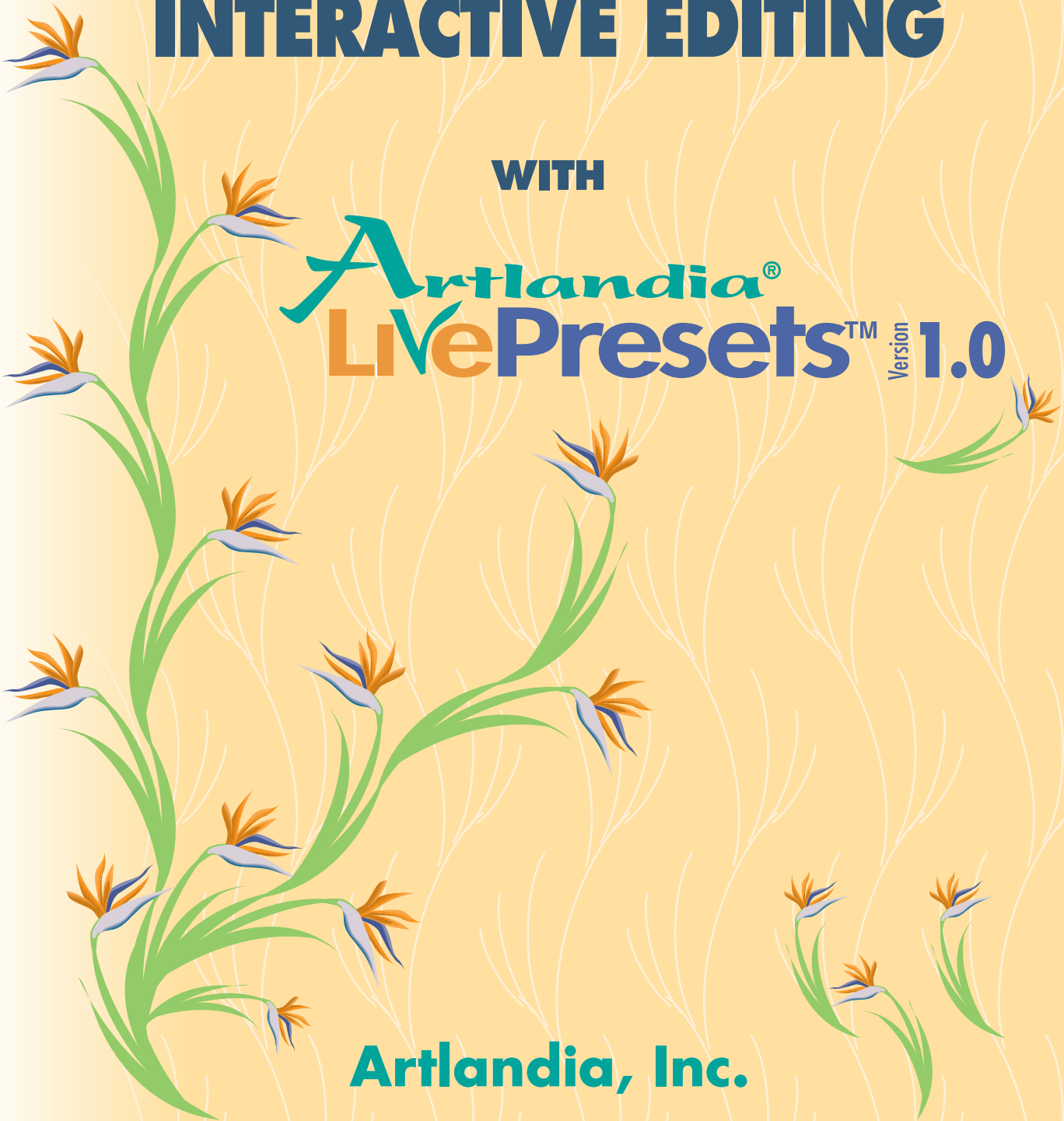


# INTERACTIVE EDITING

WITH

Artlandia®  
LivePresets™ Version 1.0

Artlandia, Inc.



**Interactive Editing**  
with  
**Artlandia<sup>®</sup> LivePresets<sup>™</sup>**

**User Guide**

Version 1

**Artlandia, Inc.**

# How to Contact Artlandia

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Interactive Editing with Artlandia® LivePresets™ 1  
User Guide for Windows and Macintosh  
Intended for use with Adobe® Illustrator® 10 and later

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# Getting Started

Artlandia® LivePresets™ is an Adobe® Illustrator® plug-in that lets you interactively edit the “static” Illustrator objects (presets), such as pattern swatches and symbols, and immediately apply your changes to all instances of the presets in your artwork.

## Installation

LivePresets requires Adobe Illustrator 10 or later (Illustrator CS2 or later recommended). To install the plug-in, quit the Illustrator program if it is running. Then locate the Artlandia LivePresets.aip plug-in file and drag it to the Plug-ins folder located inside the Adobe Illustrator folder. The plug-in will be available the next time you start Illustrator. The file Installation.txt that came with your plug-in may contain more specific instructions for your computer system.

*Note: On your computer system, the file extension can be different or the file name may not have an extension at all.*

## Demo mode

The newly installed plug-in works in the demo mode, which may not have all the features of the full version. The limitations are described in a separate document (see the file Demo.txt in the LivePresets folder).

## Unlocking the full version

To unlock the full version, you need the serial number, which has been provided with your purchase. If you are using a demo version and wish to purchase the full version, please visit the Artlandia web site or contact Artlandia.

To enter the serial number, choose Object > LivePresets > Register.... Fill in the serial number, and click OK.

## About this guide

The guide assumes that you have a basic knowledge of Illustrator, including how to operate Illustrator menus, choose tools, select all or part of the artwork, group and ungroup objects, and use pattern swatches and symbolism tools. For help with any of these tools and techniques, please refer to your Illustrator documentation.

An electronic version of this guide is available as a PDF file located in the LivePresets folder.

## Supplementary materials

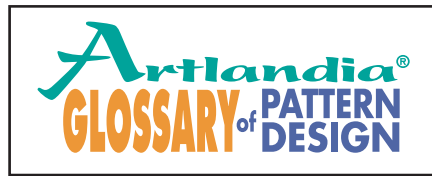
- The plug-in comes with the Quick Reference Card available as a PDF file.
- Also available with the plug-in are Illustrator files that accompany the tutorial part of this guide. They are located inside the Tutorial folder in the LivePresets folder.

## Web resources

Additional tutorials, pattern design resources, answers to frequently asked questions, and the latest information about Artlandia products are always available on the Artlandia web site at [www.artlandia.com](http://www.artlandia.com). To access the web site from Illustrator, click the icon at the top of the LivePresets palette (you must have an internet connection and a web browser installed).



Among the available resources is Artlandia Wonderland, a collection of tips, interactive tutorials, and books on symmetry, pattern design, and their applications, located at [www.artlandia.com/wonderland](http://www.artlandia.com/wonderland). Many pattern design terms are defined and illustrated in the Artlandia Glossary of Pattern Design at [www.artlandia.com/wonderland/glossary](http://www.artlandia.com/wonderland/glossary).



## Customer support

You may be entitled to technical support. For more information, refer to the Artlandia web site and/or the technical support card that came with this guide.

## Other products from Artlandia

Also available from Artlandia are the companion plug-ins Artlandia® SymmetryWorks® and Artlandia® SymmetryShop®. You may find these plug-ins useful for interactively creating sophisticated repeat patterns in Adobe Illustrator and Adobe Photoshop, respectively. LivePresets, SymmetryWorks, and SymmetryShop serve some similar purposes, but they work quite differently and have their own uses. For a detailed comparison, visit

[www.artlandia.com/SymmetryWorks](http://www.artlandia.com/SymmetryWorks)

and

[www.artlandia.com/SymmetryShop](http://www.artlandia.com/SymmetryShop)

Another supplemental product is the Artlandia Collection, a library of unique, royalty-free pattern designs in repeat created with Artlandia software. The Artlandia

Collection can be purchased with SymmetryWorks or separately. LivePresets provides you with an alternative way to interactively edit and fine-tune the pattern swatches in the Artlandia Collection. Visit

[www.artlandia.com/collection](http://www.artlandia.com/collection)

for a list of currently available volumes and sample art.

