

**Easy Book Illustrations:**  
Module Six: Illustrations Using  
Adobe Illustrator

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## Introduction

### IN THIS MODULE:

#### **Illustrations Using Adobe Illustrator:**

- Illustration Options with Illustrator.
- Using the Trace Option to Create Illustrations.
- Mixing Results with Other Programs.
- Brushes and Skeletal Strokes for Creating Line Illustrations.
- Adding Color to Our Line Illustrations.
- And Much More!



Welcome to our final lesson in the *Easy Book Illustration* course. A bonus lesson is still going to be provided, although the date of its release is still uncertain. In this lesson you will learn how to create illustrations using Adobe Illustrator. For the most part, two specific methods will be focused on in this lesson: tracing and using the brushes in Illustrator. You don't need the latest version of Illustrator to do either. In fact, if you got CS2 a couple of weeks ago when it was being offered for free, it should work for this as well.

This lesson will cover:

- The Illustration options in Illustrator
- Using the trace option to create illustrations
- Mixing results with other programs
- Brushes and skeletal strokes for creating line illustrations
- Adding color to our line illustrations
- Much more

In this lesson the same methodology that was presented in the bonus training for the Expressions software will be used. The Expressions software doesn't work on the newest versions of Mac. It may or not work in the latest versions of Windows. It's an old program, and

let's face it, free is free. In any case, the information that you will learn in this lesson is very valuable, so be sure to pay attention. You are going to learn a lot of new techniques and methods that can be applied to other types of programs as well.

## Illustrator Options

### ILLUSTRATOR OPTIONS:

#### Working With Illustrator:

- Convert photos into illustrations using Trace.
- Create Line Drawings using brushes.



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In this lesson, we will be focusing on two methodologies. The first is to convert photos into illustrations using 'Trace'. The image on the right (above) is a great example of the results you can get using 'Trace'. The image on the left is an example of the line drawings that you can create using the various brushes in Illustrator. Expressions was the program that was actually used to do this, but the methodology is identical. Believe it or not, this actually began as a photograph of a man dancing in a presentation at a fair.

Before learning to use 'Trace', there are a few things that you should understand. This is a very simple process. Basically, 'Trace' converts the photograph into vector art.

## TRACE OPTIONS:

### Working With Trace:

- Converts the photograph into vector art.
- Makes scaling to much larger sizes simple.
- Reduces details, which is perfect for what we are doing.

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There is a big difference between working in Photoshop as opposed to Illustrator. Photoshop works with raster images, which essentially means that they are pixel-based. So, they are resolution-dependant. Vector art, on the other hand, are resolution-independent because it is based on mathematical curves, called bazier curves. In other words, it is a mathematical description which allows for more versatility. Vector art, for example, can be scaled infinitely without any loss of sharpness or detail, which is one of the coolest features about it.

Converting a photograph into vector art also reduces the data of the photograph. Essentially it does this by turning the photograph into little blocks of color. Sometimes they are very tiny blocks of color, but that is what allows it to be scalable. You will see that you can get very detailed or very vague, depending on the settings that are used, once your photograph has been converted. This will be demonstrated within this lesson.

Using vector art works very well for the purpose of turning photographs into illustrations because, as you already know, reducing detail is one of the things that we are going for. It also gives us the versatility of working in a variety of programs, since we can begin with low-resolution images and scale them up later on. Particularly, when using the methods that you will be learning here, lower-resolution pictures are better to start off with.

