



# ILLUSTRATOR CC 2015

## UMBC QUICK GUIDE



### Tool Shortcuts

- SELECTION TOOL - V
- DIRECT SELECTION - A
- MAGIC WAND TOOL - Y
- LASSO TOOL - L
- PEN TOOL - P
- CONVERT ANCHOR POINT - SHIFT+C
- TYPE TOOL - T
- LINE SEGMENT TOOL - \ (BACKSLASH)
- RECTANGLE TOOL - M
- ELIPSE TOOL - L
- PAINTBRUSH TOOL - B
- PENCIL - N
- BLOB BRUSH - SHIFT+B
- ARTBOARD TOOL - SHIFT+O
- ERASER TOOL - SHIFT+E
- SCISSORS TOOL - C
- ROTATE TOOL - R
- REFLECT TOOL - O
- SCALE TOOL - S
- WIDTH TOOL - SHIFT+W
- WARP TOOL - SHIFT+R
- FREE TRANSFORM TOOL - E
- SHAPE BUILDER - SHIFT+M
- LIVE PAINT BUCKET TOOL - K
- LIVE PAINT SELECTION TOOL - SHIFT+L
- PERSPECTIVE GRID TOOL - SHIFT+P
- PERSPECTIVE SELECTION TOOL - SHIFT+V
- MESH TOOL - U
- GRADIENT TOOL - G
- EYEDROPPER - TOOL - I
- BLEND - W
- SYMBOL SPRAYER - SHIFT+S
- COLUMN GRAPH - J
- SLICE TOOL - SHIFT+K
- HAND TOOL - H
- ZOOM TOOL - Z
- TOGGLE FILL AND STROKE - X
- DEFAULT FILL AND STROKE - D
- SWAP FILL AND STROKE - SHIFT+X



### Pathfinder Tips

The Pathfinder Contains Tools Meant For Combining Several/All Shapes Into One.

Add [to Shape Area] - Adds the area of the component of the underlying geometry.

Subtract [from Shape Area] - Cuts out the area of the component from the underlying geometry.

Intersect [Shape Areas] - Uses the area of the component to clip the underlying geometry as a mask would.

Exclude [Overlapping Shape Areas] - Uses the area of the component to invert the underlying geometry, turning filled regions into holes and vice versa.

Note:

The above row applies the effect for only selected objects.

The bottom row applies the effect for all objects.

