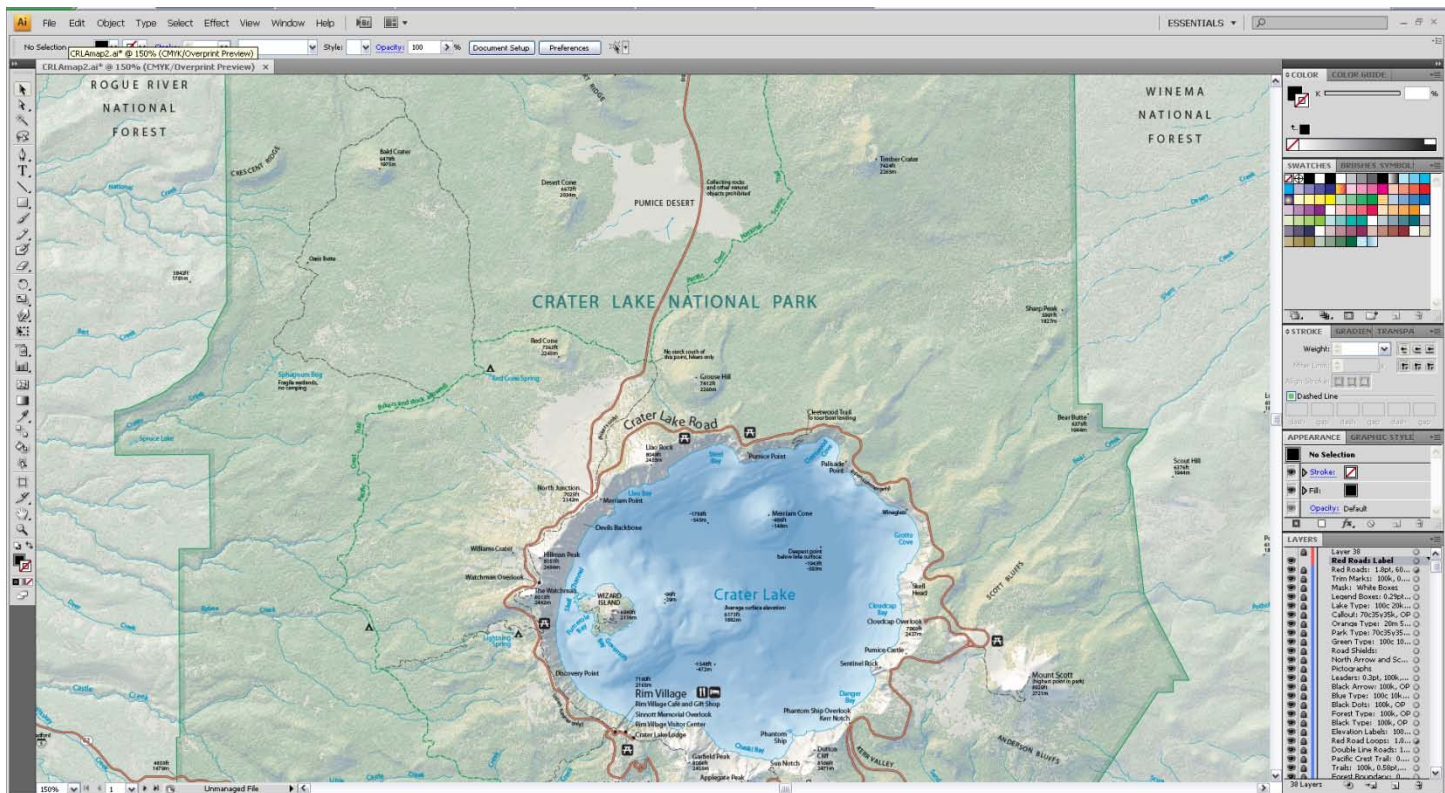
First, here are a few more helpful tips about the interface. Note: the terms *artwork* and *object* are often used interchangeably in the Illustrator literature. Artwork seems to refer to vector drawings and objects can be either vector artwork or raster images. *Paths* are what make up vector objects/artwork. Paths are made up of anchors and line segments, as we talked about in Part I.