## TRACE OPTIONS:

### Working With Trace:



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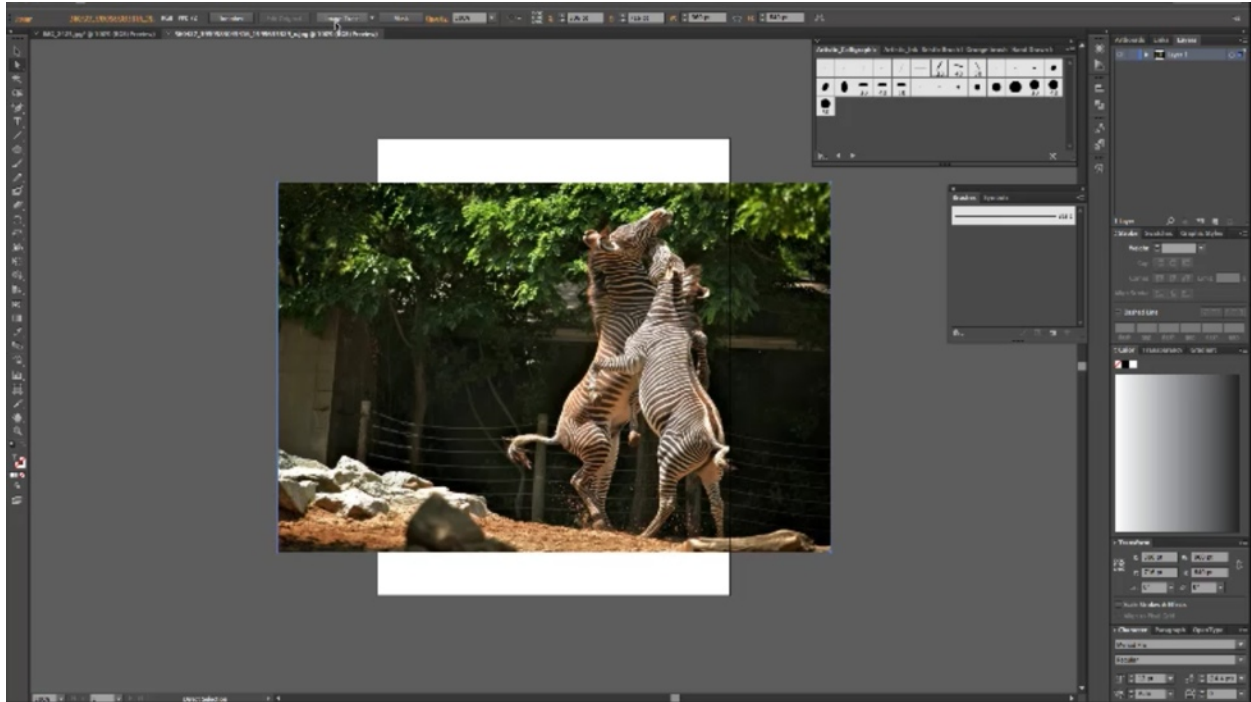


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There are numerous options that we can choose from when working in Illustrator. Your decisions will be based on the level of detail and color preferences that you want. In the photograph of the dog above, you can see how the picture progressed as it was edited. The middle picture was created by using 'Trace' in Illustrator. The detail was greatly reduced when this was done. Next, the 16-color choice was used. The picture on the right is just a black and white that was created after the detail was reduced. It doesn't look like much now, but you could edit it further to bring some of the color back in.

Both of the images on the right have been converted into vector art. So, now you could blow them up to billboard size or down to credit card size and they will still retain the same amount of detail. This can be very useful.





Above is low-resolution of two zebras horsing around. You can see that this doesn't fit properly on the layout area, but that really doesn't matter. The process is straight forward. You open up the photo in Illustrator, which you can do by just clicking on 'File', then 'Open', selecting the photo that you want. When you select your photo, one of the options that you have at the top is 'Image Trace'. This converts the image into a tracing object. Clicking on the 'Image Trace' button will turn it into a black and white image. Depending on the version of Illustrator, this option may be just a little bit different.

After this is done, you will see that the pre-sets at the top of the program have changed. You will see 'Expand', 'Tracing Result', and all of the dimensions that we need. Clicking on 'Tracing Result' will allow you to see the outline of the photo that was created, the source image, or the default trace result. Towards the top left you will also see an option called 'Pre-set Default'. Clicking on this will bring up a drop-down menu which includes the following options:

- High-fidelity Photo
- Low-fidelity Photo
- 3-Color
- 6-Color
- 16-Color
- Shades of Grey

- Black & White Logo
- Sketched Art
- Silhouettes
- Line Art
- Technical Drawing

By default the trace program automatically converts the picture into Sketched Art. You will want to experiment with some of the other options, however. By clicking on 'High-Fidelity Photo' you will see that the end result looks very similar to the original photograph. You don't have quite the detail that you had before, but now it is a fully-scalable vector art object.

Say, for example, that you don't like the results. Try clicking on 'Low-Fidelity Photo' now. This will reduce the detail a little. Now you can see that the colors are still there, but the photo has been simplified. You can keep reducing the detail even further by clicking on '16-Color', '6-Color', and '3-Color'. These options average out the photo and reduce the amount of colors that define the end result. What you will find that some of these options work better with certain photos, so it may take a little trial and error to achieve the results that you want.

What if you liked the zebras but you don't like the background? If you click on 'Expand' (which you can find at the top of the program) the various parts of the picture will become selected. Essentially this separates all of the different elements in the photo. Now the picture is fully editable. For example, this allows you to select each individual part and delete them. Working methodically, you could go on to slowly delete the entire background.

You can also go in and edit the various shapes if you wanted to, which would make the process of fixing the background a lot easier. On the side panel, you have the option to delete the anchor. This will cause points to appear in the area that you selected. Now you can use your mouse to closeout each point. This is one of the greatest things about vector art; you can edit the shape in any way that you wish.

