



CREATIVITY



i l l u s t r a t o r C C

# 모두의 일러스트레이터 CC

TOOLS

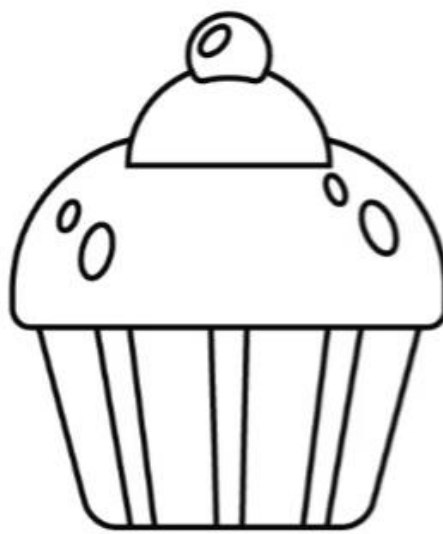
픽셀 형태의 캐릭터 그리기, 스케줄러 만들기





CHAPTER

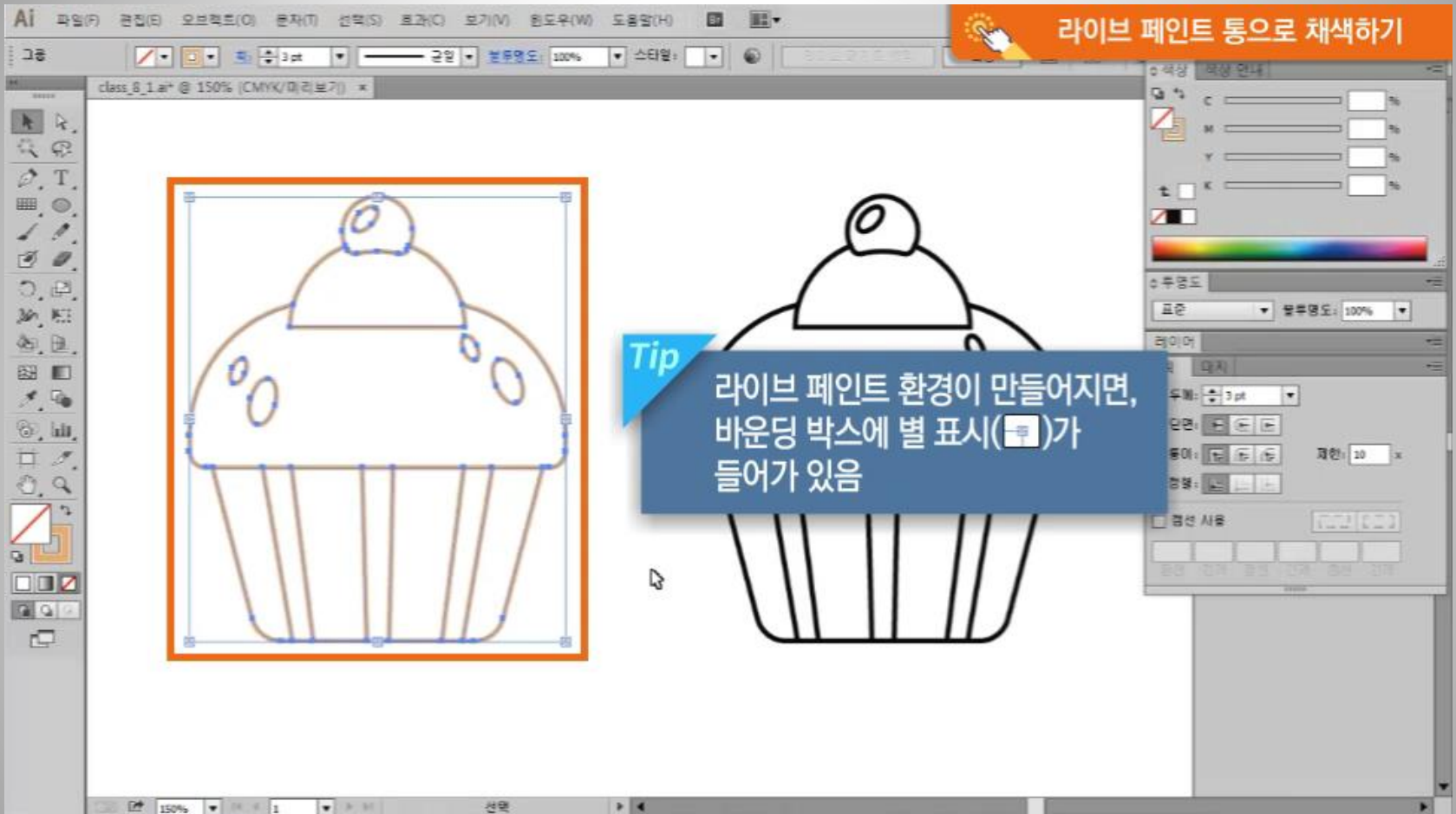
# △ 1 ● 라이브 페인트 버킷 툴



**Tip**

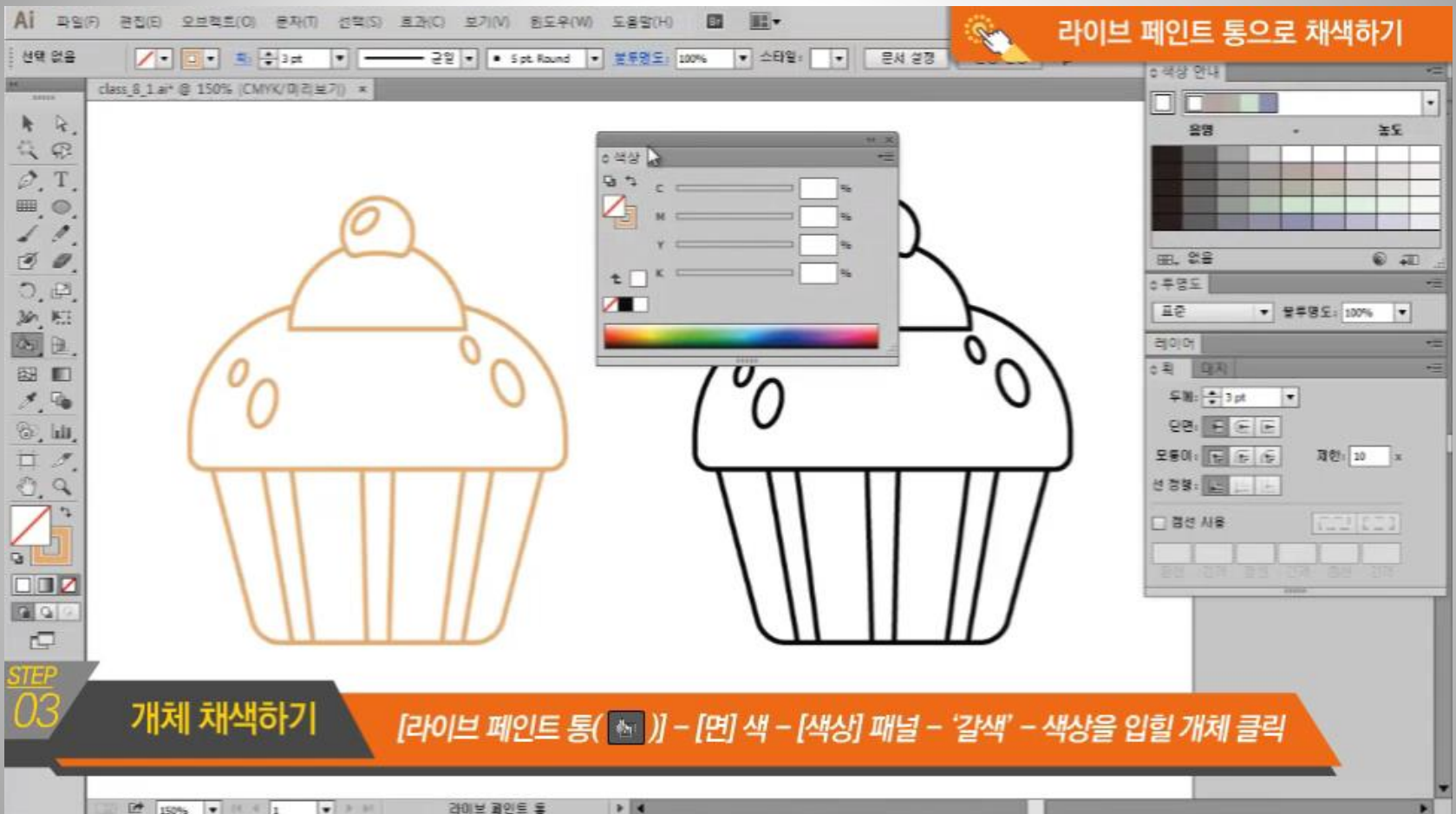
라이브 페인트 통()은 막힌 부분에 색상을 집어 넣을 때 유용









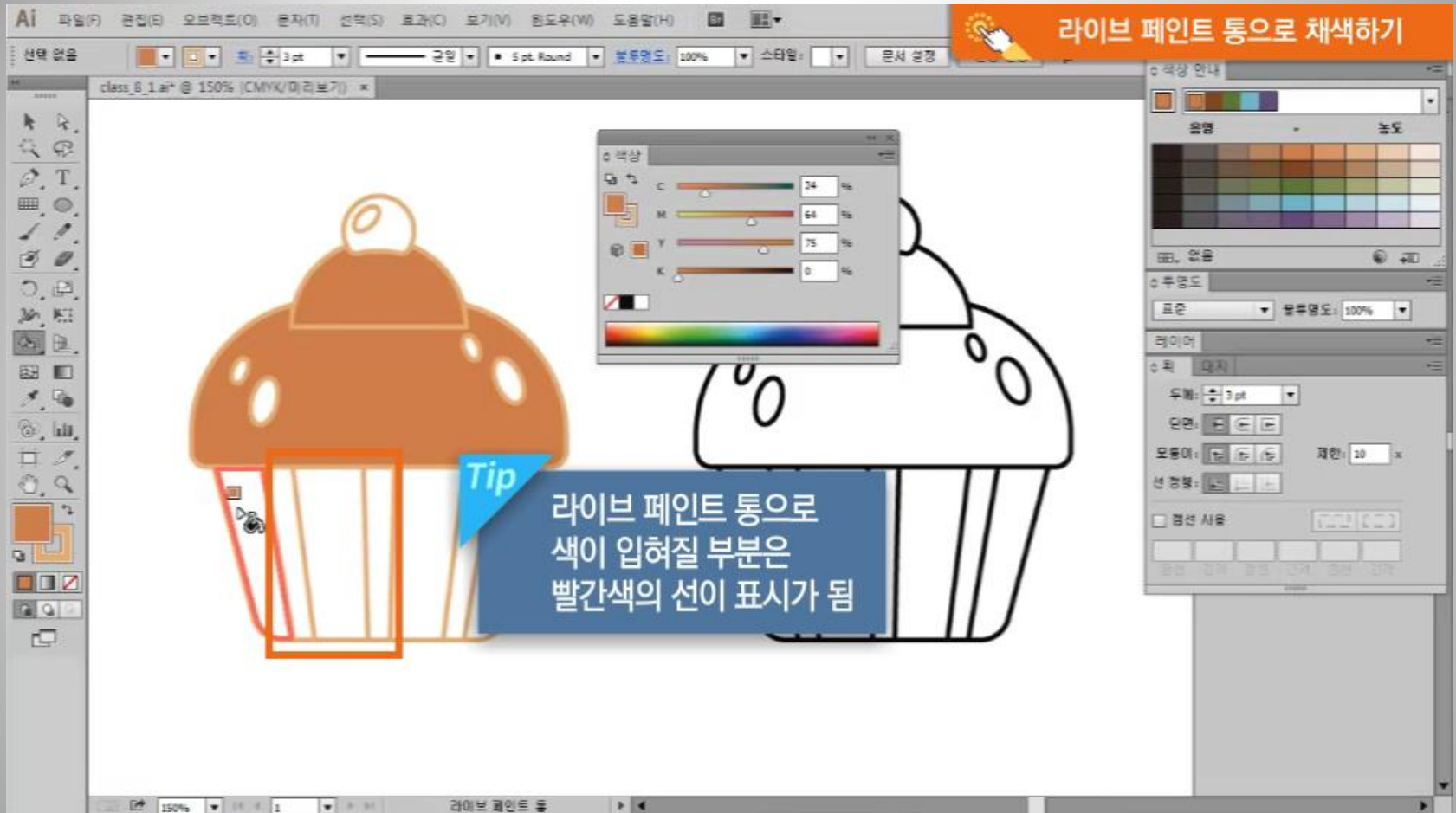


라이브 페인트 통으로 채색하기

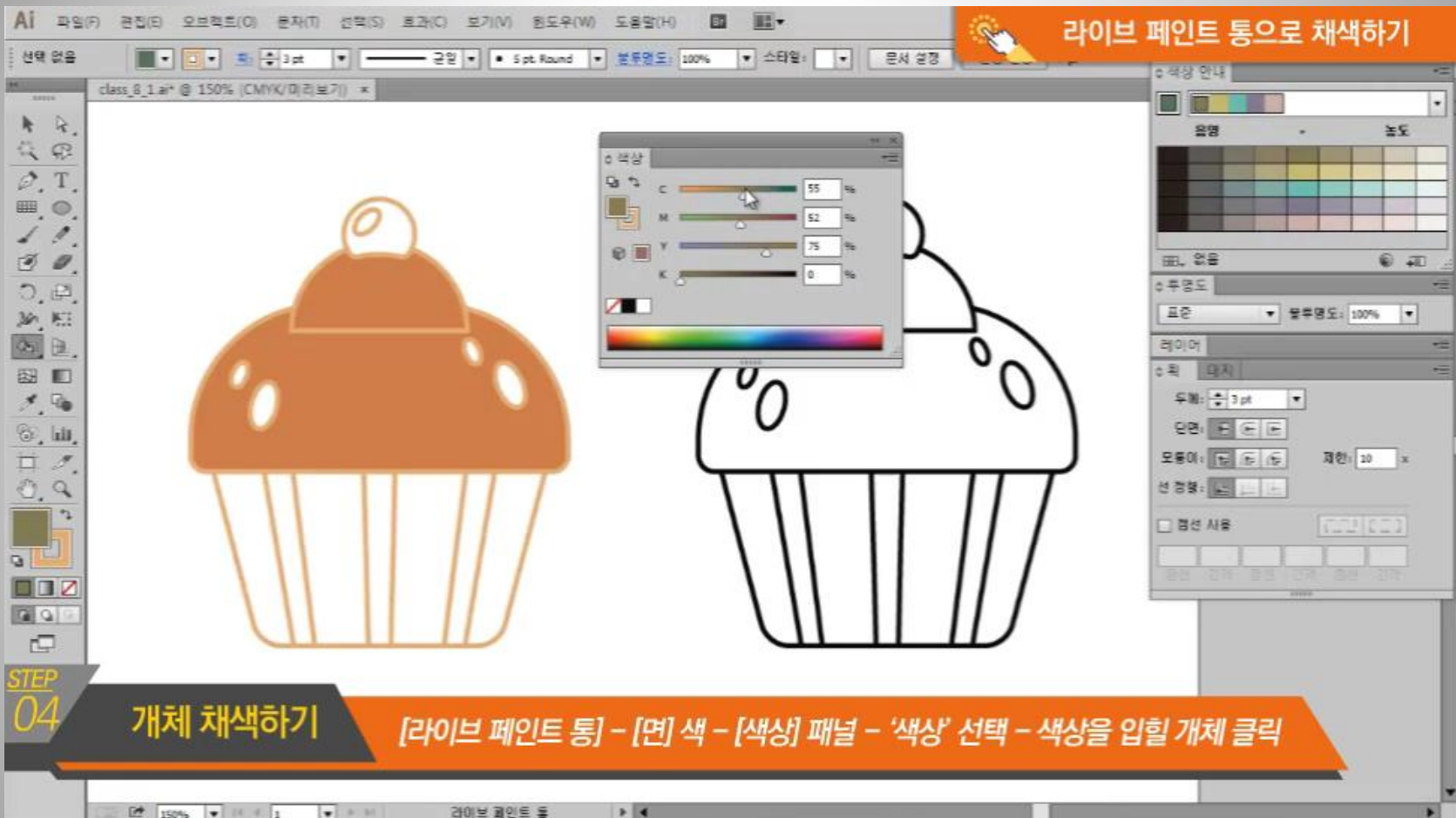
STEP  
03

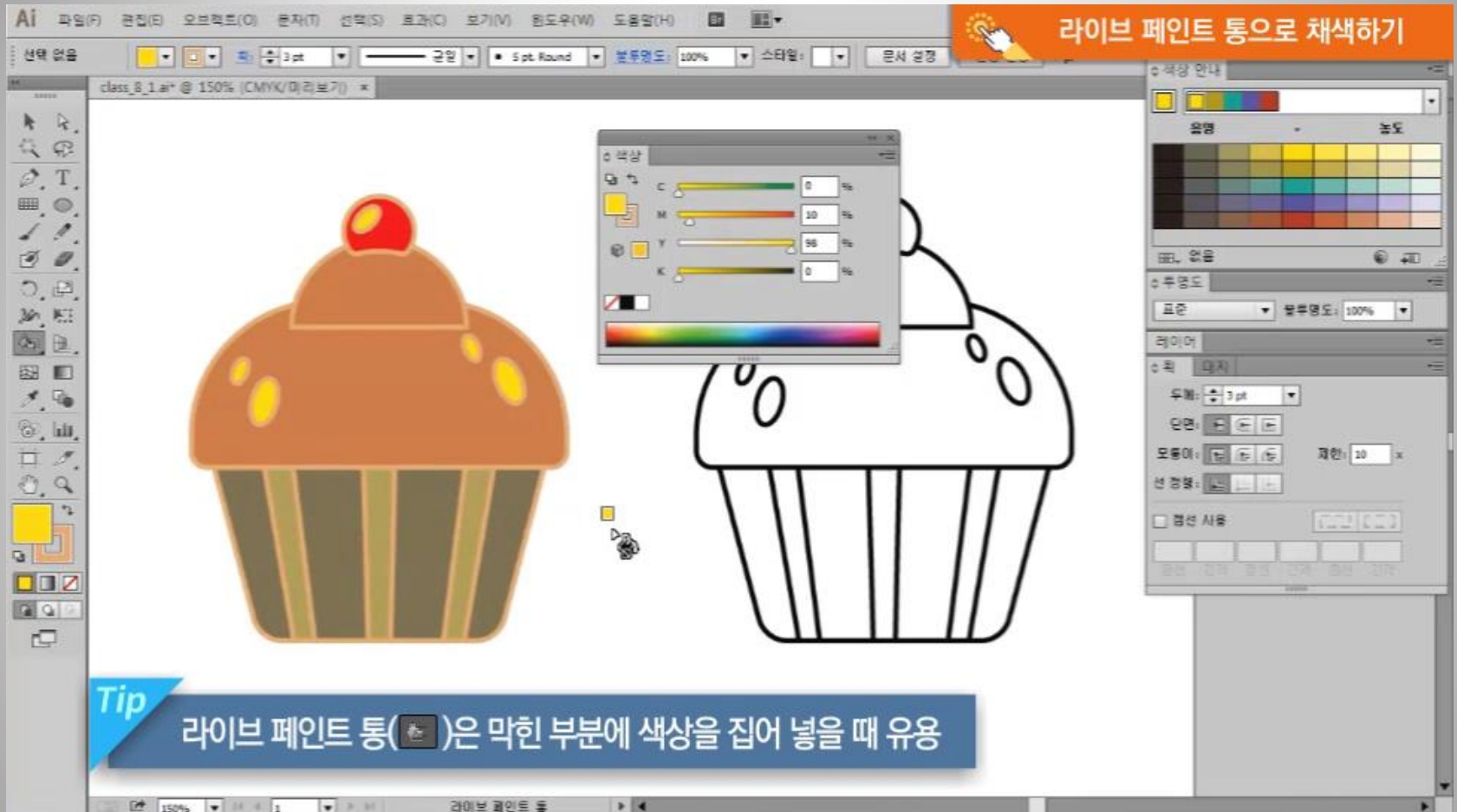
개체 채색하기

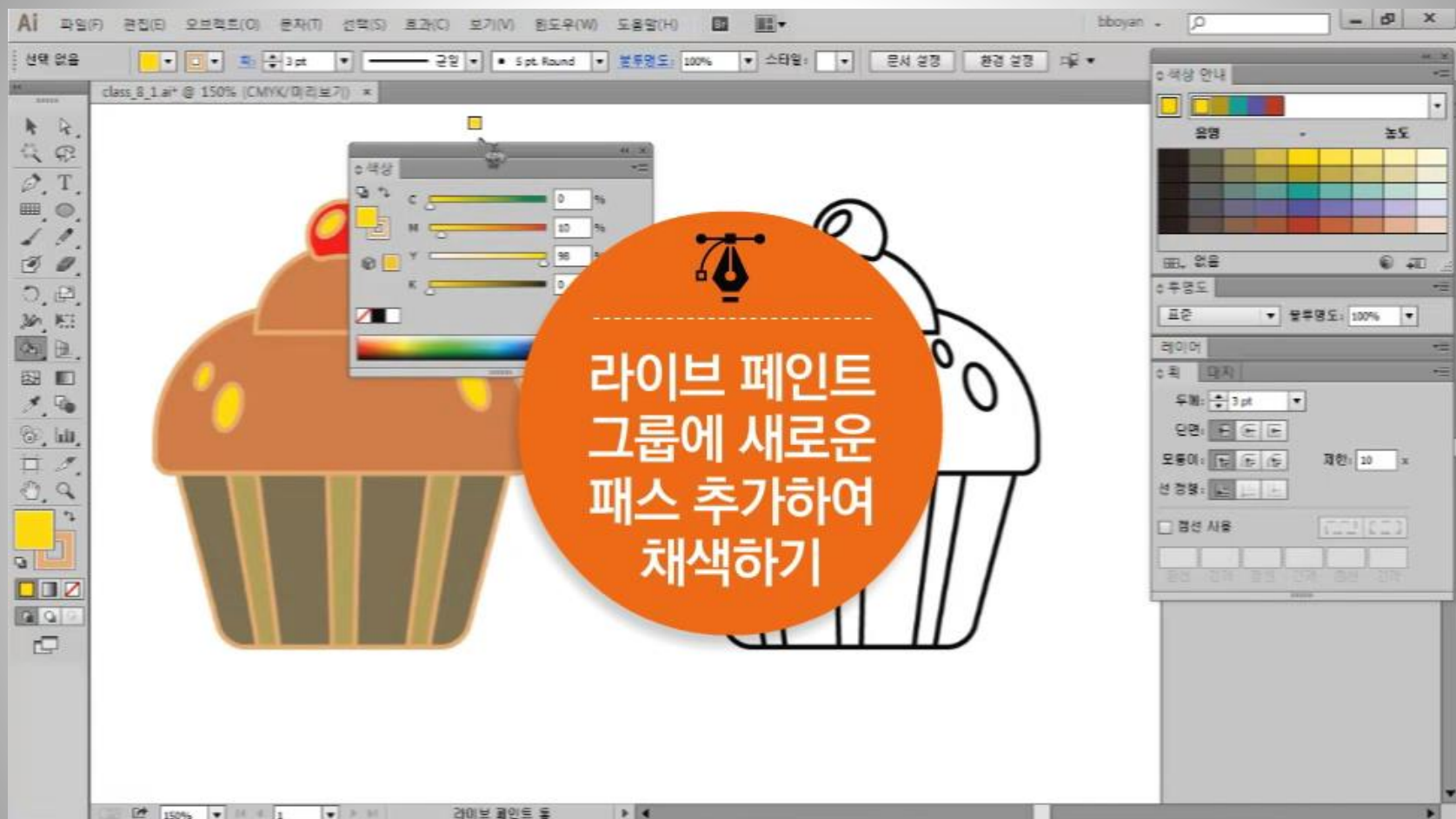
[라이브 페인트 통( )] - [변] 색 - [색상] 패널 - '갈색' - 색상을 입힐 개체 클릭

