

ADOBE® ILLUSTRATOR® FOR FASHION DESIGN

Second Edition

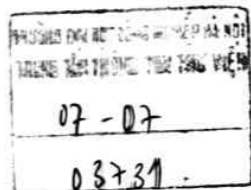
TAKES AN EASY
VISUAL APPROACH
TO THE MECHANICS OF
ADOBE® ILLUSTRATOR

VIDEOS DEMONSTRATE
BASIC AND ADVANCED
TECHNIQUES

FEATURES
STUDENT AND
PROFESSIONAL
DRAWINGS

LEARN THE BASICS OF
CREATING FASHION
ILLUSTRATIONS,
DESIGNS, AND MERCHANDISING
PRESENTATIONS





Adobe® Illustrator® for Fashion Design

Second Edition

Susan M. Lazear
San Diego Mesa College

PEARSON

Boston Columbus Indianapolis New York San Francisco Upper Saddle River
Amsterdam Cape Town Dubai London Madrid Milan Munich Paris Montreal Toronto

Editorial Director: Vernon R. Anthony
Acquisitions Editor: Sara Eilert
Assistant Editor: Laura Weaver
Editorial Assistant: Doug Greive
Director of Marketing: David Gesell
Senior Marketing Manager: Alicia Wozniak
Marketing Assistant: Les Roberts
Associate Managing Editor: Alexandrina Benedicto Wolf
Production Project Manager: Alicia Ritchey

Operations Specialist: Deidra Skahill
Cover Art: Chris Barnette
Cover Art Fashion Design: Osbaldo Ahumada
Cover Model: Eva Jauregui
Full-Service Project Management: Jean Smith,
S4Carlisle Publishing Services
Composition: S4Carlisle Publishing Services
Printer/Binder: LSC Communications
Text Font: Arial MT and Myriad Pro

Credit an acknowledgment borrowed from other sources and reproduced, with permission, in this textbook appear on the appropriate page within text.

Copyright © 2012, 2008 by Pearson Education, Inc. Prentice Hall. All rights reserved. Manufactured in the United States of America. This publication is protected by Copyright, and permission should be obtained from the publisher prior to any prohibited reproduction, storage in a retrieval system, or transmission in any form or by any means, electronic, mechanical, photocopying, recording, or likewise. To obtain permission(s) to use material from this work, please submit a written request to Pearson Education, Inc., Permissions Department, One Lake Street, Upper Saddle River, New Jersey 07445 or you may fax your request to 201-236-3290.

Many of the designations by manufacturers and sellers to distinguish their products are claimed as trademarks. Where those designations appear in this book, and the publisher was aware of a trademark claim, the designations have been printed in initial caps or all caps.

Library of Congress Cataloging-in-Publication Data

Lazear, Susan.

Adobe Illustrator for fashion design / Susan M. Lazear. — 2nd ed.

1. Cf.

ISBN-10: 978-0-13-278577-8

ISBN-13: 978-0-13-278577-3

1. Fashion design—Computer-aided design. 2. Fashion drawing—Computer-aided design. I. Title.

TTT58.L9 2011

774692285—dc23

2011034096



ISBN 10: 0-13-278577-3

ISBN 13: 978-0-13-278577-8

Table of Contents

Introductory Pages

Preface	xi
Acknowledgements	xii
Introduction	1
Intended Audience	1
Layout of the Book	1
Files Available Online	1
Artwork Used in the Book	2
Videos	2
Version of Illustrator?	2
How to Approach Your Studies with This Book	2
List of Online Videos	5

Section One: Tour of Adobe Illustrator 7–166

Section Overview	9
Learning Objectives.....	10

Chapter 1: Overview of Adobe Illustrator 11–30

The Illustrator Approach to Design: Vector Graphics 11

Object vs. Pixel Design 11

Vector Terminology and Concepts 12

- Concept 1: Illustrator Objects 12
- Concept 2: Segments and Paths 12
- Concept 3: Open and Closed Paths/Objects 12
- Concept 4: Anchor Points and Endpoints 13
- Concept 5: Curved vs. Straight Segments 13
- Concept 6: Corner vs. Smooth vs. Combination Anchor Points 13
- Concept 7: Stroke and Fills 14
- Concept 8: Selecting Anchor Points 14
- Concept 9: Mouse Actions 15
- Concept 10: Ending an Open Path 16
- Concept 11: Drawing Straight Segments 16
- Concept 12: Learning to Nudge 16
- Concept 13: Understanding the Use of Direction Lines 16
- Terminology Refresher 16

