

Adobe MAX 2018 Los Angeles

Masahiro Takano

The Art of Efficiency: Illustrator Tips from a Japanese Master

Download

All of the demo files, scripts, and more can be downloaded from
<http://bit.ly/adobemax-aoe>



Framework

Takano-san's key Illustrator features to create data-light and easily-editable artwork

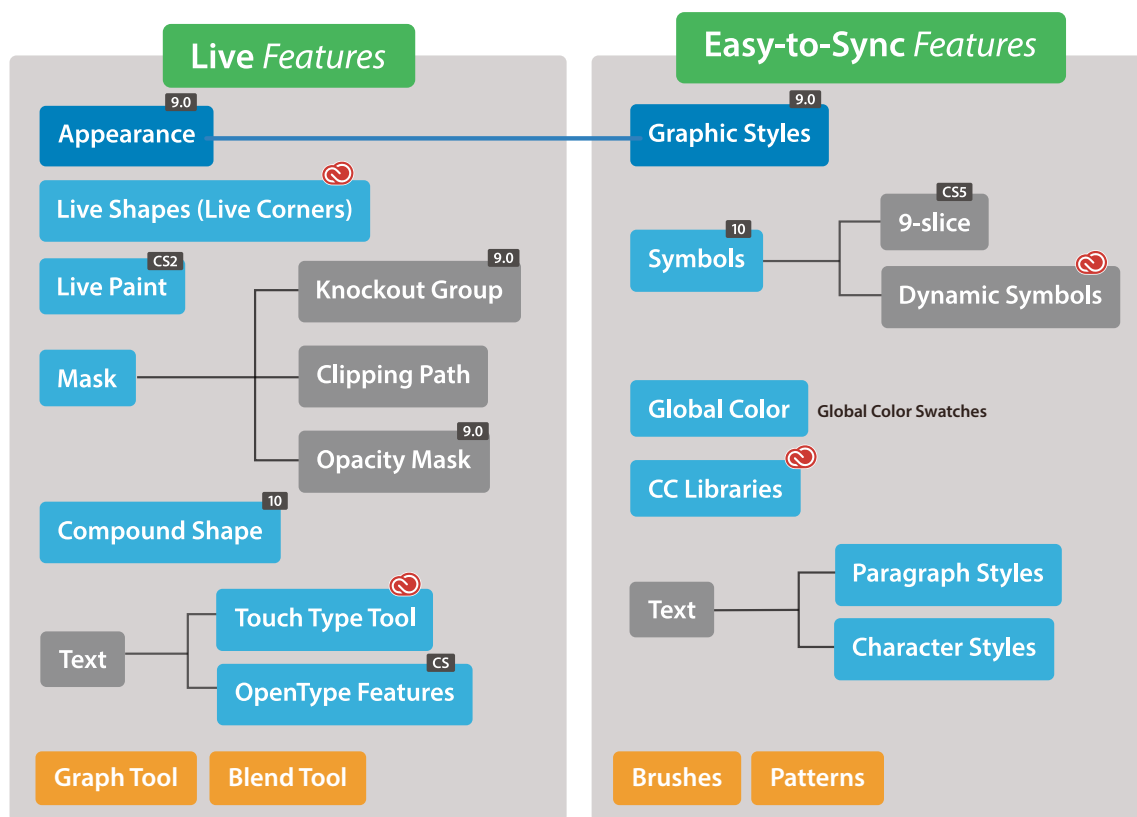


Table of Contents

1. Presentation Mode / Trim View **new to Illustrator CC 2019**
2. Symbols
3. Symbols & 9-Slice Scaling
4. Global Editing **new to Illustrator CC 2019**
5. Recolor (aka Live Color)
6. Puppet Warp
7. Freeform Gradients **new to Illustrator CC 2019**
8. Font Menu changes **new to Illustrator CC 2019**
9. BONUS: Art of Efficiency Scripts from Japan's Illustrator Community

1. Presentation Mode / Trim View

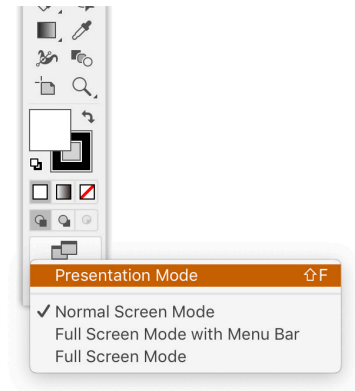
new to Illustrator CC 2019

Presentation Mode

- View > Presentation Mode
- Screen Mode (on the bottom of Tool Panel)
- shift - F

