

WORKSHEET 3

CREATING SHAPES

1. The easiest way to draw shapes is using the Shape Tool, we have already tried the Rectangle and Ellipsis tools
2. There is also a rounded rectangle tool
3. And the Polygon and Star tools.
4. These can be used as the others by dragging to create a shape, or by clicking on the page where you would like your shape to be and typing in the number of sides or points you want in the pop up box
5. Circular widgets can be used to round corners and points, if you can't see widgets have a look below for more information
6. Experiment with creating shapes using the Shape Tools
7. Next let's look at the Shaper Tool
8. This tool allows you to draw circles, triangles, squares and rectangles freehand with your mouse

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- 2.
- 3.
- 4.
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- 8.

FURTHER TIPS AND TRICKS

WIDGETS ON UNUSUAL SHAPES

Sometimes the widgets for curving corners are not visible, there are a few solutions to this.

- Go to the view menu and make sure it says "Hide Corner Widget" if it says "Show corner Widget" then widgets are hidden, click to change

- Illustrator>Preferences>Selection and Anchor Display untick the box which says "Hide Corner Widget for angles greater than:"

-with some complex shapes you may need to use the "Direct Selection Tool" to edit your shape



THE DIRECT SELECTION TOOL

A shape in Illustrator is made up of anchors and paths, anchors are points and the lines that join them are paths. The Direct Selection Tool allows you to edit these directly



Using the direct selection tool you can select anchor points and move them wherever you like, to make completely unique shapes

9. Click and hold, dragging to draw your shape. When you release the mouse illustrator turns it into the shape. This allows you to draw lots of different shapes with just one tool

10. The Shape Builder Tool allows you to combine multiple shapes into a single object

11. First create some shapes and position them together in the shape you want them to be

12. Then use the selection tool to click and drag around all your shapes

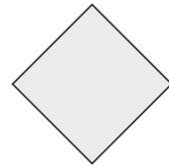
13. Click the Shape Builder Tool

14. Click and drag across all the shapes you wish to combine. You will see the shapes highlighted with a grey mesh as you select them

15. When you release the mouse button your shapes will be combined

16. Experiment with creating custom shapes of your own

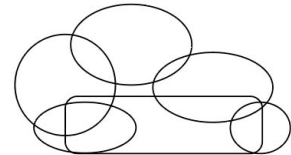
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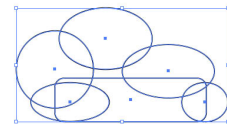
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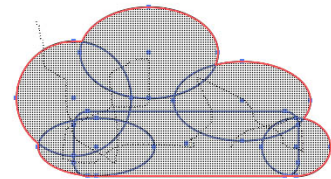
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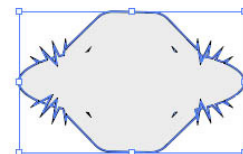
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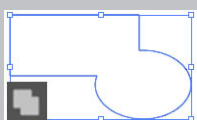
FURTHER TIPS AND TRICKS

PATHFINDER

Pathfinder allows to do combine multiple shapes in a variety of different ways.

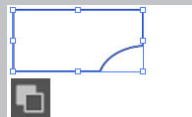
First go to Window>Pathfinder to open the pathfinder tools window.

PATHFINDER SHAPE MODES



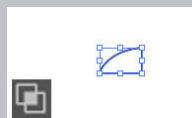
UNITE

The same as the shape builder tool, combines multiple shapes



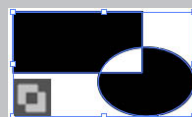
MINUS FRONT

This cuts the front shape out of the back shape



INTERSECT

This creates a shape from the areas that overlap



EXCLUDE

Creates a shape from the area that dont overlaps, fill to see the full effect fill the shape with black to see which areas have been removed