For designers familiar with computer programming, Artlandia offers its namesake software, *Artlandia*. If you wish to create your artworks by a set of commands in a computer language, you may want to explore this program. *Artlandia* complements LivePresets and SymmetryWorks by providing the means to automatically generate attractive patterns, prepare components for your Illustrator artwork, and apply sophisticated algorithms to further enhance your Illustrator artwork.

More information about Artlandia products is available on the Artlandia web site,

[www.artlandia.com](http://www.artlandia.com)

## Key Features at a Glance

LivePresets lets you create editable copies of Illustrator presets, such as pattern swatches and symbols, and makes it easy to interactively modify the preset artwork.

**Interactive pattern swatches and symbols** The plug-in produces a new Illustrator object, a live copy of a pattern swatch or symbol. When you edit a live copy, the corresponding swatch or symbol instantly changes. See “Creating LivePresets objects” on page 9.

**Live updates** Your edits also immediately apply to all Illustrator objects that use the swatch or symbol you are editing, including regular and compound paths, plug-ins, live effects, graphics styles, symbol sets, nested symbols, and symbols mapped on 3D objects. See “Interactive editing” on page 11.

**Instant creation and deletion** Create a live object with a click and start editing. Revert to the initial state at any time. Delete it with a click when done. See “Initial and Current swatches” on page 11.

**Easy insertion of new artwork** Copy and paste any Illustrator object into the preset you are editing. Also use the special Target with Drawing Tools mode to draw freehand and automatically add new artwork to the swatch or symbol. See “Target with Drawing Tools button” on page 14.

**Unlimited snapshots** Save snapshots of your presets as you work. Snapshots are automatically added to the Swatches or Symbols palette. See “New Symbol/New Pattern Swatch button” on page 15.

**Interactive changes of repeat size in patterns** LivePresets lets you select the bounding box of your pattern swatch with a click (or create a new bounding box if the swatch does not have one). You can then interactively move or scale the bounding box to change the repeat size of your pattern. See “Pattern bounding box” on page 15.

**Support for editable objects in pattern swatches** Illustrator expands brushes, blends, symbols, meshes, and other complex objects when inserting them in a swatch

artwork. However, with LivePresets, you can keep such objects in their original, non-expanded, editable form. See “Editable objects in pattern swatches” on page 19.

**Linking and unlinking** Unlink your LivePresets objects from the rest of the artwork at any time to suspend interactive updates. When ready, re-link with a click to apply all updates at once. See “Link/Unlink button” on page 13.

# Part I

## Practical Introduction

This part gives you an overview of key features of the Artlandia LivePresets plug-in and introduces basic techniques you will find useful in your work.

### Contents

Chapter 1  
Working with Artlandia LivePresets

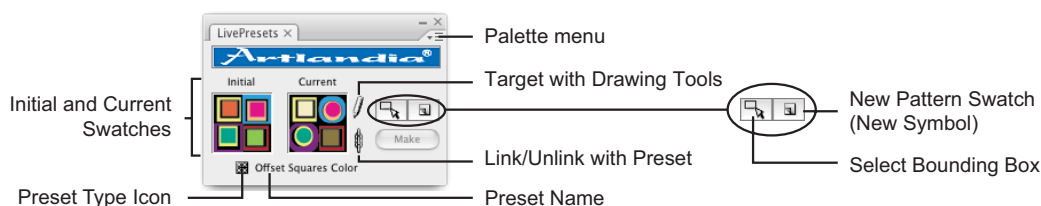
# Chapter 1

## Working with Artlandia LivePresets

You can interact with LivePresets objects using familiar Illustrator tools and commands, as well as new commands added by the plug-in. The new commands can be found in the LivePresets palette as well as under the appropriate Illustrator menus: the commands to make and release LivePresets objects are under the Object menu, and the commands to display and hide the LivePresets palette are under the Window menu. The commands in the Object menu become enabled together with the corresponding elements of the LivePresets palette.

### The LivePresets palette

To show the LivePresets palette, choose Window > LivePresets. You can move the palette on your screen or combine it with the palettes of your choice, just as you do with other Illustrator palettes. To hide the palette, choose Window > LivePresets again.



*The LivePresets palette. On your computer the palette may be slightly different. Consult the Quick Reference card that came with your plug-in.*

As with many other Illustrator palettes, components of the LivePresets palette do not become active until you select a suitable object in your artwork:

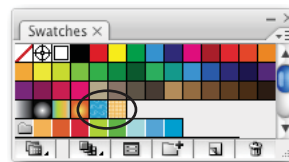
- the Initial swatch, the Preset Type icon, the Preset Name item, and the Make button become active when you select an artwork from which LivePresets can create a new plug-in object; see “Creating LivePresets objects” next
- the Initial and Current swatches and all other palette components, with the exception of the Make button, become active when you select an existing LivePresets object in your artwork

**Tool tips** Palette components may have tool tips, activated at an appropriate time. If you do not see any tips, enable Illustrator’s tool tips. Choose Edit > Preferences > General, then check the Show Tool Tips box and click OK.

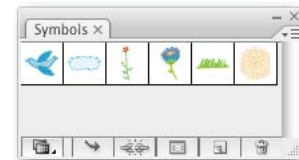
## Creating LivePresets objects

LivePresets creates an editable instance of static Illustrator presets, such as pattern swatches or symbols. This object is called a LivePresets object. To get started, you need to select one of the following objects in your artwork: a symbol instance, a symbol set, or a path whose fill or stroke is painted with a pattern swatch. Once a suitable object is selected, LivePresets shows the preset name and type (📍 for a symbol or 🎨 for a pattern swatch) and displays the icon for the corresponding preset in the Initial swatch in the LivePresets palette. The Make button becomes enabled.

**Note:** LivePresets does not support live editing of Illustrator brushes.



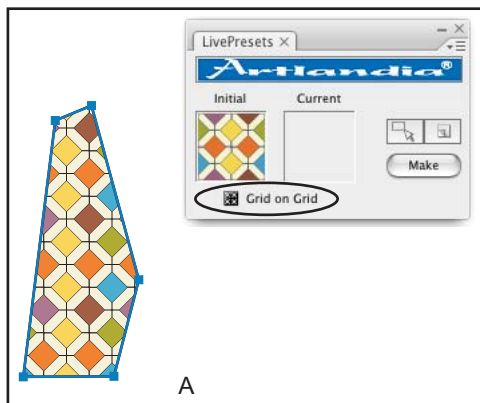
A



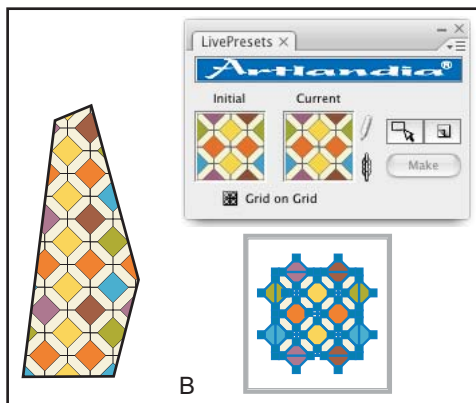
B

*Supported preset types.*

*A. Pattern swatches B. Symbols*



A



B

*Making a LivePresets object.*

*A. Selecting a path with a pattern fill B. Inserting a LivePresets object (the Make button is clicked)*

If you select more than one path object painted with the same pattern (or multiple instances of the same symbol and symbol sets), the Make button will still be active as long as your selection uniquely identifies the editable preset. If your selection points to more than one preset, LivePresets displays the Mixed Items icon in the Initial swatch.



