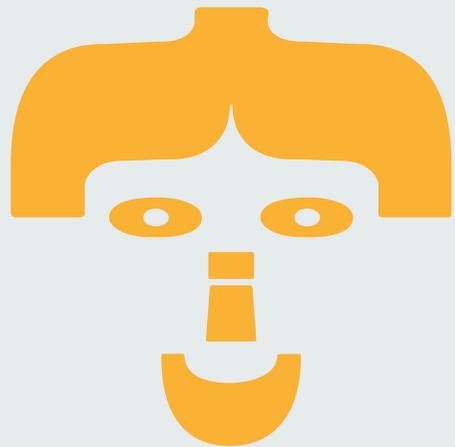


welcome
everyone





seats

sign in

analogue

digital

equally good ways of working

Warm-up Drawing exercises

You will need 6 pieces of A3 paper and a Graphite Stick.
Please stand up if possible to make it an active exercise.

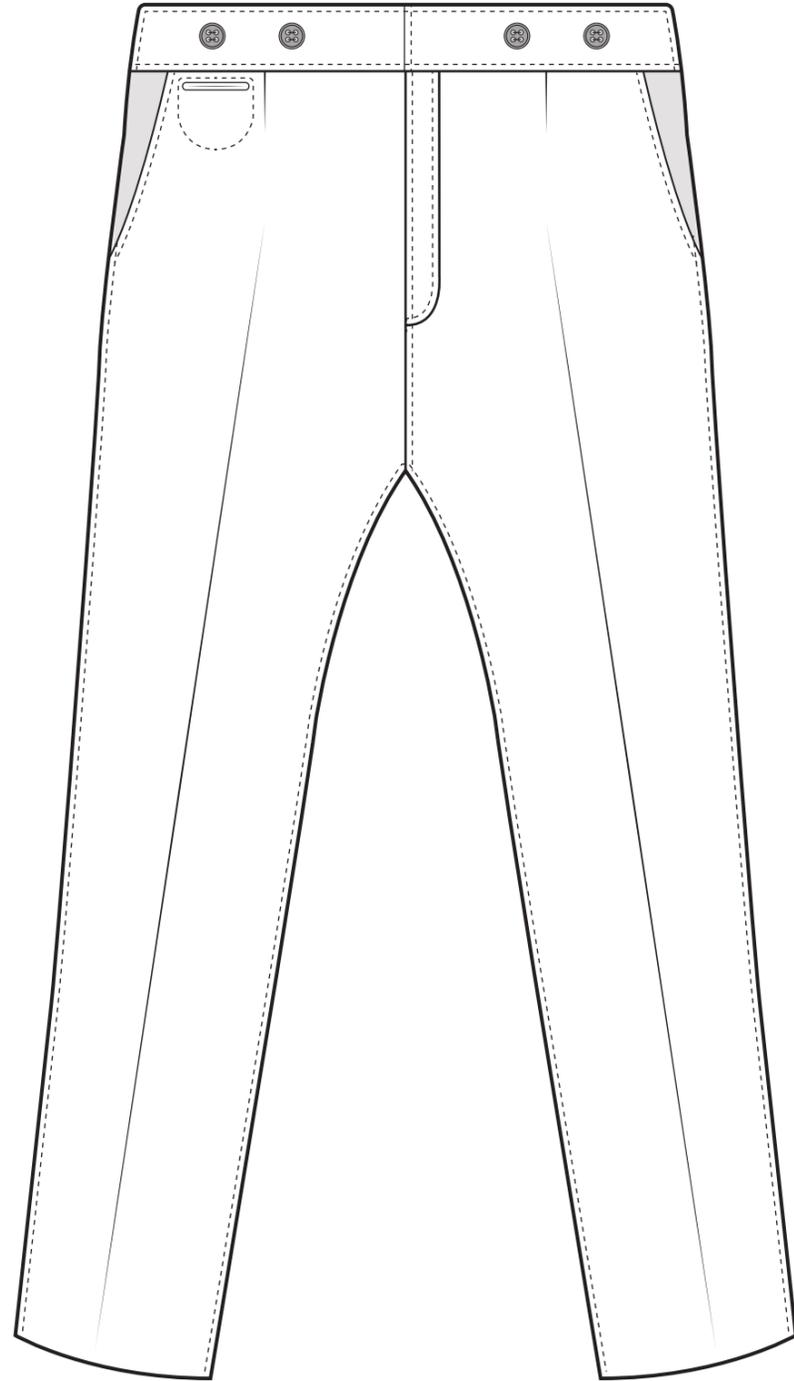
Use your whole arm as well as your elbow and wrist.

Remember, each mark is like a question, not an answer!

