



## Selection Tools

The Illustrator selection tool is for selecting objects in your layouts, such as shapes and blocks of type. Once selected, you can use the tool to move, transform, or apply any number of filters or effects to the selected objects. Basically, the selected object is the one you are currently “working on.”

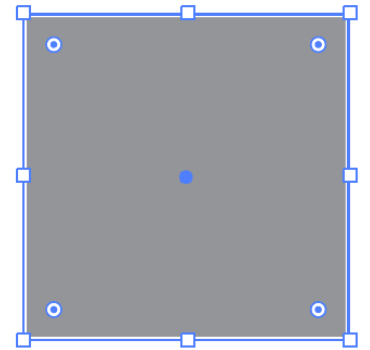


There are 3 selection tools:

- The Black Arrow. Use this to select the whole object. (Hotkey: V)
- The White Arrow. Use this to select part of an object. (Hotkey: A) Grouped with this tool is the Group Selection tool, which will help you to select part of a group.
- The third selection tool is the Lasso Tool. You can use this tool to select irregular shapes or group of shapes.

*If the object has no fill, you cannot click inside the object to select it, you have to click its path to select.*

Select any object in your layout by clicking it. A bounding box (View>Show Bounding Box, Shift+Ctrl+B) will surround the object.



- To move the object, click and drag it to anywhere on the stage.
- To resize a selected object, select any of the white squares in the corner or along the sides of the bounding box. Notice the cursor changes to a double arrow. Click and drag the square to resize the object. To resize an object while keeping its proportions the same, hold down the shift key while dragging one of the corner squares.
- To rotate the object, position the cursor just outside one of the corner squares until the cursor changes to a curved double arrow. Click and drag to rotate the object. Hold down the shift key to rotate it at 45-degree intervals.
- To select (or deselect) more than one object, hold down the shift key while clicking on any number of shapes, type, or other objects on the stage.
- To select everything on the same layer, click on the empty circle on the right-hand side of the layer.

### Selecting similar objects

You can quickly select objects with similar attributes by clicking the “Select Similar Objects” icon in the Control panel, or go to Select > Same.

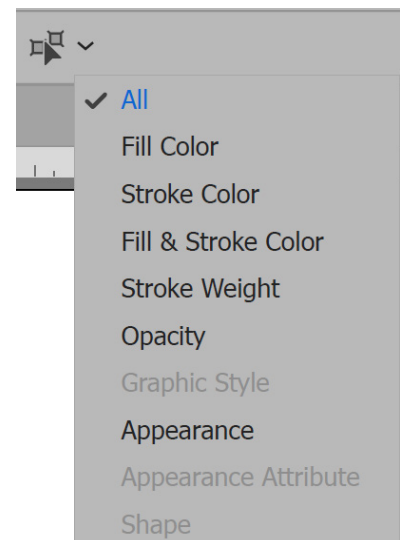
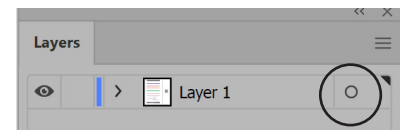
### Selecting all objects

To select all objects across all artboards, use Ctrl+A, to select all the objects in the active artboard only, use Ctrl+Alt+A.

### Select anchor points

Every shape has anchor points. A triangle has 3 anchor points, a rectangle has 4 anchor points. There are 2 ways to select an anchor point.

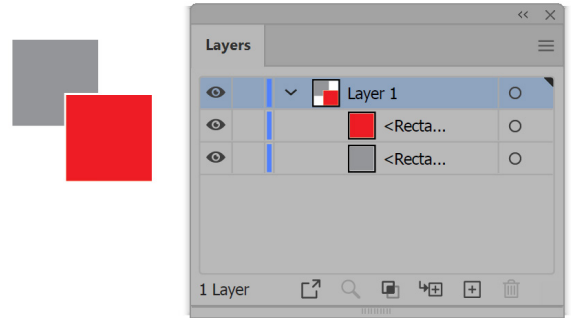
- Click them with the Direct Selection tool (White Arrow) to select them. Shift-click to select multiple points.
- click them with the Direct Selection tool to select them. Shift-click to select multiple points.





