

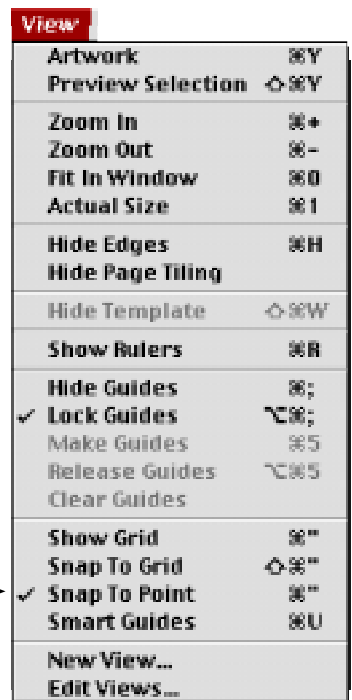
How to...

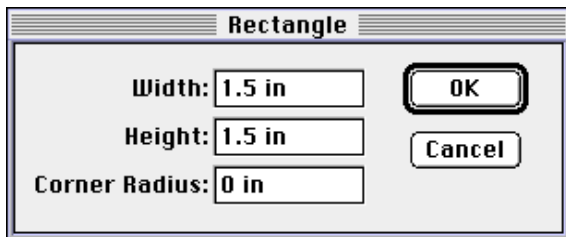
## CREATE A "SEAMLESS" PATTERN IN ILLUSTRATOR FOR USE IN PHOTOSHOP

After using the Define Pattern command in Photoshop, you can then fill a selected area with that pattern. However, if the area to be filled is larger than the pattern itself, Photoshop "tiles" that area with repeated copies of the pattern. If the pattern doesn't match up perfectly, the resulting seams between the tiles are clearly visible. In order to avoid the seams—to create a seamless fill—you can create a seamless pattern in Illustrator by following the directions below.

### STEP 1: Preliminaries

A: In Illustrator, pull down the View menu. If there is already a checkmark in front of Snap to Point, do nothing. If not, move your cursor over Snap to Point and release. This should put the checkmark there.

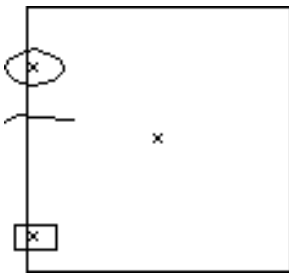




### Step 1C

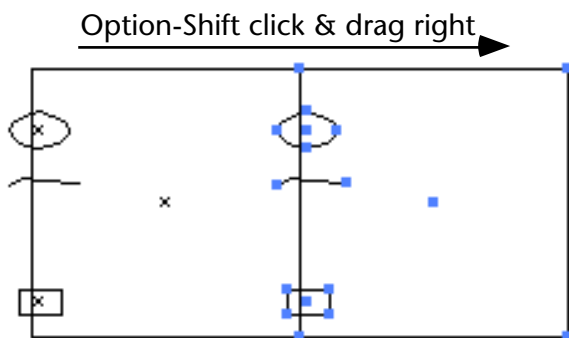
- B: If you do not already have a new, blank document, pull down the File menu to New to create one (Command-N).
- C: Select the Rectangle tool in the Toolbox, move the cursor into the drawing area, and click once. In the dialog box that follows, enter 1.5 inches (108 points) for both the Width and the Height and 0 inches (0 points) for the Corner radius. Click OK. The resulting square will be the “bounding square” for your pattern
- *NOTE: Although we used a 1.5 inch square, you can use any size rectangle for the bounding rectangle.*
- D: Using the Paint Style Window, make certain that both the Fill and the Stroke of this bounding square are set to None.

