How illustrator works
**by Lee Bristow email me at Leeb@leebdesign.com**

Illustrator is **not a pixel based program**, it is a **Vector** drawing tool, it was developed to make images with **small file sizes**, these objects have **no resolution**, they are constructed mathematically with the computer, the computer program understands its color, shape (geometry) and angles. As well the computer can **display** effects such as brushes or distortion of **Vector** shapes

Building shapes:
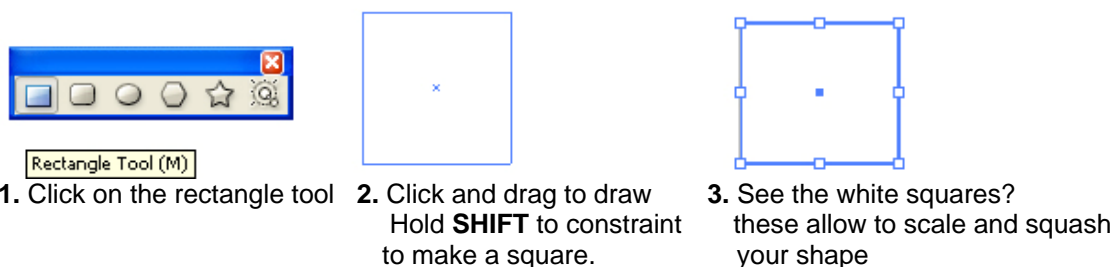First things first let learn how to draw simple shapes
The first tool we will learn is shape tool

Here it is in the tool box

1.   **2.**   **3.**   **4.**
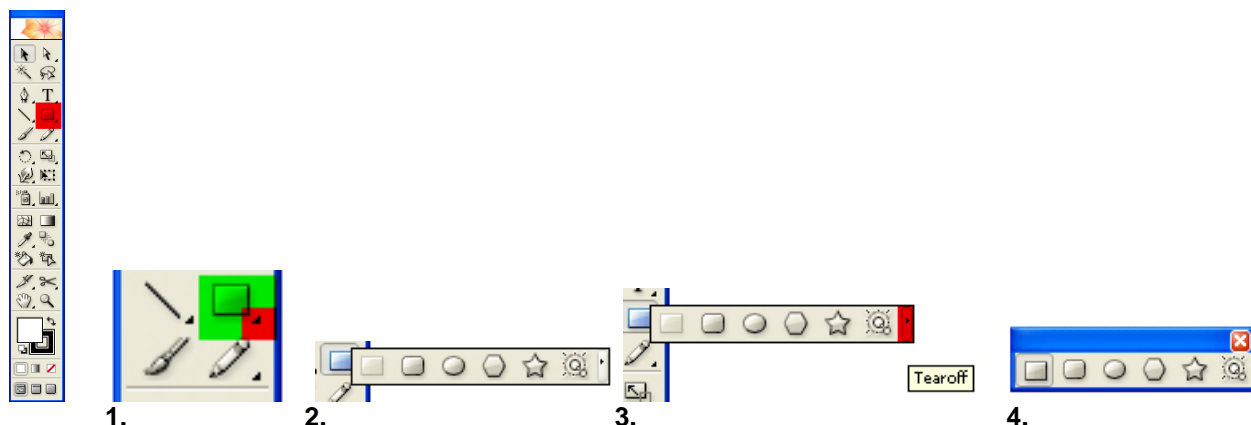
To see all the shapes, click on the **small triangle** to see all the shapes. Click on the end triangle to tear of the tool, now you see all the shapes at one time, click on the blue section to move tool any where you want.