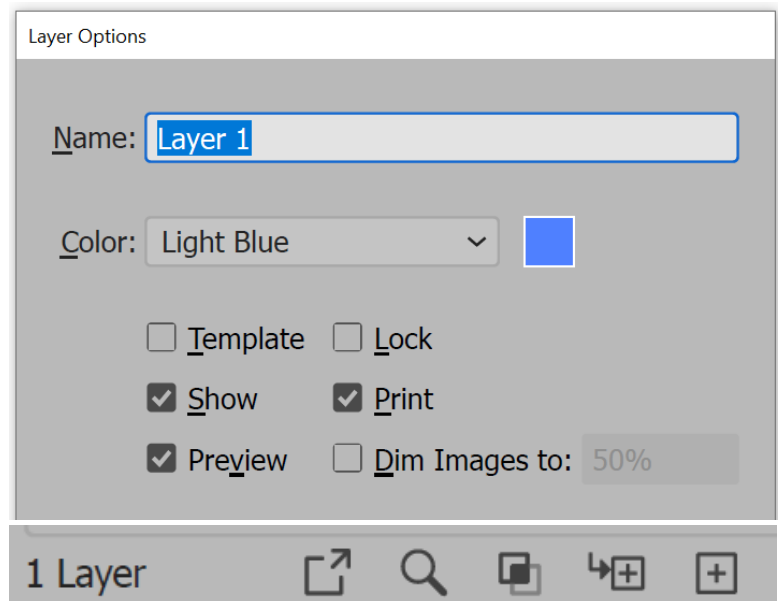
## Change the Order of Content

- Artwork you create in Illustrator is stacked one object on top of another as you add them. Each object will have its own sub-layer in the Layers panel.
- Arrange commands, found by clicking the Arrange button in the Properties panel on the right or go to Object > Arrange, allow you to select artwork and change its order in the stack.
- Different arrange commands bring content in front of or behind other content.



## Understand Layers

- Each new document starts with a single layer named Layer 1.
- Layers are like transparent folders for managing content. Find a document's layers in the Layers panel (Window > Layers).
- Layers contain the images, text, or artwork that make up a layered file.
- Layers are arranged in a stack in the Layers panel. In the document, content on the layers at the top of the Layers panel appears in front of content on layers that are lower in the panel.
- Layers allow you to move, edit, hide, lock, and work with content on one layer without affecting content on other layers.
- To hide a layer, click the eye icon in the Layers panel. Click again to make the layer visible.
- To rename a layer, double-click the layer name in the Layers panel, change the name, and press Enter (Windows) or Return (macOS).
- To create a new layer, click the Create New Layer button at the bottom of the Layers panel.
- To select a layer, click the layer in the Layers panel.
- Drag a layer up or down in the Layers panel to change the order of layered objects in the document.
- Double-click on a layer to bring up the Layers Options panel.
- The new feature of Layers Panel is the Collect for Export feature. At the bottom, the first icon from the left, will collect all the objects within the same layer and put them into the Export Asset pane, where you can export them as a single object.
- For an artwork with very complicated drawings, the Locate Object feature (second button from the left, looks like a magnifying glass) also comes in handy. You have to first select an object to activate this button. It then it will take you to the corresponding sub-layer.





## Organize Content with Layers

- To move content from one layer to another, select the content you want to move in the Layers panel and drag the color box (called the Selection indicator) to the right of the layer name up or down to the new position.
- To locate objects in the Layers panel, select artwork in the document and then click Locate Object at the bottom of the Layers panel.
- To hide individual objects, click the eye icon in the Layers panel to the left of the object name in the Layers panel.

## Drawing A Line

Perhaps the simplest way to generate a path is to draw a straight line. Drawing a line with the Line tool (Shortcut \) is a good way to become familiar with generating paths in Illustrator.

All tools in the Line Segment flyout can be used in two ways. You can generate a line digitally (defining it in a dialog box), or you can draw in freehand on the artboard.

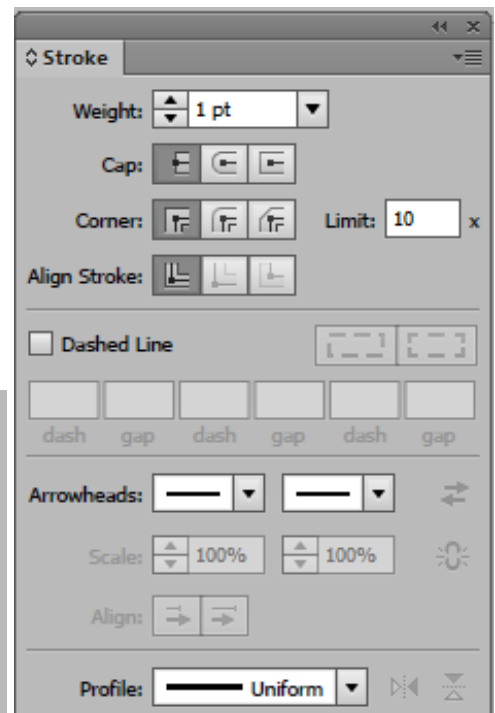
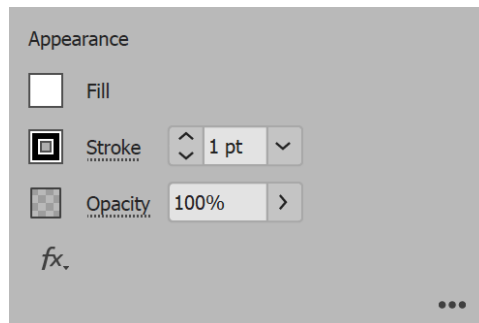
To create a straight line digitally, click on the Line Segment tool, and then click once on the artboard. The Line Segment Tool Options dialog appears. Enter a line length in the Length field. Either enter an angle in the Angle field, or interactively define the angle by dragging the clock hand.

