



# ADOBE ILLUSTRATOR

- Customizing brushes

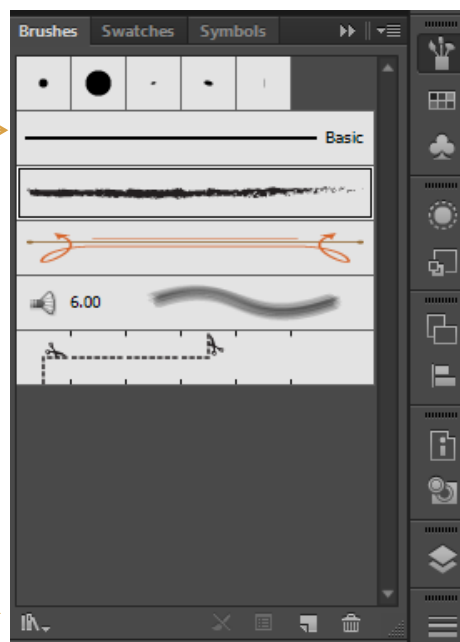
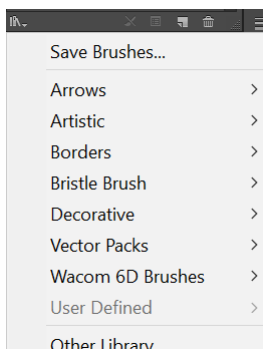
## - Introduction – Brushes & Brushes Panel -

- Brushes let you stylize the appearance of paths. You can apply brush strokes to existing paths, or you can use the Paintbrush tool to draw a path and apply a brush stroke simultaneously.

- **Brushes** that you create or select from the **Brush Libraries** will appear here.
- You can also delete brushes that you don't want.

• By default, the Illustrator with a couple of brush packs, which can be found by clicking the **Brush Libraries Menu**.

• Here, you'll find eight categories containing different brush types that you can select and then use with the **Brush tool (B)**.

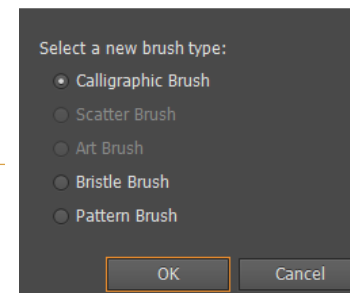


### SHORTCUTS :

- **Windows >Brushes** or **F5** = Opens brush panel
- **(B)** = To select the paint brush tool

- You are able to create new brushes.
- When creating a new brush you are asked to **select** the brush type which will then open up the settings for that brush type.

### New Brush




- Delete brushes

## - Creating a Paint Brush - Part 1 -

• Before creating any type of brush we should clear out all the default brushes, to do so follow these steps below:


1. Open up the **Brushes** panel
2. Select the **Advanced** menu on the top right hand side and click **Select All Unused**
3. Drag the selected brushes to the bin on the bottom right hand side or just click the bin

### Step 1 :

Select the **Blob Brush Tool (Shift-B)**  and draw a short horizontal line on the page.



### Step 2 :

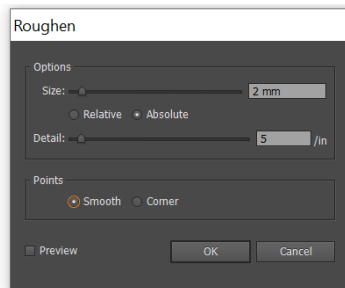
Once you have your line, switch over to the **Eraser Tool (Shift-E)**  and then adjust its shape by cutting off its round ends.



### Step 3 :

To further edit the line go to **Effect > Distort & Transform > Roughen**, which should bring up a new window allowing us to fine-tune the effect.

Once you select **OK**, Illustrator will apply the effect to the shape as a live effect. To change head over to **Object > Expand Appearance**.



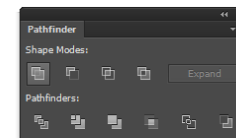
### Step 4 :

Create two copies of the resulting shape and adjust the placement, width and height in order to add variation.



### Step 5:

Select all shapes and combine them into one shape by opening the **Pathfinder panel (Shift+Ctrl+F9)** and using **Unite Shape Mode**.



