CREATIVE WORKSHOP

Supercharge Vector Illustrations

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Firefly + Creative Cloud Pro Apps
Adobe

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Adobe Creative Cloud

Adobe

Introduction

Creative Workshops are a chance to gain hands-on experience using Adobe Firefly with real-time guidance from an experienced creator. Each event features different use cases and provides a demo with step-by-step instructions.

What is Adobe Firefly?

A natural extension of the technology Adobe has produced over the past 40 years, Firefly is the new family of creative generative AI models surfacing in Adobe products. These models offer new ways to ideate, create, and communicate while significantly optimizing creative workflows.

How is Adobe Firefy different?

Designed to be safe for business

Trained on Adobe Stock's 300 million+ high-res, high-value assets, as well as openly licensed and public domain content.

Creator and artist friendly

Firefly will not allow the generation of images in another artist's style, as other platforms do.

Integrated workflows

Generative AI capabilities will eventually be embedded into all Adobe tools.

Content Authenticity Initiative

Secure end-to-end system for digital content provenance through open-source development, cross-industry collaboration, and interoperability of tools.
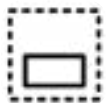
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What can I do with Adobe Firefly?

Included in Creative Cloud for enterprise Edition 4

Text to Image

Generate images from a detailed description.

Generative Fill and Generative Expand

Remove objects, paint in new ones, or complete a scene.

Style and Structure Reference

Generate content that matches the reference image.

Style Kits

Generate consistent output with shared templates of references, effects, prompts, objects, and custom models.

Object Composites

Blend product shots and objects into generated scenes.

How can I access Adobe Firefly?

Surfaces and apps with features and functionality powered by Firefly include:

- Firefly web app

- Creative Cloud apps including Photoshop and Illustrator

- Adobe Express

- Adobe Stock

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Exercises

- **Exercise 1:** Deep dive into the newest Text to Vector capabilities

- **Exercise 2:** Fast-track your vector ideation process using Generative Shape Fill

- **Exercise 3:** Explore and create new color groups within your illustrations using Generative Recolor

