

CHAPTER 11 TEXT AND OBJECTS

InFocus

When working on a project in Illustrator you may find that you need to work with text and objects in conjunction. For instance, you may need to make text flow around a shape or graphic, or you may wish text to follow the line of a shape. Fortunately Illustrator provides you with a number of options for working with text and objects.

In this session you will:

- ✓ learn how to wrap text around an object
- ✓ learn how to type on open and closed paths
- ✓ learn how to work with options for path type
- ✓ learn how to transform path type objects
- ✓ learn how to convert text into editable paths
- ✓ learn how to transform character objects
- ✓ gain an understanding of the **Touch Type** tool
- ✓ gain an understanding of paragraph styles.

WRAPPING TEXT AROUND AN OBJECT

If you are using Illustrator to create documents such as newsletters or brochures, it is unlikely that text objects will be the only type of objects on the page – you will probably have other design

elements such as graphics which you will need to wrap around. Illustrator allows you to **wrap** text around nearby objects and **offset** it to adjust the space between the text and the objects.

Try This Yourself:

Same File Continue using the previous file with this exercise, or open the file *IL1426 Text And Objects .ai...*

1 Select the grouped star object
Let's wrap the text around this object...

2 Select **Object > Text Wrap**
Notice the Make option is greyed out. Let's look at the reason why...

3 Close the menu, press **F7** to display the **Layers** panel, ensure the object is still selected, then expand the **Layers** panel until you can see the selected **<Group>** sublayer in **Layer 1**

The object is lower than the article text in the hierarchy, so is behind it on the artboard. It needs to be in front of the type object...

4 In the **Layers** panel, click and drag the **<Group>** layer above the text layer (**Banjo is...**), as shown

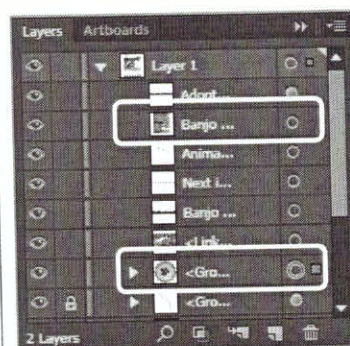
5 Release the mouse button, then close the **Layers** panel
The text now wraps around the object. Let's adjust the offset...

6 With the object still selected, select **Object > Text Wrap > Text Wrap Options** to display the **Text Wrap Options** dialog box

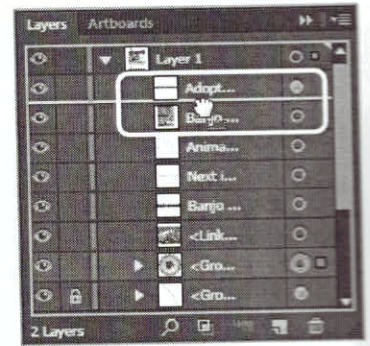
7 Type **10 (px)** in **Offset**, click on **[OK]**, then deselect the object to view the result



1



3



4



7

For Your Reference...

To **wrap text around an object**:

1. Select the target object (the object around which you wish to wrap the text)
2. Bring the object in front of the type object
3. Select **Object > Text Wrap > Make**

Handy to Know...

- To unwrap text from an object, select the wrapped object, then select **Object > Text Wrap > Release**.

TYPING ON A PATH

As well as creating point type and area type, you can also type on a path, where type flows along the edge of an open or closed path. For example, you can type along the path of a circle or a wavy

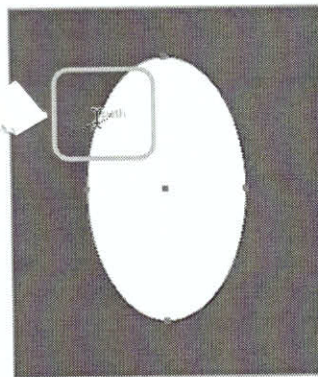
line. This is a great way to create interesting and varied effects with type. In this exercise we will prepare path type for the newsletter.

