

Appearance attributes

You can change the appearance of any object, group, or layer in Adobe Illustrator by using effects and the Appearance and Graphic Styles panels. In addition, you can divide an object into its essential parts to modify elements of the object independently.

About appearance attributes

Appearance attributes are properties that affect the look of an object without altering its underlying structure. Appearance attributes include fills, strokes, transparency, and effects. If you apply an appearance attribute to an object and later edit or remove that attribute, it does not change the underlying object or any other attributes applied to the object.

You can set appearance attributes at any level of the layer hierarchy. For example, if you apply a drop shadow effect to a layer, all objects in the layer take on the drop shadow. However, if you move an object out of the layer, that object will no longer have a drop-shadow because the effect belongs to the layer, not to each object within the layer.

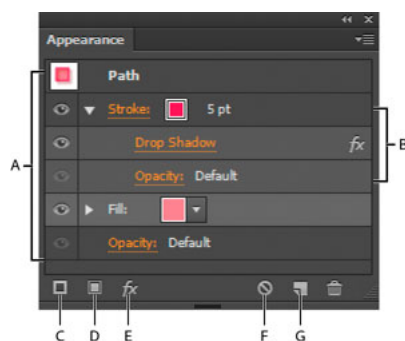
The Appearance panel is the gateway to working with appearance attributes. Because you can apply appearance attributes to layers, groups, and objects—and often to fills and strokes too—the hierarchy of attributes in your artwork can become very complex. For example, if you apply one effect to an entire layer and another effect to an object in the layer, it may be difficult to determine which effect is causing the artwork to change. The Appearance panel shows you the fills, strokes, graphic styles, and effects that have been applied to an object, group, or layer.

For a video on using the Appearance panel and the Graphics Styles panel, see www.adobe.com/go/lrvid4022_ai.

Appearance panel overview

You use the Appearance panel (Window > Appearance) to view and adjust the appearance attributes for an object, group, or layer. Fills and strokes are listed in stacking order; top to bottom in the panel correlates to front to back in the artwork. Effects are listed from top to bottom in the order in which they are applied to the artwork.

For a video on using the Appearance panel and the Graphics Styles panel, see www.adobe.com/go/lrvid4022_ai.



Appearance panel listing attributes of a grouped object

A Path with stroke, fill, and drop shadow effect **B** Path with effect **C** Add New Stroke button **D** Add New Fill button **E** Add Effect button **F** Clear Appearance button **G** Duplicate Selected Item button

Reveal additional items in the Appearance panel

When you select items that contain other items, such as a layer or group, the Appearance panel displays a Contents item.

? Double-click the Contents item.

List character attributes for a text object in the Appearance panel

When you select a text object, the panel displays a Characters item.

- 1 Double-click the Characters item in the Appearance panel.

Note:

To see individual character attributes for text with mixed appearance, select the individual character.

- 2 Click Type at the top of the panel to return to the main view.

Turn an attribute on or off for selected object

- To turn an individual attribute on or off, click the eyeball icon next to the attribute.
- To turn all hidden attributes on, choose Show All Hidden Attributes from the Appearance panel menu.

Edit an attribute

- Click in the attribute row to display and set values.
- Click the underlined text and specify new values in the dialog box that appears.

Show or hide thumbnails in the Appearance panel

- ? Choose Show Thumbnail or Hide Thumbnail from the Appearance panel menu.

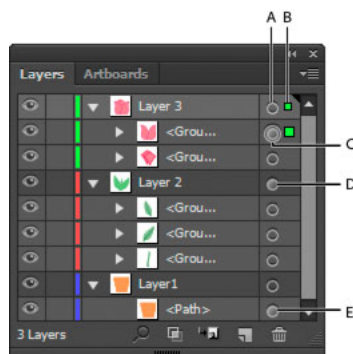
Specify how appearance attributes are applied to new objects

You can specify whether you want new objects to inherit appearance attributes or have only basic attributes.

- To apply only a single fill and stroke to new objects, choose New Art Has Basic Appearance from the panel menu.
- To apply all of the current appearance attributes to new objects, deselect New Art Has Basic Appearance from the panel menu.

Targeting items for appearance attributes





Before you can set an appearance attribute or apply a style or an effect to a layer, group, or object, you must *target* the item in the Layers panel. Selecting an object or group using any selection method also targets the object or group in the Layers panel, but layers can be targeted only by using the panel.




Shaded target icons in the Layers panel indicate which items contain appearance attributes.

A Targeting and appearance column B Selection column C Group with appearance attributes D Layer with appearance attributes E Object with appearance attributes

The target icon indicates whether an item in the layer hierarchy has any appearance attributes and whether it is targeted:

-  Indicates the item is not targeted and has no appearance attributes beyond a single fill and a single stroke.
-  Indicates the item is not targeted but has appearance attributes.
-  Indicates the item is targeted but has no appearance attributes beyond a single fill and a single stroke.
-  Indicates the item is targeted and has appearance attributes.

