

WHAT'S NEW IN

Illustrator CS3

creativetechs

TRAINING & PRODUCTION SUPPORT



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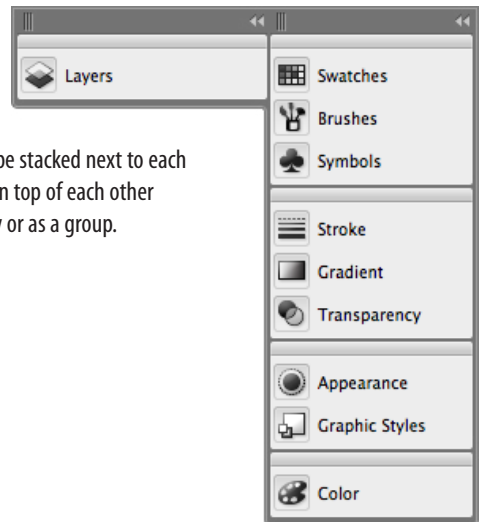
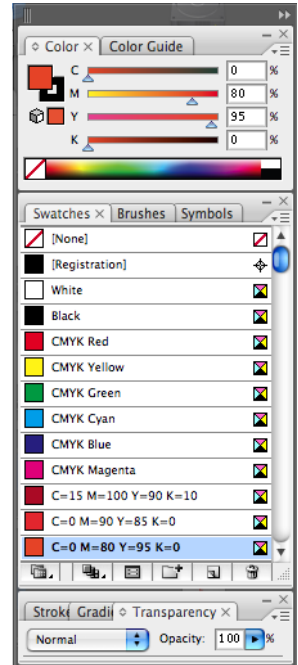
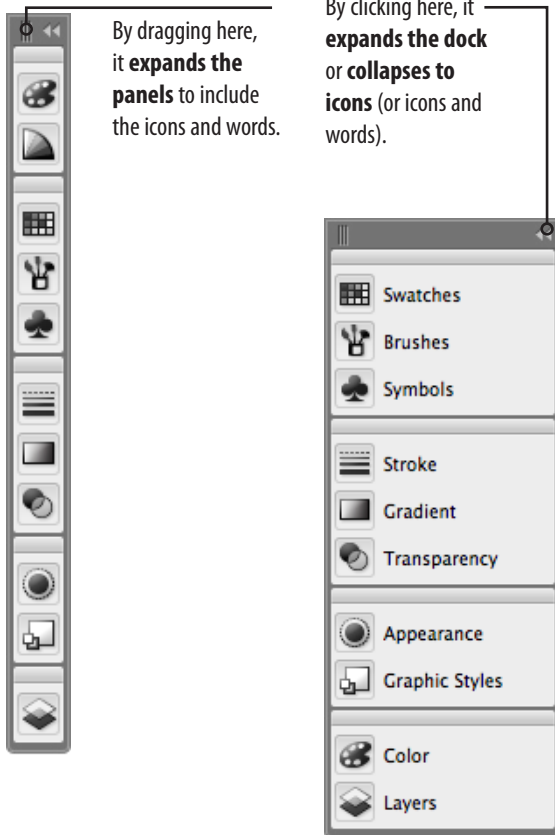
<http://creativetechs.com/tips>

Tool Bar

Illustrator's new look—Panels

To start off the changes to CS3, the interface has been given a refresh that updates the look of previous versions. The newest change is the replacement of the **Palettes** with **Panels**. There are many cool things you can do with the panels but it takes a few tries to get them where you want them to be.

Panels can be grouped together or stand alone, snapped to the edge of the screen.



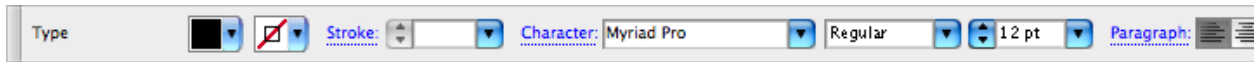
They can be stacked next to each other or on top of each other separately or as a group.