To reiterate, when you click upon 'Expand' different areas of the picture are selected. When you click on the area you would like to delete different anchor points appear. To remove the entire selection you will need to click on them, hit 'Delete', and then click on the edges and then hit 'Delete' again. The reason for this is that there are two different objects here. There is the selection and then a hole where the selection was.

If you want to be a little more detailed in your editing, you have a tool available in your tool pallet for this. You can find it by clicking on the 'Pen' tool first. This brings up a number of choices, one of which is the 'Delete Anchor Point' tool. Once this is selected, all you have to do is left-mouse click on the point you want to remove. Another tool that you have available is the

'Add Anchor Point' tool. You can also choose the 'Direct Selection Tool' to change the shape of the selection.

## Rendering Results with Other Programs

Now, let's start over again to experiment a little more. Reopen the photo, click on 'Tracing Result', and then click on 'Low-Fidelity Photo' to re-render it. One of the great things about working with 'Trace' is that it reduces the detail well. Remember in the past lessons we discovered that you can get a totally different result by beginning with a low-resolution photo. In fact, in most cases your illustrations will come out better when you begin with a reduced data set. So, what you can do is open up an image in Illustrator, use 'Trace' to reduce the data, and then open it up in a program like Akvis Sketch to get the effect that you are going for.

Now that you have reduced the data in the photograph that you would like to use, go ahead and save it. Instead of clicking on 'Save', however, click on 'Export' so that you can save it as a JPEG. Another menu will then pop up which will allow you to choose the resolution that you want. Three hundred pixels per inch is a good setting to choose. Click 'OK' and now you can open it up in Akvis Sketch or any of the other photo-editing programs that you would like to use.



When you open up the picture in Akvis Sketch, switch over to the 'Artistic' style and then choose 'Bright Pencils'. Above you can see the end result of this process. You can probably tell that the program isn't negotiating all the additional detail because we are using a reduced color

set. So, it gives it a much more realistic appearance than it would if someone actually drew it, and yet it is much less detailed than the photograph.



You can use this method in all of the programs that we have covered. For example, look at the pictures above. On the left the color set was reduced using the 'Low-Fidelity Photo' option, like we just did with the photos of the zebras. Then it was rendered again using Snap Art 3's 'Color Pencil'. Again, this gave it a completely different look than if the photograph had been rendered with 'Color Pencil' directly.



Go back to Akvis Sketch and open up the original photograph of the zebras. Try applying the 'Bright Pencils' to this directly. By looking at the pictures above you can see the difference between this and when you reduce the details first by using 'Trace'. The photo in back is the photo that was rendered without reducing the detail first.



As you can see, the coloring comes out differently in each photo. The reason why this is so different is because it was changed into vector art in Illustrator, so the blocks of color were much more solid in this case. However, there is a little more background detail shows through in the latest rendered picture. This is because there were no filters applied to reduce the detail prior to applying the filter to it.

You should take time to experiment with 'Trace'. There are a lot of things that you can do with this effect. As you can see in the pictures above, going about this in different ways is going to bring about different results. Some effects are better than others, depending on the picture that you're using.



Above, you can see how a photo was changed to look more like an illustration by using 'Image Trace' along with 'Low-Fidelity Photo'. The image still looks like the photograph, but with the color reduced. You can use it as a picture for your book directly or you can use this method to reduce the detail before further rendering it. With experience you will find that you will produce the best results when you mix together several different effects.



In the picture above, you can see that the picture was rendered again using 'Image Trace' along with the '6-Color' filter. As you see the image has changed drastically. This filter averaged out the colors and it ended up being colored with variations of grey and green. In this case the picture doesn't look that great, but you can see clearly how the filter works. If you wanted to edit it from here, you could simply click 'Expand' to begin removing the elements that you do not want.

## Tracing Your Photos

### WORKING WITH BRUSHES:

#### Tracing Your Photos:



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Sometimes you will need to actually trace your photos as opposed to simply using the 'Trace' command. Essentially what you will do is take a photo and use it as a guide as you draw. So, you are free-hand drawing, but you have the picture there to know which areas to draw over. The picture of the eagle above was created in this way.

The cool thing about this technique is that the brushstrokes are fully editable. So, it is easier than painting, even painting in Photoshop. You see, in Illustrator you can change the brush stroke, so if you make the line too curved you can edit the curve. Not only that but you can make the line thicker or thinner, you can change the color, you can change the pattern, etc. You can do anything you want to really, because each line is fully editable.

You can use all kinds of different stroke effects on the lines. Again, look at the picture of the eagle above. All of the individual lines that look like feathers began as individual curved lines. By using a special brush stroke, the lines became squigglier. If you look closely you can also see a number of different brush strokes were used to produce the end result. For instance, double strokes were used for the beak and strait strokes were used around the eye.