To target an item in the Layers panel, click the item's target icon. A double ring  or  indicates that the item is targeted. Shift-click to target additional items.



***Note:** When an object or group is selected by any method, the item is also targeted in the Layers panel. In contrast, a layer can be targeted only by clicking its target icon in the Layers panel.*

Manage appearance attributes

Edit or add an appearance attribute


You can open an appearance attribute, such as an effect, and change the settings at any time.

? In the Appearance panel, do any of the following:

- To edit an attribute, click the blue underlined name of the attribute, and specify changes in the dialog box that appears.
- To edit a fill color, click the fill row and choose a new color from the color box.
- To add a new effect, click Add New Effect .
- To delete an attribute, click the attribute row, and then click Delete .

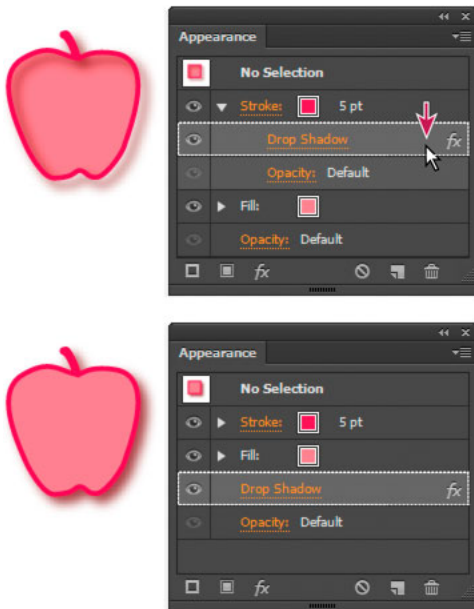
Duplicate an appearance attribute

? Select an attribute in the Appearance panel, and do one of the following:

- Click the Duplicate Selected Item button  in the panel, or choose Duplicate Item from the panel menu.
- Drag the appearance attribute onto the Duplicate Selected Item button in the panel.




Change the stacking order of appearance attributes

? Drag an appearance attribute up or down in the Appearance panel. (If necessary, click the toggle triangle next to an item to display its contents.) When the outline of the appearance attribute you are dragging appears in the desired position, release the mouse button.



Drop Shadow effect applied to stroke (top) compared to same effect moved to fill (bottom)

Remove or hide appearance attributes

- 1 Select the object or group (or target a layer in the Layers panel).
- 2 Do one of the following:
 - To temporarily hide an attribute applied to your artwork, click the Visibility icon  in the Appearance panel. Click it again to see the attribute applied again.
 - To remove a specific attribute, select the attribute in the Appearance panel, and click the Delete icon . Alternatively, select Remove Item from the panel menu, or drag the attribute to the Delete icon.
 - To remove all appearance attributes except a single fill and stroke, choose Reduce To Basic Appearance from the panel menu. Alternatively, drag the target icon for an item in the Layers panel onto the Delete icon in the Layers panel.
 - To remove all appearance attributes, including any fill or stroke, click the Clear Appearance button  in the Appearance panel or choose Clear Appearance from the panel menu.

Copy appearance attributes between objects

You can copy or move appearance attributes by dragging or by using the Eyedropper tool.


Copy appearance attributes by dragging

- 1 Select the object or group (or target the layer in the Layers panel) whose appearance you want to copy.
- 2 Do one of the following:
 - Drag the thumbnail at the top of the Appearance panel onto an object in the document window. If a thumbnail isn't showing, choose Show Thumbnail from the panel menu.
 - Alt-drag (Windows) or Option-drag (Mac OS) the target icon in the Layers panel onto the item to which you want to copy appearance attributes.

- To move appearance attributes instead of copying them, drag the target icon in the Layers panel from any item that has the desired attributes onto the item to which you want to apply it.

Copy appearance attributes using the Eyedropper tool

You can use the Eyedropper tool to copy appearance attributes from one object to another, including character, paragraph, fill, and stroke attributes between type objects. By default, the Eyedropper tool affects all attributes of a selection. To customize the attributes affected by this tool, use the Eyedropper dialog box.

- 1 Select the object, type object, or characters whose attributes you want to change.
- 2 Select the Eyedropper tool .
- 3 Move the Eyedropper tool onto the object whose attributes you want to sample. (When you're correctly positioned over type, the pointer displays a small T.)
- 4 Do one of the following:
 - Click the Eyedropper tool to sample all appearance attributes and apply them to the selected object.
 - Shift-click to sample only the color from a portion of a gradient, pattern, mesh object, or placed image and apply the color to the selected fill or stroke.
 - Hold down the Shift key and then the Alt (Windows) or Option (Mac OS) key while clicking to add the appearance attributes of an object to the selected object's appearance attributes. Alternatively, click first, and then hold down Shift+Alt (Windows) or Shift+Option (Mac OS).

note: You can also click an unselected object to sample its attributes and Alt-click (Windows) or Option-click (Mac OS) an unselected object to which you want to apply the attributes.