- In the layers panel, you can select multiple layers with *control click* or *shift click*. With multiple layers selected, go to the options button in the layers panel and experiment with the *Hide others/Show all layers*; *Outline others/Preview all layers*; and *Lock other/Unlock all layers*.
- From the File menu, in the Object tab you can do the same thing with individual artwork (objects in a layer). Choose one layer and lock all other layers. Now select an object, then go to Object > Lock or Object > Hide; each of these has a submenu for the selected object. When you are done isolating that object, go to Object > Unlock all or Show all.
- Also in the Object tab you have the options to *Transform* and *Arrange*. Transform can be done on all artwork in a layer or on an individual selection. Arrange is used to control the above/below hierarchy of artwork within a layer. This is like when you put one layer above or below another layer.

1. Labeling text along a path in Illustrator CS4 (this is different in earlier versions). Create a new layer, I'm calling it 'Red Roads labels'. Lock all other layers. Using the Pen tool (P), draw a path along the north part of the Red Roads (the Crater Lake Rim Road). It doesn't matter what the stroke or fill of this path is.

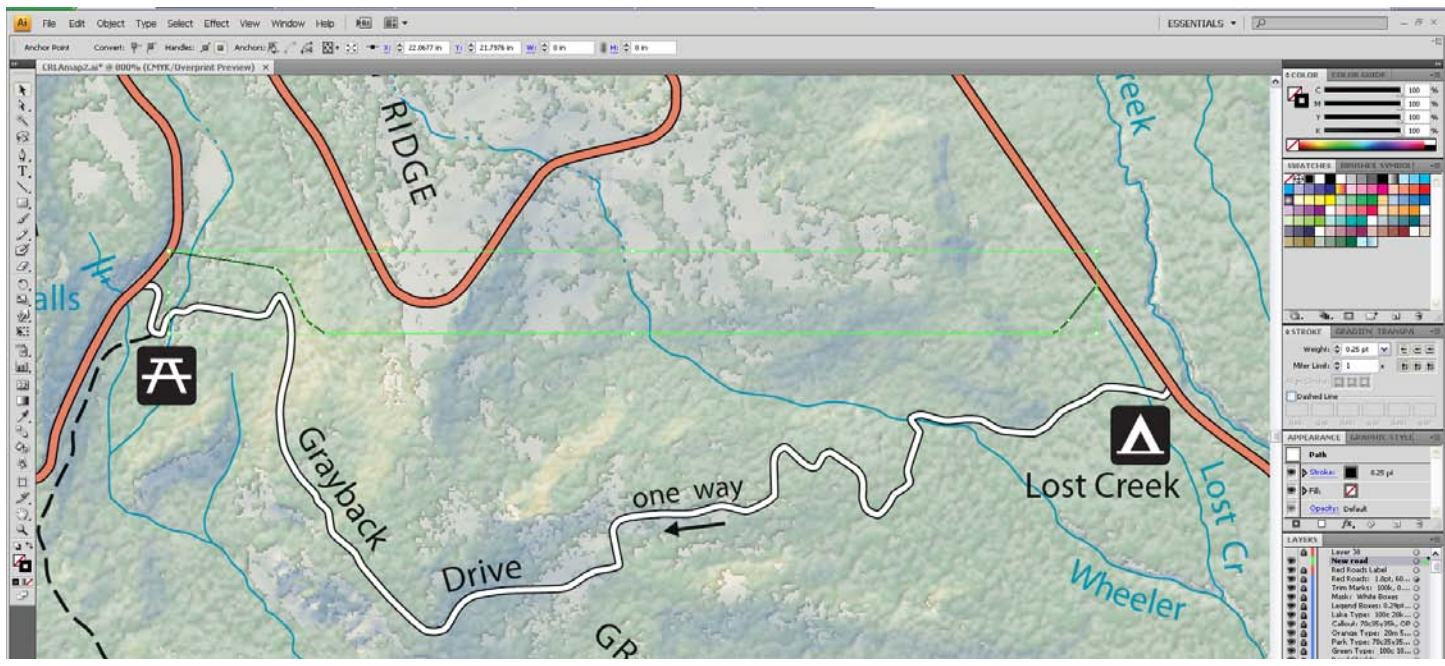


Now choose the Text tool (T), move your cursor over the path you drew and click when you see *path* in green text appear. The point where you click is where your text will begin, so don't click in the middle of your path. Now, simply add your text and it will automatically be attached to the path. Note: text will always begin where you started your path, so draw your path with the Pen tool in the direction you want your text to go.

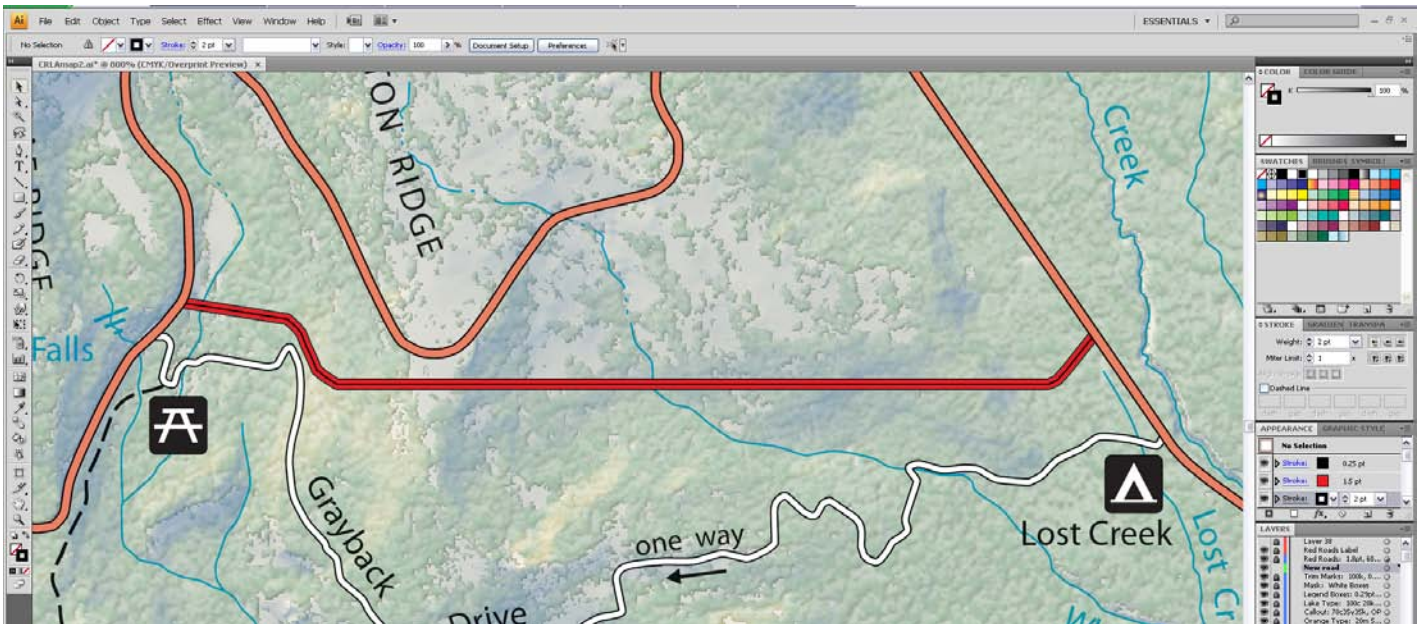


Using the Direct Selection tool (A), you can go back and click on anchors in the path and move them, changing the path of your text.