## STEP 2: Creating the Sides of the Pattern



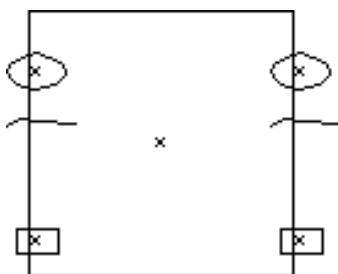
### Step 2A

- A: Using the drawing tools, start drawing your pattern with only the objects and/or lines that intersect the left edge of the bounding square. Set the fill and stroke of each object and line as you go along. You may have to alternate between the Preview and Artwork views to see the results of your efforts.
- *NOTE: If you intend to uniformly re-color the pattern in Photoshop, you can simply use black for all your fills and strokes.*



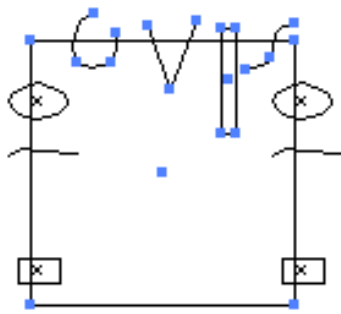
### Step 2C

- B: When you are finished drawing the objects on the left side, use the Selection tool to select both the bounding square and all of the objects you just drew (Command-A works fine at this point).
- C: In the Artwork view (Command-Y), place the tip of the Selection pointer on the upper left corner of the bounding square and click and drag the selection to the right, while holding down the Option and Shift keys on the keyboard (Option makes a copy and Shift constrains your dragging to the horizontal). When the upper left corner point of the copy of the bounding square “snaps” to the upper right corner of the original bounding square, release the mouse button and then the keys on the keyboard.

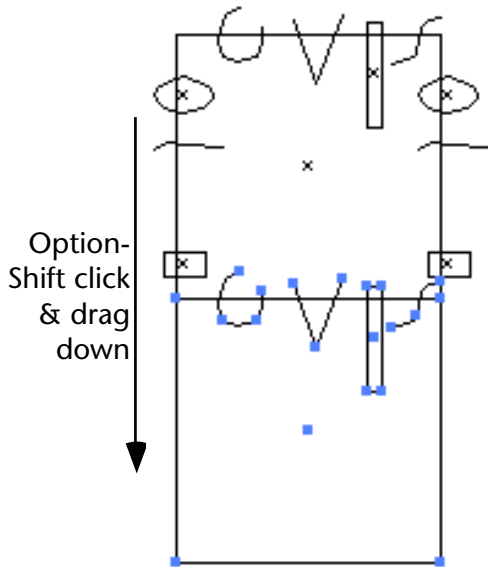


### Step 2E

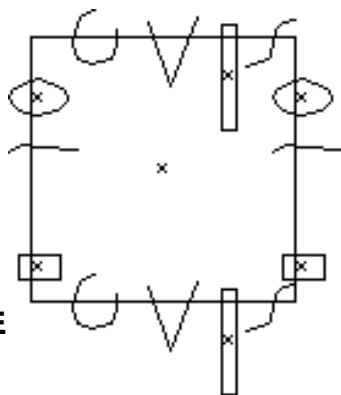
- D: Click in the background to deselect everything.
- E: Delete the bounding square on the right—just the bounding square, not the duplicated objects—by clicking on it and then pressing the Delete key on the keyboard.



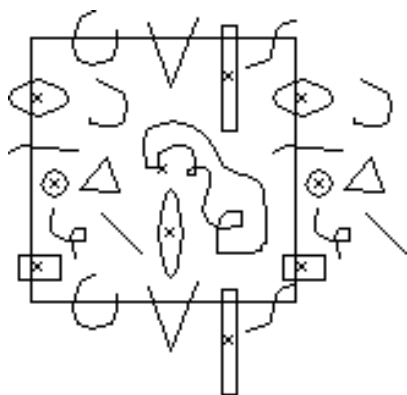
**Step 3B**



**Step 3C**



**Step 3E**



**Step 4**

### STEP 3: Creating the Top & Bottom of the Pattern

- A: Continue using the drawing tools to draw only the parts of the pattern that intersect the top edge of the bounding square. Again, set the Fill and Stroke of each object as you go.
- B: When you are finished drawing the top objects, select the bounding square and only those objects that intersect the top edge (you can't do a Select All for this).
- C: Place the tip of the Selection pointer on the upper left corner of the bounding square and start dragging the selection downward, holding down the Option and Shift keys on the keyboard. When the upper left corner point of the copy of the bounding square "snaps" to the lower left corner of the original bounding square, release the mouse button and then the keys.
- D: Click in the background to deselect everything.
- E: Delete the bounding square at the bottom—just the bounding square, not the duplicated objects—by clicking on it and then pressing the Delete key.