Copy attributes from the desktop using the Eyedropper tool

- 1 Select the object whose attributes you want to change.
- 2 Select the Eyedropper tool.
- 3 Click anywhere on the document and continue to hold down the mouse button.
- 4 Without releasing the mouse button, move the pointer over the object on your computer desktop whose attributes you want to copy. When directly over the object, release the mouse button.

Note:

The Eyedropper tool samples only the RGB color from the screen when sampling anywhere outside the current document. The Eyedropper tool indicates it is sampling RGB color from the screen by displaying a black-colored square to the right of the tool.

Specify which attributes you can copy with the Eyedropper tool

- 1 Double-click the Eyedropper tool.
- 2 Select the attributes you want to copy with the Eyedropper tool. You can sample appearance attributes including transparency, and various fill and stroke properties, as well as character and paragraph properties.
- 3 Choose the sample size area from the Raster Sample Size menu.
- 4 Click OK.

Graphic styles

About graphic styles

A graphic style is a set of reusable appearance attributes. Graphic styles allow you to quickly change the look of an object; for example, you can change its fill and stroke color, alter its transparency, and apply effects in one step. All the changes you apply with graphic styles are completely reversible.

You can apply graphic styles to objects, groups, and layers. When you apply a graphic style to a group or layer, every object in the group or layer takes on the attributes of the graphic style. For example, assume you have a graphic style that consists of %50 opacity. If you apply the graphic style to a layer, all objects in or added to that layer will appear %50 opaque. However, if you move an object out of the layer, the object's appearance reverts to its previous opacity.

For a video on using the Appearance panel and the Graphics Styles panel, see www.adobe.com/go/lrvid4022_ai.



If you apply a graphic style to a group or layer, but the style's fill color doesn't appear in the artwork, drag the Fill attribute above the Contents entry in the Appearance panel.

Graphic Styles panel overview

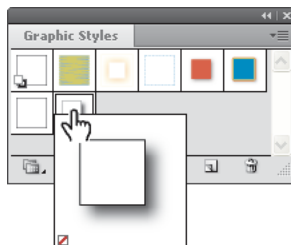
You use the Graphic Styles panel (Window > Graphic Styles) to create, name, and apply sets of appearance attributes. The panel lists a default set of graphic styles when you create a document. Graphic styles that are saved with the active document appear in the panel when that document is open and active.

If a style doesn't have a fill and stroke (for example, an effect-only style) the thumbnail appears in the shape of the object with a black outline and white fill. In addition, a little red slash appears, indicating the absence of a fill or stroke.

If you've created a style for type, choose Use Text For Preview from the Graphics Styles panel menu to see a thumbnail of the style applied to a letter rather than a square.

To see any style more clearly, or to preview the style on a selected object, right-click (Windows) or Ctrl-click (Mac OS) the style's thumbnail in the Graphic Styles panel and view the large pop-up thumbnail that appears.

For a video on using the Appearance panel and the Graphics Styles panel, see www.adobe.com/go/lrvid4022_ai.



Right-click style thumbnail to view large pop-up thumbnail. Selected style is an effect-only style.

Change how graphic styles are listed in the panel

? Do any of the following:

- Select a view size option from the panel menu. Select Thumbnail View to display thumbnails. Select Small List View to display a list of named styles with a small thumbnail. Select Large List View to display a list of named styles along with a large thumbnail.
- Select Use Square For Preview from the panel menu to view the style on a square or the shape of the object on which it was created.
- Drag the graphic style to a different position. When a black line appears in the desired position, release the mouse button.
- Select **Sort By Name** from the panel menu to list the graphic styles in alphabetic or numeric order (Unicode order).
- Select Use Text For Preview from the panel menu to view the style on the letter T. This view provides a more accurate visual description for styles applied to text.



Graphic style for type using text for the preview

Create graphic styles


You can create a graphic from scratch by applying appearance attributes to an object, or you can base a graphic style on other graphic styles. You can also duplicate existing graphic styles.

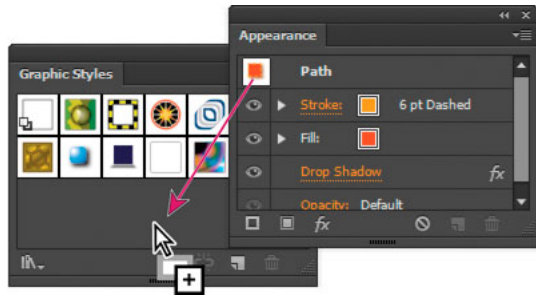
Create a graphic style

- 1 Select an object and apply any combination of appearance attributes, including fills and strokes, effects, and transparency settings.

You can use the Appearance panel to adjust and order the appearance attributes and create multiple fills and strokes. For example, you can have three fills in a graphic style, each with a different opacity and blending mode that defines how the various colors interact.