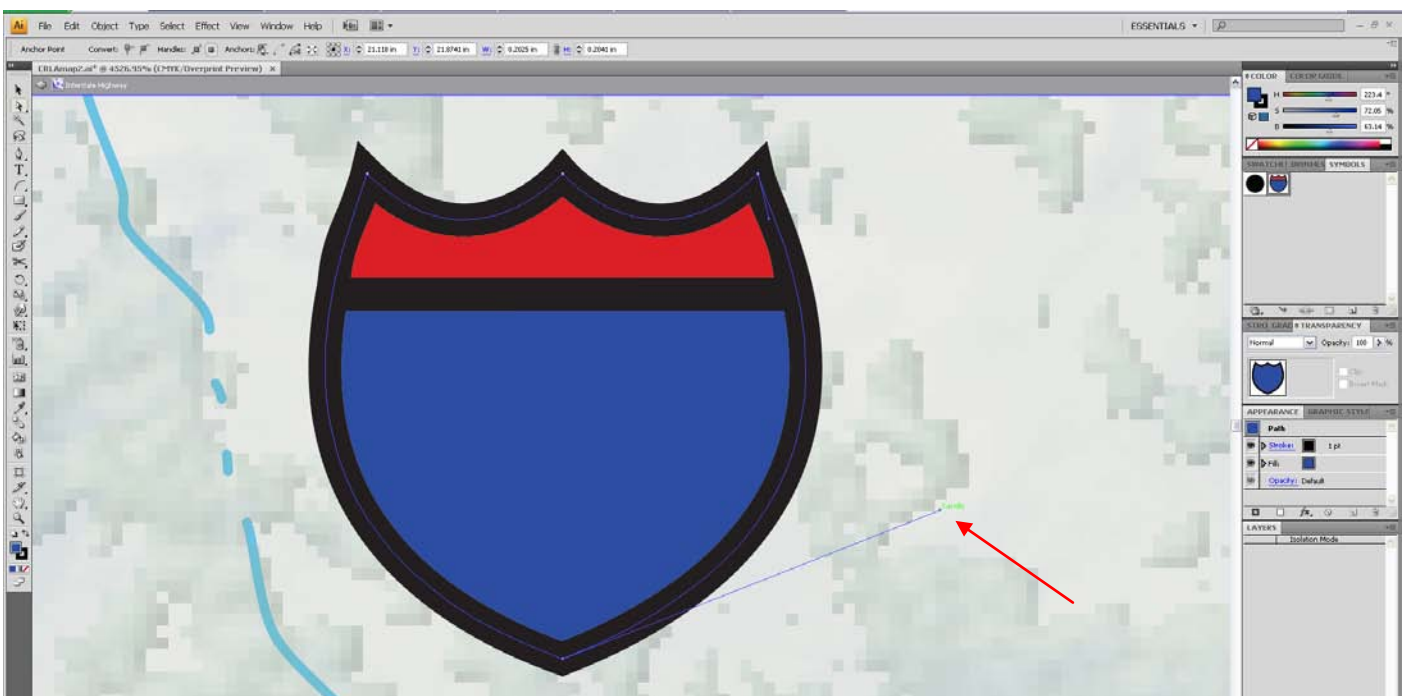
2. Appearance: using the Stroke and Fill options. Let's draw in a new super highway on our map. Create a new layer; label it 'new road'. Using the Pen tool (P), draw in the new road. Set its Fill to none.



In the Appearance panel, in the Options menu, add a new stroke. Make this new stroke red and 1.5 pt. Set the original stroke to black, .25 pt. Move the black stroke above by clicking to the right of the stroke value (in the empty grey space) and dragging it above the red stroke. These are treated just like layers. Now, add another stroke and make it black, 2 pt. Drag it below the other two strokes. This is just an example of how to use the appearance panel.



3. Add a highway symbol. Create a new layer, call it 'new road symbol'. In the Symbol panel, from the options button > Open Symbol Library > Map, add the Interstate symbol. Back in the Symbol panel drag the Interstate icon onto your map. Remember that by double clicking (with the Selection tool (V)) on the symbol you can enter Isolation mode and edit all instances of this symbol. In Isolation mode, modify the symbol. Make the top part a deeper red and the bottom part a darker blue. Using the Direct Selection tool (A), grab the arc handle sticking out on each side of the bottom part and make it rounder; the bottom part seems to narrow.



