# Create an Illustration with Symbols

The Symbols palette is a collection of images, like clip art. Choose Window>Symbols to view the Symbols pallet. When you open the palette, it looks like you have only six different drawings to use, but this is only one category. To see other categories, click on the Options button (▶), and select a different library.

To insert a symbol into a document, select the symbol and drag it to the location you want in the workspace.

In its pure state, the symbol is not able to be edited directly. To make changes, you have to first choose the Break Link button at the bottom of the Symbol palette. Only then will the symbol be available for editing.

The Toolbox contains a number of tools for editing symbols. One of the most useful tools is the Symbol Sprayer. Working like an aerosol spray can, the Symbol Sprayer randomly deposits a symbol wherever the user chooses to spray it. The Symbols tools in the Toolbox under the Symbol Sprayer are also quite useful for making the same symbol look different.

In this project, you will use the Symbols palette to create an illustration of a snowman.
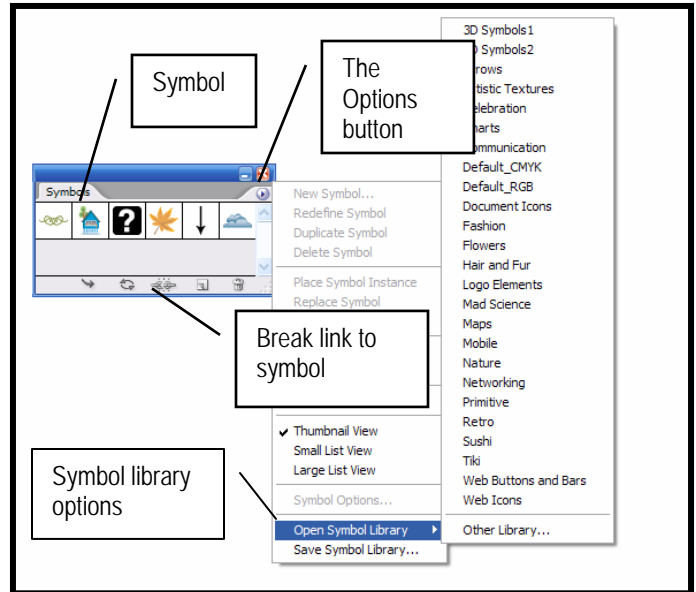
The Symbol Library has a large selection of symbols to choose from.

Symbols tools such as the Sprayer, the Sizer, and the Stainer are useful for changing the way a symbol looks.

CHAPTER 7 Enrichment Activity

Step-by-Step

1. In Adobe Illustrator, open a New Document. Make the document **3 inches wide** by **5 inches tall**.

2. Click **Window**>**Workspace**> **Default** to restore the default settings to follow this lesson more easily.

Create the Snowman

3. Using the **Ellipse** tool, draw three circles, as in Figure 7.1.

4. Use the **Selection** tool to select the circles, and create a **light blue radial** gradient.

5. Select all three circles. Then in the **Align** palette, choose **Horizontal Align Center**.

6. Use the **Selection** tool to select all three circles. Choose **Effect>Distort & Transform>Roughen**. Check the Preview box, and adjust the settings to achieve a snow-like effect. (Figure 7.1 uses a 2% Relative Size and a 2/in Smooth Detail.)

7. Use the **Polygon** tool to click and drag an eye for the snowman, but do not release the mouse. Use the keyboard's arrow keys to increase or decrease the number of sides until you have a six-sided figure.

8. Click the **Selection** tool. Hold the **Alt** key, and click/drag copies of the eye until there are two eyes, a mouth and a row of buttons (Figure 7.2).
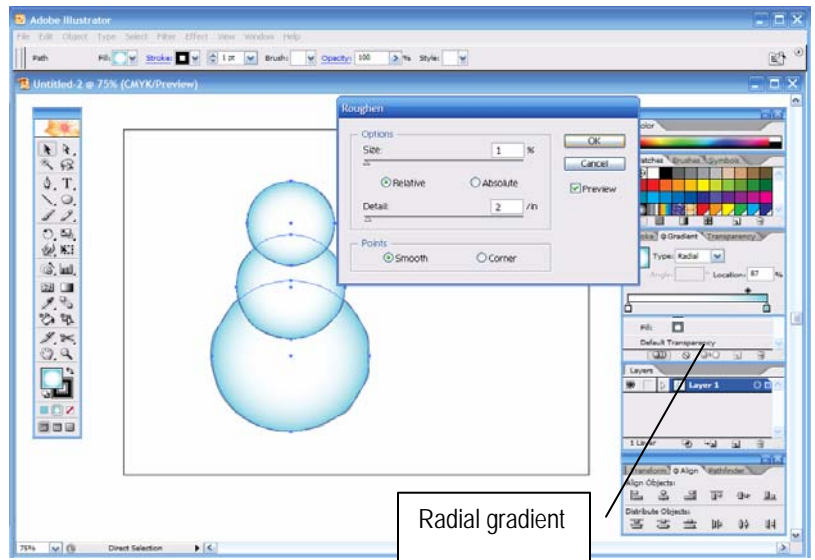
Radial gradient