- 2 Do any of the following:

- Click the New Graphic Style button  in the Graphic Styles panel.
- Select New Graphic Style from the panel menu, type a name in the Style Name box, and click OK.
- Drag the thumbnail from the Appearance panel (or the object from the illustration window) into the Graphic Styles panel.
- Alt-click (Windows) or Option-click (Mac OS) the New Graphic Style button, enter the name of the graphic style, and click OK.



Drag the thumbnail from the Appearance panel to the Graphic Styles panel to save the attributes.

Create a graphic style based on two or more existing graphic styles

- ? Ctrl-click (Windows) or Command-click (Mac OS) to select all the graphic styles you want to merge, and then choose Merge Graphic Styles from the panel menu.

The new graphic style contains all the attributes of the selected graphic styles and is added to the end of the list of graphic styles in the panel.

Duplicate a graphic style

- ? Choose Duplicate Graphic Style from the panel menu, or drag the graphic style onto the New Graphic Style button.

The new graphic style appears at the bottom of the list in the Graphic Styles panel.

Apply a graphic style

- 1 Select an object or group (or target a layer in the Layers panel).
- 2 To apply a single style to an object, do either of the following:
 - Select a style from the Styles menu in the Control panel, the Graphic Styles panel, or a graphic style library.
 - Drag the graphic style onto an object in the document window. (The object does not have to be selected first.)
- 3 To merge a style with an object's existing style attributes, or apply multiple styles to an object, do either of the following:
 - Alt-drag (Windows) or Option-drag (Mac OS) the style from the Graphic Styles panel to the object.
 - Select the object, and then Alt-click (Windows) or Option-click (Mac OS) the style in the Graphic Styles panel.

Note:

To preserve the color of type when applying a graphic style, deselect Override Character Color in the Graphic Styles panel menu.

Use graphic style libraries

Graphic style libraries are collections of preset graphic styles. When you open a graphic style library, it appears in a new panel (not the Graphic Styles panel). You select, sort, and view items in a graphic style library the same as you do in the Graphic Styles panel. However, you can't add items to, delete items from, or edit the items in graphic style libraries.

Open a graphic style library

- ? Select a library from the Window > Graphic Style Libraries submenu or the Open Graphic Style Library submenu in the Graphic Styles panel menu.



To automatically open a library when you start Illustrator, choose Persistent from the library's panel menu.

Create a graphic style library

- 1 Add the graphic styles you want to the Graphic Styles panel, and delete any graphic styles you don't want.



To select all graphic styles that aren't used in a document, choose Select All Unused from the Graphic Styles panel menu.

- 2 Choose Save Graphic Style Library from the Graphic Styles panel menu.

You can save the library anywhere. However, if you save the library file in the default location, the library name will appear in the User Defined submenu of the Graphic Style Libraries and Open Graphic Style Library menu.

Move graphic styles from a library to the Graphic Styles panel

- Drag one or more graphic styles from the graphic styles library to the Graphic Styles panel.
- Select the graphic styles you want to add, and select Add To Graphic Styles from the library's panel menu.
- Apply a graphic style to an object in the document. The graphic style is automatically added to the Graphic Styles panel.

Work with graphic styles

In the Graphic Styles panel, you can rename or delete graphic styles, break the link to a graphic style, and replace graphic style attributes.

Rename a graphic style


- ? Choose Graphic Style Options from the panel menu, rename the file, and then click OK.

Delete a graphic style

- ? Choose Delete Graphic Style from the panel menu and click Yes, or drag the style onto the Delete icon.

Any objects, groups, or layers that used the graphic style retain the same appearance attributes; however, these attributes are no longer associated with a graphic style.

Break the link to a graphic style

- 1 Select the object, group, or layer that has the graphic style applied to it.
- 2 Do one of the following:
 - Choose Break Link To Graphic Style from the Graphic Styles panel menu, or click the Break Link To Graphic Style button  in the panel.
 - Change any appearance attribute of the selection (such as a fill, stroke, transparency, or effect).

The object, group, or layer retains the same appearance attributes and is now independently editable. However, these attributes are no longer associated with a graphic style.

Replace graphic style attributes

- Alt-drag (Windows) or Option-drag (Mac OS) the graphic style you want to use onto the graphic style you want to replace.
- Select an object or group (or target a layer in the Layers panel) that has the attributes you want to use. Then Alt-drag (Windows) or Option-drag (Mac OS) the thumbnail at the top of the Appearance panel onto the graphic style you want to replace in the Graphic Styles panel.
- Select the graphic style you want to replace. Then select artwork (or target an item in the Layers panel) that has the attributes you want to use, and choose Redefine Graphic Style “*Style name*” from the Appearance panel menu.

The replaced graphic style keeps its name but takes on new appearance attributes. All occurrences of the graphic style in the Illustrator document are updated to use the new attributes.

Import all graphic styles from another document

- 1 Choose Window > Graphic Style Libraries > Other Library or select Open Graphic Style Library > Other Library from the Graphic Styles panel menu.
- 2 Select the file from which you want to import graphic styles, and click Open.

