

UPDATES & ERRATA

Interface Project

Page 26, Step 3

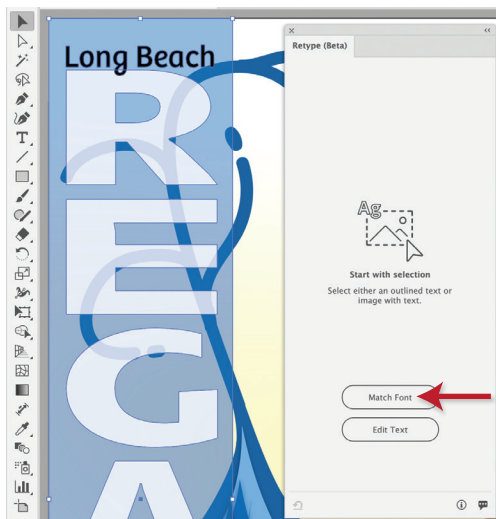
In the latest update to Illustrator 2024 (version 28.6, released in July 2024), the Generative AI tools are no longer automatically visible in the Properties panel. Step 3 in this exercise is no longer necessary.

Project 2: Regatta Artwork

Page 164, Step 6

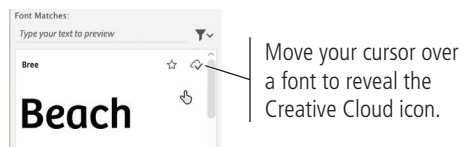
The Retype (beta) tool has changed slightly in the latest version of the software. The step should now read:

6. Click the **Match Font** button near the bottom of the Retype panel.



Page 165, Step 7

The software now identifies the first font in the list as Bree instead of Bree Regular.

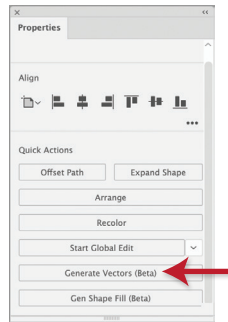


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Page 174–177, Beginning with Step 8

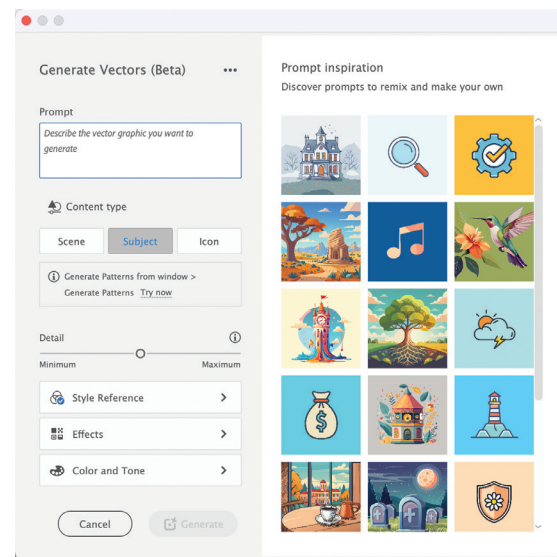
Again, the Generative AI features in the latest version of Illustrator have evolved since the initial 2024 release. To accomplish the final section of this project, use the instructions:

8. With the rectangle from Step 7 selected, click the **Generate Vectors (Beta)** button in the Quick Actions section of the Properties panel.



This button opens a dialog box, where you can specify the type of artwork you want to create. You can use the “inspiration” options on the right to explore some sample prompts, or use the options on the left side of the dialog box to define what you want:

- **Prompt.** Use this field to type a description of the artwork you want to create.
- **Content Type.** Illustrator’s AI options can create three different types of artwork:
 - **Subject** works best for creating a discrete object, such as “flying fish.”
 - **Scene** is best used to create graphics that fill an entire area.
 - **Icon** creates an isolated graphic with the least amount of detail.
- **Detail.** You can use this slider to control how much detail will be included in the generative artwork.
- **Style Reference.** Click this button to add an image that the software can use to create new artwork in the same style. For example, you might upload a picture of a Keith Haring painting to create new digital artwork in a modern pop-art style.
- **Effects.** Click this button to select specific artistic effects, such as geometric, pixel art, or doodle style.
- **Color and Tone.** Click this button to specify certain color presets (such as black and white, muted color, or pastel color); limit the number of colors that can be used in the generated artwork; and specify existing swatches the should be used in the generated artwork.



