Mac OS 9.1 and 9.2/Mac OS X/Windows® 98/Windows 2000/Windows ME/Windows XP

Adobe® Illustrator® version 10

New Feature Highlights

The industry-standard vector graphics software

Adobe Illustrator 10 software defines the future of vector graphics. With powerful, integrated tools for creating and optimizing Web graphics, creative options such as live distortion that expand your visual horizons, and productivity enhancements designed to streamline workflows, Adobe Illustrator makes it easy to publish artwork everywhere you want. Whether you're a cross-media designer, Web designer, or Web developer, Adobe Illustrator 10 offers compelling new features that help you do your job better.

- **Produce superb graphics for the Web.** Illustrator 10 introduces ground-breaking new features that improve the Web-production workflow. Support for symbols helps keep file sizes small while making it easier to manage repeating graphics. New slicing options give you the control you need to optimize your graphics with unprecedented precision.
- **Experience extraordinary creative freedom.** Set your imagination free with features that enhance your creative options, such as live distortion. Twist, bend, and warp text, graphics, and images in any way imaginable using live enveloping, warping, and liquify tools—distorted elements remain fully editable for optimal flexibility. With symbolism tools, you can quickly create masses of repeating elements, then manipulate them to add naturalistic complexity to your artwork.
- **Utilize powerful production tools.** Looming deadlines mean you need to work faster and more efficiently—and Illustrator 10 is there to help. Use dynamic data-driven graphics to automate the production of similarly-formatted graphics for print or the Web. Plus, enhanced performance and smaller file sizes help you make the most of your system.

In addition, Illustrator 10 integrates tightly with Adobe's professional graphics programs for print, Web, dynamic media, and more, including Adobe Photoshop®, Adobe InDesign™, Adobe AlterCast™, Adobe GoLive®, Adobe LiveMotion™, Adobe Premiere®, Adobe After Effects®, and others. With Adobe Illustrator 10, you can work with familiar, productive Adobe tools to publish the highest quality graphics everywhere.

This document describes the new features in Adobe Illustrator 10. The first three sections explain the new Web, creativity, and productivity features in the program. The final sections list what's included in the box, outline pricing and availability, and provide system requirements.

Contents

A star next to a feature indicates an **Adobe original** feature, or a unique implementation of that feature, which you'll find only in Adobe Illustrator 10 and other professional graphics programs from Adobe.

Produce Superb Web Graphics

Illustrator 10 delivers completely integrated tools for laying out Web pages and creating superb vector- or raster-based Web graphics. Building on the tools introduced in Illustrator 9.0, it's easier than ever to produce graphics for the Web and other emerging media, such as wireless devices. Now you can create a master graphic and then save it as a symbol; every instance of the symbol that appears in a file references a single definition, keeping file sizes small while making it easy to manage change. New slicing options offer the ability to create object-based slices and to custom-optimize different slices in a Web layout. Slices update automatically if you make changes later, enabling a more flexible workflow. You can even specify CSS layer options when you export sliced HTML pages. And when a site uses large numbers of similarly formatted graphics—such as charts, graphs, or elements in a banner—you can harness the power of dynamic data-driven graphics to produce unique variations on an Illustrator template design automatically. Plus, you'll benefit from additional enhancements to existing features, such as improved export support for SVG™ and Macromedia® Flash™ (SWF) files.

Adobe

Using Illustrator to Create Great Web Designs: A Workflow Overview

From the earliest planning stages to the nitty-gritty technical aspects of creating Web pages, Illustrator 10 is an invaluable tool. Capable of creating both vector- and raster-based Web graphics, Illustrator 10 pairs powerful Web-oriented productivity tools with fresh creative options for every project. Use Illustrator's powerful Bézier drawing tools to lay out the pages in a site; vector graphics are far easier to edit than raster-based formats, thanks to features such as live distortion and effects. Slicing options—including an innovative object-based slicing feature—help you to transform design ideas into functional Web pages. And because flexibility matters, you can save vector artwork in standard raster-based formats such as GIF, JPEG, and PNG. Here's an overview of the process of creating Web designs, with information about how Illustrator can be used at every step along the way. Whether you're a cross media designer, a Web designer, or a Web developer, Illustrator 10 is a must-have part of your toolkit.

Vector-based formats for the Web

SVG and Macromedia Flash (SWF) are widely used standards for vector-based Web graphics. Both are supported by common browsers and offer a great way to add graphics and interactivity to a site without slowing it down. Vector-based graphics are scalable, so unlike raster-based graphics, they look great at any resolution.

About SVG: An open standard developed by the W3C, SVG uses the open standards of XML (Extensible Markup Language) and CSS (Cascading Style Sheets). SVG files also support interactivity in a file format that lends itself to complex workflows. SVG files can be stand-alone, self-contained graphics, or they can appear in-line in XHTML or any other XML Web page. Because SVG files are text based, they work particularly well when you want to pair dynamic data-driven graphics with interactivity.

About Macromedia Flash (SWF): Flash is the name of both a Web-animation program and a file format. Controlled entirely by Macromedia, the Flash (SWF) format is only a semi-open standard. The SWF format uses binary files, which precludes editing them in other applications or integrating them into workflows that require downstream editing.

Rough layout

The comprehensive suite of drawing tools available in Adobe Illustrator 10 make it easy to quickly present your design ideas with professional flair, whether you're designing an entire site or key elements such as navigation bars. Create symbols to keep file sizes small, or use new live distortion tools to create a variety of visual effects.

Refining a design

When you use Illustrator to create polished Web designs, you can use dynamic data-driven graphics to produce artwork variations quickly. Work with compound shapes that remain fully editable, or use the new Magic Wand tool to select similar objects quickly. Use the Pixel Preview mode to preview how vector elements will look when they're rasterized.

Producing Web pages

With Illustrator 10, it's a hop, skip, and a jump from the drawing board to having live pages appear on the Web. Apply different format and compression options to object-based slices for optimum performance, or use CSS layers to export optimized HTML files that support transparency and allow developers to control which layers in a file are visible. Create Web-ready Flash (SWF) files that include looping, or save SVG files that can later be opened and edited in Illustrator.

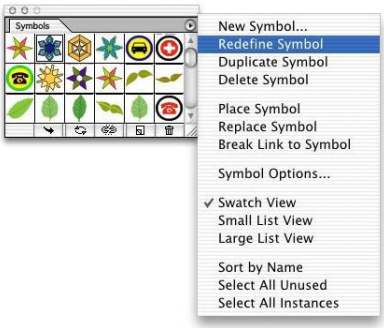
Collaborating With Developers Using Illustrator 10

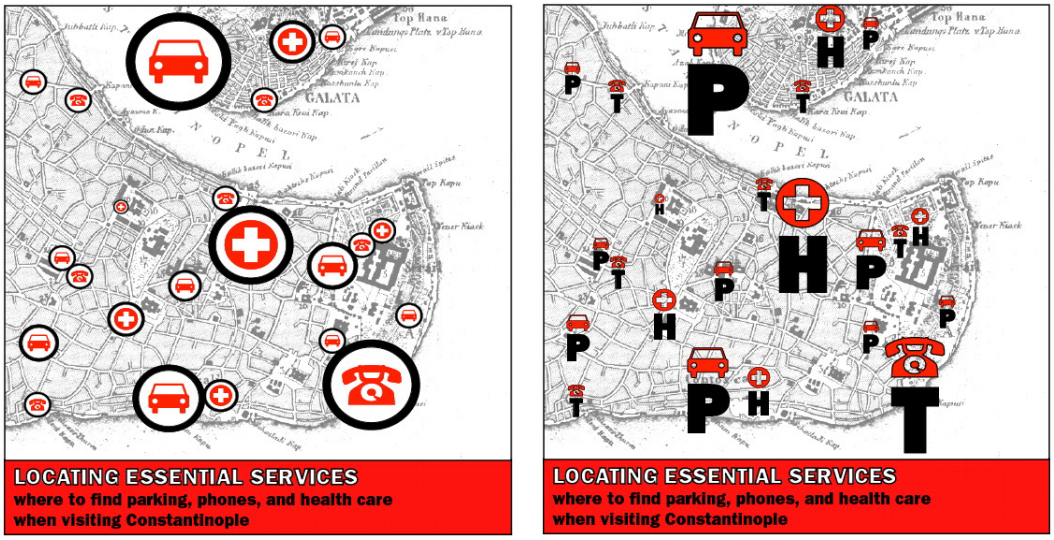
Web developers need to combine cool design work with the backend databases and IT systems that drive effective e-commerce and information Web sites. Illustrator 10 breaks new ground by introducing powerful tools that streamline workflows for developers and designers who work in high-volume publishing environments. Designers can create visually rich templates and attach variables to their artwork. Then developers can use the robust support for AppleScript, Microsoft Visual Basic, and JavaScript in Illustrator 10 to link those variables to data in ODBC-compliant data sources. Once the template is linked to a data source, it's easy to generate any number of artwork variations for a single device, such as a high-end printing press, or for multiple destinations, including personalized Web pages, eBooks, PDAs, and wireless devices. Illustrator templates can also be integrated directly into Adobe's AlterCast image server software, which generates customized graphic content on demand. Illustrator 10 also supports industry standards such as SVG, HTML, XML, and Macromedia Flash (SWF) format, and provides extensive Web design capabilities such as object-based slicing, CSS layers, and enhanced SVG and Macromedia Flash (SWF) support.