- **Bonus Exercise:** Add visual flare to your illustrations with pattern and texture by leveraging Text to Pattern
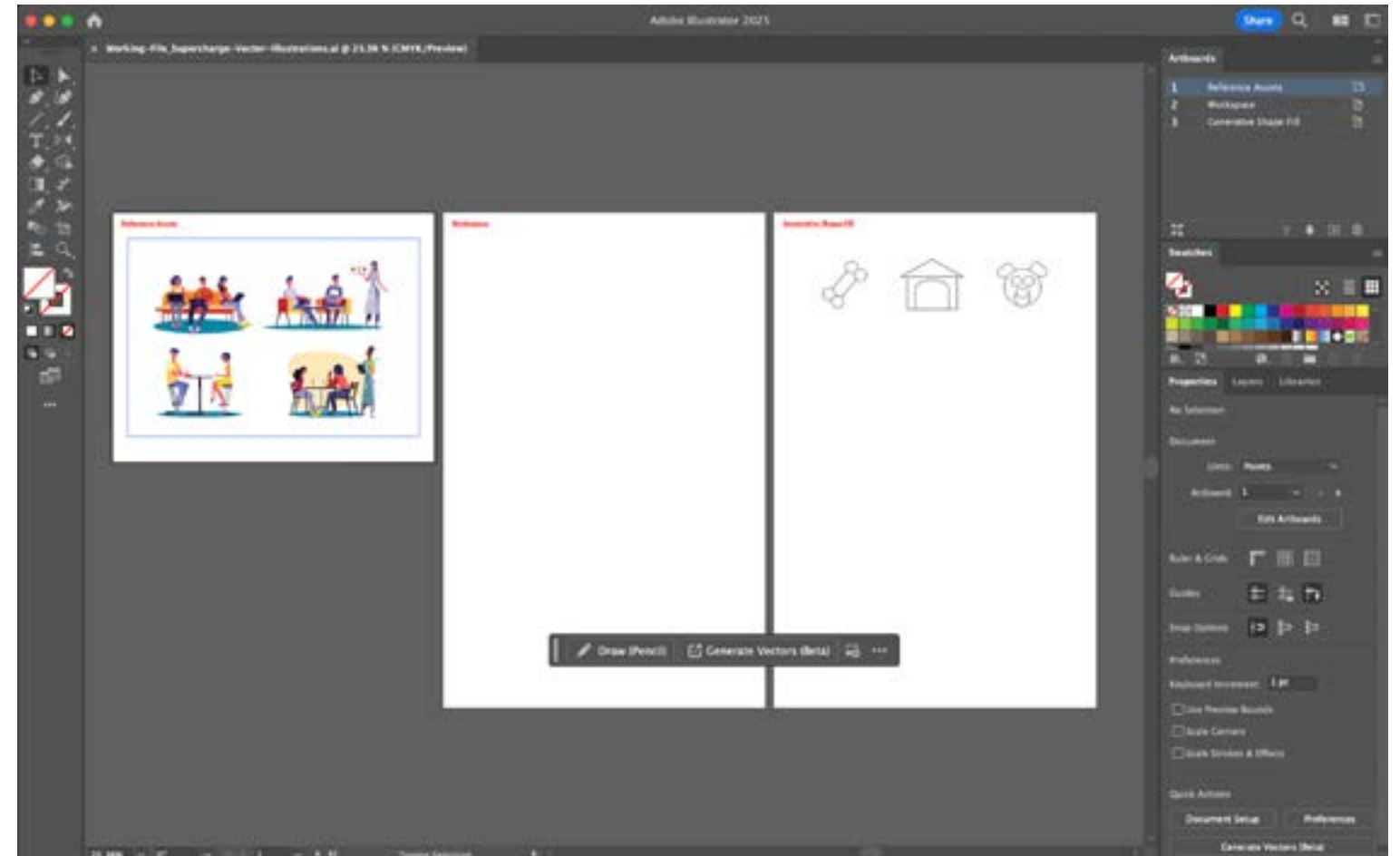