>New in CS3 are preferences for panels
Illustrator>Preferences>User Interface

Control Bar Updates

Expanded/Extended Control Panel

This Control bar may not look much different but don't be fooled, it really has evolved... in a good way

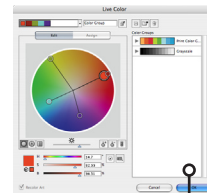


The Character/Type Control Bar now adds more links to Panels than it did in CS2. Added to CS3 is the ability to align to the page or the pasteboard as well warp text and opacity functions. No longer do you have to call up the Transform palette to position and size and item on the page.



All New is the Anchor Point Control Bar

Before, there were no controls for the conversion of anchor points unless you knew the short cuts (which we'll give you). You can now control the position, size and type of lines and anchor points.



- ✓ All
- Fill Color
- Stroke Color
- Fill & Stroke Color
- Stroke Weight
- Opacity
- Style

✓ Make With Warp...

Make With Mesh...

Flash Text Opacity: 100 % X: 232.108 pt Y: 549.835 pt W: 235.971 pt H: 151.079 pt

Type: Input Text
Instance Name:
Rendering Type: Animation
URL:
Target:
Max Characters: 0

Align to Artboard
Align to Crop Area

H: 0 pt

258 pt Y: 506.5 pt W: 318 pt H: 219 pt

New Features

Super Eraser

A new Eraser tool lets you modify existing parts of your illustration just as you would in a paint program. Pass the Eraser tool over an object, and the tool will automatically alter and reshape it so that it looks partially erased. Select several overlapping shapes and the eraser will erase through them all... you don't even have to think about paths and anchor points.



All selected, erased, then taken apart

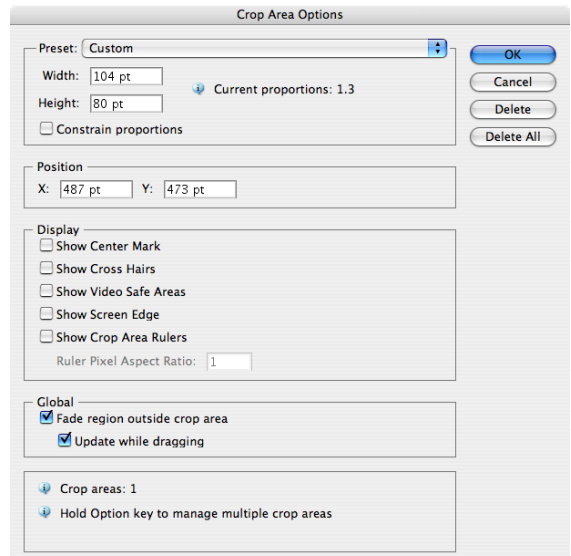
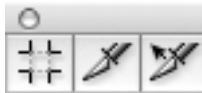
One object selected and erased

All in Alignment

Illustrator has allowed you to align objects but CS3 added the ability to align individual points, a nice feature when you skew something out of whack and cannot get the lines to be aligned.

Crop it

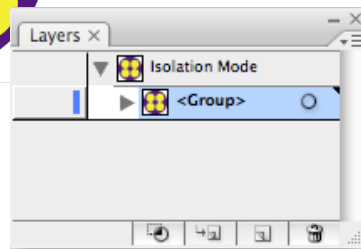
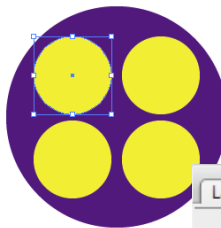
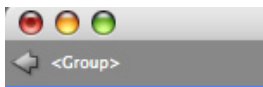
The new Crop Area tool makes it easy to crop down to a specific rectangular part of an image. In the past, you had to draw a rectangle and create a clipping mask in order to crop an image. If you need to quickly output PDFs and other documents that are cropped to a specific size, the Crop Area tool is a great addition. In previous versions of Illustrator, working on a single object in a complex document required that you perform lots of locking and hiding to isolate the path that you wanted to edit.



New Features

Being alone

The Isolation mode lets you easily isolate a single group or sublayer. Double-click with the Selection tool on an object group, the object goes into Isolation mode (indicated by a gray bar across the top of the document) and you can edit each item in that group individually. Unfortunately, you can't isolate an individual object that isn't grouped; you can only isolate groups of objects or sublayers.