### STEP 4: Creating the Rest of the Pattern

Use the drawing tools to create the objects in the middle of the pattern. Make certain that none of these objects intersect the edges of the bounding square.

### STEP 5: Masking the Parts Outside the Square

- A: Using the Selection pointer, select the bounding square only.
- B: Pull down the Object menu to Arrange and select Bring To Front from the submenu.
- C: Select all the objects and the bounding square (Command-A).
- D: Pull down the Object menu to Masks and select Make on the Masks submenu.

## STEP 5: Masking... (continued)

- E: If you are not already in Preview view, pull down the View menu to Preview. The final result should look something like that below. The bounding square is invisible and the objects are cut off outside this invisible square. Notice that the missing parts of the objects along the left edge appear inside the right edge, and similarly for those objects along the top and bottom edges.



## Step 6: Saving the Pattern

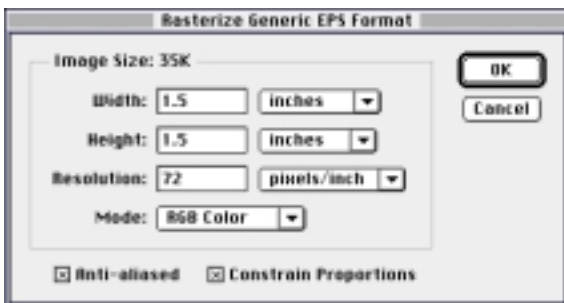
- A: Save the document in the usual way: pull down the File menu to Save, enter a name such as “My Pattern,” and save using the Illustrator 8 format.
- B: Quit Illustrator.

## STEP 7: Defining the Pattern in Photoshop

- A: In Photoshop, open the document you created in Illustrator (pull down the File menu to Open and select your Illustrator pattern document in the dialog box). In the Rasterize Adobe Illustrator Format window, accept the default settings (72 pixels/inch Resolution, RGB Color Mode, and Anti-aliased and Constrain Proportions checked). The Width and Height should each be 1.5 inches for the size of the original bounding square.

*If you get a dialog box telling you that “This file contains an unknown PostScript operator...,” click on Continue anyway.*

- B: After the image has been rasterized, it will open in a new window. Pull down the Select menu to All (Command-A).
- C: Pull down the Edit menu to Define Pattern. This places a copy of your pattern into memory.
- D: You can now close the document “My Pattern” without saving.



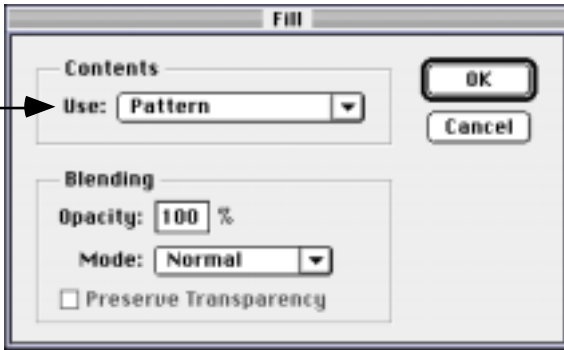
Step 7A



Step 7B

## STEP 8: Using the Pattern as a Fill

- A: Create (or open) the document in Photoshop in which you want to use the pattern as a fill.
- B: Using the selection tools, select the area that you want to fill with the pattern.
- C: Pull down the Edit menu to Fill. In the dialog box that follows, be certain to use Pattern for the Contents. Accept the default settings for Opacity (100%) and Mode (Normal), or change them if so desired. Click OK.
- D: Your selection should now be filled with the pattern—seamlessly (below)!
- E: If you used only black objects in your Illustrator document and you now want to uniformly color the objects in the pattern, select a foreground color in the usual manner. Use the Fill command again, but this time select Foreground to use for the Contents and Lighten for the Mode. Click OK. All the black objects from the pattern should take on the selected foreground color.



Step 8C