Assets required for the exercises:

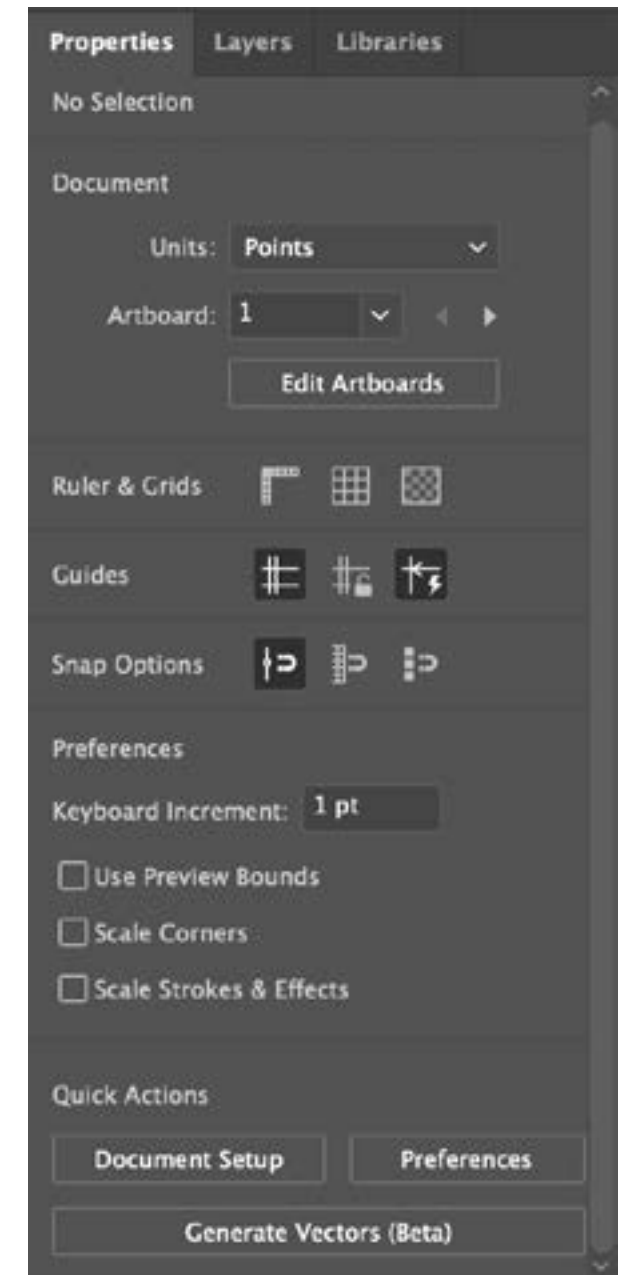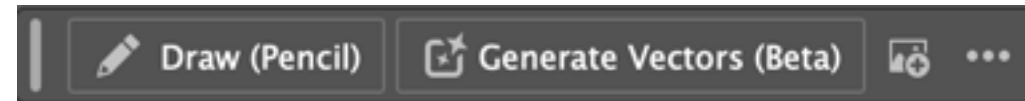- Working-File_Supercharge-Vector-Illustrations.ai