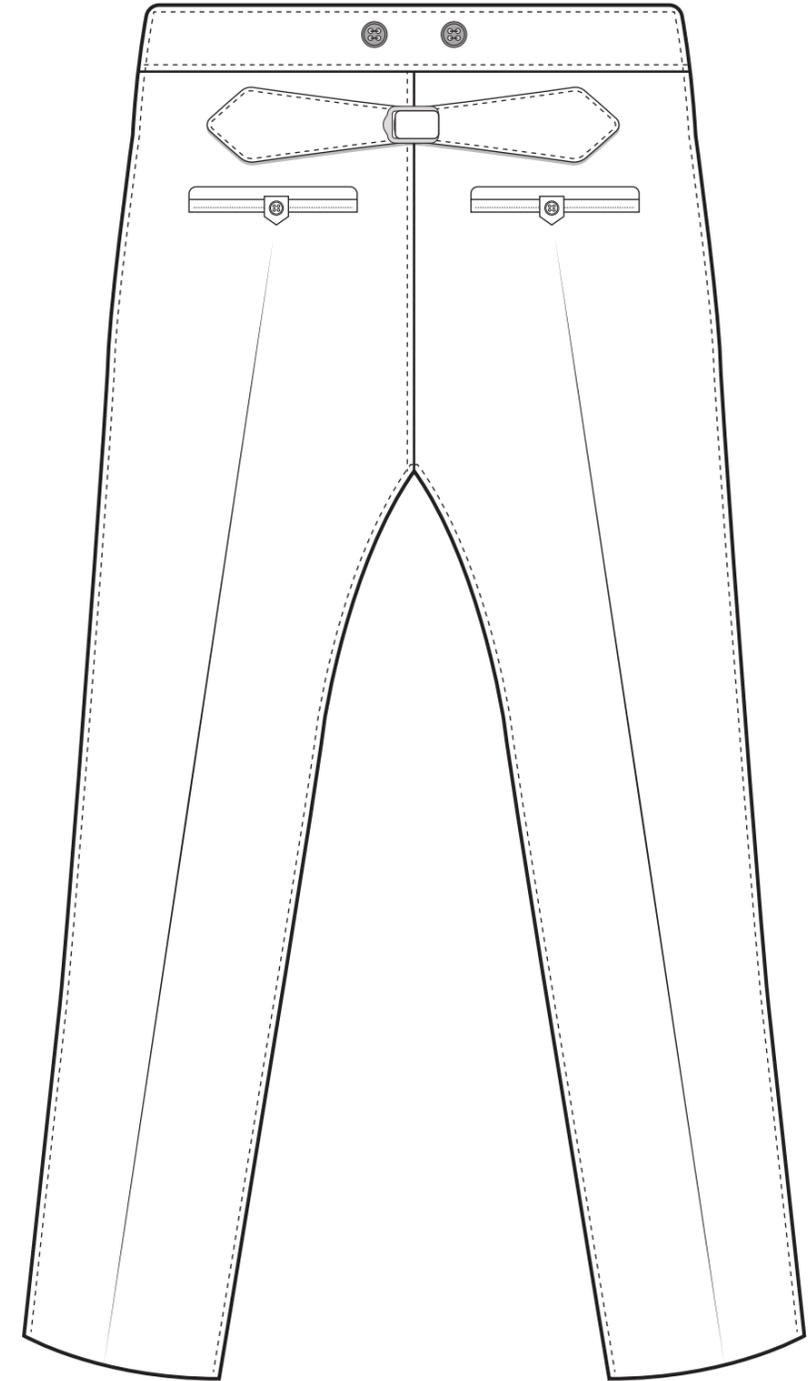
- 2 x 10 seconds, looking at the object not the paper.
- 1 x 30 seconds, looking at the object not the paper.
- 1 x 30 seconds, looking at the object not the paper, continuous line.
- 1 x 2 min, looking at the object not the paper, continuous line.
- 1 x 2 min, eyes closed, feeling the object.

Illustrator Lesson One Help Notes

Specification Drawing

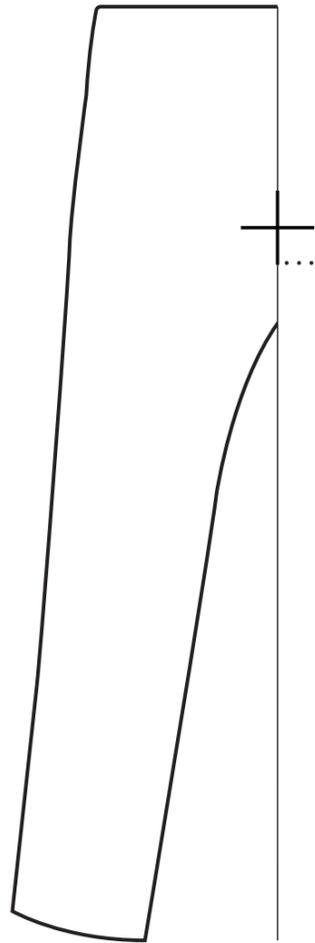


FRONT



BACK

Reflecting Objects



Select the objects that you want to reflect with the black arrow and then press 'O' on the keyboard. This will select the reflection tool from the tool bar. A crosshair will appear. Place the crosshair on the guide line that we made in the centre of the document and press **ALT**. Three small dots underneath the crosshair should appear. Click once on the mouse and the reflection dialogue box will appear.

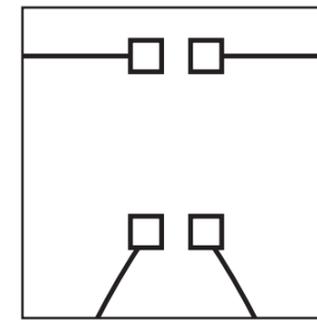
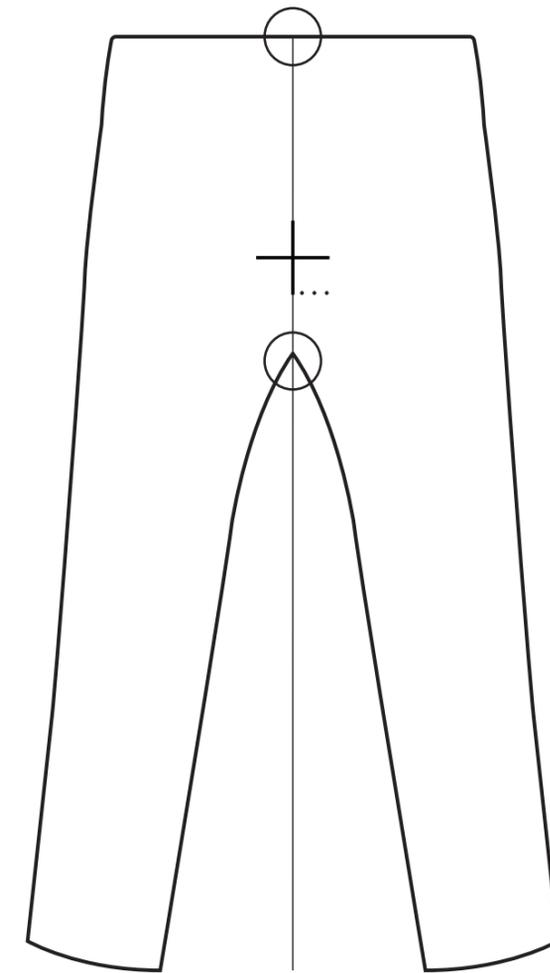
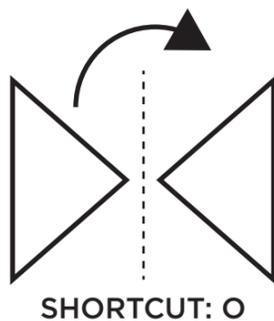