Figure 7.1 Use Filter>Distort>Roughen to give rougher textures to smooth shapes.

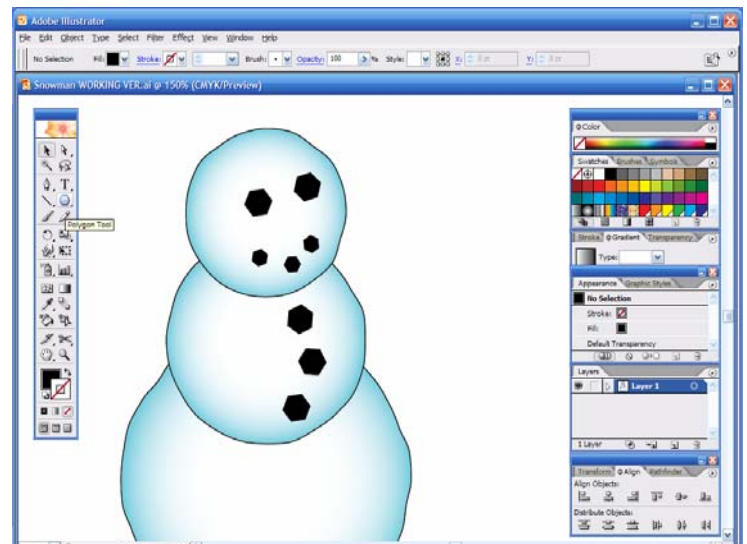**Figure 7.2** Use the keyboard arrow keys to increase or decrease the number of sides in a polygon.

9. Select the entire snowman body, and choose **Object>Group**.

10. Set the **Fill** color to **black**, and the **Stroke** to **No Fill**.

11. In the Toolbox, click the **Pen** tool. Then, in the workspace, click to create the snowman's nose (Figure 7.3).

12. Select the nose and use the **Color Picker** to change the **Fill** color to a shade of **orange**.
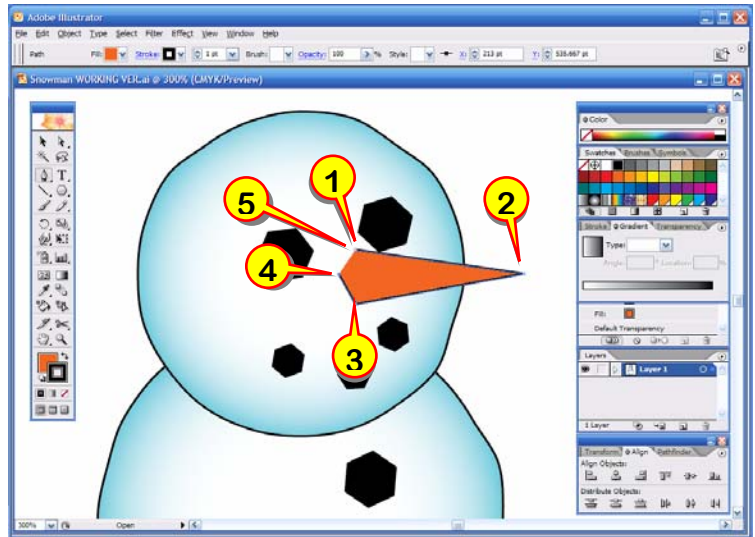

Figure 7.3 When using the Pen tool, *click* to set anchor points. The final click, back at the beginning, finishes the polygon.

13. Change the **Fill** color to **white**, and the **Stroke** to **No Fill**. Use the **Pen** tool to create a shape the follows the top part of the nose. This will be the highlight for the nose.

14. Select the highlight. In the **Transparency** palette, change the highlight to **Soft Light**, and reduce the **Opacity** until the highlight looks realistic (Figure 7.4).

