

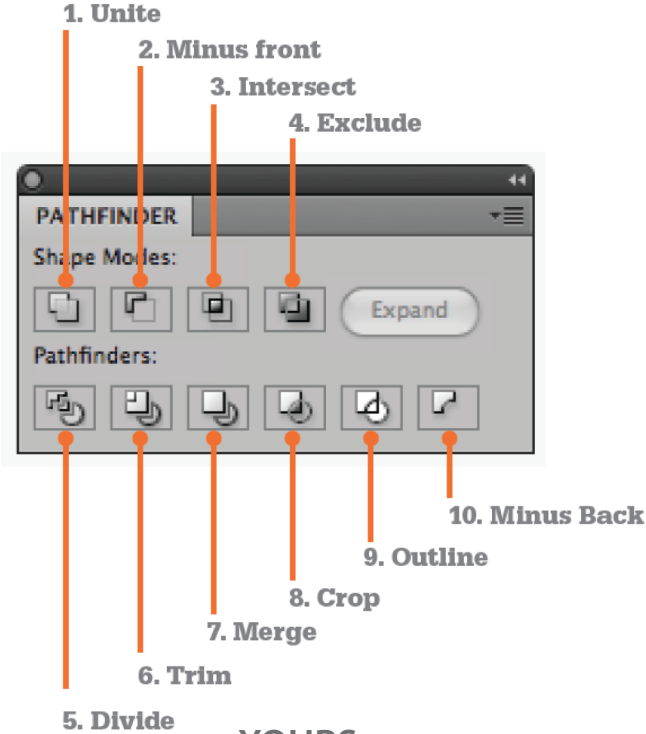
adobe Illustrator

PATHFINDER TOOL ADVANCED

The pathfinder tool allows you to combine objects in a number of different ways.

As you hover the mouse over each tool, the name of the tool will appear. Notice the top row of tools give you the option of an alternative result by hitting 'option - click'.

Below you will see what you need to draw first in the ORIGINAL Box. In the MINE box you will see what yours should look like after you have succesfully used the Pathfinder tool in the YOURS box. When you are creating YOURS, follow the directions below.



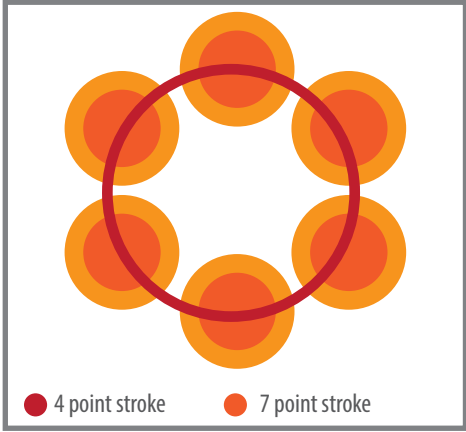
1. UNITE

The Unite tool takes the objects you have selected and combines them into one object.

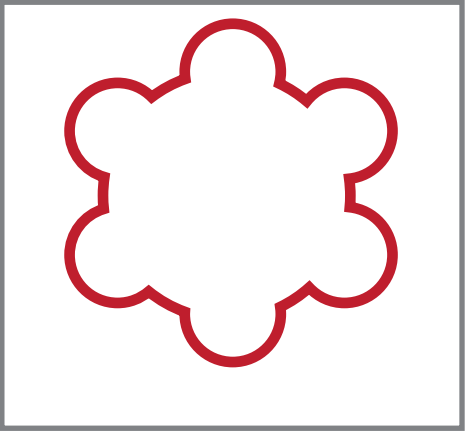
The stroke & fill attributes of the object on top will be applied to the final result. (In this example, the top object had a red stroke of 4 points and no fill.) The smaller circles have a orange fill and a yellow stroke of 7 points.

You can select a number of different objects at the same time and apply this pathfinder tool.

ORIGINAL



MINE



YOURS



2. MINUS FRONT

It does what it says. It can also be handy way to make a 'hole' in a shape.

With this tool, the stroke & fill attributes of the lower object selected will be applied to the final result.