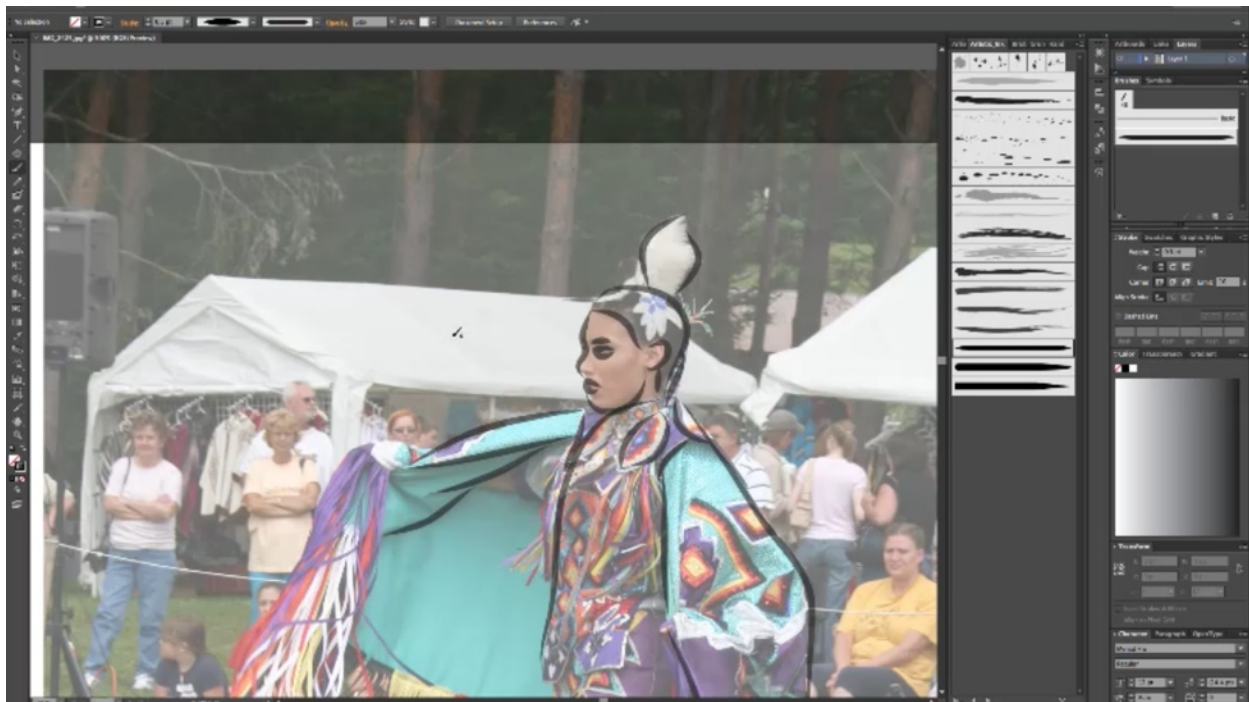
There are a couple of different things that you need to do in preparation for this work. If you are working with a photograph, for example, the lines can be confusing. So, you need to be able to make it more traceable. You can do this by making the photo more transparent. To do this you will have to change the opacity. Your tools for doing this can be found on the right-hand side of the program.



Change the opacity to 60 and you will notice now it is not as bright. After you change the opacity of your picture, you will need to select 'Object', then 'Lock', and then 'Lock Selection'. This will keep you from accidentally moving the picture while you are trying to edit your lines. Now that this is done, zoom into the picture and get ready to start drawing.

Next, you will need to choose a brush to draw your lines with. So, click on the paint brush and then choose between the different brush shapes that you have available. Illustrator comes with a number of choices, but by clicking on the preview menu you will see the option to add even more brushes. In fact, you can open up whole libraries of different brushes. As you do this, you can select a number of brushes and the program will compile them in a separate menu for you. This will make it easier for you to change your selection throughout your work process.

On the top of the screen you have options that will let you change the stroke's weight, width, etc. The first time you make a stroke it may be white or some other color. To change the line to black, select the line, click on the stroke box, and then change the color to black. From now on, every stroke that you make will be black. There are options at the top of the screen which will allow you to change the shape of the strokes as well. So, you can make your stroke pointed or less tapered at the ends, or you can set it to where the line tapers in and out. You can also change the width of each line individually.