Symbols

Whether you're using Illustrator as a Web design tool or as a source for creating elements used in animations, ensuring small file sizes is one of your biggest production concerns: if your work takes too long to download, visitors may click away. With new support for symbols, Illustrator 10 provides an easy way for you to keep your file sizes small—even in complex designs. Each symbol instance in a drawing references the original symbol, which keeps file sizes small while making it easy to manage change: if you redefine a symbol, all child instances update automatically. For designs destined for the Web as well as for complex artwork such as technical drawings and maps, this powerful feature helps ensure consistency while improving performance.

Defining and working with symbols is a breeze. Any artwork you create in Illustrator can be saved as a symbol—whether it includes drawn elements, text, images, or a combination. A convenient palette interface provides all of the controls you need to manage the symbols in your document, and you can add symbol instances to your artwork either by dragging and dropping them one at a time or by using the new symbolism tools (for additional information about symbolism tools, see page 11). Use the Redefine Symbol command on the Symbols palette menu to instantly update all instances of a symbol, whether you're making minor changes or replacing one symbol with an entirely different one.



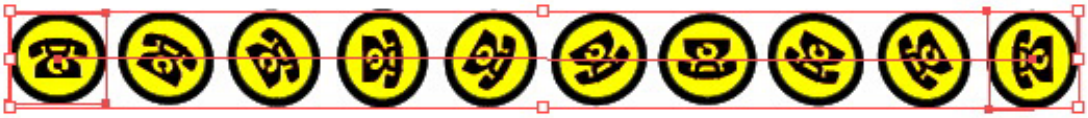


When you update a symbol, all instances update automatically. The image on the right shows how redefining symbols can change a drawing instantly.

Illustrator also supports symbol libraries, so you can share symbols across multiple documents. For example, a Web design team might create a symbol library that includes common interface elements such as navigation icons and corporate logos. A technical illustrator might create symbols for the elements that repeat throughout a complex drawing. Or the designer of a series of maps might use symbols for standard information icons, such as the locations of restaurants, shopping areas, and sites with historical interest. Symbol libraries work much like brush and pattern libraries, helping workgroups to maintain consistency and providing a time-saving way to work with elements that are used frequently.

The real beauty of symbols isn't visually apparent, though. When you export files that contain symbols—whether you use Flash (SWF), SVG, or any other format that supports their use—the symbol is only defined once; additional instances reference that definition and so require a minimum of additional code. This results in markedly smaller file sizes that are more Web-friendly. The results can be especially dramatic when you export animations. Without symbols, each element in every frame is represented, resulting in bulky file sizes. Animations that take advantage of symbols result in lighter, leaner files that work better online.

Here, two instances of a symbol are blended to create an animation of a spinning phone icon. After using the Release To Layers command to save each blend object to a different layer, the file is exported to Flash (SWF) using the Export Layers To Flash (SWF) Frames option.



When symbols are used, the Flash (SWF) animation is approximately 800 bytes. Breaking the link to the symbols and then exporting drawn objects results in a file that's over 3,000 bytes.

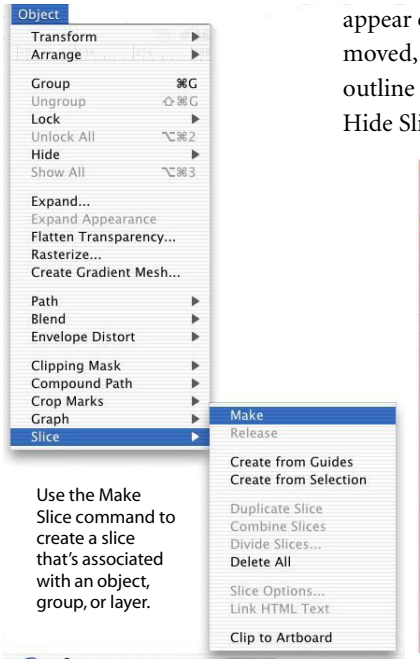
Slicing

Slicing a design into small, independent pieces makes a Web page appear to load more quickly while making it possible to assign special behaviors, such as links or rollover behavior, to discrete sections of a page. Using slices adds interactivity and improves the experience of a visitor to a site, making them an essential Web design tool. Illustrator 10 delivers innovative slicing options that offer unprecedented control and flexibility to designers and developers alike, so it's easier than ever to turn designs into quick-loading Web pages without needing to switch from tool to tool. As you'd expect, slices you define in Illustrator can be edited using familiar tools in either Adobe Photoshop or Adobe ImageReady™, and are also recognized in Adobe GoLive.

Object-based slices

Creating slices is usually one of the last steps in a complex production process because once a page is sliced manually, it's difficult—if not impossible—to make changes without recreating the slices. Illustrator 10 changes all that with the introduction of object-based slices that update automatically as a design evolves. Designers can now control how elements of a design are sliced with an unprecedented degree of control.

Creating slices is now as easy as selecting an object, group, or layer and then choosing Object > Slice > Make. The object's rectangular bounding box defines the size of the slice, and a series of numbered red outlines appear on the page to indicate the position and order of the slices. As the object with the slice attribute is moved, the other slices update automatically to accommodate its new position on the page. Because slice outline information doesn't always need to be visible as you refine a design, you can choose View > Show/Hide Slices to control whether slice outlines appear onscreen.



Use the Make Slice command to create a slice that's associated with an object, group, or layer.

Object-based slices like those visible here allow you to control with precision how the content in your page is sliced. In the image on the right, the slices update when the page is redesigned.

Manual slicing tools

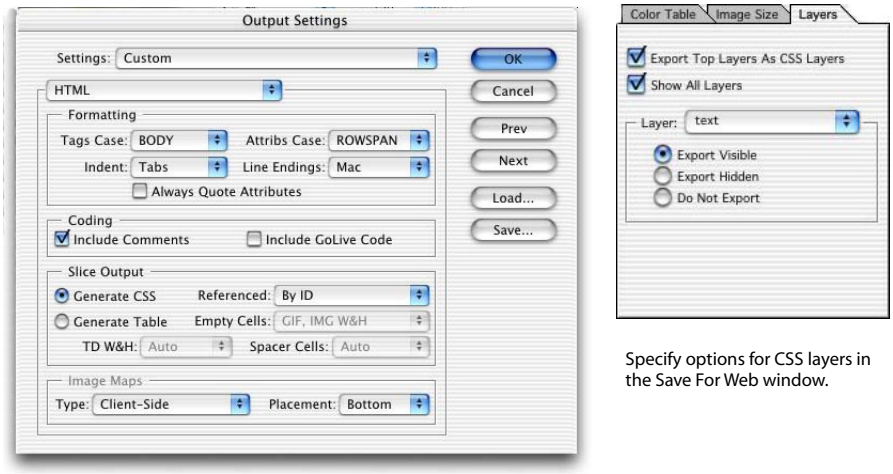
In addition to creating object-based slices, you can create multiple slices that span a single object using the new manual slicing tools.

Illustrator 10 also introduces more traditional manual slicing tools, so you can create customized slices as you lay out your designs. Unlike object-based slices, manual slices don't update automatically—but they do make it possible to slice a single object into multiple slices, or to create slices that aren't tied to a specific object or group. For example, you might choose to create slices manually when you want to slice a large image into numerous smaller slices.

Support for CSS Layers

When one slice overlaps another, CSS (Cascading Style Sheet) Layers provide a standard way to maintain the transparency of the front layer without affecting the back layer; they're also convenient for hiding or making layers visible in different contexts. With Illustrator 10, you can export the top-level layers in your illustration as CSS layers in an HTML table to take advantage of these CSS features and to streamline the production of Web graphics.