Flash Integration

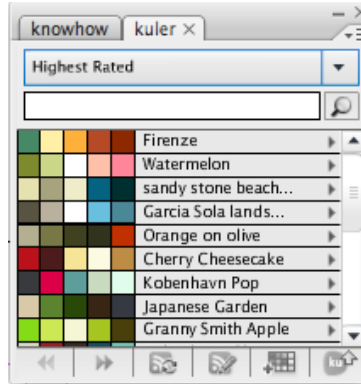
CS3 is the first release with Flash as a completely integrated Adobe brand and it shows. Copy an object or group in Illustrator, paste it into Flash and you'll get the same paths, anchor-point positions, symbols, clipping masks, gradients, layer and grouping structure, and object names all translating into Flash seamlessly. If a group was copied, double click to go down into the object just like a normal Flash movie clip. You can move text between Illustrator and Flash as a vector object or as Dynamic Text, which can be scripted and animated in Flash.



Kuler stuff

Kuler Colors

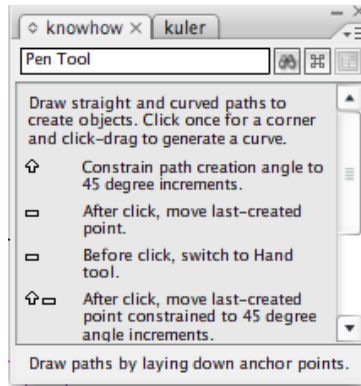
Kuler is from Adobe Labs. It is an online collection of user generated and rated color combinations. It is billed as a quick way create harmonious color themes online and explore, create and share color themes. kuler.adobe.com



KnowHow

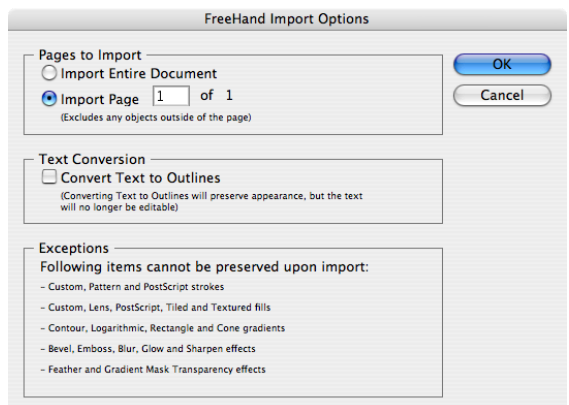
KnowHow is also from Adobe Labs. knowhow is a technology preview that delivers single-click, contextual access to relevant help information from a panel in CS3. Knowhow gives users access to a wide variety of information—basic tool descriptions and short cuts, Adobe Help content, as well as community-generated tutorials, tips, and techniques on the web.

knowhow pulls its community-generated content from a user account on del.icio.us.



Friendlier to Freehand

Illustrator CS3 now opens Freehand MX files. Although it leaves some features out when opening files such as lens effects, textured fills, blur, bevel and several other features it translates the Freehand file well. It also keeps the gradients intact and no longer breaks them into a million tiny pieces.

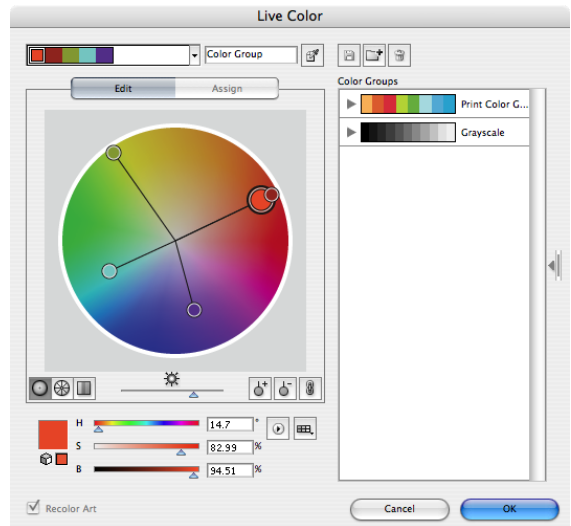
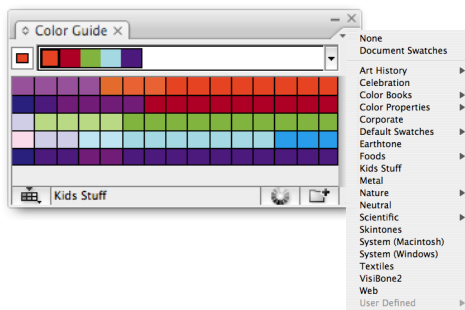