Exercise 1

Deep dive into the newest Text to Vector capabilities.

Creating a new vector asset (subject)

1. Open the Illustrator file, 'Working-File_Supercharge-Vector-Illustrations.ai'

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2. Once the file is open, you can find the 'Generate Vector' feature within the Contextual Bar (Window/Contextual Task Bar) and the Properties panel (Window/ Properties).

Draw (Pencil)   Generate Vectors (Beta)   •••

Properties   Layers   Libraries

No Selection

Document

Units: Points

Artboard: 1

Edit Artboards

Ruler & Grids

Guides

Snap Options

Preferences

Keyboard Increment: 1 pt

☐ Use Preview Bounds
☐ Scale Corners
☐ Scale Strokes & Effects

Quick Actions

Document Setup   Preferences

Generate Vectors (Beta)

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3. With the 'Generate Vectors' modal window open, lets explore the various options for the vector asset creation.

Adobe
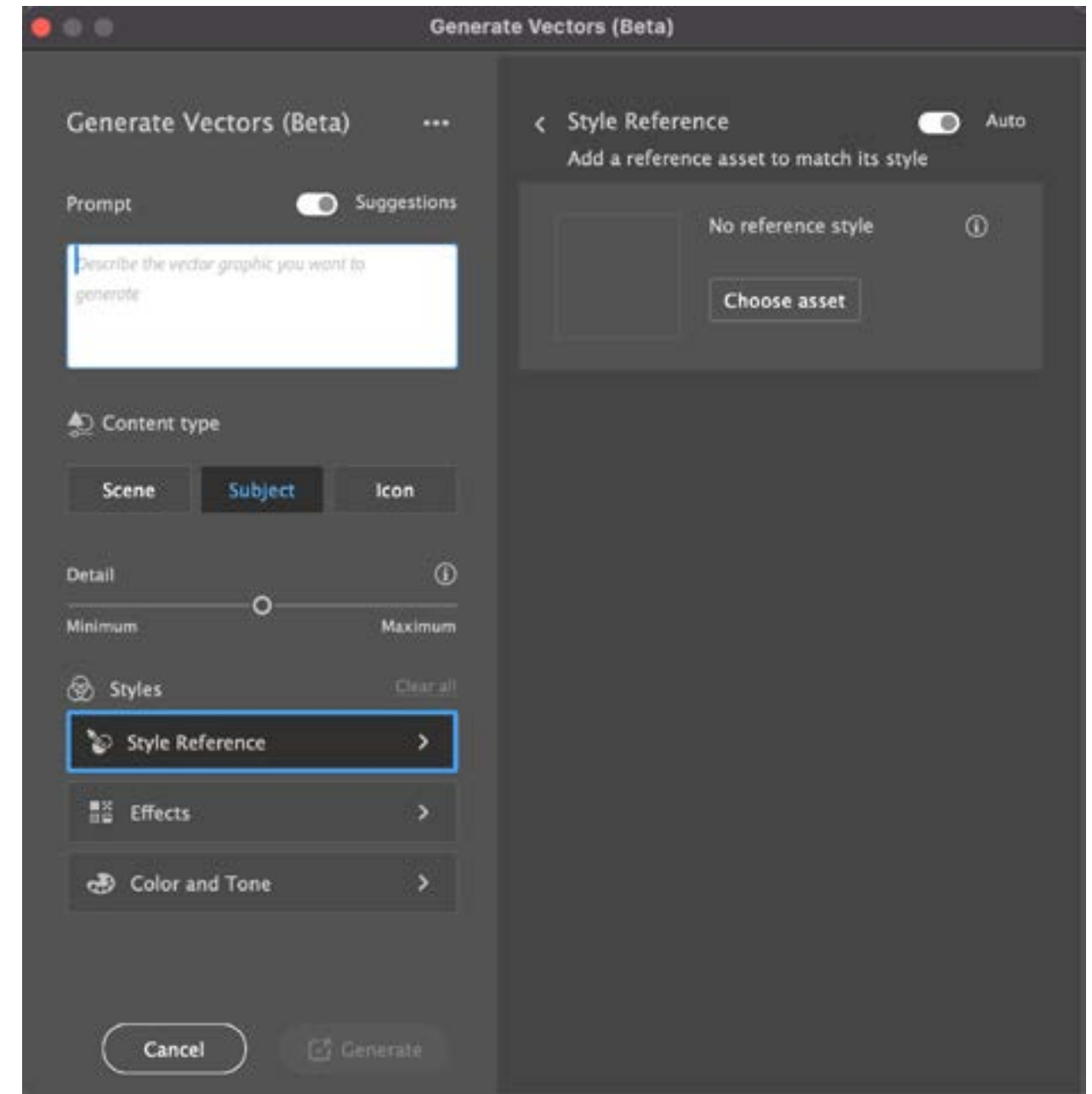
4. Lets begin by adding a prompt:
   A person walking a dog

5. Select the Content Type, 'Subject'.
   We'll be coming back to explore the
   additional content types in future steps.

   Scene: Generates an entire vector scene

   Subject: Generates a vector element
   that is high in detail without a
   background

   Icon: Generates a vector element that is
   low in detail without a background for
   icon sets and logos

