

Chibi Pirate Cartoon Vector Graphic Help

Layers:

This this item is a layered-vector graphic. *Rearranging the layers is not recommended.

- Visit: Window >> Layers or press F7 in Adobe Illustrator to open the layers-window.
- Layers are locked by default, click the lock-icon to the left of any layer to unlock it so you can edit it.
- Multiple objects on each layer are grouped by default.
- Right-click on the group of objects and select 'Ungroup' to ungroup the objects and edit them independently.

Shading:

This graphic is shaded in two ways.

Layered-shading:

Each layer-shaded object will have a corresponding shading layer. For the layer “left foot” the corresponding shading layer is called “left food shading”

you can adjust the amount of shading each of these layers creates by adjusting the opacity of the layer or by duplicating the layer (dragging and dropping the layer on to the new-layer icon) this creates two shading layers and double the shading.

Gradient Fills:

For the more complicated shading found on the skin, metals and eyes gradient fills were used. Gradient-filled objects do not have shading layers. Instead their shading is built-in to their fill.

To edit a gradient-fill double-click on the object you wish to edit, then open the gradient-fill dialogue by going to: Window >> Gradient

You should see a slider with the gradient-fill inside of it. The pointers below the slider represent each of the colors in the gradient-fill.

- Click on the color-pointers to edit the color of that point on the gradient-fill.
- Drag the pointers side to side to move them within the gradient-fill.
- Drag the pointers off the slider to remove them entirely from the gradient-fill
- Double-click to add a new color-pointer to the gradient.

Should you require further assistance, please contact me at: adam@dabzo.com