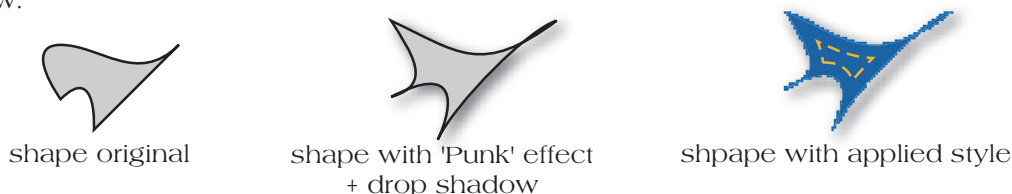


Using Styles

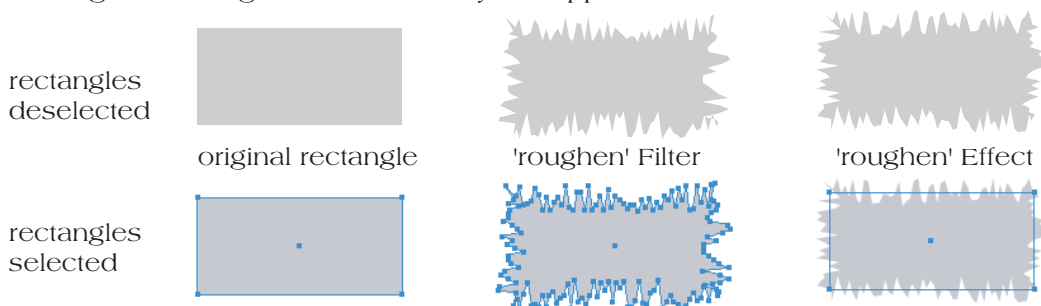
A style is a named set of appearance attributes, such as color, transparency, fill patterns, effects, and transformations.

By applying different styles, you can quickly change the entire appearance of an object. For example, you can first apply a style that makes an object look distorted and yellow and gives it a drop shadow. You can then apply a different style that instead makes the object look resized and blue and gives it an outer glow.



The Styles palette lets you create, name, save, and apply sets of appearance attributes. Applying a style to an object, group, or layer lets you change the appearance of an object without changing the object itself. Moreover, all the changes you apply with styles are completely reversible at any time. This means you can apply a style that distorts and roughens the shape of an object, save your file, close it, reopen it at a later date, and by removing the style, go back to the original shape of the object.

For example, if you apply the Roughen filter from the Filter menu to a simple rectangle that has four control points, the resulting object might have 50 control points. If you create a style that contains the Roughen effect from the Effect menu as one of its attributes and apply that style to a rectangle, it will look like a roughened rectangle; however, the resulting object will have the same four control points of the original rectangle to which the style is applied.



The following guidelines apply to styles:

- You can apply a style to an object, group, or layer. This includes bitmap images and most type objects, as well as vector graphics. (Bitmap images must be embedded in the document, and you can't apply styles to type objects made with outline-protected fonts or bitmap fonts.)
- You can apply named styles to type objects, but not to the text characters within the type objects. Within type objects that have styles applied, text remains fully editable.

Note: If you attempt to apply a style to text within a type object, the current fill and stroke are applied, along with the transparency specified by the style. Any additional fills or strokes, brushes, or effects are not applied. Modifying a style applied to text within a type object does not change the appearance of the text characters.

- Each style can contain any combination of color, fill, stroke, pattern, effect (that is, any command listed under the Effect menu), transparency, blend mode, gradient, transformation, and the like.
- Each style can contain multiple attributes, such as colors, fills, strokes, effects (commands listed under the Effect menu), and transformations. For example, you can have three fills in a style, each with a different opacity and blend mode that defines how the various colors interact. Similarly, you can have multiple strokes in a style to make complex stroke designs.
- You can save and name a style in the Styles palette and then apply it to objects, groups, and layers, and objects to apply appearance attributes.