9. Click the **Scene** button in the Content Type section of the dialog box.

10. In the Prompt field, type **sailboat at sunrise**, then click the **Generate** button.

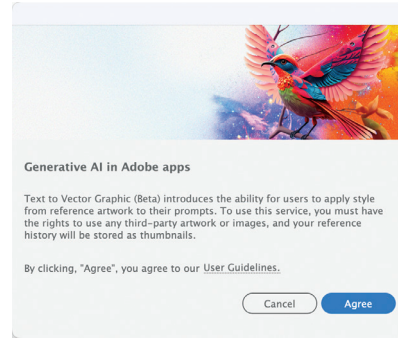
As with generative color, your prompts should be descriptive and not instructive.

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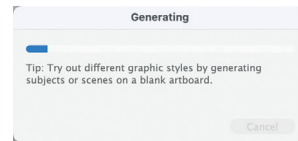
11. If you see the message about User Guidelines for Generative AI, click Agree.

The user guidelines here are the same as those you saw when you used the Generative Color feature. The only difference is the message in the dialog box, which is particularly important when you use Illustrator's AI tools to create new graphics:




“Text to Vector Graphic introduces the ability for users to apply style from reference artwork to their prompts. To use this service, you must have the rights to use any third-party artwork or images, and your reference history will be stored as thumbnails.”



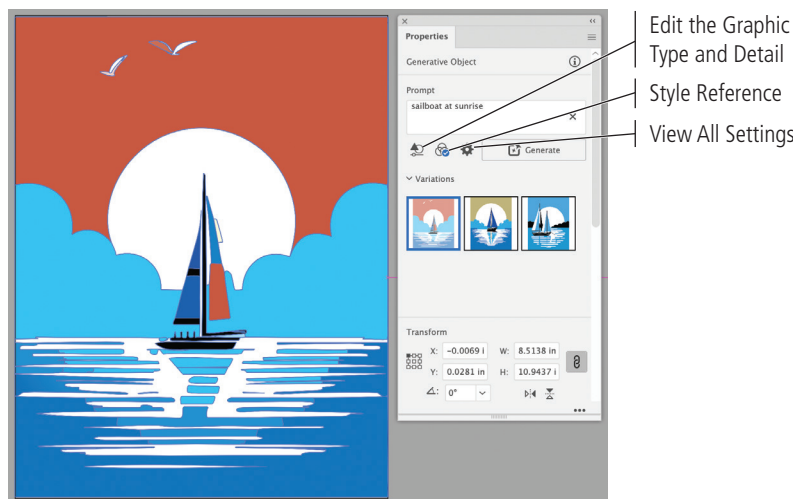
After you agree to Adobe's terms, the Generative process takes a minute to complete, so be patient. While the software processes the image, you will see tips designed to help you work in Illustrator.



After the software is finished generating graphics, the results appear in the Properties panel. Most of the options in the original dialog box can also be accessed in this panel.

-  **Edit the Graphic Type and Detail.** Click this button to change the type of graphic (scene, subject, or icon), as well as the level of detail that will be included in generated graphics.
-  **Style Reference.** Click this button to access to the same options for uploading an image with a specific style you want to match. You can also click this button to access the built-in effects.
-  **View All Settings.** Click this button to open the same dialog box you saw when you first clicked the Generate Vectors button in the Properties panel.

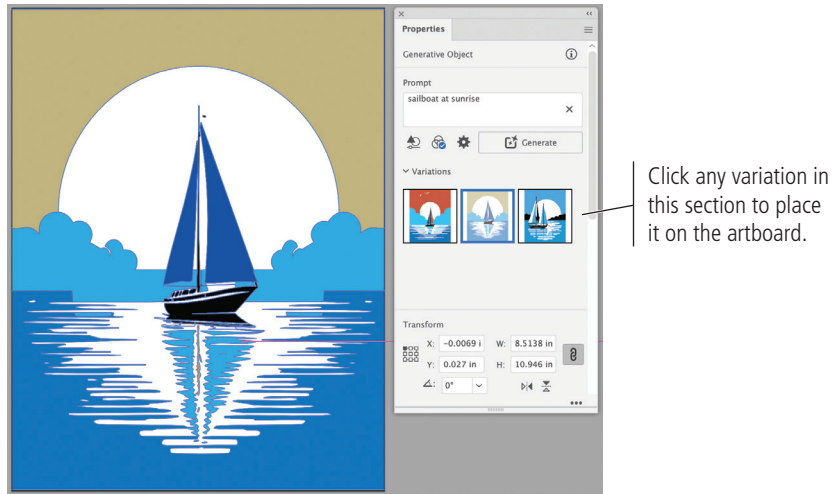
By default, the first/left variation in the panel appears in the space of the selected rectangle (from Step 7). The generated artwork might not entirely fill the selected shape. You will address this issue in the next exercise.