The graphic styles appear in a graphic style library panel (not the Graphic Styles panel).

Create sketches and mosaics

Create a sketch using the Scribble effect

- 1 Do one of the following:
 - Select the object or group (or target a layer in the Layers panel).
 - To apply the effect to a specific object attribute, such as a stroke or fill, select the object, and then select the attribute in the Appearance panel.
 - To apply the effect to a graphic style, select a graphic style in the Graphic Styles panel.

- 2 Choose Effect > Stylize > Scribble.

- 3 Do one of the following:

- To use a preset scribble effect, choose one from the Settings menu.
- To create a custom scribble effect, begin with any preset, and then adjust the Scribble options.

- 4 If creating a custom scribble, adjust any of the following Scribble options and click OK:

Angle Controls the direction of the scribble lines. You can click any point on the angle icon, drag the angle line around the angle icon, or enter a value between –179 and 180 in the box. (If you enter a value that’s outside that range, the value is translated to its equivalent in-range value.)

Path Overlap Controls the amount the scribble lines stay within or extend beyond the path boundaries. A negative value constrains the scribble lines within the path boundary and a positive value extends the scribble lines beyond the path boundary.

Variation (for Path Overlap) Controls the lengths of the difference in scribble line lengths relative to each other.

Stroke Width Controls the width of the scribble lines.

Curviness Controls the amount the scribble lines curve before they reverse direction.

Variation (for Curviness) Controls how different the scribble line curves are relative to each other.

Spacing Controls the amount of space between scribble line folds.

Variation (for Spacing) Controls how different the amount of space is between scribble line folds.

Create a mosaic

- 1 Import a bitmap image to use as the basis for the mosaic. The image must be embedded, not linked.

You can also rasterize a vector object to use it as the basis for the mosaic.

- 2 Select the image.

- 3 Choose Object > Create Object Mosaic.

- 4 If you want to change the dimensions of the mosaic, enter values for New Size.

- 5 Set options to control the spacing between tiles and the total number of tiles, along with any other additional options, and click OK:

Constrain Ratio Locks the width or height dimensions to the dimensions of the original bitmap image. Width calculates the appropriate number of tiles to use for the width of the mosaic, based on the original number of tiles for the width. Height calculates the appropriate number of tiles to use for the height of the mosaic, based on the original number of tiles for the height.

Result Specifies whether the mosaic tiles are color or grayscale.

Resize Using Percentages Changes the size of the image by percentages of width and height.

Delete Raster Deletes the original bitmap image.

Use Ratio Makes the tiles square, using the number of tiles specified in Number Of Tiles. This option is located below the Cancel button.

Create a drop shadow

- 1 Select an object or group (or target a layer in the Layers panel).

- 2 Choose Effect > Stylize > Drop Shadow.

- 3 Set options for the drop shadow, and click OK:

Mode Specifies a blending mode for the drop shadow.

Opacity Specifies the percentage of opacity you want for the drop shadow.

X Offset and Y Offset Specifies the distance you want the drop shadow to be offset from the object.

Blur Specifies the distance from the edge of the shadow where you want any blurring to occur. Illustrator creates a transparent raster object to simulate the blur.

Color Specifies a color for the shadow.

Darkness Specifies the percentage of black you want added for the drop shadow. In a CMYK document, a value of %100, used with a selected object that contains a fill or stroke color other than black, creates a multicolored black

shadow. A value of %100 used with a selected object that contains only a black fill or stroke creates a %100 black shadow. A value of %0 creates a drop shadow the color of the selected object.

Drop shadows, glows, and feathering

Apply an inner or outer glow

- 1 Select an object or group (or target a layer in the Layers panel).
- 2 Choose Effect > Stylize > Inner Glow or Effect > Stylize > Outer Glow.
- 3 Click the color preview square next to the blending mode menu to specify a color for the glow.
- 4 Set additional options, and click OK:

Mode Specifies a blending mode for the glow.

Opacity Specifies the percentage of opacity you want for the glow.

Blur Specifies the distance from the center or edge of the selection where you want any blurring to occur.

Center (Inner Glow only) Applies a glow that emanates from the center of the selection.

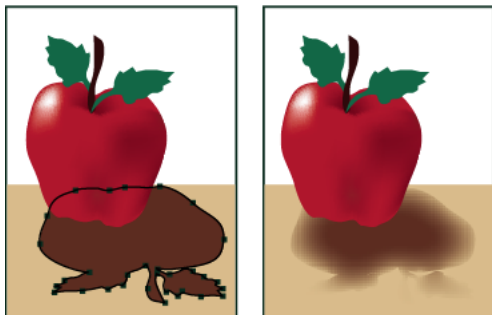
Edge (Inner Glow only) Applies a glow that emanates from the inside edges of the selection.



When you expand an object that uses an inner-glow effect, the inner glow reveals itself as an opacity mask. If you expand an object that uses an outer glow, the outer glow becomes a transparent raster object.