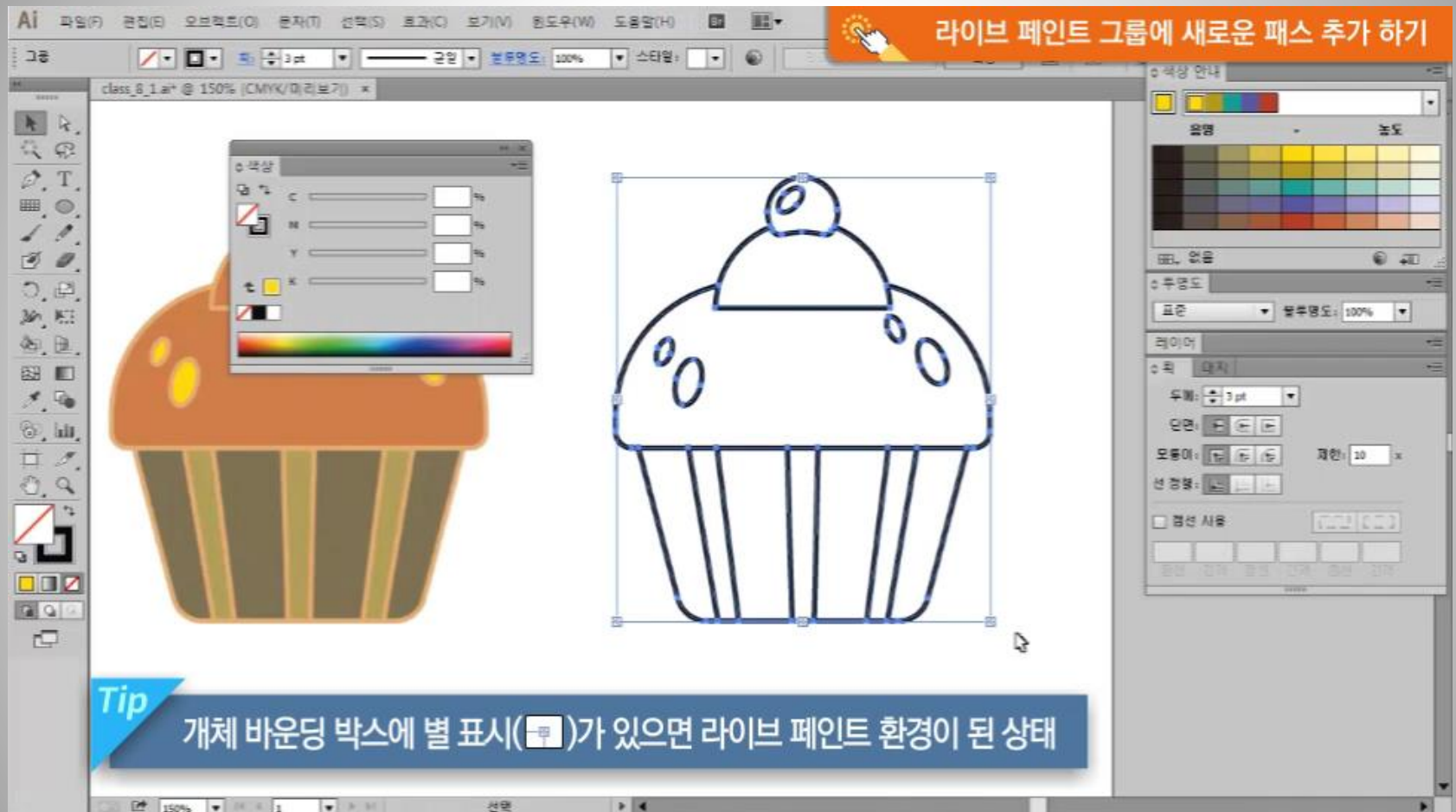




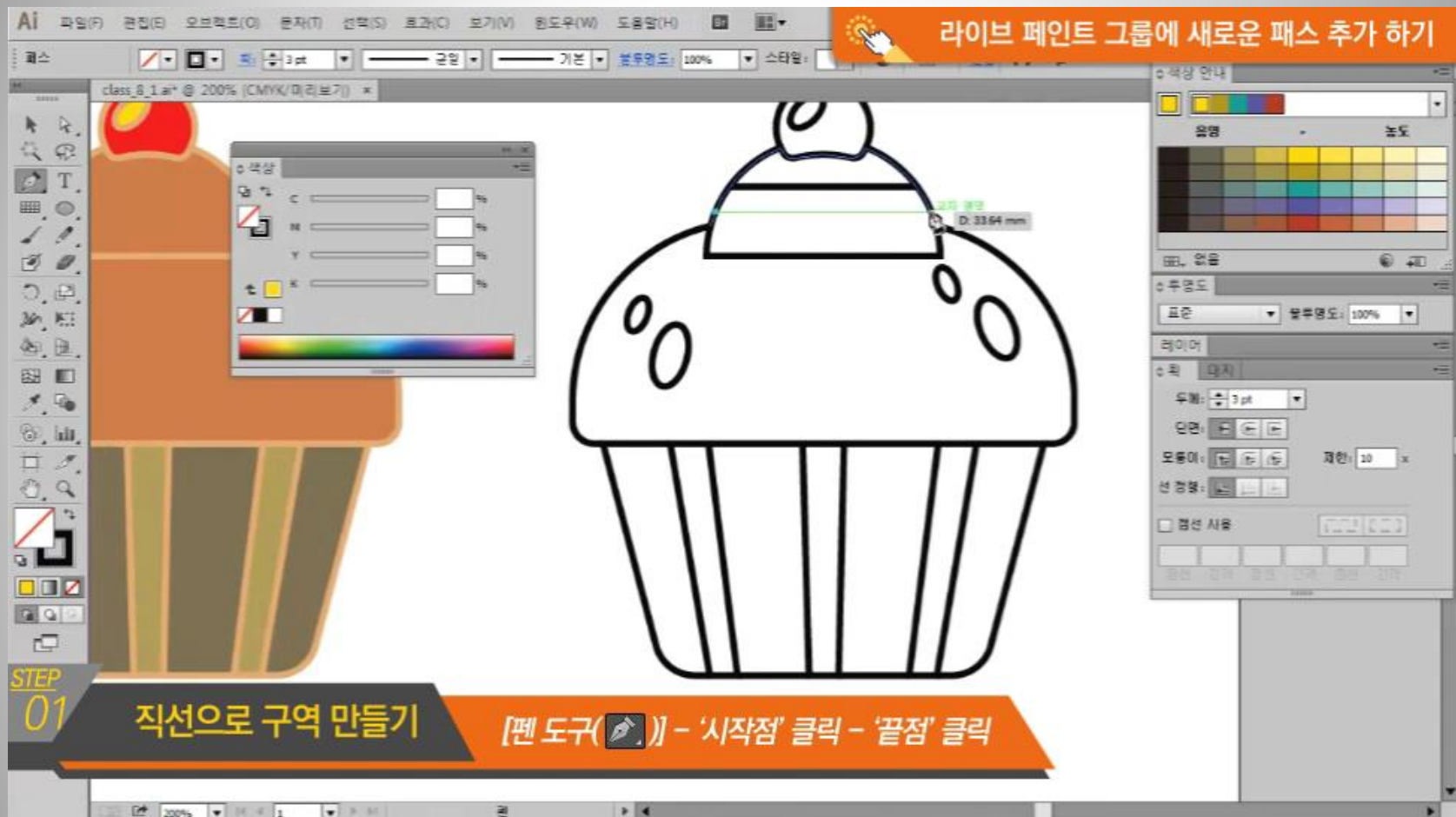






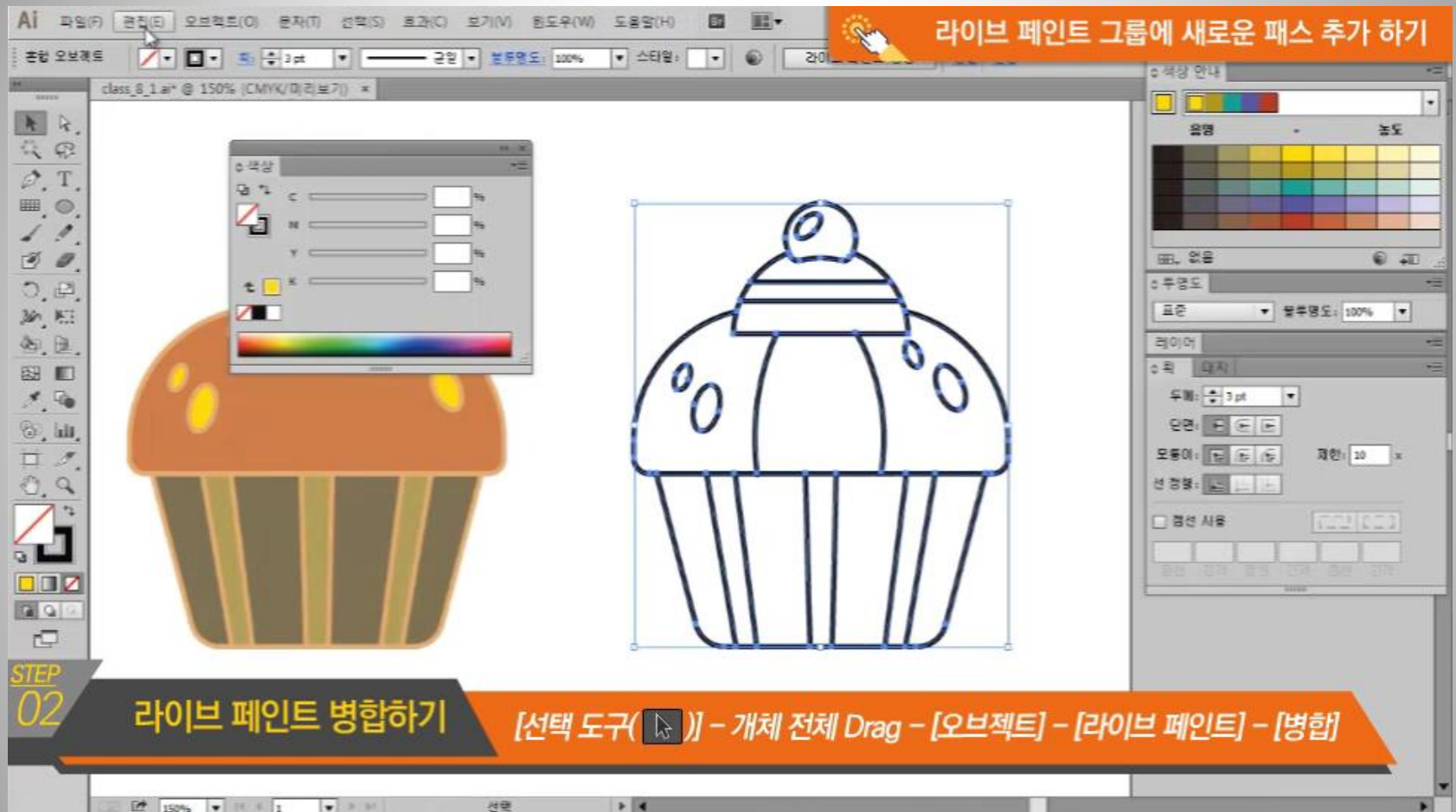


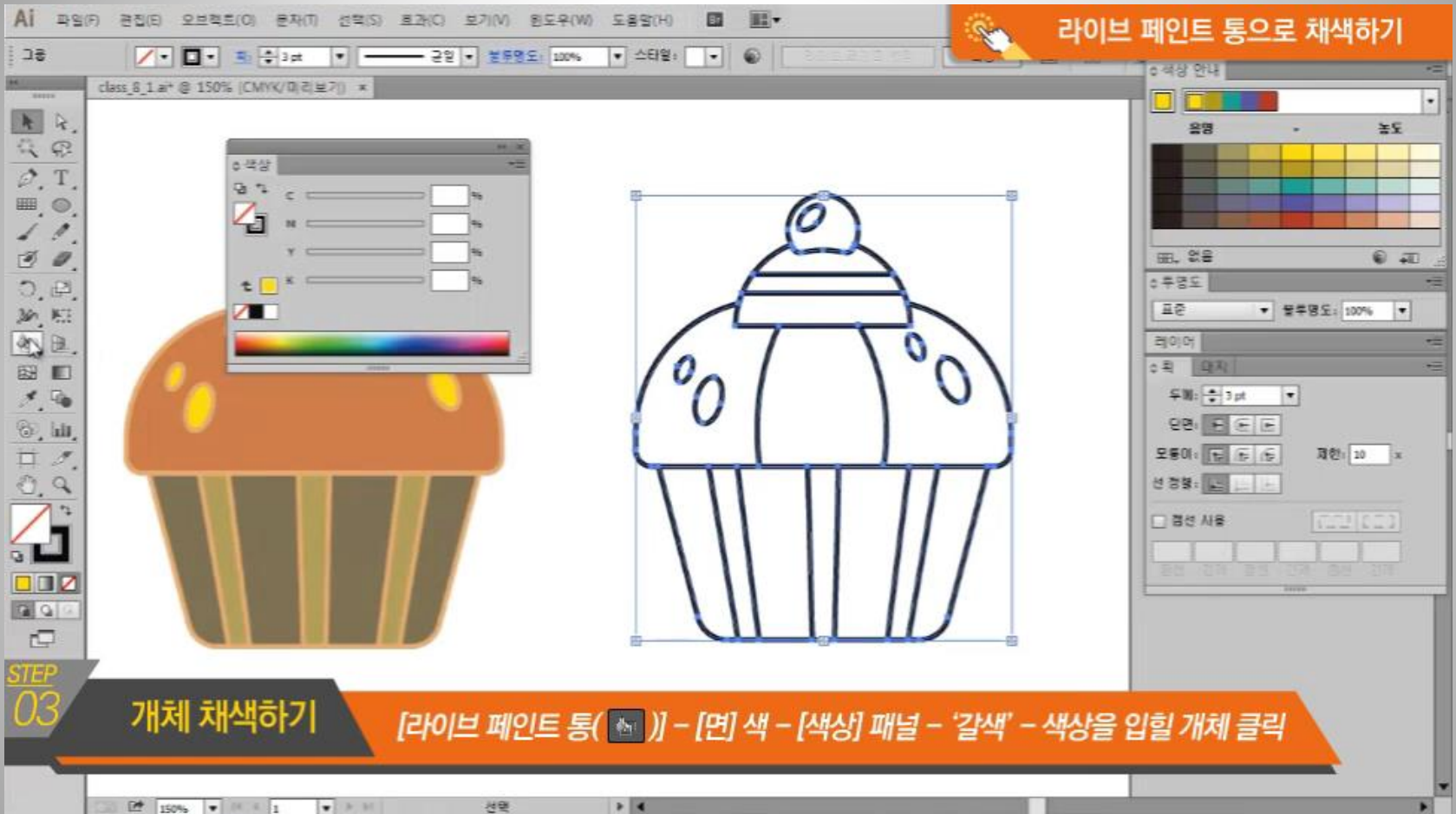






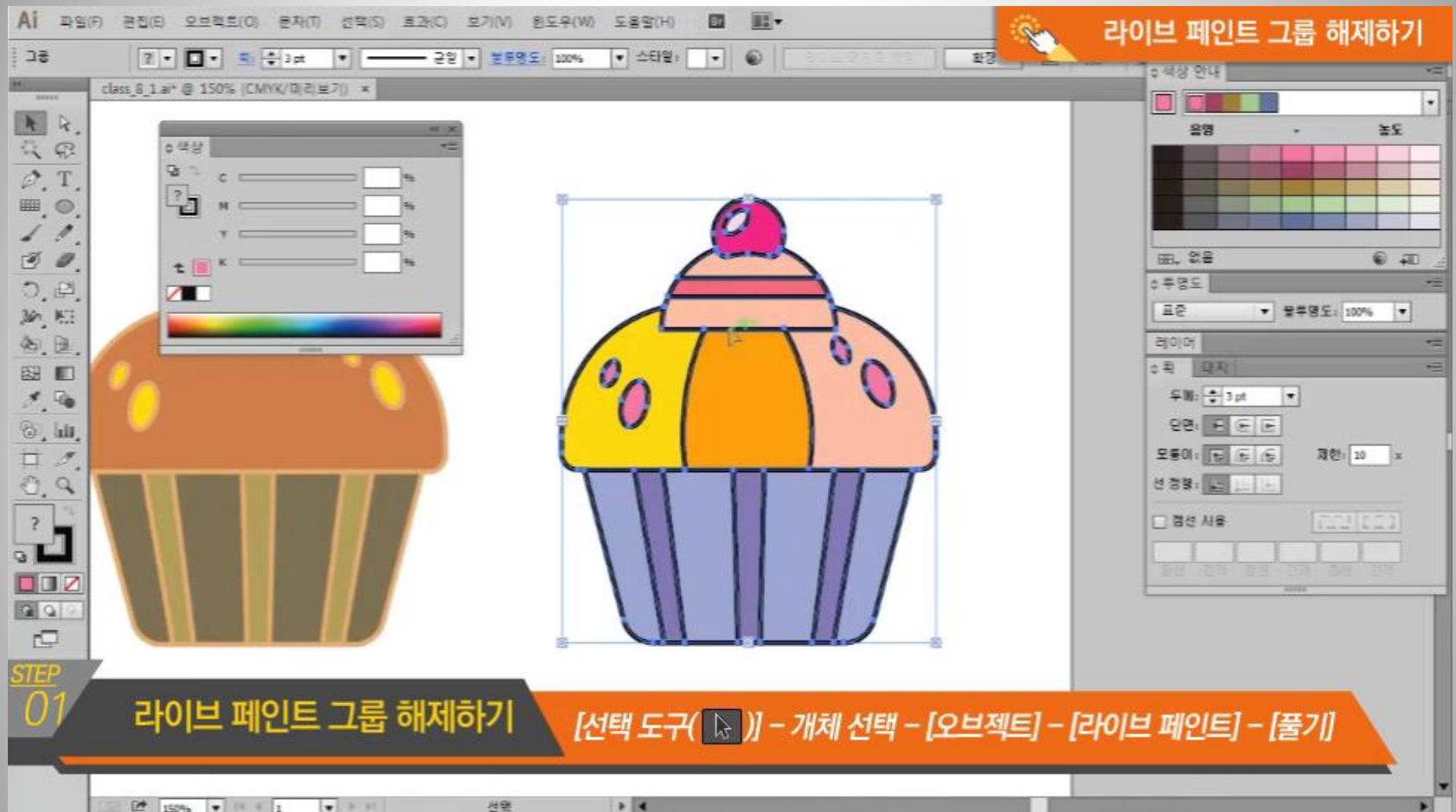






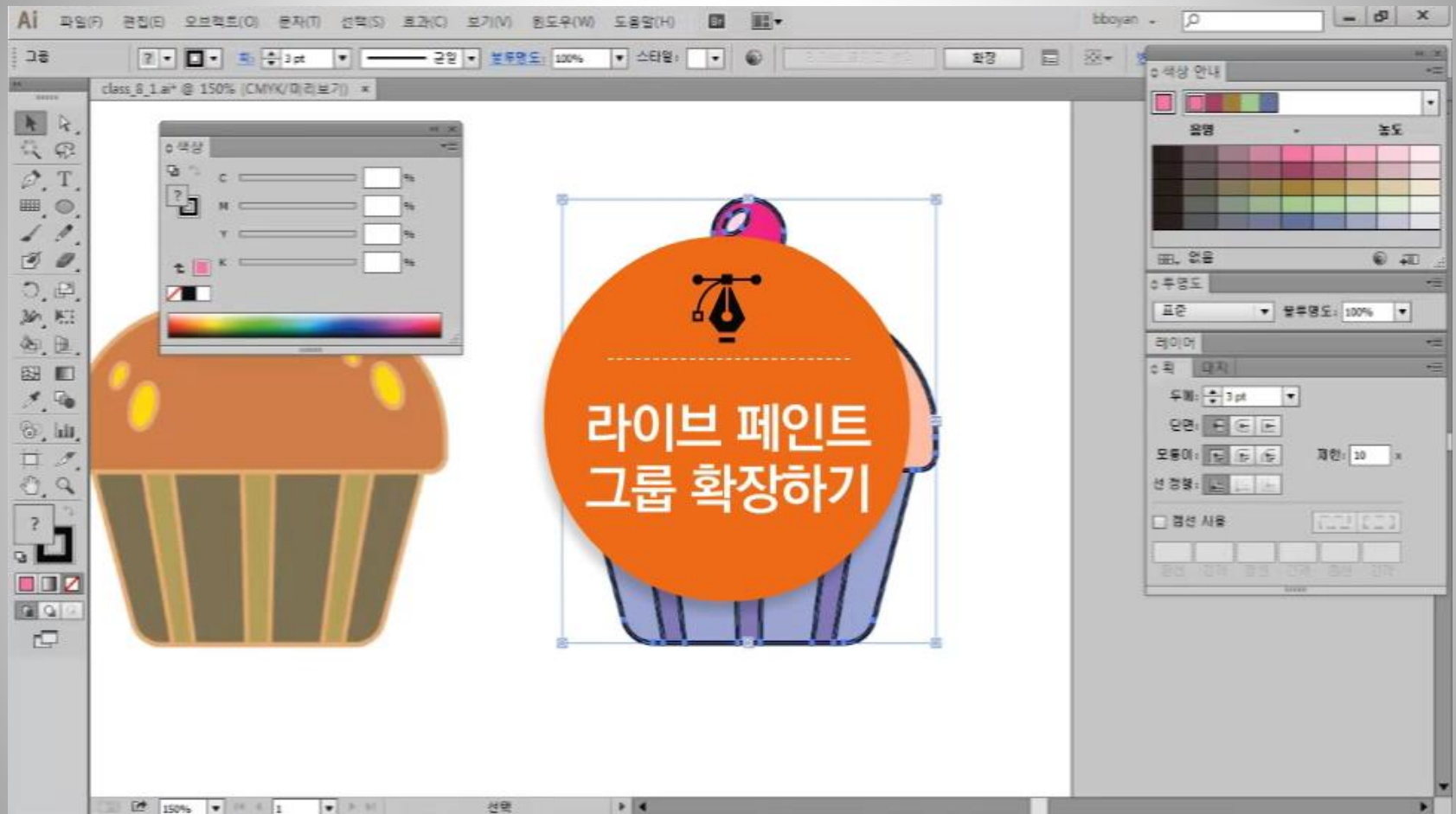


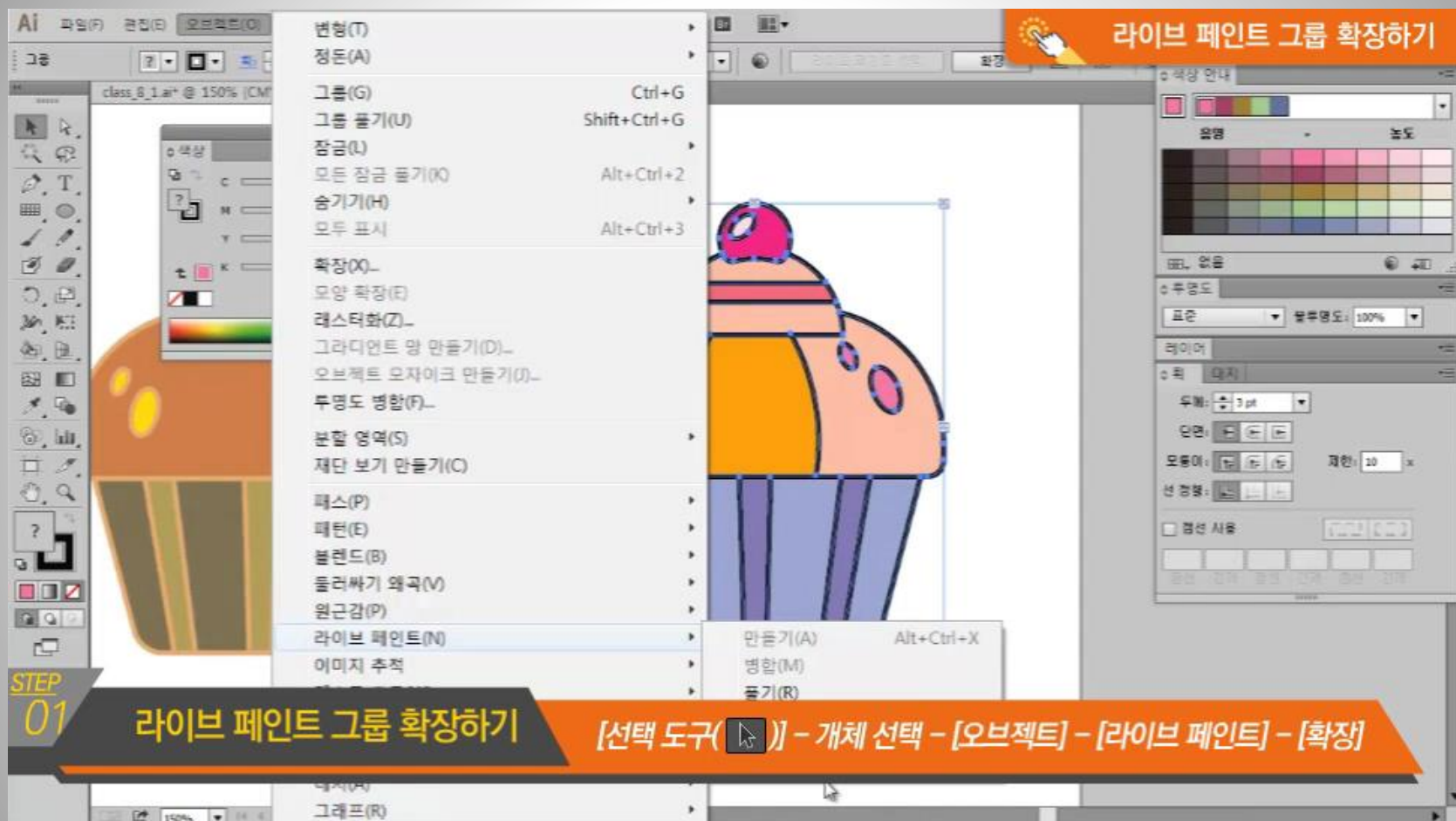


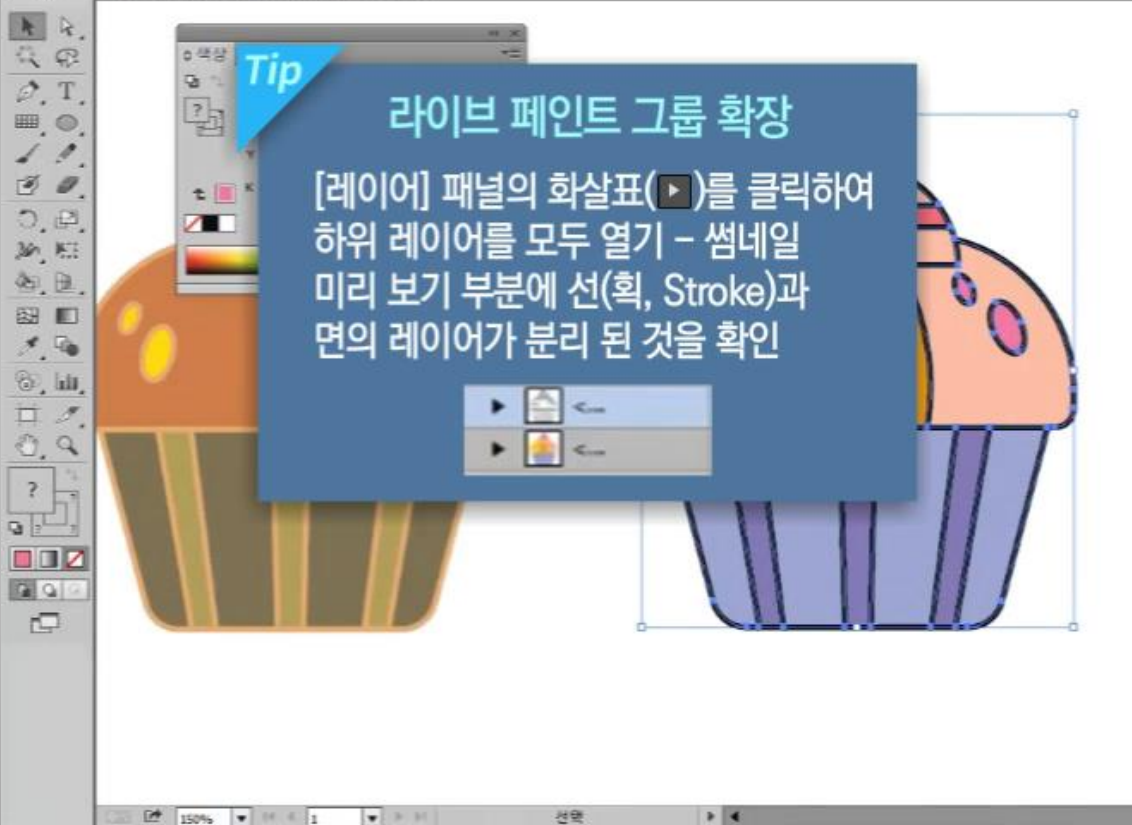








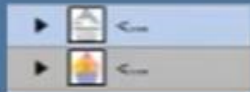




Tip

## 라이브 페인트 그룹 확장

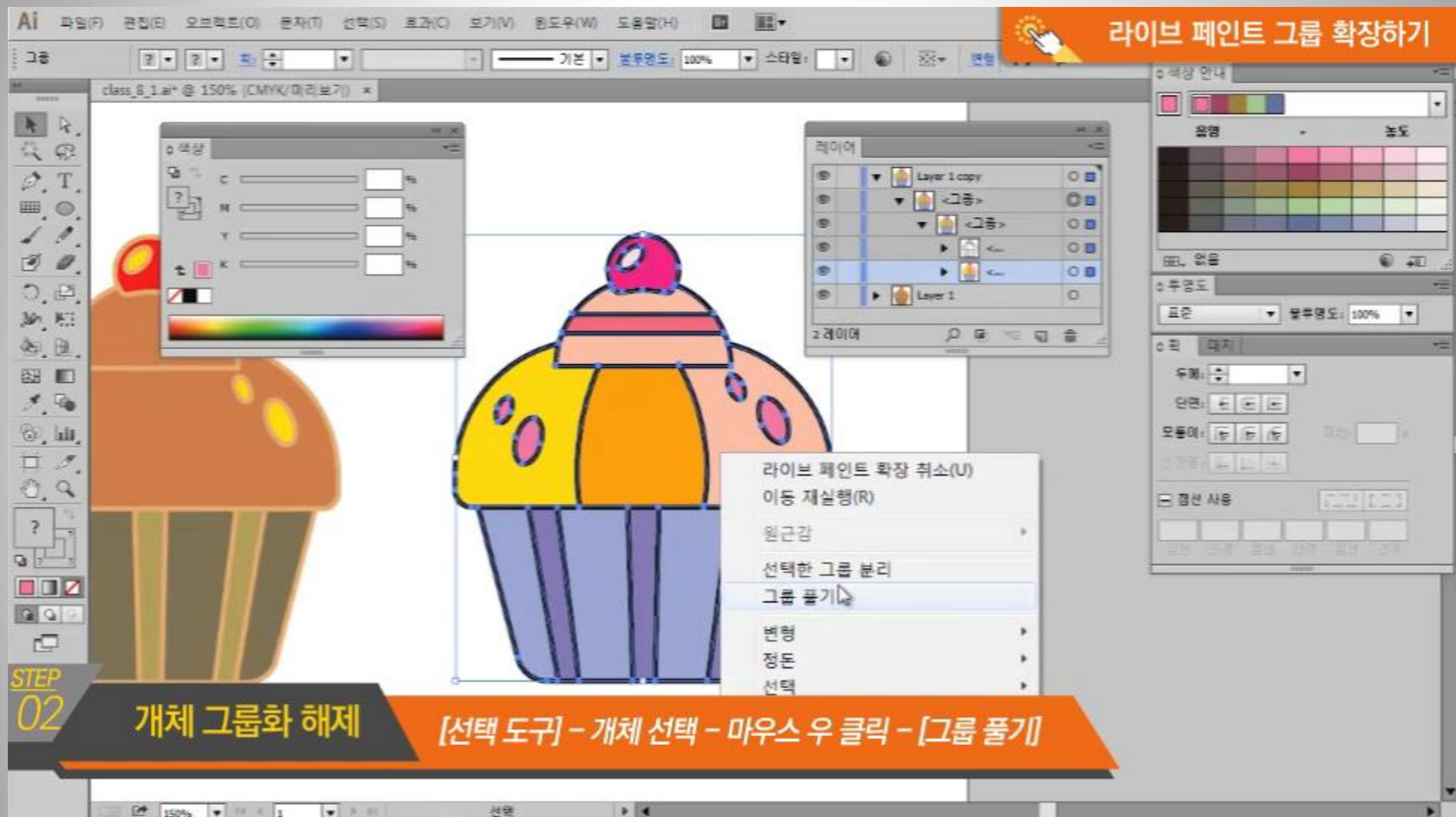
[레이어] 패널의 화살표(▶)를 클릭하여  
하위 레이어를 모두 열기 - 썸네일  
미리 보기 부분에 선(획, Stroke)과  
면의 레이어가 분리 된 것을 확인