Colorful Additions

Live color

Live Color and Color Guide are added as new color features. Color Guide can create palettes of harmonious color themes automatically by choosing complementary, analogous, monochromatic, or triad colors based on the color you have selected. Slide the alien-like arms around the color wheel and choose colors that fit your color theme.

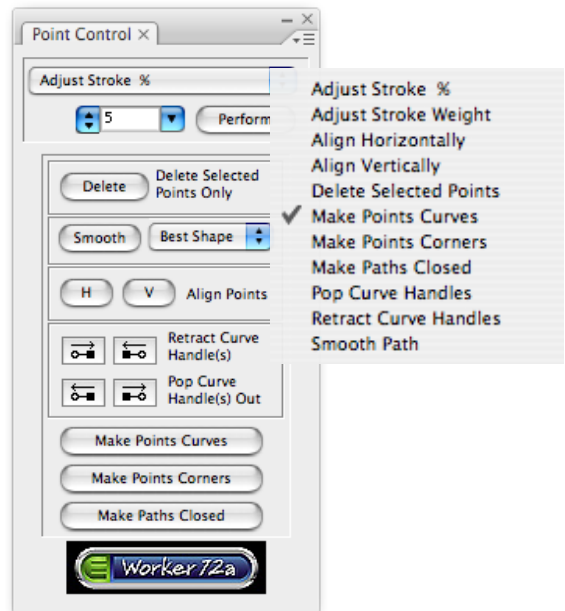
The Color Guide can quickly create a new color scheme and Live Color allows you to apply color schemes to selected groups of objects quickly. Color Guide has pre-defined swatch groups built right in.



Added Control (as 3rd party plug-ins)

Worker 72a has plugins for CS3—Scoop allows a full Collect feature to gather fonts and images used in Illustrator and Point Control for added control over point that Freehand users are used to.

Scoop runs \$47 and Point Control \$10—www.worker72a.com



CREATIVETECHS HELPS PEOPLE WORK SMARTER

The design industry evolves with technology. New tools help designers take ideas further, faster, and more cost effectively. Yet, with the newest versions of Adobe Creative Suite, many production habits that worked five years ago are no longer appropriate today.

WE USE THESE TOOLS.

We've been in the trenches. We've worked and sweated, and produced (under deadline of course) using the same software you work with every day. When we offer advice, demonstrate a technique, or help troubleshoot a problem, our perspective comes from the experience of doing real-life work.

LEARN NEW SKILLS — WHAT STYLE FITS YOU BEST?

Not everyone learns the same way. Some designers enjoy full-day classes that cram in tons of information and tips. Others prefer hands-on coaching that lets them focus on their current projects. Still others prefer shorter mini-workshops that let them pick up new skills, and get back to work in a couple hours. You pick the style that works best for you.

WE'LL KEEP YOU AHEAD OF THE CURVE.

Electronic production is a moving target. Most designers don't realize that TIFF and EPS files are a thing of the past. So are clipping paths. Yes, really. Things have changed a lot in the last several years — methods that worked great just a few years back, may no longer work so well. We can get you back out in front of the curve.

TRAINING IS PROACTIVE.

Without regular training, many designers rely on habits that don't keep up with today's creative industry. Changes are coming at an accelerated pace — and regular training opportunities help keep your creative team healthy and updated with shifts in the design community.

COMMIT TO YOUR GROWTH.

Keep your skills sharp, and invest in your own professional growth. The reality is that without ongoing learning, the majority of people fall back on the way things were always done — whether those techniques fit today's tools or not.

Call CreativeTechs to schedule the training you and your team need today.

It doesn't matter if you're a small studio, or large creative team; you need to be working on your skills.

>> **206.682.4315** >> **www.creativetechs.com**