In this finished example, I created a solid square on the bottom, a dark blue square with a 9 point white stroke, and a light blue circle on top.

Then select all 3 shapes and use the Minue Front button to create Mine!

ORIGINAL



MINE



YOURS

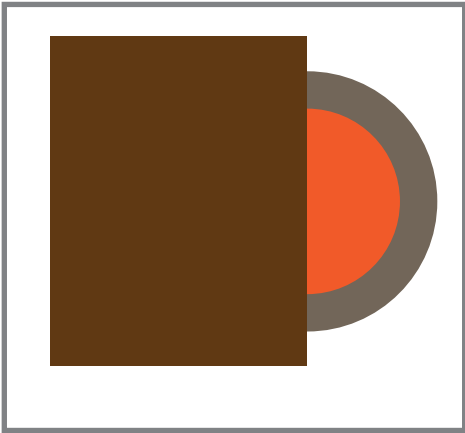


3. INTERSECT

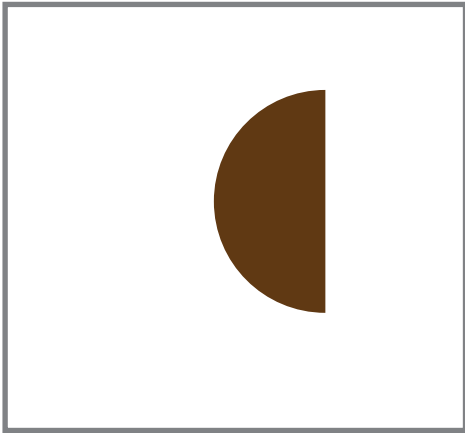
This tool makes one single shape from any overlapping areas in selected shapes. It automatically deletes any non overlapping areas.

The stroke & fill attributes of the object on top will be applied to the final result. (In this example, the top object had a brown fill and no stroke, and the bottom circle has a stroke.)

ORIGINAL



MINE



YOURS



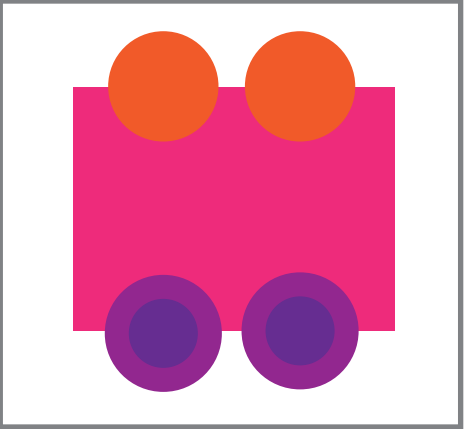
4. EXCLUDE

This tool does the opposite of the 'Intersect' tool. From selected objects, it keeps the non overlapping areas and deletes (or makes a 'hole') the overlapping areas.

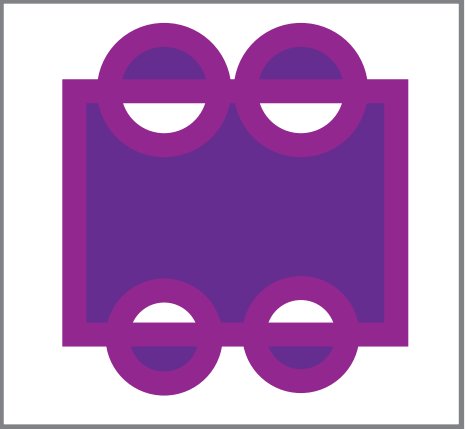
The stroke & fill attributes of the object on top will be applied to the final result. (In this case, the top object had a lighter purple stroke and dark purple fill needs to be Arranged to FRONT.)

The direct select arrow can be used to change the attributes of individual parts.

