



Resizing Tips for Illustrator 9 and 10

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Resizing Tips for Illustrator

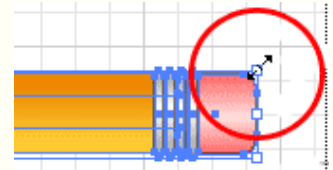
Simple Resizing



This is the pencil from the [Pencil Tutorial](#). When the pencil was completed it was pretty big for a web page so it needed to be resized. There are several ways to accomplish this.

The method used most often...

Since Illustrator is a vector program, resizing is as simple as selecting it with the selection arrow tool (the black one) and grabbing one of the corner handles on the bounding box.



Hold down the shift key to constrain the proportions and drag inward to the size you wish.



Scale it!



The **scale tool** in the tool bar gives a lot of control for resizing. The same options may be reached from the menu: **Object > Transform > Scale**.

Double click on the scale tool icon in the toolbar to open its options.

Check **Uniform** if you want the object to keep its proportions when it's scaled.

Check **Non-Uniform** if you want to scale differently horizontally and vertically. For instance, scaling a perfect circle 50% horizontal and 200% vertically will result in a tall skinny oval.

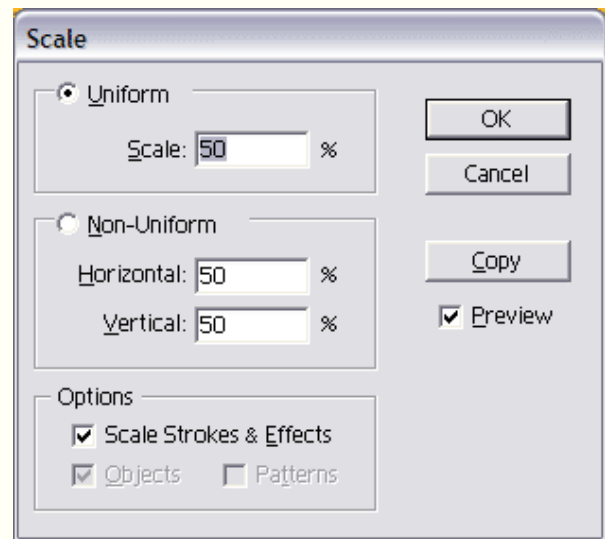
Click **OK** to commit the scale.

Click **Cancel** to cancel the scale and return to your document.

Click **Copy** if you want to keep the original and also have a new object at the new size. That will apply the scale and close the dialog box.

Tick the Preview box if you want to view the effect of the scale before committing it.

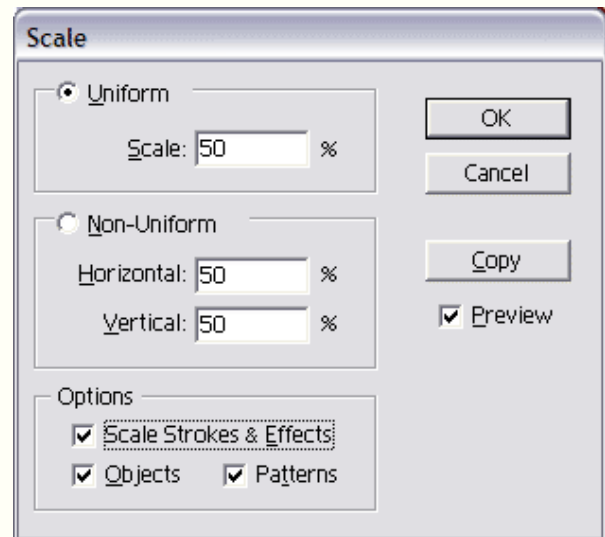
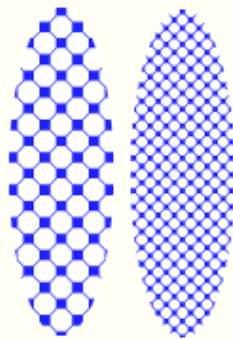
Scale Strokes and Effects checked will scale the entire object.



Scale Strokes and Effects scales the strokes, fills and effects (like shadows).

Objects scales the whole object.