For example, a navigation bar might use a different layer for each set of localized buttons. When you export that file using CSS layers, you can make the layer that matches the user's browser language visible and hide all others, so that users in Paris see the French-language buttons while those in London and New York see the English versions.



Specify options for CSS layers in the Save For Web window.

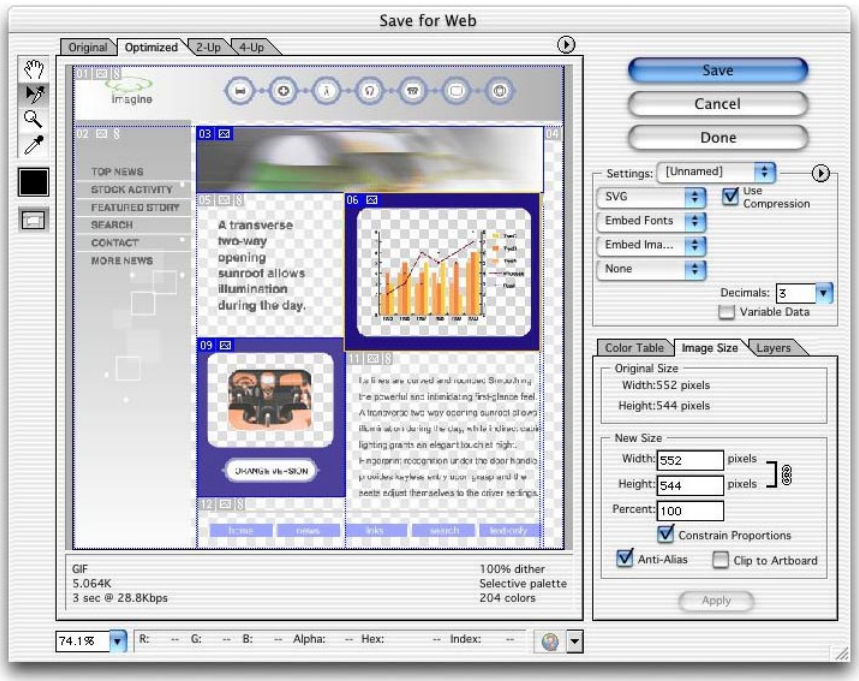
Support for transparency is another advantage of using CSS layers. Imagine a Web page with a logo overlapping a background image. Normally, the slice containing the logo would also contain the section of the background image it overlaps. But if you assign the logo to one layer and the background image to another and then export the file using CSS layers, the logo slice will have a transparent background, making it easy to update either the background or the logo without affecting the other component.

Slice-specific format and compression options

Different Web graphic formats are designed for different types of content. Photos look best when saved as JPEG files, while simple graphics such as logos will load more quickly if they're saved as GIF files. Highly formatted text and other vector-based elements are ideally suited to the SVG format, while simple animations might be saved as Macromedia Flash (SWF) files. The Web page designs you create using Illustrator are likely to include a combination of these types of elements, as well as plain HTML text, and you naturally want each element to look its best while loading as quickly as possible. With Illustrator 10, you can apply different format and compression options to each slice within an HTML table to get results that are perfectly tailored to your content.

Slice format	***Advantages and compression options***
HTML	Ideal for plain HTML text.
GIF	Standard for logos and art with solid, flat color. Choose dithering options, set transparency and interlacing, and more.
JPEG	Standard format for photos and images with transparency and gradient color. Specify compression quality, whether the image loads progressively, and optimization controls.
PNG	Ideal for images when transparency is required. Specify whether to use PNG-8 or PNG-24 format, as well as a host of other options including color reduction controls, dithering options, and more.
SVG	Ideal for vector-based graphics, especially when collaborating with developers. Choose whether fonts and images are embedded or linked as well as other compression options.
SWF	Ideal for vector-based graphics.

Regardless of how you create your slices—whether you assign slice attributes to an object, layer, or group, or draw slices manually—you can use the tools in the Save for Web window to apply slice-specific format and compression options, as well as to specify whether GoLive code is included. Illustrator 10 supports HTML, GIF, JPEG, PNG, SVG, and Macromedia Flash (SWF) formats; when you apply a format to a slice, you can choose compression options unique to that format. Different slices that share the same format can use different compression options, and you can also mix and match raster and vector formats within a table.

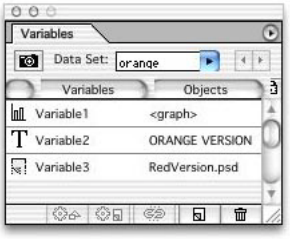


The settings in the Save For Web window are slice-specific; here, the slice with the graph is selected. Different settings are used for the slice containing the navigation icons.

Dynamic Data-Driven Graphics for the Web

The ability to separate the design and the content of artwork by creating dynamic data-driven graphics is one of the most innovative features introduced in Illustrator 10. Today's sophisticated Web sites use powerful databases to serve customize content to visitors, and that content is increasingly visual. By providing tools that enable users to link graphic templates to ODBC-compliant data sources, Illustrator 10 enables new workflows. Using dynamic data-driven graphics, designers and developers can now work together to streamline the production of graphics that use highly-formatted designs.

While high-volume Web and print publishing environments may use databases to manage production and the distribution of content, creating numerous similarly-formatted graphics has traditionally been a largely manual process. In many cases, skilled designers or production artists handle routine production tasks, such as creating localized versions of buttons for a multilingual Web site, that could easily be handled by an automated workflow. Manual workflows aren't ideal for developers either: updating artwork with new data is cumbersome, and time-consuming modifications that compromise the appearance of artwork are often required in order to fit the constraints of a site.

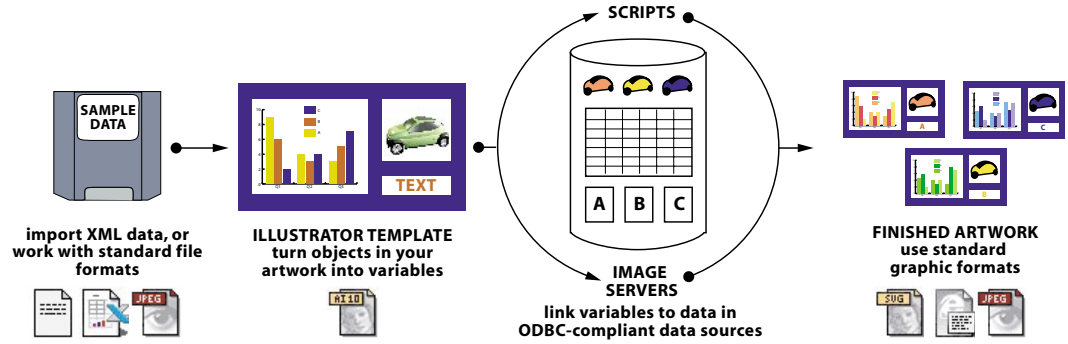


Use the Variables palette to specify which objects in a template are variables, and to define mock data sets so you can preview results.

Illustrator addresses these issues by providing tools for defining objects in a design as variables. Accessed through a straightforward palette interface, designers can specify elements in their artwork—images, text, graphs, or drawn objects—as variables which can then be linked to fields in a database. Designers or developers can use mock data sets to preview variations of the template design in Illustrator, so it's easy to share typical examples with clients as well as to troubleshoot content-specific design issues. Developers can then write scripts that replace the variables with data from any ODBC-compliant database. Or, they can integrate Illustrator templates into workflows based on dynamic image servers such as Adobe AlterCast. The workflow implications in either case are potentially staggering: production artists and other visual professionals no longer need to spend precious time producing variations of a base design, and developers can update graphical data or generate additional variations based on changing data without the need for manual rework.

How would this be used? Imagine a Web site with sales and information reports that are updated weekly; each product is paired with sales data and an image to identify it. A designer would begin by creating a template that includes formatted placeholder text for a product name, a placeholder graph format, and a placeholder image, then define each one as a variable using the new Variables palette. Using sample data, the designer would then create several data sets that show how the product names and images would appear in the context of a page on the site.

Once the template design has been finalized and approved, it's handed off to the developer. Whether a simple script or a dynamic image server is used, the developer links variables in the template to fields in a database in order to automatically create a unique graphic for each data combination. Adding new products or making changes to existing products (for example, replacing an image or changing a product's name) becomes a simple data management task, rather than a project that spans departments and requires additional resources. Designers can use the Preview In Browser plug-in to preview how artwork will look prior to being generated by image servers such as AlterCast without needing to have a copy of the server product installed.