Feather the edges of an object

- 1 Select the object or group (or target a layer in the Layers panel).
- 2 Choose Effect > Stylize > Feather.
- 3 Set the distance over which the object fades from opaque to transparent, and click OK.



Original object selected (left) and using feather effect (right)

Summary of effects

Effects quick reference

Effect	Action
Effect > 3D	Convert open or closed paths, or bitmap objects, into three-dimensional (3D) objects, which you can rotate, light, and shade. See also: Create 3D objects
Effect > Artistic	Simulate a painterly appearance on traditional media. See also: Artistic effects
Effect > Blur	Retouch images and smooth transitions by averaging the pixels next to the hard edges of defined lines and shaded areas in an image. See also: Blur effects
Effect > Brush Strokes	Create a painterly or fine-arts look using different brush- and ink-stroke effects. See also: Brush Strokes effects
Effect > Convert To Shape	Reshape either a vector or a bitmap object. See also: Reshaping objects with effects
Effect > Crop Marks	Applies crop marks to the selected object. See also: Specify crop marks for trimming or aligning
Effect > Distort & Transform (top section of menu)	Reshape vector objects, or apply the effects to a fill or stroke added to a bitmap object with the Appearance panel. See also: Reshaping objects with effects
Effect > Distort (bottom section of menu)	Geometrically distort and reshape an image. See also: Distort effects (bottom of menu)
Effect > Path	Offset an object's path relative to its original location, turn type into a set of compound paths that you can edit and manipulate as you would any other graphic object, and change the stroke of a selected object to a filled object that's the same width as the original stroke. You can also apply these commands to a fill or stroke added to a bitmap object with the Appearance panel. See also: Offset duplicate objects , Convert type to outlines , Convert strokes to compound paths
Effect > Pathfinder	Combine groups, layers, or sublayers into single editable objects. See also: Apply Pathfinder effects
Effect > Pixelate	Sharply define a selection by clumping pixels of similar color values. See also: Pixelate effects
Effect > Rasterize	Convert a vector object to a bitmap object. See also: Rasterize a vector object
Effect > Sharpen	Focus blurry images by increasing the contrast of adjacent pixels. See also: Sharpen effect

Create special effects

Effect	Action
Effect > Sketch	Add texture to images, often for a three-dimensional effect. The effects are also useful for creating a fine-arts or hand-drawn look. See also: Sketch effects
Effect > Stylize (top section of menu)	Add arrowheads, drop shadows, round corners, feathered-edged, glowing, and scribble-styled appearances to objects. See also: Create a drop shadow , Apply an inner or outer glow , Add arrowheads , Feather the edges of an object , Create a sketch using the Scribble effect , Round the corners of objects
Effect > Stylize (bottom section of menu)	The Glowing Edges command produces a painted or impressionistic effect on a selection by displacing pixels and by finding and heightening contrast in an image. See also: Stylize effect (bottom of menu)
Effect > SVG Filters	Add XML-based graphic properties such as drop shadows to your artwork. See also: Apply SVG effects
Effect > Texture	Give an image the appearance of depth or substance, or add an organic look. See also: Texture effects
Effect > Video	Optimize images captured from video or artwork intended for television. See also: Video effects
Effect > Warp	Distort or deform objects, including paths, text, meshes, blends, and raster images. See also: Reshaping objects with effects

Artistic effects

Artistic effects are raster-based and use the document's raster effects settings whenever you apply the effect to a vector object.

Colored Pencil Draws an image using colored pencils on a solid background. Important edges are retained and given a rough crosshatch appearance; the solid background color shows through the smoother areas.

Cutout Portrays an image as though it were made from roughly cut-out pieces of colored paper. High-contrast images appear as if in silhouette; colored images are built up as if from several layers of colored paper.

Dry Brush Paints the edges of the image using a dry-brush technique (between oil and watercolor). The effect simplifies an image by reducing its range of colors.

Film Grain Applies an even pattern to the shadow tones and midtones of an image. A smoother, more saturated pattern is added to the image's lighter areas. This effect is useful for eliminating banding in blends and visually unifying elements from various sources.

Fresco Paints an image in a coarse manner using short, rounded strokes as if hastily applied.

Neon Glow Adds various types of glows to the objects in an image. This effect is useful for colorizing an image while softening its look. To select a glow color, click the glow box and select a color from the color picker.

Paint Daubs Lets you choose from various brush sizes (from 1 to 50) and types for a painterly effect. Brush types include simple, light rough, light dark, wide sharp, wide blurry, and sparkle.

Palette Knife Reduces detail in an image to give the effect of a thinly painted canvas that reveals the texture underneath.

Plastic Wrap Coats the image as if in shiny plastic, accentuating the surface detail.

Poster Edges Reduces the number of colors in an image according to the Posterization value you set; then finds the edges of the image and draws black lines on them. Broader areas of the image have simple shading, while fine, dark detail is distributed throughout the image.