Try This Yourself:

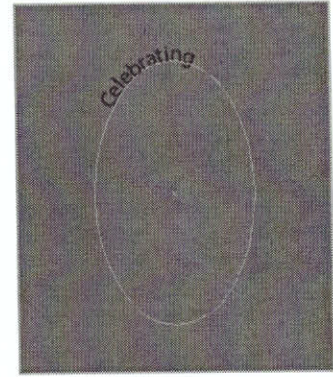
Same File

Continue using the previous file with this exercise, or open the file *IL1426 Text And Objects_2.ai...*

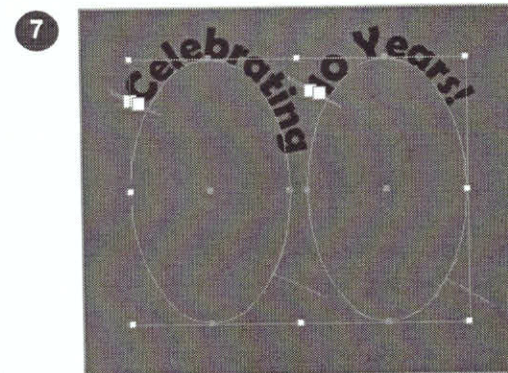
- 1 On the canvas (not on the artboard), draw an **ellipse** with a **width** of 3 cm and a **height** of 5 cm and apply **default fill** and **stroke**
- 2 On the **Tools** panel click and hold on the **Type** tool, select **Type on a Path**, then point to the path of the ellipse as shown
- 3 Click to create the starting point
The fill and stroke of the ellipse disappear and only the path is visible...
- 4 Type **Celebrating**
- 5 Repeat steps 1 to 3 to create another ellipse, then type **10 Years!**
Let's apply some formatting...
- 6 Click on the **Selection** tool, then select both of the path text objects
- 7 In the **Control** panel, click on the drop arrow for **Font** and select **Berlin Sans Fb Demi Bold**, then click on the drop arrow for **Font Size** and select **24 px**
- 8 If necessary, click and drag the centre point indicator upwards as shown to centre the text on the path



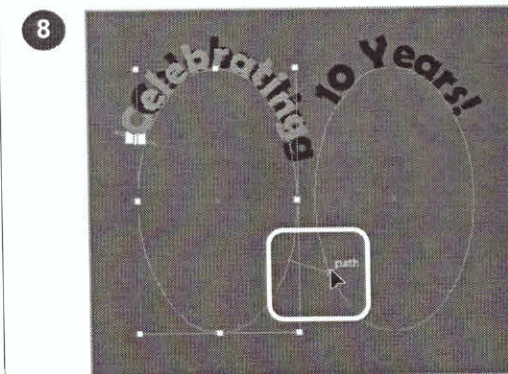
2



4



7



8

For Your Reference...

To **type on a path**:

1. Click on **Type on a Path** tool in the **Type** group of tools
2. Click on the path of the target object at the point to type, and start typing

Handy to Know...

- The **Vertical Type on a Path** tool enables you to create vertical text along open or closed paths.
- If the text doesn't fit on the path, a red box will appear indicating overflow text. You can either decrease the font size or increase the size of the object.

WORKING WITH OPTIONS FOR PATH TYPE

When you type on a closed path, the text may be turned upside-down and become hard to read. Also, the text may not be in the correct position and you have to adjust the centre point of the

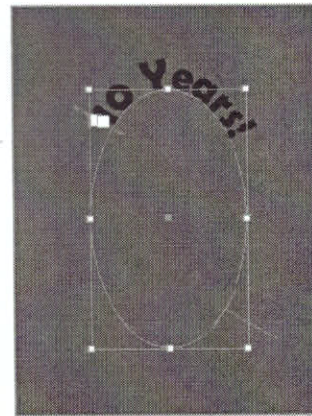
text. You may also want to change the way type is aligned to the path, such as aligning with the ascenders or descenders of the type. There are several options for working with path type.

