

Getting Illustrator Artwork Into Photoshop

Using Adobe® Photoshop® 4.0 & Adobe® Illustrator® 7.0
by Luanne Seymour Cohen

Method	Advantages	Disadvantages	Considerations/Comments
Open	You pick the resolution. You can turn on/off proportional constraints. Rasterizes only vector objects so background will be transparent. You can turn on/off anti-alias. File dimensions can be different than the placed artwork's bounding box.	Use SAVE AS, or you will overwrite the Illustrator file when saving. It will rasterize the whole file including hidden layers.	This will give you a rasterized image only – no paths. You must save the Illustrator file before opening it in Photoshop. If you want the bounding box of the overall image to be larger or smaller than the actual image, Make Cropmarks in the Illustrator file.
Place	You can position, rotate, and scale an image before it is rasterized. To rasterize an image you must press return or enter. To delete an image press the esc key. File dimensions can be different than the placed artwork's bounding box. Creates a new layer.	It will rasterize the whole file including hidden layers.	This will give you a rasterized image only – no paths. Resolution will match the file it is being placed into. You must save the Illustrator file before placing. Holding down the shift key constrains proportions when resizing the image in Photoshop.
Copy & Paste	Allows you to rasterize OR paste paths. No need to save the Illustrator file first. You can paste pieces and parts of larger files. Creates a new layer.	You cannot scale it in Photoshop before it is rasterized. Uses clipboard memory (but usually not much).	Scaling should be done in Illustrator before you copy. Ideally you will want to have enough RAM to have both programs running at the same time. If not, you can copy something from Illustrator, quit the program, start up Photoshop and then paste.
Drag & Drop	Allows you to rasterize OR drag paths. No need to save the Illustrator file first. You can drag pieces and parts of larger files. RAM is not used for this operation. Creates a new layer.	You cannot scale it in Photoshop before it is rasterized. Works best with both programs running at the same time – this uses more RAM.	Scaling should be done in Illustrator before you drag & drop. If you don't have enough memory to have both programs running at the same time, you can drag something from Illustrator to the desktop. It creates a "picture clipping". Quit the program, start up Photoshop and then drag the picture clipping into the file. Hold the Command key (Mac) or CTRL key (Win) down while dragging to get paths instead of a rasterized image.

Getting Illustrator Type into Photoshop

Create your type in Illustrator first so you can use Illustrator's kerning and editing tools.
Drag & drop a type object and Photoshop will rasterize the type.
Open a saved Illustrator file and Photoshop will rasterize the type.
If you rasterize the type in Photoshop, all the kerning will be lost.

To save the kerning and to avoid some ascenders/descenders being clipped, outline the type first in Illustrator. Then bring it into Photoshop by any of the above methods. This is not recommended for small point sizes. It adds a thickness to the weight of the type.
Photoshop will not create outlines for type. If this is what you want, do it in Illustrator first and then drag & drop or copy & paste into Photoshop.

Getting Photoshop Images Into Illustrator

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Method	Advantages	Disadvantages	Considerations/Comments
Open/Place non-EPS Images	Accepts any file format supported by Photoshop-compatible file format plug-ins. Any changes made to the image in Illustrator will not affect the original Photoshop file. Image preview matches the way it looks in Photoshop. Can choose in the dialog box to link or not link (<i>embed</i>) the image. Resolution of opened Photoshop file is not affected. Option-double clicking (Mac only) on a placed image file will launch Photoshop and open that file. Can apply filters.	<i>Opening</i> a Photoshop file in Illustrator, use SAVE AS, give it a new name or you will overwrite the Illustrator file when saving. <i>Placing</i> an image embeds the image in the Illustrator file and increases the overall size of the file.	<i>Opening</i> a Photoshop file in Illustrator is best if you want to start with the image and then design around it. <i>Placing</i> is best when adding an image to an existing Illustrator file.
Place EPS Images	Files with linked images are smaller than those with embedded images. Option-double clicking (Mac only) on a placed EPS file will launch Photoshop and open that file.	You cannot use Photoshop filters on placed EPS images. Image preview is a 72 dpi PICT preview (Mac) or a TIFF preview (Win).	<i>Placing</i> an EPS file will create a link to the file. Don't forget to copy or move the placed EPS images when you are copying or moving the Illustrator file you placed them in. If Illustrator can't find linked files, they won't print. Save as and select Include Placed Images to save previously linked images as embedded graphics.
Drag & Drop	Any changes made to the image in Illustrator will not affect the original Photoshop file. You can drag just a layer or a selection from Photoshop to Illustrator. RAM is not used for this operation. Can apply filters.	You cannot drag & drop paths from Photoshop to Illustrator. Resolution of images dragged from Photoshop to Illustrator will be converted to 72ppi.	The <i>dimensions</i> of an image dragged from Photoshop to Illustrator will not change. To prevent the image <i>resolution</i> from changing, choose Image Size in Photoshop and deselect Resample Image. Then change the resolution to 72ppi. After you drag & drop the image into Illustrator, scale it with the Control Palette by typing in the original dimensions. If you are low on memory, you can drag image from Photoshop to the desktop. It creates a "picture clipping". Then start up Illustrator and drag the picture clipping into the file.

Getting Paths from Photoshop into Illustrator

You can only copy paths from Photoshop and paste them into Illustrator, raster objects do not work this way.

Use the Paths to Illustrator export module to get saved paths from Photoshop files into a separate Illustrator file. The paths will have no paint value and will have crop marks indicating the bounding box of the Photoshop file.

Paths copied and pasted into Illustrator from Photoshop will have no paint value (no stroke, no fill).

You can save a clipping path with the Photoshop file. When saving a Photoshop image as EPS, select the path name. When you place the EPS file in Illustrator, the path will mask the Photoshop image.