Drawing shapes:

Rectangle Tool (M)

1. Click on the rectangle tool   **2.** Click and drag to draw   **3.** See the white squares?
                               Hold **SHIFT** to constraint   these allow to scale and squash
                               to make a square.   your shape

Drawing other shapes

Draw all the shapes in the shape tools
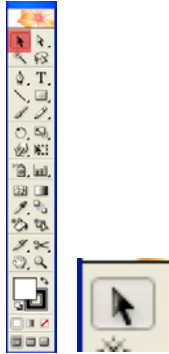
Making Complex shapes

Just before you let go of the mouse us the
Up and down Arrow key on the keyboard to create
more shapes (it will only with these shapes)

Moving shapes:

Illustrator moves objects with the selection tool (**black arrow**)
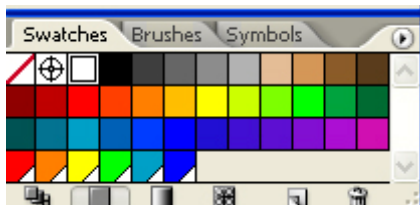NB: The white arrow allows you to edit shapes and lines
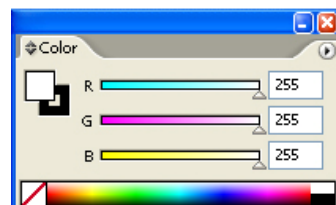
using the black arrow to move your objects

Filling in the shape

Illustrator works with **Fill** and **stroke**: each object has a fill area and a stoke area

You can choose a color by clicking on the shape and clicking on a color.

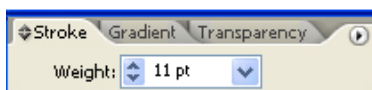Or alternatively you can play with the sliders (little triangles) to make a

e.g.
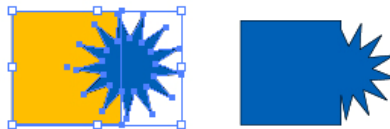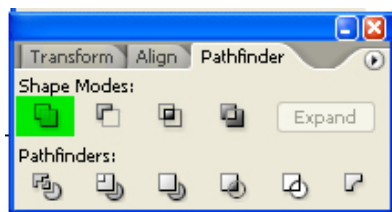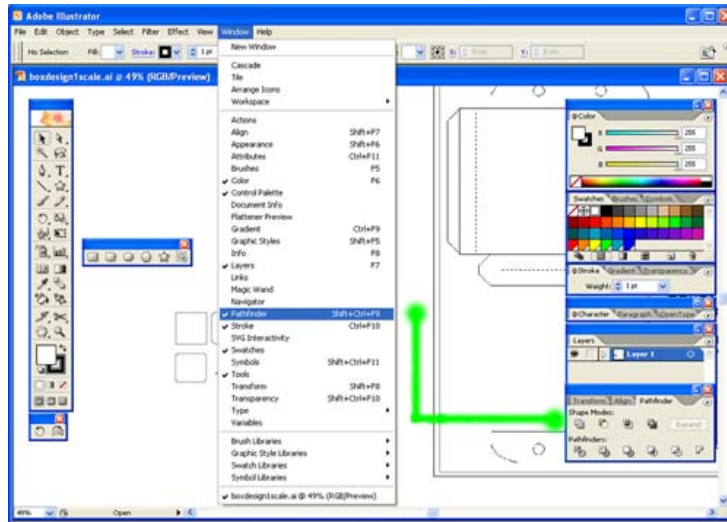
color of your choosing

Manipulating the Stroke

Use the stroke palette options to extend the stroke

Combining objects: Using the pathfinder tool

The next trick is combine these shapes into more complex shapes
To do this you will need to use the pathfinder tool.
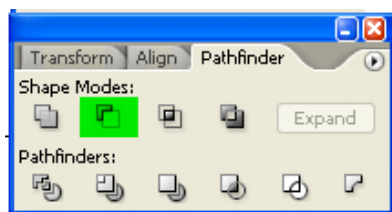this tool lives in the window section

Window –Pathfinder

Use the first button
this combines two object together

1.hold down the shift key and select two objects
then click the unite button

(Use **Expand** to reduce points this is only needed for flash or to optimize points for file size, always keep a copy of the original version)

Use the second button
this subtracts one object from another.

1.hold down the shift key and select two objects