The General Process of Design 18

1. Set up the Document 18
2. Define Stroke and Fill Attributes for Your Path 18
3. Create the Various Objects Necessary for the Design 18
4. Edit and/or Transform the Objects 18

User Interface and the Working Environment 19

- The Document Window 20
- The Artboard 20
- The Control Panel 20
- The Tools Panel 21
- Tool Tearoffs 22
- Panels 22
- Menus 22



Fashion Illustration
and Flats by
Noel Laws



Fashion Accessory Illustration by Grey Blyal



Fun with Illustrator, Osbaldo Ahumada

Ksenia Galyga



Basic Maintenance Operations	23
Preferences	23
Setting up a Document	24
What Is Resolution?	24
Saving Files	25
File Formats	25
Using Built-in and Online Help	26
Maneuvering Your Way around a Document	26
Zooming in and out	26
Panning	27
Power Three-Finger Shortcut	27
View Options	27
Preview vs. Outline View	27
Bounding Box	28
Working with Multiple Artboards	29
Isolation Mode	29
Going back in Time	29
Multiple Undo's	29
File > Revert	29
Student Gallery	30

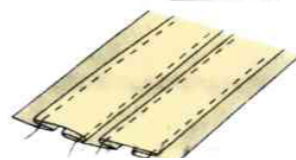
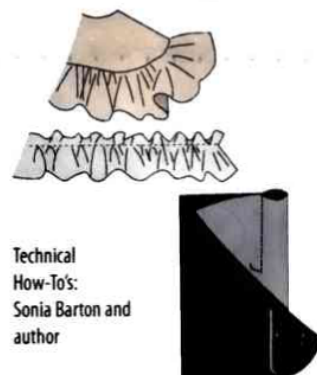
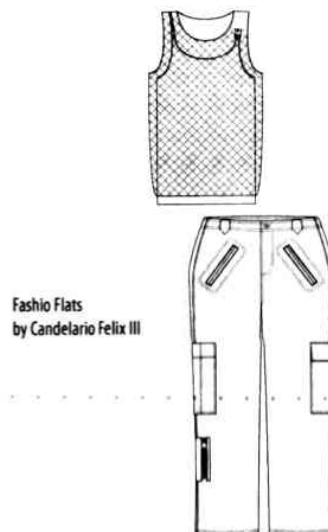
Chapter 2: Quick Start: Basic Drawing in Illustrator 31–42

The General Process of Design	31
1. Set up Your Document	31
2. Define the Fill and Stroke Attributes for Your Path	31
3. Set the Weight and Continuity of Your Stroke	31
4. Create an Object	32
5. Edit and/or Transform the Objects	32
Quick Exercise, Part 1: Drawing a Stick-Man Figure	33
Goal	33
Illustrator Tools and Functions	33
Quick Overview of the Process	33
Step-by-Step	33
Student Gallery	38
Quick Exercise, Part 2: Adding Details	39
Goal	39
Illustrator Tools and Functions	39
Quick Overview of the Process	39
Step-by-Step	39
Student Gallery	42

Chapter 3: Illustrator's Tools Panel 43–86

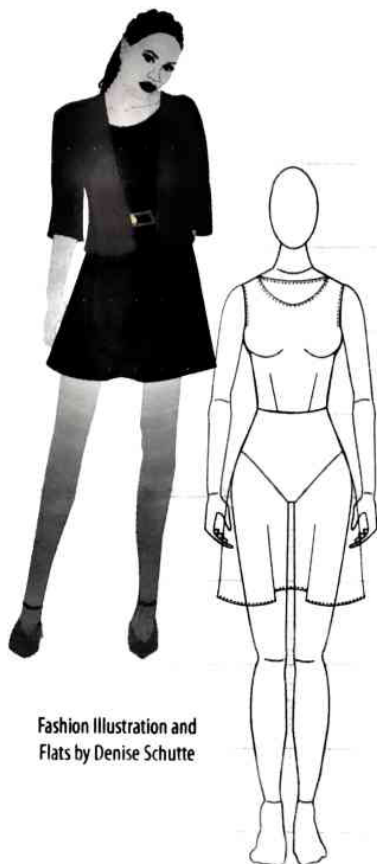
Selection Tools	44
Selection Tool	44
Direct Selection Tool	45
Group Selection Tool	45
Magic Wand Tool	46
Lasso Tool	46
Quick Review	47
Selection of Multiple Objects	47
Grouping Objects	47