*The Mixed Items icon.*



*LivePresets also displays the Mixed Items icon if you select a symbol set that includes instances of more than one symbol. To enable LivePresets, select a symbol or symbol set that consists of the same symbol. Alternatively, you can expand a composite symbol set (choose Object > Expand..., leave only the Object checkbox selected, and click OK) and then select a symbol that you want to edit.*

### **To make a LivePresets object:**

- 1 Select a path painted with a pattern swatch, a symbol, or a symbol set.

2 Click the Make button in the LivePresets palette or choose Object > LivePresets > Make.

The Make command inserts a LivePresets object in the center of the artboard. You can then drag the object to any location of your choice with the Selection tool.

In Illustrator CS2 and later versions, LivePresets creates a new object in the Target with Drawing Tools mode. See “Target with Drawing Tools button” on page 14.



*To make a LivePresets object, it is not enough (and not necessary) to select a swatch in the Swatches palette or a symbol in the Symbols palette. Rather you must select an object (for example, a path or a symbol) in your Illustrator document.*



*If your artwork does not have any objects that use the preset that you want to edit, create such an object first.*



*To practice, draw a rectangle and apply a pattern fill using one of the default Illustrator pattern swatches or a swatch from some other library (for example, the Artlandia Collection; see Other products from Artlandia on page 3).*



*A large collection of pattern swatches and symbols comes with your Illustrator. Choose Window > Swatch Libraries or Window > Symbol Libraries to open a library of your choice. See “About patterns” and “About symbols” in Illustrator’s User Guide.*

## Interactive editing

Once a LivePresets object is created, any edit you apply to the object immediately propagates to the corresponding preset and further to all objects in the artwork that use that preset. This lets you interactively adjust pattern swatches and symbols while observing how your edits affect Illustrator paths, plug-ins, live effects, graphics styles, symbol instances, symbol sets, nested symbols, and other Illustrator objects.



**Initial and Current swatches** As you edit a preset, the Initial swatch in the LivePresets palette remains unchanged while the Current swatch changes to reflect your edits (as long as your LivePresets object is linked to the preset; see

“Link/Unlink button” next). Besides providing a visual cue, the swatches also let you restore and reset the initial state of the preset.






*Live updating of pattern swatches and symbols in some of the supported Illustrator objects.*


*A. Paths (fill) B. Compound paths (fill) C. Paths (stroke) D. Plug-ins E. Live effects F. Graphic styles G. Symbols H. Symbol sets I. Symbols mapped on 3D objects J. Nested symbols*

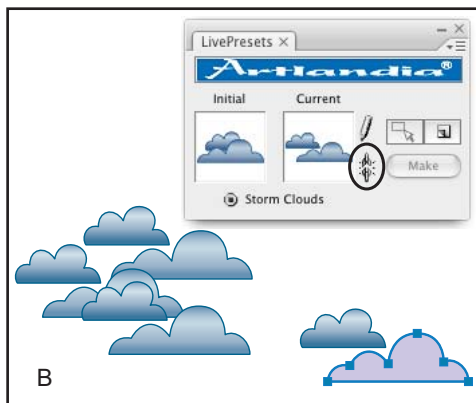
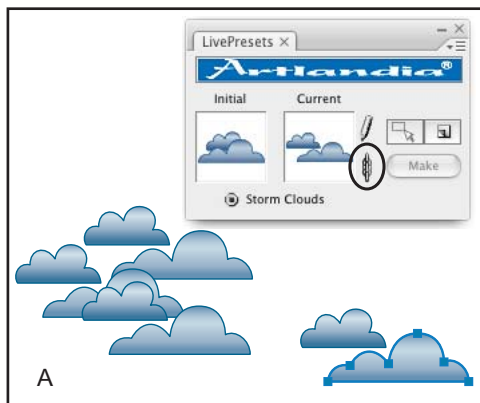
-  Click the *Initial* swatch to abandon your edits and revert the preset to its initial state. Double-click the *Initial* swatch to revert the preset and delete the LivePresets object.
-  Click the *Current* swatch to remember the current state as a new initial state. Double-click the *Current* swatch to accept the current state as final and delete the LivePresets object.

It is often convenient to have several Live preset objects linked to the same pattern swatch or symbol. This lets you quickly try different design ideas, see them applied live to the target artwork, and continue to develop them in parallel. As you switch between LivePresets objects (select any part of a LivePresets object to switch to that object), you will notice that the *Current* swatch reflects the current state of the *preset* you are editing, not necessarily the state of the *selected LivePresets object*.


-  Edit a LivePresets object to rebuild the preset from that object or click the *Link* button and then the *Broken Link* button to unlink and then re-link to the preset.

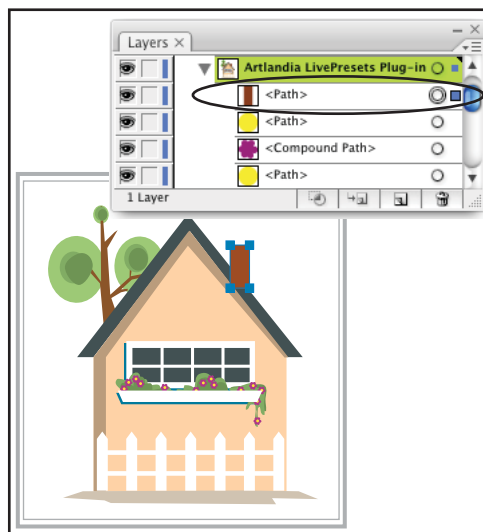
**Link/Unlink button** In complex artworks, interactive editing may become inefficient. In such cases you can click the *Link/Unlink* button in the LivePresets palette to suspend or resume interactive updates of Illustrator objects that use the preset and the preset itself. The *Link* icon  indicates that your edits immediately apply to the preset, whereas the *Broken Link* icon  indicates that you are only editing the plug-in object. Click the button again to apply your edits to the preset.

-  Editing **unlinked** symbols with LivePresets is essentially equivalent to editing symbols in *Isolation mode* in Illustrator CS3 and later versions. See “*Edit or redefine a symbol*” in *Illustrator’s User Guide*.




Using the Link/Unlink button .  
A. Live editing B. Postponing changes

**Target with Drawing Tools button** The Target with Drawing Tools mode is similar to the group isolation mode in Illustrator and provides a convenient way to add objects to the preset you are editing. (For other ways to accomplish the same result, see “Adding objects to a preset” on page 18.) To switch to the Target mode, click the Target with Drawing Tools button  in the LivePresets palette. The button becomes available when you select a LivePresets object. The button is disabled in objects that are already in the Target mode. The Target mode is indicated by a gray border around a LivePresets object. Drawing in the Target mode with, for example, the Rectangle tool or the Pen tool, places new objects inside the preset, on top of other objects. To exit this mode, double-click outside the gray border or simply click any object outside the gray border.



Drawing a rectangle in the Target with Drawing Tools mode places it inside the LivePresets object, on top of the artwork.

*Note: The Target with Drawing Tools mode is available only in Illustrator CS2 and later versions of Illustrator.*


**New Symbol/New Pattern Swatch button** You can save a snapshot of the preset you are developing at any time. To save a snapshot, click the New Symbol/New Pattern Swatch button  and fill in the snapshot name in the subsequent dialog. LivePresets adds pattern snapshots to the Illustrator Swatches palette and symbols to the Symbols palette. You can use the swatches and symbols that you save this way as any other Illustrator swatches and symbols.