Try This Yourself:

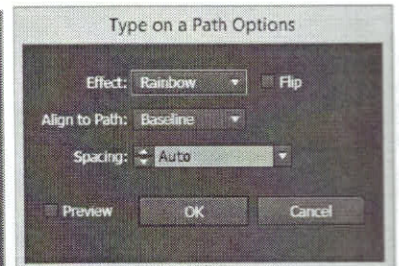
Same
File

Continue using the previous file with this exercise, or open the *IL1426 Text And Objects_3.ai...*

- 1 Using the **Selection** tool, select the **10 Years!** text object
- 2 Select **Type > Type on a Path > Type on a Path Options** to open the **Type on a Path Options** dialog box
- 3 Click on **Preview** to select it, click on the drop arrow for **Effect** and select each effect to view the result, then select **Rainbow**
- 4 Click on the drop arrow for **Align to Path** and select each alignment option to view the result, then select **Baseline**
- 5 Click on the drop arrow for **Spacing** and select a few spacing options to view the result, then select **Auto**
- 6 Select **Flip** so it appears ticked, then click on **[OK]**
The text will now be flipped and sit along the inside of the path...
- 7 Point to the **centre point indicator** as shown
Let's adjust the text position...
- 8 Click and drag the indicator upwards until the text is centred along the bottom of the ellipse, then release the mouse button



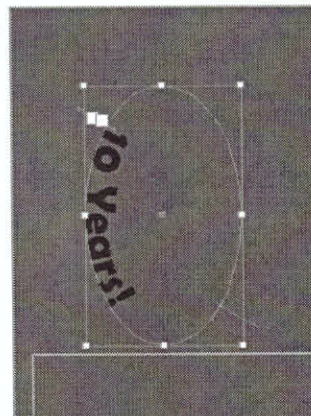
1



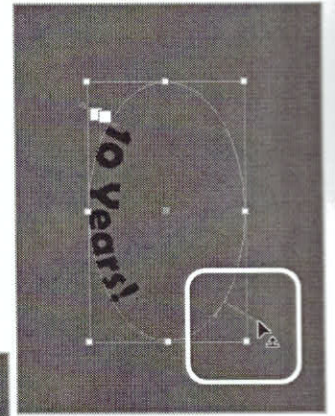
2

1

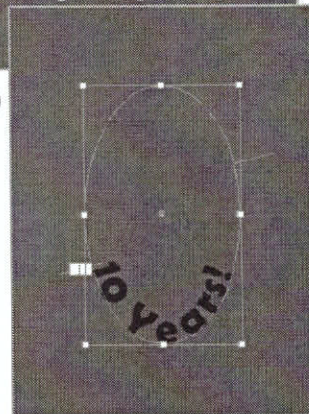
6



8



7



For Your Reference...

To **work** with **type on a path options**:

- Select the object, select **Type > Type on a Path > Type on a Path Options**, apply the desired changes, then click on **[OK]**

To **adjust** the **centre point** of the **type**:

- Select the object, then click and drag the centre point indicator as required

Handy to Know...

- When you type on a path, the path loses any fill or stroke attributes that were applied. However, you can use the **Direct Selection** tool to select the path and then apply fill or stroke attributes to the type path object as required.

TRANSFORMING PATH TYPE OBJECTS

As well as adjusting the path type using the **Type on a Path** options, you can also transform the path type object to distort the path type. For example, you can rotate, scale, reflect and shear

the path type object for precise positioning. In this exercise you will scale and rotate the path type objects and then group and position them.

Try This Yourself:

Same File

Continue using the previous file with this exercise, or open the file *IL1426 Text And Objects_4.ai...*

- 1 Select both path type objects and apply **CMYK Blue** to the fill

This will fill the text...