Pen and Related Drawing Tools.....	48
Pen Tool	48
Add Anchor Point Tool	49
Delete Anchor Point Tool	49
Convert Anchor Point Tool	50
Type Tools.....	51
Type Tool	52
Converting Type into Outlines for Graphic Editing	53
Area Type Tool	53
Path Type Tool	54
Vertical Type Tool	54
Vertical Area Type Tool	54
Vertical Path Type Tool	55
Segment and Shape Tools.....	55
Line Segment Tool	56
Arc Tool	56
Shape Tools	57
Free-form Drawing and Editing Tools.....	58
Pencil Tool	58
The Paintbrush Tool	59
Blob Brush Tool	61
Eraser Tool	62
Scissors Tool	62
Knife Tool	62
Transformation Tools.....	63
Rotate Tool	64
Reflect Tool	65
Scale Tool	67
Shear Tool	68
Reshape Tool	69
Width Tool	69
Distortion Tools	70
Free Transform Tool	70
Shape Builder Tool	71
Perspective Grid	72
Additional Comments on Transformation Tools	72
Color-Related Tools.....	73
Fill and Stroke	73
Color Gradients and the Gradient Tool	74
Mesh Tool	75
Eyedropper Tool	76
Live Paint Bucket Tool	77
Live Paint Selection Tool	81
Blend Tool	82
Document Management Tools.....	82
Artboard Tool	83
Hand Tool	84
Zoom Tool	84
Object Management Tools.....	85
Measure Tool	85
Drawing Modes	85
Screen Display.....	86
Screen Modes	86





Facial Details illustrated by Kanoko Takagi



Fashion Illustration and
Flats by Denise Schutte

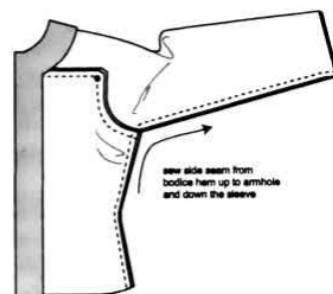
Chapter 4: Illustrator's Menus 87–132

Basic Maneuvering through the Menus	87
Illustrator Menu	88
Preferences	88
Hide Illustrator (Macintosh only)	89
Hide Others (Macintosh only)	89
Quit	90
File Menu	90
New	90
New from Template	90
Open ...	90
Open Recent Files	90
Browse in Bridge	90
Share My Screen and Device Central	91
File Close and Save Commands	91
Revert	91
Place	92
Export	92
Scripts	92
Document Setup	92
Document Color Mode	92
File Info	92
Print	93
Exit	93
Edit Menu	93
Undo and Redo	93
Clipboard Functions	93
Spelling Function	94
Define Pattern	94
Edit Colors	94
Presets, Color Settings, and Profiles	94
Keyboard Shortcuts	94
Object Menu	95
Transform Again	95
Various Transform Commands	95
Arrange Commands	97
Group, Ungroup, Lock, and Hide/Show Commands	98
Expand	100
Expand Appearance	100
Flatten Transparency	101
Rasterize	101
Gradient Mesh	101
Create Object Mosaic	102
Create Trim Marks	102
Slice	102
Path Functions	103
Blend	108
Envelope Distort	108
Perspective	108
Live Paint	109
Live Trace	111

