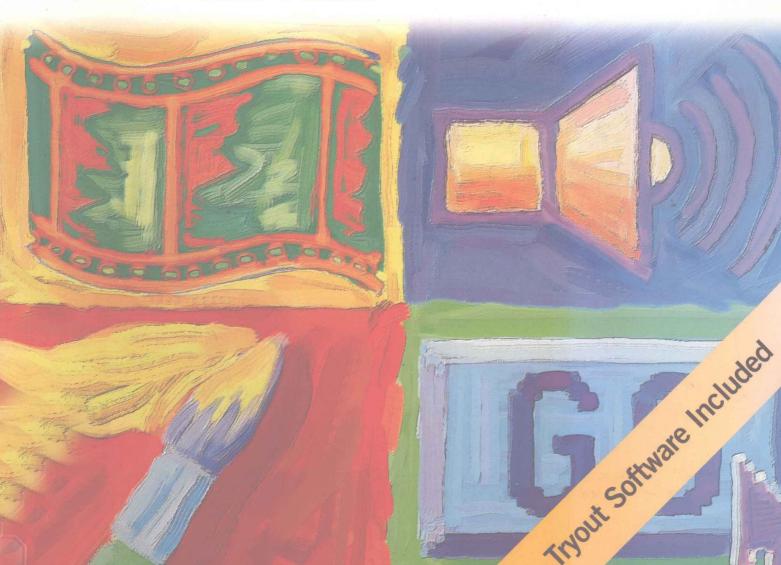


Adobe® Illustrator® 9.0

Ann Fisher



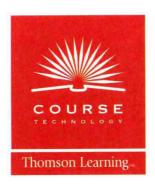
Adobe®

Illustrator® 9.0

Illustrated Introductory



Ann Fisher



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Adobe Illustrator 9.0—Illustrated Introductory

is published by Course Technology

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ISBN 0-619-01750-3

Printed in the United States of America

3 4 5 6 7 8 9 BM 05 04 03 02 01

Exciting New Products

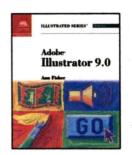
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Preface

Welcome to Adobe Illustrator 9.0— Illustrated Introductory. This highly visual book offers users a hands-on introduction to Illustrator 9.0 and also serves as an excellent reference for future use.

Adobe Illustrator 9.0—Illustrated Introductory is the latest edition to Illustrated's product line: Multimedia Tools. These books teach students how to create text, graphics, video, animations, and sound for use in print publications, CD-ROM products, and Web-based applications.

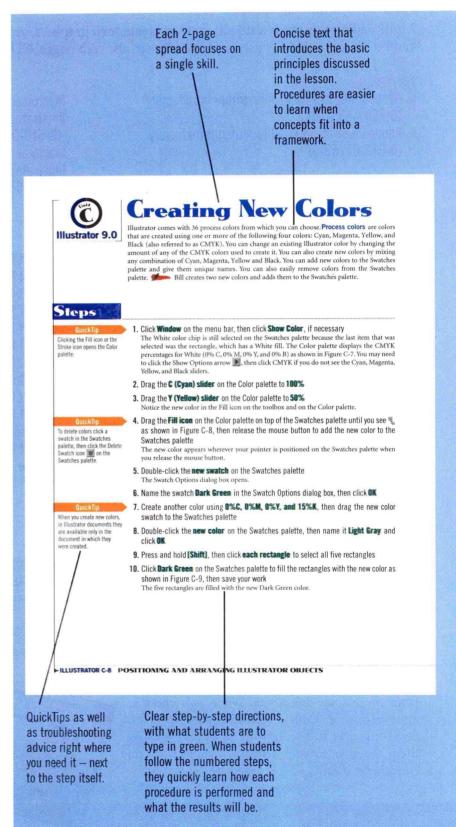
Organization and Coverage

This text is organized into eight units with three appendices. In these units, students are introduced to vector-based objects, learn how to plan, create and enhance an illustration, work with paths, layers, and tools, and edit artwork using advanced features. This book also included three appendices: Appendix A covers the various formats for exporting Illustrator documents; and Appendices B & C list helpful keyboard shortcuts.