Rough Pastels Makes an image appear as if stroked with colored pastel chalk on a textured background. In areas of bright color, the chalk appears thick with little texture; in darker areas, the chalk appears scraped off to reveal the texture.

Smudge Stick Softens an image using short diagonal strokes to smudge or smear the darker areas of the images. Lighter areas become brighter and lose detail.

Sponge Creates images with highly textured areas of contrasting color as if painted with a sponge.

Underpainting Paints the image on a textured background, and then paints the final image over it.

Watercolor Paints the image in a watercolor style, simplifying details, and using a medium brush loaded with water and color. Where significant tonal changes occur at edges, the effect saturates the color.

Blur effects

The commands in the Blur submenu in the Effect menu are raster-based and use the document's raster effects settings whenever you apply the effect to a vector object.

Gaussian Blur Quickly blurs a selection by an adjustable amount. This effect removes high-frequency detail and can produce a hazy effect.

Radial Blur Simulates the soft blur created by a zooming or rotating camera. Choose Spin to blur along concentric circular lines, and then specify a degree of rotation. Choose Zoom to blur along radial lines, as if zooming in or out of the image, and specify an amount from 1 to 100. Blur quality ranges from Draft for the fastest but grainy results to Good and Best for smoother results, which are indistinguishable except on a large selection. Specify the origin of the blur by dragging the pattern in the Blur Center box.

Smart Blur Blurs an image with precision. You can specify a radius, a threshold, and a blur quality. The Radius value determines the size of the area searched for dissimilar pixels. The Threshold value determines how dissimilar the pixels must be before they are affected. You also can set a mode for the entire selection (Normal) or for the edges of color transitions (Edge Only and Overlay). Where significant contrast occurs, Edge Only applies black-and-white edges, and Overlay Edge applies white.

Brush Strokes effects

The Brush Strokes effects are raster-based and use the document's raster effects settings whenever you apply the effect to a vector object.

Accented Edges Accentuates the edges of an image. When the Edge Brightness control is set to a high value, the accents resemble white chalk. When it is set to a low value, the accents resemble black ink.

Angled Strokes Repaints an image using diagonal strokes. The lighter areas of the image are painted in strokes going in one direction, while the darker areas are painted in strokes going the opposite direction.

Crosshatch Preserves the details and features of the original image while adding texture and roughening the edges of the colored areas in the image with simulated pencil hatching. The Strength option controls the number of hatching passes (from 1 to 3).

Create special effects

Dark Strokes Paints dark areas of an image closer to black with short strokes, and paints lighter areas of the image with long, white strokes.

Ink Outlines Redraws an image with fine narrow lines over the original details, in pen-and-ink style.

Spatter Replicates the effect of a spatter airbrush. Increasing the values of the options simplifies the overall effect.

Sprayed Strokes Repaints an image using its dominant colors with angled, sprayed strokes of color.

Sumi-e Paints an image in Japanese style as if with a wet brush full of black ink on rice paper. The effect is soft, blurry edges with rich blacks.

Distort effects (bottom of menu)

The Distort commands can be very memory-intensive. They are raster-based and use the document's raster effects settings whenever you apply the effect to a vector object.

Diffuse Glow Renders an image as if it were being viewed through a soft diffusion filter. The effect adds see-through white noise to an image, with the glow fading from the center of a selection.

Glass Makes an image appear as if it were being viewed through different types of glass. You can choose a preset glass effect or create your own glass surface using a Photoshop file. You can adjust scaling, distortion, and smoothness settings, as well as texturizing options.

Ocean Ripple Adds randomly spaced ripples to the artwork, making the artwork look as if it were under water.

Pixelate effects

The Pixelate effects are raster-based and use the document's raster effects settings whenever you apply the effect to a vector object.

Color Halftone Simulates the effect of using an enlarged halftone screen on each channel of the image. For each channel, the effect divides the image into rectangles and replaces each rectangle with a circle. The circle size is proportional to the brightness of the rectangle.

To use the effect, enter a value in pixels for the maximum radius of a halftone dot (from 4 to 127), and enter a screen-angle value (the angle of the dot relative to the true horizontal) for one or more channels. For Grayscale images, use only channel 1. For RGB images, use channels 2, 1, and 3, which correspond to the red, green, and blue channels. For CMYK images, use all four channels, which correspond to the cyan, magenta, yellow, and black channels.

Crystallize Clumps colors into polygon shapes.

Mezzotint Converts an image to a random pattern of black-and-white areas, or of fully saturated colors in a color image. To use the effect, choose a dot pattern from the Type pop-up menu in the Mezzotint dialog box.

Pointillize Breaks up the color in an image into randomly placed dots, as in a pointillist painting, and uses the background color as a canvas area between the dots.

Sharpen effect

The Unsharp Mask command in the Sharpen submenu in the Effect menu focuses blurry images by increasing the contrast of adjacent pixels. This effect is raster-based and uses the document's raster effects settings whenever you apply the effect to a vector graphic.