라이브 페인트 그룹 확장하기











- 면과 선이 함께 있는 오브젝트
- [라이브 페인트 환경]에서 면 채색을 하였지만, 선은 삭제하지 않은 상태



- 면과 선이 함께 있는 오브젝트
- [라이브 페인트 환경]에서 면 채색을 하였지만, 선은 삭제하지 않은 상태



- [라이브 페인트 환경]에서 면 채색 후 [확정]을 통해 선과 면을 분리시켜, 선을 삭제한 상태





CHAPTER

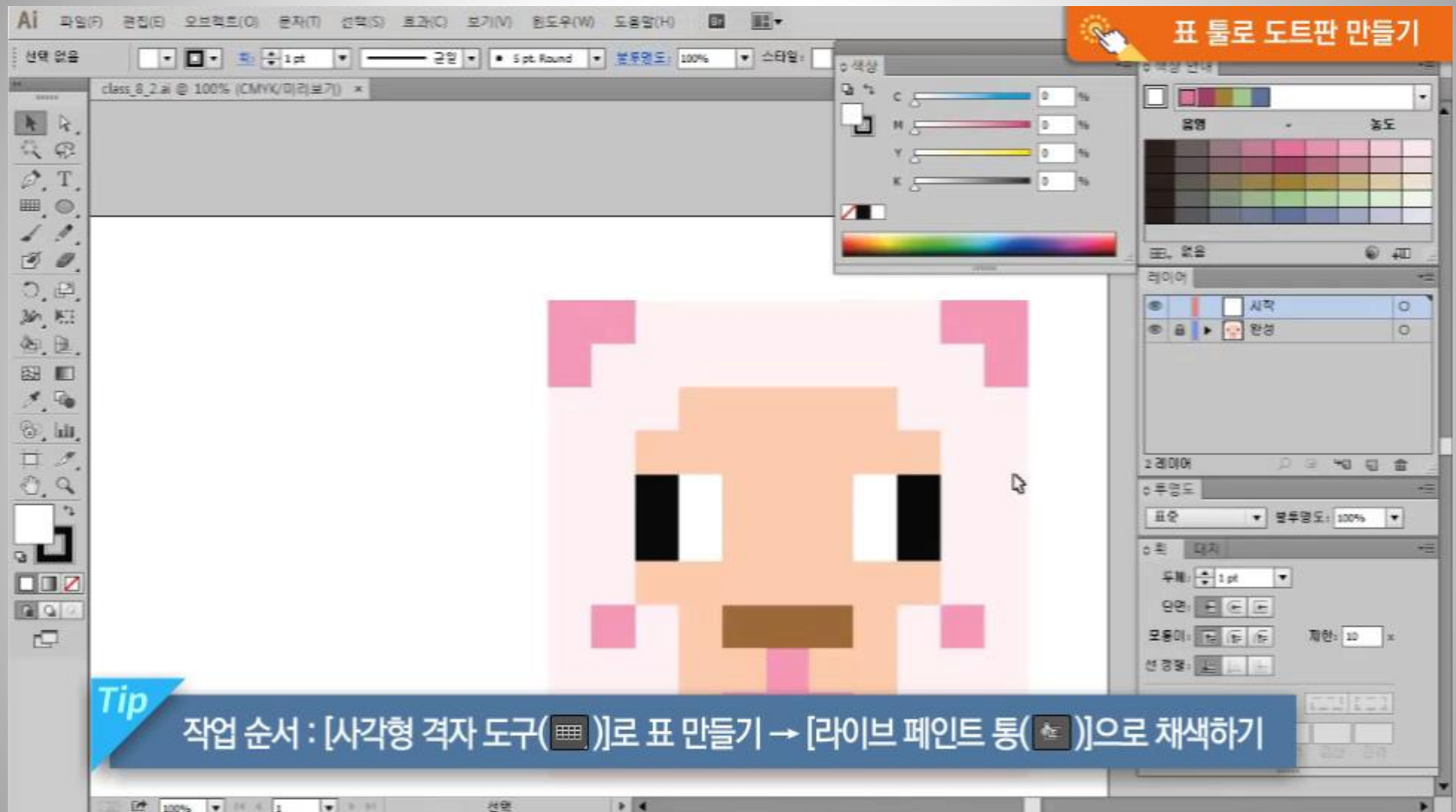
## △ **2** ○ 픽셀 형태의 캐릭터 그리기

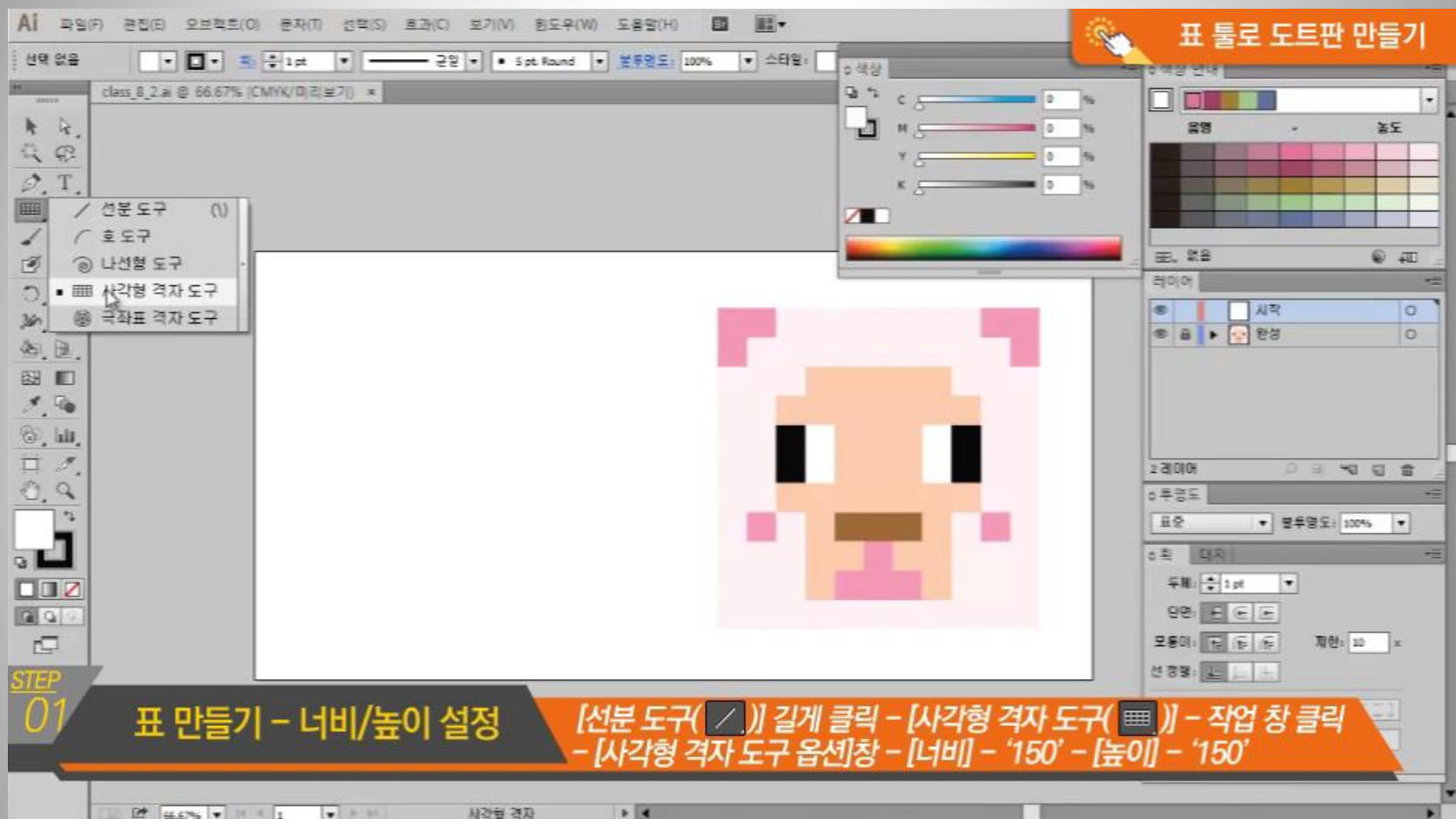


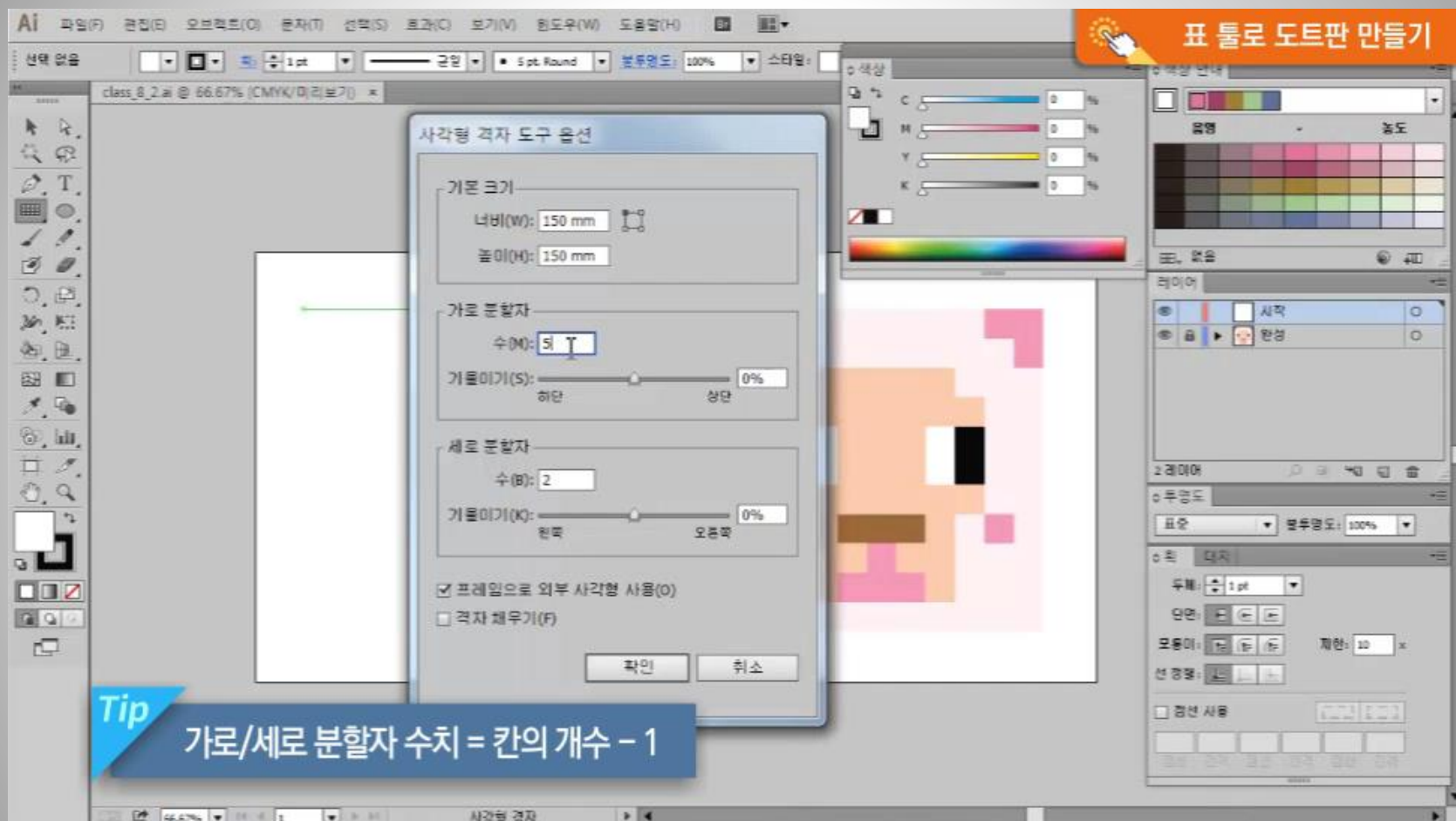
## · 픽셀 아트(Pixel Art) ·

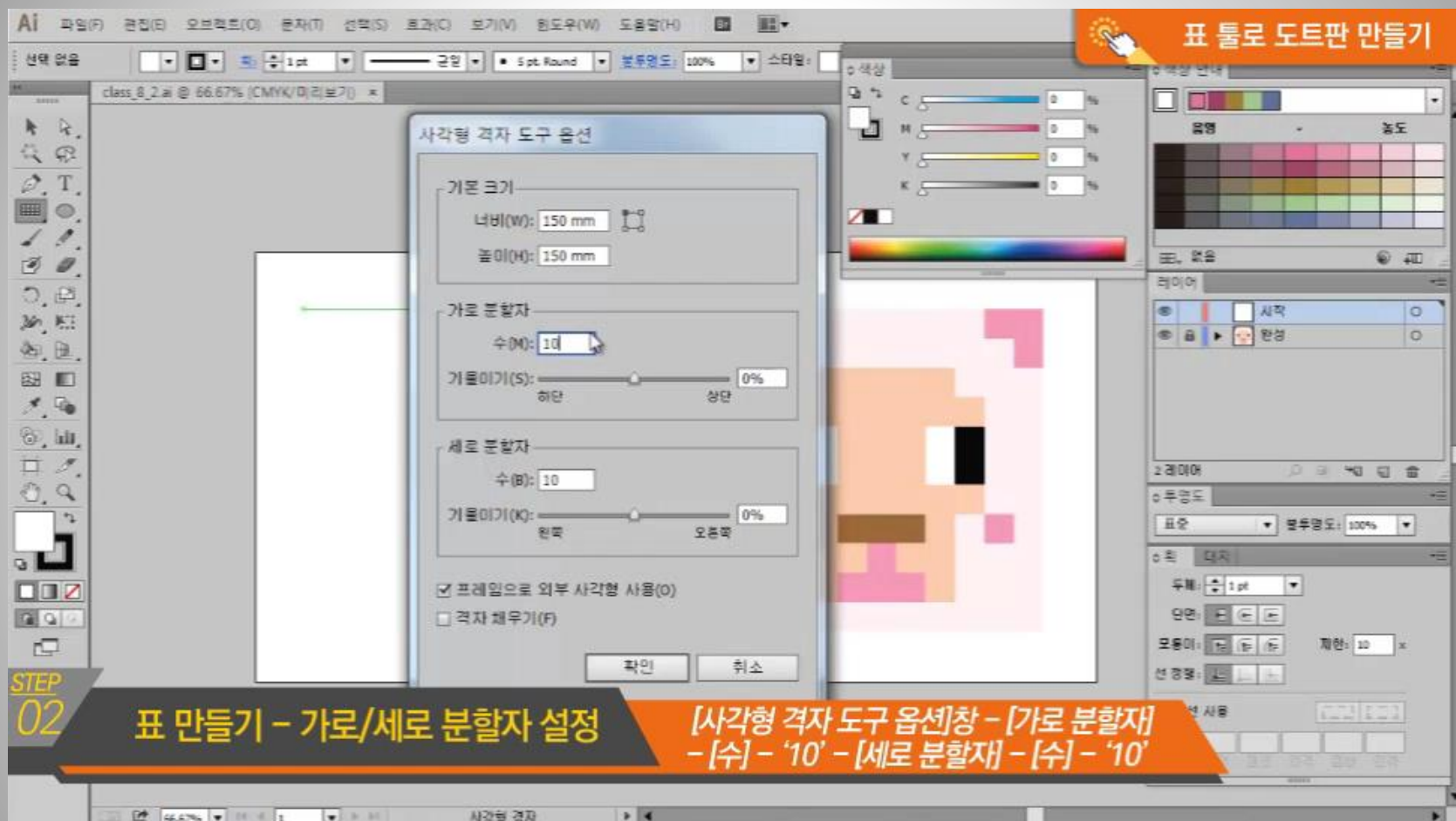
- 픽셀 형태의 게임 그래픽에 있는 요소를 제작 할 때 사용하는 그림 스타일
- 표를 이용해 칸을 만들고, 색을 입히면 픽셀 아트로 그린 효과를 낼 수 있음







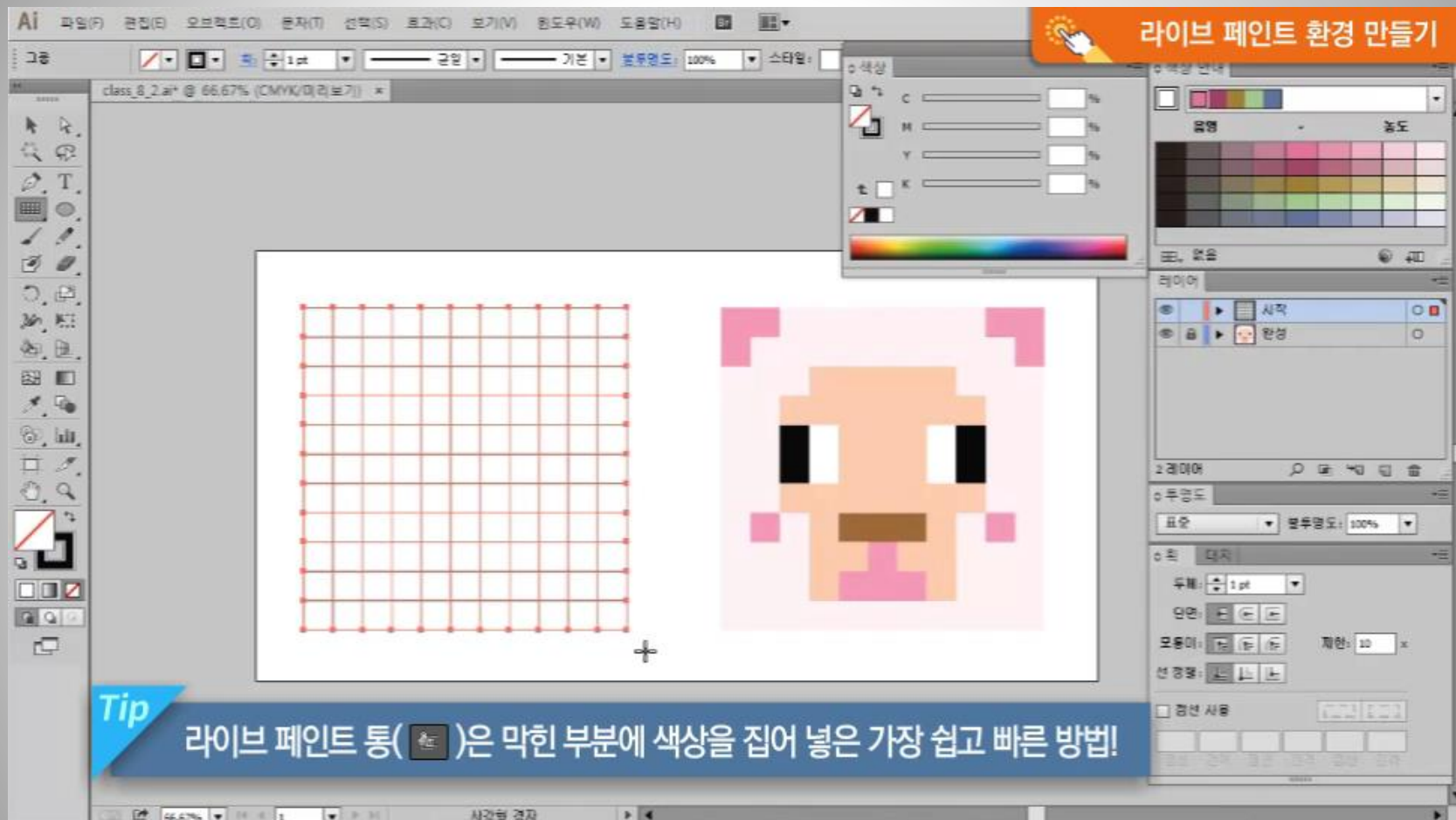






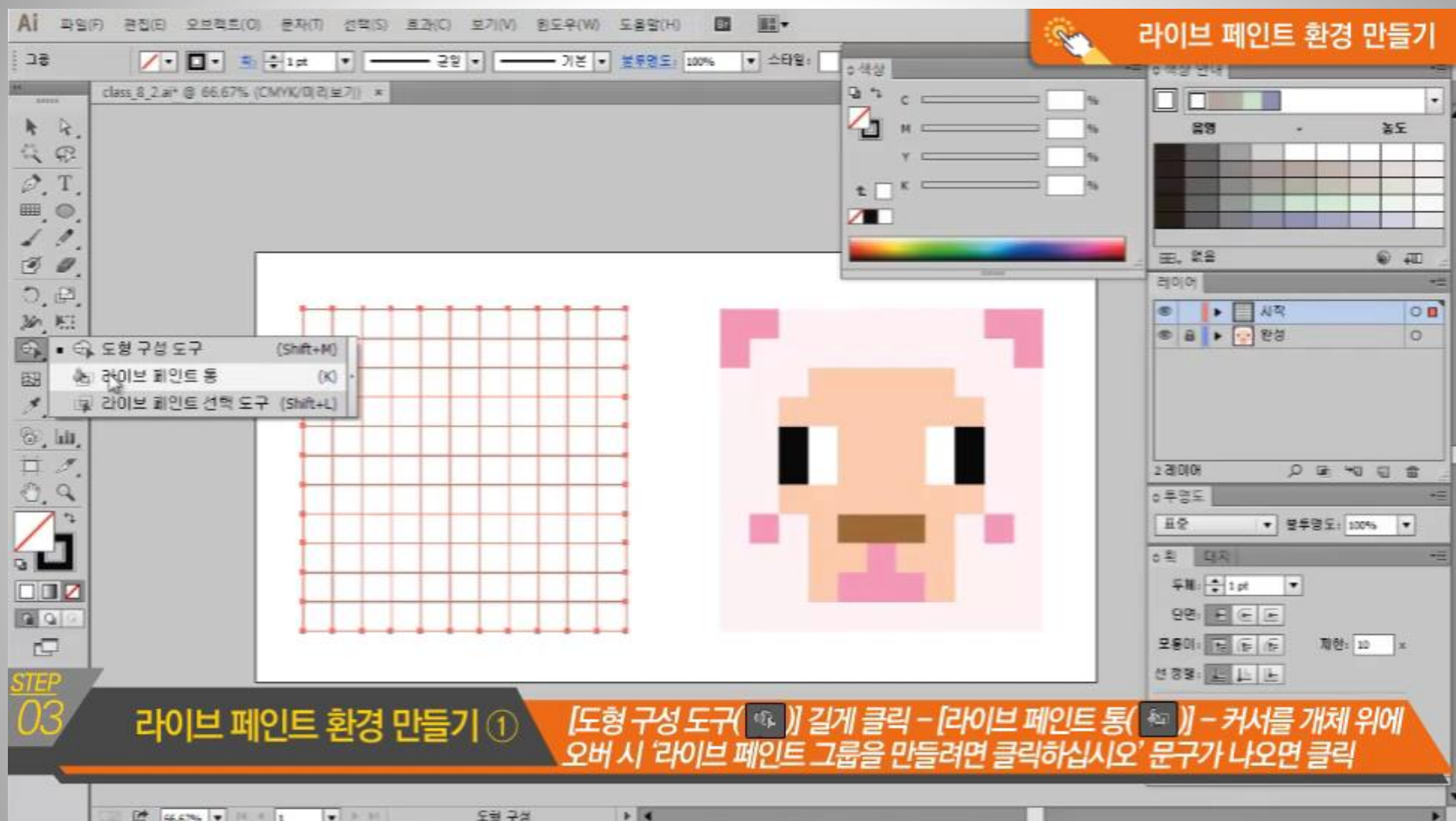


## 라이브 페인트 환경 만들기



Tip

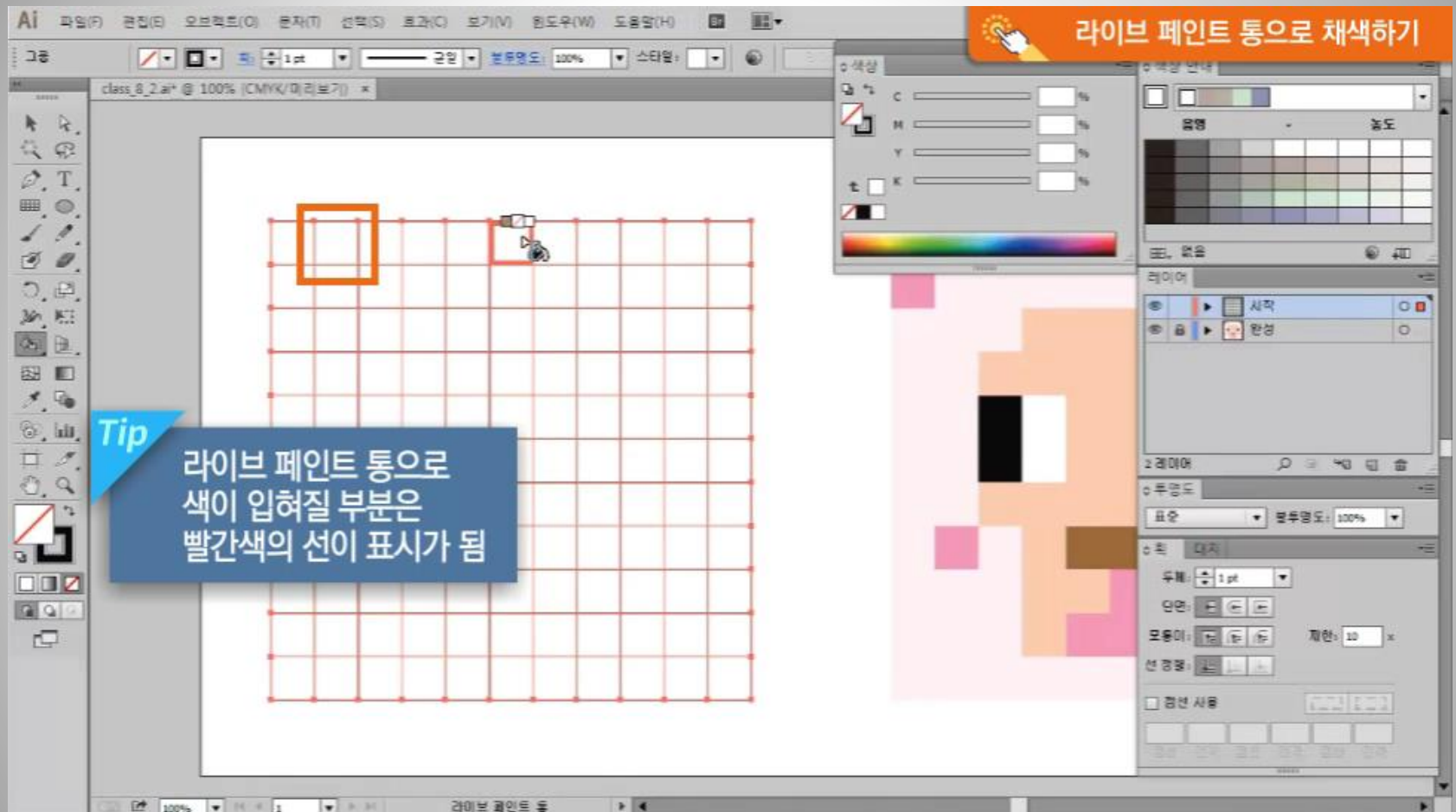
라이브 페인트 통( )은 막힌 부분에 색상을 집어 넣은 가장 쉽고 빠른 방법!

