

Special Edition

A_{dobe} P_{lus}



The Tutorials

CS 6 Tools explained in a series of mini tutorials by Fran Pimblett



\$7.50

Contents

2.	
Rulers in Illustrator	2
Grids in Illustrator	2
3.	
Adjusting Images	3
Colouring Images	3
4.	
Copying in Photoshop.....	3
Using the Mesh Tool.....	3
5.	
Colour Gradient	5
6.	
Patterns in Illustrator	6
Move in Illustrator	6
7.	
Scale in Illustrator	7
Reflect in Illustrator	7
Rotate in Illustrator	7
8.	
Shear in Illustrator	8
Distort in Illustrator	8
Using Layers	8
9.	
Text Wrapping	9
Typing on a Path.....	9
10.	
Advertising.....	10

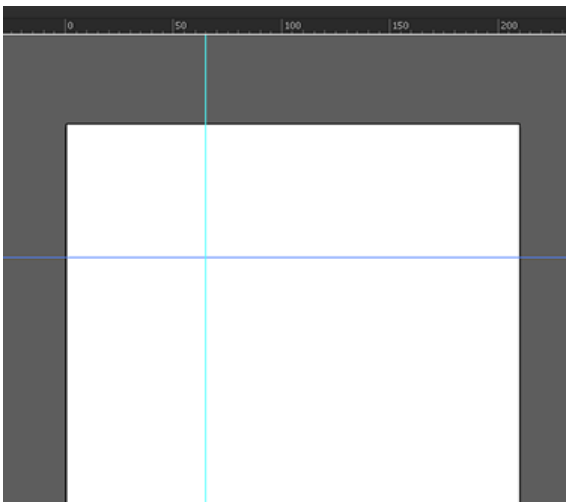
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I have been asked to create a series of small mini tutorials for PC about how to use some of the features that can be found in Adobe Illustrator CS6 and Adobe Photoshop CS6. The tutorials that follow are simple explanations of the basic features of these tools to get you started.

<http://tv.adobe.com/channel/how-to/how-to-cs6-tutorials/>

Rulers in Illustrator

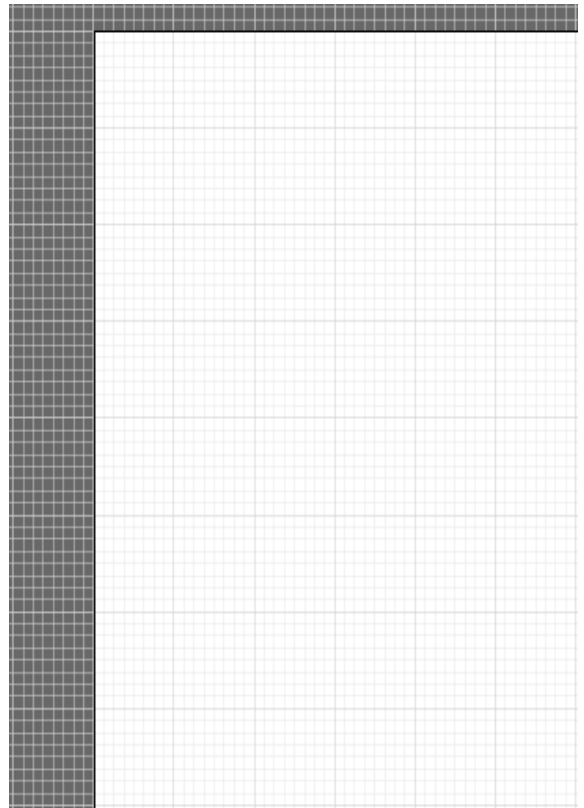
Rulers are important when you are creating your documents for accuracy when you are placing objects and for lining up objects and text accurately. To use rulers in your document click on the “View” option on the top tool bar then choose “Rulers”, “Show Rulers” or “Ctrl R”. This inserts horizontal and vertical rulers on the left hand side and top of your workspace. To use a ruler left click inside the ruler bar and pull a ruler down or across (depending on your selected ruler bar) to where you want it to be placed. Once you have placed your rulers if you want to move them you can either left click on the ruler you want to move and drag it to its new position or you can select the ruler and move it with the arrows on your keyboard. To remove the rulers just click “View”, “Rulers” and “Hide Rulers”



Information on Adobe Illustrator CS6 and the Adobe CS6 suite in general is over on the Adobe website where you can find some in depth tutorials that will give you more information about these and much much more.