When you click OK, a line will be generated with a defined angle and length, starting from the point you clicked on the artboard.

You use the Stroke panel (Window > Stroke) to specify whether a line is solid or dashed, the dash sequence and other dash adjustments if it is dashed, the stroke weight, the stroke alignment, the miter limit, arrowheads, width profiles, and the styles of line joins and line caps.

### Applying a Stroke, Width or Alignment

- Select the object.
- Click the Stroke box in the Tools panel, the Color panel, or the Control panel. Doing so indicates that you want to apply a stroke rather than a fill.
- Select a color from the Color panel, or a swatch from the Swatches panel or Control panel. Alternatively, double-click the Stroke box to select a color using the Color Picker.  
*\*If you want to use the current color in the Stroke box, you can simply drag the color from the Stroke box onto the object.*
- Select a weight in the Strokes panel or Control panel.
- To change the appearances of the end points, change the Cap options.
- To change the corners, use the Corner options.
- If the object is a closed path, choose an option from the Stroke panel to align the stroke along the path.





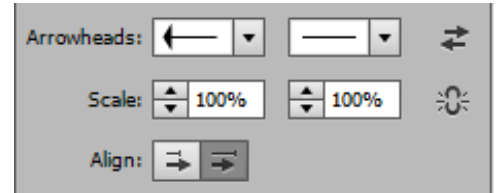
### Creating Dotted or Dashed Lines

- Select the object.
- In the Stroke panel, select Dashed Line. If the Dashed Line option isn't showing, choose Show Options from the Stroke panel menu.
- Specify a dash sequence by entering the lengths of dashes and the gaps between them.



### Creating Arrowheads

You can access arrowheads from the Stroke panel and associate controls to adjust size. Default arrowheads are available from the Arrowheads drop-down list in the Stroke panel. Using the Stroke panel, you can also easily swap arrowheads.



You can also adjust the size of the starting and ending arrowheads independently.

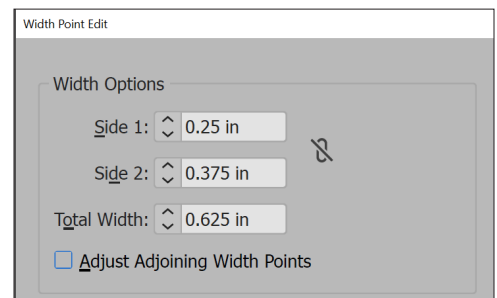
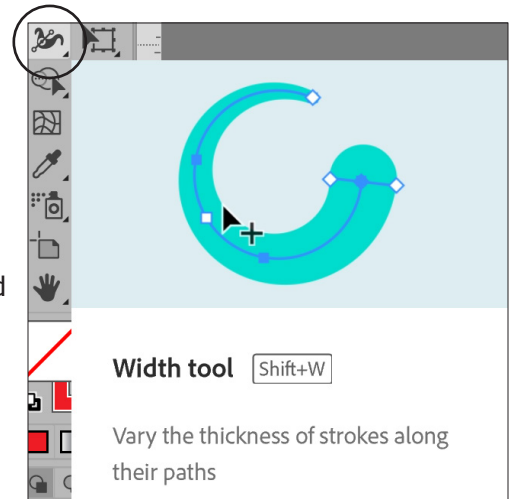
### Create strokes with variable widths

Available in the toolbar, the Width tool enables you to create a variable-width stroke and save the variable width as a profile that can be applied to other strokes. You can now adjust or expand the variable-width strokes easily with fewer anchor points as Illustrator applies simplified paths on the strokes.

When you mouse over a stroke with the Width tool, a hollow diamond appears on the path with handles. You can adjust the stroke width, move the width point, duplicate the width point, and delete the width point.

To create or modify a width point using the Width Point Edit dialog box, double-click the stroke using the Width tool and edit the values for the width point. If you select the Adjust Adjoining Width Points check box, changes to the selected width point affect neighboring width points as well.

To automatically select the Adjust Adjoining Width Points check box, press Shift and double-click the width point. The Width tool distinguishes between continuous and discontinuous width points while adjusting the variable width.



### Discontinuous Width Point

To create a discontinuous width point, do the following:

1. Create two width points on a stroke with different stroke widths.
2. Drag one width point on to the other width point to create a discontinuous width point for the stroke.
3. Double-click on the overlapping width points to open up the Width Point Edit dialog box. It will show both sets of side widths.

