### Introduction to Illustrator

**Dick Sweet** 

Who is Dick Sweet, why listen to him

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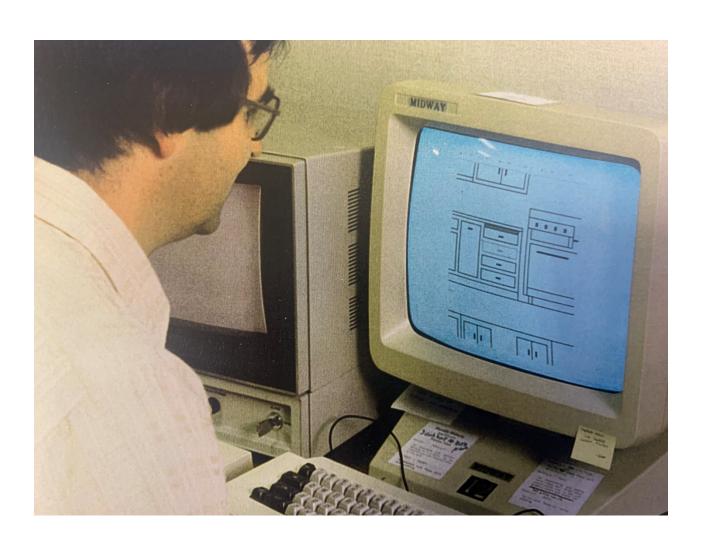
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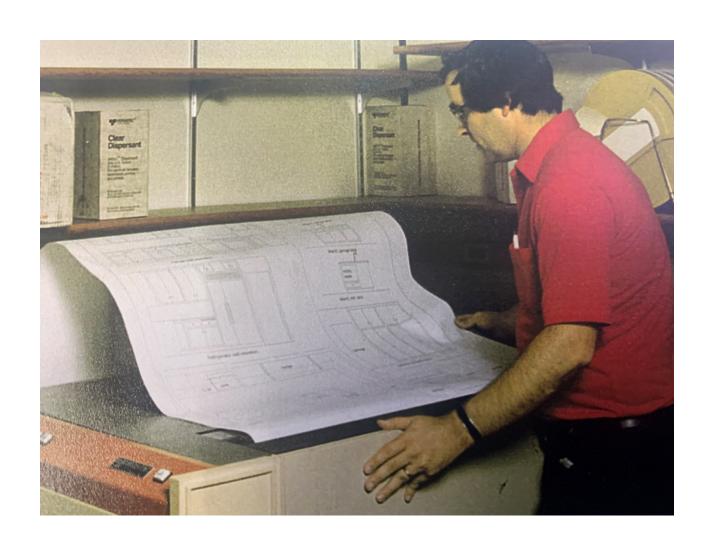
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- Left Adobe in 2009 as Principal Scientist