Trim View

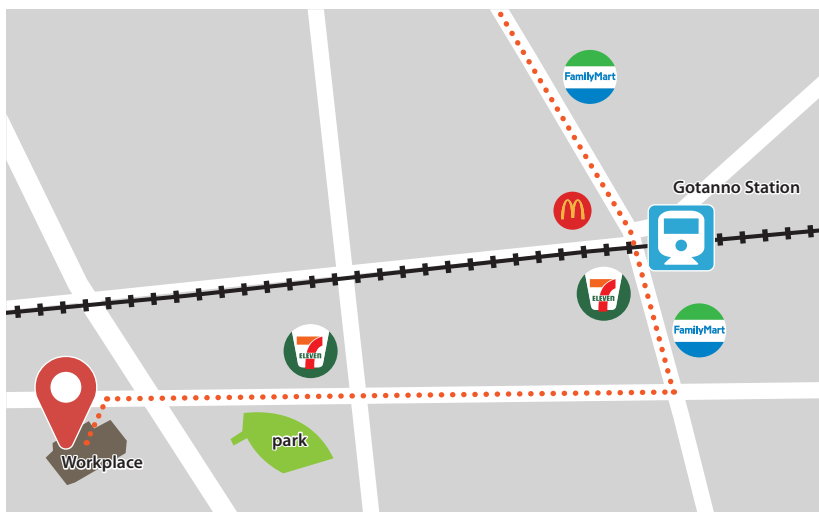
View > Trim View



2. Symbols

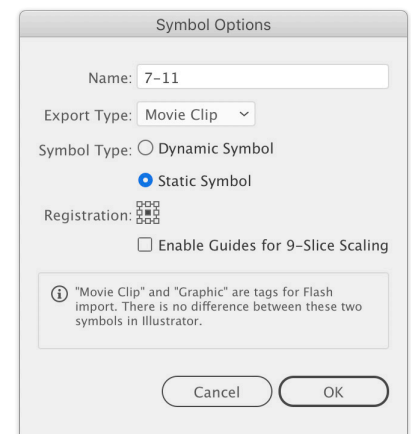
Four good things about using Symbols

1. **Light data:** Creating multiple instances doesn't increase document size
2. **Safe:** Accidentally editing an instance doesn't mess up the Master Symbol data
3. **Easy to edit and changes apply all:** Apply a change to the Master Symbol across all instances with one click
4. **Easy to replace:** can replace Symbol instances with a different Symbol instantly



To use Symbols:

1. Window > Symbols to open the Symbols Panel
2. Select your graphic. Drag the graphic into the Symbols Panel. Name it (optional).
3. To place instances of the created symbols, drag from the Symbols palette.



To replace Symbols

1. Select symbol
2. Click Replace Symbol icon in Properties Panel, then click other symbol icon.

💡 Art of Efficiency Tip (select same instance)

If you want to select same symbol instance as you selected, select the Symb Instance,

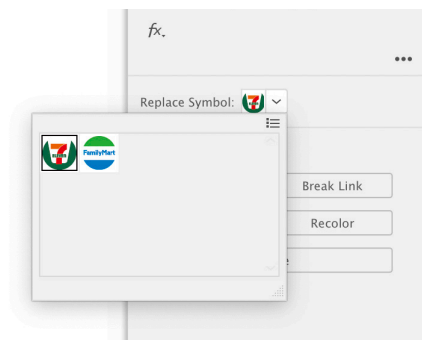
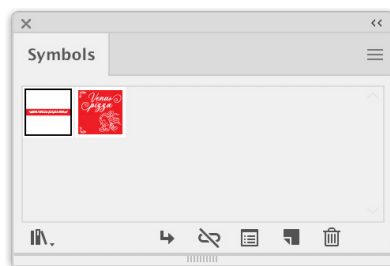
Select > Same > Symbol Instance

💡 Art of Efficiency Tip (Reselect)

command + 6 (Ctrl + 6) will reselect.

💡 Art of Efficiency Tip (rotated text)

When an artwork will be rotated, register the original as a Symbol and rotate the instance. Any changes can be made to the master and applied to the instance while maintaining the angle of rotation. Also, proofread on the non-rotated master for ultimate efficiency!