*To bypass the New Name dialog, hold down the Alt key (Windows) or the Option key (Mac OS), and click the New Symbol/New Pattern Swatch button.*

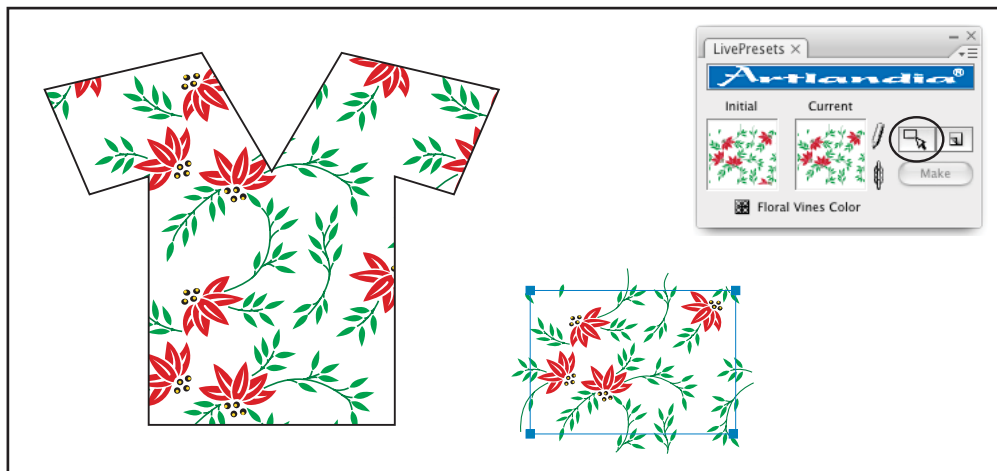
## Pattern bounding box

Illustrator creates fill patterns by tiling the pattern swatch artwork within its bounding box, an unfilled and unstroked rectangle at the back of the artwork. The bounding box, if present, acts as a mask, causing Illustrator to discard artwork outside the bounding box. If the backmost artwork of a swatch is not an unfilled and unstroked rectangle, Illustrator tiles the entire swatch. LivePresets provides a convenient way to select the existing bounding rectangle in a pattern preset, or add a new one, and preview a pattern swatch with or without the masking rectangle.



**Select Bounding Box button** The Select Bounding Box button  is available for pattern swatches that contain a bounding box. Click the button to select the bounding box.



*You can scale the bounding rectangle with Illustrator tools to change the horizontal and vertical repeat size of your pattern.*



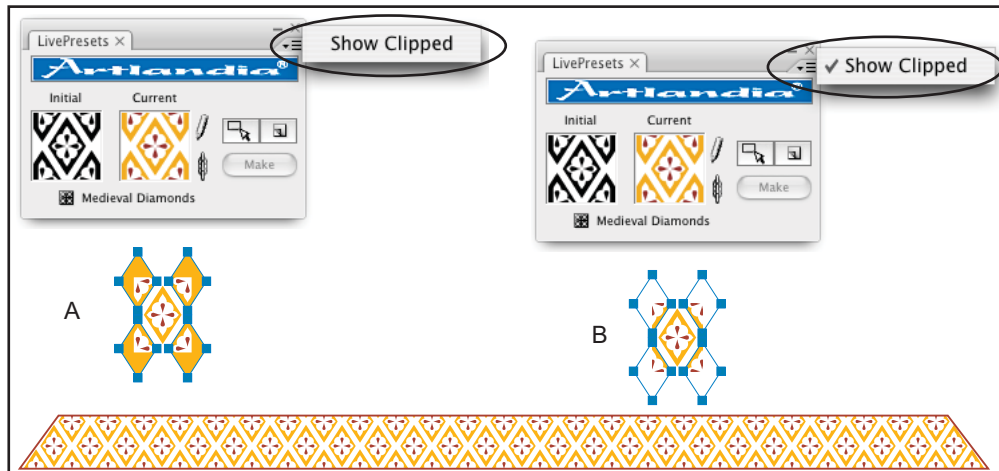
Selecting the pattern bounding box.

**Make Bounding Box button** For pattern swatches that do not have a bounding box rectangle, the Select Bounding Box button in the LivePresets palette changes into the Make Bounding Box button . Click the button to add a bounding rectangle at the bottom of the pattern swatch. Once the rectangle is added, the Make Bounding Box button changes to the Select Bounding Box button . The new bounding rectangle precisely fits the entire swatch artwork so adding the rectangle does not cause visual changes to instances of the pattern in the artwork.



*LivePresets selects the new rectangle so you can apply the usual Illustrator tools, for example, the Free Transform tool, to change the repeat size of your pattern.*

**Show Clipped** The Show Clipped item in the LivePresets palette menu lets you hide parts of the swatch artwork that are outside the pattern bounding box. Choose the item in the popup palette menu to show the clipped artwork. The check mark to the left of the menu item indicates that the clipping mode is active. Selecting or deselecting the Show Clipped mode affects only the visual appearance of *LivePresets objects* and has no bearing on patterns in the artwork.



Using the *Show Clipped* item in the palette menu.

A. Displaying the entire swatch artwork B. Displaying only the swatch artwork inside the pattern bounding box

**LivePresets bounding box versus Illustrator bounding box** The LivePresets bounding box behaves very much as Illustrator own pattern bounding box. Just as Illustrator itself, the plug-in recognizes the backmost path in the swatch artwork as the bounding box only if the path is closed, has no fill or stroke, and has exactly four anchor points. However, there is an important distinction: if such a path is not a rectangle, or if it is a rectangle but its sides are not strictly vertical and horizontal, Illustrator treats such a path as just another object in the swatch, whereas LivePresets automatically reshapes the path to make it into a rectangle with horizontal and vertical sides.



*If you are familiar with Artlandia SymmetryWorks, you will see that the bounding box in LivePresets is very similar to the control path in SymmetryWorks. However, in SymmetryWorks, the pattern remains in repeat after the plug-in reshapes the control path, whereas in LivePresets it is your responsibility to rearrange the swatch elements to ensure a seamless repeat.*

## Adding objects to a preset

You can add other objects to a LivePresets objects (and correspondingly to the preset you are editing) using the usual Illustrator tools and techniques as well as a special mode provided by the plug-in:

- use Illustrator menu commands Edit > Paste in Front and Edit > Paste in Back to add objects on top or behind a selected element of a LivePresets pattern; see “To paste an object relative to other objects” in *Illustrator’s User Guide*
- use the Target with Drawing Tools mode to add an object on top of the preset artwork; see “Target with Drawing Tools button” on page 14
- use the Layers palette to insert an object into a LivePresets object; see “To change the stacking order using the Layers palette” in *Illustrator’s User Guide*

*Note:* The Paste in Front and Paste in Back commands and the Target with Drawing Tools mode are available in Illustrator CS2 and later versions; reordering using the Layers palette can be done in all supported versions of Illustrator.

As an example, use the following procedure to add objects to LivePresets using the Paste in Front (Paste in Back) command.

### **To add an object to LivePresets using the Paste in Front (Paste in Back) command:**

- 1 Select the object(s) you want to add to the preset with the Selection tool and drag the object(s) in front of the LivePresets object.
- 2 Choose Edit > Cut.
- 3 With the Direct Selection tool, select an object in the preset.
- 4 Choose either Edit > Paste in Front or Edit > Paste in Back.