The potential applications for this new capability are virtually unlimited. From banner ads and technical illustrations to weather maps and charts that display financial information—the workflow to produce almost any type of graphic that uses data variations to communicate information could be automated with this feature. The tools in Illustrator are straightforward to use, and anyone with a basic knowledge of scripting can modify scripts included in the product to produce artwork from a template and an ODBC data source.

Dynamic data-driven graphics make updating content on Web sites automatic. Here, the graph data, images, and label text are defined as variables, so a developer can use scripts or an image server such as Adobe AlterCast to update content automatically, as in the three examples to the right.

Enhanced Macromedia Flash (SWF) Export

Macromedia Flash (SWF) files are used for vector-based animations and vector graphics across the Web. Illustrator 10 offers new options for exporting Flash (SWF) files, so you can create Web-ready animations and graphics directly from your Illustrator drawings.

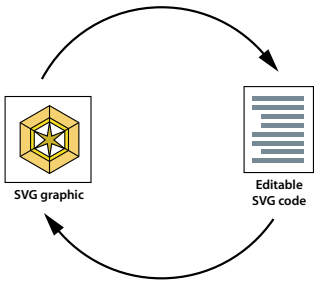
For Flash (SWF) files to appear at the correct size on the Web, an HTML file must reference and specify the SWF file's dimensions. Illustrator 10 includes the option to generate that HTML file so that Flash (SWF) files appear in a browser window at their original size. Because checking the Generate HTML option in the Export Flash (SWF) dialog box makes it possible to incorporate the Flash (SWF) files you export into a site without additional editing, it offers a convenient way to save time by eliminating extra steps in your workflow.

Blending objects, using the Release To Layers command, and then exporting layers to separate frames is a quick, effective way to produce Flash (SWF) animations. Now, you can create looping animations without further editing by selecting the new Looping option when you export layers to frames.

Finally, when you export an Illustrator 10 drawing that includes symbols, the symbols are automatically exported as Flash (SWF) symbols. If a symbol is used multiple times in a drawing, the symbol's definition is included only once in the Flash (SWF) file; all other instances reference the original definition. This results in significantly smaller file sizes, and therefore files that download more quickly. In addition, symbols that appear more than once in a drawing appear in the Flash (SWF) symbol library when you open the exported SWF file in the Macromedia Flash application.

Enhanced Support for SVG Workflows

As the SVG standard gathers momentum, developers and designers alike are looking for ways to integrate it into their workflows. Illustrator 10 builds on its previous support for the SVG format in several ways. A fully editable Illustrator file is now embedded when you export an SVG file. Combined with the new ability to import SVG files, this means that a round-trip SVG workflow is now supported. Illustrator 10 has also added new support for live SVG effects, which are rasterized only when viewed in an SVG viewer and so look crisp at every size. Illustrator 10 installs the latest version of the free Adobe SVG Viewer, which works with different browsers to play back SVG graphics.



SVG files saved from Illustrator 10 help designers and developers collaborate by enabling 360 degree code.

Collaborating with developers using SVG files

The SVG format appeals to designers and developers alike, and is ideal for projects that require adding JavaScript code to highly visual design elements. To enable a workflow that allows designers and developers to round-trip SVG files without modifying either JavaScript code included in a file or its visual appearance, Illustrator 10 adds two important new features in support of 360 degree code.

First, Illustrator now has the ability to import SVG files created by any SVG editor. Code in imported SVG files remains intact, so designers can modify the appearance of a file without affecting functionality added by programmers working upstream in the workflow. Second, a fully editable Illustrator file can now be included when you save SVG files. This enables a designer to pass an SVG file to a developer, who might then add or modify code. When the developer passes the file back to the designer for additional refinements, the file can be opened and edited without additional effort. Whether you're a designer or a developer, you can assign JavaScript routines to objects using the SVG Interactivity palette introduced in Illustrator 9.0, and then export that information with the file.

When you use live SVG effects, you can edit the text without changing the appearance of the effect. Text remains fully searchable and editable.

Live SVG Effects

Another innovation introduced in Illustrator 10 is support for live SVG effects. Using SVG effects, it's easy to add drop shadows, gaussian blurs, and other customizable effects to vector artwork. SVG effects aren't rasterized until the file is viewed in a browser, so they look great at any size. And when paired with dynamic data-driven graphics, SVG effects make it possible to create sophisticated artwork automatically. When you design a template for data-driven graphics, you can apply SVG effects to placeholder variables. For example, a template might contain placeholder text for a product name, to which you could apply a drop shadow effect. When the file is seen in a browser, any live SVG effect you apply to the placeholder is automatically applied to the variable data in the final artwork. It's also possible to write custom SVG effects, or to edit the SVG effects included with Illustrator.

Experience Extraordinary Creative Freedom

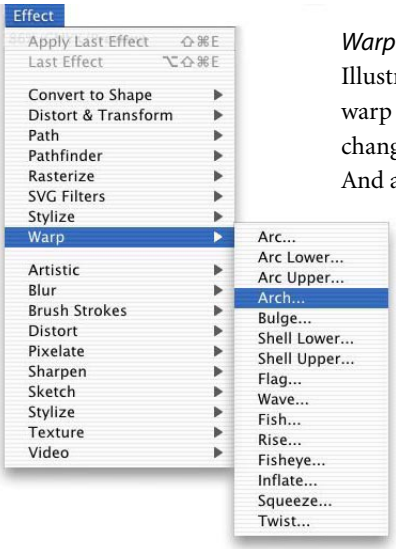
Illustrator 10 expands your creative options with new features that make it easier than ever to produce your designs with freedom, flexibility, and finesse. New live distortion options make it possible to bend, twist, warp, and otherwise distort design elements while retaining their editability. Any path—including mesh objects—can be used as an envelope within which other objects can be manipulated, which is useful for everything from simulating package designs to creating stylized logos. Warp settings can be saved as styles, so you can distort different objects consistently. With interactive liquify tools, you can bloat, pucker, twirl, and otherwise manipulate any artwork—images, drawn objects, and text—to create a variety of effects. When you need to create naturalistic groupings of similar objects, use new symbolism tools that also keep file sizes small. Draw lines, arcs, and grids with point-and-click ease when you use flexible new drawing tools, and create editable photo-realistic lens flare effects with the new Flare tool. And because compound shapes are an essential building block for many designs, new enhancements make creating them faster and easier than ever. Whatever you're designing, Illustrator 10 offers new features that deliver the creative freedom you crave.

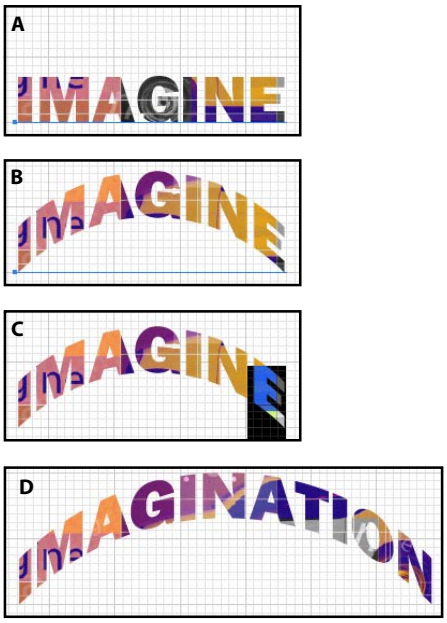
Live Distortion

New live distortion options make it easy to bend, warp, and otherwise manipulate your artwork to create a variety of effects. Because these distortion effects are live, you can make changes to the artwork's content—which can include text, objects, and images—without changing the appearance of the distortion. Whether you're simulating the design of a book jacket, helping a client to envision how their logo would look on a hot air balloon, or creating packaging prototypes, you'll soon find these new distortion options indispensable.

Warp effects

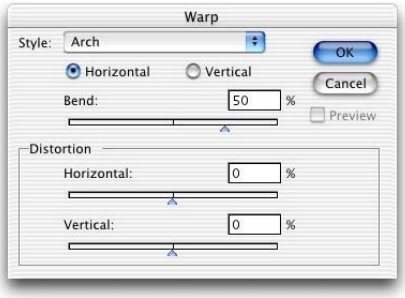
Illustrator 10 includes fifteen customizable warp settings that you can apply to objects, text, and images. Each warp effect has a variety of options that you can adjust, while a handy Preview option lets you see your changes interactively. Warp effects provide a quick and intuitive way to create logotypes and other artwork. And as with other Illustrator effects, you can edit the content without having to undo or redo the effect.





Starting with plain text (A), we applied the Arch Warp effect (B). Warp effects are live, so you can edit the text (C) without affecting the warp (D).