Replace Symbol feature

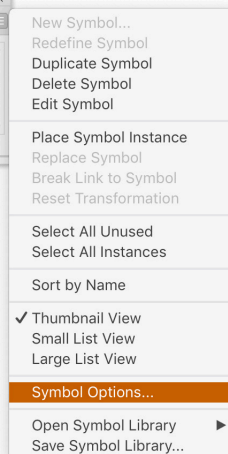
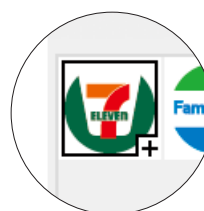
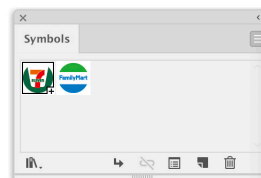
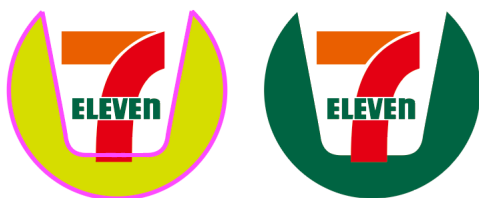


even this can be registered as a Symbol:
just rotate the instances

Dynamic Symbols

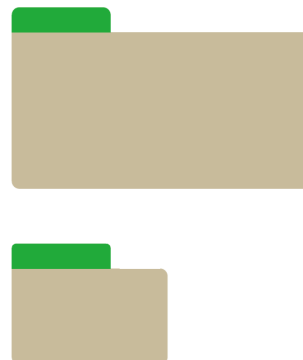
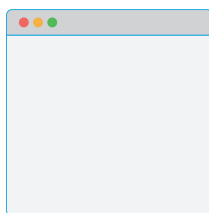
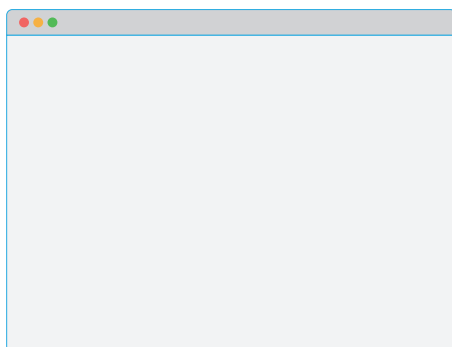
Once you change Symbol Type to "Dynamic Symbol", you can select parts of the symbol instance with the Direct Selection tool, and change fill, stroke, opacity, and effect (such as Drop Shadow).

With Dynamic Symbols, Symbol instances can have different appearances such as fill, stroke, and opacity without breaking its link to the master symbol.



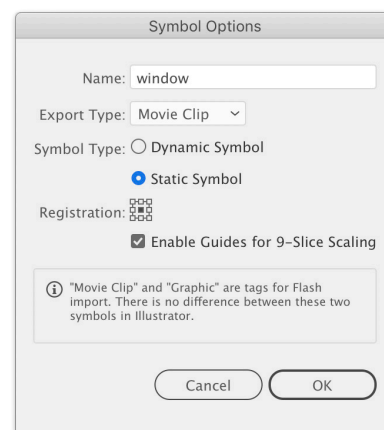
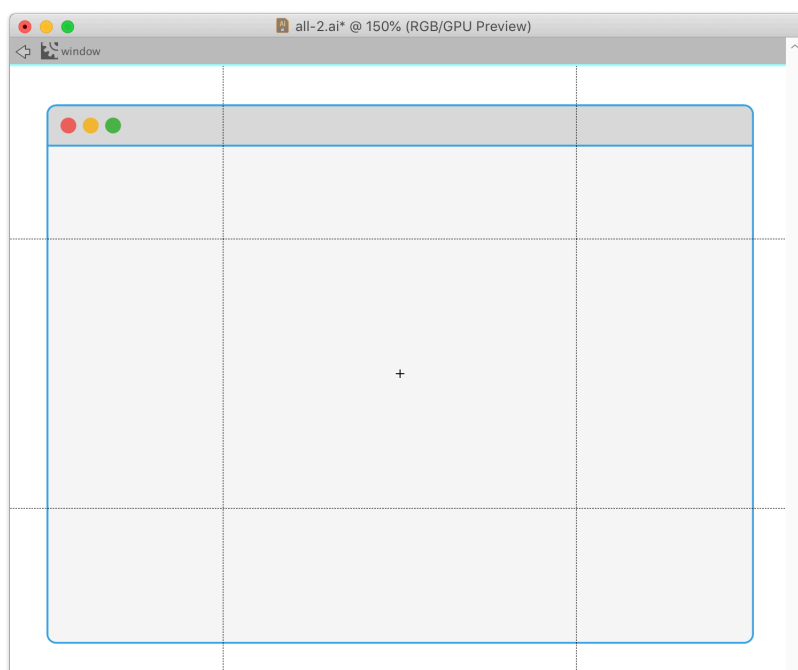
3. Symbols & 9-Slice Scaling

Sometimes you want to stretch artwork without affecting the edges. To scale artwork while protecting certain areas, register the artwork as a Symbol and use 9-slice scaling.



