

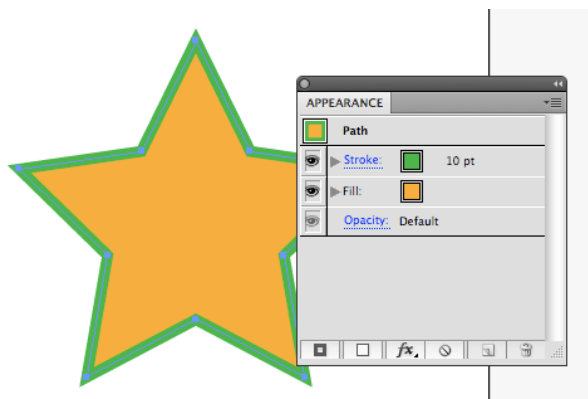


# Design Solutions: The Appearance Panel in Adobe® Illustrator®

Work efficiently to change the look of objects in Illustrator by using the Appearance Panel. Apply multiple effects to a single object for a simplified workflow.

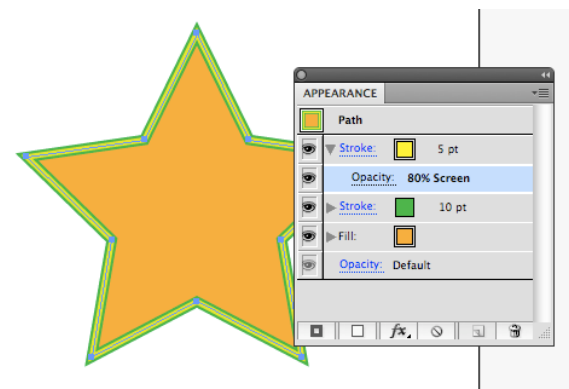
1. **Multiple strokes on a single object**  
Did you know that you can have multiple strokes, and multiple fills, on a single object? How many times have you created that look by stacking multiple objects on top of each other? Think how easy it is to manage a single object and just control its appearance settings.
2. **Draw a star**  
Let's begin by drawing a simple star. Apply contrasting fill and stroke colors and set the stroke weight to 10 pts.
3. **Check out the Appearance panel**  
Notice that your fill and stroke are shown. Let's start with something simple. Click the eyeball icon to show/hide your stroke. Rearrange the attributes—drag the stroke below the fill to see what effect that has on

your object. Click the stroke box to access the Swatches. Click the stroke weight to change it. To access the Stroke panel, click on the word stroke. Check out these behaviors with the fill box. Pretty neat!



4. **Add a second stroke**  
Click in an empty area of the Appearance panel so that neither the fill nor stroke are active. Click the Add New Stroke button at the bottom of the Appearance panel. You will get a duplicate of your existing stroke.

Use the Appearance panel to change the color and set the stroke weight to 5 pts. Expand the stroke attribute (the little tri-

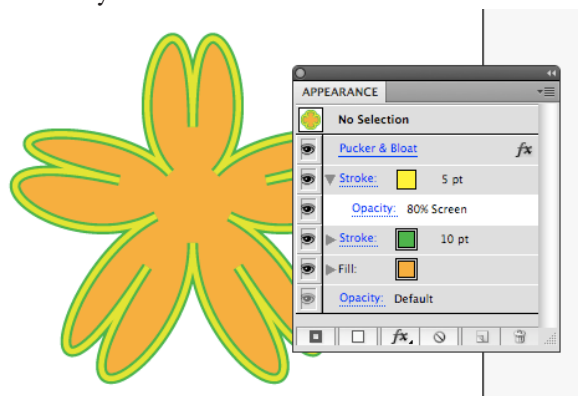


- angle) and observe that you can change the opacity and blending mode for that stroke.
5. **Add an effect**  
Let's add an effect to the object. Be careful, you can add effects to the entire object or to just the stroke or fill. For now, click in an empty area of the Appearance panel to make sure you're working with the entire