This text is a clipping mask for an underlying image. If you select both objects (top), the Warp effect distorts the image as well as the text. If you select only the text (bottom), the Warp effect only affects the text. Here, we use the Arc effect.



Each Warp effect can be customized and saved as part of a style.

Inflate effect

Flag effect

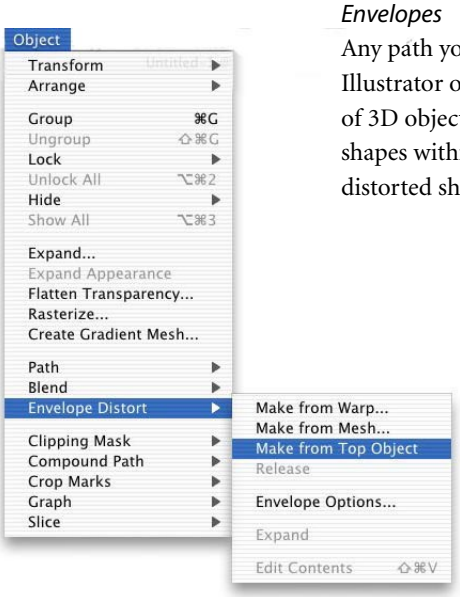
Wave effect

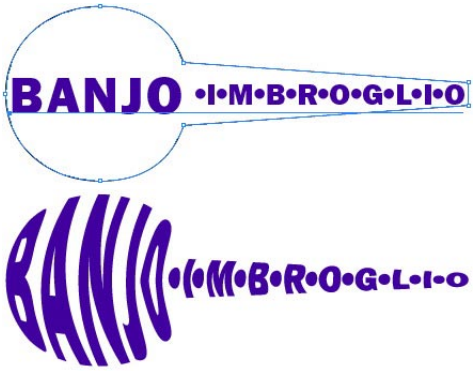
Twist effect

Squeeze effect

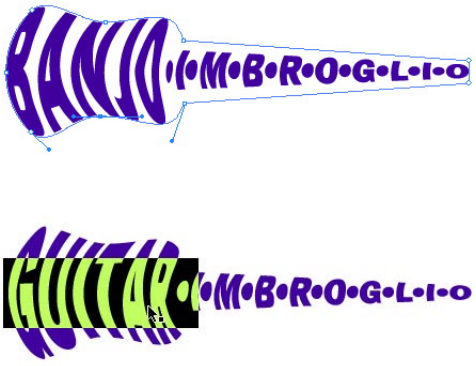
Envelopes

Any path you draw—from the simple to the complex—can now be used as the basis for distorting other Illustrator objects, text, and images. Using a path as an envelope makes it possible to create quick simulations of 3D objects, add depth to drawings, and develop complex designs. But best of all, you can still edit the shapes within the envelope, so you can continue to refine content so it works well without the context of the distorted shape.



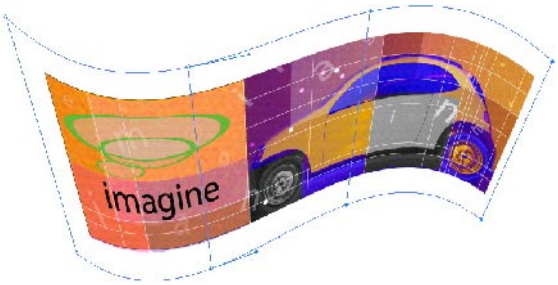


Use any path as an envelope for distorting other objects, whether text, images, or drawn elements. Here, text is distorted by a banjo-shaped path to create a logo.

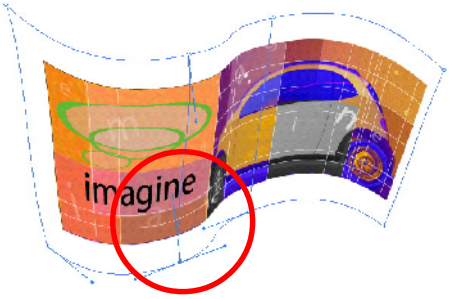


Envelopes can be edited with standard drawing tools (above); you can also edit the content of an envelope (below).

You can also distort objects using any of the new Warp effects described above as an envelope, then you can edit the resulting envelope path. Using a Warp effect makes it easy to work with basic shapes such as arches, flags, and arcs as a starting point for more complex customized distortions.



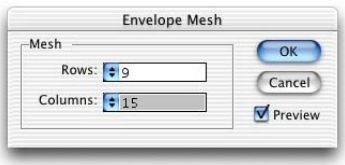
Here, the Flag effect has been applied to a banner as an envelope.

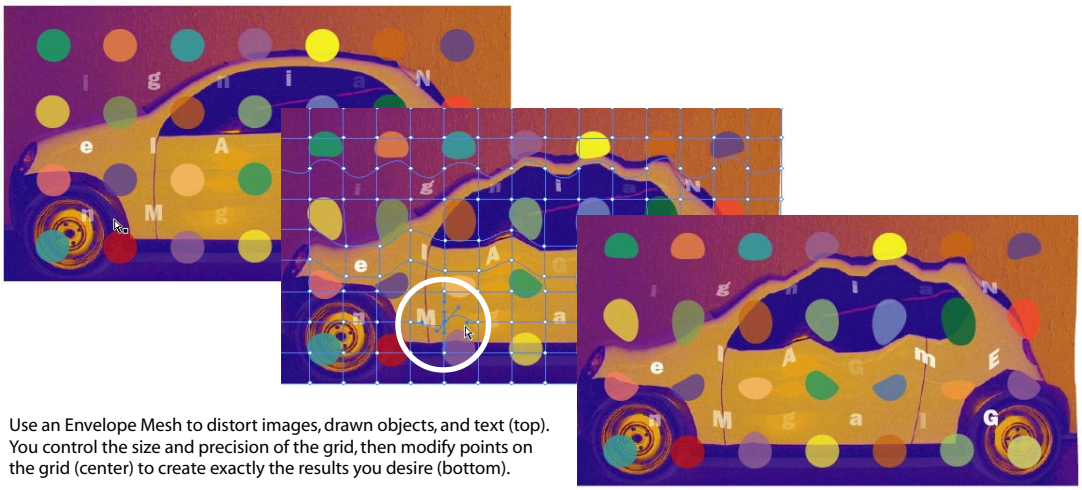


You can modify the envelope path to create a customized look.

Once you're satisfied with the envelope shape and the resulting distortion, you can edit the envelope's contents. Here, Smart Guides make it easy to see which object is selected.

The Make From Mesh command applies a grid over selected text, images, and drawn objects; you can then manipulate points on the mesh to distort the underlying artwork elements. Envelope meshes work much like mesh objects—but instead of changing the color interactions of the base object, you distort the shapes of the objects based on how you manipulate the mesh, as in the example below.



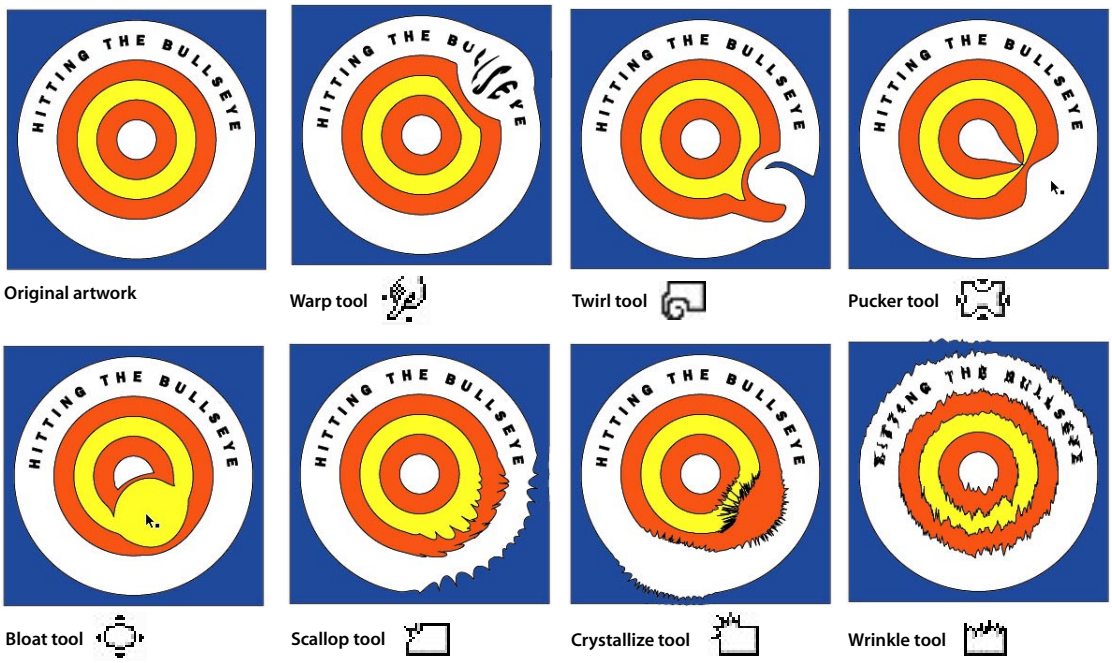


Use an Envelope Mesh to distort images, drawn objects, and text (top). You control the size and precision of the grid, then modify points on the grid (center) to create exactly the results you desire (bottom).