- 2 Position the **Celebrating** type object as shown

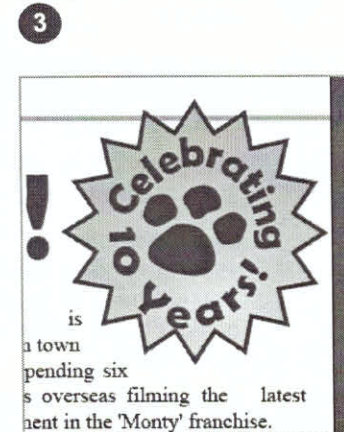
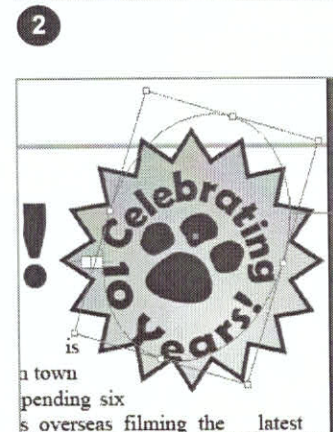
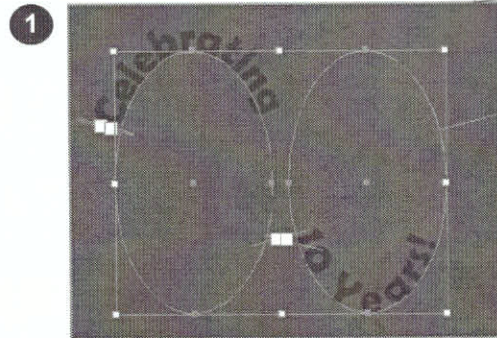
- 3 Rotate and reposition the object as shown

- 4 Position and rotate the **10 Years!** type object as shown

You may also need to increase the width of the ellipse slightly so that the text wraps neatly around the paw...

- 5 Select and group the two type objects

- 6 Deselect the grouped object to view the result



For Your Reference...

To **transform path type objects**:

1. Select the object
2. Use the bounding box handles or the **Transform** tools to move, scale, rotate, reflect and shear the path type object

Handy to Know...

- When you transform path type objects, the type is transformed as well. So, if you scale the object, the type will also be scaled and may become distorted. To scale type proportionately, adjust the font size and/or spacing of the path type.

CONVERTING TEXT INTO EDITABLE PATHS

You can distort and apply effects to individual characters in a type object. To do this, you must first convert the type so that each character becomes a separate and *editable path* (object).

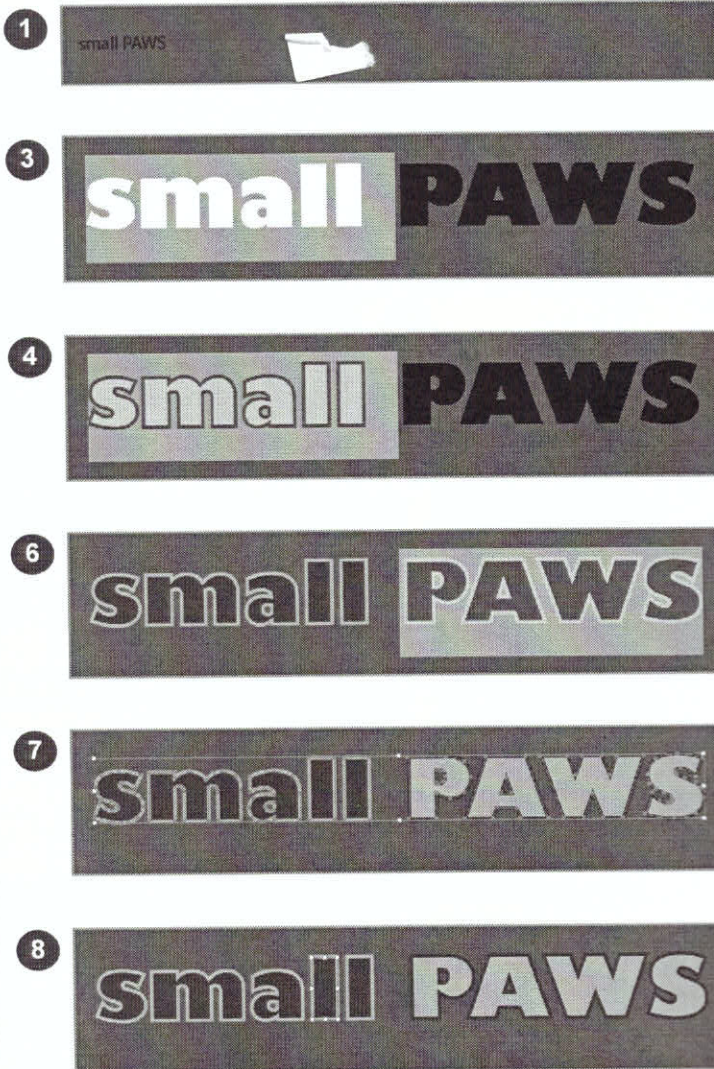
In this exercise you will create the newsletter title using point type, apply formatting to the fill and stroke, and then convert the text into editable paths ready for the next exercise.