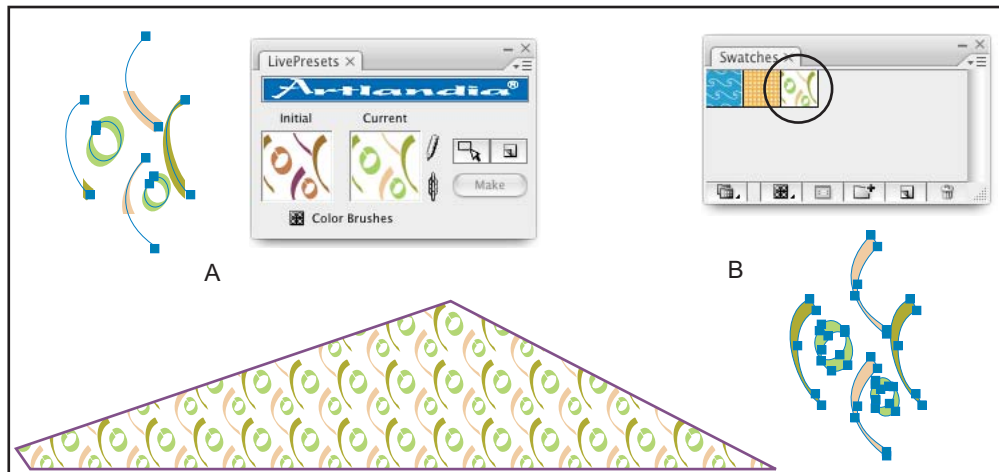
You can find examples of adding other objects to a LivePresets object in the tutorial “Designing a Pattern from Scratch” on page 27.

## Editable objects in pattern swatches

Illustrator automatically expands complex objects, such as brushes, blends, symbols, meshes, and some other objects, before including them in a pattern swatch. This ensures the best performance when you apply the swatch as a pattern fill.

LivePresets lets you keep that performance advantage and still use complex objects in their original, non-expanded form for easy editing.

You can add complex objects to LivePresets swatches as you would add any other object, see “Adding objects to a preset” on page 18. For example, you can easily paint with brushes in the Target with Drawing Tools mode or use that mode to place an instance of a symbol inside a pattern swatch. You can add other objects with cut and paste. For step-by-step examples, see “Designing a Pattern from Scratch” on page 27.



Using brush strokes in a pattern.

A. Editable brush objects in a LivePresets object B. The same artwork expanded in the Swatches palette

## Disposing LivePresets objects

Once you are satisfied with the preset you are editing, you can delete your working editable copy of the preset. Delete a LivePresets object as any other Illustrator plug-in object, for example, by selecting the whole object and pressing the Delete key. You can also delete an object by double-clicking the Current swatch in the LivePresets palette. See “Initial and Current swatches” on page 11.



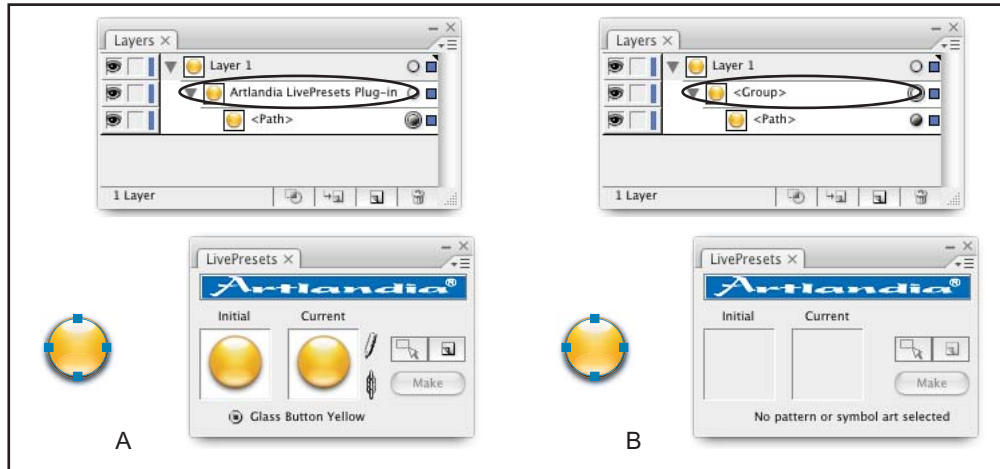
*Because Illustrator retains all the information about symbol components intact, there may be little reason to keep a LivePresets object for symbols—when you need it, you can create a new editable copy from an instance of the symbol just as well.*



*There may still be a good reason to keep a LivePresets object for pattern swatches, when the swatch artwork contains complex objects that are normally expanded. See “Editable objects in pattern swatches” on page 19.*

## Releasing LivePresets objects

Releasing a LivePresets object breaks its connection to the object’s preset and reduces the object to the raw preset artwork. You may want to release an object, for example, when you want to copy the preset artwork. To release a LivePresets object, choose Object > LivePresets > Release. Visually, there may be no changes, but the LivePresets palette becomes disabled and the selected LivePresets object disappears from the Layers palette.



*Releasing a LivePresets object.*

*A. A LivePresets object B. The same artwork after the object is released*

You can re-create a released object by dragging the object to the Swatches or Symbols palette (for pattern swatches and symbols respectively) and then creating a new LivePresets object. See “Creating LivePresets objects” on page 9.



# Part II

## Tutorial

These tutorials take you step-by-step through typical stages of using LivePresets. The tutorials have extensive references to other material in this guide and could be used as a starting point to learn about the plug-in.

### Contents

Chapter 2

The Retro Flowers: Interactive Symbol Editing

Chapter 3

The Blends: Designing a Pattern from Scratch

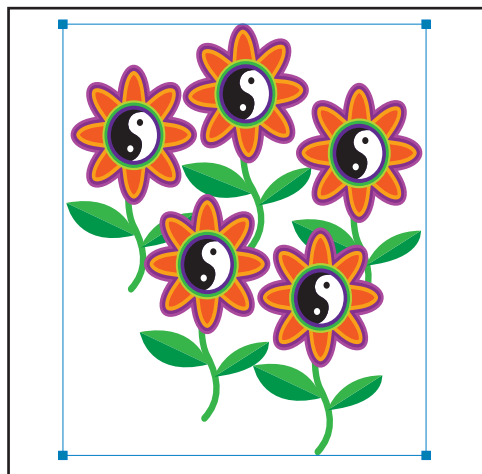
Chapter 4

The Merry Border: Using Nested Symbols

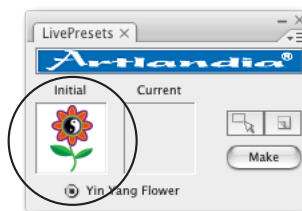
## Chapter 2 The Retro Flowers: Interactive Symbol Editing

This tutorial introduces the basic steps of working with LivePresets. Always start by selecting an Illustrator object that uses a preset that you want to edit. In this case, you will create such an object first.

1 Choose File > New... and click OK in the dialog box. Then choose Window > Symbol Libraries > Retro and click the Ying Yang Flower in the Retro palette. Check that the symbol is selected in the Illustrator Symbols palette and click the Symbol Sprayer tool in the toolbox. Then draw a small scribble in the artwork to create a symbol set with a few retro flowers.



2 Notice that the Ying Yang Flower symbol appears in the Initial Swatch of the LivePresets palette, together with the symbol icon and the preset name, and the Make button becomes enabled. This shows that LivePresets recognizes the selected object and is ready to make its live, editable copy. See “Creating LivePresets objects” on page 9.





3 Click the Make button in the LivePresets palette. This inserts an editable copy of the Ying Yang Flower symbol in the center of the artboard. Choose the Selection tool in the toolbox and drag the object to a convenient place to edit, for example, to the right of the original Ying Yang Flower symbol set.

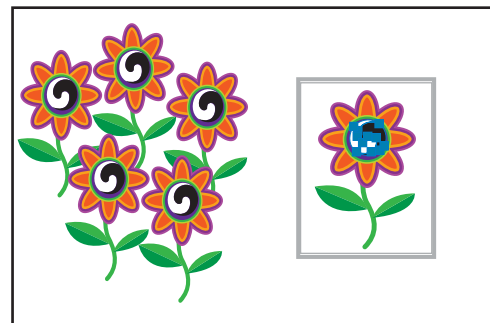
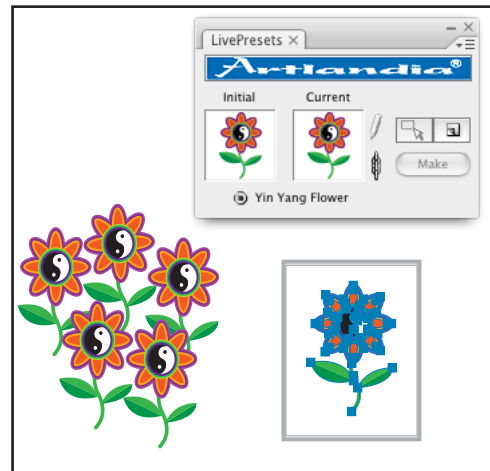
Notice the gray border surrounding your LivePresets object. The border indicates that the Target with Drawing Tools mode is active. You can use that mode to interactively add other objects to the preset; see “Target with Drawing Tools button” on page 14.