Liquify tools

Seven new liquify tools make it easy to interactively warp text, images, and other objects in a design. Using the brush-like interface offered by these new tools, you can create effects that range from minor tweaks to wildly exaggerated distortions.

Liquify tools tear-off palette

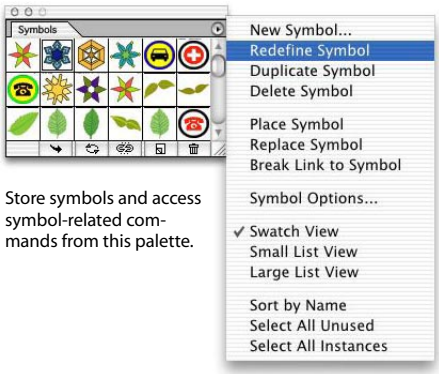


Symbolism Tools

Symbols may have originally been developed as a way to keep file sizes small, but Illustrator 10 adds exciting new creative tools that turn them into an invaluable design tool. Until now, creating masses of similar objects—leaves on a tree, stars in the sky, objects that form a complex background—has been a tedious manual process that involved untold copy and paste commands. Varying the resulting objects slightly to add the appearance of complexity was even more difficult, as each object had to be selected and then manipulated independently. Now with Illustrator 10, you can create naturalistic-looking groups of related objects quickly and easily: Simply define symbols and then use the new Symbol Sprayer tool to add instances to your drawing. A unique approach treats the symbols within a set much like raster paint particles within an image, and provides a brush-like interface for tools such as the Symbol Scruncher, Symbol Stainer, and others that you can use to manipulate the appearance of symbols. You can modulate your results further by using the symbolism tools in conjunction with a pressure-sensitive tablet.

Any Illustrator element can be saved as a symbol, from simple symbols, such as lines you might use to create a drawing that resembles a line etching, to complex artwork, such as a logo combining text and an image. The Symbols palette provides a convenient interface for managing symbols; you can also create and share symbol libraries with others in your workgroup just as you'd create brush or style libraries. (For more information about using symbols in the context of Web publishing, see page 3.)

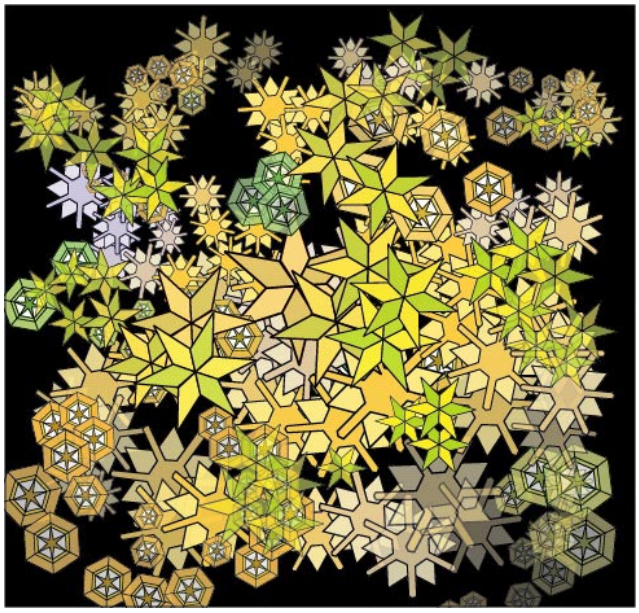
Symbolism tools provide fine control over the appearance of the symbols in a set.



Store symbols and access symbol-related commands from this palette.

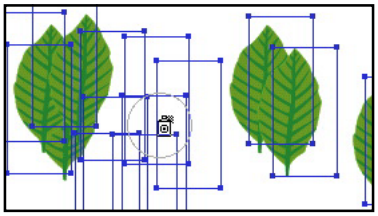
Once you've created the symbols you'll use as the basis of your artwork, you'll use the new symbolism tools to insert and then manipulate symbol instances in your drawing. You can drag and drop instances directly from the palette, or use the Symbol Sprayer to add symbols one at a time by clicking or spraying them en masse. Options for the tool allow you to control the density of the symbols you spray, as well as how tightly or loosely bunched they appear.

One of the most innovative aspects of working with symbols in Illustrator is the ability to use raster-style paint tools on vector objects. Whether you're colorizing symbols with the Symbol Stainer, making symbols transparent with the Symbol Screener, or applying a graphic style as a painted effect with the Symbol Styler, these new tools make it possible to create a dazzling range of looks that no other tool can duplicate.



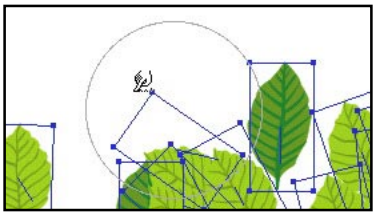
Symbolism tools make it possible to create naturalistic complexity when drawing masses of similar elements. Here, different symbols have been resized, spun, colorized, and made partially transparent.

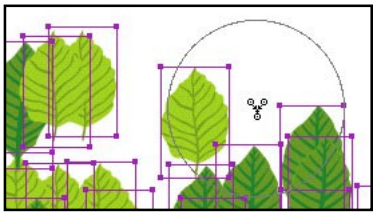
Other tools offer controls for changing the arrangement of symbols within a set. Move the symbol instances within a set using the Symbol Shifter, or use the Symbol Scruncher to bring them closer together or spread them further apart. The Symbol Spinner selectively rotates symbols using a comb-like interface, so you can change their orientation.



Symbol Sprayer tool

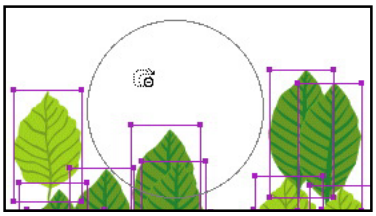
Symbol Shifter tool

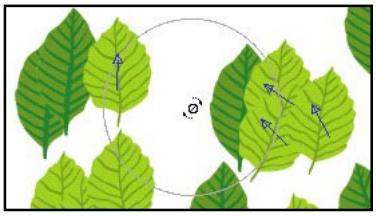




Symbol Scruncher tool

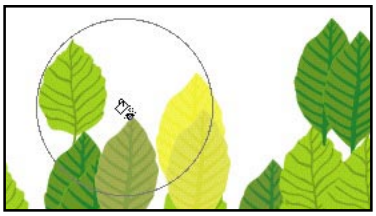
Symbol Sizer tool

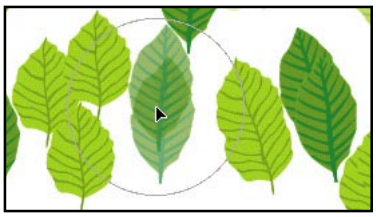




Symbol Spinner tool

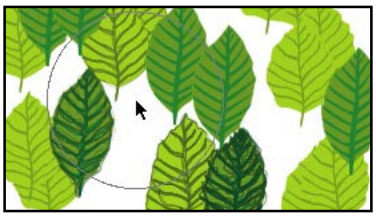
Symbol Stainer tool

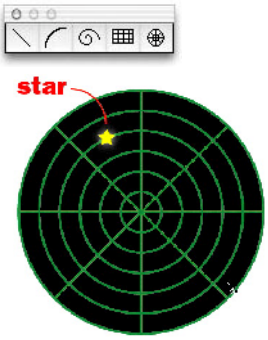




Symbol Screener tool

Symbol Styler tool





Grids and arcs are now easy to draw.

New Drawing Tools

When you need to quickly create a line, draw an arc, or create a grid, you can now use the new Line, Arc, Grid, and Polar Grid drawing tools in Illustrator 10 to do so with point-and-click ease. While these tools don't offer the same degree of control available with the Pen tool, they provide a more convenient alternative for certain drawing tasks.