Try This Yourself:

Same
File

Continue using the previous file with this exercise, or open the file *IL1426 Text And Objects_5.ai...*

- 1 Select the **Type** tool, then click on the canvas and type **small PAWS**
- 2 Select the object, then change the **Font** to **Gill Sans Ultra Bold** and **Font Size** to **72 px**
- 3 Double-click on the word **small** to select it
- 4 Apply **CMYK Blue** to the fill and **Orange (C=0, M=50, Y=100, K=0)** to the stroke, then increase stroke weight to **3 px**
- 5 Double-click on **PAWS** to select it
- 6 Click on the **Eyedropper** tool, click on the word **small**, then click on **Swap Fill and Stroke**
- 7 Select the object, then select **Type > Create Outlines**
Each character will now be a separate and editable path. You will need to ungroup the objects to edit them individually...
- 8 Select **Object > Ungroup**, then click on a character to see that it is a separate object



For Your Reference...

To **convert text** into **editable paths**:

1. Select the type object
2. Select **Type > Create Outlines**
3. Select **Object > Ungroup**

Handy to Know...

- It is recommended that text formatting (such as font and font size) and appearance attributes are applied to the text before the text is converted into editable paths. Once the text is converted, some attributed cannot be applied or changed, such as font and font size.

WORKING WITH CHARACTER OBJECTS

Once you have converted text into separate and editable paths (objects), you can then **transform** them. You can move, resize and rotate character objects as individual objects. This means none of