fig.1

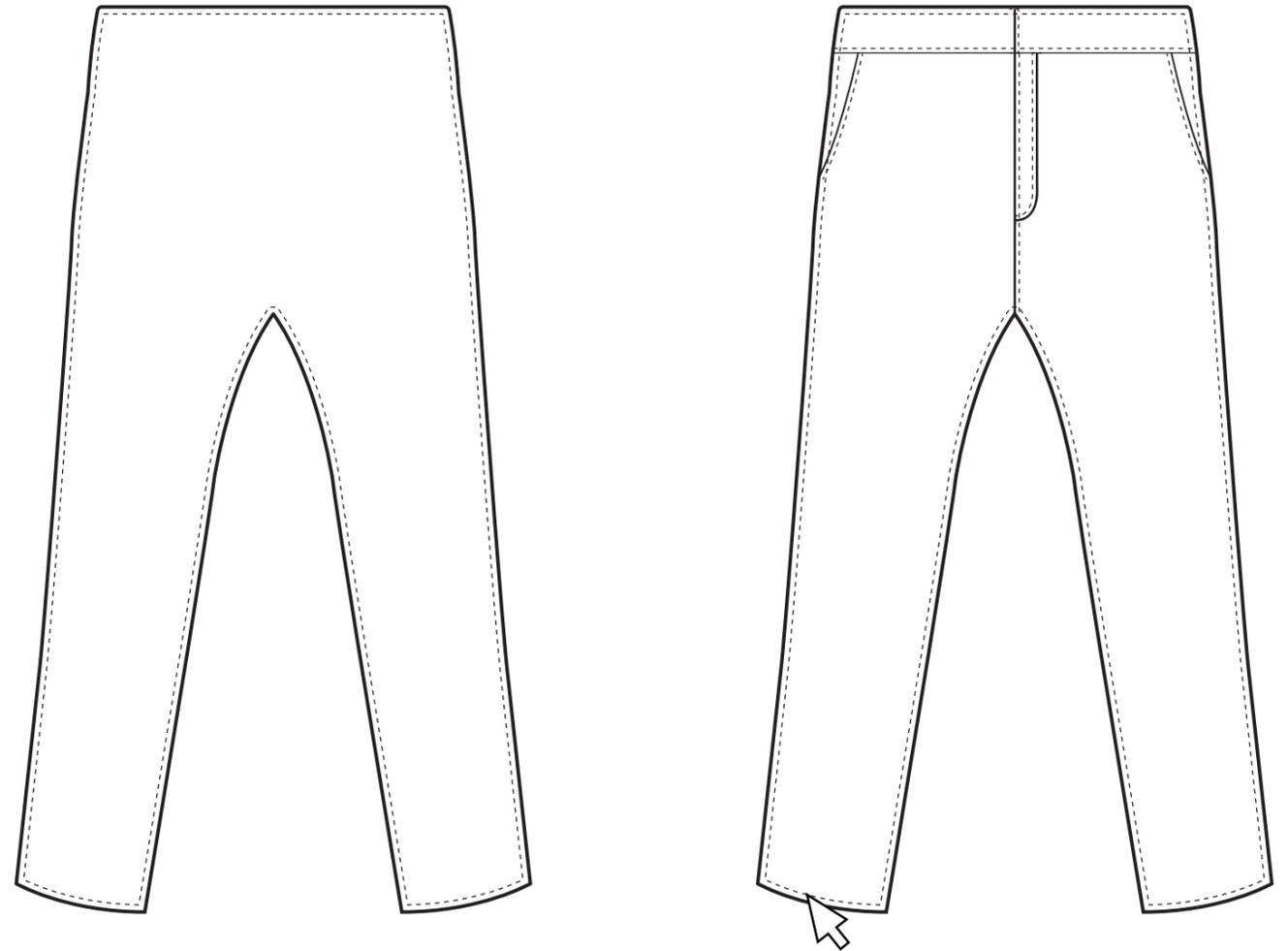
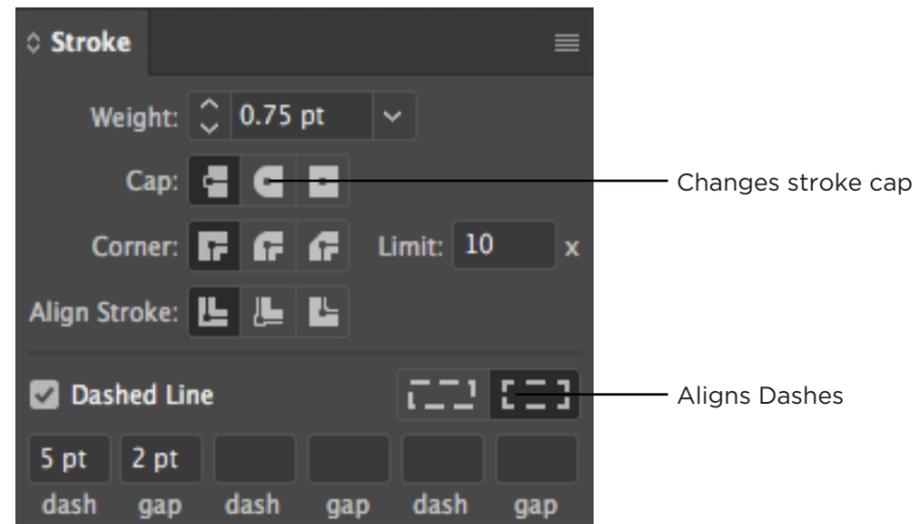


Make sure in the reflection dialogue box **VERTICAL** is selected, the angle is **90 DEGREES** and when you press preview the object flips over. Now simply press **COPY** for the reflected and duplicated object to appear on the other side of the guide line. To join the two sides together select the two end anchor points at the top and bottom of the shape with the white arrow and press **CMD J (fig.1)**.



Offset Path And Stitch Lines

To create a parallel line on the interior of your shape for stitch lines and any other elements in the seam, select your chosen object and go to **OBJECT - PATH - OFFSET PATH**. This will create an enlarged copy on the exterior of your shape. To bring the line to the interior, input a minus -1mm or -1pt in this instance.