To use 9-slice:

1. Select Enable Guides for 9-Slice Scaling in Symbol Options when creating or editing a Symbol
2. Double-click the new symbol in the symbols palette to position the guides to define what areas will be stretched or scaled, and what areas will be protected. Click Escape to set the guides.



3. Click on the artwork and drag handle to resize. The middle row and column will expand or contract without affecting the edges.

Art of Efficiency Tip

Registering artwork as Symbols with 9-slice scaling can be really useful for web graphics and other repeating designs.

💡 Art of Efficiency Tip

If your artwork contains text, follow these steps because text doesn't scale well with 9-slice. BEFORE registering the artwork as a Symbol, select the artwork,

Effect menu > Path > Outline object.

Then follow the steps above to register the artwork as a Symbol, making sure the text is in the non-scale area.

Because the object and text is outlined through the Effects menu, it is non-destructive and the text can still be edited.

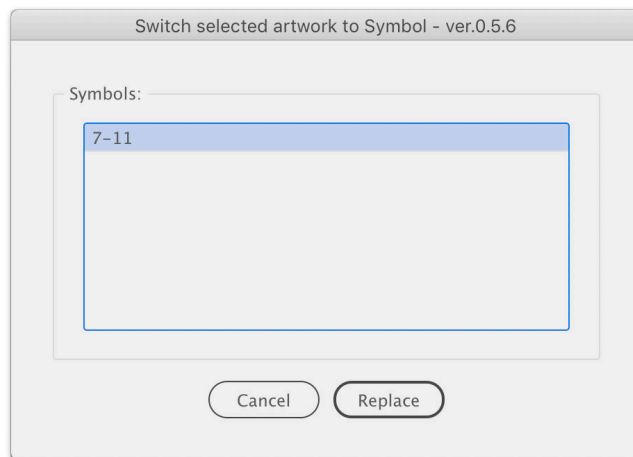
🔍 Search

Go

🔧 Art of Efficiency Script

Illustrator doesn't support one-click replacing multiple pieces of artwork to Symbols. But you can use Toshiyuki Takahashi's Convert to Symbols Script to replace your artwork to Symbols in a single step.

Link: <https://github.com/gau/object-to-symbol>



4. Global Editing

new to Illustrator CC 2019

Another way to efficiently make changes across multiple objects is brand-new to CC 2019: Global Editing. Global editing will find and select similar objects, such as artwork that has been copied & pasted and then tweaked.

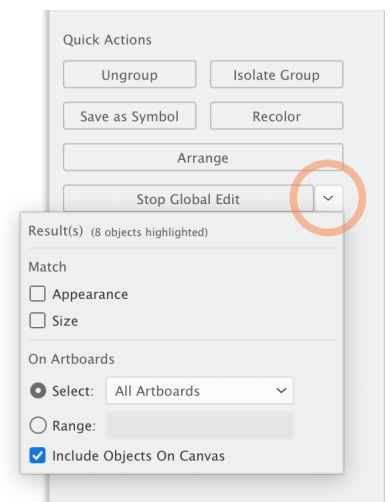


To use Global Editing:

1. Select an object.
2. At the bottom of the Properties panel in the Quick Actions section, click the down arrow next to Find to Edit.
3. Select whether to find objects matching Appearance, Size, or both, and where to search for the objects such as across artboards, whether to include objects on canvas, etc.
4. Click Find to Edit. All similar objects will be selected and outlined in blue. Changes made to the originally-selected object (outlined in red) will be automatically applied to all selected similar objects.
5. Click Done.

Art of Efficiency Tip

Global Editing is sequence-based. Remember to select your base object first and click the Find to Edit button before applying edits.



💡 Art of Efficiency Tip

Global Editing can be accessed from the Select menu:

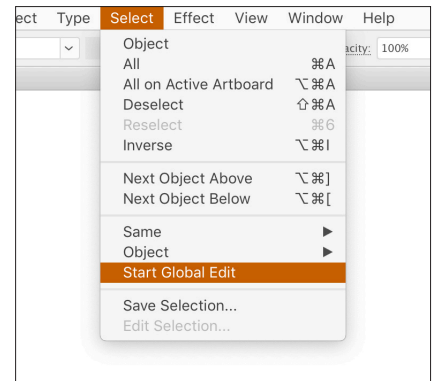
Select < Start Global Edit

And a keyboard shortcut can be assigned to Global Editing if you wish.

