

3

USING GUIDES & GRIDS

- Creating & Removing Guides

- Making Guides from Objects

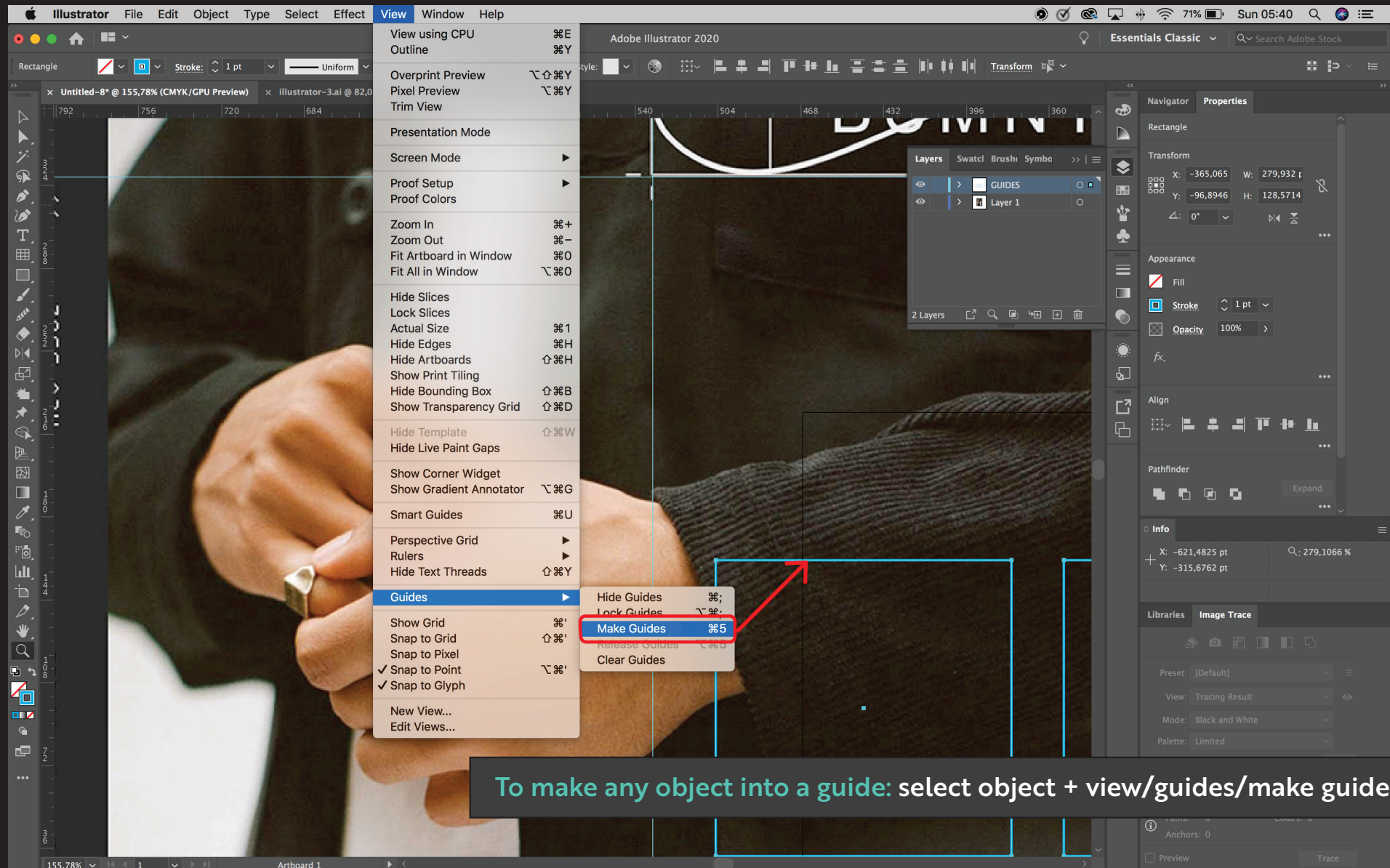
Guides are vertical and horizontal lines that can be moved around the page as needed. When you're ready to print a project, the guides are hidden from view. There are two main types of guides: ruler guides (i.e. normal lines) and guide objects (vectors transformed into guides).

The screenshot displays the Adobe Illustrator 2020 interface. The 'View' menu is open, showing options like 'View using CPU Outline', 'Overprint Preview', 'Pixel Preview', 'Trim View', 'Presentation Mode', 'Screen Mode', 'Proof Setup', 'Zoom In', 'Zoom Out', 'Fit Artboard in Window', 'Fit All in Window', 'Hide Slices', 'Lock Slices', 'Actual Size', 'Hide Edges', 'Hide Artboards', 'Show Print Tiling', 'Hide Bounding Box', 'Show Transparency Grid', 'Hide Template', 'Hide Live Paint Gaps', 'Show Corner Widget', 'Show Gradient Annotator', 'Smart Guides', 'Perspective Grid', 'Rulers', and 'Hide Text Threads'. The 'Guides' submenu is highlighted, showing 'Hide Guides' (⌘;), 'Lock Guides' (⌘;), 'Make Guides' (⌘5), 'Release Guides' (⌘#5), and 'Clear Guides'. The Properties panel on the right has the 'Ruler & Grids' and 'Guides' sections highlighted with a red box. The Layers panel shows a 'GUIDES' layer. Three text boxes at the bottom provide instructions: 'To show rulers: cmd + R', 'To show guides: drag from ruler to artboard', and 'Duplicate guides: opt + drag'.

3.1 CREATING & REMOVING GUIDES



Shapes into guides. Convert any shape into a custom reference grid that you can lock and use to build your assets on.



3.2 MAKING GUIDES FROM OBJECTS





K A T H E K E N N E D Y