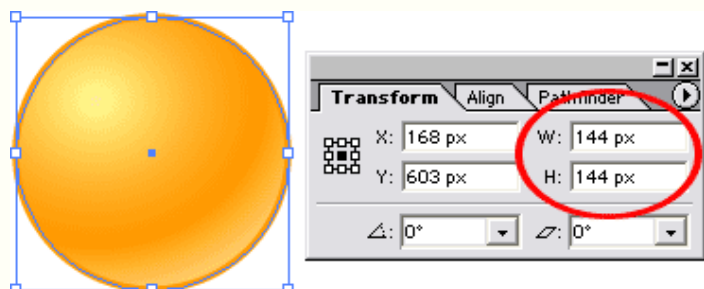
Patterns scales just the pattern fill of the object. For instance, the pattern fill below was scaled 50% and objects was left unchecked so the size of the object stayed the same, and only the fill was resized by 50%.



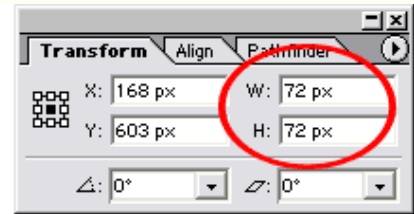
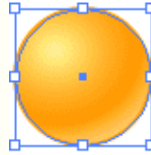
Transform Palette

Draw a circle. Give it the fill and stroke of your choice and open the transform panel.

Type 144 in the Width box and 144 in the Height box.



I want to resize this by 50%. Half of 144 is 72 so I can type 72 in the Width and Height boxes then hit the enter key to set the transform.



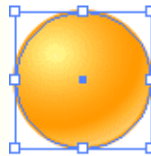
Don't do the Math!

Dividing a number like 144 in your head is easy enough, but sometimes you have very odd sizes, especially when working in inches. And maybe you don't want to resize by an easy amount like 50% or 200% where you can easily divide or multiply by 2. Let Illustrator do the math for you.

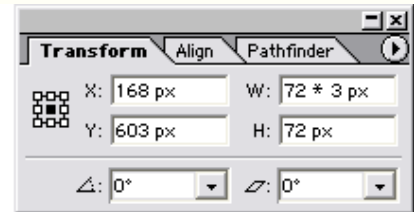
Using the transform palette you can resize objects using simple mathematical formulas.

Note: Although we are talking about resizing in this tutorial, the math methods also work for other transformation operations, like Move.

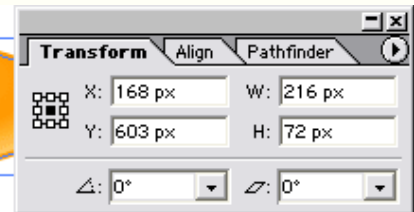
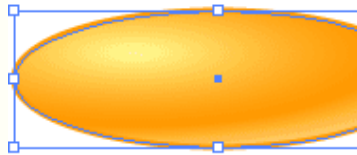
I want the sphere to be 3 times wider than it is, but the height to stay the same.



So you can type * (asterisk, above the 8 on your keyboard) and 3 after the 72 in the Width box to signify **72 X 3**.

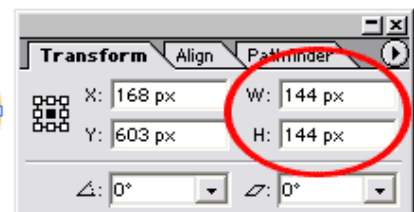
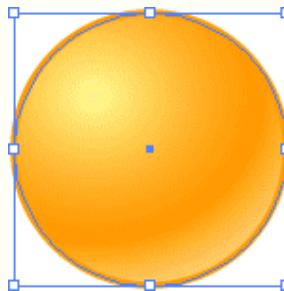


Illustrator does the math and the new sphere is 216 pixels wide by 72 high.



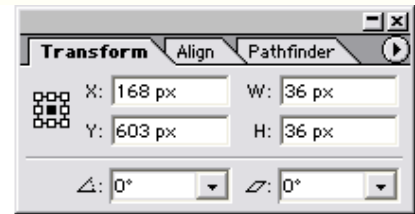
This trick also works for dividing. Just type a / and the number you want to divide by after the number in the Width and/or Height box.

I want to make this sphere 1/4 its size, I can type /4 in the box.



Illustrator divides by 4 and the resulting sphere is 36 X 36.

This also works with decimals. If I start with a sphere 144 X 144 and I type /2.4 in both boxes, I get a sphere that is 60 X 60.