## - Creating a Paint Brush - Part 2 -

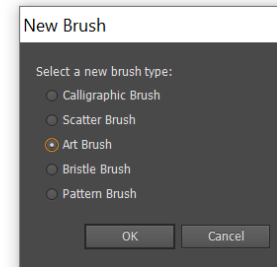
### Step 6 :

Before moving on you should change the colour of the resulting shape, since otherwise you may not be able to do it afterwards when it turns into a brush.



### Step 7 :

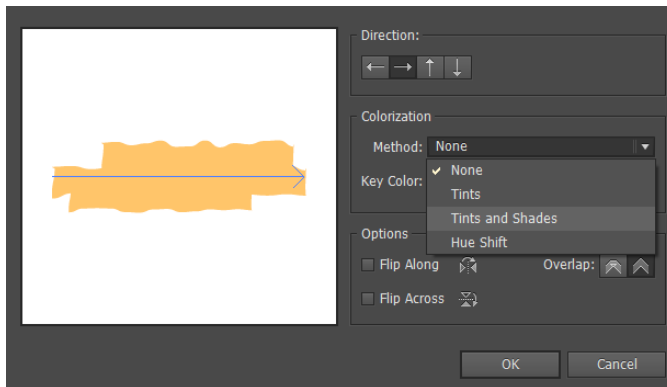
To turn it into a brush open up the **Brush** panel and click on the **New Brush** button, making sure to set the **Brush Type** to **Art Brush**.



### Step 8 :

Once you hit **OK**, a new window prompt will appear, giving you a couple of options.

Rename the brush to a custom name. Leave all the settings as they are, all except for the **Colorization Method**, which we will set to **Tints and Shades**.



### Step 9 :

As soon as you hit **OK**, the new brush created should be added to the **Brushes** panel.

You can test out the new brush selecting the **Paintbrush Tool (B)**.



## - Creating a Texture Brush - Part 1 -

### Step 1 :

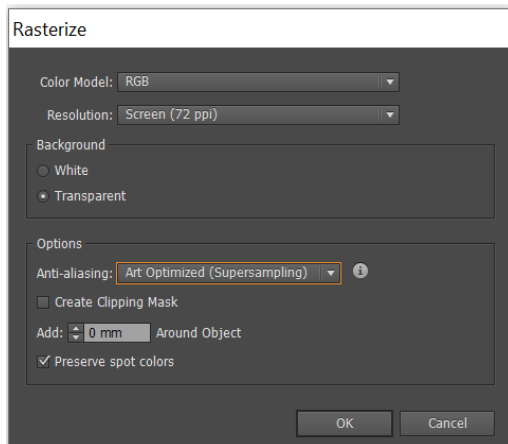
Create a shape and position it in the center of the Art board.



### Step 3 :

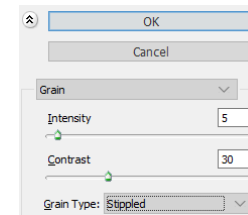
We need to turn the resulting effect into a raster image, so that we can trace it later on.

To do this, head over to **Object > Rasterize**, **Resolution** is set to **Screen**, **Background** to **Transparent**, and the **Anti-aliasing** to **Art Optimized**, and hit **OK**.



### Step 2 :

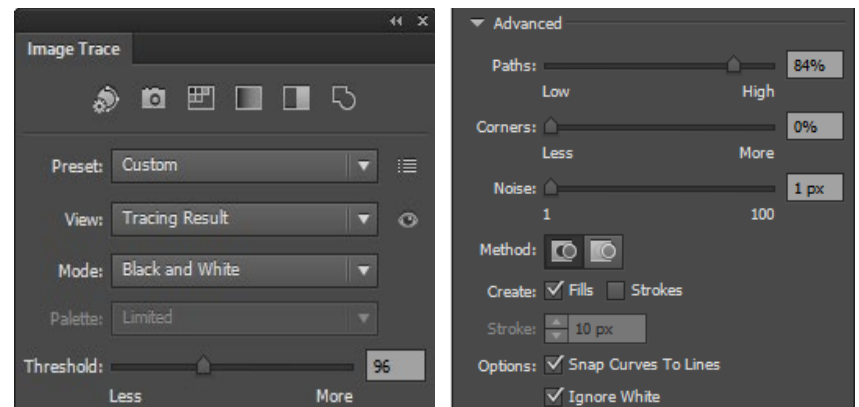
Give it a custom grain effect by heading over to **Effect > Photoshop Effects > Texture > Grain** and changing the settings for its **Intensity**, **Contrast** and selecting **Stippled**.