ORIGINAL



MINE



YOURS



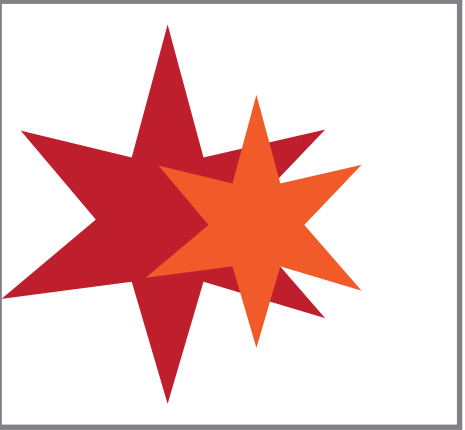
5. DIVIDE

The Divide tool divides selected objects where they overlap/intersect into new sections. It divides the original sections into new sections. All areas of the original objects are retained.

The individual sections will keep their stroke & fill attributes. You can then use the direct select tool (open arrow) to move the individual sections or change the stroke and fill attributes.

Draw two 6 pointed stars in different colors first and then use the Divide.

ORIGINAL



MINE



YOURS



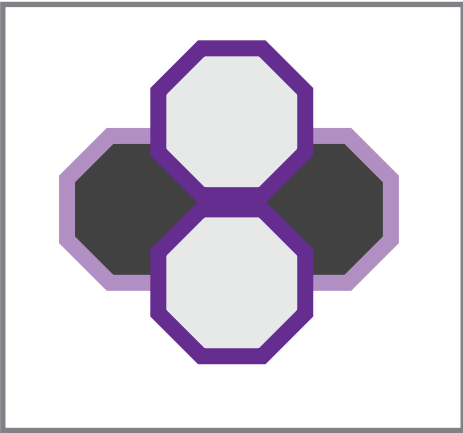
6. TRIM

Very similar to the Divide tool, but instead of making new divided sections, the Trim tool simplifies the parts and deletes the intersecting/overlapping areas.

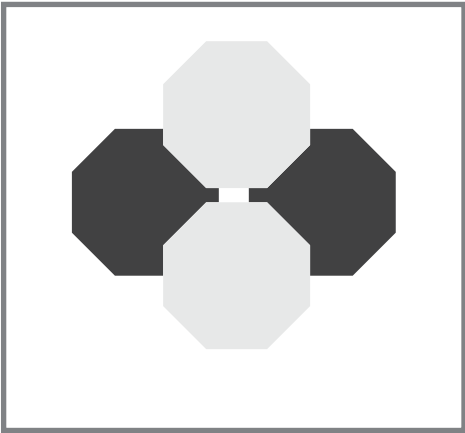
It discards stroke attributes and applies fill only.

Draw 4 Hexagon with a 4 point stroke with 2 on top. Then sue the Trim tool.

ORIGINAL



MINE



YOURS



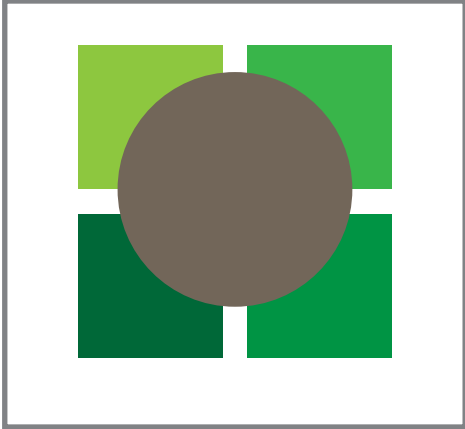
7. MERGE

Similar result to the Trim tool, the Merge tool simplifies the selected objects, but retains the fill attributes of the individual sections.

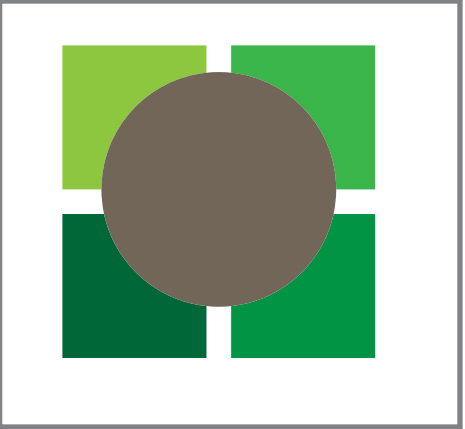
All the objects are now grouped together.