Also notice that, as soon as the LivePresets object is created, the Make button becomes disabled and the Current switch starts displaying the current state of the preset you are editing; see “Initial and Current switches” on page 11. The active Current switch is also an indication that a LivePresets object is selected.

**4** You now have an editable copy of the Ying Yang Flower. Every edit you make to the LivePresets object immediately changes the symbol and applies to all instances of the symbol in the artwork. Experiment and see the flower set change interactively with your edits.

For example, select the white-and-black Ying Yang and apply the Twirl tool.

There may be times when you do *not* want all your edit to immediately apply to all instances of the symbol in the artwork (for example, if there are thousands of flowers in the artwork). You may prefer to make multiple edits and then apply them at once when you are ready. You can do that by clicking the Link button . The link indicates that the LivePresets object is linked to the preset and all its instances in the artwork. When you click the button, the icon changes to the Broken Link , which indicates that there is temporarily no link. Continue to edit the flower and click the



button again when you are done. This updates all other flowers in the artwork. See “Link/Unlink button” on page 13.

When finished, double-click the current swatch to keep your changes to the Ying Yang Flower symbol and delete the LivePresets object. Or double-click the Initial swatch to abandon your changes and delete the LivePresets object.

You may also try using LivePresets with a pattern swatch instead of a symbol. Create a rectangle, apply a pattern swatch fill, and click the Make button in the LivePresets palette. Then proceed with interactive edits of the swatch artwork and see your changes apply to the filled rectangle.

## Chapter 3

# The Blends: Designing a Pattern from Scratch

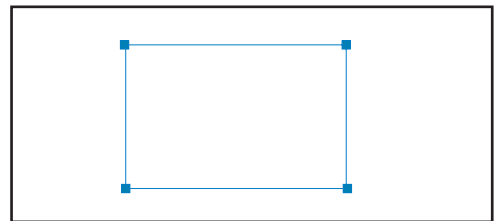
In the previous chapter, you learned how to edit an existing symbol or a pattern swatch. But what if you want to create a new pattern swatch from scratch? This advanced tutorial introduces one possible procedure. You will also learn how to use other plug-in objects and symbols in your pattern swatches.



*Another plug-in from Artlandia, Artlandia SymmetryWorks, lets you create much more sophisticated pattern designs.*

To launch LivePresets, you still need a pattern swatch with at least one object inside. Start by creating a new swatch that contains just a single bounding box. In most cases, you will want a bounding box for your pattern anyway. See “Pattern bounding box” on page 15.

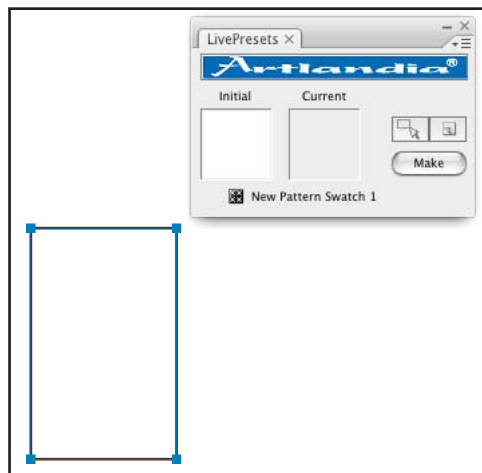
**1** In a new artwork, choose the Rectangle tool in the toolbox and set the fill and stroke colors to None in the Color palette. Click somewhere in a new artwork and fill in the desired width and height in the subsequent dialog. This rectangle will define the horizontal and vertical repeat size of your pattern.



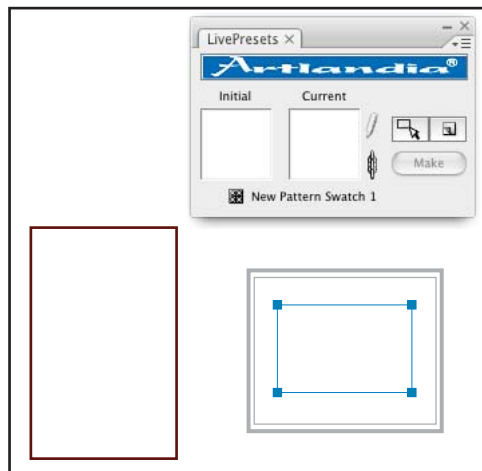
**2** Choose Edit > Define Pattern..., fill in a pattern name, and click OK (or drag the rectangle to the Swatches palette with the Selection tool). Then delete the rectangle—it has served its purpose.


Note the new (empty) swatch that you just created. You will use that swatch to “paint” another rectangle (or any other path that you want). That rectangle (or path) will serve as a projection screen for you to see the pattern in repeat as you develop it.

3 With the Rectangle tool still selected in the toolbox, drag somewhere in your artwork to create a rectangle that is several times bigger than the rectangle you have just deleted. Set some stroke color (just to see your rectangle clearly) and apply the empty swatch you created in step 2 as a pattern fill: in the Color palette, click the Fill swatch to bring it forward; then click the new empty swatch in the Swatches palette. Your new rectangle will still look empty, but now the Initial swatch in the LivePresets palette becomes white and the Make button becomes enabled.



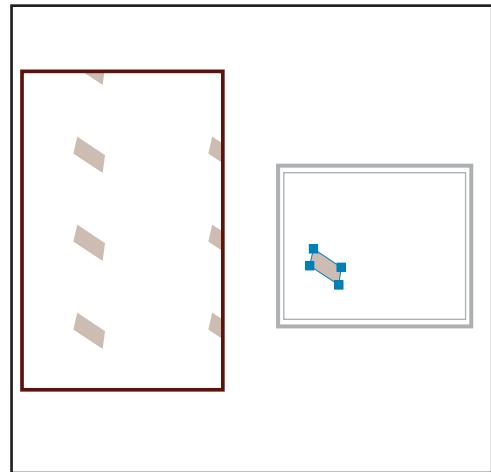
4 Click the Make button in the LivePresets palette. This inserts the swatch you created in step 2, which consists of a single no-fill, no-stroke rectangle, the bounding box (which you created in step 1). The Current swatch now also displays the empty (white) square.



Your rectangle is surrounded by a gray border, which is the indicator of the Target with Drawing Tools mode. That mode lets you draw freehand. It is a convenient way to add artwork to the new swatch. You can exit the Target mode by double-clicking outside the gray border. To enter the mode again, select the swatch artwork (for example, drag across the swatch rectangle with the Selection tool) and click the Target with Drawing Tools button . See “Target with Drawing Tools button” on page 14.

5 With the Target mode still active, choose Select > Deselect to deselect the bounding rectangle. Then click the Pen tool in the toolbox, choose a grayish fill color in the Color palette, and draw a small path in the lower-left quadrant of the bounding box. Notice that the path appears repeated on the “projection screen” rectangle as you draw.

If some part of the path gets cut off on the projection screen, choose the Direct Selection tool and drag the path inside the bounding box rectangle. For easier navigation, enable the Illustrator smart guides (View > Smart Guides).