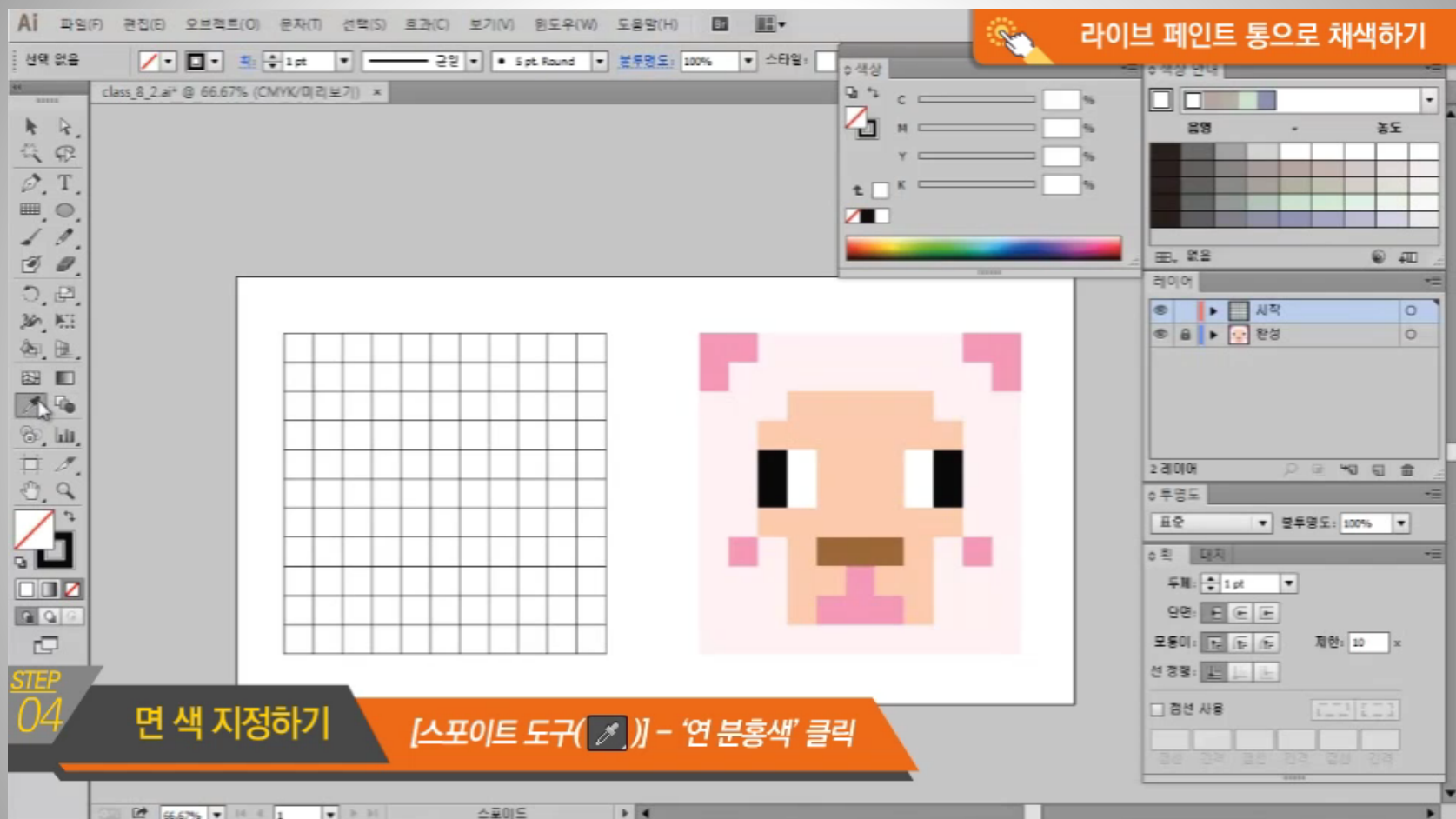


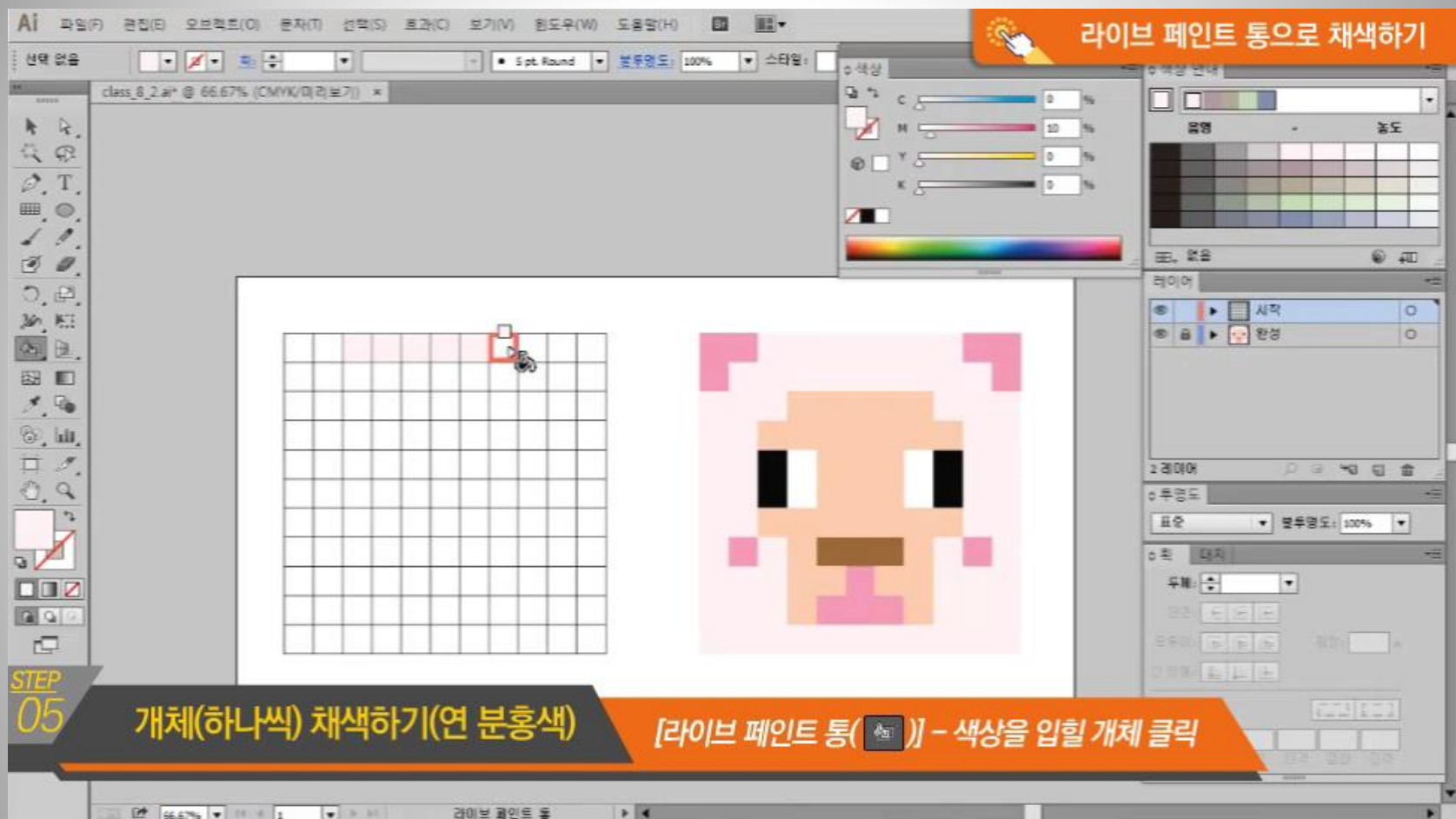


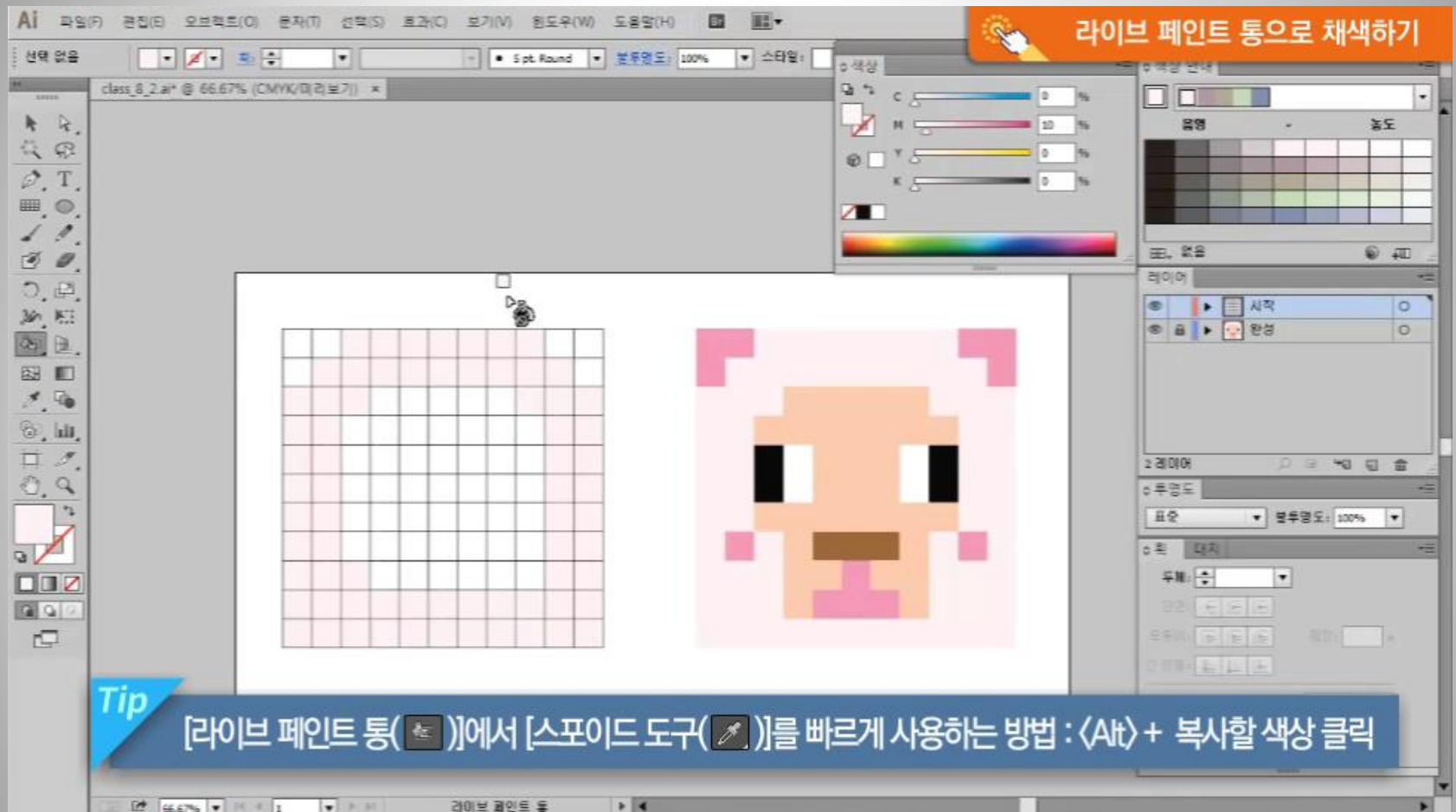


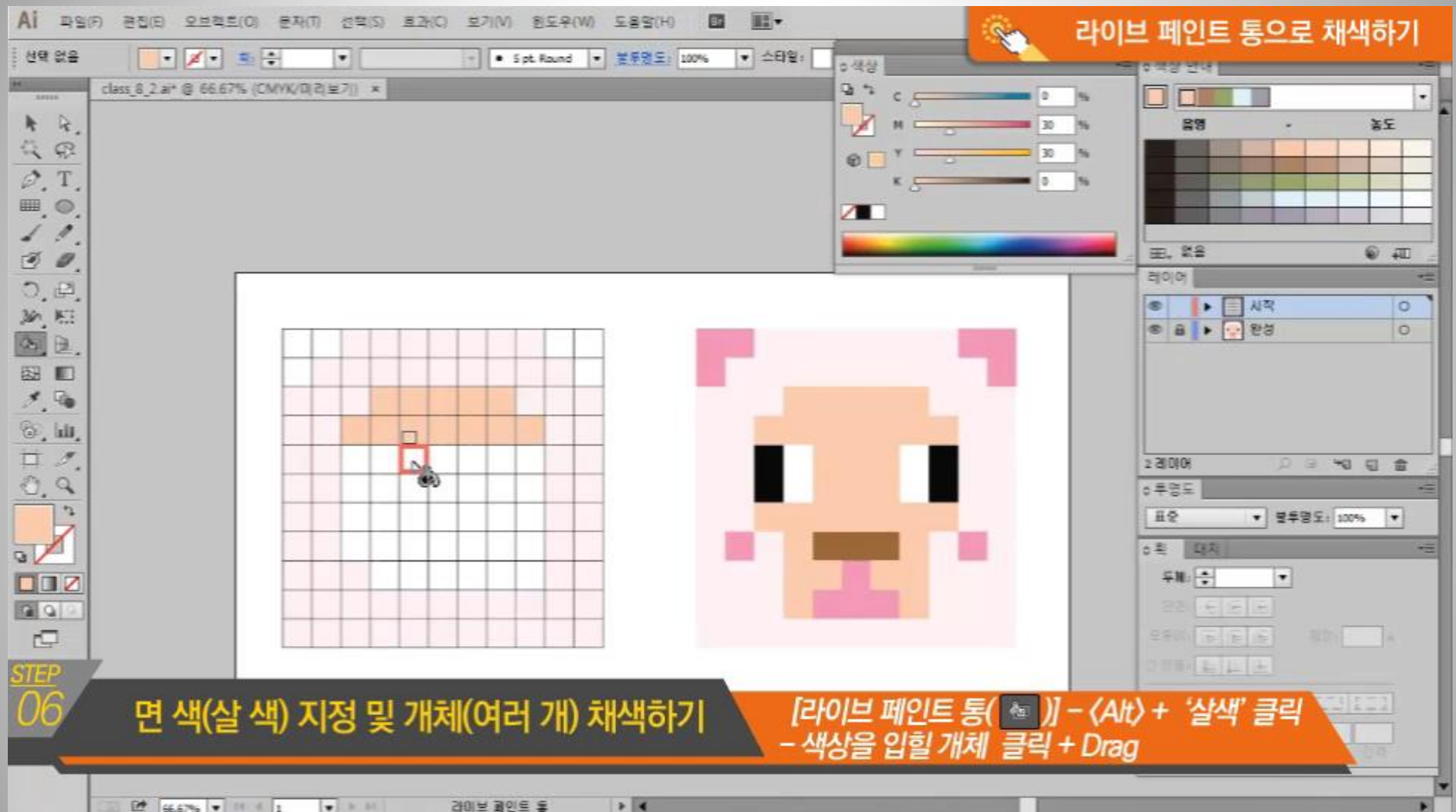




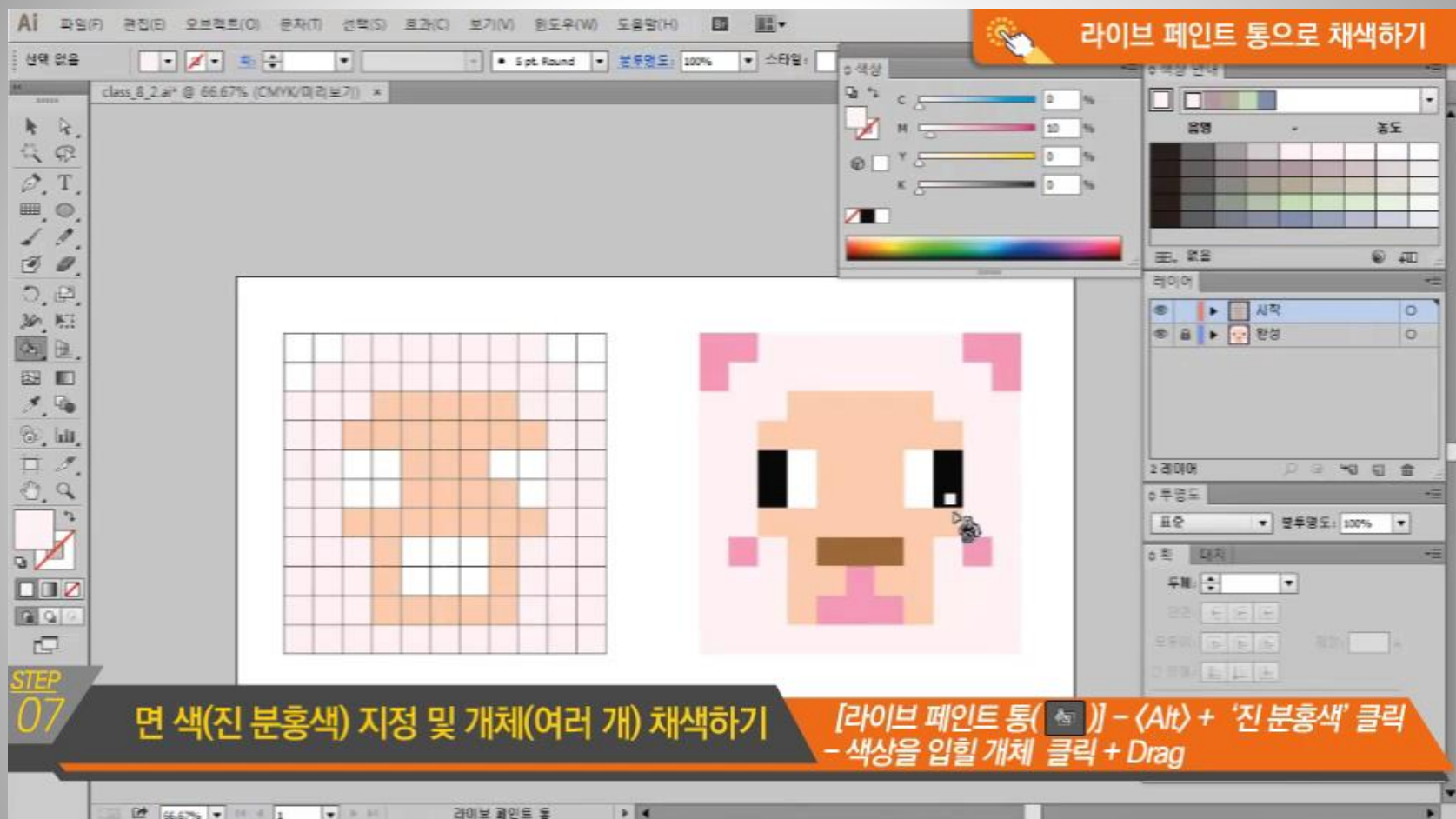


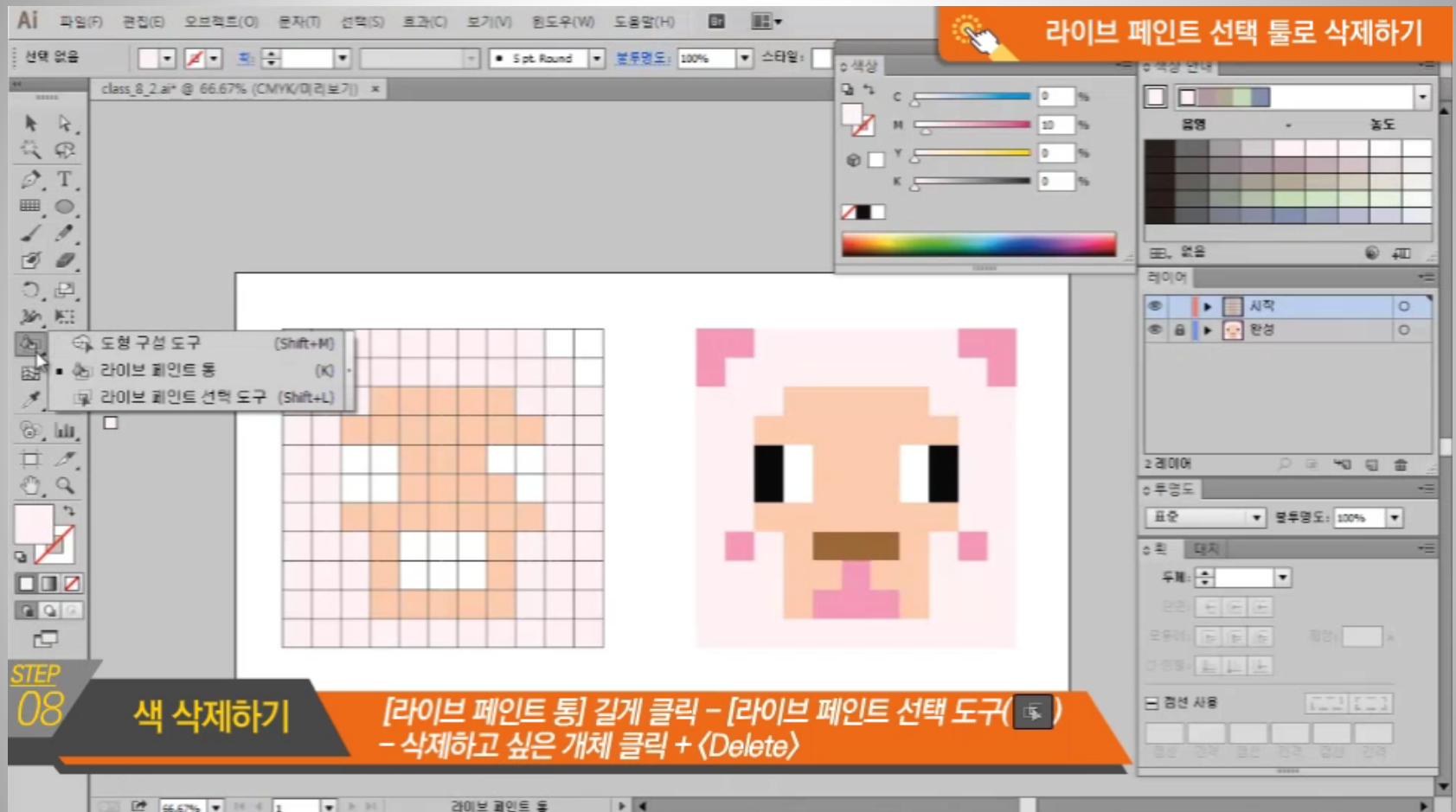




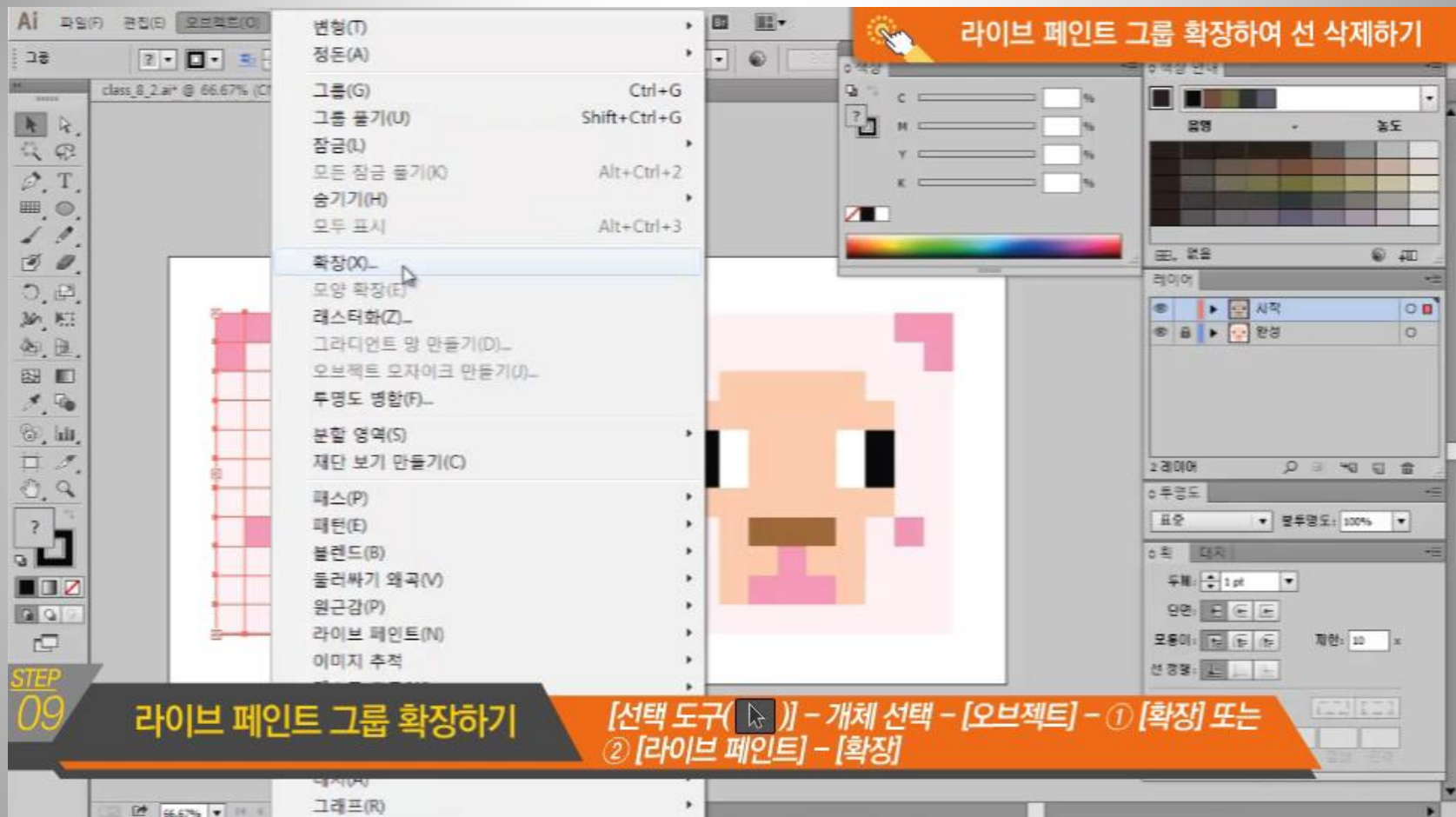




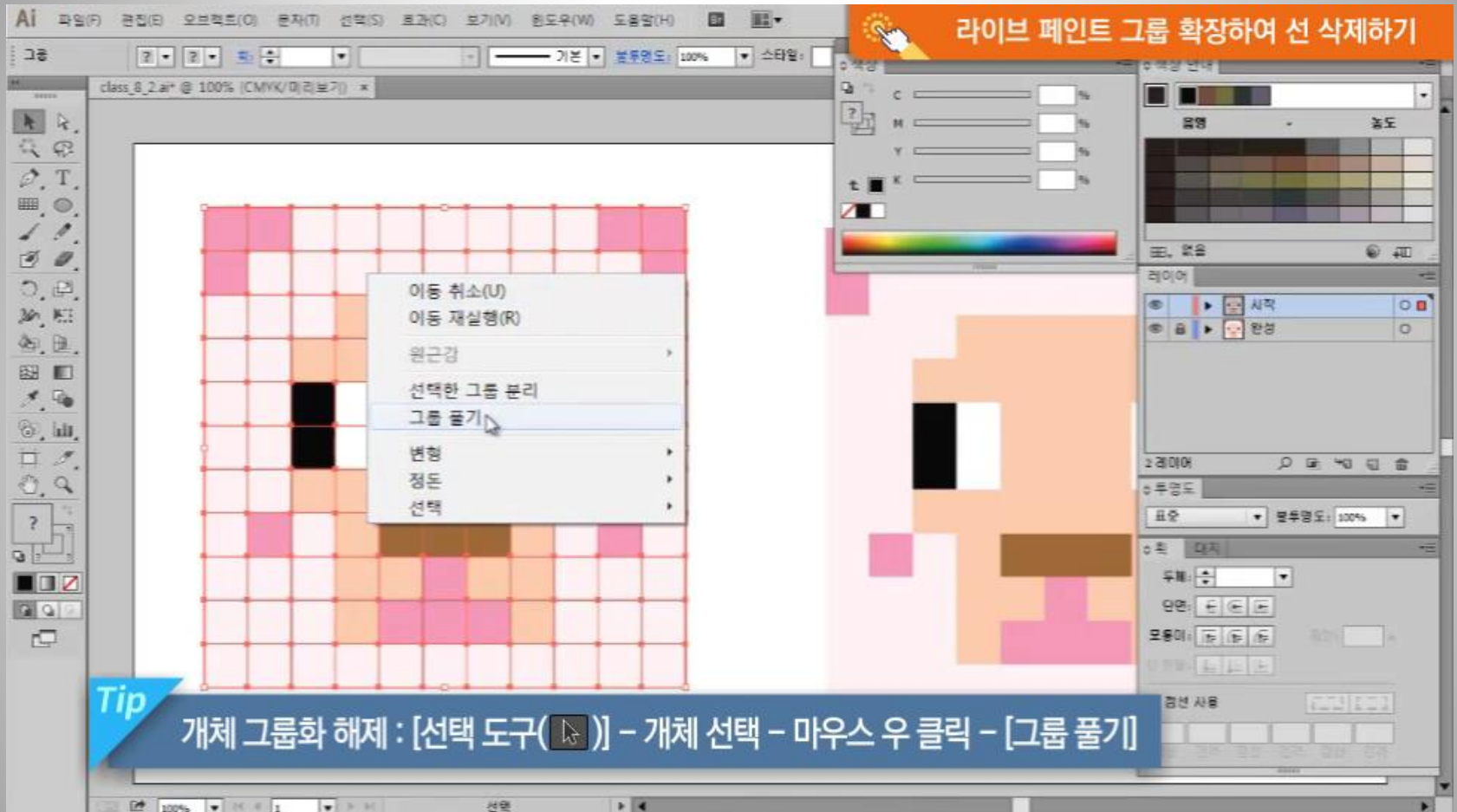




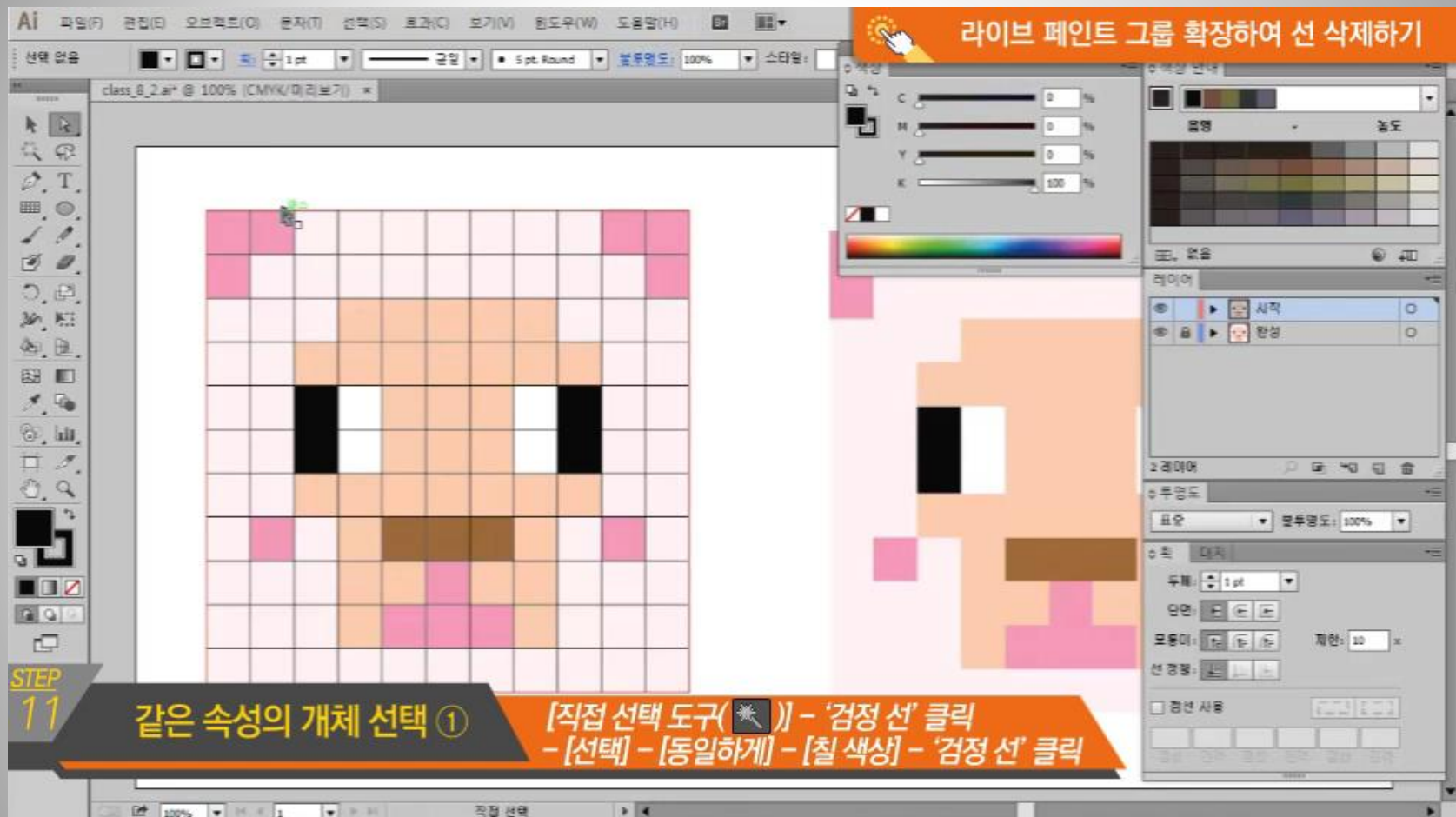


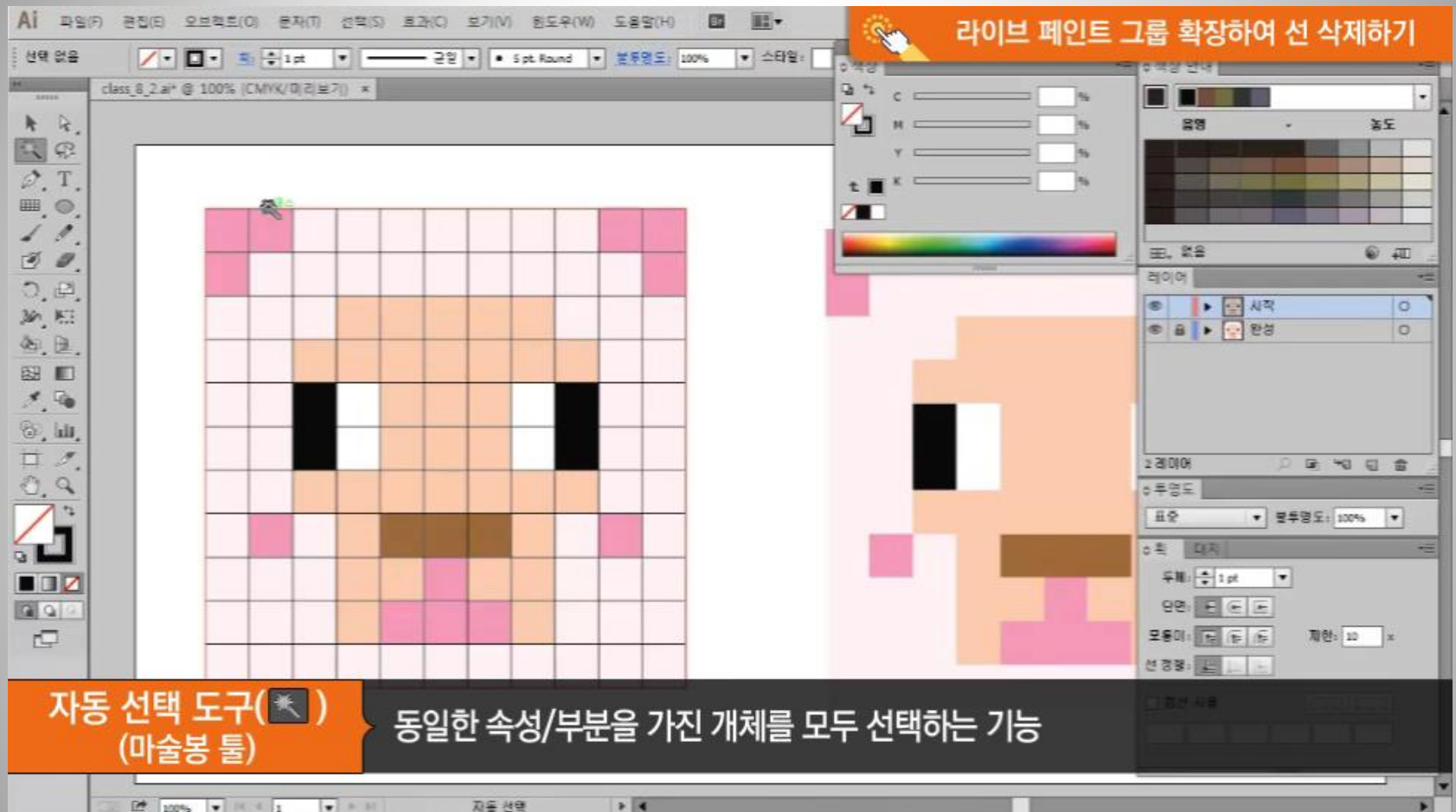


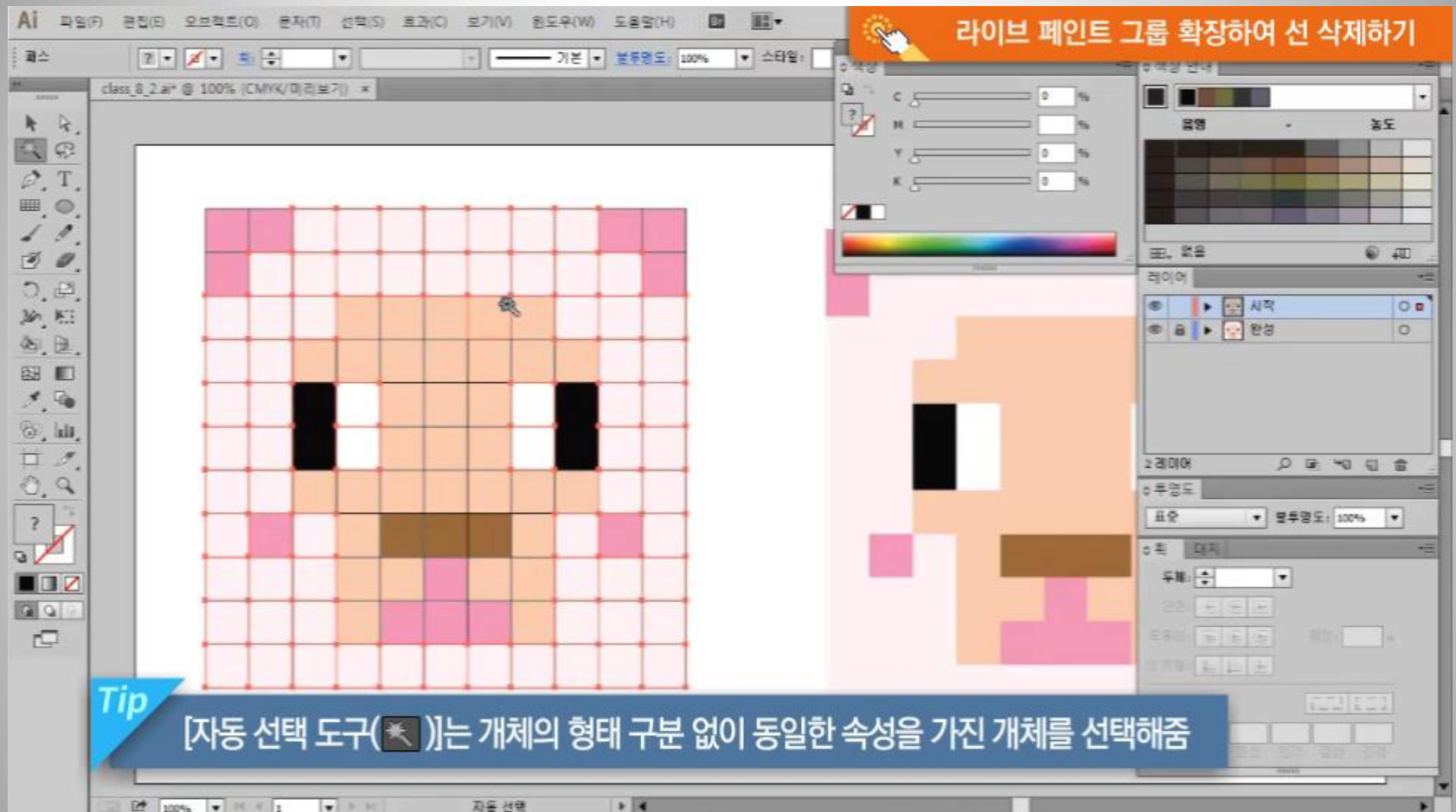