Lines are straightforward to draw, and open arcs are useful for drawing lines to captions, indicating direction, and so forth. The two new grid options are great for creating background grids in an instant, or for creating complex charts more quickly. The polar grid, which draws concentric circles and radial lines using parameters you specify, makes short work of drawing tasks such as creating targets, radar screens, or even maps of Antarctica. As you draw grids, you can adjust the number of dividers using intuitive keyboard shortcuts.

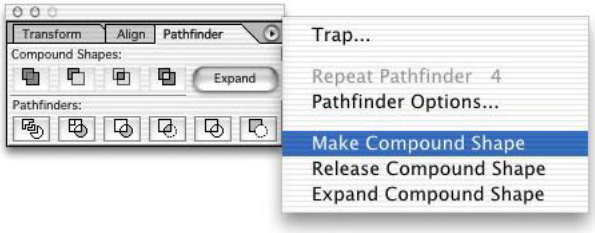
Compound Shape Enhancements

Combining simple shapes to create complex forms is an essential design strategy, and Illustrator 10 now offers a more streamlined approach for creating these types of elements. Building on the tools introduced in Photoshop 6.0, Illustrator now features an updated Pathfinder palette with options that are far more intuitive to use, as well as making compound shapes "live" and therefore more flexible and easier to edit.

The new Add, Subtract, Intersect, and Exclude options on the Pathfinder palette allow you to combine shapes while maintaining the editability of the individual elements that make up the compound shapes. The approach is similar to that used for live effects: compound shapes change the outward appearance of shapes while maintaining the integrity of the component elements. You can apply different compound shape settings to the component elements of a shape; you can also change the appearance of a compound shape by adding and subtracting component shapes at any time.

The basic shapes to the left were combined and then manipulated using the new compound shape options on the Pathfinder palette. As the sequence below shows, the individual components of compound shapes can be edited at any time.

The Pathfinder palette with new compound shape options and related menu options.



The bar shapes were added to the circle, while the star shape was subtracted.

Compound shapes remain fully editable. Here, the bars were made narrower, while the star shape was manipulated.

Compound shapes can be released at any time. Here, the star is released using a command on the palette's menu.

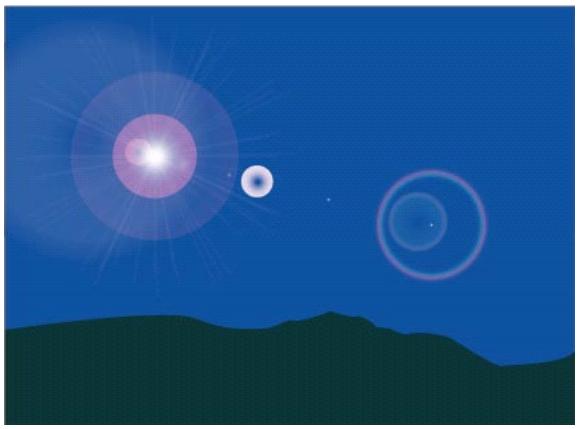
Here, all of the shapes have been released.

While these new options replace commands that had a similar effect, there may be times when the old non-live behavior might be better suited to your project. When that's the case, simply clicking the Expand button on the palette flattens the compound shape, replacing the components with a new combination shape.

The Flare tool

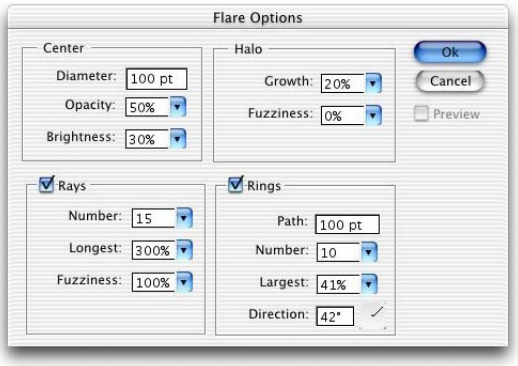
Flare Tool

With the new Flare tool, you can add realistic-looking lens flares to your artwork. Whether you're adding a finishing touch to a synthetic drawing or enhancing a dramatic lighting effect, flares lend your drawings polish and pizzazz. Because flares are vector objects, they're fully editable, look great at any resolution, and can be animated in Adobe Premiere and Adobe After Effects.



Create photo-realistic lens flares using the new Flare tool.

A variety of options make it possible to control the appearance of the flares you create with precision. Drawing a flare is a two-step process. When you draw the center of the flare, you control its center and the number of rays; a second click establishes the length of the flare and creates rings based on the tool's settings. Flare elements are filled with color at varying opacities. Double-clicking a flare opens the Flare Tool Options so you can adjust Center, Halo, Ray, and Ring settings for the flare; you can also use the Object > Expand command if you want to edit individual elements in the flare.



Control the appearance of a flare using options in the Flare Options dialog box.

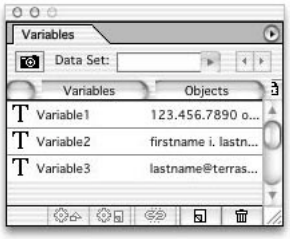
Utilize Powerful Production Tools

As a creative professional, you need to balance free-form creative thinking with the ability to produce highly polished work under tight deadlines. The more quickly and efficiently you can take a design from a solid creative concept to completion, the sooner you'll be able to focus again on the part of your job that you love: dreaming up ways to make evocative, witty, or powerful visual statements that capture the essence of a project. Illustrator 10 introduces numerous new features that can help you turn your great ideas into efficient, well-produced artwork in record time. From support for dynamic data-driven graphics to tighter integration between Illustrator and Adobe's other leading applications for professionals, Illustrator 10 is packed with practical features that help you meet impossible deadlines.

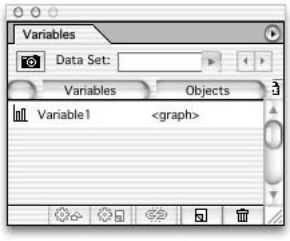
Dynamic Data-Driven Graphics

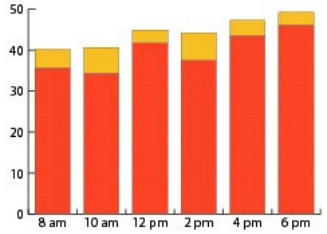
Graphics that vary based on the data they contain are increasingly ubiquitous, whether you look in print or on the Web. While the content of Web sites is often explicitly linked to content generated by complex databases, many high-volume publishing environments depend on variable data printing to generate material tailored to different localized requirements. Illustrator 10 is a valuable new tool for separating information design from actual data and for automating the production of countless variations of a design.

Whether you're creating a template for corporate business cards, designing a flyer for a national chain with prices that vary regionally, or creating a mailer that customizes data for each individual, you can use Illustrator 10 to create designs that pair visual sophistication with consistent implementation and automated production. As you design a template with key elements defined as variables, you can create mock data sets that allow you to show different examples to clients. Once your design is approved, you can write scripts or work with a developer to replace the variables with data from any ODBC-compliant source, and to create a separate artwork file for each unique combination of data. For additional information about using dynamic data-driven graphics in the context of Web publishing, please see page 6.



Placeholder variables for the name, phone number, and email address on this business card mean that a developer can write a script to automate the production of cards for every member of the firm.





Here, the formatted graph is defined as a variable and linked to a database using a script, so it can be updated daily to track production or other related information.

Improved Performance

Illustrator 10 offers enhanced performance and features more compact file sizes. For example, the Save dialog box now includes an option for creating a PDF-compatible illustration file. Turning this option off can significantly speed actions such as saving and opening files by removing redundant data from the file; when you're ready to hand the file off for external review, simply check the Create PDF Compatible File option.

Tighter Integration with Other Professional Adobe Products

When you use Illustrator together with other Adobe products, you can take advantage of superior Adobe technologies such as cross-product color management tools, Smart Object technology, similar transparency tools, and a unified interface that makes it easy to put your expertise in one application to work in another. Plus, numerous features in Illustrator 10 make it easier than ever to work closely with Adobe's other products for creative professionals. The following sections outline, product by product, some of the key integration features that will help you work more efficiently when you use the tools in Adobe's creative ecosystem.

Adobe Photoshop

Illustrator and Photoshop are an ideal match for creating artwork, and new features in Illustrator 10 make it easier than ever to move back and forth from Photoshop 6.0 as you create and refine artwork that uses a combination of vector and raster elements. As you move a file between the programs, layers, masks, and opacity settings are preserved, so you don't have to backtrack or perform tasks out of sequence. Both programs use the same underlying architecture to create compound shapes, so you can copy and paste between the two products effortlessly (for more information about compound shapes, see page 13). And although Illustrator doesn't directly support the creation of rollovers and animation information, you can import and link to Photoshop files that contain such elements; when you export HTML tables with CSS layers, the information is exported intact as long as the Photoshop file is on its own layer.