Grids in Illustrator

A grid is valuable when you want to be very accurate with where you are placing objects and text etc. in a document. To create a grid click on “View” on the top toolbar, then click “Show Grid” or click Ctrl + “. The grid is overlaid over the document and the surrounding workspace and can be turned off again by clicking “View” and “Hide Grid” or ctrl + “ again to deselect.



The Tutorials

Adjusting Images

For this short tutorial I will share how to use the Brightness and Contrast tool in Photoshop CS6. Open your chosen image and click “Image” in the top toolbar, “Adjustments” and then click on “Brightness/Contrast”. A small “Brightness Contrast” box will open where you can use sliders to adjust the brightness and contrast of your image however you like. There are many other ways to adjust the colour of an image. These can all be found in the same area in Photoshop.

Image prior to adjustment

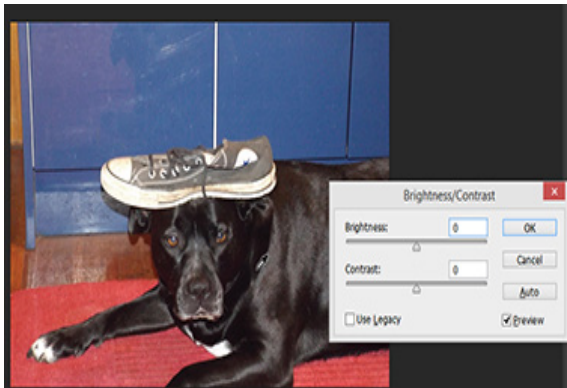
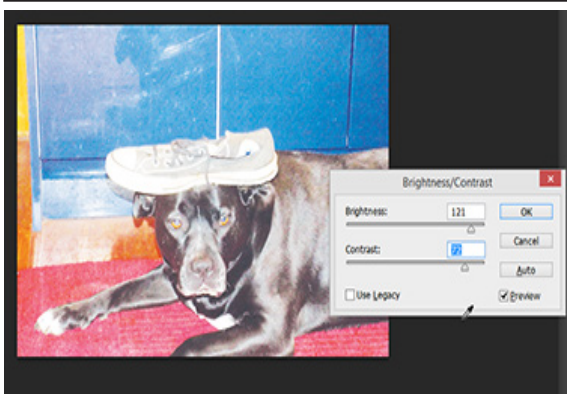


Image after adjustment



Colouring Images

There are many ways to adjust the colour in an image in Photoshop. One way is to adjust the colours in an image is to use Hue and Saturation. Choose “Image” from the top toolbar, “Adjustments” and then “Hue/Saturation” or Ctrl + U. A new “Hue/Saturation” box will appear where you can change the colour hue and the depth of colour (Saturation) as well as being able to lighten the image. You can also use the box marked “Master” and choosing from the colour range in the drop down menu.