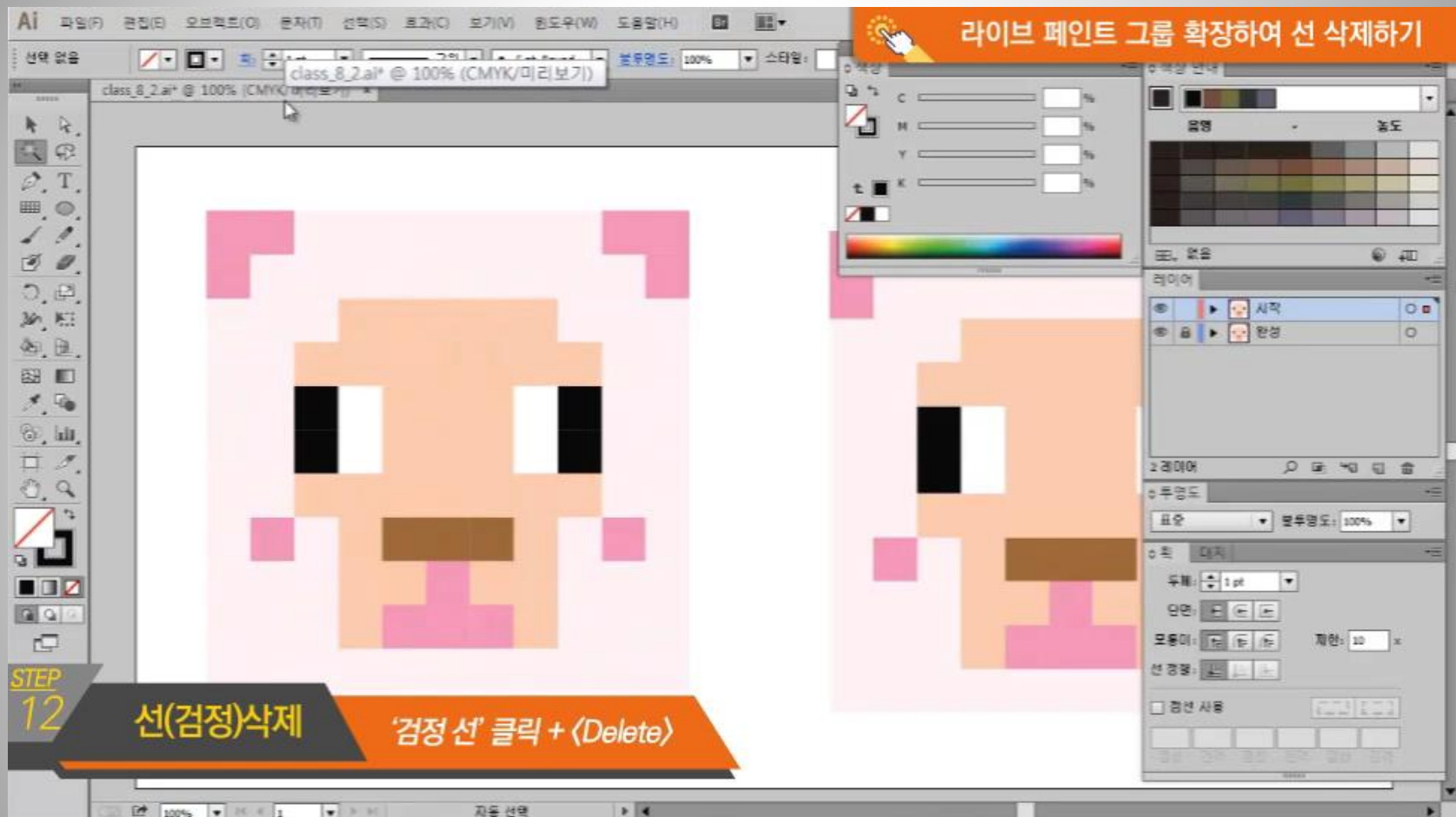












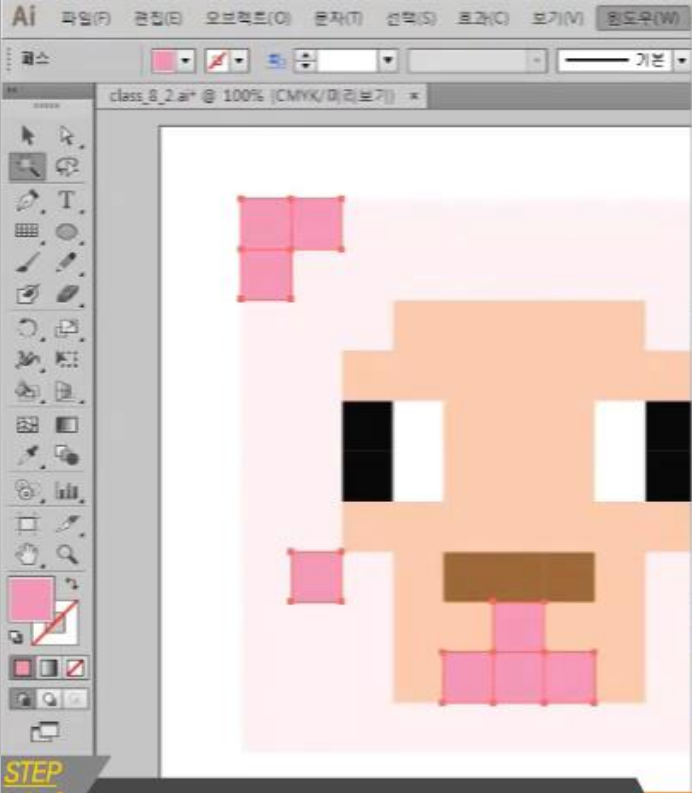








# 패스파인더에서 면 합치기

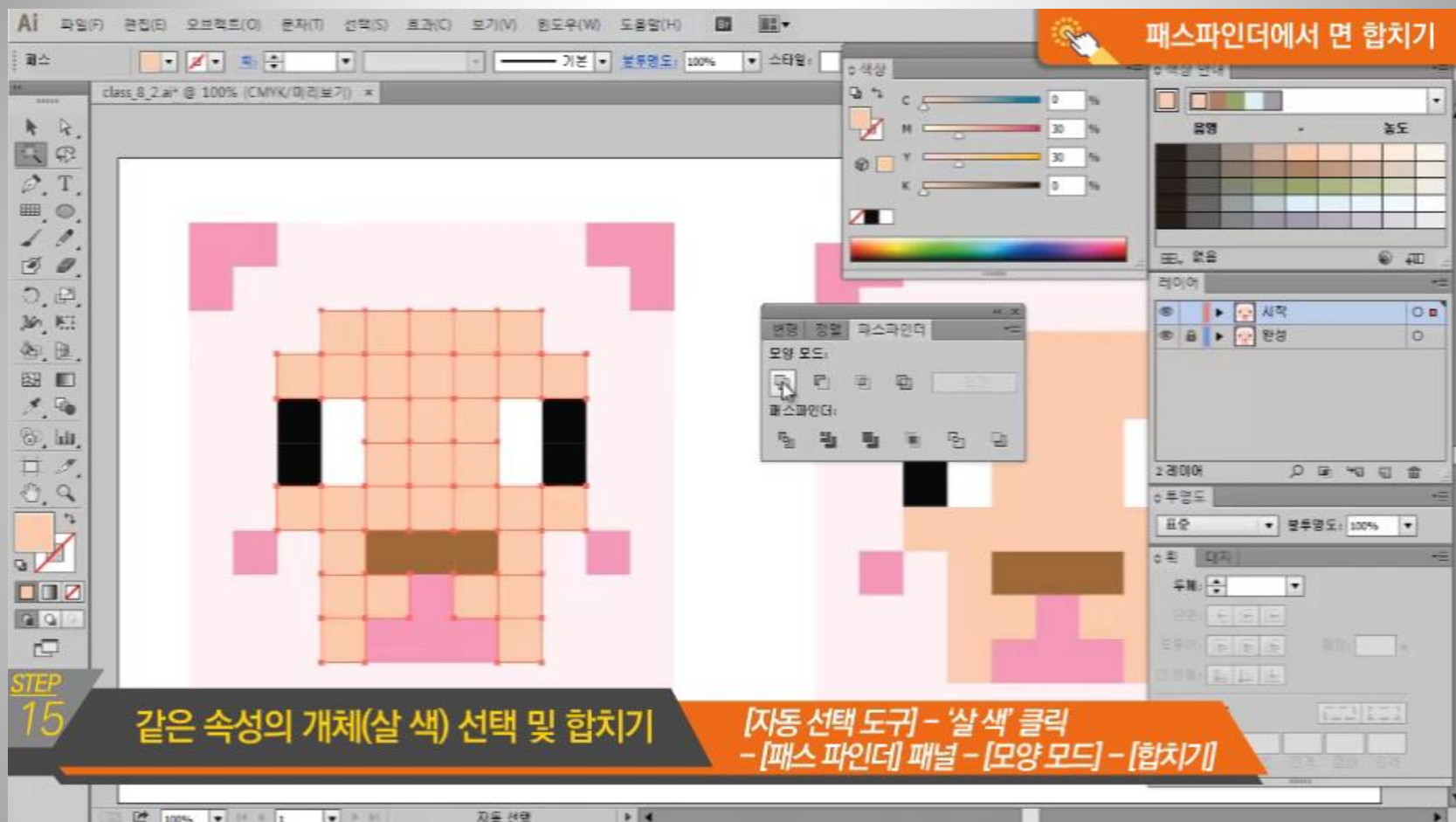


- CSS 속성
- Kuler
- SVG 상호 작용(V)
- 견본(H)
- 그라디언트 Ctrl+F9
- 그래픽 스타일(S) Shift+F5
- 내비게이터
- 대지
- 레이어(L) F7
- 모양(E) Shift+F6
- 문서 정보(M)
- 문자
- 변수(R)
- 변형 Shift+F8
- 병합 미리보기
- 분판 미리보기
- 브러쉬(B) F5
- 색상 F6
- 색상 안내 Shift+F3
- 속성 Ctrl+F11
- 심볼 Shift+Ctrl+F11
- 액션(N)
- 연결(O)

STEP  
14

## 패스 파인더 패널을 열어 합치기

[윈도우] - [패스 파인더] - [패스 파인더] 패널 - [모양 모드] - [합치기] (⌘+G)