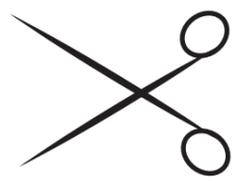
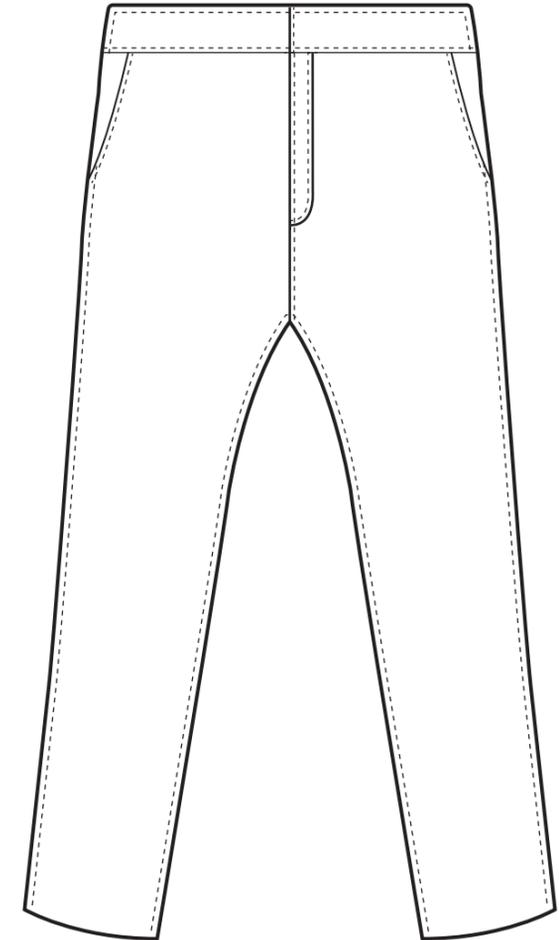
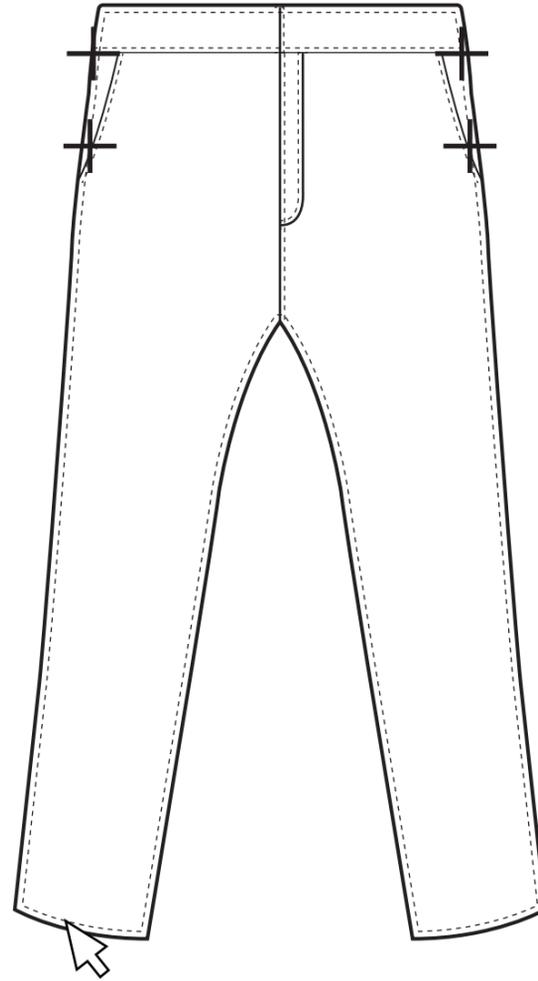
To add a stitch line to the interior line go to **WINDOW-STROKE** and click **DASHED LINE**. Add in the setting that you see fit. Use the white arrow to delete any of the lines that you feel that are not needed in the drawing.

OFFSET PATH

OBJECT - PATH - OFFSET PATH

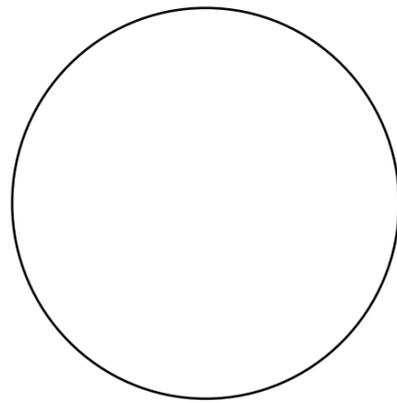
Scissor Tool

Add your stitch lines to your interior line and then press **C** on your keyboard. This will activate the scissor tool. With with crosshair, click at the points of the path that you want to delete and remove. Then delete the cut paths of the path with the **BLACK ARROW**. This is now a parallel inside neck line. This line can now be turned into a ribbing pattern using the outline stroke method.

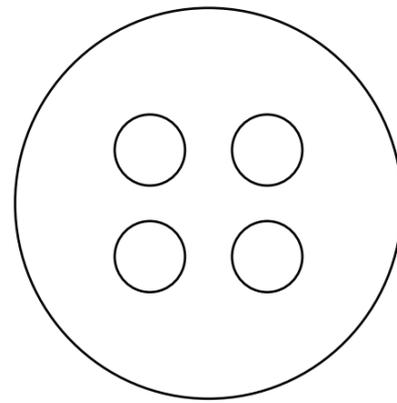


SHORTCUT: C

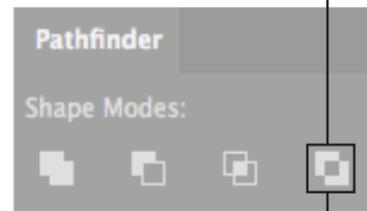
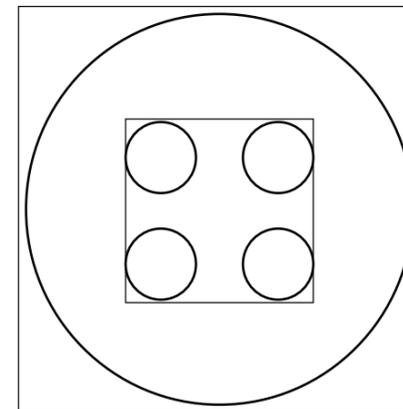
Pathfinder - Building Shapes



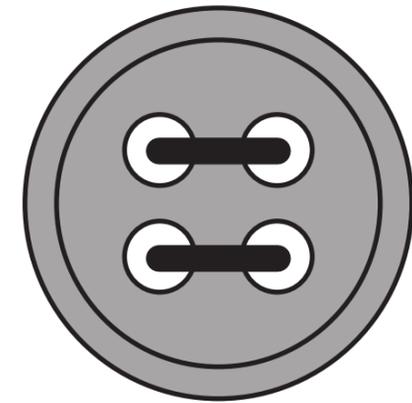
Single circle is drawn with the ellipse tool, holding shift to keep the shape in proportion.