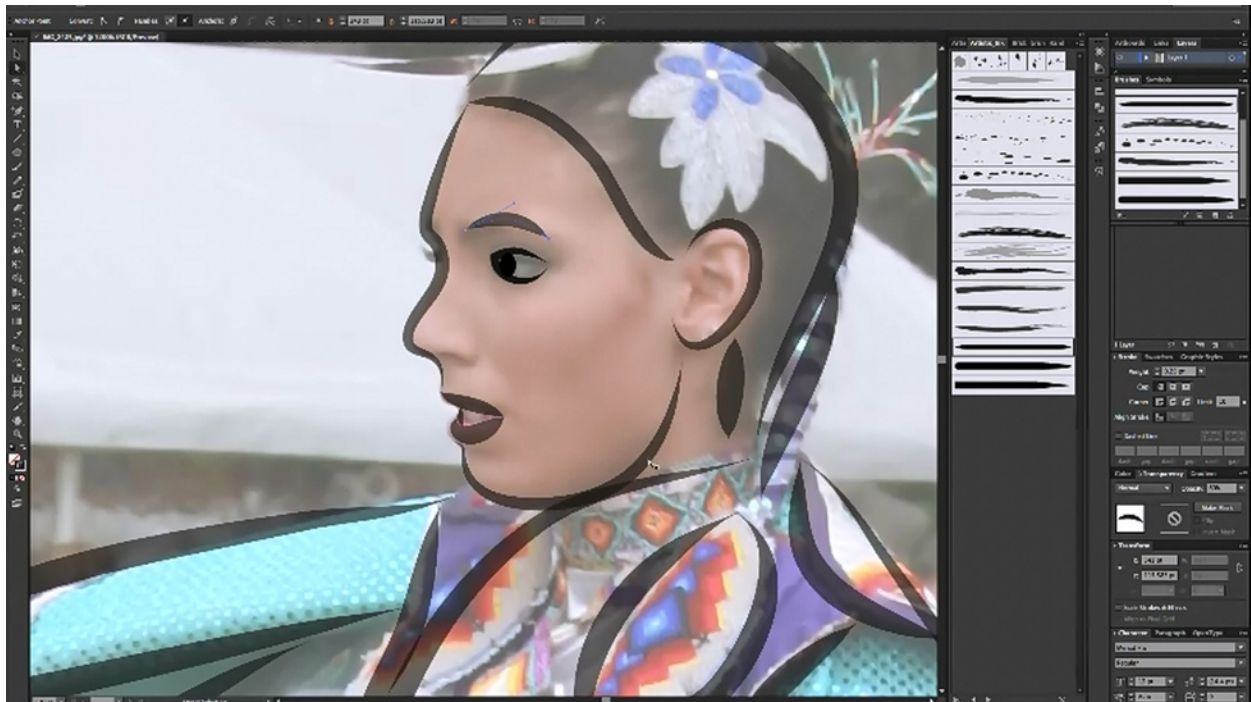


Another thing to keep in mind is that you can do is change the opacity of the line. This makes it easier to edit the shape of the line if you don't get it quite right. Now simply make a basic outline around the objects that you want to define. This was done in the picture above. The lines don't have to be perfect right now; remember you can always go back and edit them later.



Once you have all of your basic strokes put into place, you can zoom in closer to begin editing or fine-tuning them. It is likely that when you zoom in, you will notice the little imperfections in your strokes. For example, in the picture on the left (above) you will see that the stroke does not follow the line around her ear perfectly. When you click on a particular stroke, anchor points will appear and you can move them to define the shape of the stroke better. You can see how the stroke has been adjusted in the picture to the right (above).

By changing the thickness and curve of these lines, you can more closely outline the details of the picture. For the stroke underneath her lip, for example, the illustrator had to add an anchor point in order to curve it the way he wanted it. He also had to redo delete the strokes around the lips in order to make them look better. When you are moving the anchor points, click on the point that you want to move first and then drag it to where you want it to anchor. You can also extend the lines if you need to by clicking on the anchor at the end and dragging it outward.



Lowering the amount of weight to the line will make it thinner. You can see where the artist did this around the eye, along the hair line, and along the eyebrow. You can also change the type of brush that you use throughout this process to create different effects.

In the picture above you may notice that the iris of the girl's eye was defined as well. This was done with the elliptical tool, which can be located in the tools area on the left-hand side of the program. Of course this made a perfect circle which was still empty on the inside. You can fill this area by double-clicking on the stroke area tool on the left hand side. Now you can either leave it to a color or you can turn it off and fill it with black. To do this, select the stroke tool and then click 'none' to turn it off.

When you are happy with the lines that you have drawn, select them by holding the 'Shift' key down as you click on each of the lines. Once this is done, you can change the opacity back to 100. As you can tell, this can be a tedious process, but the end result can be extremely rewarding. In a picture like this, you would probably want most of the detail to be around her face. You wouldn't really have to be that detailed in the rest of the picture. For instance, you obviously wouldn't want to draw out all of her fringe, just choose to illustrate particular points to show that there is fringe there.