About this Approach

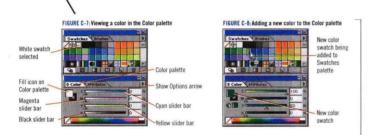
What makes the Illustrated approach so effective at teaching software skills? It's quite simple. Each skill is presented on two facing pages, with the step-by-step instructions on the left page, and large screen illustrations on the right. Students can focus on a single skill without having to turn the page. This unique design makes information extremely accessible and easy to absorb, and provides a great reference for after the course is over. This hands-on approach also makes it ideal for both self-paced or instructor-led classes.

Each lesson, or "information display," contains the following elements:





Every lesson features large-size, full-color representations of what the students' screen should look like after completing the numbered steps.





Clues to Use boxes provide concise information that either expands on one component of the major lesson skill or describes an independent task that is in some way related to the major lesson skill.

Additional Features

The two-page lesson format featured in this book provides the new user with a powerful learning experience. Additionally, this book contains the following features:

▶ Tryout Software

At the back of this book, you will find a CD containing Tryout versions of Adobe Illustrator 9.0 for both the Macintosh and Windows operating systems. Students can use this software to work through most of the exercises in this book. Note: The Tryout version does not enable you to save, export, or print artwork. For installation instruction, please see the Read This Before You Begin page.

▶ Dual Platform

The units in this book can be completed either on a Macintosh or on a Windows platform. The steps are written for both operating systems; however, the images throughout the book display the screens as they would appear in Windows.

► Real-World Case

The case study used throughout the textbook, a fictitious company called Zenith Design, is designed to be "real-world" in nature and introduces the kinds of activities that students will encounter when working with Illustrator. With a real-world case, the process of solving problems will be more meaningful to students.

► End-of-Unit Material

Each unit concludes with a Concepts Review that tests students' understanding of what they learned in the unit. The Concepts Review is followed by a Skills Review, which provides students with additional hands-on practice of the skills. The Skills Review is followed by Independent Challenges, which pose case problems for students to solve. At least one Independent Challenge in each unit asks students to use the World Wide Web to solve the problem as indicated by a Web Work icon. The Visual Workshops that follow the Independent Challenges help students develop critical thinking skills. Students are shown completed Web pages or screens and are asked to recreate them from scratch.

Instructor's Resource Kit

The Instructor's Resource Kit is Course Technology's way of putting the resources and information needed to teach and learn effectively into your hands. With an integrated array of teaching and learning tools that offers you and your students a broad range of technology-based instructional options, we believe this kit represents the highest quality and most cutting edge resources available to instructors today. Many of these resources are available at www.course.com. The resources available with this book are:

Course Test Manager Designed by Course Technology, this Windows-based software helps you design, administer, and print tests and pre-tests. A full-featured program, Course Test Manager also has an online testing component that allows students to take tests at the computer and have their exams automatically graded.

Instructor's Manual Available as an electronic file, the Instructor's Manual is quality-assurance tested and includes unit overviews, detailed lecture topics for each unit with teaching tips, an Upgrader's Guide, solutions to all lessons and end-of-unit material, and extra Independent Challenges. The Instructor's Manual is available on the Instructor's Resource Kit CD-ROM or you can download it from www.course.com.

Course Faculty Online Companion You can browse this textbook's password-protected site to obtain the Instructor's Manual, Solution Files, Project Files, and any updates to the text. Contact your Customer Service Representative for the site address and password.

Project Files Project Files contain all of the data that students will use to complete the lessons and end-of-unit material. A Readme file includes instructions for using the files. Adopters of this text are granted the right to install the Project Files on any standalone computer or network. The Project Files are available on the Instructor's Resource Kit CD-ROM, the Review Pack, and can also be downloaded from www.course.com.

Solution Files Solution Files contain every file students are asked to create or modify in the lessons and end-of-unit material. A Help file on the Instructor's Resource Kit includes information for using the Solution Files.

Figure Files The figures in the text are provided on the Instructor's Resource Kit CD to help you illustrate key topics or concepts. You can create traditional overhead transparencies by printing the figure files. Or you can create electronic slide shows by using the figures in a presentation program such as PowerPoint.

Student Online Companion This book features its own Online Companion where students can go to access Web sites that will help them complete the Webwork Independent Challenges. Because the Web is constantly changing, the Student Online Companion will provide the reader with current updates regarding links referenced in the book.

WebCT webCT is a tool used to create Web-based educational environments and also uses WWW browsers as the interface for the course-building environment. The site is hosted on your school campus, allowing complete control over the information. WebCT has its own internal communication system, offering internal e-mail, a Bulletin Board, and a Chat room.