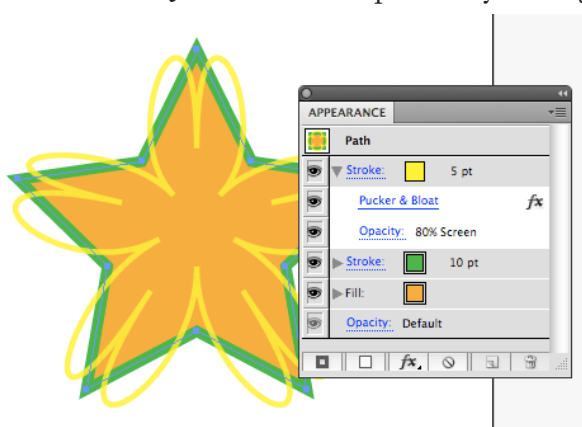


## The Appearance Panel in Adobe® Illustrator®

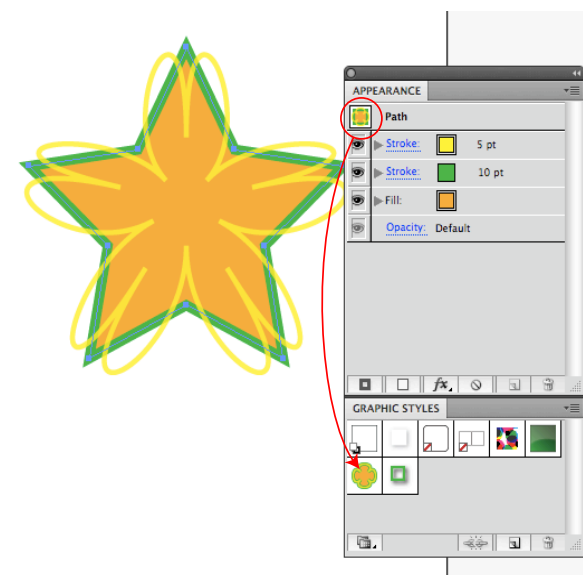
object. Click the Add Effect (FX) button at the bottom of the Appearance panel and choose Distort & Transform > Pucker & Bloat. Turn on the preview and drag to either create a flower or a splat. Click OK when you're satisfied.



- Rearrange the effect**  
 Now let's have some fun! Drag to rearrange the Pucker & Bloat effect so that it applies to one of your strokes or to your fill. I find it's easiest to drag if I point to the area to the right of the name. Want to duplicate the effect? Just hold Alt/Option as you drag.



top of the Appearance panel (next to the word *Path*) onto the Graphic Styles panel. You now have a Graphic Style that you can apply to any object you create.



- Modify the effect**  
 Observe that the Pucker & Bloat effect has been added to the top of the Appearance panel. Click the blue underlined words Pucker & Bloat to edit the effect. Remember that effects do not change the path of the object. They only change the appearance and can be edited at any time.

- Save the appearance as a graphic style**  
 If you draw a second star right now, it will have what's called Basic Appearance, just the fill and stroke values that are currently active. Instead, let's save our appearance as a Graphic Style so that we can apply it to multiple objects and update those objects at any time. Drag the small thumbnail at the





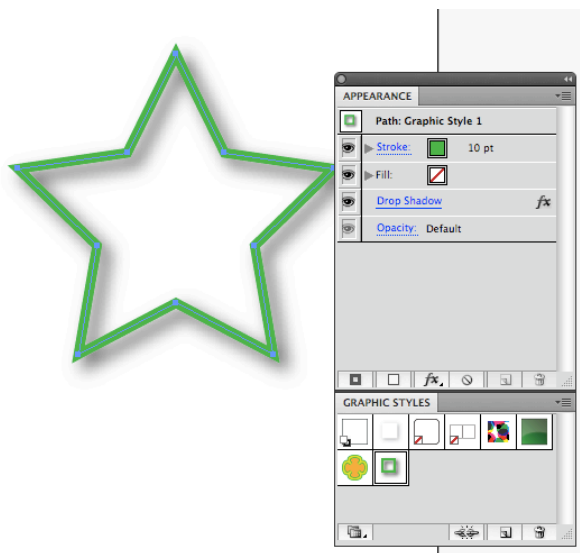
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### 9. Update a Graphic Style

The trick to updating an existing graphic style is to use the Alt/Option key. Select an object that uses the graphic style. Change the appearance using the Appearance panel. Hold Alt/Option as you drag the appearance icon on top of the existing style to replace it. All objects that use that graphic style will update.

### 10. Experiment!

Check out the Appearance panel as a way to save various custom drop shadow effects. See how it works with text. Remember to save your appearances as Graphic Styles which can be shared with other Illustrator files. Looking good!



s o k o l  
c o n s u l t i n g

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CERTIFIED INSTRUCTOR