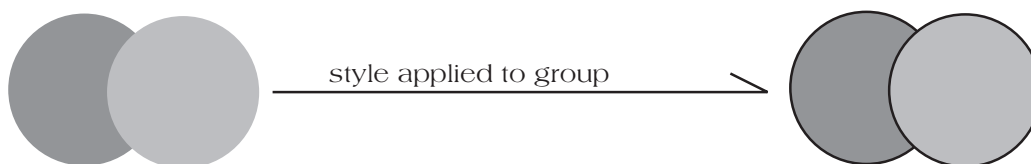
- Styles are nondestructive changes. That is, objects, groups, and layers with styles applied are fully editable at any time, and you can edit such objects, groups, and layers back to their underlying properties at any time.
- You can save and apply all effects (commands listed under the Effect menu) as styles. However, commands with the same name but not under the Effect menu cannot be saved as styles, and applying them will change the object.
- Changing an attribute of a selection that has a style applied to it disassociates the style from the selection, but retains all of the other attributes.
- Redefining a style applies the change to all objects, groups, or layers that have that style associated with them.

Applying Styles

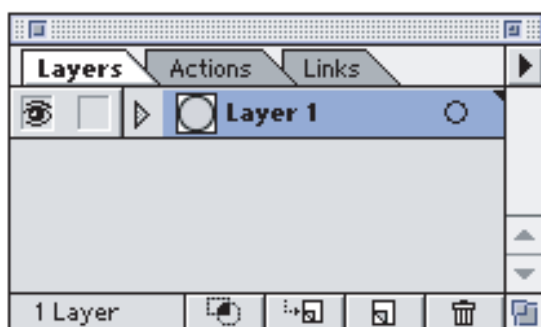
The following guidelines describe what happens when you apply styles to objects, groups and layers:

- If you apply a style to an object, the new style replaces any style or appearance attributes the object had before.
- If you apply a style to multiple objects at the same time, the style is applied to each object.
- You can apply a style to a group of objects. This requires targeting the group. In this case, the appearance attributes are applied not to the objects in the group, but to the group itself. Anything in the group or added to it takes on that style in addition to any appearance attributes or styles it already has.

Take the example of two circles grouped together. The first circle has a blue fill and the second has a red fill. Neither has a stroke. Assume you have a style named "Green Outline" that consists of no fill, but a green stroke. When you apply this style to the group, the style is applied in addition to any appearance attributes that the individual circles have. In this case, the first circle keeps its blue fill and the second circle keeps its red fill, but they both gain a green stroke. Any object added to this group takes on the green stroke as well. This means you can apply changes not just to the objects inside the group, but to the group itself.



- Applying a style to a layer is similar to applying it to a group. For example, assume you have a style that consists of 50% opacity. If you apply the style to a layer, all objects on or added to that layer will be 50% opaque.
- When applying a style to a group or layer, you can control where in the painting order the styles of the original objects appear. For example, assume you have two objects grouped together—one with a green fill and one with a blue fill—and you apply a style that has a red fill and a yellow stroke. You can put the green and blue fills of the objects in front of the red fill and yellow stroke of the style, behind the fill and stroke of the style, behind the fill but in front of the stroke of the style, and so on.
- You can apply a style to an object in the artwork or to an object, group, or layer by targeting it the Layers palette. When applied with the Layers palette, any objects moved to that group or layer take on that style in addition to whatever other appearance attributes they have directly applied to them. Moving them off that group or layer in the Layers palette removes those appearance attributes.



target an object, group or layer by clicking on the circle icon on the relevant layer

Using the Styles palette

To display the Styles palette:

- Choose **Window › Show Styles**.