4. Creating halos around text (the term halo isn't used in Illustrator, in case you try to google it; it's referred to simply as text outline). Let's put a halo around the 'Crater Lake' text and make it stand out more. There are two ways to do it: quick and easy or long and often better. Quick and easy, you can simply change the color of the stroke. Depending on the font, this can work fine. The problem with some fonts is that the outline is not applied outward from the edge of the fill; it is applied outward and inward equally. This can cause the outline to overtake parts of letters that are very thin. With this font it works fine:



With this font it doesn't:



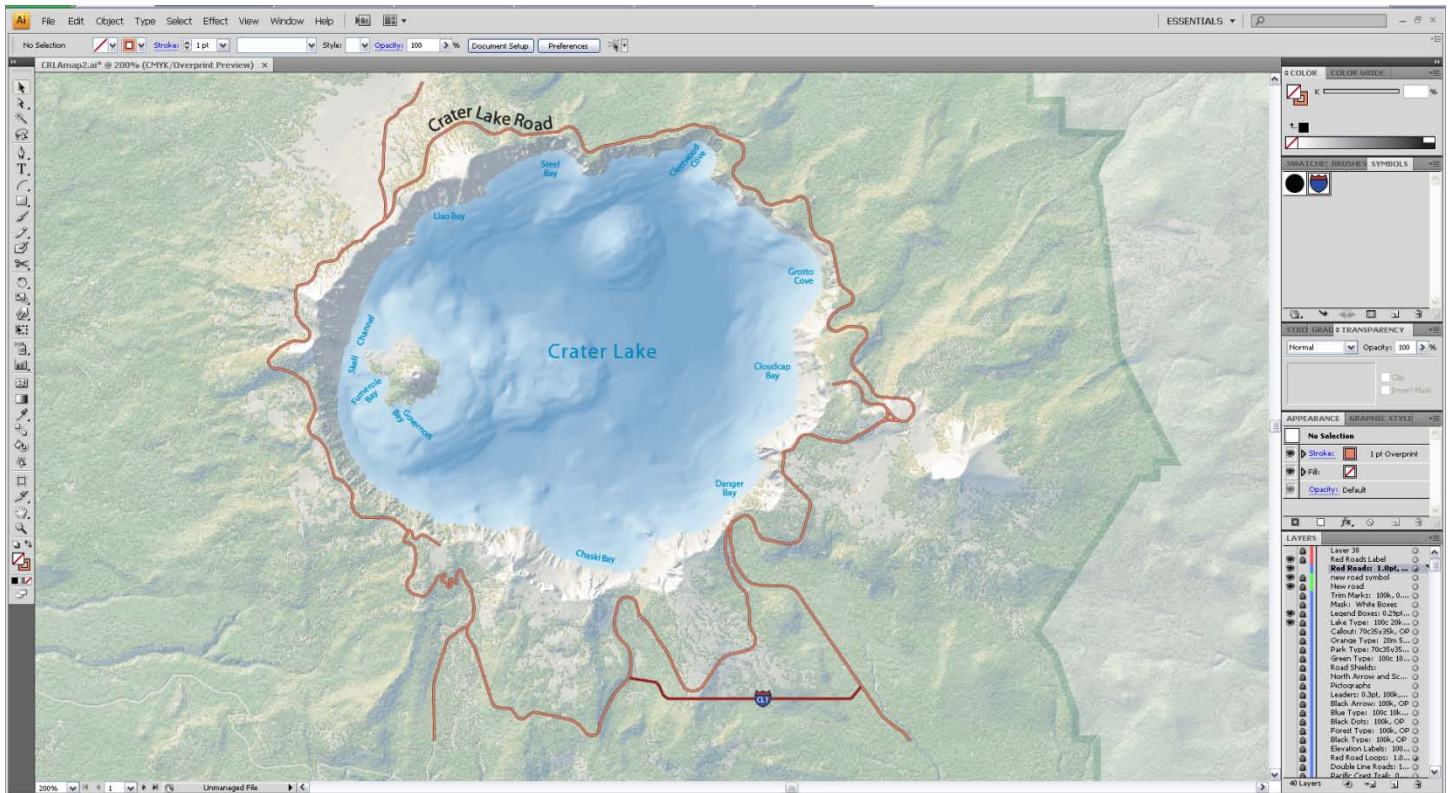
'Long and better' option for this case: you need to create a copy of the text, thicken the outline and send it behind. This is fairly easy. Select the text, then from the File menu go to Type > Create Outlines. Next, (and without deselecting the text) *copy* (Ctrl + C) and immediately *Paste in Front* (Ctrl + F). Then, change the stroke color of this copy (should have no stroke by default); you can do this from the properties panel on top of the screen, right below the File menu. In the same panel, change the stroke weight to double the outline thickness you want (since half goes inward and half goes outward). Set the stroke to white, .5 pt line weight. Now, with the text still selected, go to Object > Arrange > Send to Back and you are done.