Course Technology offers pre-existing supplemental information to help in your WebCT class creation, such as a suggested Syllabus, Lecture Notes, Student Downloads, and Test Banks in which you can schedule an exam, create reports, and more.

Read This Before You Begin

Project Files

To complete the lessons and end-of-unit material in this book, students need to obtain the necessary project files. Please refer to the instructions on the back inside cover for various methods of getting these files. Once obtained, the user selects where to store the files, such as to the hard disk, network server, or Zip disk.

Free Software Tryout

Included on a CD with this book is the Adobe Illustrator 9.0 Tryout software. This same software is available as a free download from the Adobe Corporation Web site (http://www.adobe.com). Installation instructions for the included CD-ROM are as follows:

- Windows: Insert the CD in the CD-ROM drive, open Windows Explorer, select the CD-ROM drive, double-click Setup.exe file in the right pane of Windows Explorer Illustrator 9.0 Tryout folder, then follow the on-screen instructions to complete the installation.
- Macintosh: Insert the CD in the CD-ROM drive, double-click the CD icon, double-click the Install Adobe Illustrator
 Tryout icon, then follow the on-screen instructions to complete the installation.

If you are using the Adobe Illustrator 9.0 Tryout software, you cannot save, export, or print out of the program. The Tryout application also does not include third-party color libraries, spelling and hyphenation dictionaries, Photoshop filters, sample art, fonts, clip art, action sets, tutorials, and movies.

To print screen results, students can use Print Screen, and then copy or move the image into any graphics capable program.

To Use Print Screen:

- Windows: Click [Print Screen], and then paste the image into a graphics capable program.
- Macintosh: Press and hold [Shift] [Command] [3] to create a graphics file on the hard drive, and then open the
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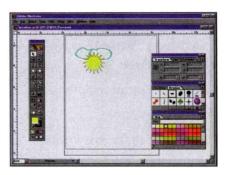
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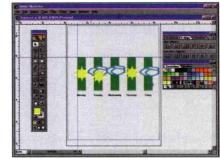


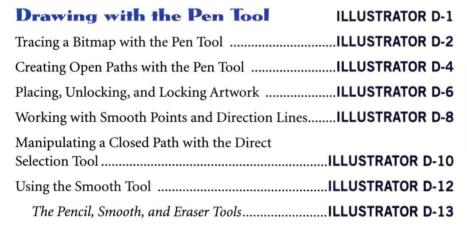
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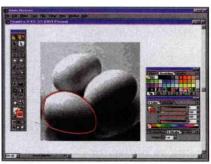
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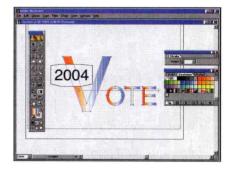
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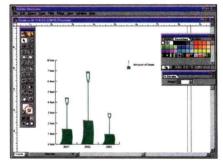
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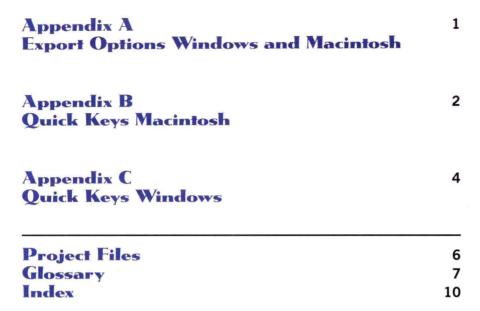






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Illustrator 9.0



Getting Started with Illustrator 9.0

Objectives

- ▶ Define illustration software
- Start Illustrator
- View the Illustrator window
- Create basic shapes and enter text
- Modify objects
- Save an Illustrator document
- Use Illustrator Help
- Print your document and exit Illustrator

Adobe Illustrator is a professional illustration software program used to create graphics for page layout, multimedia, and the Web. Illustrator includes many tools for creating and modifying illustrations. It also allows you to export your illustrations in a variety of file formats so that they can be used in other software programs. Bill Miranda is a recent college graduate with a bachelor's degree in communications. His knowledge of computers and interest in design have helped him land a position at a local TV station, WHJY as the new junior computer graphics artist. He'll work with a team of designers who create computer graphics for the evening news and the station's Web site. Bill will use Illustrator to create these graphics.