Don't forget that you can also use particular brushes to make multiple strokes at once. By copy and pasting these multiple strokes you can add a lot of detail very quickly. In most cases, if you do this, you will have to flip, rotate, and resize the strokes to make them look more natural. It is still much faster than creating each stroke one at a time, however. As you can see in the picture above, three brush strokes were all that were used at first and then simply by changing the brush multiple lines were created.

## Coloring Your Picture

### WORKING WITH BRUSHES:

#### Tracing Your Photos:



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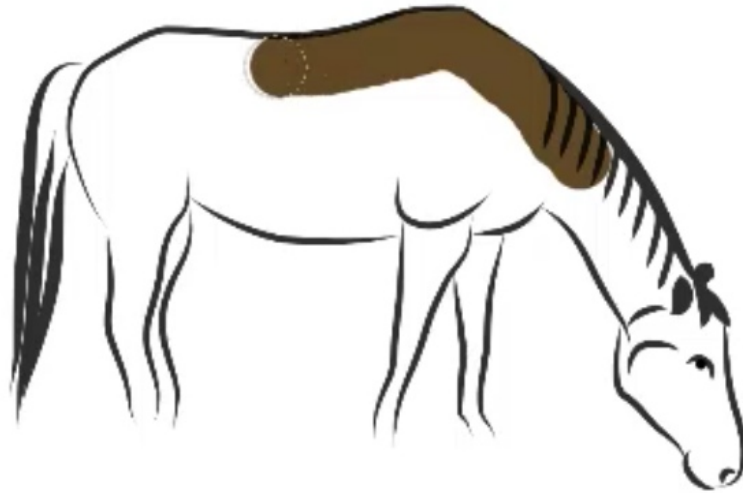


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The pictures above demonstrate how the picture of the horse above was changed into a simple line drawing. Now that you have your line drawing done, you can add color to it. There are a couple of different ways that you can do this. The first is obvious: you can color it by hand.

In order to color this picture, you would begin by opening up the picture of the horse in Photoshop. You can see that this has been done in the picture above. The next thing that you should do is make the background white so that you can use it as a frame of reference. You will want to keep the horse on a separate layer and then create another layer to use as a background. Change this layer to white by clicking on 'Edit' and then 'Fill'. Select white for your foreground color and then hit 'OK'.





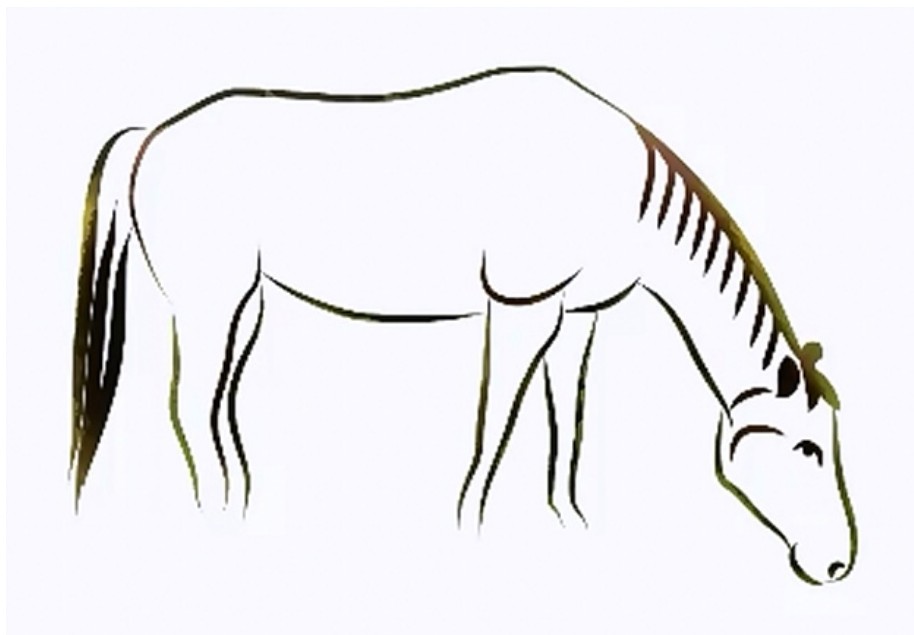
When the horse above was edited, the canvas was expanded to 1000x700 pixels. This gave the artist some extra room to work within. Add one more additional layer before editing and set it to 'Multiply'. Now, you can choose a nice brown to use for the horses and a solid brush to fill the color in with. Begin coloring on the newest layer, following the lines of the horse. You can see an example of how this is done in the picture above.

