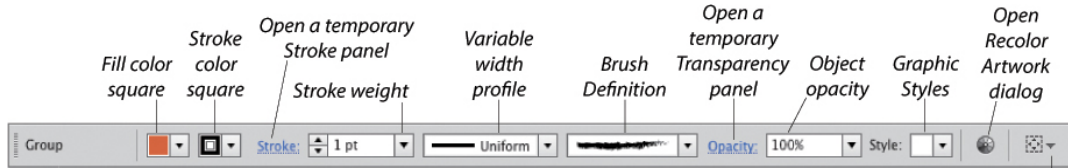


Control Panel

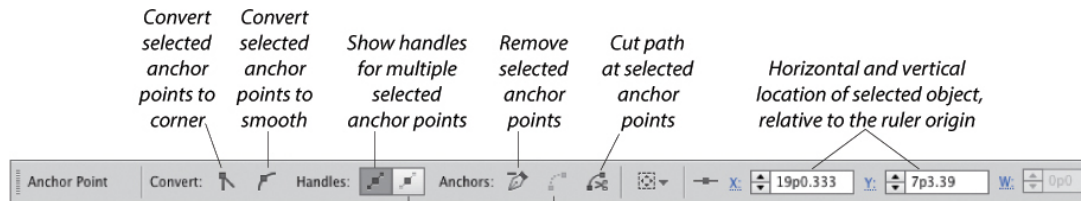
The Control panel houses many frequently used controls conveniently under one roof, and changes contextually depending on what tool and kind of object are selected. Two of the many variations are shown below. For example, you can use this panel to apply fill and stroke colors; change an object's brush stroke definition or opacity; apply basic type attributes, such as the font family and point size; align and distribute multiple objects; and embed or edit linked images.

When no objects are selected, you can use this panel to choose default fill, stroke, brush, style, and opacity settings for the current document and quickly access the Document Setup or Preferences dialog by clicking the button with that name.



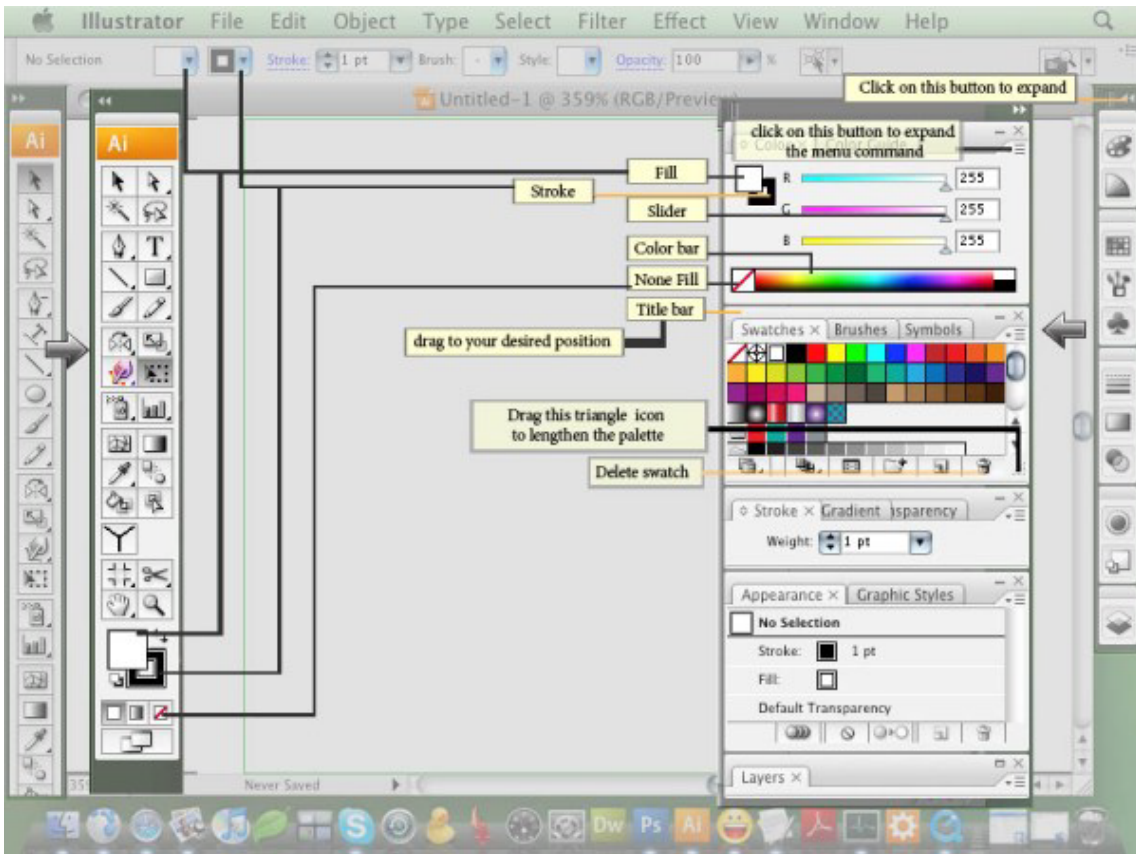
These options are available on the Control panel when a whole path, group, compound path, or symbol set is selected in a document.