Image prior to adjustment

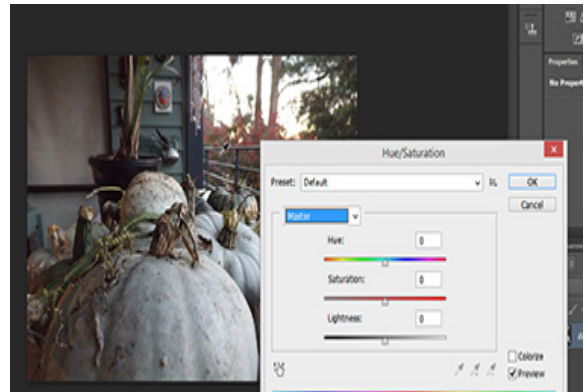
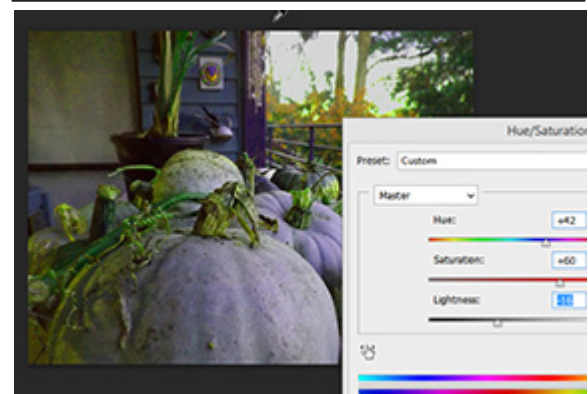


Image after adjustment



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Copying in Photoshop

When copying, you can either copy the entire image or a selected area of the image. I am going to show how to use the Lasso tool to isolate a portion of an image and copy it. First open up an image that you want to copy a selection of. Click on the lasso tool which is the third selection down on the left hand tool bar. Carefully, holding down the left hand mouse button move around the object that you want to select and copy. Once you have selected your object, click on “Edit” in the top toolbar and then “Copy”. The selected portion of the image has now been copied and is ready to be pasted into this image or another image. To paste the selection click on “Edit” and then “Paste”. You can then move the object around to where you wish to place it in the image using your mouse or the arrow keys on your keyboard.

Selecting the image



Image after adjustment

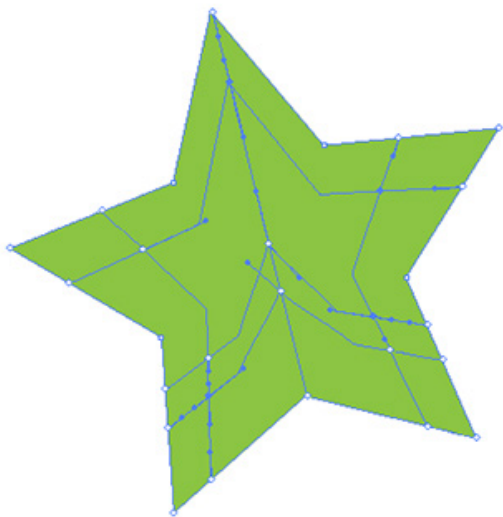


Using the Mesh Tool

The mesh option in Illustrator CS6 allows you to add custom gradients to an object in your chosen area. To create a mesh you need to create a shape. Click on the mesh tool in the left hand toolbar and then click on the shape that you created to add a series of mesh lines to your shape. Once you have added mesh lines, you can then add extra areas where the gradient will be applied by clicking on the Direct Selections Tool and then holding the “Shift” key down and clicking where you want the gradient to be applied. To add a colour gradient to your mesh choose your desired colour from the colour box that opened up when you selected the mesh tool and using the eyedropper, select your colour. As soon as you click the eyedropper on the colour that you want it will be applied to your object where you made your gradient selection. If the colour window isn't already open you can access it by clicking on “Window” on the top toolbar and selecting “Colour” or by clicking F6 on your keyboard.