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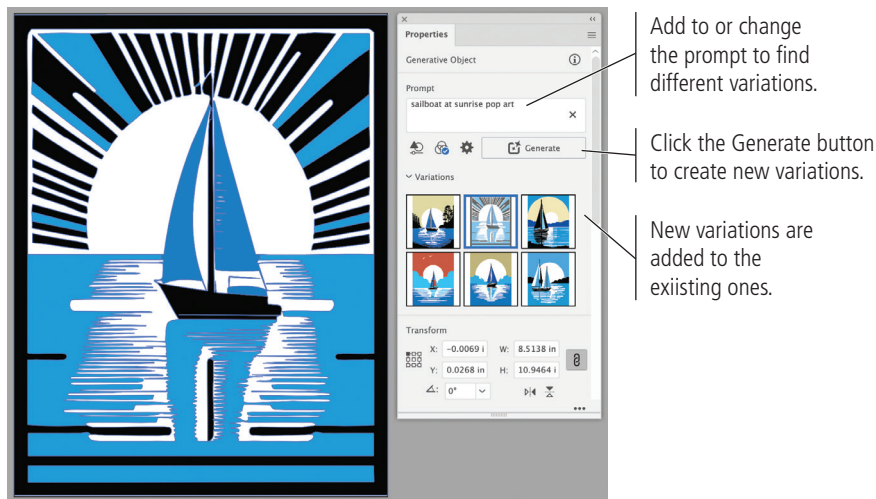
12. Click through the variations in the panel.

As soon as you click a new variation, it appears on the artboard in the selected area.



13. In the Properties panel, add the words **pop art** to the prompt, then click the **Generate** button.

You can add to or change the prompt at any time to find different variations. Providing more detail, such as a specific art style or mood, helps to inform the AI engine what you have in mind.



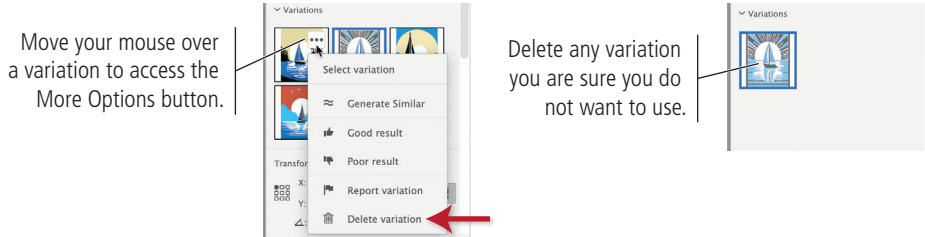
14. Review the new variations, then click to select the one you prefer.

15. In the Properties panel, move your mouse cursor over any of the thumbnails that you are not using.

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16. Click the **More Options** button (⋮) on the thumbnail, then click the **Trash** button to remove the unused variation.

Illustrator stores all possible generated variations within the Illustrator file. More generative variations results in a larger file sizes. If you are certain you don't like a particular variation, you should delete it from the panel to help keep down file size.



17. Repeat Steps 15–16 to remove all of the variations you are not using.
18. Save the file and continue to the next exercise.

Pages 178-179

Again, changes to the Generative AI utilities mean that some information has changed since the book was first published.

2. Review the Layers panel.

Artwork generated by the Generate Vectors utility results in a special “Generative Object”, which is essentially a special type of Illustrator group. As long as you do not ungroup the Generative Object, you can select it on the artboard and regenerate the artwork.

The Generated Object is a single object, which means you can move and transform it just as you would any other object on the artboard.

3. In the Layers panel, drag the **Generative Object** to the bottom of the layer stack.

You can now see the content of the Left Banner and Date and Time sublayers.