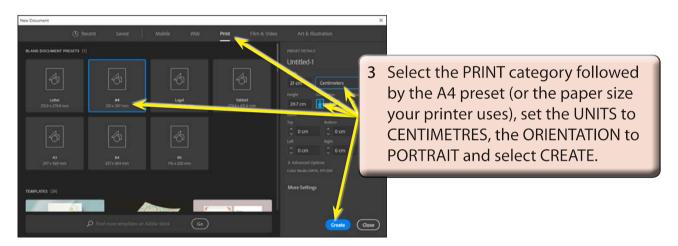
Shape Edits, Fills and Effects

Adobe Illustrator provides a wide range of ways to fill objects and apply effects to them to make the objects look more realistic. In this chapter you will learn how to fill objects with colours and gradients, and how to apply effects to those objects.

Starting a New Document

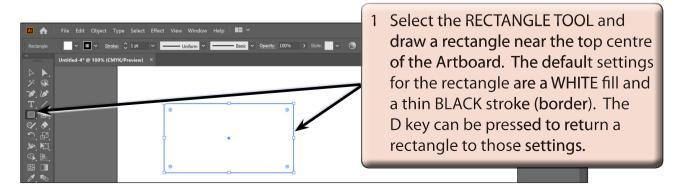
- 1 Load Adobe Illustrator CC or close the current documents.
- 2 Select CREATE NEW from the WELCOME screen or NEW from the FILE menu to start a new document.



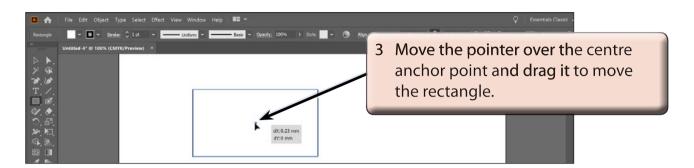
Editing Shapes

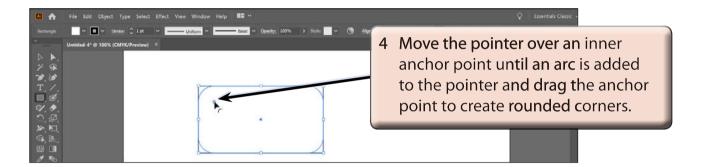
When shapes such as rectangles are drawn, a series of anchor points or handles are provided to allow the shapes to be edited. Once the shape is deselected, the SELECTION TOOL or DIRECT SELECTION TOOL can be used to edit it.

A Anchor Points

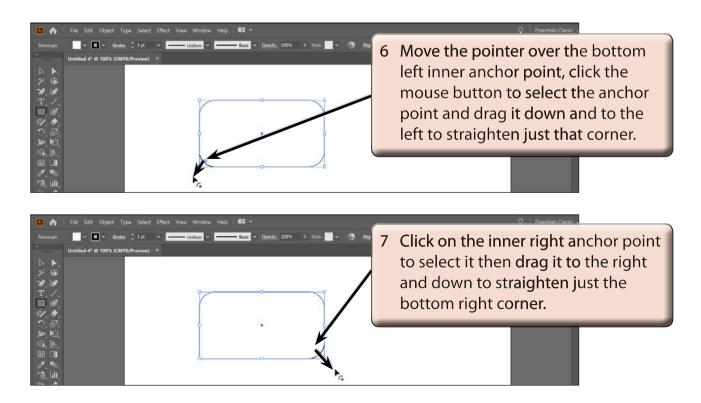


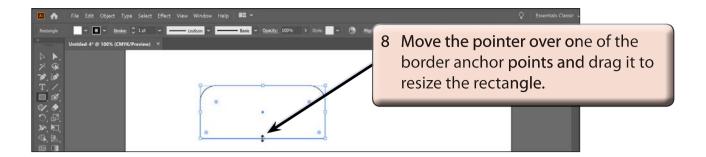
A set of anchor points (or handles) are provided around the shape which allow for 'live editing'. The inner anchor points control the corners, the outer anchor points control the sides and the centre anchor point allows the shape to be moved.





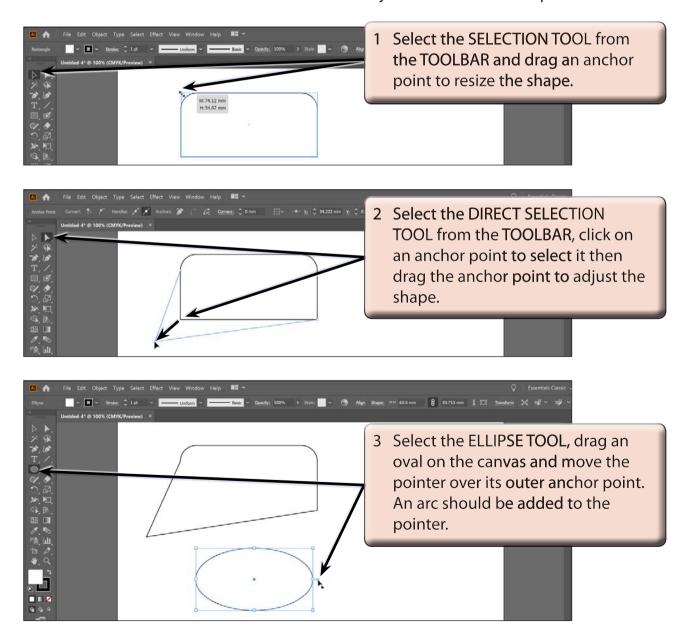
5 Just individual corners can be adjusted.

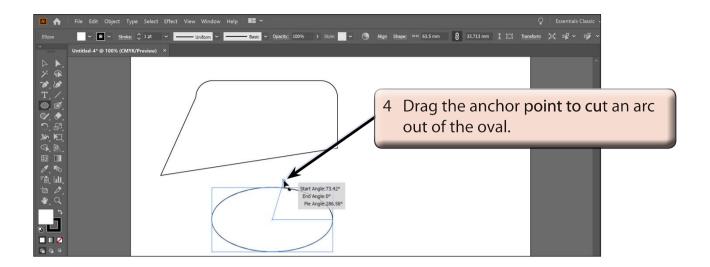




B The Selection Tools

Once a shape has been set, the SELECTION TOOL can be used to adjust the whole shape or the DIRECT SELECTION TOOL can be used to adjust individual anchor points.





- 5 Try using the SELECTION and DIRECT SELECTION tools to further edit the oval.
- 6 Experiment with editing other shapes.

Filling Objects

Objects can be filled using the CONTROL and PROPERTIES panels, and the tools at the base of the TOOLBAR.

1 Press CTRL+A or COMMAND+A to select all the objects and delete them.