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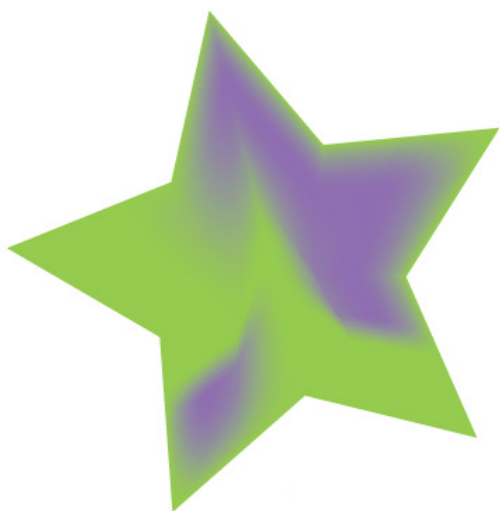
Mesh applied to shape



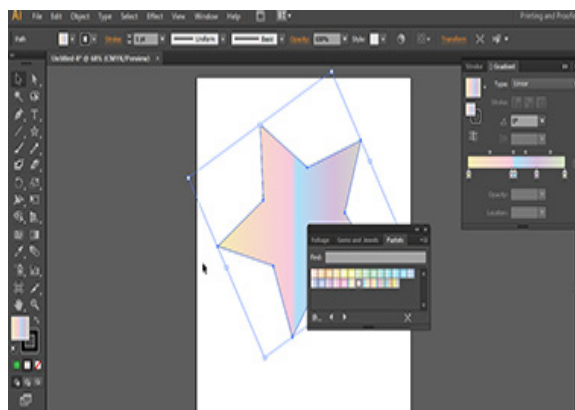
Colour Gradient

One way to add a colour gradient to an object is to use the colour swatches library. After creating an object click on the colour swatches library tab which is situated on the top toolbar and from the drop down menu colour selection click the small “Swatch Libraries Menu” tab at the bottom of the box on the left hand side where another dropdown menu will open and you can choose the “Gradients” option where there are many different preselected gradients that you can use to fill your object. Click on the gradient that you want to apply to your selected object and it will fill the selected area with this gradient.

Gradient applied to mesh



Gradient applied



Note - While Adobe CS6 Suite programs tend to be very similar in style, some functions vary slightly from program to program.

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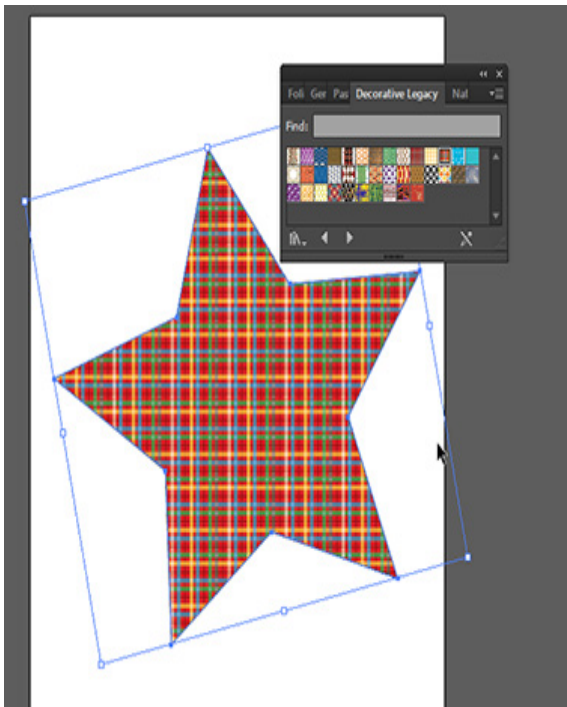
Patterns in Illustrator

Adding a pattern to an object gives you a lot more scope when it comes to creating interest in your documents. To add a pre-existing pattern from the Illustrator Colour Swatch library to an object, click on the Colour Swatch tab on the top toolbar. From here, click on the “Swatch Libraries Menu” tab on the bottom left hand side of the Swatch box. From here click on “Patterns” and then choose from the large range of pre-existing patterns that Illustrator provides. Click on the pattern you like to apply it to your object.