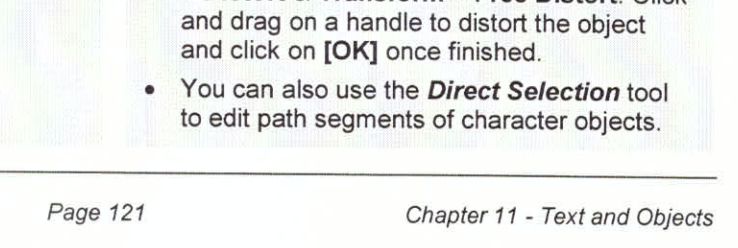
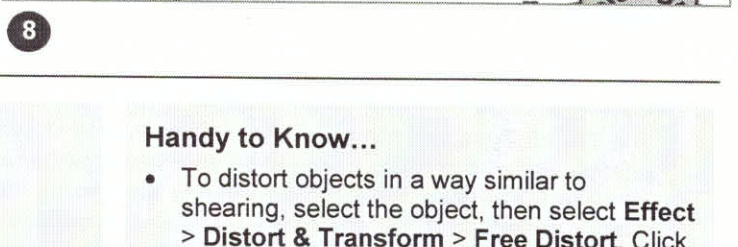
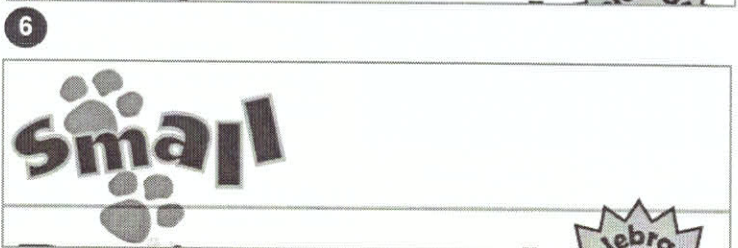
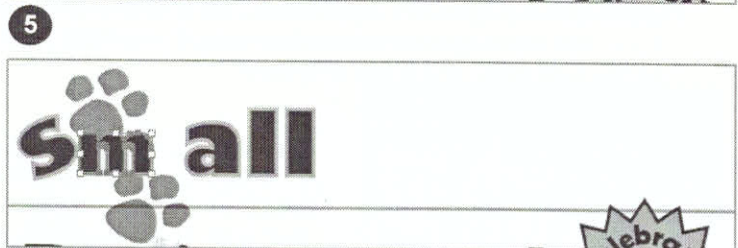
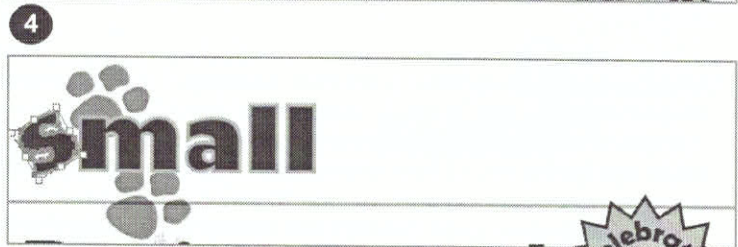
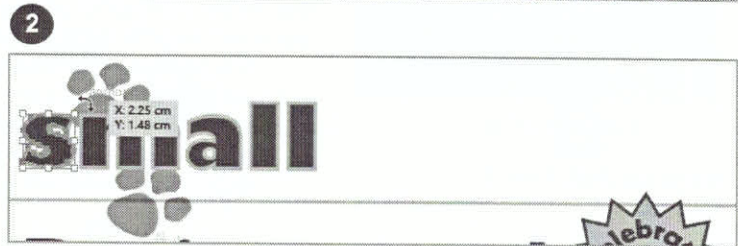
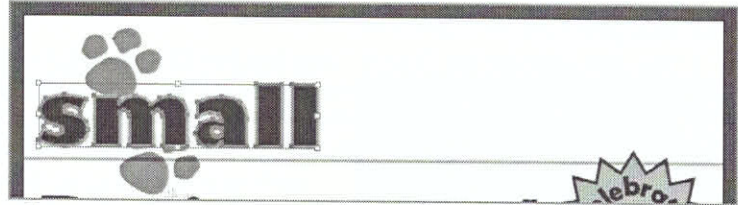
the other letters in a piece of text are affected when you are making changes to an individual character object.

Try This Yourself:

Same File

Continue using the previous file with this exercise, or open the file *IL1426 Text And Objects_6.ai...*

- 1 Ensure the **Selection** tool is activated, then click and drag around the objects that make up the word **small** to create a selection marquee
- 2 Click and drag the selected objects to reposition the word, as shown
- 3 Click on the artboard to deselect the letters, then click on the letter **S** to select it
Let's rotate the letter slightly...
- 4 Point to the top right corner of the bounding box to display a rotate arrow icon
- 5 Click and drag to the left to rotate the letter **S**
Notice that none of the other letters are affected...
- 6 Repeat step 3 to select the letter **m**
- 7 Point to the top right edge of the bounding box to display the resize arrow, then click and drag inwards to make the **m** letter smaller
- 8 Repeat the above steps to transform the letters so they appear as shown



For Your Reference...

To **skew character objects**:

1. Select the character object
2. Make the required changes

Handy to Know...

- To distort objects in a way similar to shearing, select the object, then select **Effect > Distort & Transform > Free Distort**. Click and drag on a handle to distort the object and click on **[OK]** once finished.
- You can also use the **Direct Selection** tool to edit path segments of character objects.