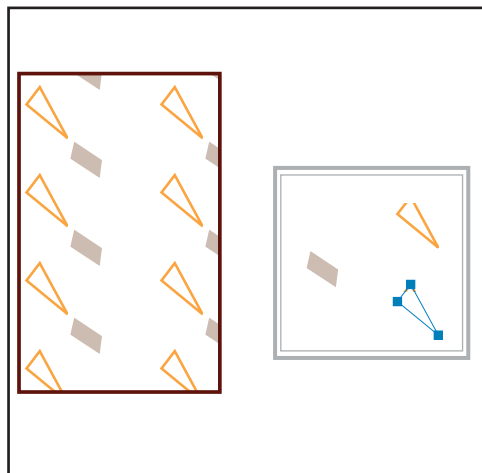
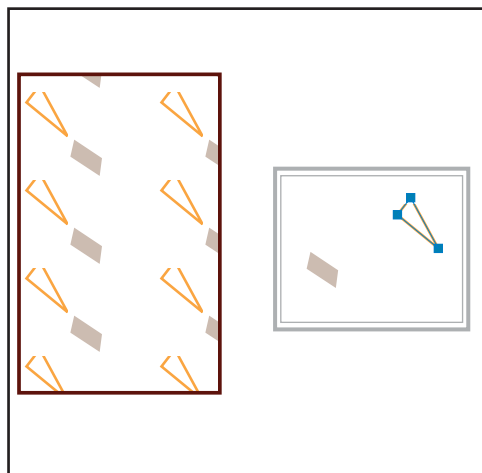
You can also see the cutoffs directly in the swatch you are editing. Click the popup menu in the LivePresets palette and choose Show Clipped. Then move the path you have just created around and observe that the part of the path that goes outside the bounding box loses the color fill (that is, becomes visible only as an outline). Now if the path is cut off on the projection screen, it is also cut off in the swatch. See “Show Clipped” on page 16. To continue with the tutorial, undo these changes (return the path inside the bounding box).

6 Next you will create a path that does cross the boundary of the bounding box.

Make sure that the Target mode is still active and draw a triangle in the upper-right part of the swatch bounding box. Now you want the upper part of the triangle to be slightly outside so it will be cut off on the projection screen. Let the triangle have an orange stroke and no fill.

For the triangle on the **upper** border of the bounding box to repeat seamlessly, you must also have a copy of the triangle crossing the **lower** border of the bounding box.

7 Choose the Direct Selection tool in the toolbox, hold down the Alt key (Windows) or the Option key (Mac OS), click the triangle once to select it all, and drag it down toward the lower border. Press the Shift key as you drag to ensure that the copied rectangle will be aligned vertically with the original one. Release the mouse when the copied triangle is somewhere near the lower border. By pressing the Up Arrow key and the Down Arrow key adjust the position of the second triangle so that it flows seamlessly into the first one.



You can use many other ways to make a shifted copy of the triangle. For example, use the Object > Transform > Move... dialog box (fill in the vertical repeat size and click

Copy). This will let you to shift the copy by the exact amount and avoid later interactive adjustments.

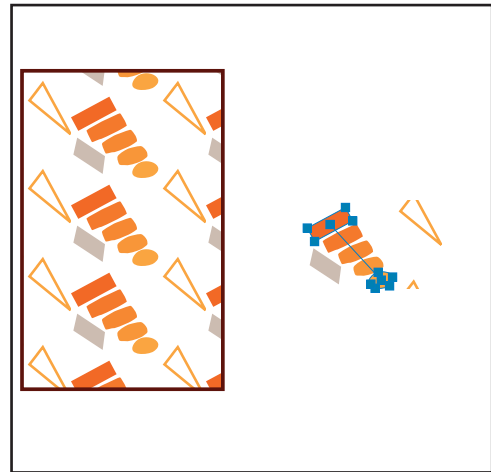
The Target with Drawing Tools mode is useful for adding regular paths and symbols to your swatch, but it does not allow you to directly create some complex objects, such as blends or mesh objects. You can still use such objects in your swatch, but you must create them outside the LivePresets object and then move them in, for example, with the Cut and Paste in Front commands. In the next step, you will do it for one such object (a blend).

8 Double-click outside the gray border to exit the Target with Drawing Tools mode. Then select a shade of red fill color in the Color palette and draw a small rectangle path with the Pen tool, somewhere to the right of the gray path. Then draw a smaller orange oval with the Pencil tool, down and further to the right.

Click the Blend tool in the toolbox and click first the red rectangle and then the oval. Double-click the Blend tool and, in the Blend Options dialog, choose Specified Steps for Spacing and type the number 3 in the adjacent field. Click OK to close the dialog. Your blend is ready to be inserted into your swatch.

Choose Edit > Cut, then click the Direct Selection tool in the toolbox, and click the gray path in your LivePresets object. Then choose Edit > Paste in Front. At this point, your blend object gets insert into the swatch and comes up on the “projection screen” in repeat.

Alternatively, you can use the Layers palette to insert the blend object into the swatch. See “Adding objects to a preset” on page 18.



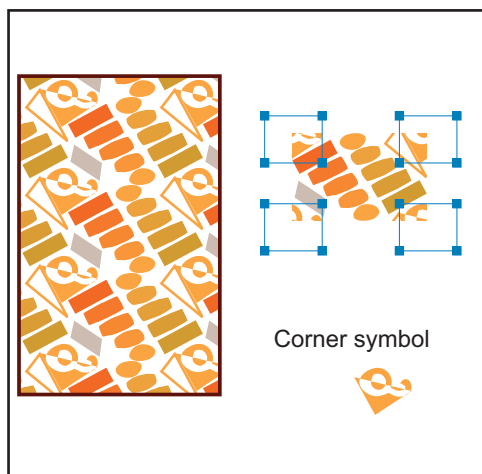
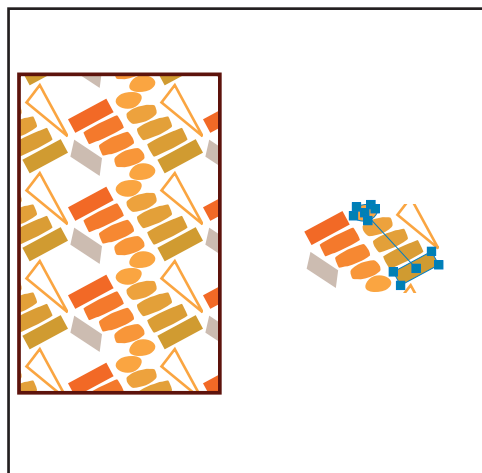
9 With the blend object still selected, hold down the Alt key (Windows) or the Option key (Mac OS), and drag the object to the right to create a copy. Note that your edits get immediately reflected in the repeated pattern on the “projection screen”.

Using the Rotation tool, rotate the copied blend 180° and, if necessary, interactively adjust the position of the blend with the Direct Selection tool so that it will not overlap other elements in the swatch.

You can now interactively edit the blend object inside the LivePresets swatch. For example, change the color of the red path to a darker orange shade.

10 As a finishing touch for this pattern, you can add a corner object. Just as you had to add a second orange triangle at the bottom of the swatch to ensure the vertical flow of the pattern in step 7, you will have to add *four* identical objects, at all four corners of the swatch, when an object gets cut off by two sides at a corner. This will ensure the flow in both horizontal and vertical directions.

Placing a corner object is a somewhat advanced technique and you can master it when you get more familiar with LivePresets. To have four identical copies of an object and still be able to interactively



edit them in one place, create a symbol and place four instances of that symbol in the four corners of the swatch. You can then edit the symbol in a separate LivePresets object and have it updated automatically in the LivePresets swatch and throughout the artwork.

The finished pattern for this tutorial and the LivePresets object for the swatch are in the file Blends.ai in the Tutorial folder inside your LivePresets folder.