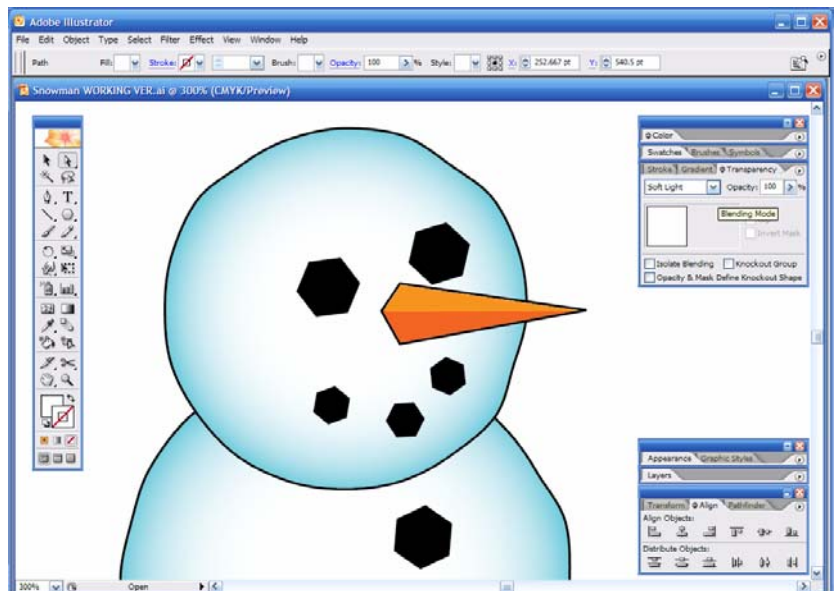15. Select the highlight and the nose, and then group the objects.

Figure 7.4 When you add a highlight, use the Transparency palette to create blending modes and control layer transparency (opacity).

16. Double-click the **Paintbrush** tool to open the paintbrush settings. Check **Edit Selected Paths**.

17. Change the **Stroke** color to a shade of **brown**.

18. Open the **Brushes** palette, and choose **Charcoal Thin**.

19. Open the **Stroke** palette, and change the stroke **weight** to **1.5**. Click and drag in the workspace to create two spindly arms for the Snowman (Figure 7.5).

20. Use the **Selection** tool to select all the pieces of each arm, and press Ctrl+G to group them.

Figure 7.5 Create simple shapes, and use the Pathfinder palette to combine them into a single, more complex shape.

21. Select the second arm, and use **Object>Arrange>Send to Back** to send the second arm behind the Snowman body. Reposition the arm slightly behind the Snowman (Figure 7.5).

22. Using the **Rounded Rectangle** tool, create a rounded rectangle in the workspace above the snowman.

23. Create a regular rectangle that overlaps the bottom of the rounded rectangle.

24. Select both parts of the hat. Open the **Pathfinder** palette. Hold the **Alt** key, and choose **Add to Shape**.

25. Move the hat on top of the snowman. Select and group the entire snowman (Figure 7.6).
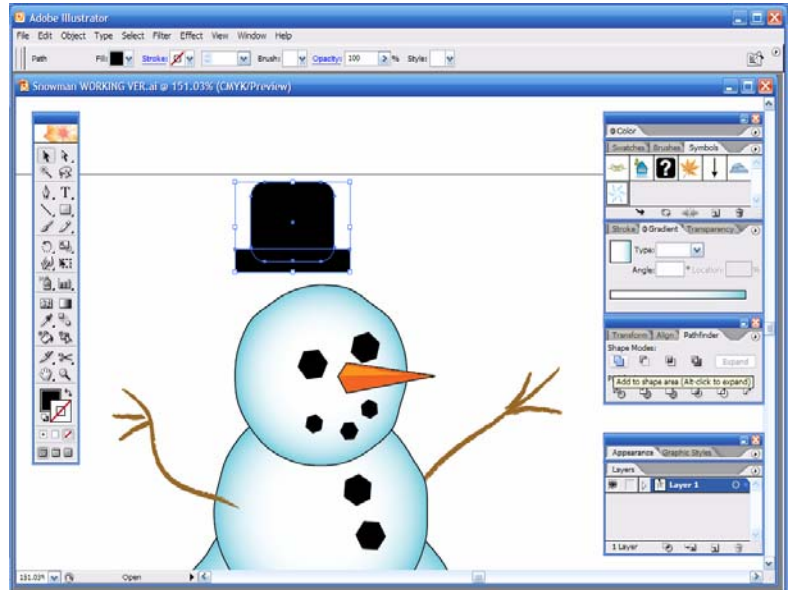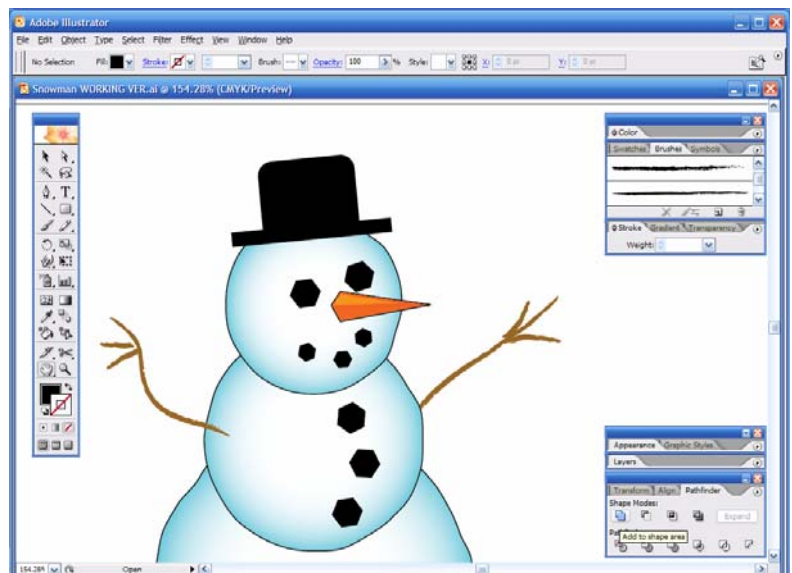