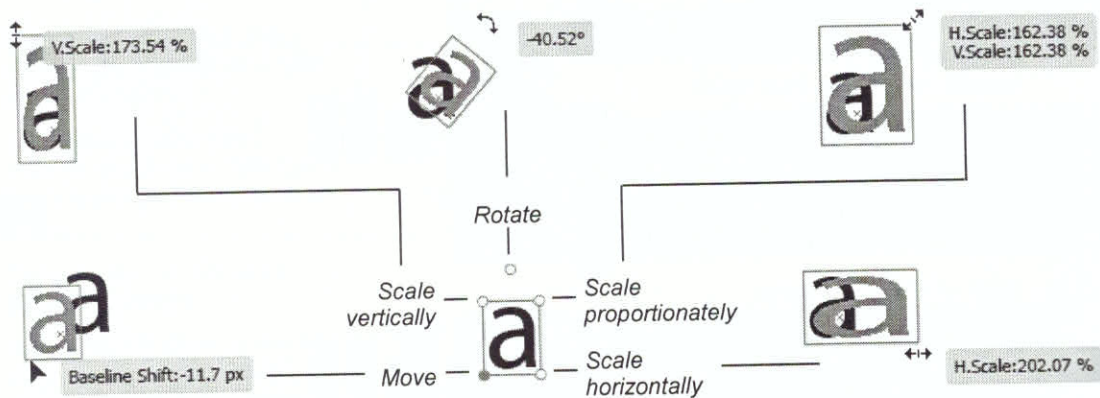
THE TOUCH TYPE TOOL

The **Touch Type** tool is a new tool in Illustrator CC that allows you to edit characters within a text object without converting them into individual objects. Because the characters are still part of a

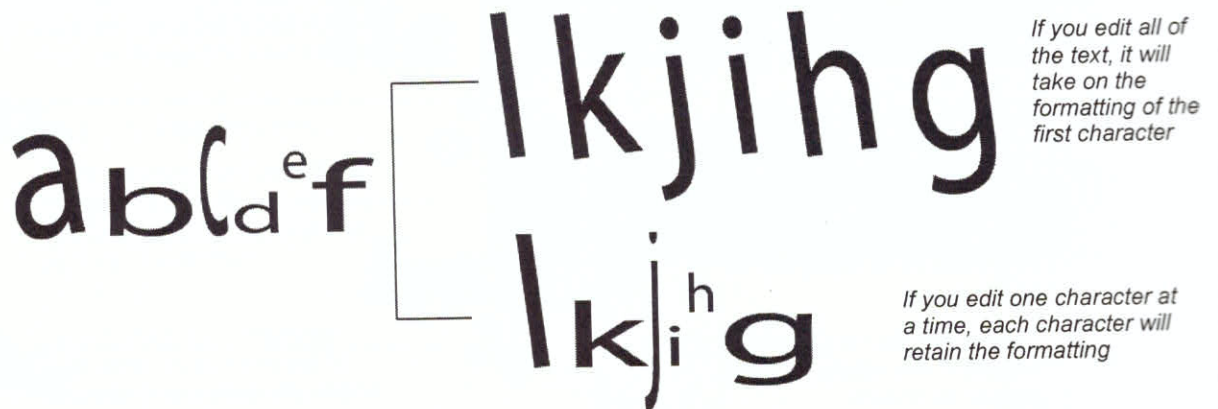
single text object, you can modify the content of the text as required (i.e. what it says). The changes you have made using the **Touch Type** tool will still be applied to the new text.

Using The Touch Type Tool

You can activate the **Touch Type** tool by clicking on it in the **Type** group of tools on the **Tools** panel or by clicking on the **[Touch Type Tool]** button in the **Character** panel. Once the tool is activated, click on a character to select it for editing. A bounding box will appear around the object with five handles – one each for moving the character, scaling vertically, scaling proportionately, scaling horizontally, and rotating as shown below.



After you have made the required changes, the text remains as one object. You can use the **Type** tool to select it and edit the text as needed. The changes made using the **Touch Type** tool will not be removed if you edit individual characters; however, if you delete and re-type all of the text in the frame, it will take on the formatting of the first character.