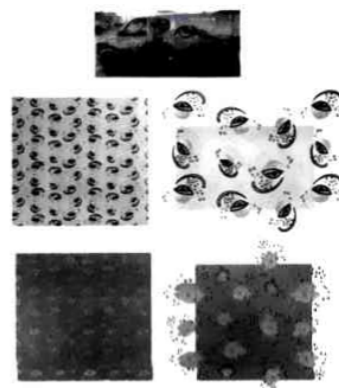
Expand Options of Live Trace	114
Text Wrap	115
Clipping Mask	116
Compound Path	117
Graph	118
Type Menu	119
Font	119
Recent Fonts	119
Size	119
Create Outlines	120
Find Font	121
Change Case	121
Type Orientation	121
Select Menu	122
All	122
All on Active Artboard	122
Deselect	122
Reselect	122
Inverse	122
Next Object Above	123
Next Object Below	123
Same	123
Object	123
Save Selection and Edit Selection	124
Effect Menu	124
Targeting Objects	125
The Effect Gallery	126
View Menu	128
Outline vs. Preview Display Modes	128
Overprint Preview	128
Pixel Preview	128
Zoom Level Controls	128
Hide/Show Edges	129
Hide/Show Artboards	129
Hide/Show Print Tiling	129
Other Screen Displays and Related Functions	130
Guides>Hide/Show or Guides>Lock	130
Window Menu	131
New Window	131
Arrange	131
Workspace	132
Remaining Menu Items	132

Chapter 5: Illustrator's Panels 133–166

Control Panel	134
Artboard Panel	134
Layers Panel	135
To Create a New Layer	137
Creating a Sublayer	138
Changing a Layer's Stacking Order	138
Quick Selection of Objects on a Layer	139
Moving Objects from One Layer to Another	139



Technical Drawing
of sewing instructions(author)



Print Design development by Bibiana Laurent



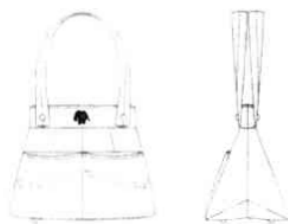
Illustration by Elizabeth Wilkins



Traced Illustration of a hand-drawn garment by Keith Antonio



Drawing Flats
Taylor Caldwell



Lilyan Belic

Merging Layers	139
Flattening Layers	140
Paste Remembers Layers	140
Navigator Panel	140
Stroke Panel	141
Color Panel	142
Swatches Panel	143
Swatch Options	143
Color Guide Panel	147
Color Group	148
Live Color Dialog	149
Working with Color Harmonies	150
Creating a Color Group from Colors in Your Artwork	151
Using Assign to Recolor Artwork	152
Gradient Panel	154
Gradient Terminology	154
Overview of the Gradient Panel	154
Setting up to Create/Edit a Gradient Using the Gradient Panel	155
Gradient Operations	155
Using the Gradient Tool to Fill Objects	155
Appearance Panel	157
Pathfinder Panel	159
Basic Premises of Pathfinder Panel Functions	159
The Shape Modes Tools	160
The Pathfinders Tools	161
Symbols Panel	162
Basic Premises of Symbols and Symbol Panel Functions	162
The Components of the Symbols Panel	163
Basic Operations with Symbols	164

Section Two: Basic Drawing Exercises 167–214

Learning Objectives	169
Exercise #1: Setting up a Document	171
Exercise #2: Working with Fill and Stroke Settings	173
Exercise #3: Drawing Straight and Curved Segments	177
Student Gallery	183
Exercise #4: Adding, Deleting, and Changing the Types of Anchor Points Using the Grid and Snap to Grid as Aids to Drawing	184
Exercise #5: Grouping Objects	191
Exercise #6: Working with Layers	193
Exercise #7: Using Join and Average	198
Exercise #8: Working with Pathfinder	201
Exercise #9: Creating and Working with Gradients	205
Exercise #10: Working with Clipping Masks	209
Exercise #11: Transferring Swatches between Documents	211

Section Three: Fashion Flats Exercises 215–268

Learning Objectives	217
Exercise #1: Drawing a Basic Tank Top Utilizing Straight and Curved Segments as You Draw	219
Exercise #2: Drawing a Basic T-Shirt Body Utilizing a Grid, Pen, and Pen Editing Tools	227
Exercise #3: Adding Sleeves and a Neckband to an Existing Garment Body	233
Exercise #4: Drawing Symmetrical Garments Using Guidelines, Grid, and the	

