



Illustrator - file formats (as detailed in Illustrator Help files)

Illustrator allows you to both save your files in 5 different formats. These formats can be viewed & selected by choosing File>Save (or File>Save As). Then clicking & holding to release the pop-out menu next to the format field.

Any of these formats can be reopened & edited within Illustrator. If you are planning to print out your file directly from Illustrator you can keep the Adobe Illustrator Format (.ai).

file > save / save as

- Adobe Illustrator Document = "____.ai"
- Illustrator EPS = "____.eps"
- Adobe PDF = "____.pdf"
- SVG (= Scalable Vector Graphics) = "____.svg"
- SVG Compressed (SVGZ) = "____.svgz"

You can also use the 'export' option to save the file in a variety of different formats for use in other packages such as QuarkXPress, Photoshop, Flash and others. Keep in mind that when you choose a non-native format, Illustrator will not be able to retrieve all of the data if you reopen the file in Illustrator. For this reason, it is recommended that you save artwork in AI, PDF, EPS, or SVG format until you are finished creating and editing it, and then export the artwork to the desired format.

file > export

- **AutoCAD Drawing (DWG)**
- **AutoCAD Interchange File (DXF)**
- **BMP (BMP)**
- **Computer Graphics Metafile (CGM)**
- **Enhanced Metafile (EMF)**
- **JPEG (JPG)**
- **Macintosh PICT (PCT)**
- **Macromedia Flash (SWF)**
- **PCX (PCX)**
- **Photoshop (PSD)**
- **Pixar (PXR)**
- **Targa (TGA)**
- **Text Format (TXT)**
- **TIFF (TIF)**
- **Windows Metafile (WMF)**

For further detailed Information on any of these formats please refer to Illustrator Help

Illustrator - saving for print



Virtually all page layout, word-processing, and graphic applications accept imported or placed EPS files. The EPS format preserves many of the graphic elements you can create with Adobe Illustrator, which means that EPS files can be reopened and edited as Illustrator files.

To save artwork in EPS format:

- Choose File>Save Choose Illustrator EPS (EPS) as the file format.
- In the EPS Format Options dialog box, select the Adobe Illustrator version with which you want your file to be compatible. Select Version 9.0 or later to preserve transparency, text, and spot colours in the artwork if the file is placed in another application (such as Adobe InDesign or QuarkXPress).

Note: Selecting Version 8.0 or earlier will result in text being converted to outlines, spot colours being converted to process colours, and transparency being discarded or flattened (depending on the Transparency option you select).

- Set additional options:
 - Preview options - Determines the characteristics of the preview image that is saved in the file. The preview image is displayed in applications that cannot display EPS artwork directly. If you don't want to create a preview image, choose None from the Format menu. Otherwise, select a black-and-white or colour format.
 - Include Linked Files- Embeds files that are linked to the artwork.
 - Include Document Thumbnails: Creates a thumbnail image of the artwork that is displayed in the Illustrator Open and Place dialog boxes.
 - Include Document Fonts Includes all fonts that are used in the artwork. This ensures that the original font is used for display and printing on computers that do not have the font installed. (Selecting the Embed Fonts option increases the size of the saved file. You cannot embed protected Japanese fonts.)
 - CMYK PostScript - Allows RGB colour documents to be printed from applications that do not support RGB output. When the EPS file is reopened in Illustrator, the RGB colours are preserved.
 - Transparency - Determines what happens to transparent objects when you choose a version of Illustrator format earlier than 9.0. Select Preserve Paths to discard transparency effects and reset transparent artwork to 100 percent opacity. Select Preserve Appearance option to maintain the appearance of transparency by flattening transparent areas of the artwork. If your artwork contains complex, overlapping areas and you require high-resolution output, click Cancel and specify rasterization settings before continuing. (See Printing and saving transparent artwork.)
 - PostScript -Determines what level of Postscript is used to save the artwork.
- click 'ok

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Illustrator - saving for Flash



The Macromedia® Flash™ (SWF) file format is a vector-based graphics file format for the creation of scalable, compact graphics for the Web.

Since the file format is vector-based, the artwork maintains its image quality at different resolutions and is ideal for the creation of animation frames. In Illustrator, you can create individual animation frames on layers and then export the image layers into individual frames for use on a Web site. You can also define graphic elements called symbols in your Illustrator file. When exported, each symbol is defined only once in the SWF file; therefore, using symbols can greatly reduce the size of an animation.

You can save artwork in SWF format using the Export command and the Save for Web command. (See Exporting artwork in SWF format and Optimizing images.) Keep the following in mind when preparing artwork to be saved in SWF format:

- To create an animated SWF, place each animation frame on a separate Illustrator layer, and choose the AI Layers to SWF Frames option when you export the artwork.
- Transparency effects such as blending modes and opacity masks are not exported into the SWF format. If you wish to maintain the appearance of a transparency effect, flatten the transparency of the art before exporting to SWF format.
- Using the symbol stainer tool and symbol styler tool results in larger SWF files.
- Mesh objects and gradients with more than eight stops are rasterized and will appear as bitmap-filled shapes. Gradients with fewer than eight stops are exported as gradients.
- Patterns are rasterized into small images the size of the pattern art and tiled to fill the art.
- Only rounded caps or joins are supported in SWF format. Beveled or square caps and joins are converted to rounded when exported to SWF format.
- Pattern-filled text and pattern-filled strokes are converted to paths and filled with the pattern.
- Although text retains many of its features when exported to SWF format, some information is lost. When importing the SWF file into Macromedia Flash, leading, kerning, and tracking are not maintained. Instead, the text is broken up into separate records to simulate the look of leading. When the SWF file is subsequently played in a Macromedia Flash player, the appearance of the leading, kerning, and tracking in the file is maintained. If you wish to export text as paths, convert the text to outlines before exporting to SWF format, using the Create Outlines command.