Align to Selection, Key Object, or Artboard



These options are available on the Control panel when an anchor point is selected on an object. Clicking the X, Y, W, or H opens a temporary Transform panel.

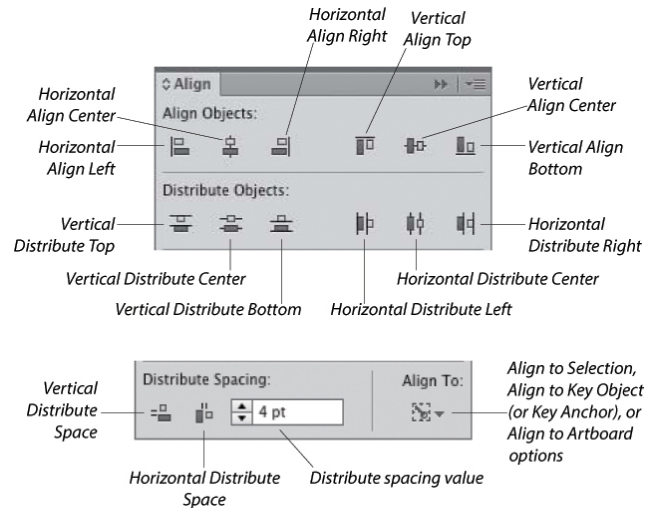
Hide handles for multiple selected anchor points
Connect selected endpoints



Control Panel

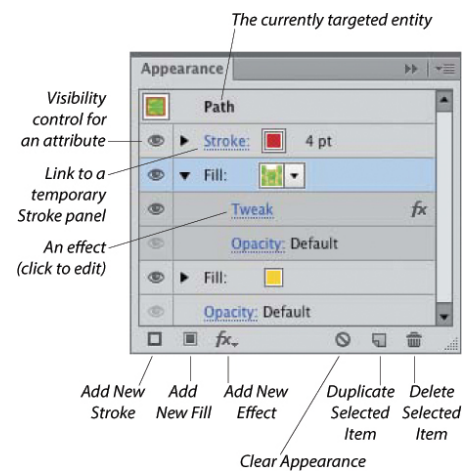
Align panel

The buttons on the top two rows of the Align panel align and/or distribute two or more objects along their centers or along their top, left, right, or bottom edges. Objects can be aligned to a selection, an artboard, or a key object (one of the selected objects). Buttons in the lower part of the panel redistribute (equalize) the spacing among three or more objects. This panel can also be used to align anchor points. Align buttons also appear on the Control panel when two or more objects are selected.



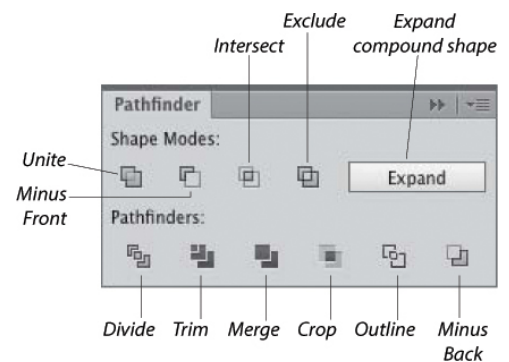
Appearance panel

The appearance attributes of an object consist of its fill and stroke color, Stroke panel settings, effects, and Transparency panel settings. The Appearance panel lists the specific appearance attributes and settings for whichever layer, group, or object is currently targeted on the Layers panel. You can use the panel to add extra fill or stroke attributes, edit or remove attributes, apply and edit effects, and edit individual attributes within an applied graphic style.



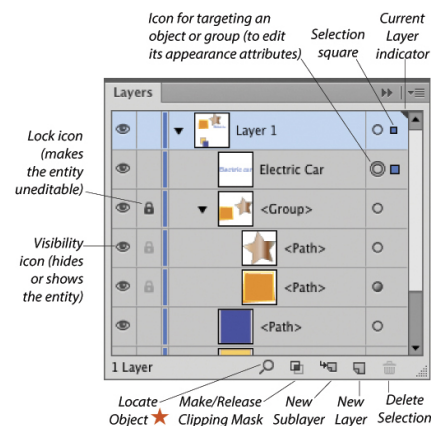
Pathfinder panel

Depending on how they are applied, the Shape Mode commands on the top row of the Pathfinder panel combine selected, overlapping objects into one or more standard paths or into a compound shape. The Expand button converts a compound shape into either a path or a compound path. The Pathfinder buttons on the bottom row of the panel produce flattened, cut-up shapes from multiple selected objects.