💡 Art of Efficiency Tip

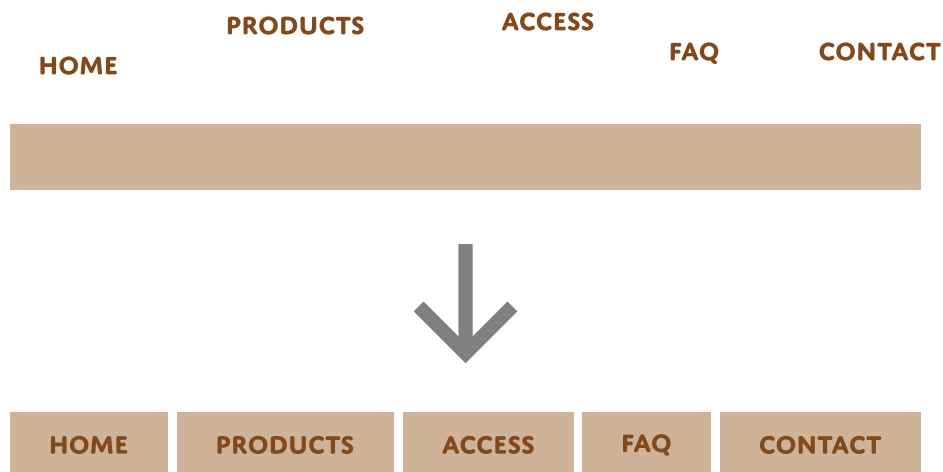
Global Editing is a cool feature, but Symbols are still useful:

	Global Editing	Symbol
Light data		✓
Safe		✓
Easy to edit and changes apply all	✓	✓
Easy to replace		✓



📄 Art of Efficiency Script

When designing similar objects containing text, such as web navigation buttons, use Auto-Distribute Text & Boxes script by Goro Shibuya to quickly create the buttons



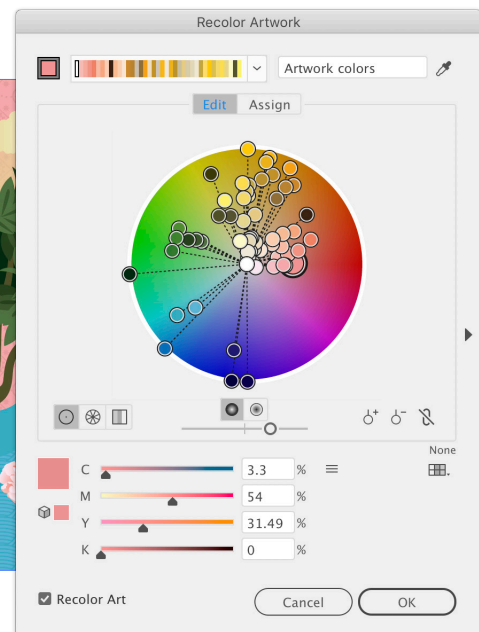
5. Recolor (aka Live Color)

Rather than changing Fill and Stroke colors separately, Recolor is a fast way to change one color to another regardless of what's a Fill color and what's a Stroke color. You can also use Recolor's powerful Link Harmony Colors feature to adjust tonal colors across the selection.

To use Recolor:

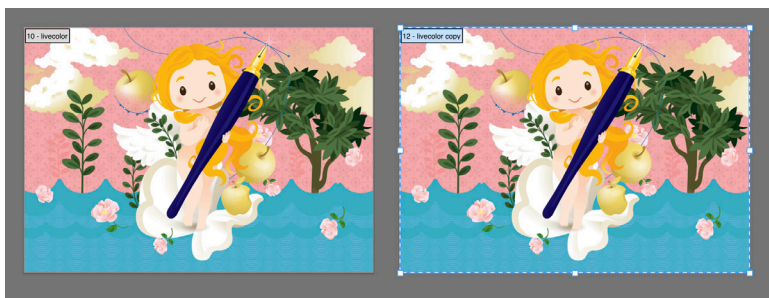
- From the Control panel > Recolor Artwork icon
- From the Color panel > Recolor button at bottom of the Color panel
- To change colors one by one, select the Assign tab.