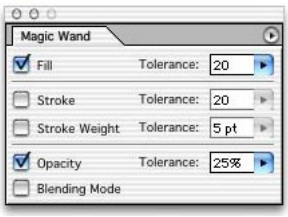
Adobe InDesign

Working with Illustrator artwork in InDesign layouts is a breeze. You can paste or drop native Illustrator files into InDesign 2.0, then use the Adobe-standard Pen tool in InDesign to edit objects directly—you can also adjust global transparency settings. Live effects, such as drop shadows, are also preserved when you bring native Illustrator files into InDesign 2.0.

Extra Value in the Box
Here's an overview of the extra value you'll find in the Adobe Illustrator 10 software package.

- Adobe Illustrator 10 software, plus these other useful programs:
  —Adobe Acrobat® Reader® 5.0 software for viewing PDF files
  —The latest Adobe PostScript printer driver for Windows or the Macintosh, as well as a comprehensive set of PostScript Printer Description (PPD) files (optional installation)
  —New Adobe SVG Viewer plug-in for viewing SVG pages from different Web browsers
  —Tryout versions of Adobe Photoshop, Adobe GoLive, Adobe InDesign, Adobe LiveMotion, and other professional Adobe products
- Training and support materials, including:
  —*Adobe Illustrator 10 User Guide* and *Adobe Illustrator 10 Quick Reference Card*
  —Adobe Technical Notes and developer support information
  —A list of learning resources, including Adobe certified trainers, service providers, and more
- Versatile artwork and other content, including:
  —Premium Type 1 fonts*
  —Illustrator extras, such as symbol libraries, sample scripts, brush libraries, style libraries, action sets, templates, and pattern libraries
  —Professional-quality clip art, stock photos, and textures*

* Not included in Education version



Use the new Magic Wand tool to select objects with similar fill colors (as shown here), similar stroke weights, similar transparency settings, or the same blending mode.

Adobe GoLive

When you're developing Web sites that include artwork created in Illustrator, you'll appreciate the well-thought-out integration between Illustrator and Adobe GoLive software. Add Illustrator files using the Smart Object features in GoLive; when you need to make changes, simply double-click the artwork to open Illustrator. When you save the file, changes appear in GoLive automatically. Slices exported from Illustrator are maintained in GoLive, and you can even edit their optimization settings without returning to Illustrator. Finally, with GoLive's Dynamic Link feature, you can import Illustrator templates into GoLive to automatically create dynamic data-driven graphics for network publishing.

Adobe LiveMotion

Illustrator and LiveMotion are a great combination of tools for creating Web animations. You can export your Illustrator artwork as Macromedia Flash (SWF) or EPS files; when you export blend sequences, you can then animate them in LiveMotion. Plus, when you double-click Illustrator files in LiveMotion, Illustrator launches, and any changes you make in Illustrator are automatically reflected in the LiveMotion file. Powerful scripting features in both products offer additional ways to automate your workflows.

Adobe AlterCast

When you need to automate the production of Illustrator templates as dynamic data-driven graphics, Adobe AlterCast software is the perfect tool. This new Adobe image server product will automatically replace the variables—both text and graphics—in the templates you design with ODBC-compliant data.

Native Mac OS X Support

Illustrator 10 offers native support for Mac OS X version 10.1, so you can take advantage of system-level enhancements, such as improved memory management and the optimized Aqua user interface. Mac OS X combines the power and stability of UNIX with a user interface that is intuitive and highly customizable.

Scripting Support

Previously only available as part of the Illustrator Software Developer's Kit, Illustrator 10 now features full support for scripting, easily accessible scripting information including a 400 page *Scripting Guide*, and thoroughly annotated sample scripts to help you start automating routine tasks. You can write scripts that access virtually every feature in Illustrator using the JavaScript, AppleScript, or Windows Visual Basic scripting languages. For example, scripts provide a straightforward way to access the power of dynamic data-driven graphics for high-volume Web or print publishing environments. Or you might use scripts to batch-process files by adding previews and changing other settings. However you use them, scripts are a powerful tool that can help you automate repetitive tasks.

Unlike actions, which can access only the Illustrator user interface, scripts can use conditional logic to query Illustrator and then respond in different ways depending on the context. Scripting isn't for everyone—but for developers and technically-savvy end users, it provides a powerful way to automate tasks such as producing data-driven graphics.

Magic Wand and Other Selection Enhancements

No matter what kind of illustrations you create, selecting objects in a drawing is something you do all the time. Illustrator 10 offers several new features that are designed to help you select objects and work with your selections more easily. Use the new Magic Wand tool to select a range of objects with similar attributes. For example, you might want to select all objects that have a yellowish fill, use a particular blend mode, or use a stroke weight of between 1 and 3 points—an intuitive palette makes it easy to control the range of selected objects. A new Select menu (just like the one in Photoshop) provides a straightforward way to save and load selections, select objects that are hidden behind other objects, and more.

Asset Management and Metadata Support

Collaborating with others using asset management tools has never been easier. Illustrator 10 now supports checking files in and out of WebDAV servers, so you and others in your work group can avoid accidentally overwriting files or losing updates. Embed metadata tags in Illustrator files to make your artwork easier to catalog, organize, and retrieve using asset management tools. Check Illustrator files out of an asset management tool using the File > Workgroup > Check Out command; when you're finished making changes, check the file back in using the File > Workgroup > Update command.

System Requirements*
Macintosh
- PowerPC® processor: G3, G4, or G4 dual
- Mac OS software version 9.1, 9.2, or Mac OS X version 10.1
- 128 MB of RAM
- 180 MB of available hard-disk space
- If using Adobe PostScript® printers: Adobe PostScript Level 2 or Adobe PostScript 3™

Windows®
- Intel® Pentium® II, III, or 4 processor
- Microsoft® Windows 98, Windows 98 Special Edition, Windows Millennium Edition, Windows 2000 with service pack 2, or Windows XP operating system
- 128 MB of RAM
- 180 MB of available hard-disk space
- If using Adobe PostScript printers: Adobe PostScript Level 2 or Adobe PostScript 3

Estimated Street Price
$399 (U.S.) for retail versions

Expected Ship Date
4th Quarter 2001

* System requirements are subject to change prior to the product shipping.

For more information, please visit *www.adobe.com/illustrator.*

Additional Enhancements

Illustrator 10 also introduces other enhancements that simplify your graphics creation process. You can now:

- Use the Flattener Preview to preview how artwork that uses transparency will print. Different viewing settings allow you to preview in real time how elements will be rasterized, which text and strokes will overprint or be converted to outlines, and more. A slider allows you to control the optimal balance for each document.
- Control the anti-aliasing of text using the new Rasterize live effect.
- Work with new path direction options in Illustrator 10 that offer better consistency with Photoshop. Now, you can specify whether a path uses the intuitive even-odd option, which mirrors the approach used in Photoshop 6.0, or the previous Illustrator default of non-zero winding. These options, along with path reversal commands, are available on the Attributes palette.

Availability and Pricing

In the United States and Canada, Adobe Illustrator 10 for Macintosh and Windows is expected to ship in the fourth quarter of 2001. The estimated street price for Adobe Illustrator is $399 (U.S.) for all platforms.

Registered users of any version of Adobe Illustrator can upgrade to version 10 for only $149 (U.S.). Registered users of Photoshop, InDesign, and PageMaker can purchase Adobe Illustrator 10 for only $249 (U.S.). Users of CorelDRAW and Macromedia FreeHand can also purchase Adobe Illustrator 10 for only $249 (U.S.). Customers in the United States and Canada who purchase a previous version of Adobe Illustrator on or after September 24, 2001 are eligible for an Illustrator 10 upgrade for the price of shipping only. Customers must provide a dated proof of purchase. Other restrictions may apply.

French, German, and Japanese versions of Adobe Illustrator 10 are expected to ship within 30 days of the initial release. In addition, information about other language versions, as well as all pricing, upgrade, and support policies for other countries, will be announced separately.

About Adobe Systems

Founded in 1982, Adobe Systems Incorporated (*www.adobe.com <http://www.adobe.com/>*) builds award-winning software solutions for Network Publishing, including Web, print, video, wireless and broadband applications. Its graphic design, imaging, dynamic media and authoring tools enable customers to create, manage and deliver visually-rich, reliable content. Headquartered in San Jose, Calif., Adobe is the second-largest PC software company in the U.S., with annual revenues exceeding $1.2 billion.

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