MARIANNE CENTNER AND FRANCES VEREKER

FASHION DESIGNER'S HANDBOOK FOR ADOBE ILLUSTRATOR

SECOND EDITION

Fashion Designer's Handbook for Adobe Illustrator

Second Edition

MARIANNE CENTNER | FRANCES VEREKER

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PREFACE

This book aims to teach fashion designers, both students and those in the industry, how to use **Adobe Illustrator®** to create technical drawings, fashion drawings and story boards and how to combine **Adobe Illustrator** and **Adobe Photoshop®**.

Through our own experiences of struggling with the complexities of these two vast and powerful Computer aided Design (CAD) programs, we realised that it would be fantastic if the needs of the clothing industry were addressed. To this end we have devised an outcomes-based instruction book that will clearly and methodically take you from creating a simple shape to a fashion drawing in **Adobe Illustrator** and **Adobe Photoshop**.

Our method is a culmination of Frances Vereker's extensive experience over the past 20 years teaching fashion drawing and computer drawing to students and teachers and Marianne Centner's vast industry experience over 25 years, working exclusively in Adobe Illustrator and Adobe Photoshop for a number of years. We expect that you will have basic computer knowledge and it is with this in mind that we have adopted a step-by-step approach.

The detailed instructions are thought out in such a way as to give you as much information as you need to perform the tasks throughout the book. We do not give too much information at one time. The method we have used will easily help you grasp the concept of **Adobe Illustrator** and vector drawing. This book will be a useful and ongoing quick guide until such time as you can remember the uses of all necessary tools. Once you have grasped the basic concepts we take you through increasing degrees of complexity, introducing you to more difficult techniques.

By the time you have finished this book we expect that you will have learned all the techniques necessary to produce professional story boards and technical drawings. The final chapter of story boards will further inculcate the techniques set out in this book.

It must be understood that what we demonstrate are methods that we use, they are not the only way to achieve results – considering the vastness of both applications. We believe when you have mastered our methods you will have the confidence to allow your own creativity to lead you to the best results. We encourage you to explore and experiment as much as we do!

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Lastly we would like to thank all our students who have used the first edition and have had valuable input into what we needed to expand on. This edition builds on the foundation of the first edition and expands on current methods and the new features in the latest programs.