Figure 7.6 Your snowman is made out of a number of simple shapes.

CHAPTER 7 Enrichment Activity

Add a Background

26. Create a sky by drawing a **rectangle** that fills the workspace. Fill the sky layer with a **linear** gradient that has a color similar to the snowman.

27. Create a landscape by using the **Pen** tool. Click and drag anchor points with rounded line segments between them. (If you create a segment that you do not like, use the Backspace key to return to the previous anchor point.) See Figure 7.7.

28. Select both the landscape and the sky and use **Object>Arrange>Send to Back** to move the landscape behind the snowman.

29. With the landscape selected, use the **Eyedropper** tool to select the snowman body, and then "drop" the color into the landscape.

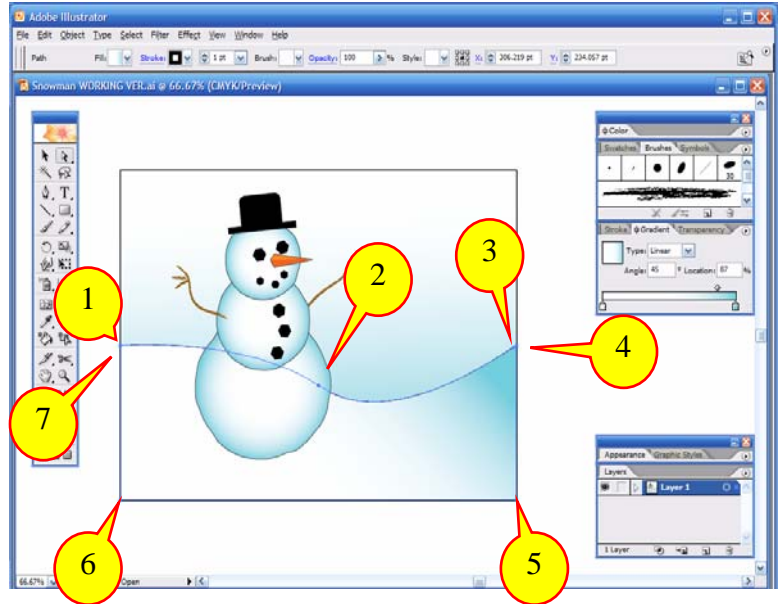30. In the **Gradient** palette, change the gradient type to **Linear**, and change the angle (Figure 7.7).

Add Symbols

31. In the **Symbol** palette, click the **Options** button. In the pop-up menu, change the Symbol Library to **Weather**.

32. Choose the **Snowflake** symbol.

Figure 7.7 Using the Pen tool, click and drag to points 2 and 3. Click point 4 to create a corner angle, and then finish the shape.

33. In the Toolbox, double-click the **Symbol Sprayer** tool. Change the **diameter** to **0.25 inches**.

34. Hold the mouse button down and drag around in the workplace to randomly deposit snowflakes on the illustration.

35. In the Toolbox, replace the Symbol Sprayer with the **Symbol Spinner**.

36. Hold the left mouse button and drag around in the workplace to spin the snowflakes to keep them all from looking exactly the same.