The Touch Type Tool Versus Editable Paths

The **Touch Type** tool can be a handy alternative to converting text into individual characters with editable paths. It enables you to keep your text together as one object and edit the text itself if necessary. However, the options available when using the **Touch Type** tool are limited to scaling, moving and rotating. If you want to distort any characters (i.e. shear them) you must convert them to editable paths and use the **Free Transform** tool.

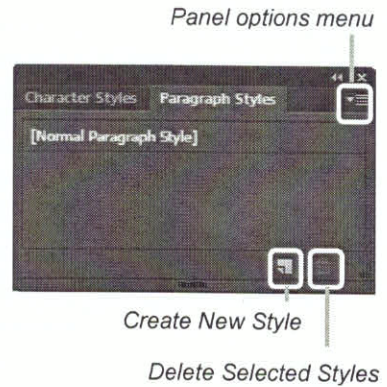
STYLES

Styles allow you to apply a collection of formatting settings and attributes to an object or multiple objects all at once. This can save valuable time. The kind of object (text or other

kind of object) that you apply the style to depends on the kind of style you have created. Illustrator allows you to create **Text**, **Paragraph** or **Graphic** styles.

Character Styles

A character style is a collection of character formatting settings (such as font, size and kerning) that can be applied to multiple text objects. This is handy in situations where you want short pieces of text to look the same. For example, you might create one character style called **Heading** and apply it to all headings in your document and another called **Call-Out Box** to apply to call-out boxes. Character styles are not recommended for larger blocks of text such as articles because you cannot include paragraph formatting settings. To work with character styles you will need to display the **Character Styles** panel by selecting **Window > Type > Character Styles**. You can create a character style from scratch or from text which has already been formatted. You can also edit a style using the **Character Style Options** dialog box.

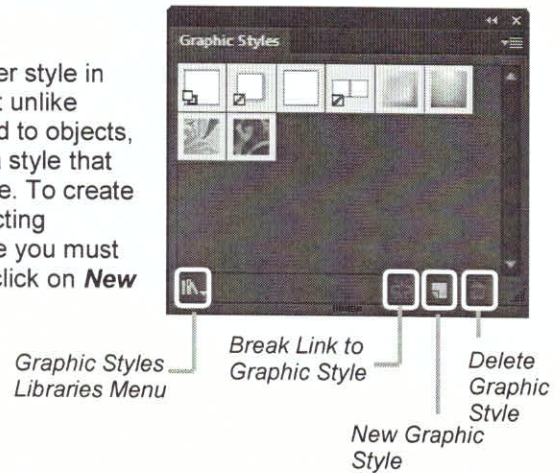


Paragraph Styles

A paragraph style is a collection of both character and paragraph formatting settings that can be applied to multiple text objects. Paragraph styles are a little different to character styles in that they can include paragraph formatting (such as alignment and spacing) as well as character formatting, while character styles can only include character formatting. For this reason it is recommended to use paragraph styles when you need large blocks of text to look the same. For example, you might create a paragraph style called **Body Text** and apply it to the body of a newsletter article. To work with paragraph styles you will need to display the **Paragraph Styles** panel by selecting **Window > Type > Paragraph Styles** or by clicking on the **Paragraph Styles** tab in the **Character Styles** panel if it is already displayed.

Graphic Styles

A **graphic style** is the same as a paragraph or a character style in that it is a set of reusable attributes. The difference is that unlike character and paragraph styles, graphic styles are applied to objects, groups and layers. For instance you may wish to create a style that specifies stroke width, fill colour, transparency and the like. To create a graphic style display the **Graphic Styles** panel by selecting **Window > Graphic Styles**. To create a new graphic style you must select an object that has the attributes you require, then click on **New Graphic Style** in the **Graphic Styles** panel.



NOTES:

A graphic design element consisting of a vertical line on the left, a horizontal line at the top, and a small circle at their intersection. To the right of the horizontal line are 15 horizontal lines for writing notes.