After you finish filling the horse outline with color, you can use the dodge and burn tools to highlight certain areas. For instance, to make add shading or make the horse look like it's more muscular. You may need to experiment a little to get everything to look the way you want it to.



Another way that you can fill the horse with color is to use the color from the original photo. To do this, open the original photo up in Photoshop. Do this by placing the horse picture in another layer underneath the line drawing. You may have to resize the picture so that the horse fits perfectly within the outline. Once you have achieved this, you can use 'Gaussian Blur' to make the picture look more out of focus. You can also use some of the filters to make the horse in the picture look more illustrated. 'Pallet Knife' is a good filter to use for this.

Click the layer with the line drawing, and then set the layer from normal to multiply. When you do this your lines may become more defined. In some cases you may want your lines less defined, however. To make them less defined, begin by making another copy of your background image and putting this layer above the layer with the outline. Now, change the layer-interaction from 'Normal' to 'Screen'. After you do this, click the layer with the outline in it and you will see that the lines are no longer black. The colors from the photograph have been incorporated into them. This is because of the new layer interaction you've just set. The layer is affecting everything underneath it.



Now that the lines aren't so dark, you can make a second copy of the layers. Then, hold the CTRL or CMD key down and click on the layer with the outline. This will select the lines only. After that if you will click CTRL+Shift+I (CMD-Shift-I) the selection will be inverted. Next, delete everything except for the lines themselves and set this layer to multiply. You will see that the lines are not as pronounced because they are using the colors from the original photograph. Now the illustration of the horse looks better because the lines around it are not as pronounced.



## Using Patent Drawings



You may remember editing the patent drawings in the beginning of this course. You should know that in Illustrator you can do more with these drawings than you can with any other program. Open up a patent drawing in Illustrator and then click on 'Image Trace' and then choose 'Line Art'.





Now the picture has been converted to vector art and the lines are now individual lines, they are all individually editable. So, you can essentially do anything you want with them. For example, in the picture above you can see how the artist began using the squiggly lines to add detail and make the picture his own. You can do a variety of different things to this picture now, like make the lines thicker, multiply the lines, or even color the lines. Obviously, this could be very helpful when you are illustrating books.

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As you know, this is the last lesson in the *Easy Book Illustration* course. A lot of ground has been covered throughout the course. So, remember that video replays are available in the member's area if you need a recap of anything that has been covered.

There have been a number of students who have expressed interest in learning more. Because of this, another course is being offered. It is going to be called *Easy Book Illustration Advanced*. This course will dig deeper into the methods that you have been shown. So, the techniques in this new course will be more complex. So of the things it will cover are more compositing techniques, stacking and mixing illustration methods, and comic book techniques.

Those who were students of *Easy Book Illustration* will get a discount when purchasing this new course. The regular price will be the same as the original price, which was \$97. For EBI members it will only be \$67 if you sign up before the class begins. After the first class has begun, it will be \$97 for everyone. The class will begin on February 21, 2013.

This new course will also include another 6 weeks of live training. You should understand that this will be a bit more advanced, but it will also be more in-depth. So, if you would like to join us, this course would be a great opportunity for those who want to build on what they have learned in *Easy Book Illustration*.

One of the most interesting things about this course is that Tony is going to try to reverse-engineer some of the many popular children's book illustrations of the past. He is also going to

cover more techniques on exaggerating features and making characters look more animated. Finally, you'll learn more illustration methods such as using isolation strategies, working with backgrounds, and of course much more. You can sign up for this course and read more about the course by visiting <http://easybookillustrations.com/advanced/>.

## FAQ

**So, you can use this process to turn pixel-based graphics and images into vector-based and use them in Sparkle Video Scribe?**

Yes, you should be able to do that perfectly.

**If I make photos for Kindle, is it better to change them all to vector art?**

No, not necessarily. It really depends on the effect that you're going for. One of the great things about Kindle is that you don't really need a lot of resolution. If you are putting a horizontal picture on your page, it really doesn't need to be more than 800 pixels wide, which is pretty small.

**Is InDesign the same as Illustrator?**

No. InDesign is Adobe's page-layout program.

**Is there a quicker way to do all of that deleting?**

Not always. It can be a tedious process, depending on the level of detail, which is all the more reason to eliminate detail where you can beforehand.

**Would it be better to erase parts of the JPEG before doing the trace than to delete so many points?**

Yes, in some cases you can prep your images by removing some of the finer details in Photoshop. It would be a lot faster, quite honestly, to do it that way than to delete all of the little sections after the fact.

**If I am resizing a photo for Kindle, does it matter if I resize and resize again, or should I just go back to the original?**

You should try your best to get it right the first time, so you may want to go back to the original.