This is best seen by viewing your document in outline mode, (command y).

ORIGINAL



MINE



YOURS



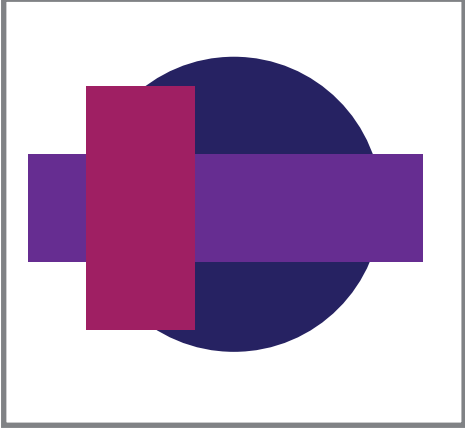
8. CROP

This tool is like making a clipping path, or clipping mask.

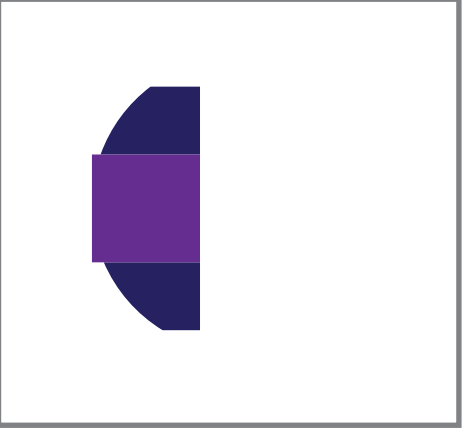
The top shape of those selected will become the shape containing the cropped, selected objects below.

In order to make Yours look like Mine, make sure the shapes I have are in the same order by using the Arrange menu.

ORIGINAL



MINE



YOURS



9. OUTLINE

This tool applies a stroke to all selected objects. It discards any stroke attributes in the original objects and converts the fill attributes of an object into the stroke attributes.

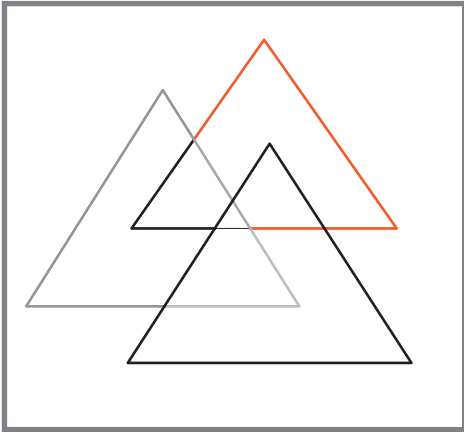
Draw 3 different triangles and then use the Outline button. It's going to look odd because it divides the original shapes into individual stroke sections.

You can use the direct selection tool (open arrow) to apply different stroke weights and colour to each stroke section.

ORIGINAL



MINE



YOURS



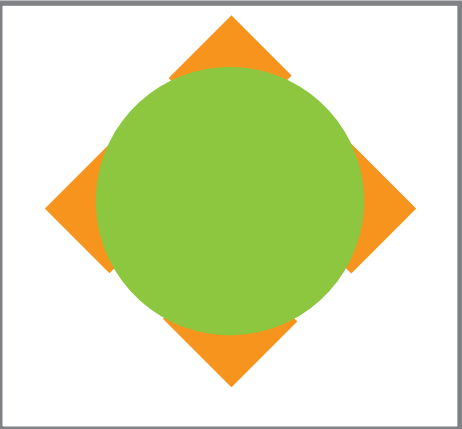
10. MINUS BACK

It does what it says, whatever is beneath the top item is subtracted from that shape.

Have a look in 'Outline' mode (command y) to see the effect before applying this tool and after.

Create a square and rotate into a diamond shape, and have 4 total, then add a circle on top. Then use the Minus Back button to make an X.

ORIGINAL



MINE



YOURS



8. MAKE YOUR OWN

Try making your own shapes now that you have the Pathfinder Tool down so well!P