1. To change colors across the selection, select the Edit tab.



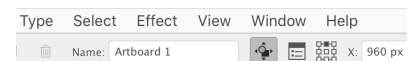
💡 Art of Efficiency Tip

Recolor can be undone immediately after OKing but is a permanent change. Before using Recolor make a copy of your Artboard so you have an original.

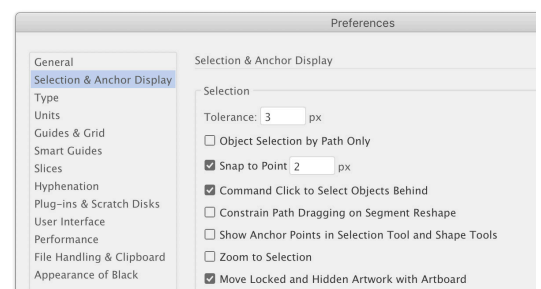


Make sure both options are checked:

- [Move/Copy Artwork with Artboard] option in control panel



- [Move Locked and Hidden Artwork with Artboard] option in Preference pane

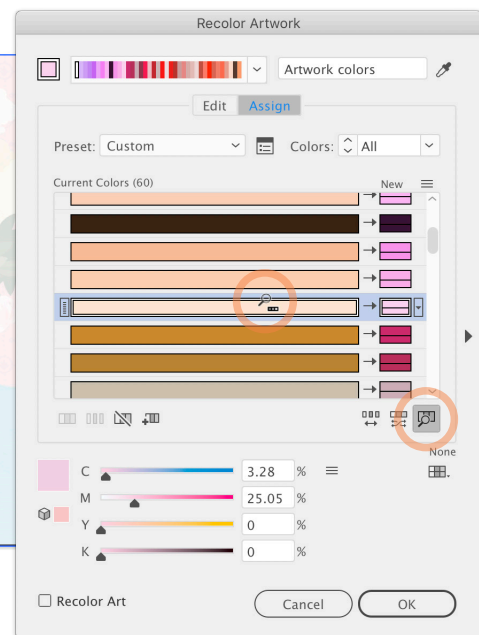
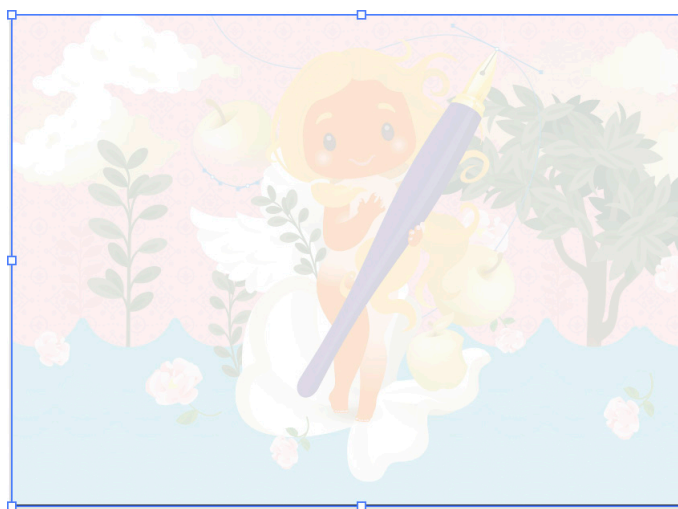


💡 Art of Efficiency Tip

To restore a single color to its original after changing color tone across the selection, select the Assign tab.



Clicking through the Current Colors will highlight the area of the artwork assigned that color. Simply drag the Current Color onto the New color to restore the original color.



💡 Art of Efficiency Tip

The Eyedropper tool in the upper right hand of the Recolor Artwork dialog isn't a normal Illustrator eyedropper! It behaves like an Undo button. Clicking the eyedropper resets the artwork to its un-recolored state. Use with caution — but it's useful if you need to undo changes without canceling the dialog. Just remember it's not a normal eyedropper tool.