6. Set the level of 'Detail' to 'Minimal'. This
   slider controls the level of detail in the
   output.

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Adobe
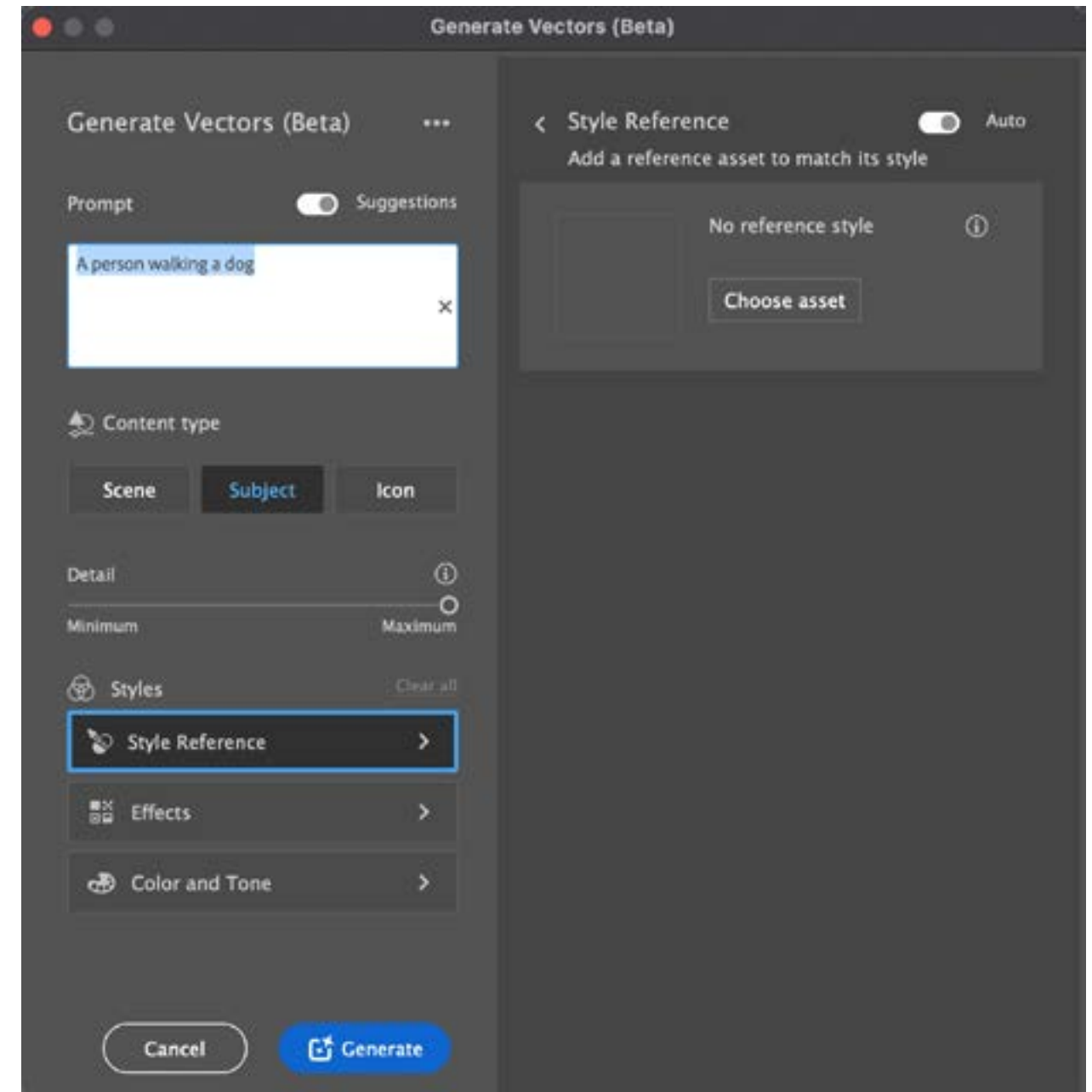
7. Lets review the 'Style Reference' options.

   a. Leave Auto enabled if you want the output style to match the style of the surrounding objects (vector or image).

   b. To pick a style from a specific object in your artwork, select Choose asset, and then select the object.