**Are these the same brushes that we use in Photoshop?**

Actually, they work a little bit differently than the ones in Photoshop.

**So, with this tracing process, can we do this same thing with pictures even though we have not taken them ourselves?**

You can edit any photo and create a derivative work out of it, but you cannot take someone else's copyrighted photo, change it up in these programs, and then call it yours. This is still a

copyright violation. You can use royalty-free stock photos or public domain photos and create illustrations to your heart's content, however.

**Could you tell us your source for the extra brushes?**

All of the brushes that have been demonstrated came with Illustrator. To find more brushes, go to the brushes pallet and click on the drop down, you can choose 'Open Brush Library'. You will see that the program provides you with a lot of different brush options. You can also go online and search for more Adobe brushes. There is an abundance of different ones available, both for free and for purchase.

**Is there still a USB pen available to use for adding detail like this, like there was years ago?**

Yes. The easiest ones to find and use are the bamboo tablets from Wacom.

**How do you save the trace layer of the picture of the dancing girl without saving the photograph underneath?**

It does it by default. Now, if you remember, the photo was locked so that it couldn't be accidentally selected. So, what you would have to do is unlock the photo first by clicking on 'Object' and then choose 'Unlock All'. Now just select the photo from behind and delete it; then, you can save the lines choosing 'Save' or 'Save As'. If you wanted to save it as a JPG file (which would convert it from a vector image back to a raster image) you would want to choose 'Export' instead.

**For the picture of the dancing girl, what program would you use to remove the people in the background?**

It is probably best to paint them out in Photoshop or use the same program to silhouette her image out.

**With the eagle, did you make create individual zigzag feathers, cut and paste, and then tweak them to create that effect?**

No, I used a brush. I just drew a bunch of curved lines, selected them, and then applied a brush that would make them more pointed. It took no more than five minutes to do.

**Can I ask a general question about Photoshop in the Facebook group, even if it doesn't have to do with illustrations?**

Yes, of course. If you have any question about Photoshop, go ahead and ask. Someone will have an answer for you.

**What does 'Multilpy' do?**

'Multiply' takes whatever is in your chosen layer and applies it to the layers beneath. So, if you have the color blue on a layer, 'Multiply' will add that color to everything underneath. On the other hand, if you have it set to 'Normal' the blue will only sit on top of the rest.

**Did you draw the horse outline in Photoshop or in Illustrator? If you created it in Illustrator, why didn't it come in as a smart object?**

That is a good question. The reason is because the file was opened up in Photoshop. Smart objects come in normally when you copy and paste. Say, for example, that you select an image in Illustrator and copy it, but then you paste it into Photoshop. You have the option to paste it as a smart object. That means that it is still a vector image. So, you can still scale it as a vector object and it will not lose any of its sharpness. However, if you want to edit it again, Illustrator will open back up. Then when you are making the changes in Illustrator, they will automatically update in Photoshop, since the programs are interconnected to a certain degree.

**So, modifying the line art with different brushes might be something that we can do for cartoons?**

Exactly.

**Once you take a public domain image and change it, can you claim copyright?**

Yes, your derivative work is copyrightable.

**Other than membership, is there a reasonably priced version of Illustrator available?**

They were giving access to CS2 for free. It is unsure whether or not it is still available, but there is a link to this offer in the Facebook group's page.

**Can you use an isolated frame from a YouTube video and edit them in this way?**

You could, of course, edit them but you wouldn't be able to use them for your illustrations. Technically, the single frame is still copyrighted just like the rest of the video. Therefore, you are encouraged not to do it. Many people would be more than willing to let you use a frame from their video if you were to ask permission though. If you do this, you should get their permission in writing, however.

**Could you do this with a picture from National Geographic?**

The only National Geographic magazines made before the year 1923 would be useable. This is because National Geographic was very diligent about renewing their copyrights unlike some other magazines.

**What is the difference between saving your file as an EPS file and saving it as an Illustrator file?**

EPS stands for encapsulated post-script. This has to do with how it works with regard to printers and image-setters. Ultimately, if you reopened an EPS file and an Illustrator file, they would function in the exact same way in Illustrator or in Photoshop. However, there are some design programs in which you can place an EPS image but not an Illustrator file. This is changing rapidly though. Files can be used interchangeably more and more.

**Can you 'Trace' in Gimp?**

No, Gimp does not have the 'Trace' functionality that Illustrator has.

**Can you use an image that you've paid for in this way?**

Yes, if it allows for commercial use.

**Tony, in regards to claiming derivative work, can you still do this if the original artist is still alive and working?**

If there work has fallen into the public domain, you can use it and claim copyright to the derivative work. It doesn't matter if they are alive or not.