6. Puppet Warp

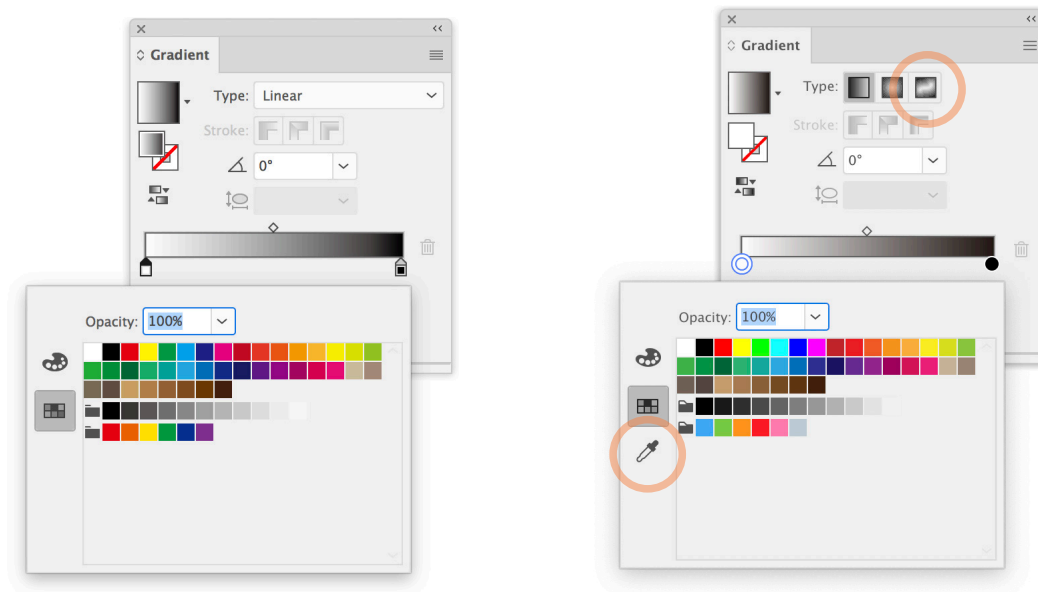
When you select the Puppet Warp tool from the Tools panel, Illustrator automatically add pins to the artwork.

You can add more pins or delete pins added by Illustrator to transform your object.

7. Freeform Gradients

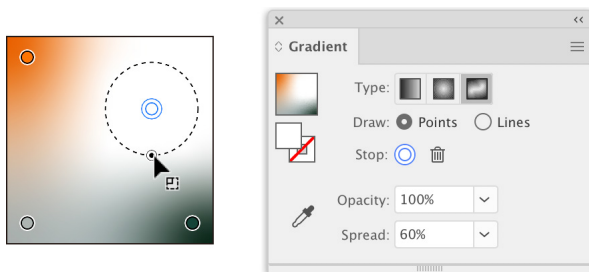
new to Illustrator CC 2019

Illustrator CC 2019 features a new type of gradient, Freeform Gradients, and an eyedropper tool so users can select an exact color to use in gradients.

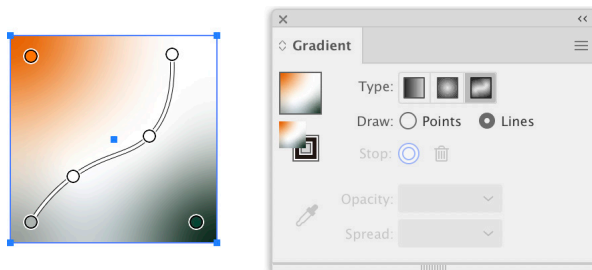


former UI on left; new 2019 UI on right with Freeform Gradients and new gradient eyedropper

Points: Create gradient color stops to shade the area around the point you've added using the Gradient tool. To adjust the shading area of a gradient color stop, drag the dotted circle around the gradient color stop.



Lines: Create gradient color stops in a line to shade the area around the line you've drawn using the Gradient tool.



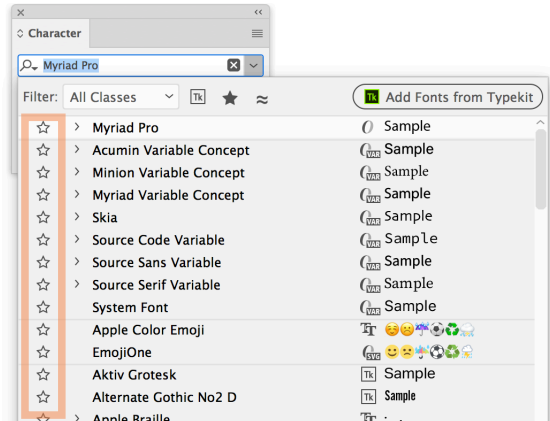
💡 Art of Efficiency Tip

Don't forget Gradients don't work with Recolor.