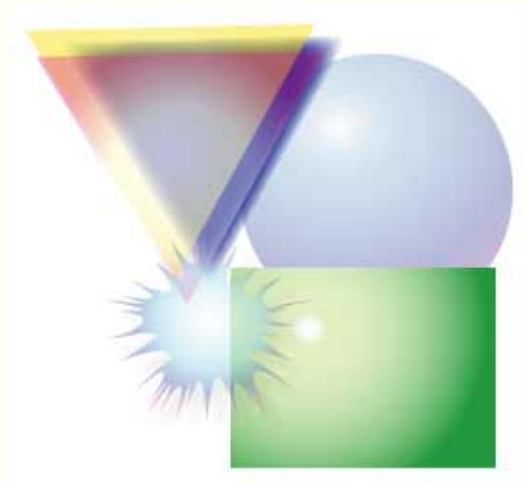


If you want to **add** pixels, (or inches, or points, or whatever your unit of measurement is) then type + **and the number of pixels to add**.

To **subtract**, type - **and the number of pixels to subtract**. You can also type different formulas into each box.

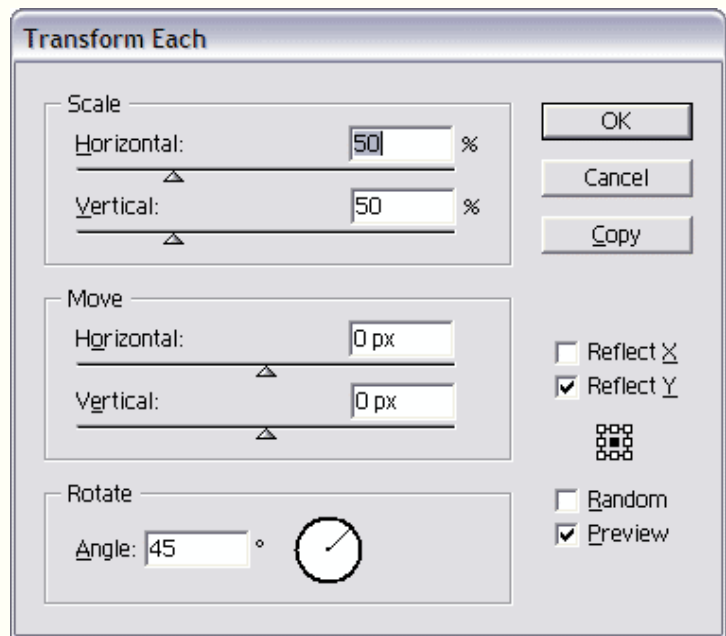
Transforming Several Objects at Once

To resize a group of objects at the same time, go to **Object > Transform > Transform Each** or type **Control+Shift+Alt+D** in Windows or **Command+Shift+Option+D** in Mac.

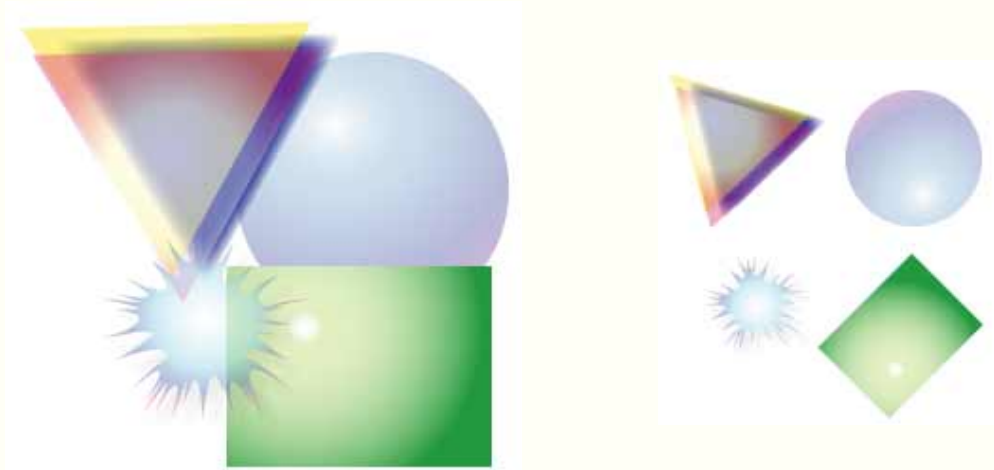


Set the options you want in the dialog box and click OK or copy if you want a copy transformed and to keep the original.

This is a very powerful feature: besides using it to scale a group of objects, you can also use it to reflect, rotate, or move or a combination of all of them at the same time!



In the example below the one on the right was **scaled by 50%**, **rotated 45°** and **reflected along the Y axis** with one mouse click.



I hope this has opened a few Illustrator doors for you you didn't know were there!

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