Adobe
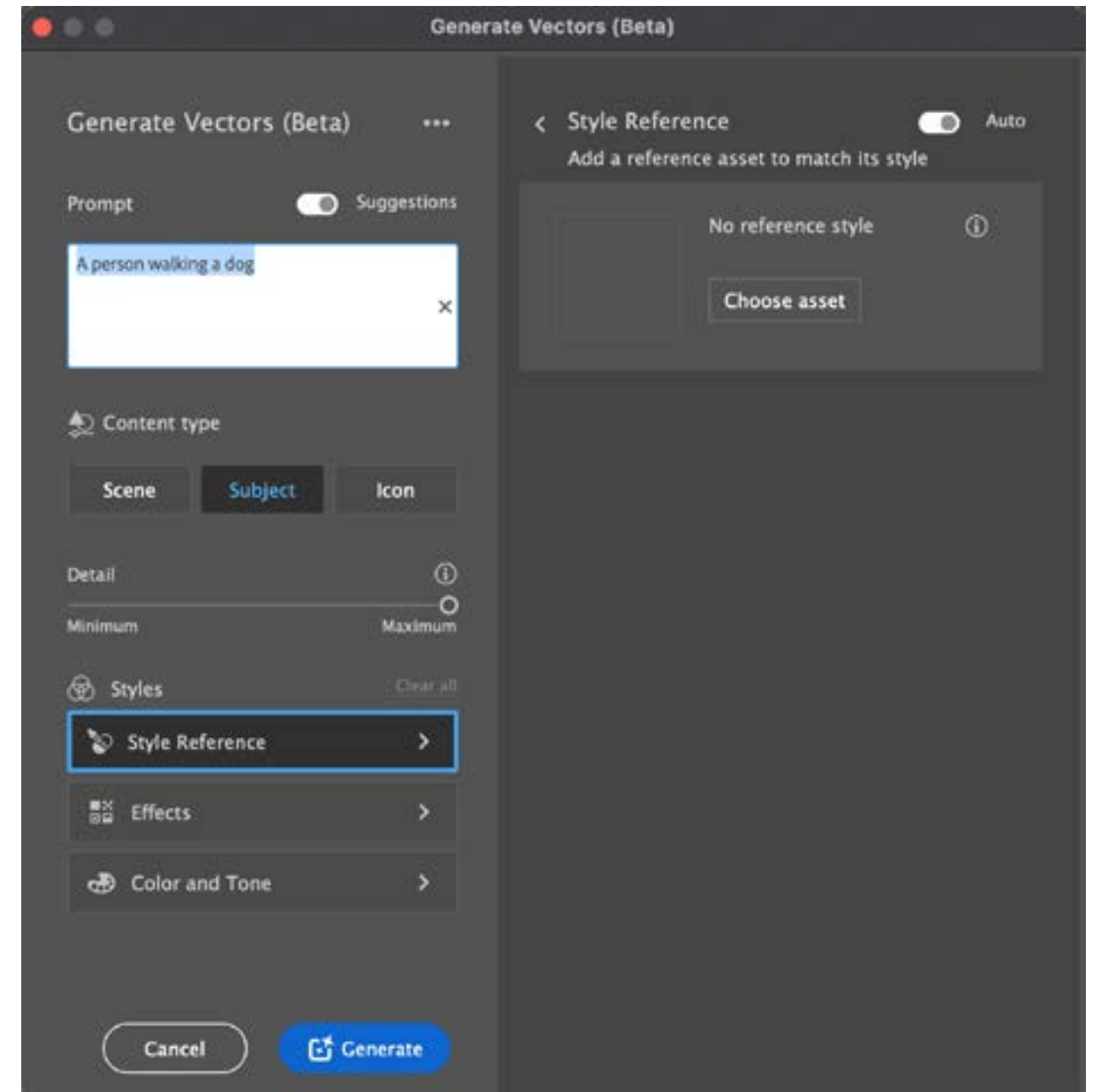
8. Lots of different 'Effects' that you can easily apply to any of your generative vector outputs, we won't be exploring these in this workshop.

   When using Effects, you can, select one or more preset effects, and select Clear all to remove the effects.