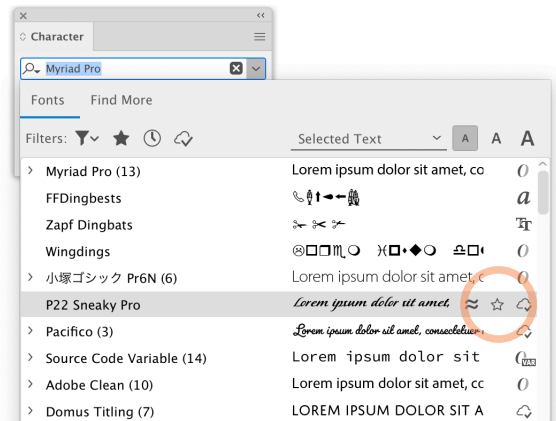
8. Font Menu changes

new to Illustrator CC 2019

- Drop-down list showing sample text for font preview. You can also select a text in the artboard for preview. You can change font size for font preview.
- Apply Recently Added Filter icon to show only the newly-added fonts.
- Add to Favorites icon (star) now shows up on the right side of the font menu on mouse over.

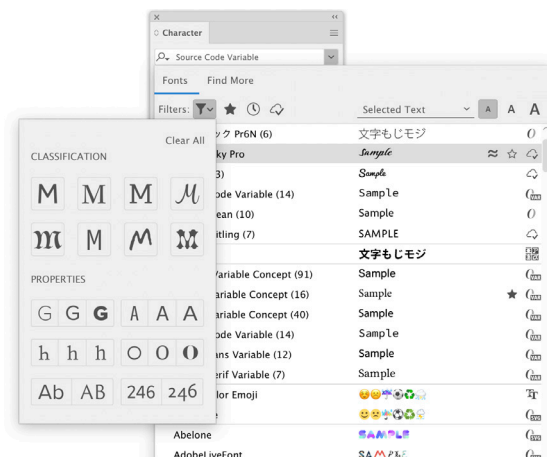


< screenshot showing old font menu >

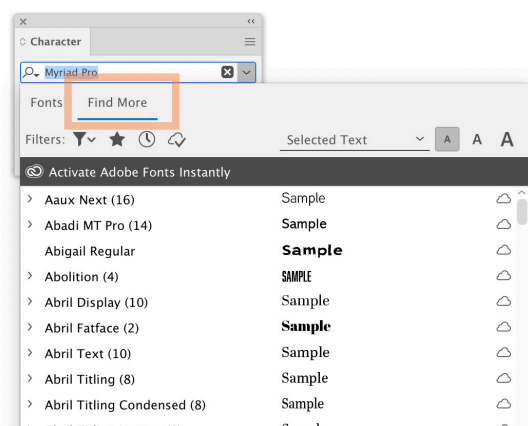


< screenshot showing 2019 font menu >

New UI for filtering Classification and Properties



You can now click the Find More tab to view the fonts from Typekit.



Create Sequential Numbers by Hiroyuki Sato

- Script name: **Fixing Sequential Numbers.js**
- description: <http://shspage.blogspot.com/2009/06/fixing-sequential-numbers.html>
- Create sequential numbers from 1 to x very quickly.



Replace with Symbol by Toshiyuki Takahashi

- Script name: **switch_selected_artwork_to_symbol.js**
- description: <https://github.com/gau/object-to-symbol>
- Illustrator has no automatic mechanism for replacing multiple groups of artwork with a symbol. Easily batch replace selected artwork with a symbol, and make subsequent editing a breeze. This script honors the artworks' center point, maintaining position.



Auto-Distribute Text & Boxes by Goro Shibuya of Gorolib Design

- Script name: **us03_fitToTextBox2.jsx**
- description: <https://note.mu/gorolib/n/n5c1df4b62d44>
- Create a number of text strings with desired content; now create boxes (shapes) the text will go in. Select all and run the script. Each text string will be neatly placed in a box, and the boxes auto-distributed and auto-aligned to create a neat row.

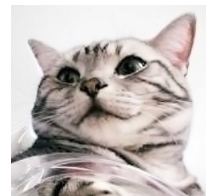


Increment/Decrement Numbers by Goro Shibuya of Gorolib Design

- Script name: **us01_CountUp.jsx/us02_CountDown.jsx**
- description: <http://gorolib.blog.jp/archives/70401627.html>
- Select text and run the script. Numbers in text will increase/decrease.

SPAi(Script Panel for Illustrator) by Monokano (Mac only)

- Application name: **SPAi.app**
- description: <http://tama-san.com/spai/>
- Add panel to Illustrator to manage script. Also you can add Keyboard Shortcut.



Fill with Random Color Values by PICTRIX

- Script name: **RndColor.jsx**
- description: http://hamfactory.net/illustrator/24h_ai_script/ by PICTRIX
- Set number of colors, define how closely the other colors should be, and set random opacity.