Looks much better this way:



5. Using a Clipping Mask to crop layers. You can crop all artwork in a layer by simply drawing a clipping frame in that layer and then applying a Clipping Mask. In the Red Roads layer, draw a clipping frame with the Rectangle tool (M). To use a Clipping Mask for cropping the object you want to crop to must be above everything else in that layer. When you draw a new object, it is automatically on top; otherwise you can move it to the top using Object > Arrange > Bring to Front.

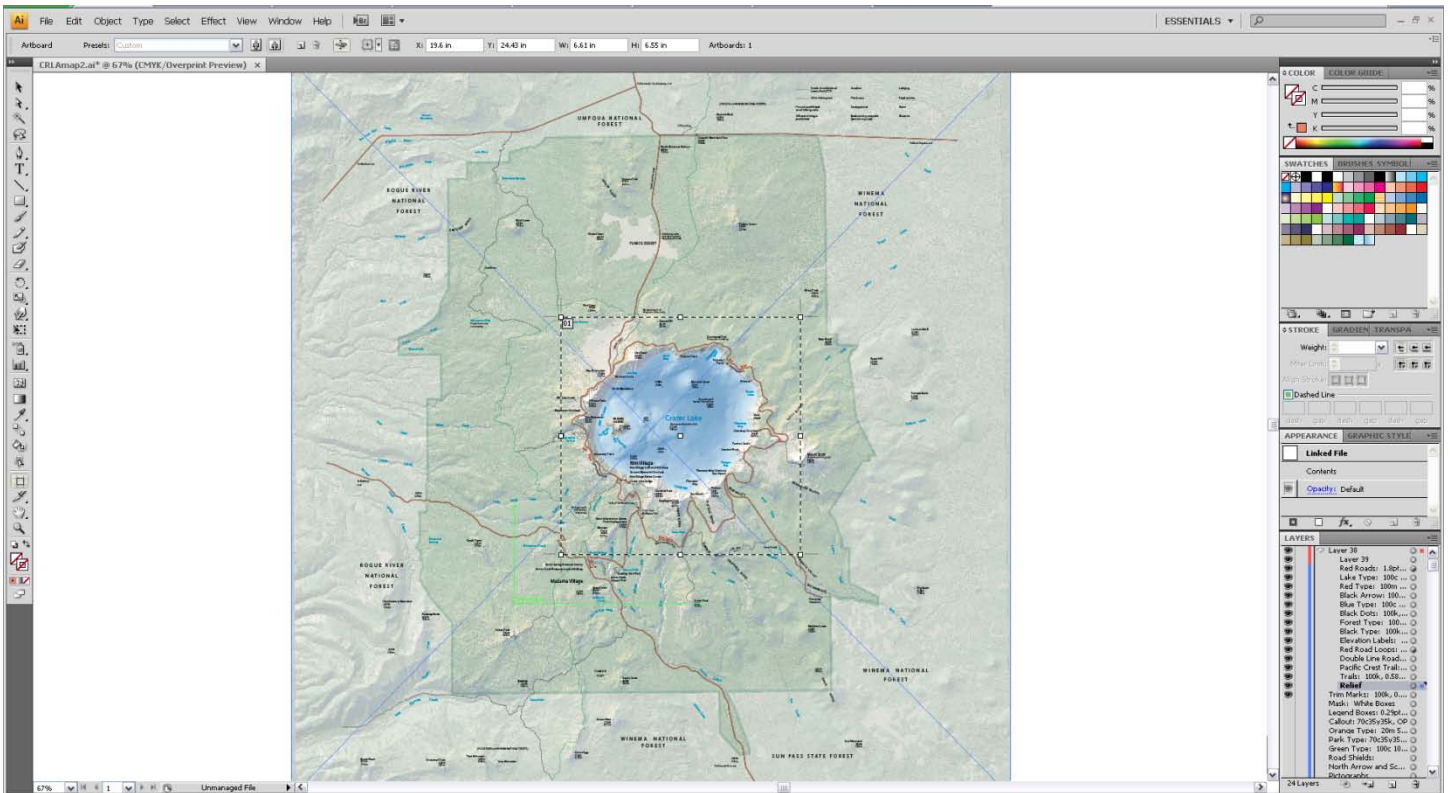
To crop, make the layer active (by clicking the *Target* circle in the Layers panel). Then go to Object > Clipping Mask > Make