### Step 4 :

To trace open the **Image Trace** panel, which can be found under the **Window** top menu.

Leave the **Preset** to **Default**, and then set the **Mode** to **Black and White**. Set the **Threshold** to **96**, the **Paths** to **84%**, the **Corners** to **0%**, and the **Noise** to **1 px**, making sure to enable the **Ignore White** option. Finally **Select trace** and then click the **Expand** button.

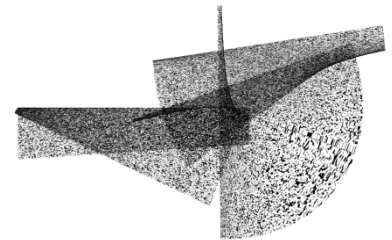
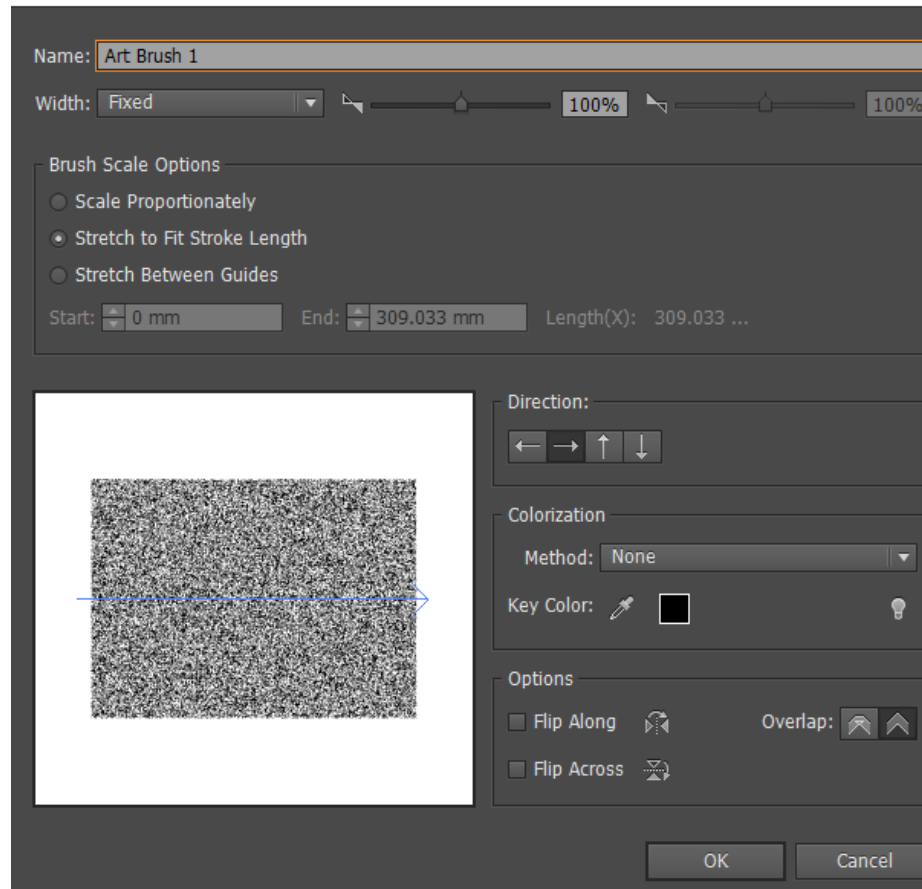


## - Creating a Texture Brush - Part 2

### Step 5 :

Turn the resulting effect into an **Art Brush**, giving it a custom name, and making sure to set its **Colorization Method** to **Tints and Shades**.