# Dick using graphic editor c1980



## Dick printing on wide bed plotter



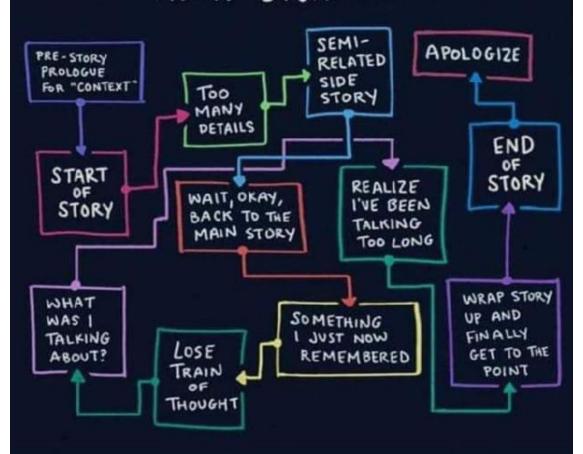
# Resulting Kitchen



#### NON-ADHD STORY TELLING



#### ADHD STORY TELLING



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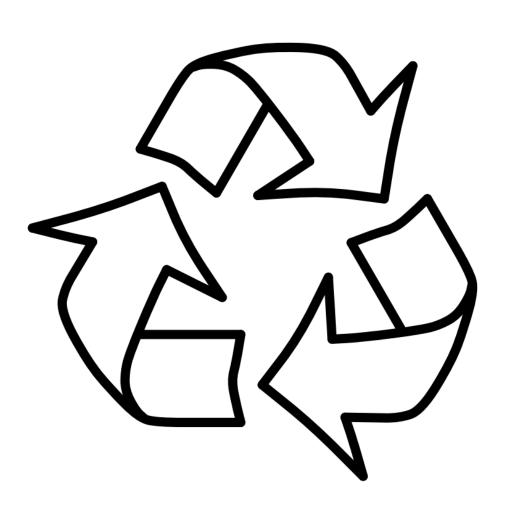
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- PostScript language for page description

```
%!PS-Adobe-1.0
                                                                                             /CurveArrow {
                                                                                             newpath 259.000 499.000 256.500 514.000 ML
%----- recycle-jj.ps -----
                                                                                                 256.500 514.000 254.000 529.000 251.500 539.000 Spline
% PostScript code to draw a recycling sign
                                                                                                251.500 539.000 249.000 549.000 251.500 561.500 Spline
                                                                                                251.500 561.500 254.000 574.000 256.500 584.000 Spline
%CreationDate: Wed Jul 4 11:47:30 1990
                                                                                                259.000 594.000 L stroke
%CreatedBy: jiang@dirac.rice.edu (Jun Jiang)
                                                                                             newpath 149.000 499.000 259.000 499.000 ML stroke
%
                                                                                             newpath 99.000 399.000 91.500 411.500 ML
   ------ variables -----
%-
                                                                                                 91.500 411.500 84.000 424.000 76.500 436.500 Spline
%
                                                                                                76.500 436.500 69.000 449.000 66.500 461.500 Spline
/x0 290 def
                                                                                                66.500 461.500 64.000 474.000 79.000 501.500 Spline
/v0 415 def
                                                                                                79.000 501.500 94.000 529.000 106.500 544.000 Spline
%
                                                                                                106.500 544.000 119.000 559.000 134.000 574.000 Spline
   ----- procedures -----
                                                                                                134.000 574.000 149.000 589.000 159.000 591.500 Spline
%
                                                                                                159.000 591.500 169.000 594.000 196.500 594.000 Spline
/Spline {
                                                                                                196.500 594.000 224.000 594.000 241.500 594.000 Spline
/y3 exch y0 sub def
                                                                                                259.000 594.000 L stroke
/x3 exch x0 sub def
                                                                                             newpath 179.000 429.000 209.000 444.000 ML
/y2 exch y0 sub def
                                                                                                 239.000 459.000 L stroke
/x2 exch x0 sub def
                                                                                            newpath 174.000 339.000 186.500 369.000 ML
/y1 exch y0 sub def
                                                                                                 186.500 369.000 199.000 399.000 219.000 429.000 Spline
/x1 exch x0 sub def
                                                                                                239.000 459.000 L stroke
/xa x1 x2 x1 sub 0.666667 mul add def
                                                                                             newpath 179.000 429.000 171.500 444.000 ML
/ya y1 y2 y1 sub 0.666667 mul add def
                                                                                                 171.500 444.000 164.000 459.000 151.500 489.000 Spline
/xb x3 x2 x3 sub 0.666667 mul add def
                                                                                                151.500 489.000 139.000 519.000 136.500 529.000 Spline
/yb y3 y2 y3 sub 0.666667 mul add def
                                                                                                136.500 529.000 134.000 539.000 134.000 549.000 Spline
x1 v1 lineto
                                                                                                134.000 549.000 134.000 559.000 139.000 569.000 Spline
                                                                                                139.000 569.000 144.000 579.000 149.000 584.500 Spline
xa ya xb yb x3 y3 curveto
} bind def
                                                                                                154.000 589.000 L stroke
                                                                                             newpath 34.000 384.000 54.000 389.000 ML
/ML {
                                                                                                 54.000 389.000 74.000 394.000 86.500 396.500 Spline
/y2 exch y0 sub def
                                                                                                99.000 399.000 L stroke
/x2 exch x0 sub def
                                                                                             newpath 174.000 339.000 141.500 351.500 ML
/y1 exch y0 sub def
                                                                                                141.500 351.500 109.000 364.000 71.500 374.000 Spline
/x1 exch x0 sub def
                                                                                                34.000 384.000 L stroke
                                                                                            } bind def
x1 y1 moveto
x2 y2 lineto
                                                                                             %
} bind def
                                                                                             %----- Main Program -----
/L {
                                                                                             300 400 translate
/v1 exch v0 sub def
                                                                                             0.9 - 0.9 scale
 /x1 exch x0 sub def
                                                                                             1 setlinecap 1 setlinejoin
 x1 y1 lineto
                                                                                             10.00 setlinewidth
} bind def
                                                                                             CurveArrow
                                                                                             120 rotate
                                                                                             CurveArrow
                                                                                             120 rotate
                                                                                             CurveArrow
                                                                                             showpage
```



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- Mike Schuster ships Illustrator in '87 on Mac

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- Materials from this class: <a href="https://sweetshoppe.com/CraterWorks">https://sweetshoppe.com/CraterWorks</a>