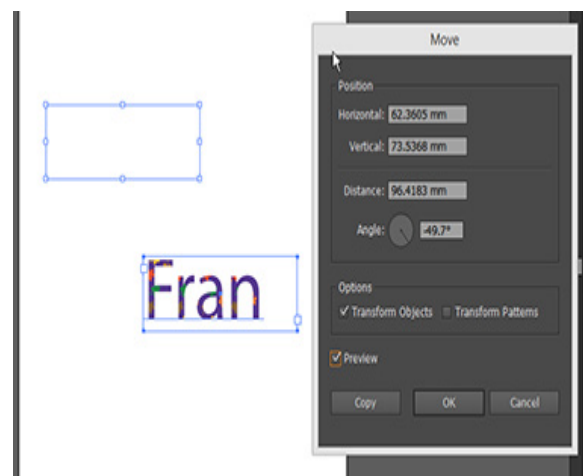
Move in Illustrator

If you want to move an object or selection of text in a document you can do this by selecting the object that you want to move. Next click on the “Object” tab in the top toolbar, then “Transform” and then choose the “Move” option. A “Move” box will open where you can accurately choose where you want your selected object to move to. A much easier way to do this is to select the object you want to move and use the keyboard arrow keys to move it or left click on the selected object and drag it to where you want to place it.

Pattern applied from selection



Using the “Move” tool



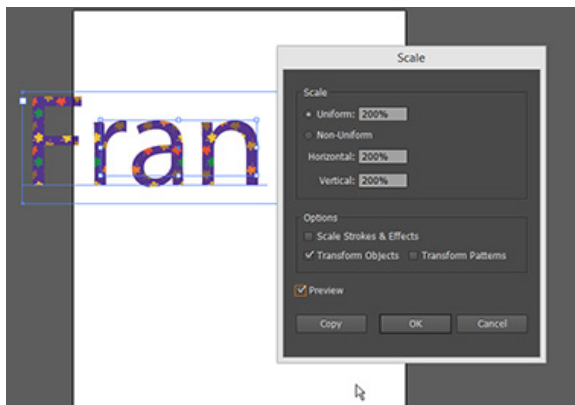
The image above has moved from the box above to the box below. You can choose to preview your changes prior to applying them which gives you a lot more scope to make changes that are appropriate and check before you apply

The Tutorials

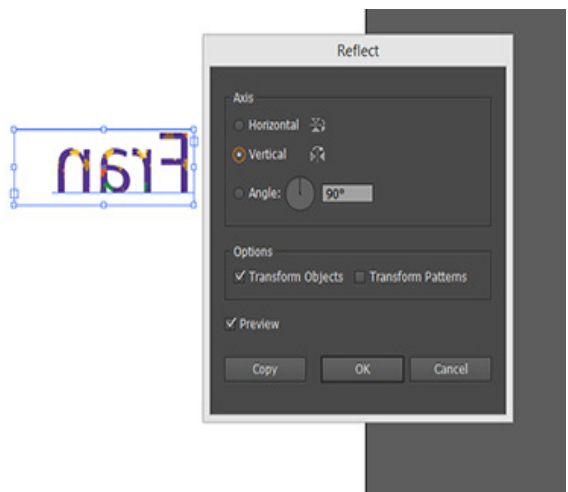
Scale in Illustrator

The scale function allows you to increase or decrease an objects size in your document. It is very simple to do and requires you to click on the “Object” tab in the top toolbar, then select “Transform” and then “Scale” where a “Scale” box will open and you can choose to increase or decrease the size of your selected object using percentages.

Using the “Scale” tool



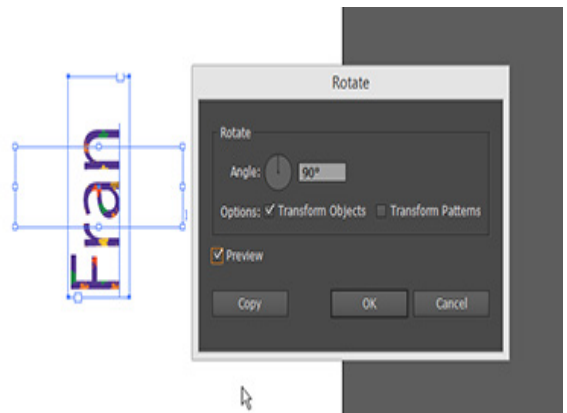
Using the “Reflect” tool



Rotate in Illustrator

To rotate a selected object in a document click on “Object” then “Transform” and then “Rotate”. A “Rotate” box will open and you can choose your angle of rotation from here. Once you have chosen your angle you can either preview it or click “OK” to apply it to your selected object