Tip

〈Tab〉 : 패널과 툴 박스를 보이지 않게 설정



Tip

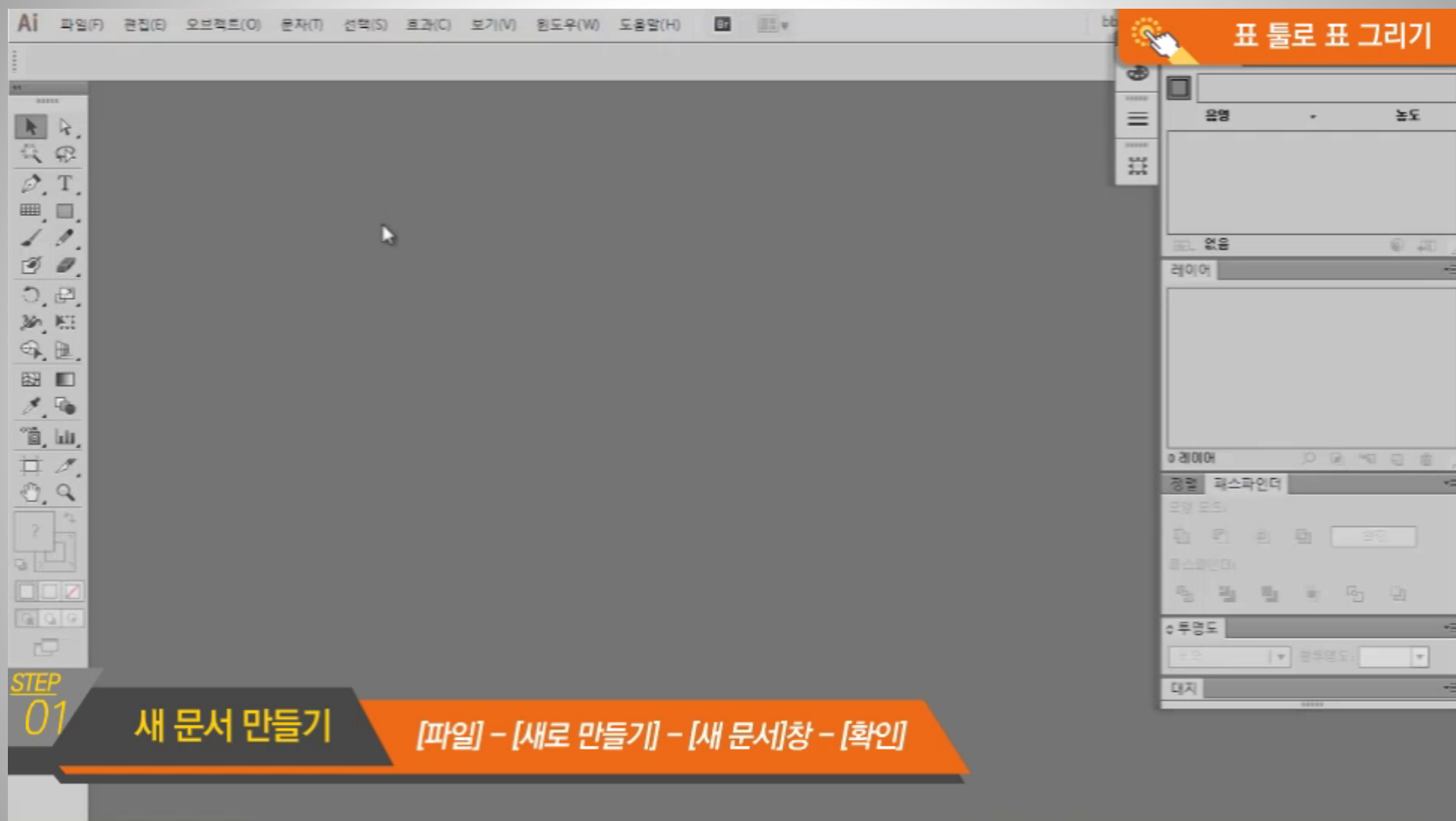
〈Tab〉 : 패널과 툴 박스를 보이지 않게 설정

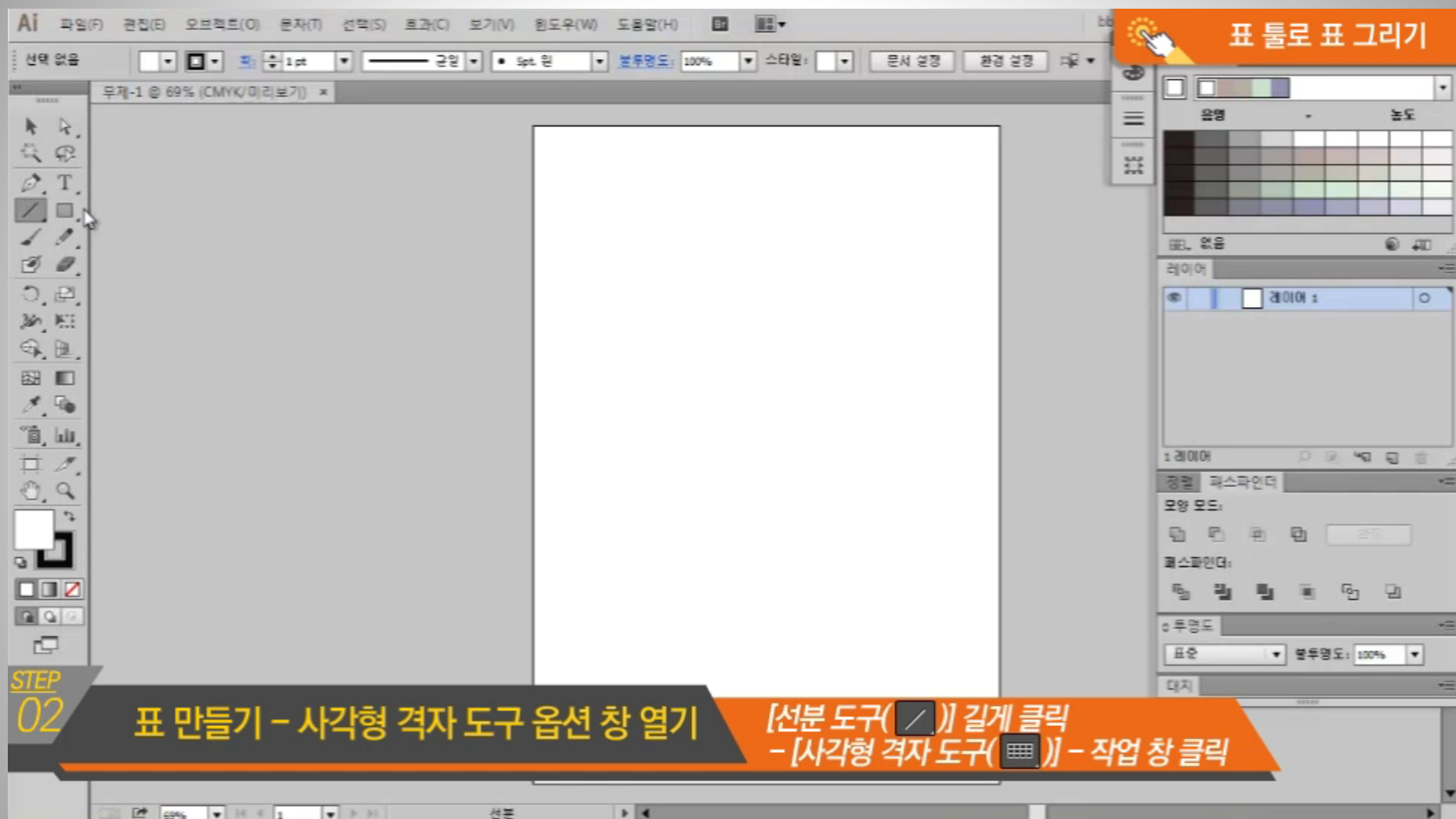


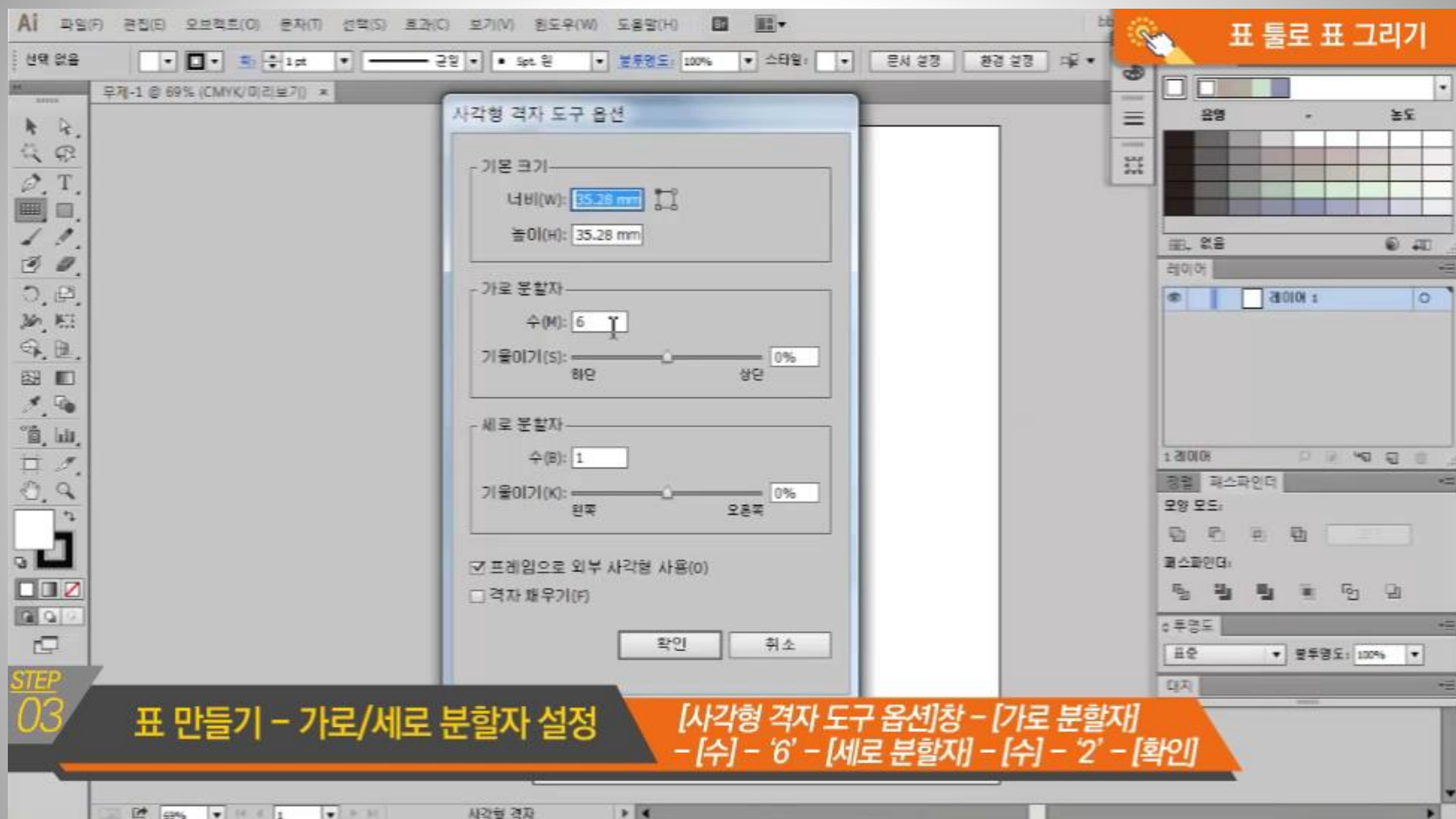
CHAPTER

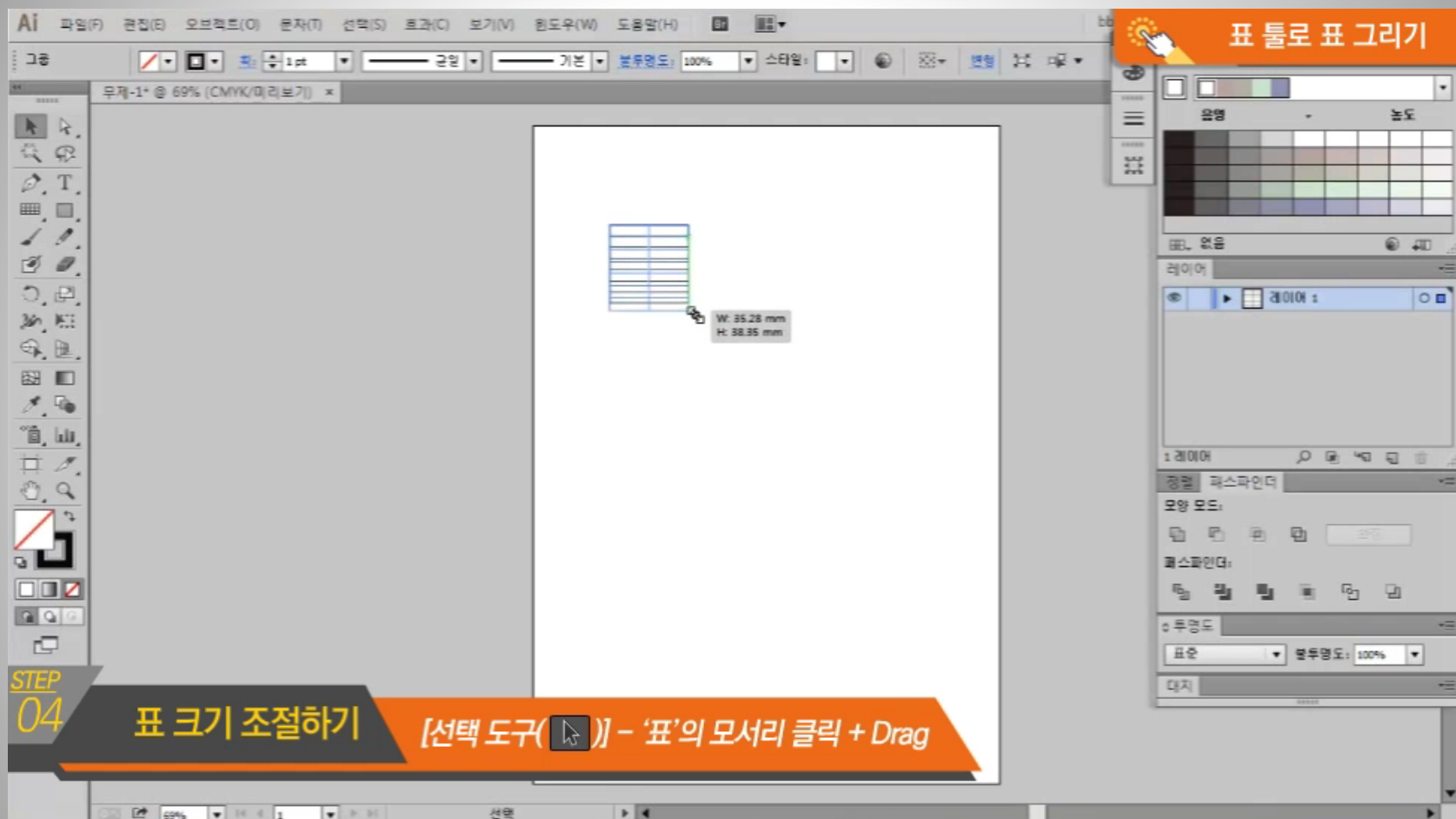
# 3 스케줄러 만들기

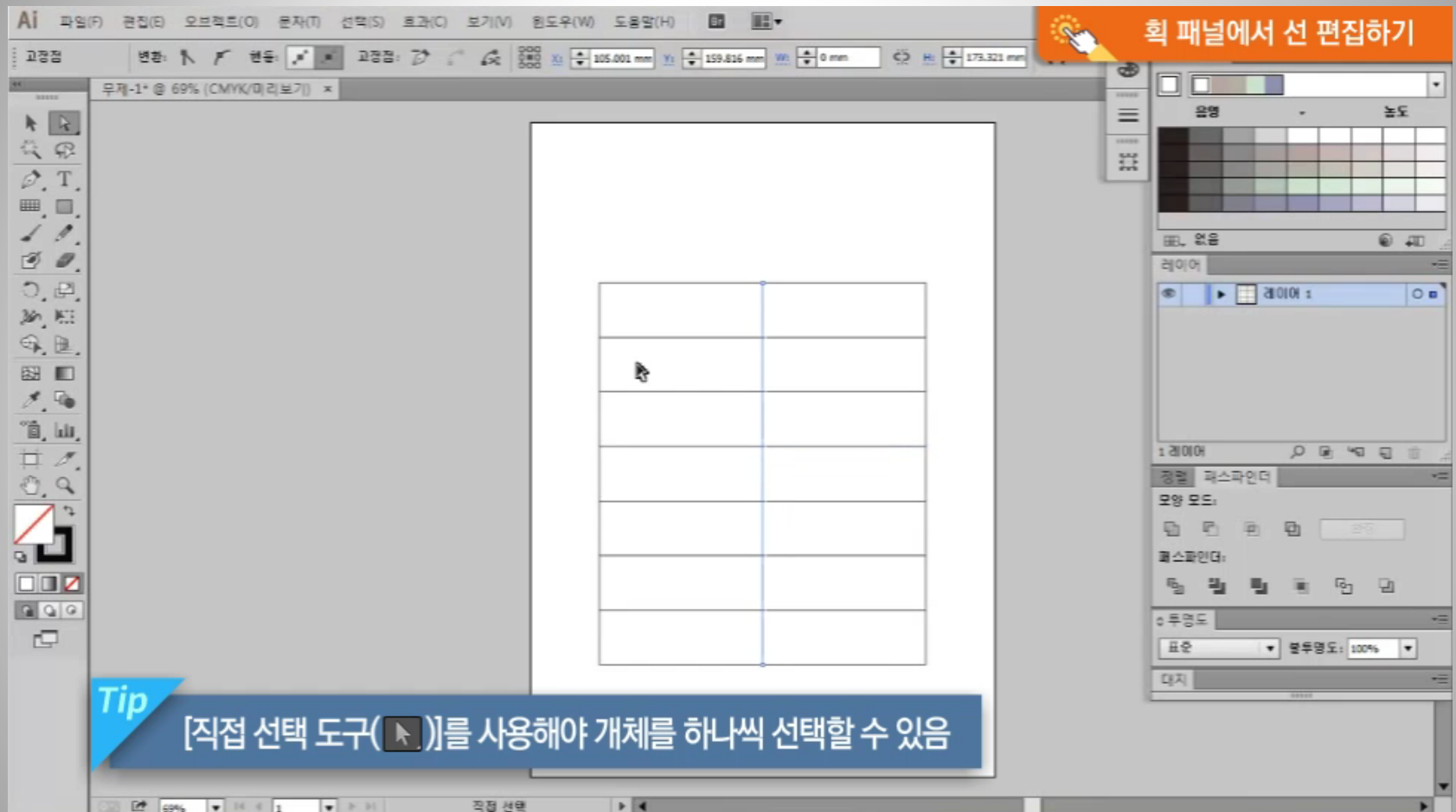








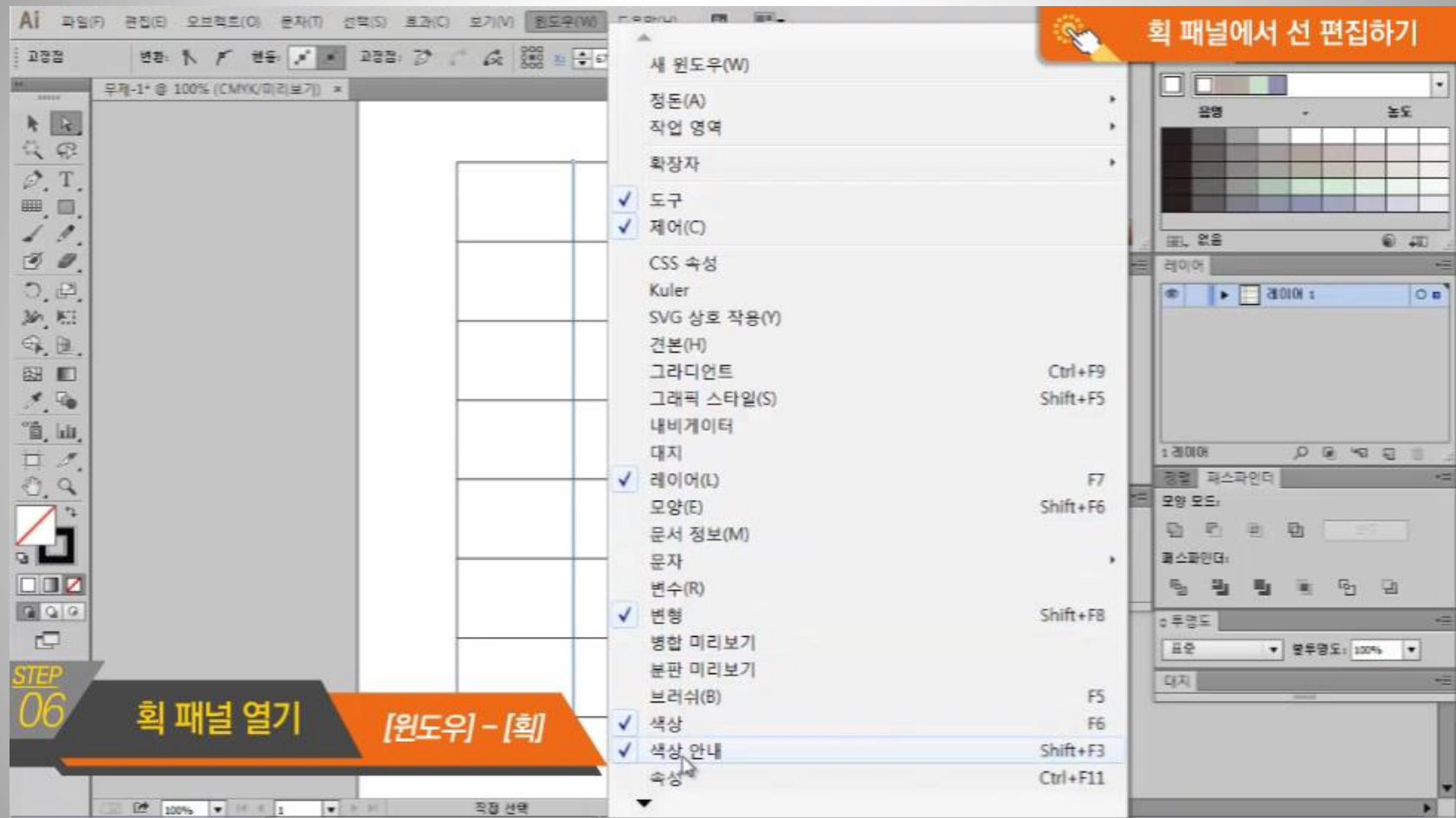








# 획 패널에서 선 편집하기

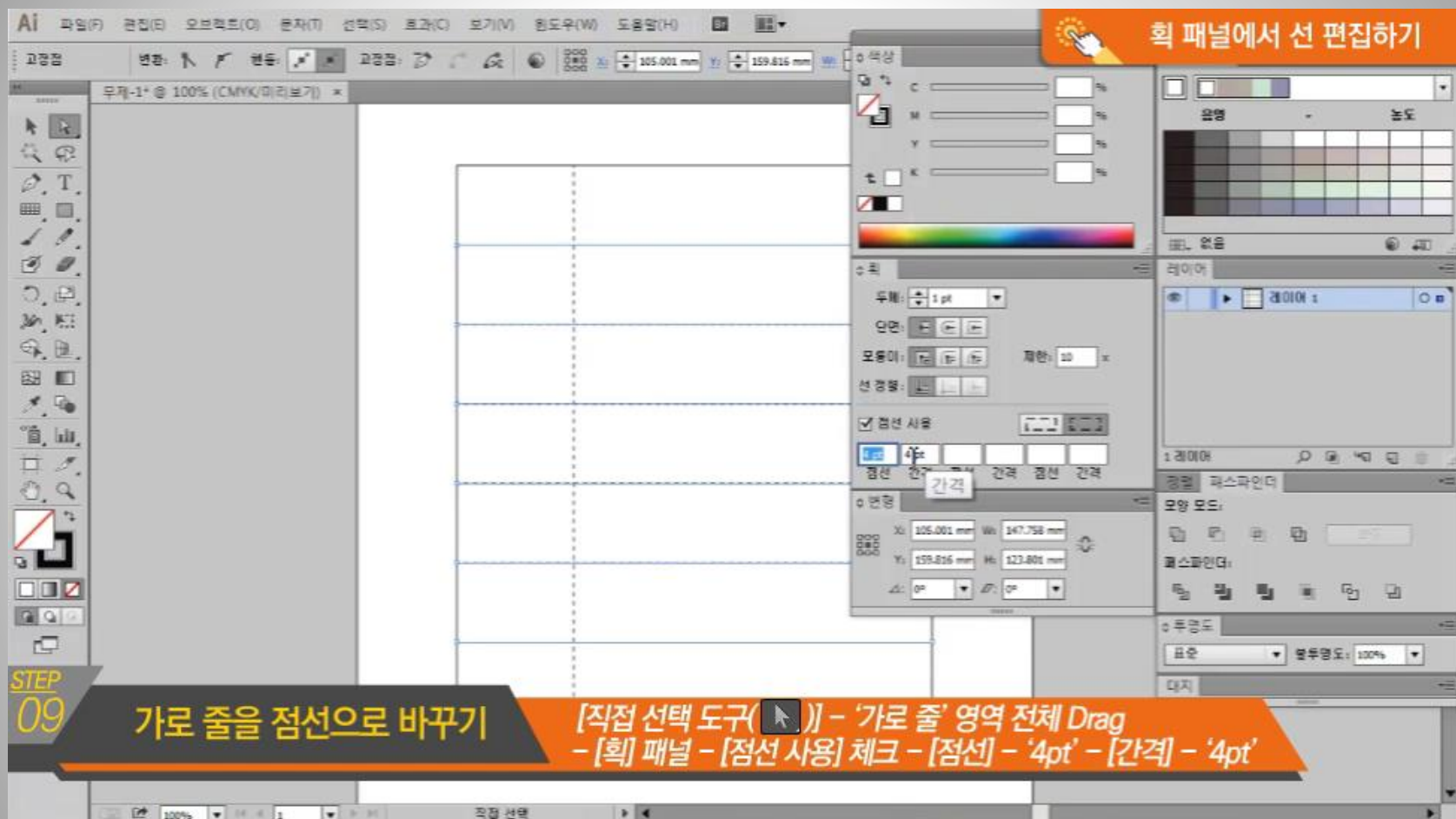


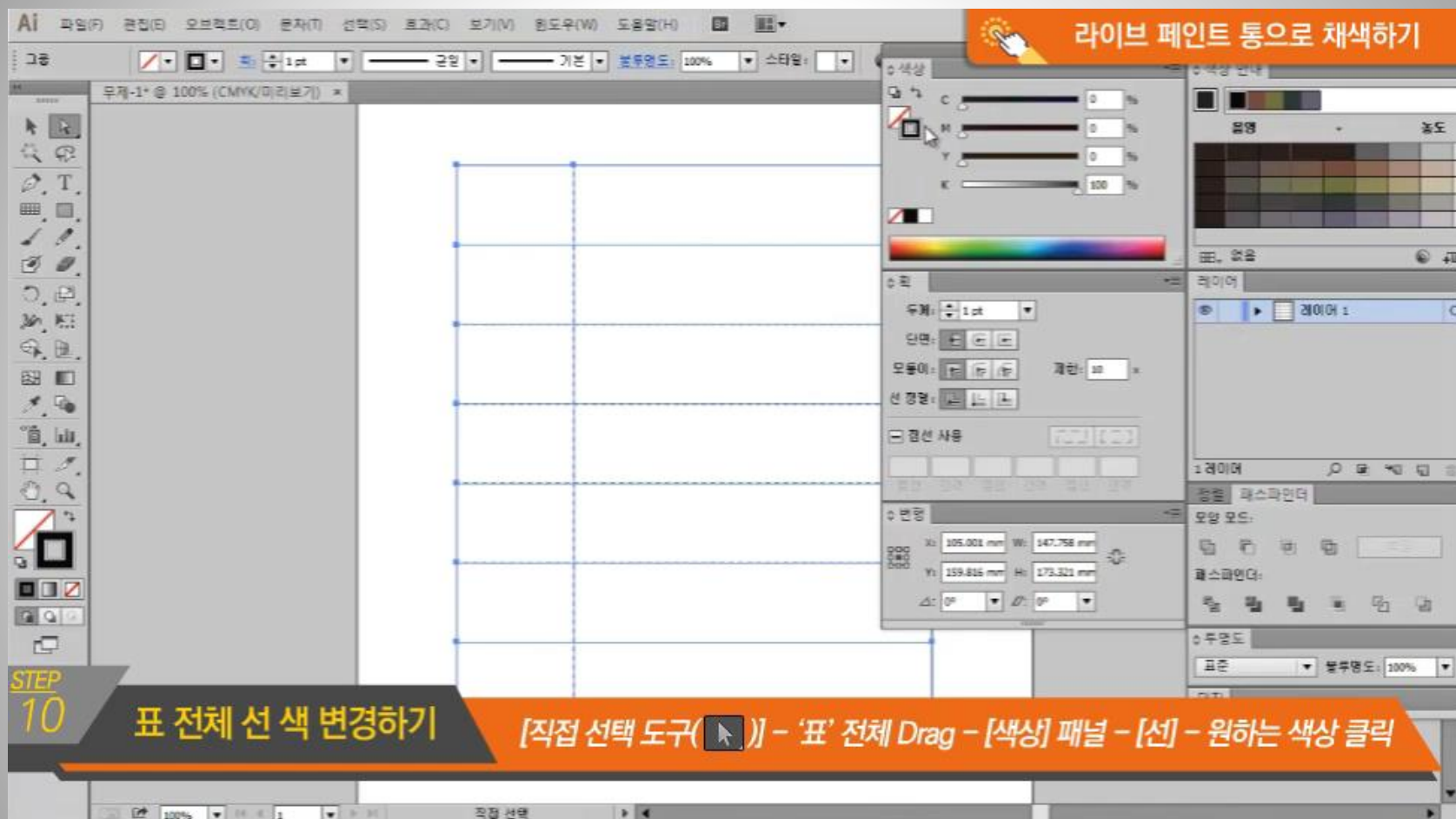
STEP  
06

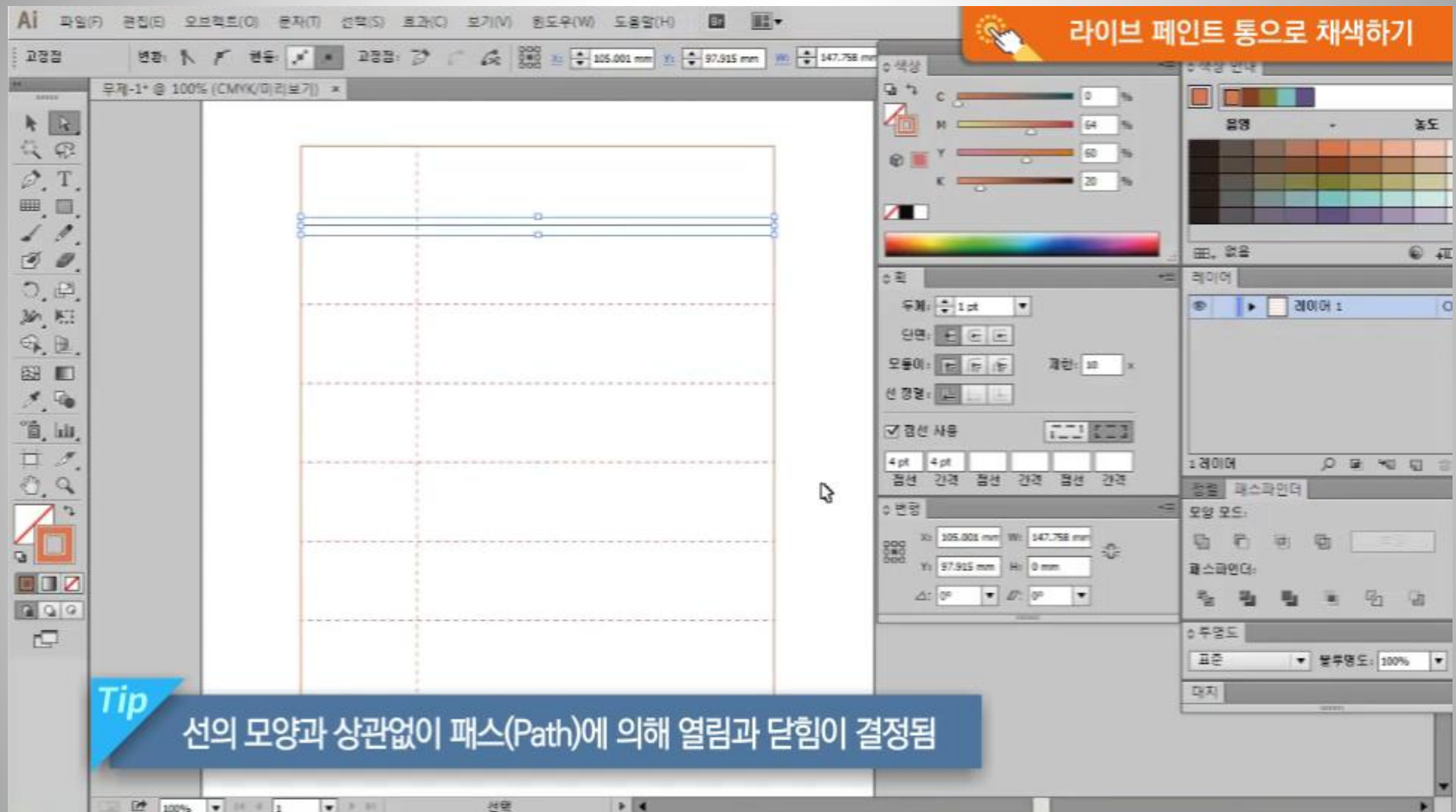
획 패널 열기

[윈도우] - [획]