Four smaller circles are drawn, centred to the middle of the shape.



All circles are selected and the **EXCLUDE PATHFINDER SHAPE MODE** is used.

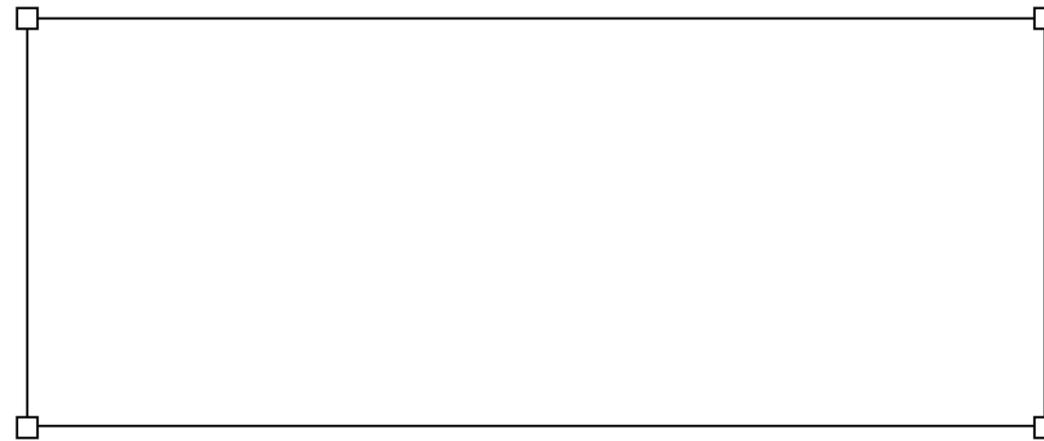
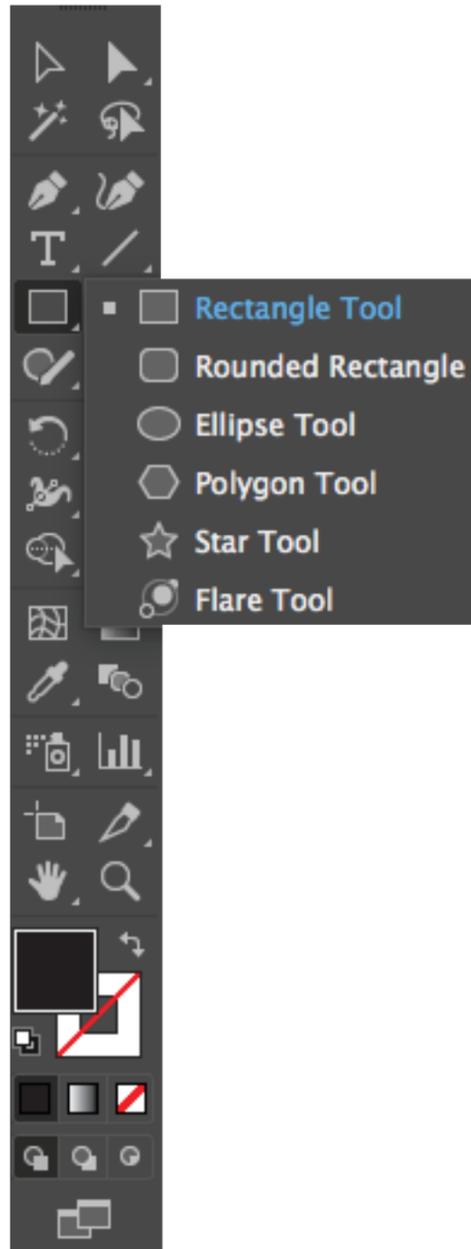


This then excludes the group of four circles from the main circle, enabling the object to be coloured properly.

PATHFINDER

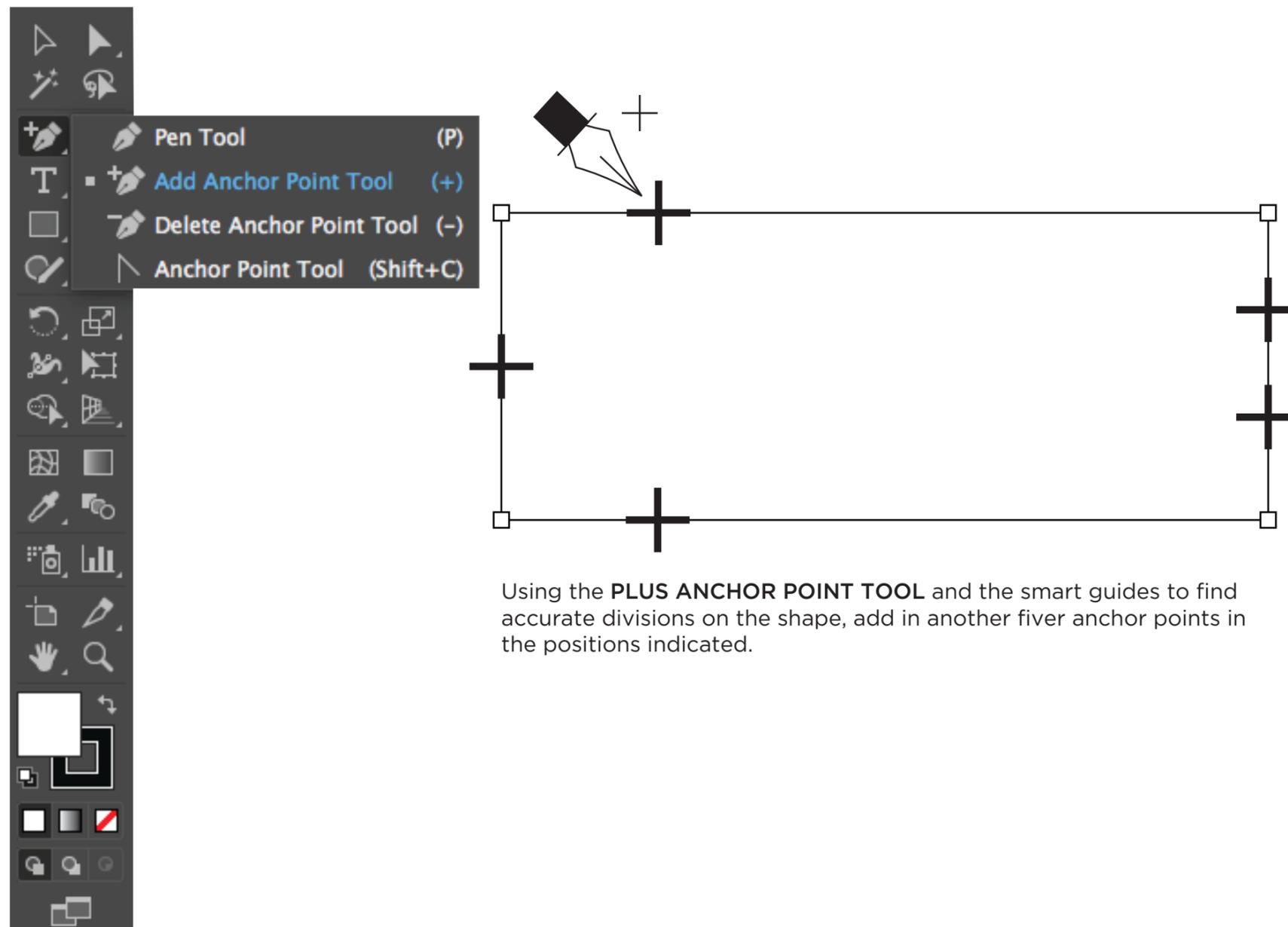
Use the pathfinder option to combine, subtract, divide and intersect shapes from one another. To find the pathfinder option go to **WINDOW-PATHFINDER**. In this example four circles are being excluded or 'punched out' from the main circle shape to create the button illustration.