Layers panel

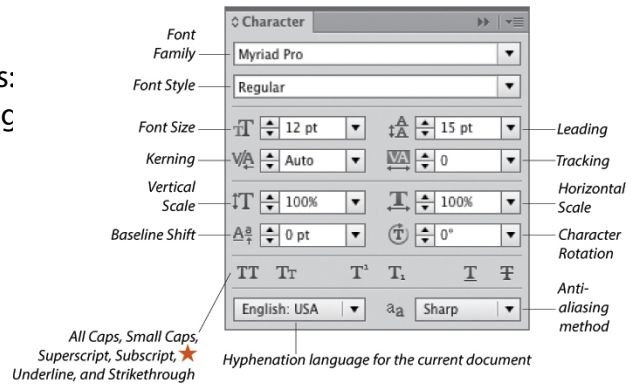
The indispensable Layers panel lets you add and delete layers and sublayers in a document, and create layer groups. You can also use this panel to select, target, restack, duplicate, delete, hide, show, lock, unlock, merge, change the view for, or create a clipping set for a layer, sublayer, group, or individual object. When your artwork is finished, you can use a command on the panel menu to flatten the document into one layer or release all the objects to separate layers for export as a Flash animation.



Control Panel

Character panel

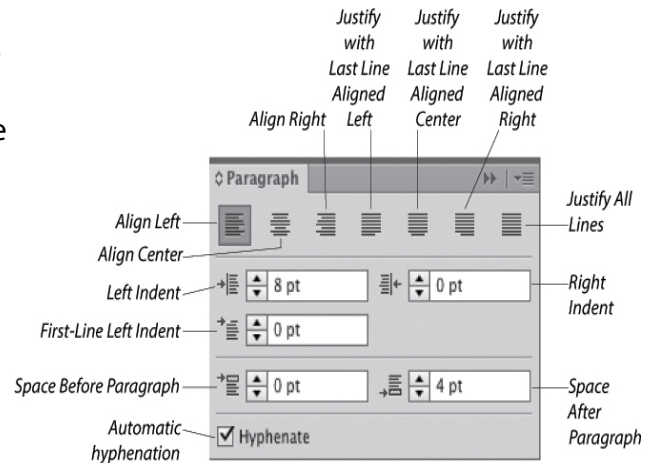
You will use the Character panel to apply type attributes: font family, font style, font size, leading, kerning, tracking, horizontal scale, vertical scale, baseline shift, character rotation, special glyphs, a language to be used for hyphenation, and an anti-aliasing method.



Paragraph panel

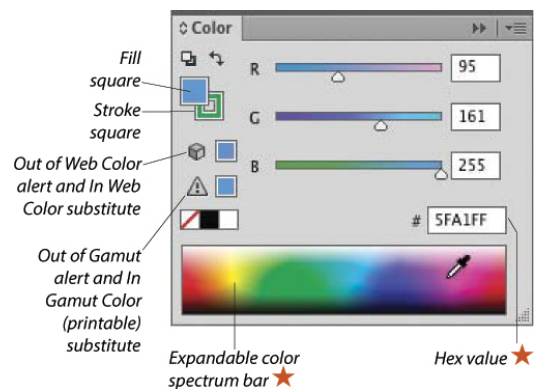
Use the Paragraph panel to apply settings that affect entire paragraphs, such as horizontal alignment, indentation, spacing before or after, and automatic hyphenation. Via the panel menu, you can choose hanging punctuation and composer options and open a dialog for choosing justification or hyphenation options.

The Align Left, Align Center, and Align Right buttons are also available on the Control panel when a type object is selected. To open a temporary Paragraph panel, click Paragraph on the Control panel.



Color panel

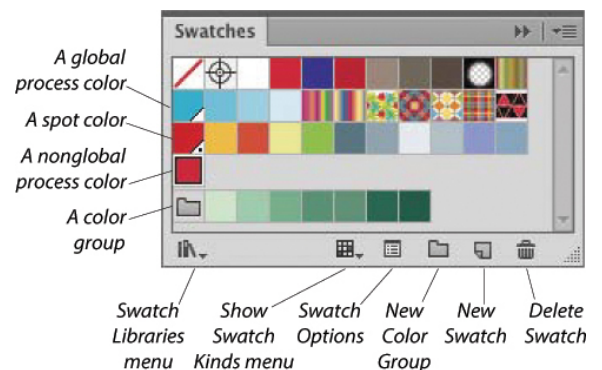
In Illustrator, colors are applied to an object's fill (interior) or stroke (edge). Use the Color panel to mix a global process color, enter a hexadecimal code, or set a tint percentage for a spot color. Choose a color model for the panel, such as RGB or CMYK, from the panel menu. Quick-select a color by clicking in the spectrum bar at the bottom of the panel, or click the black, white, or None button.