Using the “Rotate” tool



Reflect in Illustrator

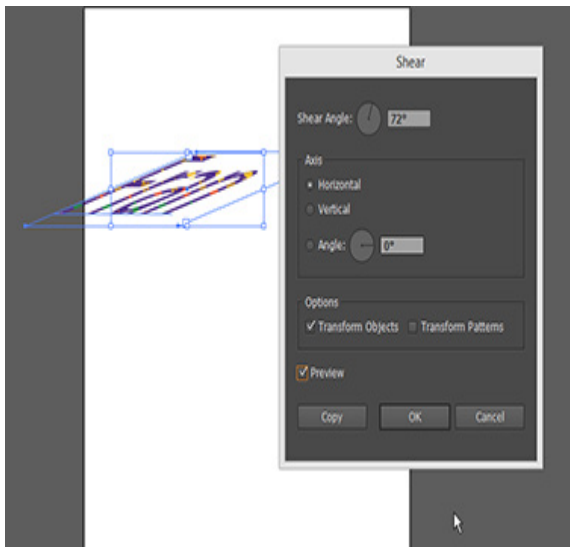
Reflect is good for transforming your selected object into a mirror image of itself. This is good if you want an object to face the opposite way you can use reflect to accomplish this. To reflect a selected object click on “Object” then “Transform” and then “Reflect”. A “Reflect” box will then open where you can choose how you want your selected object to be reflected either horizontally or vertically or with a customised angle.

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Shear in Illustrator

The Shear function allows you to skew or slant a selected object horizontally or vertically or using a customised angle. To apply this function to a selected object click on “Object” then “Transform” then “Shear” which will bring up a new “Shear” box where you can make your selection

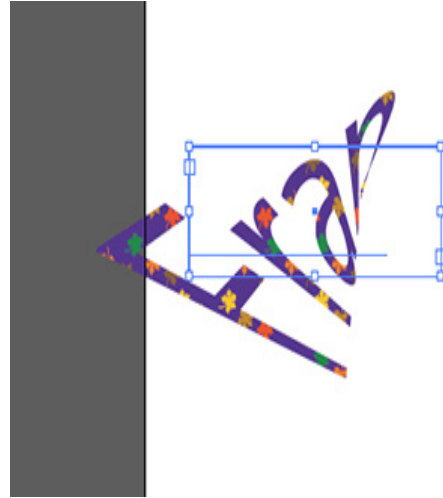
Using the “Shear” tool



Distort in Illustrator

The Distort function allows you to play around with the parameters of your image. To use the Distort function click on “Effect” in the top toolbar, then in the “Illustrator Effects” section choose “Distort & Transform” and select “Free Distort” which will bring up a “Free Distort” box. The box shows your selected object with a series of grab handles that you can click your mouse on and move which results in your object distorting.

Using the “Distort” tool



Using Layers

Layers give the user a lot more control over their artwork. The more complex artwork becomes, the more important it is to use layers to keep track of all of the items included in the artwork. You can switch layers on and off, you can move them above and below other layers and you can duplicate them and give them hierarchy. Layers give artwork a much more organised look and makes everything easier to find and to make changes to a lot more quickly. You can activate layers by clicking the F7 key on your keyboard or by clicking on the “Window” tab in the top toolbar then selecting “Layers” which will open up the “Layers” box. From here you can add layers, rename them, remove them, organise them in order, lock them and switch them on and off. You can also create templates of existing artwork that you can use to create artwork of your own.



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