Unsharp Mask Finds the areas in the image where significant color changes occur and sharpens them. Use the Unsharp Mask effect to adjust the contrast of edge detail and produce a lighter and darker line on each side of the edge. This effect emphasizes the edge and creates the illusion of a sharper image.

Sketch effects

Many of the Sketch effects use black and white colors to redraw the image. The effects are raster-based and use the document's raster effects settings whenever you apply the effect to a vector graphic.

Bas Relief Transforms an image to appear carved in low relief and lit to accent the surface variations. Dark areas of the image are colored black; light colors are colored white.

Chalk & Charcoal Redraws an image's highlights and midtones with a solid midtone gray background drawn in coarse chalk. Shadow areas are replaced with diagonal charcoal lines. The charcoal is drawn in black, the chalk in white.

Charcoal Redraws an image to create a posterized, smudged effect. Major edges are drawn boldly while midtones are sketched using a diagonal stroke. Charcoal is colored black; the paper is colored white.

Chrome Treats the image as if it were a polished chrome surface. Highlights are high points and shadows are low points in the reflecting surface.

Conté Crayon Replicates the texture of dense dark and pure white Conté crayons on an image. The Conté Crayon effect uses black for dark areas and the white for light areas.

Graphic Pen Uses fine, linear ink strokes to capture the details in the original image. The effect replaces color in the original image using black for ink and white for paper. This command is especially striking with scanned images.

Halftone Pattern Simulates the effect of a halftone screen while maintaining the continuous range of tones.

Note Paper Creates an image that appears to be constructed of handmade paper. The effect simplifies an image, and combines the effect of the Grain command (Texture submenu) with an embossed appearance. Dark areas of the image appear as holes in the top layer of paper surrounded by white.

Photocopy Simulates the effect of photocopying an image. Large areas of darkness tend to copy only around their edges; midtones fall away to either solid black or white.

Plaster Molds an image as if from plaster, and then colorizes the result using black and white. Dark areas are raised; light areas are sunken.

Reticulation Simulates the controlled shrinking and distorting of film emulsion to create an image that appears clumped in the shadow areas and lightly grained in the highlights.

Stamp Simplifies the image to appear stamped with a rubber or wood stamp. This command is best used with black-and-white images.

Torn Edges Reconstructs the image as ragged, torn pieces of paper, and then colorizes the image using black and white. This command is useful for images consisting of text or high-contrast objects.

Water Paper Uses blotchy daubs that appear painted onto fibrous, damp paper, causing the colors to flow and blend.

Stylize effect (bottom of menu)

The Glowing Edges effect is raster-based and uses the document's raster effects settings whenever you apply the effect to a vector graphic.

Glowing Edges Identifies the edges of color and adds a neon-like glow to them.

Texture effects

The Texture effects are raster-based and use the document's raster effects settings whenever you apply the effect to a vector graphic.

Craquelure Paints an image onto a high-relief plaster surface, producing a fine network of cracks that follow the contours of the image. Use this effect to create an embossing effect with images that contain a broad range of color or grayscale values.

Grain Adds texture to an image by simulating different kinds of grain—regular, soft, sprinkles, clumped, contrasty, enlarged, stippled, horizontal, vertical, or speckle. For more information on using these texturizing options, see [Use texture and glass surface controls](#).

Mosaic Tiles Draws the image as if it were made up of small chips or tiles and adds grout between the tiles. (In contrast, the Pixelate > Mosaic command breaks up an image into blocks of different-colored pixels.)

Patchwork Breaks up an image into squares filled with the predominant color in that area of the image. The effect randomly reduces or increases the tile depth to replicate highlights and shadows.

Stained Glass Repaints an image as single-colored adjacent cells outlined in the foreground color.

Texturizer Applies a texture you select or create to an image.

Video effects

The Video effects are raster-based and use the document's raster effects settings whenever you apply the effect to a vector graphic.

De-Interlace Smooths moving images captured on video by removing either the odd or even interlaced lines in a video image. You can choose to replace the discarded lines by duplication or interpolation.

NTSC Colors Restricts the gamut of colors to those acceptable for television reproduction to prevent oversaturated colors from bleeding across television scan lines.

Use texture and glass surface controls

Some effects included in Illustrator have texturizing options, such as the Glass, Rough Pastels, Grain, and Fresco effects. The texturizing options can make an object appear as though painted onto various textures, such as canvas or brick, or viewed through glass blocks.

- 1 In the effect's dialog box, choose a texture type from the Texture pop-up menu (if available), or choose Load Texture (only available for Rough Pastels or Glass commands) to specify a file.
- 2 Set other options, if available:
 - Drag the Scaling slider to enlarge or reduce the effect on the bitmap image's surface.
 - Drag the Relief slider to adjust the depth of the texture's surface.
 - From the Light Direction pop-up menu, choose the direction from which you want the light to appear.
 - Select Invert to reverse the surface's light and dark colors.