37. Experiment with the **Symbol Sizer** and make some snowflakes smaller than the others. Hold the **Alt** key, and click to shrink some symbols (Figure 7.8).
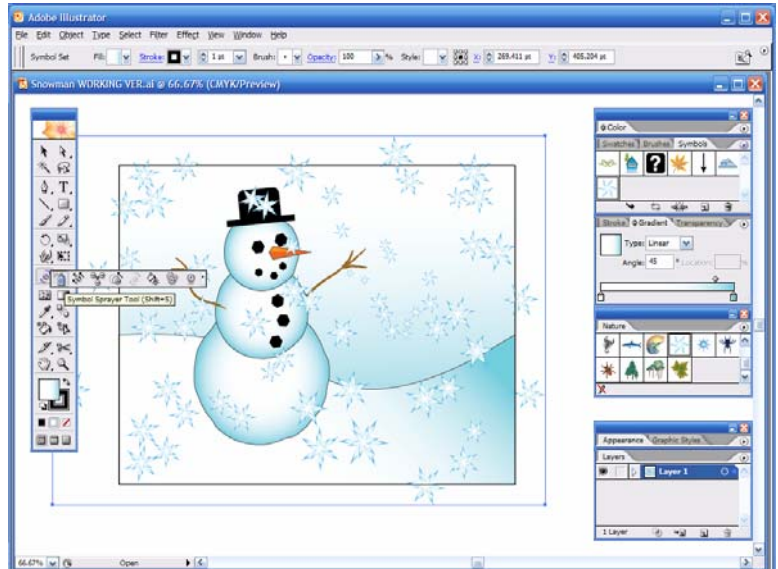
Add Text

38. In the Toolbox, select the **Type** tool and key: Happy Holidays. See Figure 7.9.

39. Draw a white box behind the text.

40. Select the text and the box, and use the **Options** toolbar to **Center Align** them in relation to each other.

41. Use **Filter>Stylize>Drop Shadow** to add a shadow behind the box.
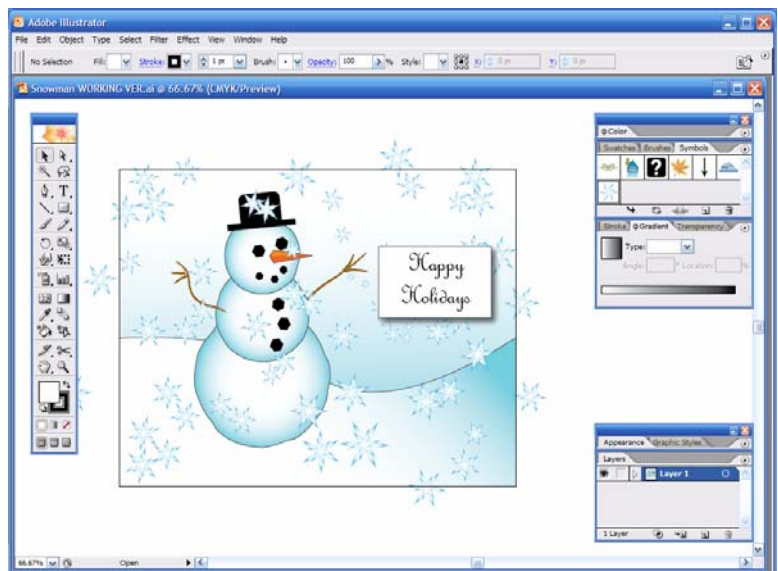

Figure 7.8 Use the Symbols tools to spray, spin, and resize snowflakes. Do not worry if they overlap the workspace. You will fix that later.

Figure 7.9 Add text and create a box behind the text.

CHAPTER 7 Enrichment Activity

Finalize the Image

42. Follow your teacher's instructions for saving your work.

43. Choose **Edit>Check Spelling**.

44. Use the **Selection** tool to select the text. Click **Type>Create Text Outlines**. This turns the text into a drawing of text. It will no longer be editable as text, but it can now be exported to other systems that do not have the font.

45. Use the **Rectangle** tool to create a rectangle that covers the workspace.

46. Use the **Selection** tool to drag a selection box around the new rectangle and all the artwork beneath.

47. Click **Object>Clipping Mask> Make**. This hides items outside the mask. (If you ever need to move or remove the mask, choose Object>Clipping Mask>Release.)

48. Save the file as SNOWMAN_TEXT OUTLINES, to remind you that the text in this version is no longer editable.

Figure 7.10 The final version of the snowman illustration. Use this to help you proof your work.