Basic Shapes

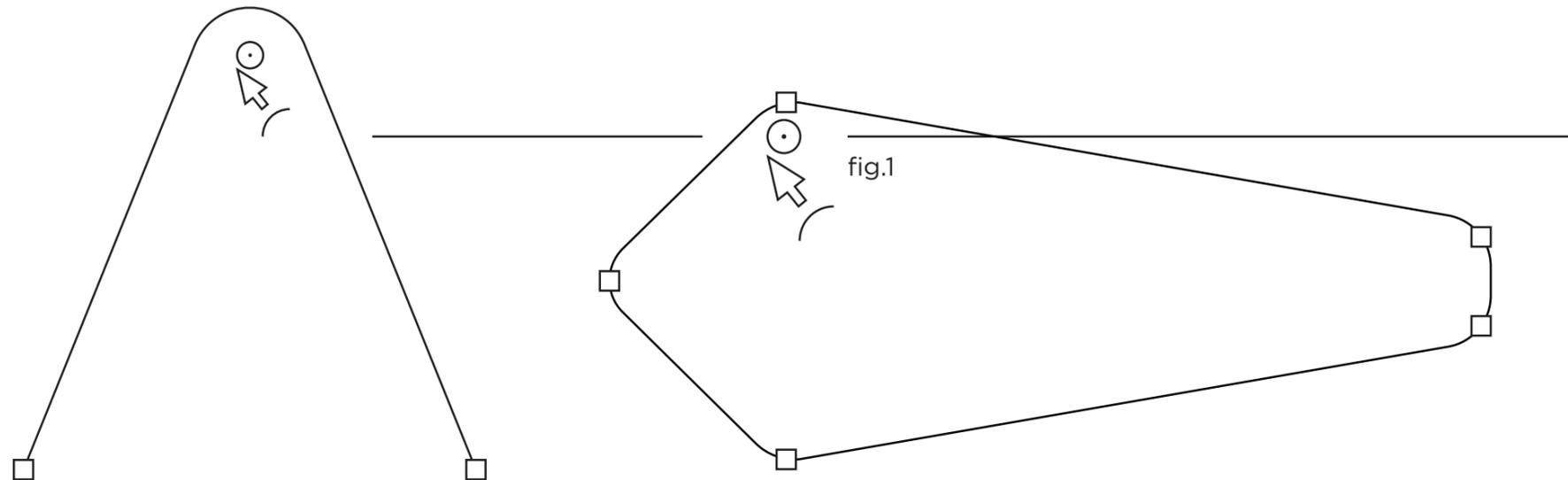


There are numerous pre-set shapes that can be modified or used without adjustment in Illustrator. Hold down on the shape option on the tool bar to exhibit all of the shapes available to use. Using the pen tool and adding extra anchor points, the above rectangular shape can then be modified into a more bespoke shape.

Modifying Shapes



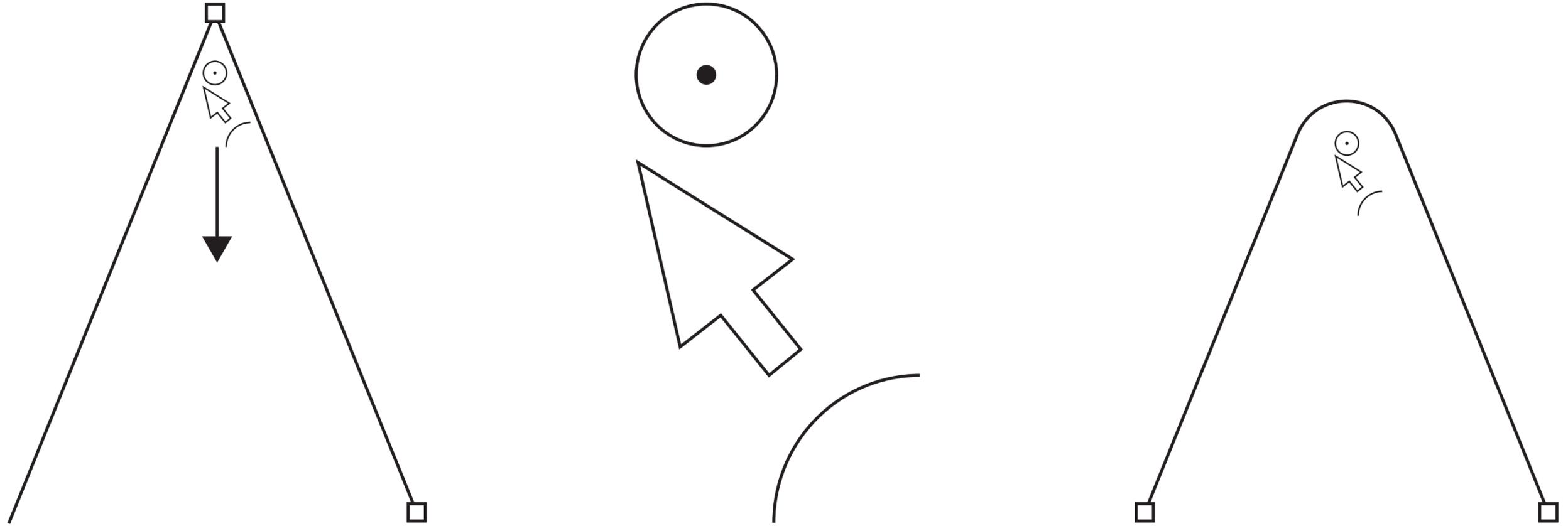
Modifying Shapes ii



When an anchor point is selected and positioned between two other anchor points, using the white arrow the curve can be created by just holding and dragging the small circular symbol down.