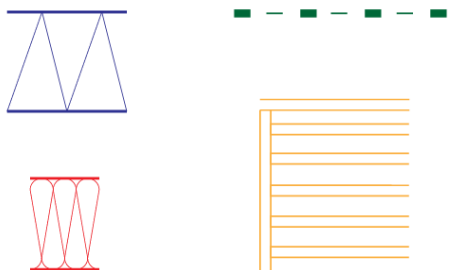
### Art Brush Options



## - Creating a Pattern Brush -

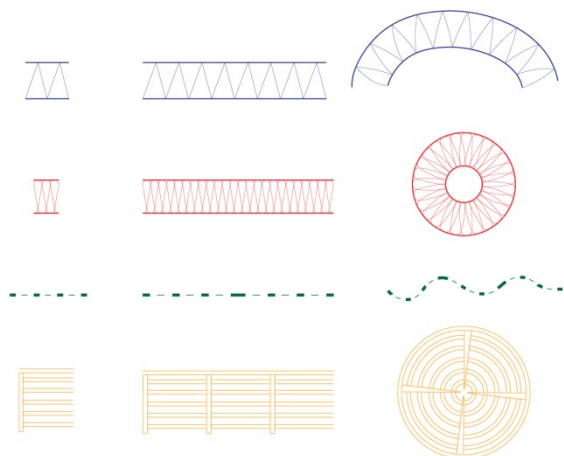
### Step 1 :

To create a pattern brush you first need to create a pattern. Below are 4 pattern variations.



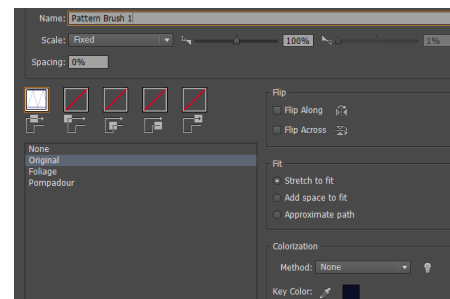
### Step 3 :

You can apply the patterns to existing lines made or using the paint **Brush tool (B)** to draw with the pattern.



### Step 2 :

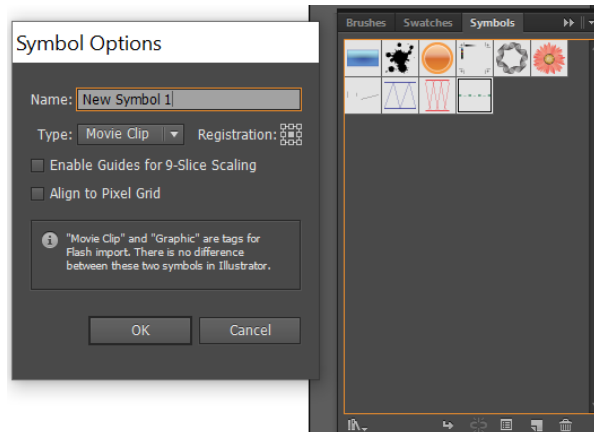
Once done, select the pattern you have made and then click **New Brush** on the **Brush panel**. Then select the **Pattern brush** and press **OK**.



### Step 4 :

You can also turn the patterns your made into symbols by simply dragging them into the **Symbol box** on the **Brush panel** tabs.

You can also change the symbols isolating it.

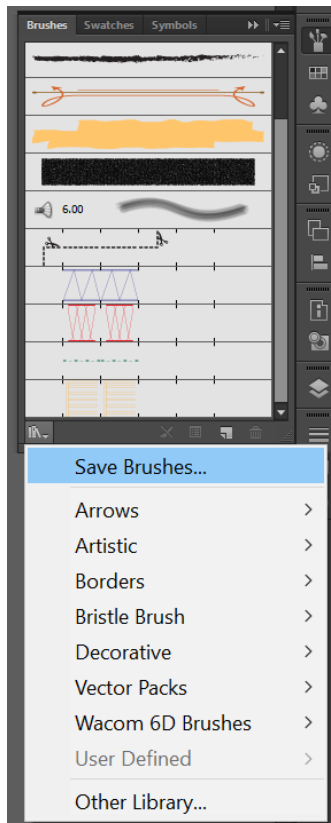


## - Adding Custom Brushes to the Brush Library -

- Adding custom brushes to the brush library allows you to access them in the future

### Step 1 :

Open up the **Brush Libraries Menu** and click on **Save Brushes**. Make sure to give the file a custom name.



### Step 2 :

You can then access the brushes by opening up the **Brush Libraries Menu** again and checking under **User Defined**.