Adobe
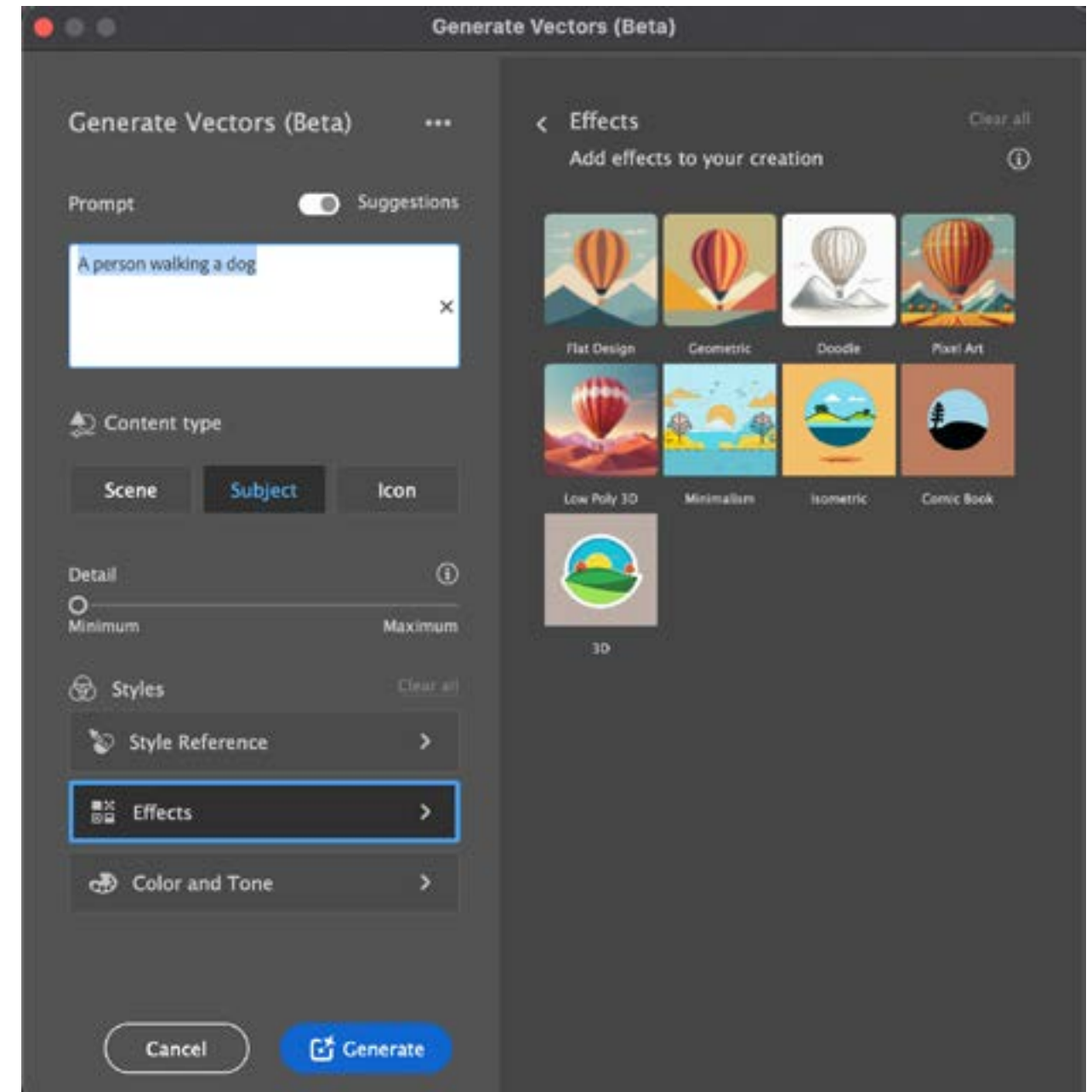
9. You have full control within the 'Color and Tone' to fully customize and align your outputs to specific brand colors.

   When selecting Color and Tone you can use the following options as needed:

   Color Presets: Select a color preset

   **No. of colors:** Leave it as Auto or set the number of colors you want in the output

   Specify Colors: Specify up to 12 colors. To edit or remove a specified color, select it and then make the changes in the menu that appears. Select Clear all next to Specify Colors to remove the specified colors.