use the white arrow to create curves at right angles when you see the following icon (fig.1)

Curves From Anchor Points



When an anchor point is selected and positioned between two other anchor points, using the white arrow the curve can be created by just holding and dragging the small circular symbol down.

Outline Stroke



For small elements of artwork which are hard to draw manually, draw the basic shape simply using a stroke and no fill. For this handle element, the shape was created just with the rounded rectangle tool. Then increase the stroke weight to your personal preference, in this case 25pt.

The artwork is still just a peice of line work. To convert this into an object shape go to **OBJECT - PATH - OUTLINE STROKE**. Now simply flip your stroke and fill options so you now have an empty **FILL** and a **BLACK STROKE** around the shape.



This artwork, from being a stroke is now an object shape. This shape can now be filled with colour or used for clipping masks to hold detail and texture. Add a dash line from an off-set path to create a stitch line on the handle.

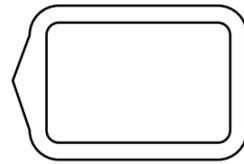
OUTLINE STROKE

Draw any peice of artwork with the pen tool or a preset shape - in this case, a semi-circle. The outline stroke fuction is especially useful for holding lines for ribbing and hardware details such as buckles and clips that are hard to draw.

Outline Stroke ii



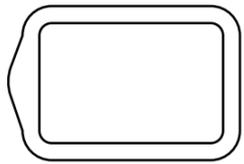
1. Draw a rounded rectangle



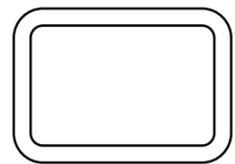
4. Modify the shape with the plus anchor point tool and white arrow



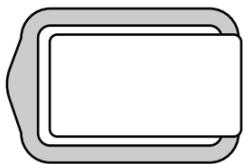
2. Increase the stroke weight to 12pt



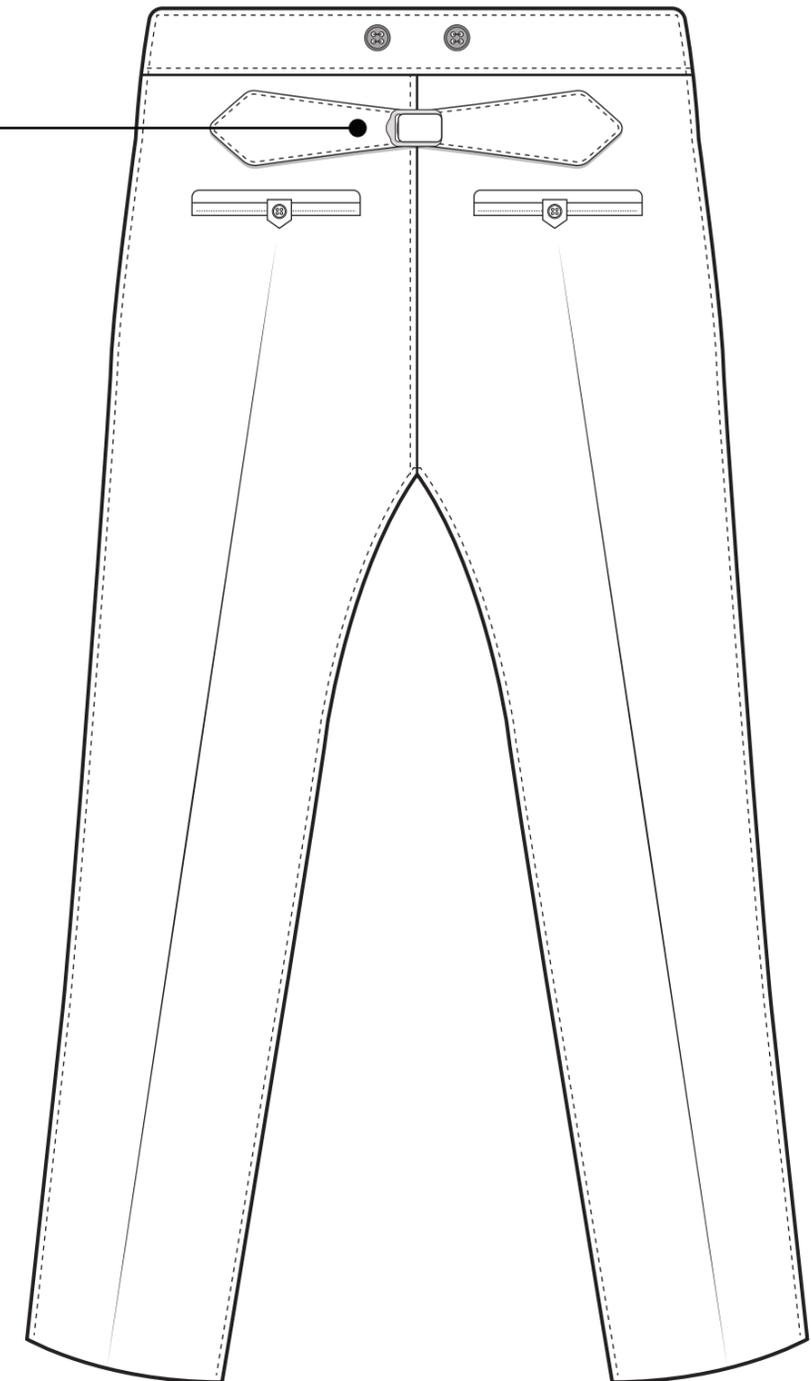
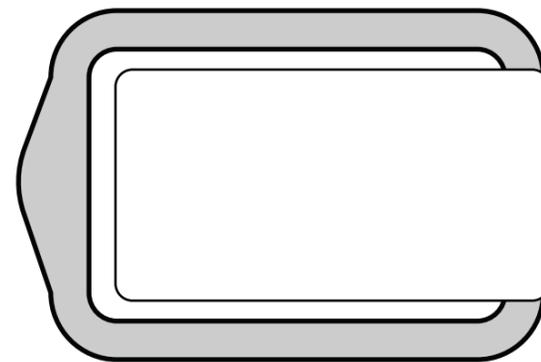
5. Smooth the added anchor point