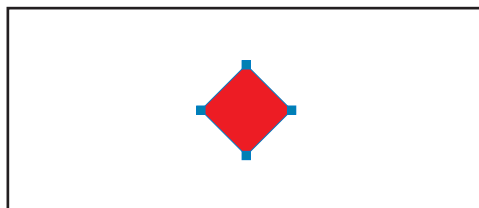
Note that if you create a new LivePresets object for the same pattern, the new object will contain expanded blends and symbols. For swatches like this, you should keep the *original* LivePresets objects if you ever want to edit them as objects again (rather than edit the expanded artwork). See “Editable objects in pattern swatches” on page 19 and “Disposing LivePresets objects” on page 20.

## Chapter 4

# The Merry Border: Using Nested Symbols

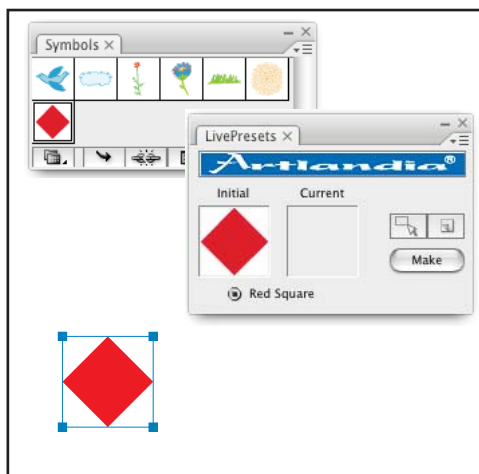
Interactive editing of patterns and symbols with LivePresets is especially useful for working on complex artworks that include nested presets (when one preset is used inside another), for example, when a pattern swatch is used to paint a path in a symbol, which is in turn included in another symbol, and so on. This tutorial shows you a simple way to do that.

1 Using the Rectangle tool or the Pen tool, draw a red square in a new artwork.



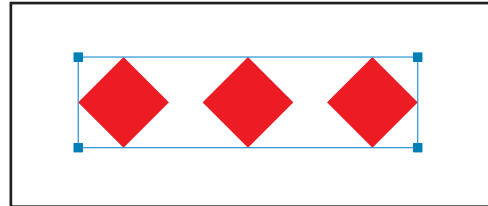
2 Click the rectangle with the Selection tool and drag it to the Symbols palette. In the Symbol Options dialog, choose Type: Graphics and accept the default symbol name and click OK. The red square becomes a symbol and activates the LivePresets palette.

*Note: In Illustrator CS2, this does not happen in one step. After you have created a symbol, delete the original path and click Place Symbol Instance in the Symbols palette.*

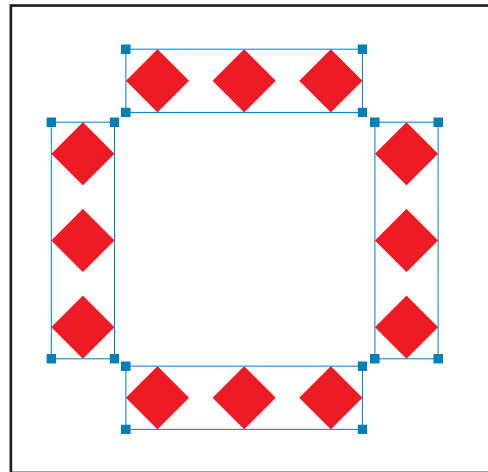


3 You do not need to make an editable copy of the symbol right away, but you will need it at some point so you can just as well do it now. Click the Make button in the LivePresets palette, create a LivePresets object for the red square, and move the object somewhere in the artwork to keep it until a later time.

4 Now create a new symbol that includes three copies of the red square symbol arranged in a line. For example, click the Selection tool in the toolbox, hold down the Alt key (Windows) or the Option key (Mac OS), and drag the red square symbol to the right. Repeat to make a third copy. Then select all three symbols and drag them to the symbol palette to make a new symbol.

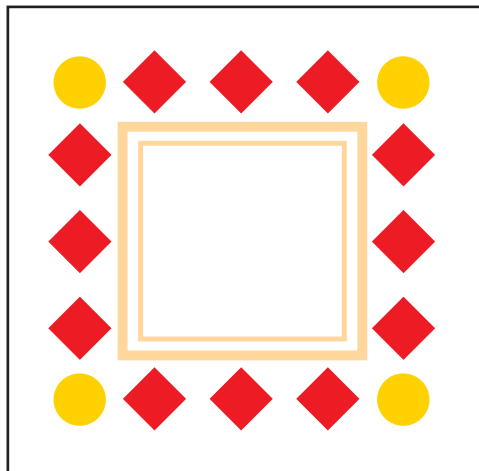


5 Make three more copies of the new symbol and arrange them in a square. You can use the Edit > Copy and Edit > Paste commands to create duplicates, or use any other familiar method. To rotate the symbol instances, use the Rotation tool. Move the symbol instances around with the Selection tool.




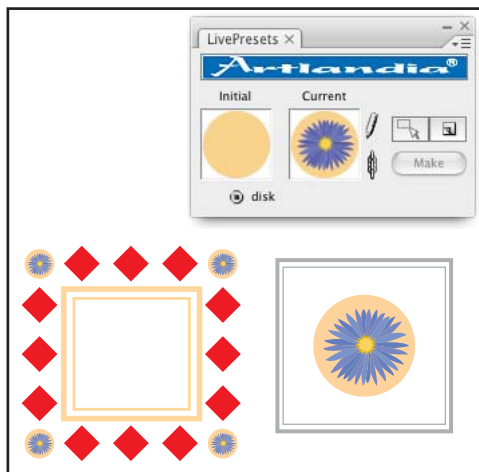
6 Create yet another symbol, in this case from a simple orange disk, and put four instances of that symbol in the corners of the square. Add two concentric rectangles (use a beige stroke).

You can now edit all the symbol components in separate LivePresets objects and interactively modify the border arrangement.



7 Start with the orange disk. Select one of the corner instances and click the Make button in the LivePresets palette. This creates an editable copy of the symbol. You can then change the disk color and add another symbol in the center of the disk.


Make sure that the object has a gray border (click the Target with Drawing Tools button  if it does not), choose Window > Symbol Libraries > Flowers, click the Aster symbol, and click Place Symbol Instance in the Symbols palette. This inserts the Aster symbol into the orange disk symbol. Optionally scale and center the inserted symbol. Notice that the entire border arrangement changes immediately to reflect your edits.



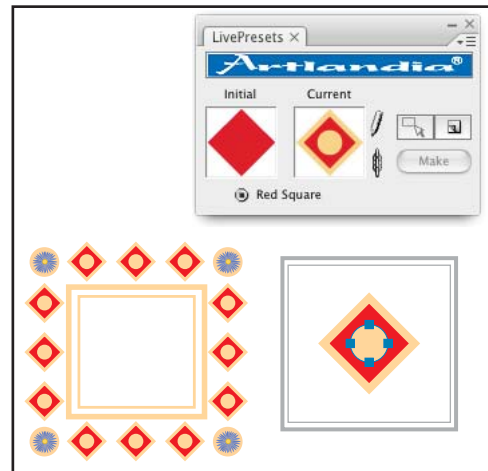
Next you want to edit the red square symbol. Note that if you select the composite symbol (the one that contains three base symbols), LivePresets will let you make an editable copy of the composite symbol, but not of the red square symbol itself.

This is where the LivePresets object created in step 3 will be useful. If you did not create that object at that time, place a new instance of the red square symbol in the artwork and make a LivePresets object now.

8 Select the red square in the LivePresets object created in step 3 and add a beige stroke. Notice again that the entire border arrangement changes with your edits.

To experiment further, you can click the Target with Drawing Tools button  and add a small beige disk in the center of the square.

The border arrangement at this stage is in the file Border.ai in the Tutorial folder inside your LivePresets folder.



Finally, note that you do not have to dispose of one LivePresets object to start working on another. You can have as many such objects as you wish, even several editable copies for each preset. Then edit the LivePresets objects in turn and see you edits applied throughout the artwork. See “Initial and Current swatches” on page 11.



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