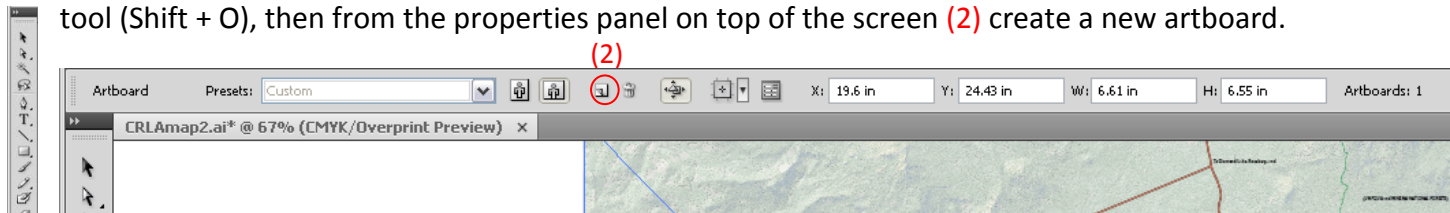
This doesn't actually delete everything in the layer outside of the clipping mask, it simply makes it invisible. You can release the mask by targeting the layer again and going to Object > Clipping Mask > Release.

Try doing this on a raster layer. It works the same way.

6. The Artboard is the extent of your document for printing and exporting (via Save for Web). If you want to crop all of your layers to export a smaller part of your map, this can be done by editing the Artboard. Go to File > Document Setup. In this dialog box, click on the Edit Artboards button. Push Ctrl + 0 to zoom to full extent. You can click and drag the corner points (handles) of your artboard to resize it how you want. Be careful though, this editing screen offers many options. With the cursor, hover over the handles of the artboard so that you get the resize symbol (a diagonal line with arrows at either end), not a little white box or the four arrows pointing in all directions.



You can create multiple artboards if you want to export different parts of your map. Click on the (1) Artboards tool (Shift + O), then from the properties panel on top of the screen (2) create a new artboard.



Get familiar with the artboards tool; it is a little tricky at first. Remember Ctrl Z to undo mistakes. Once you have created multiple artboards, to select them you have to use the Artboards tool and click in the little box that has the number of the artboard; they are numbered. If you click anywhere else, you will create a new artboard. Just push Ctrl Z to undo. You can delete artboards by selecting one and then clicking on the trash button on the Artboard properties panel on top of the screen (right next to the create new artboard button).

7. Export through Save for Web. If you use the Export option from File, you will export the entire canvas. You probably don't want to do that. Use the Save for Web option from File. This will export only the area in the selected artboard. The dialog box is very similar to the one in Photoshop; you can choose your file type, compression options and preview the export file.