3. Outline stroke the object



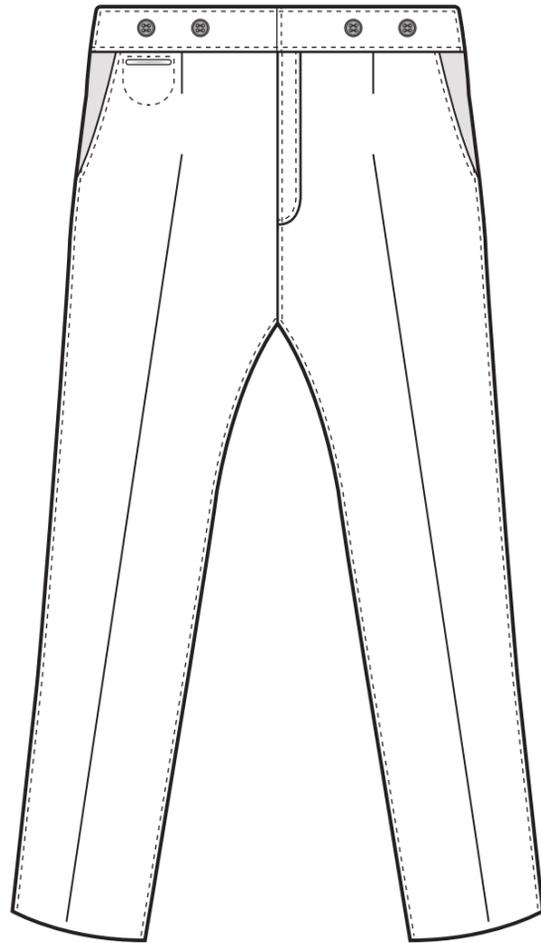
6. Fill the detail with a colour fill



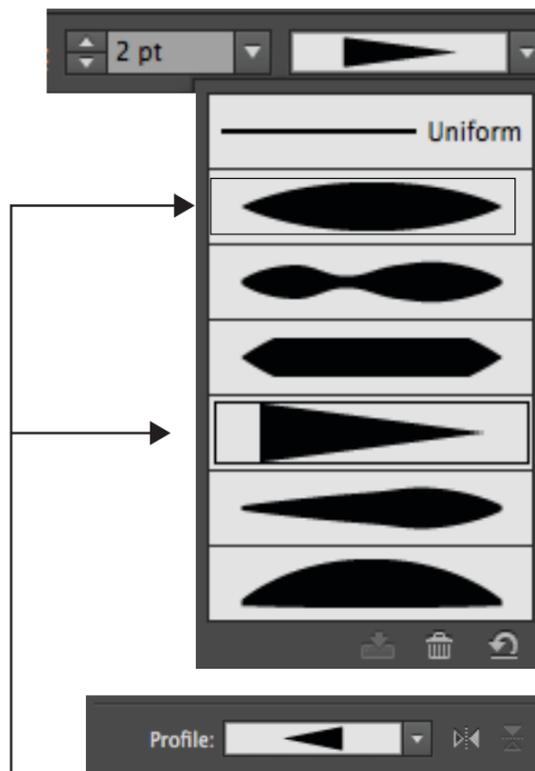
OUTLINE STROKE

Draw any piece of artwork with the pen tool or a preset shape - in this case, a semi-circle. The outline stroke function is especially useful for holding lines for ribbing and hardware details such as buckles and clips that are hard to draw.

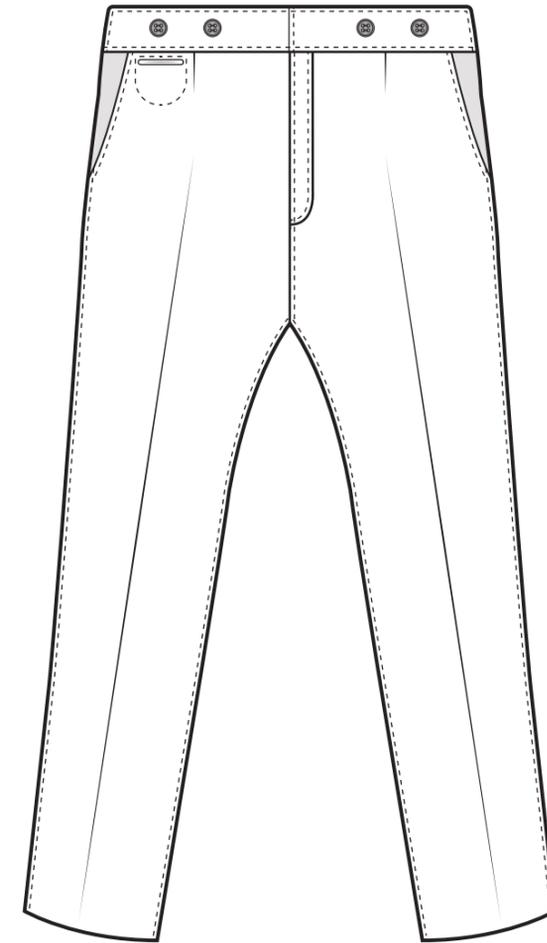
Stroke Profiles



STROKE PROFILES are a quick way of elevating a standard spec drawing, especially when needing to illustrate folds, darts, and depth in a drawing. The drawing above has no stroke profiles on the darts, leaving the illustration flat and lifeless. This is very useful when creating **RANGE PLANS**.



To reverse the direction of the tapering effect go to **STROKE** and select the **MIRROR ICON**.



To find the stroke profiles option, select the lines that you want to alter and where you find the stroke width option at the top of the control panel, next to it there is a drop down menu called **STROKE PROFILES**. Select the option you want and the style of the line will change with what you select.