To apply a style to a selection:

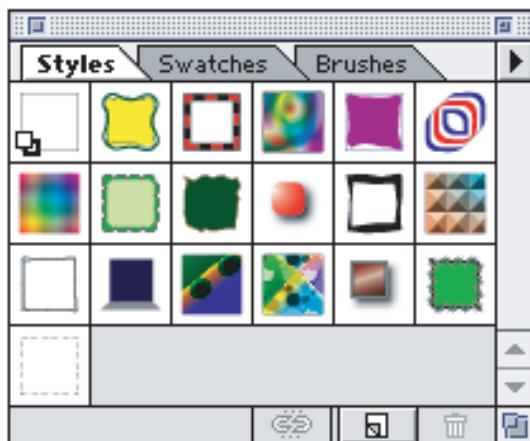
- Do one of the following:
 - Select an object in the artwork.
 - Target an object, group, or layer in the Layers palette.
- Apply the style from the Styles palette:
 - Select a style you want from the list.
 - Drag the style onto an object.
 - Copy and apply a style using the eyedropper and paint bucket tools. Depending on what you specify in the Paint Bucket/Eyedropper Options dialog box, you can copy and paste the entire style or selected attributes.

Note: To apply a style to an object by dragging:

Drag a style from the palette onto an object. The object does not have to be selected first.

To create or modify a style:

- Do one of the following:
 - Create or select an object in the artwork.
 - Select a style in the Styles palette to start with a set of attributes.
 - Start with no object or style selected.
- Specify the appearance attributes you want, such as the fill, stroke, and the like. You can use the Appearance palette to help specify and order the appearance attributes.
- Do one of the following:
 - To create a new style with a default name, click the New Style button () at the bottom of the Styles palette.
 - To create a new style with a default name, drag the appearance icon from the top left corner of the Appearance palette into the Styles palette or onto the New Style button at the bottom of the Styles palette.
 - To create a new style with a default name, drag the object with the appearance attributes you want into the Styles palette or onto the New Style button at the bottom of the Styles palette.
 - To create a new style with a new name, choose **New Style** from the Styles palette menu, enter a name for the style, and click OK. The new style appears at the bottom of the list in the Styles palette.
 - To create a new style with a new name, Alt-click (Windows) or Option-click/double-click (Mac OS) the New Style button, enter the name of the style, and click OK.
 - To replace a style, choose **Replace "(style name)"** from the Appearance palette menu. All objects, groups, and layers with that style applied change to the new style.
 - To replace a style, Alt-drag (Windows) or Option-drag (Mac OS) the object from the artwork onto a style in the Styles palette.
 - To replace a style, Alt-drag (Windows) or Option-drag (Mac OS) the appearance icon from the top left corner of the Appearance palette onto a style in the Styles palette.



click and hold
for menu:

new/duplicate/delete style
break link to style
swatch/smalllist/large list view
style options
sort by name
select all unused
merge styles

"NEW STYLE" button

To create a new style by merging existing styles:

- In the Styles palette, Ctrl-click (Windows) or Command-click (Mac OS) to select all the styles you want to merge.
- Choose Merge Styles from the palette menu.
- The new style contains all the attributes of the selected styles and is added to the end of the list of styles in the palette.

To change the order of styles:

- Select a style in the Styles palette.
- Drag the style up or down in the palette. When the outline of the style you are dragging appears in the position you want, release the mouse button.

To rename a style:

- Do one of the following:
 - Double-click the style in the Styles palette.
 - Choose Style Options from the palette menu.
- Enter the name of the style, and click OK.


To replace one style with another:

- Alt-drag (Windows) or Option-drag (Mac OS) the style you want to use onto the style you want to replace.
The replaced style keeps its name but takes on all the appearance attributes of the style you dragged onto it. All selections with the original style applied have the replaced style applied instead.


To duplicate a style:

- In the Styles palette, Select a style you want to copy.
- Choose Duplicate Style from the Styles palette menu, enter a name for the style, and click OK.
The new style appears at the bottom of the list in the Styles palette.

To disassociate a style from a selection:

- Select the object, group, or layer that has the style applied to it.
- Disassociate the style:
 - Choose Break Link to Style from the Styles palette menu, or click the Break Link to Style button () in the palette.
 - Change any appearance attribute of the selection (such as a fill, stroke, transparency, or effect).

To delete a style:

- In the Styles palette, Select a style you want to delete.
- Delete the style:
 - Choose Delete Style from the Styles palette menu.
 - Click the Trash button () in the palette.
 - Drag the style onto the Trash button in the palette.