Swatches panel

Use the Swatches panel to choose, store, and apply solid colors, patterns, gradients, and color groups. If you click a swatch, it becomes the current fill or stroke color (depending on whether the Fill or Stroke square is active on the Tools panel and Color panel), and it is applied to all currently selected objects.

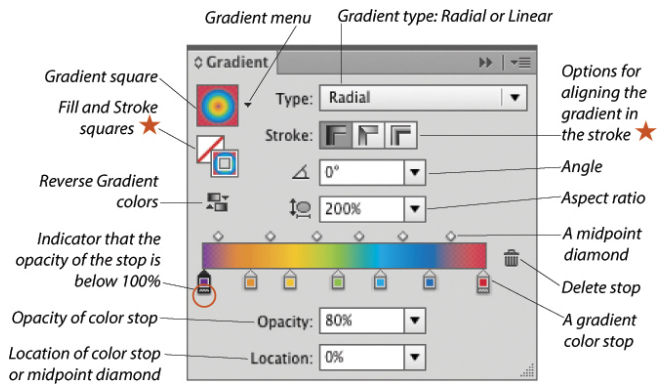
Double-clicking a swatch opens the Swatch Options dialog, in which you can change the swatch name or change its type to global process, nonglobal process, or spot.



Control Panel

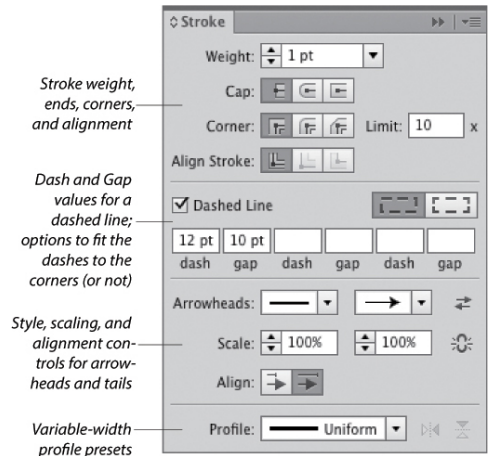
Gradient panel

The Gradient panel lets you create, apply, and edit gradients, which are soft, gradual blends between two or more colors. You can use the panel to apply a gradient to an object's fill or stroke.



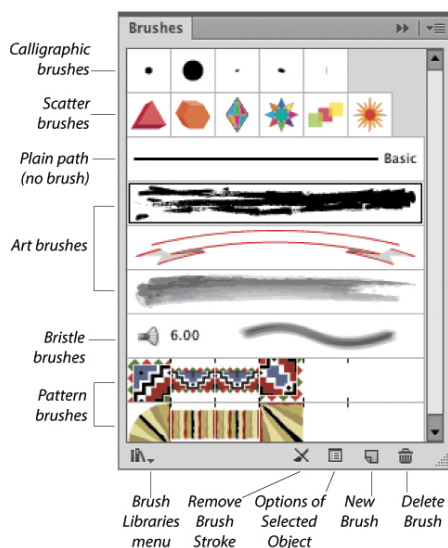
Stroke panel

Stroke settings control the appearance of an object's path (edge). By using the Stroke panel, you can specify a stroke weight (thickness), cap (end) style, and corner (join) style, and an alignment option to control the position of the stroke on the path. You can also use the panel to create a dashed (or dotted) line or border, apply an arrowhead and/or tail style, and change the stroke width profile.



Brushes panel

There are five varieties of decorative brushes that you can apply to paths: Calligraphic, Scatter, Art, Bristle, and Pattern. You can apply a brush either by choosing the Paintbrush tool and a brush and then drawing a shape, or by applying a brush to an existing path.



Links panel

When you place an image from another application, such as Photoshop, into an Illustrator document, you can opt to have Illustrator **embed** a copy of the image into the file (and thereby increase the file size but allow the program to color-manage it) or merely link the image to your document (and minimize the file size but require the original file to be available for print output). Using the Links panel, you can monitor the status of linked images, convert a linked image to an embedded one, open a linked image in its original application for editing, update an edited image, and restore the link to an image that is missing or modified.