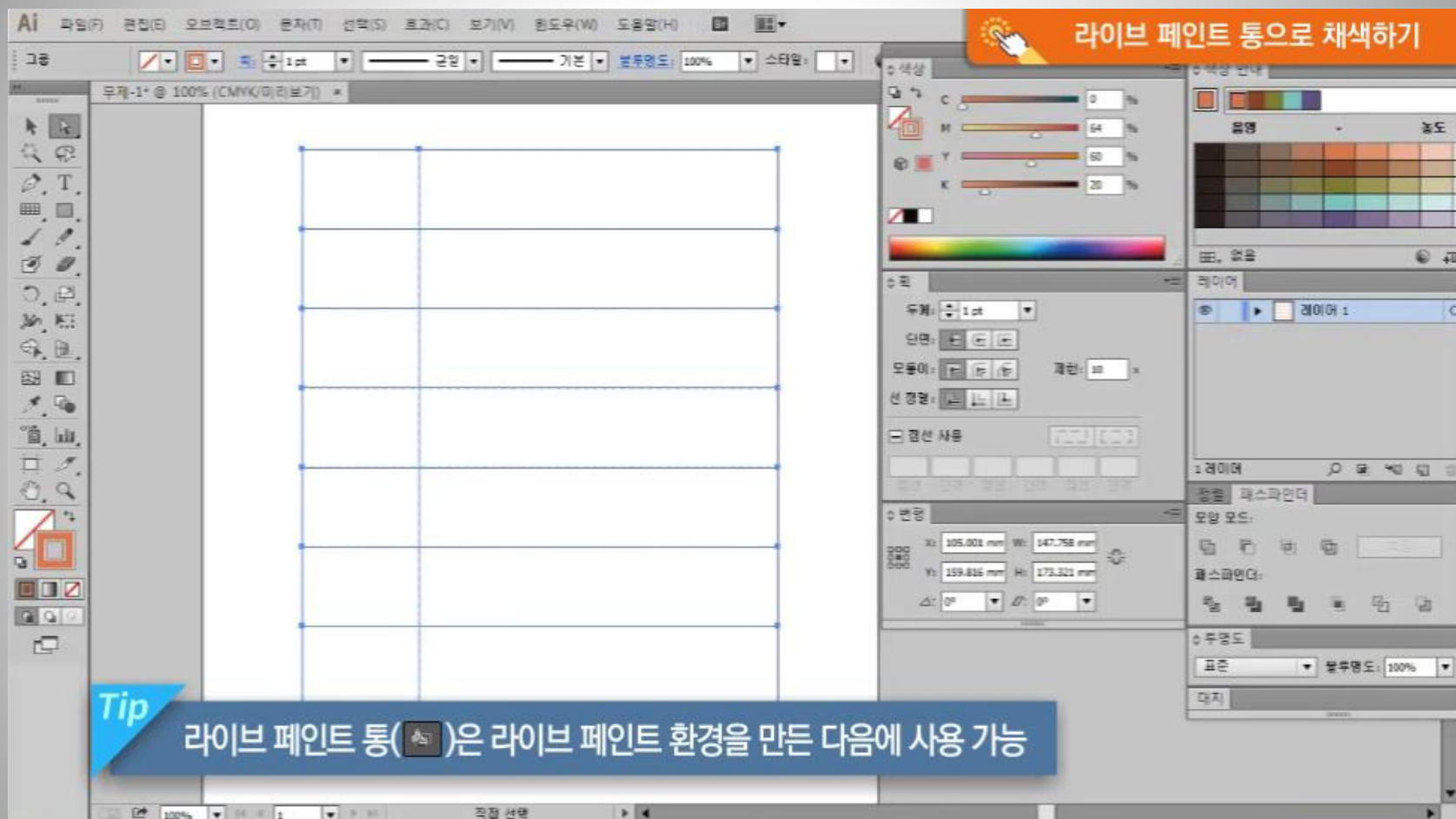


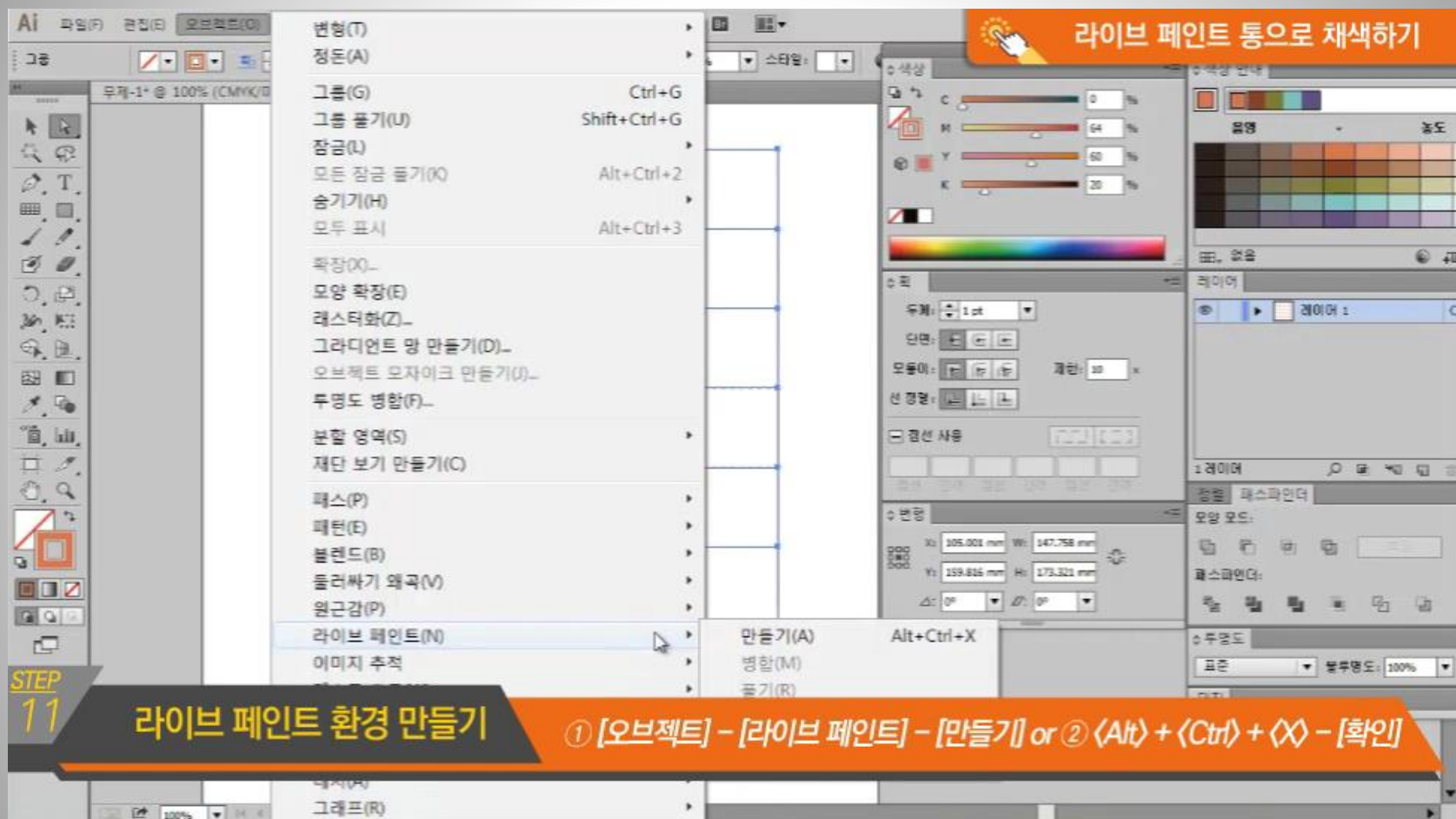


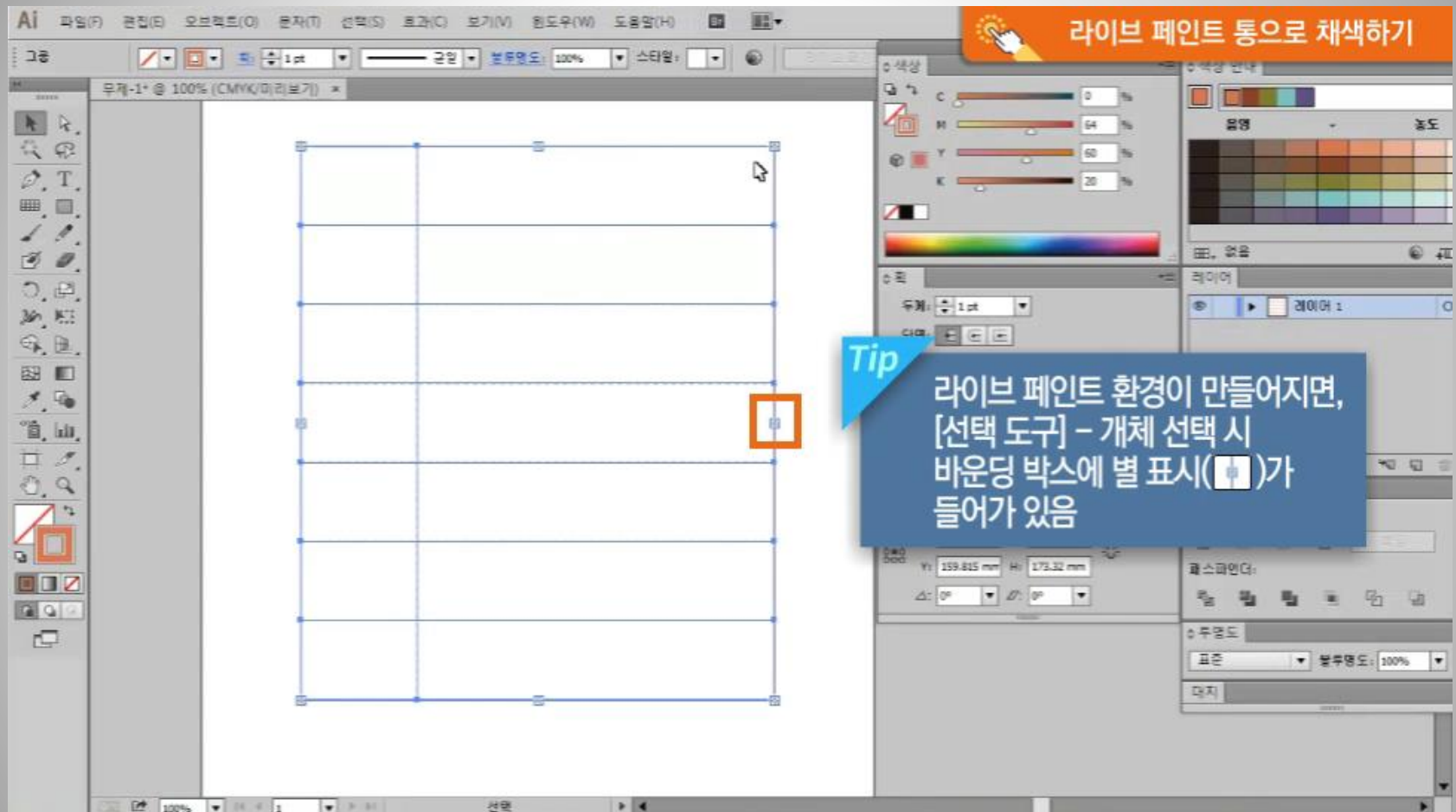


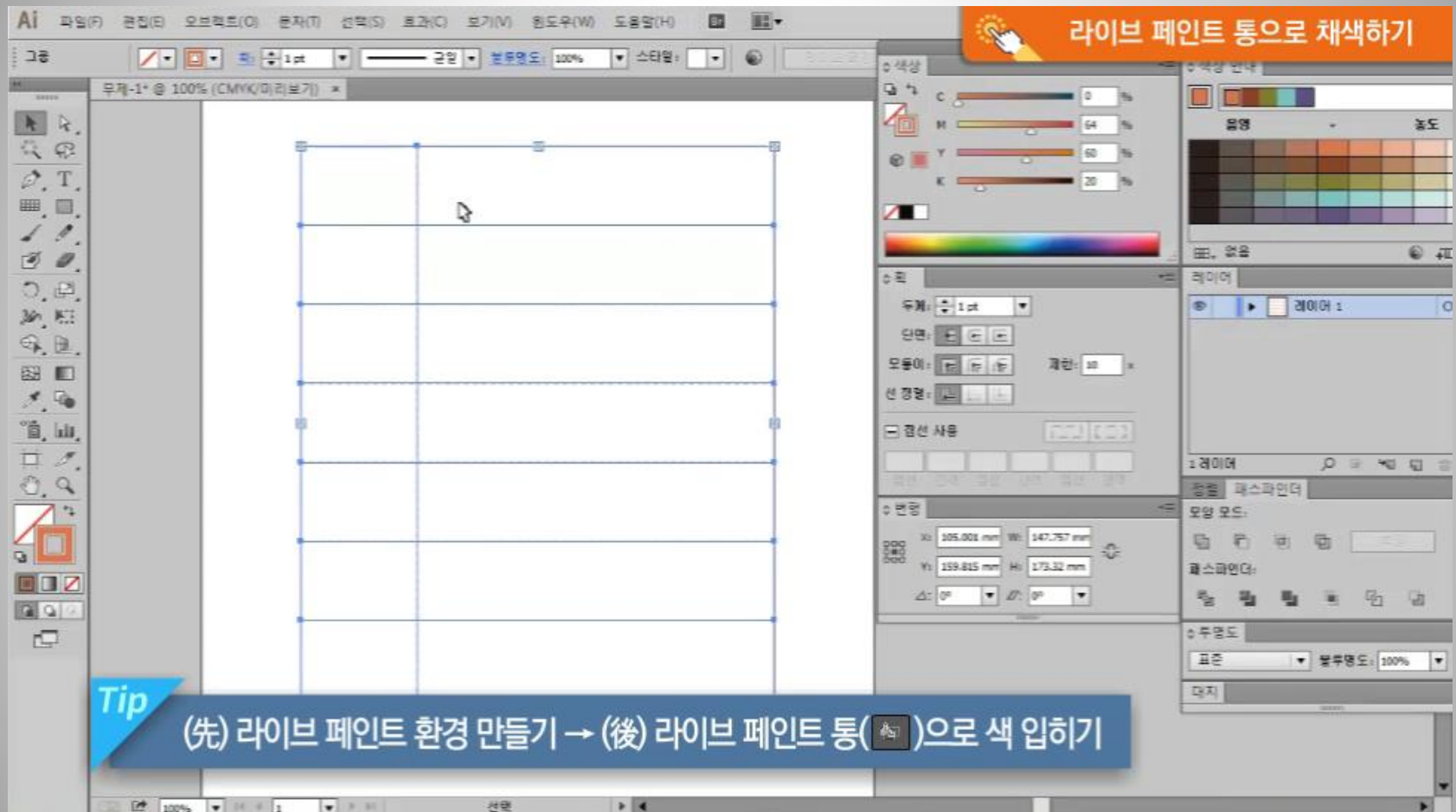




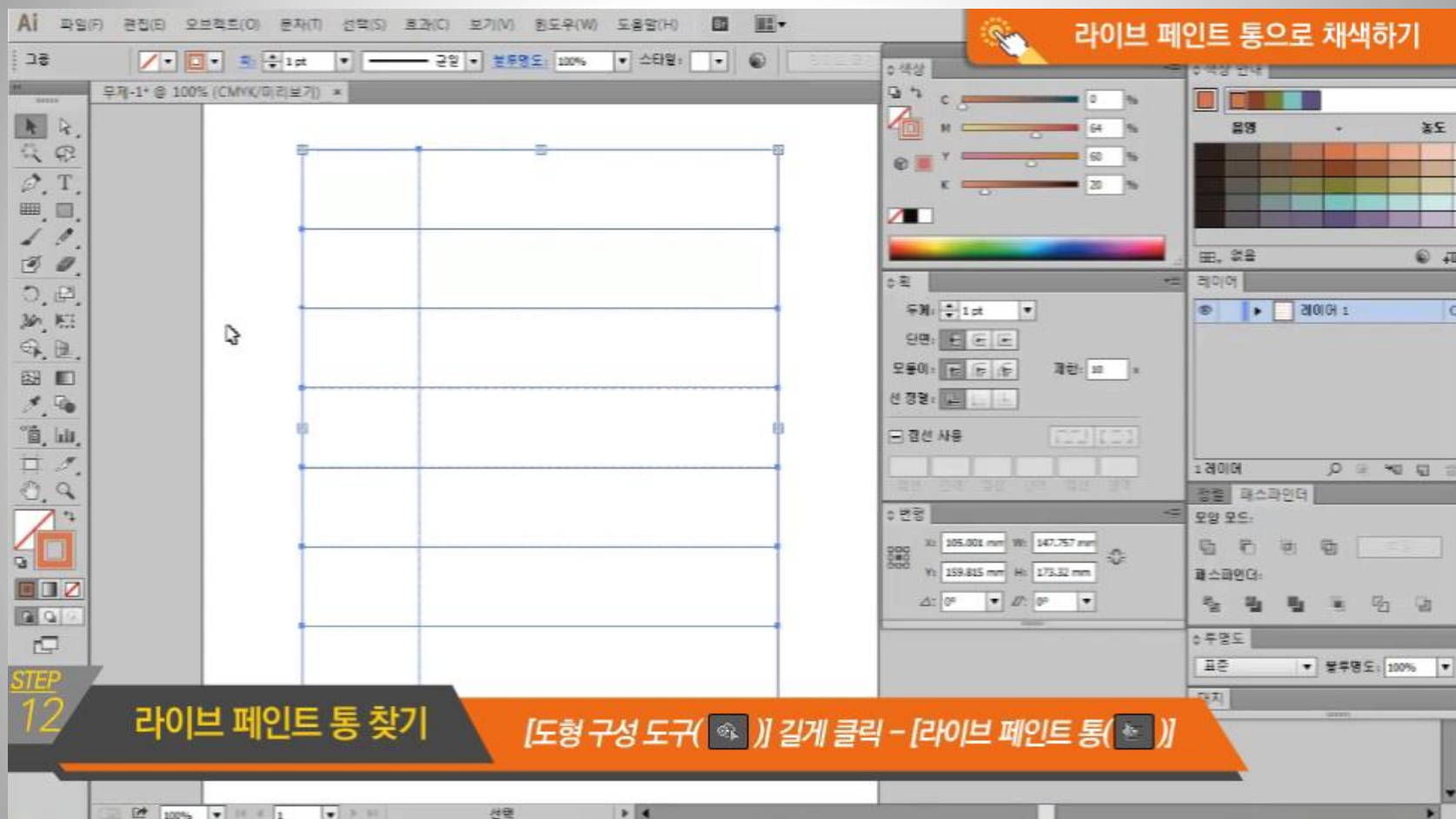




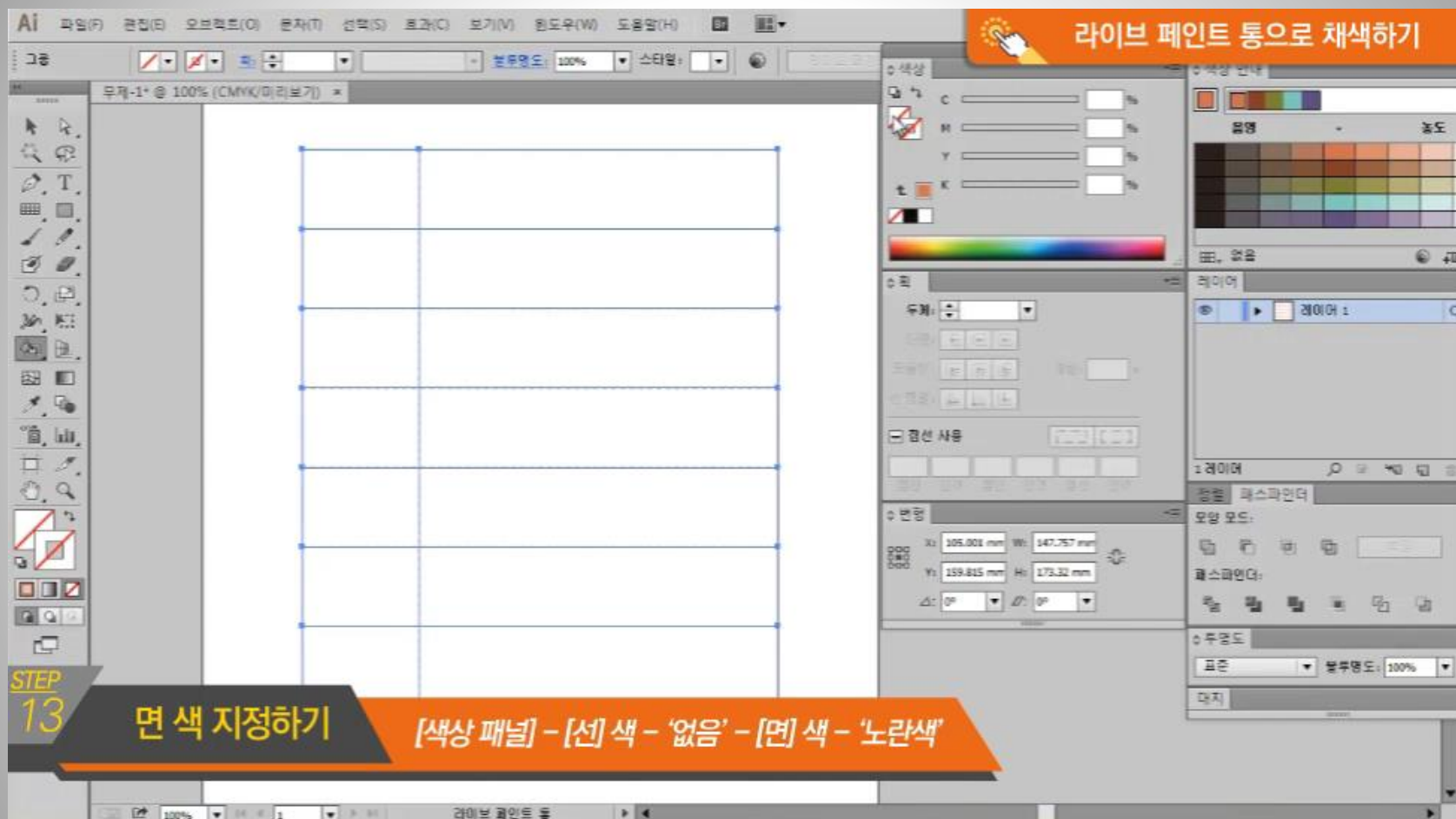


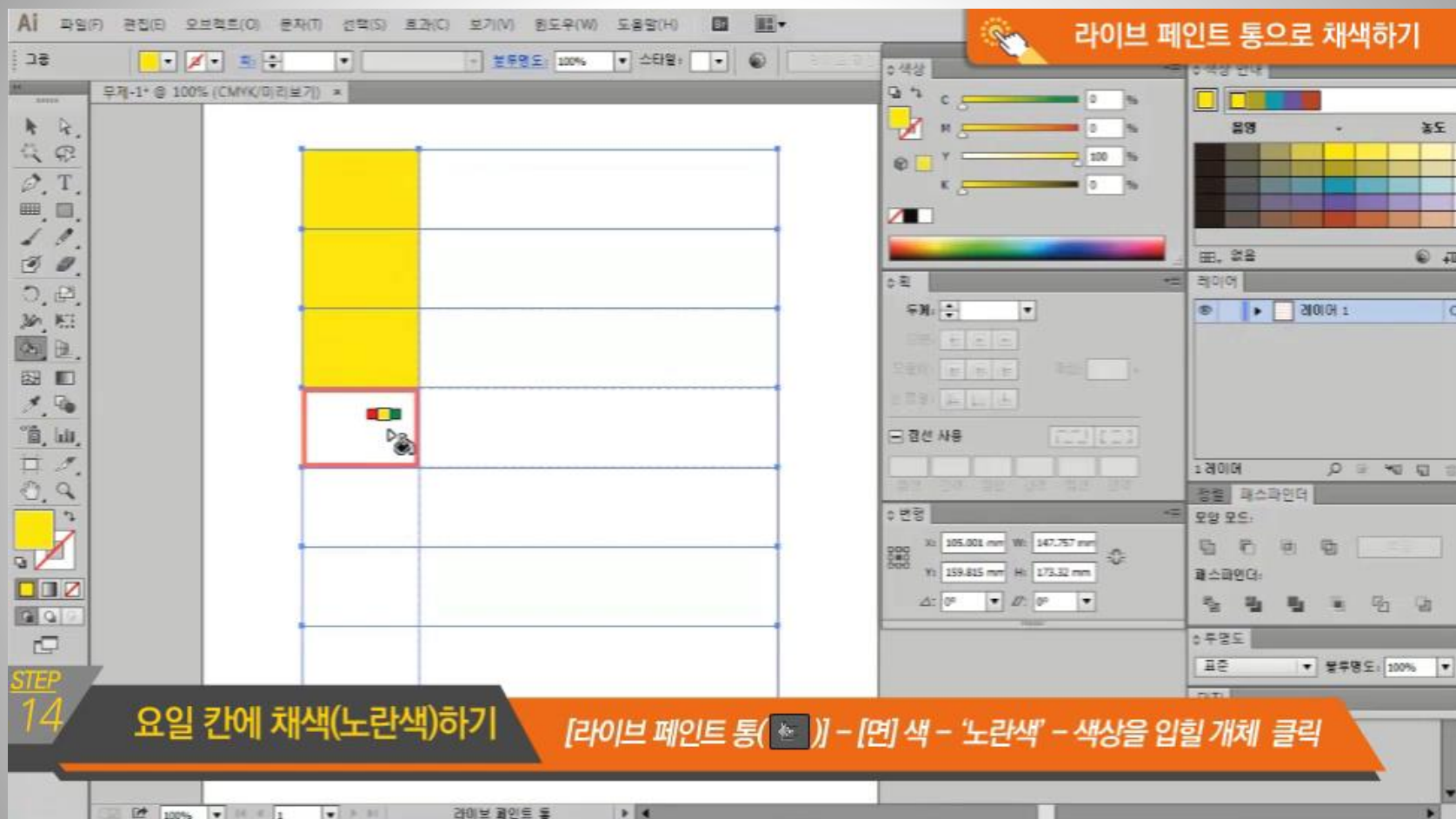


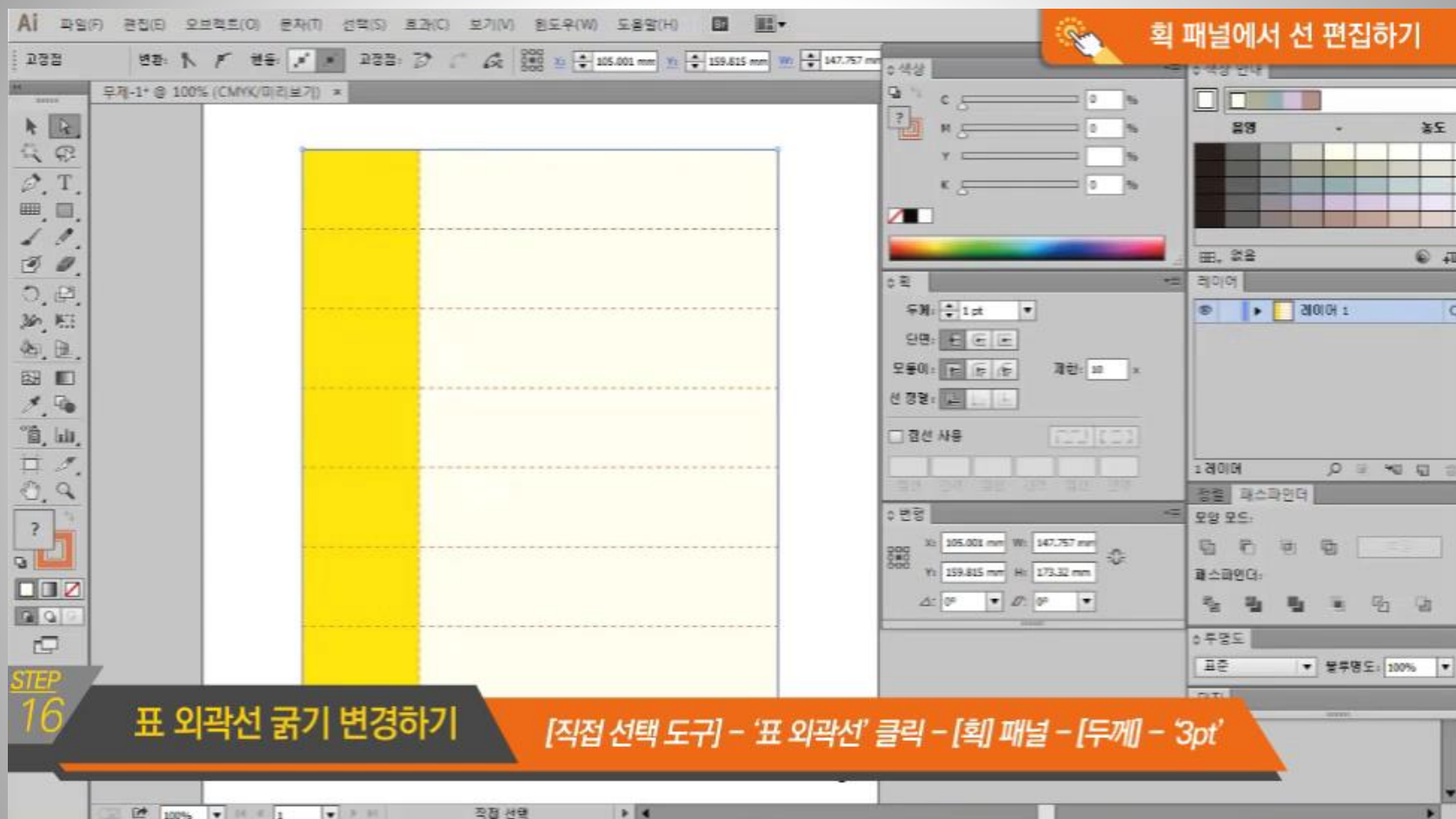


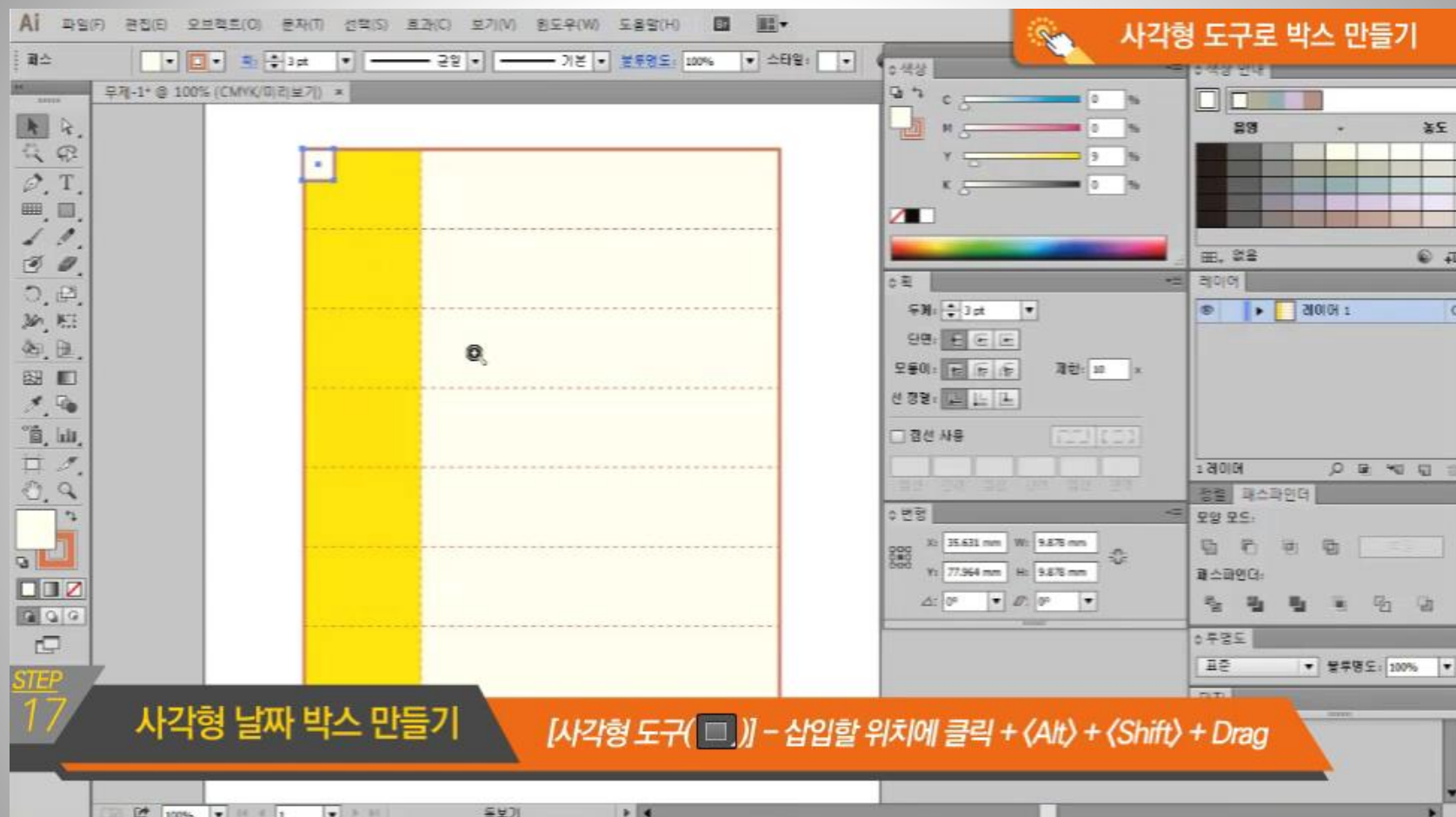




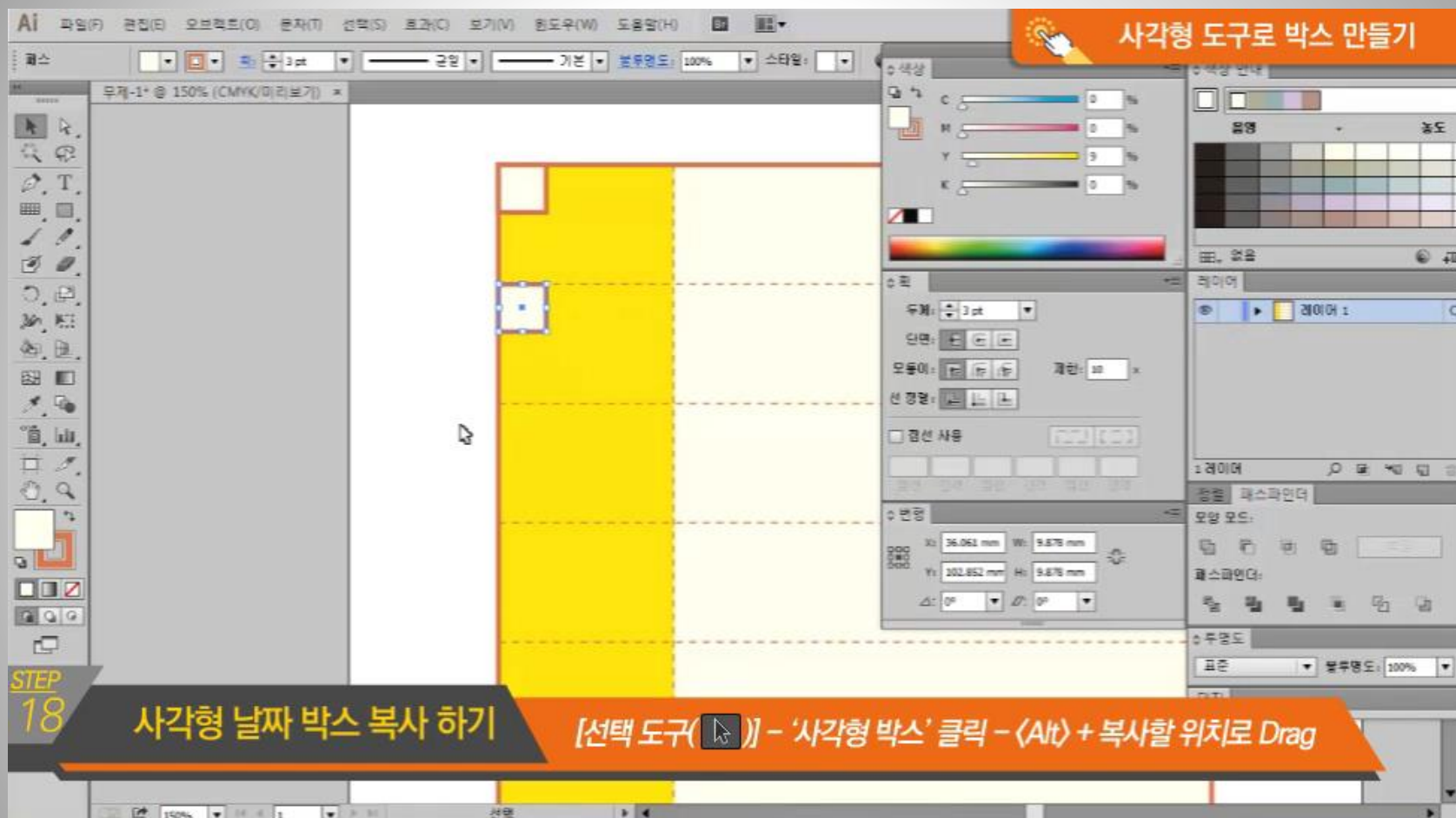




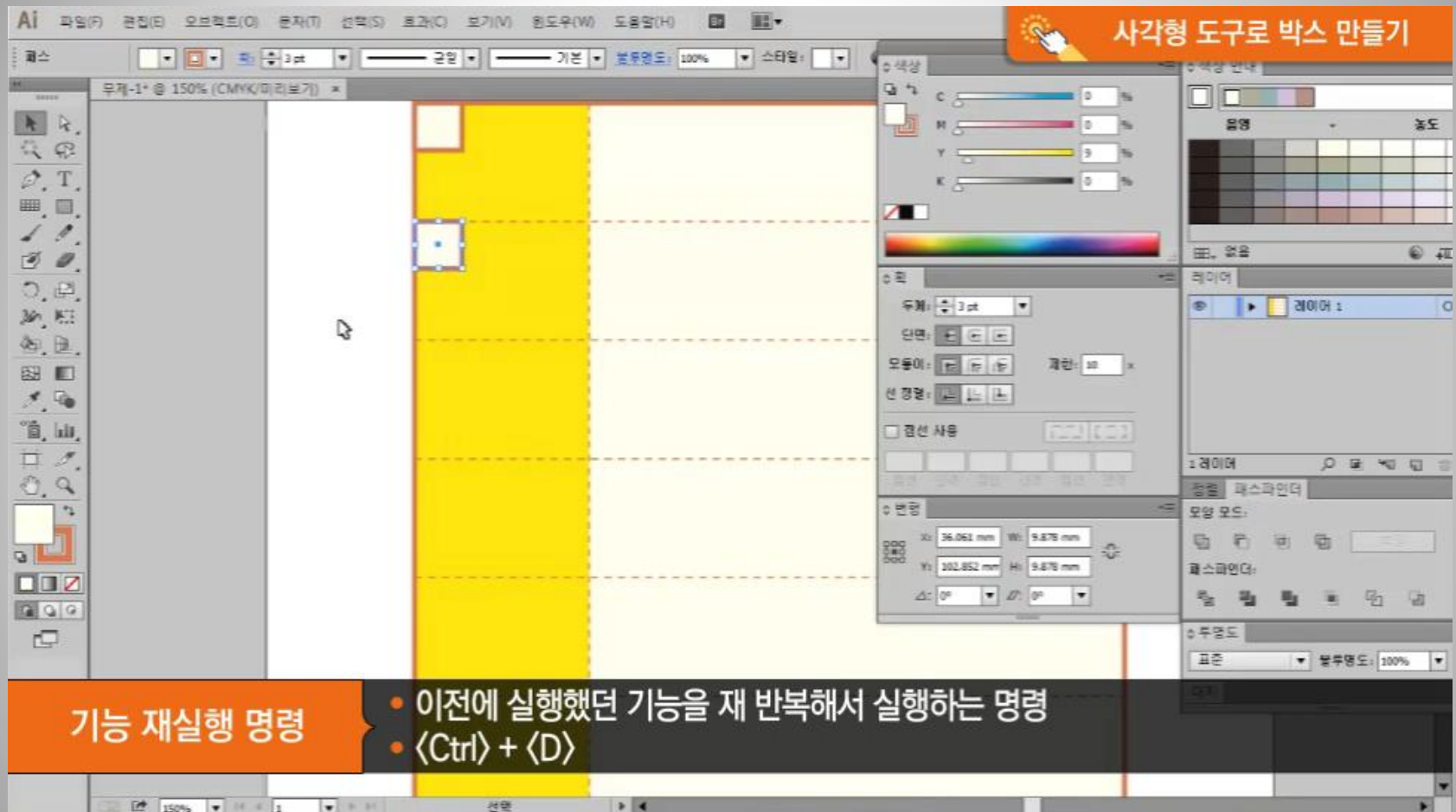


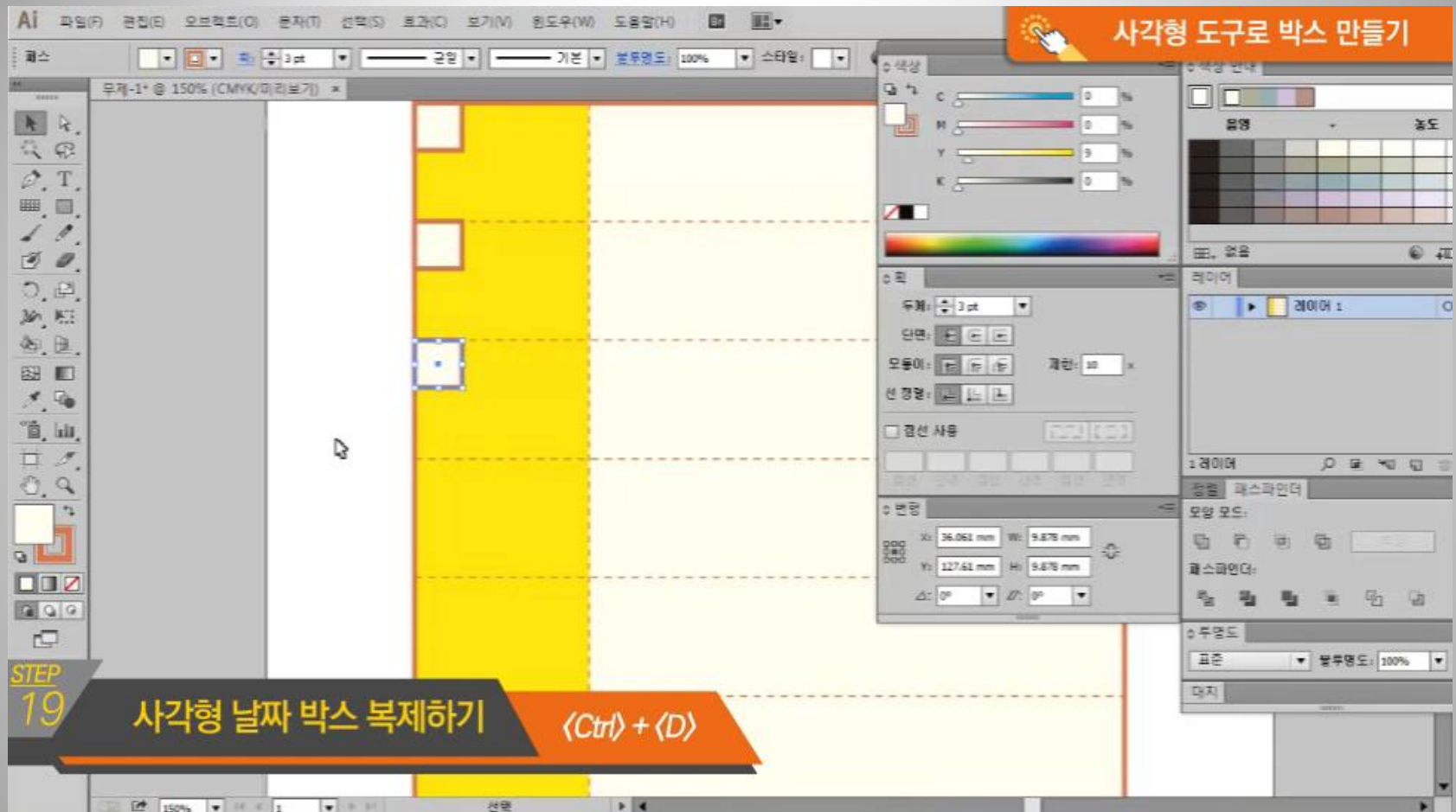


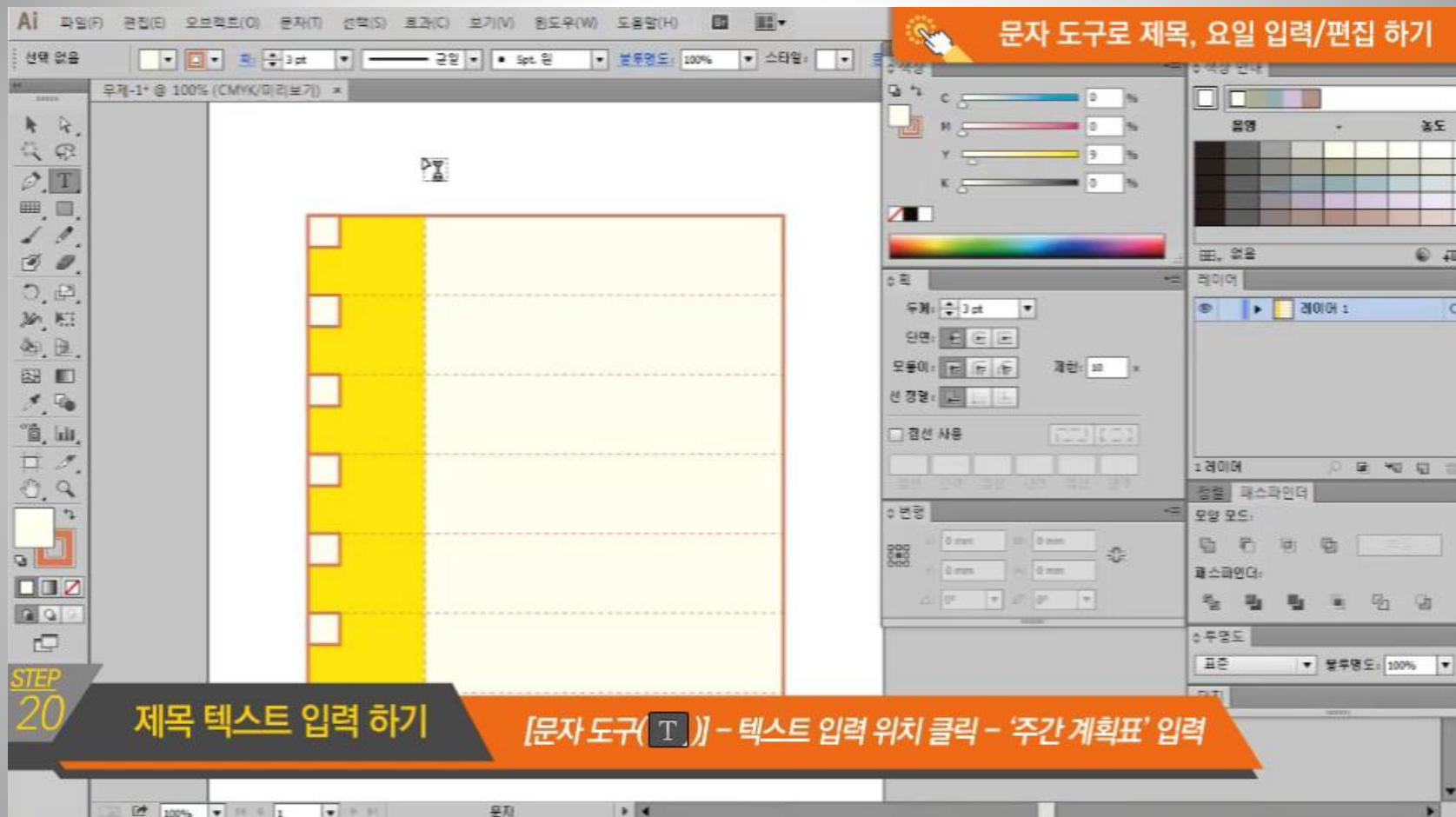


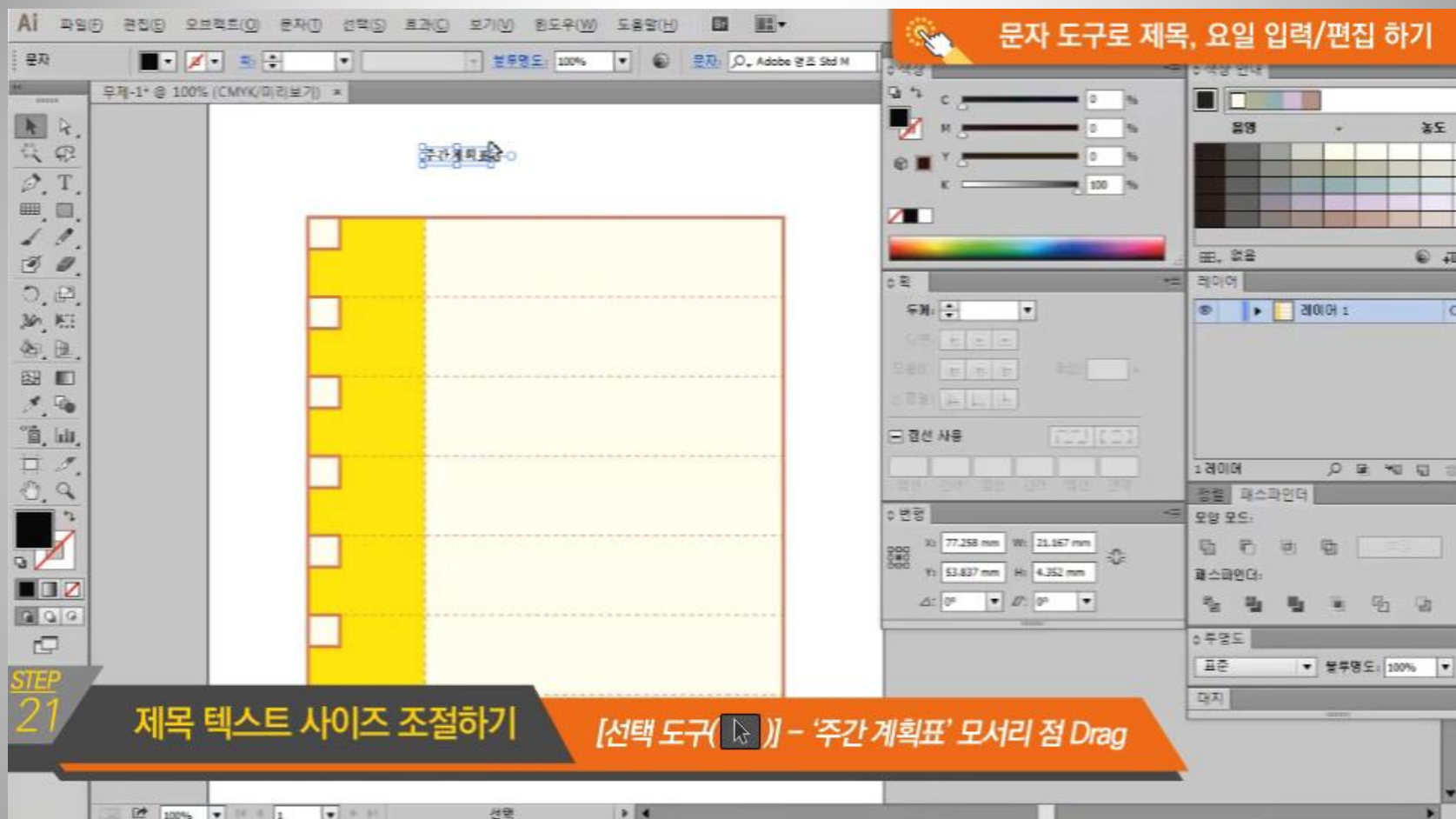




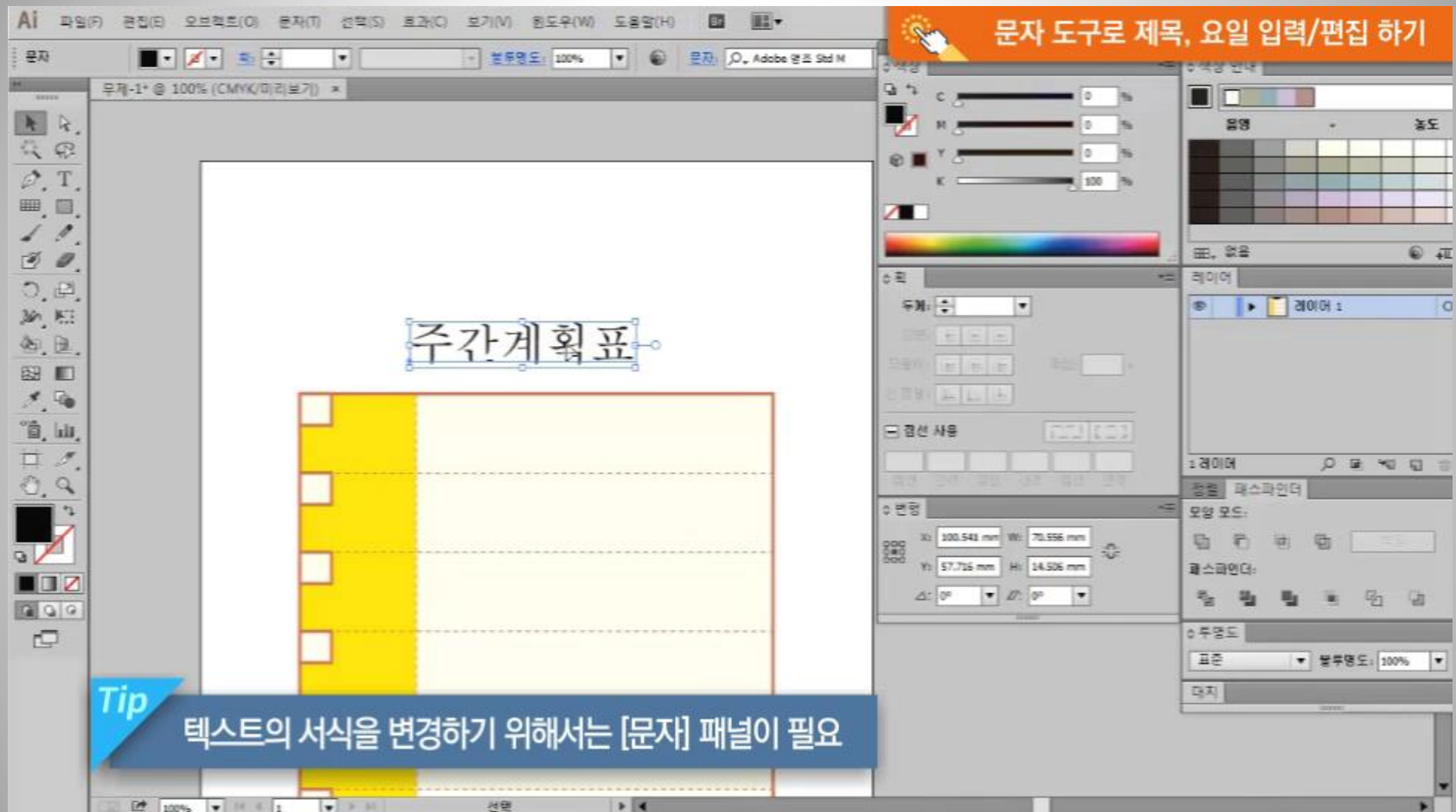




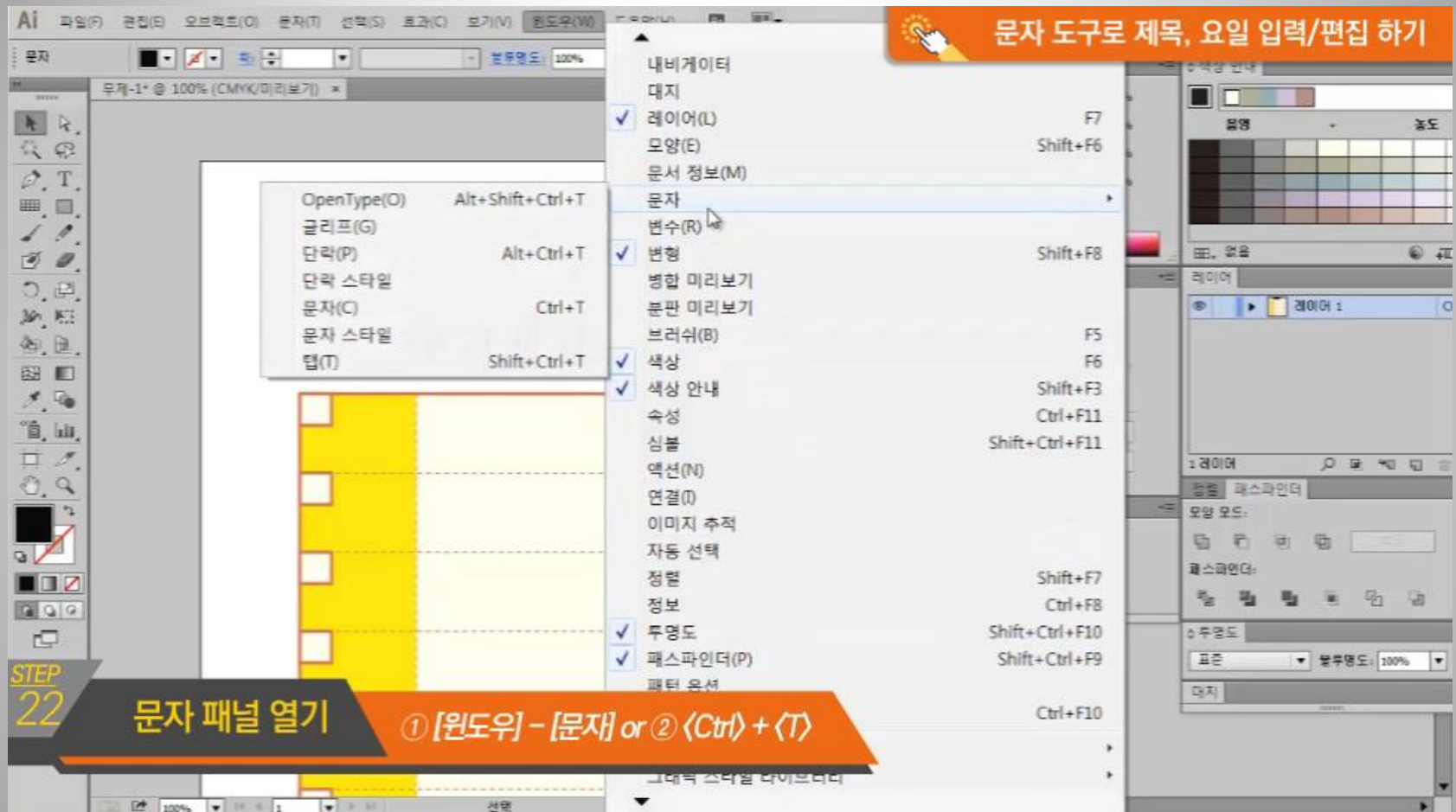


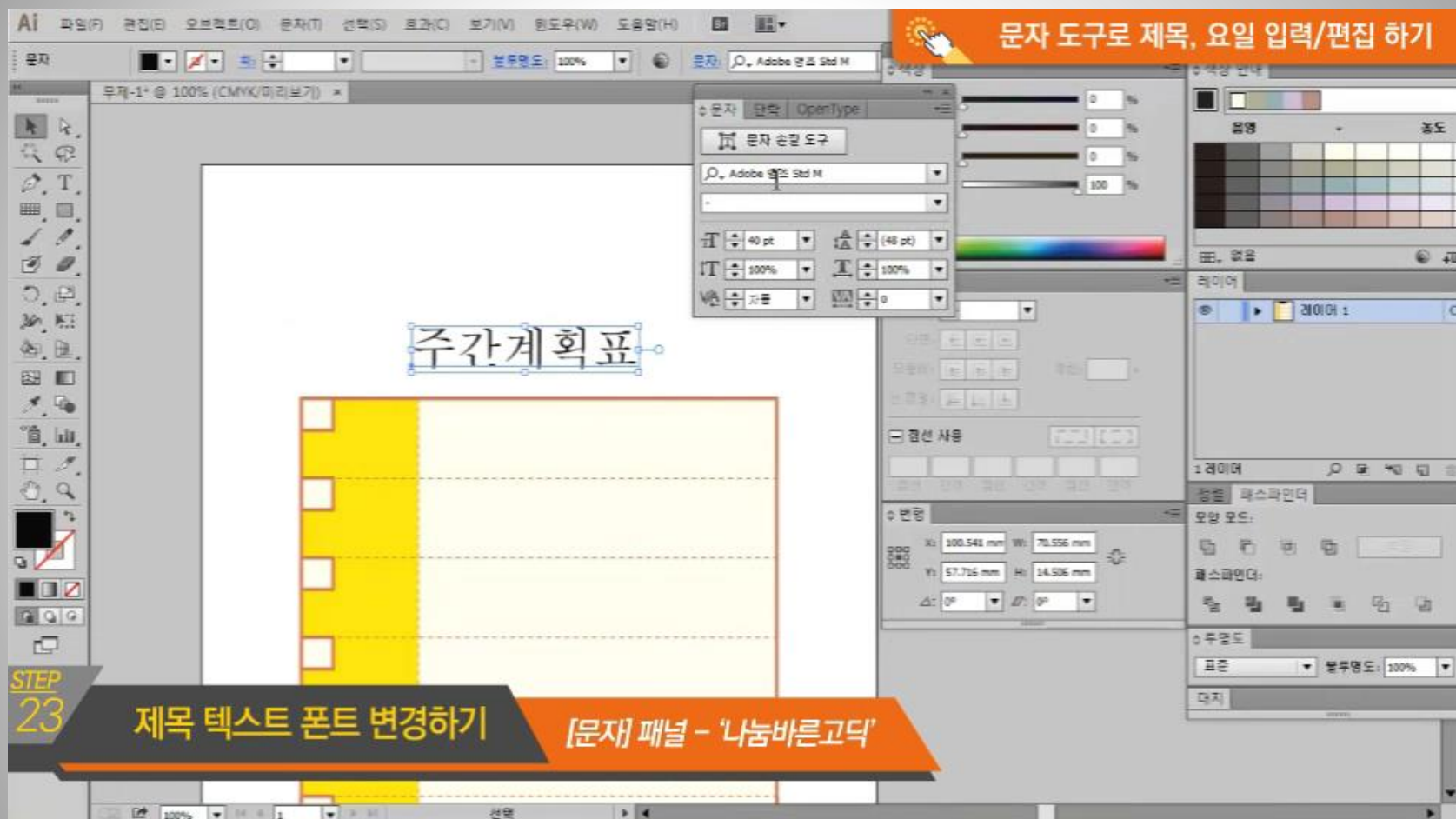


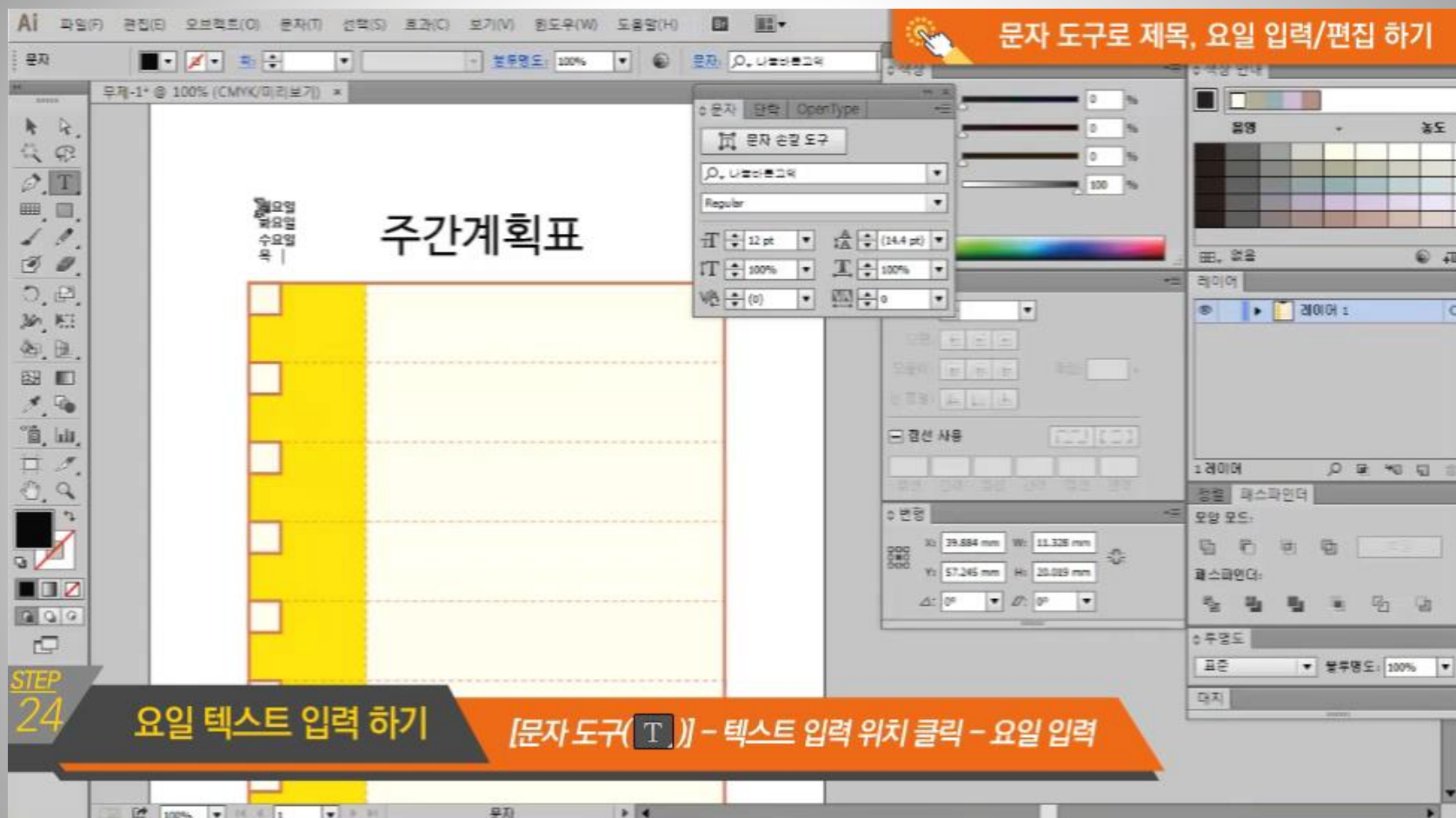












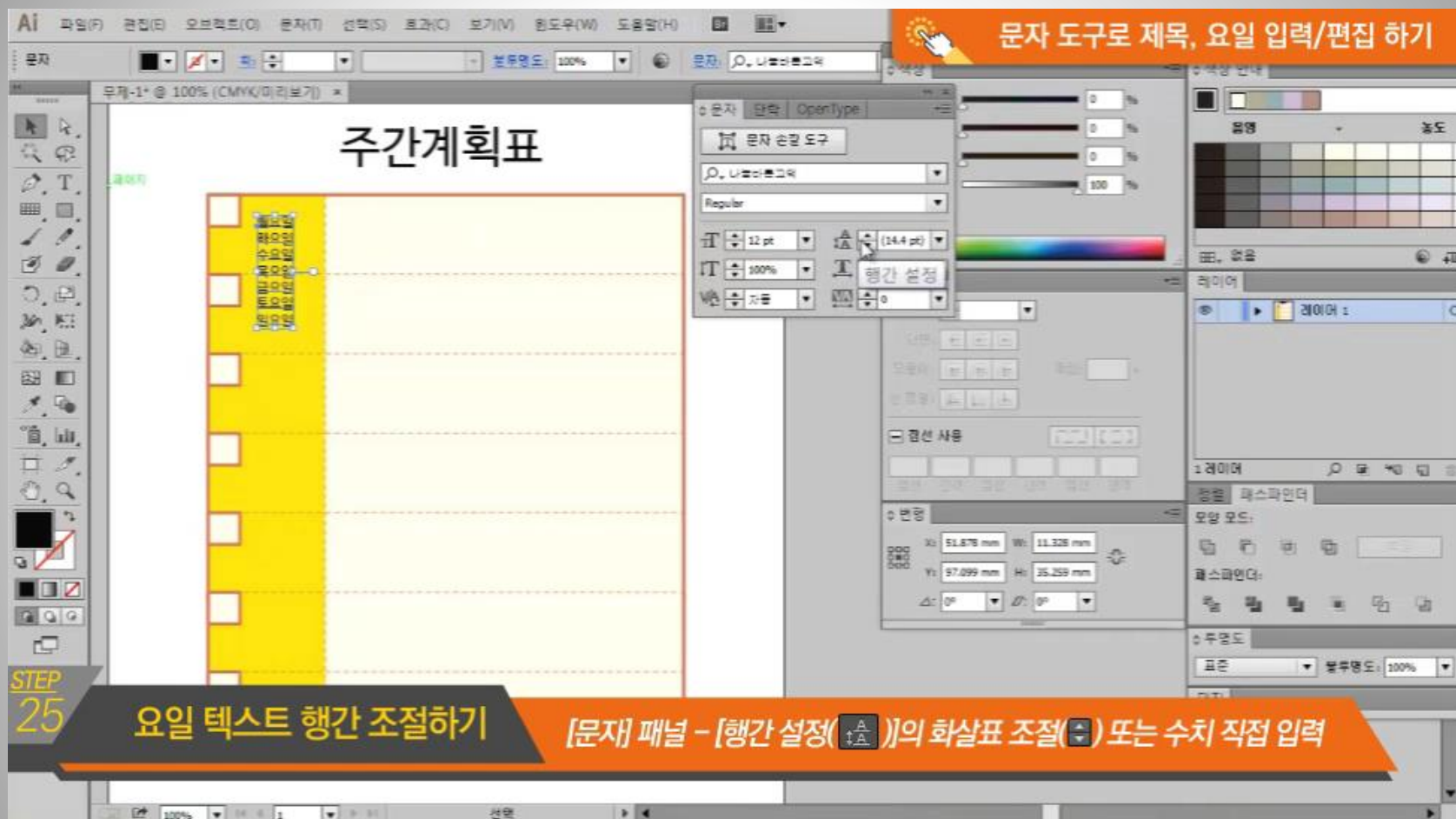




표 툴의 다양한 활용

The screenshot displays the Adobe Illustrator interface. The main canvas shows a document titled '주제-1\* @ 100% (CMYK/미리보기)'. A table titled '주간계획표' (Weekly Schedule) is being created. The table has a yellow header row and a yellow first column. The first column contains the days of the week: 월요일 (Monday), 화요일 (Tuesday), 수요일 (Wednesday), 목요일 (Thursday), 금요일 (Friday), and 토요일 (Saturday). The table is currently empty of data. The 'Text' (문자) panel is open, showing the font '나눔고딕' (NanumGothic) in Regular weight, size 12 pt, with leading 70 pt and tracking 100%. The 'Color' (색상) panel shows a color bar and a color picker. The 'Layers' (레이어) panel shows a single layer named '레이어 1'. The 'Properties' (속성) panel shows the 'Fill' (채우기) color set to yellow. A blue banner at the bottom contains the text: 'Tip 표는 내용 분류나 정리에 유용하게 사용되므로, 표 툴을 이용해 다양한 형태의 표를 만드는 연습이 필요'.