10. Click the 'Generate' button to create your first vector asset.

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Adobe
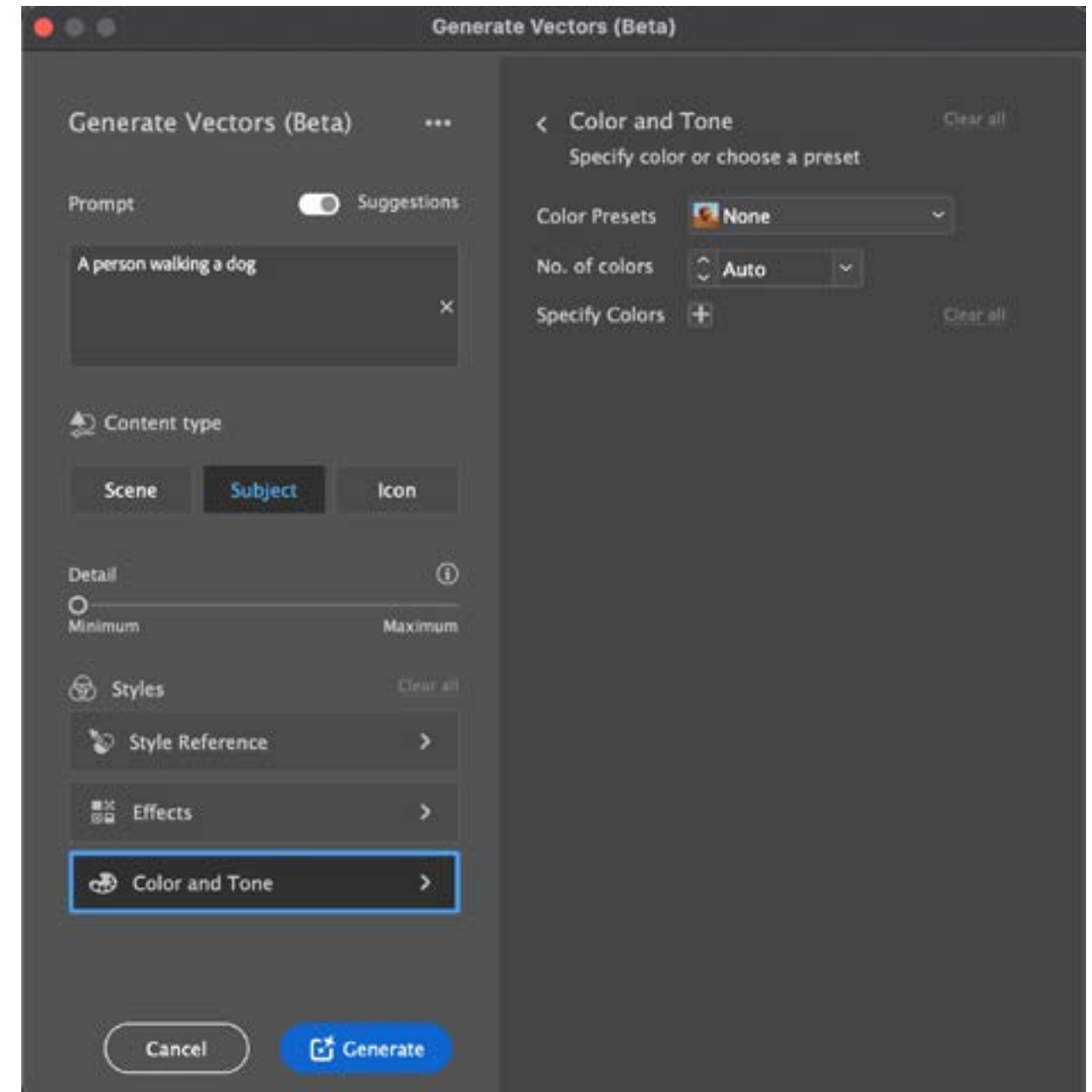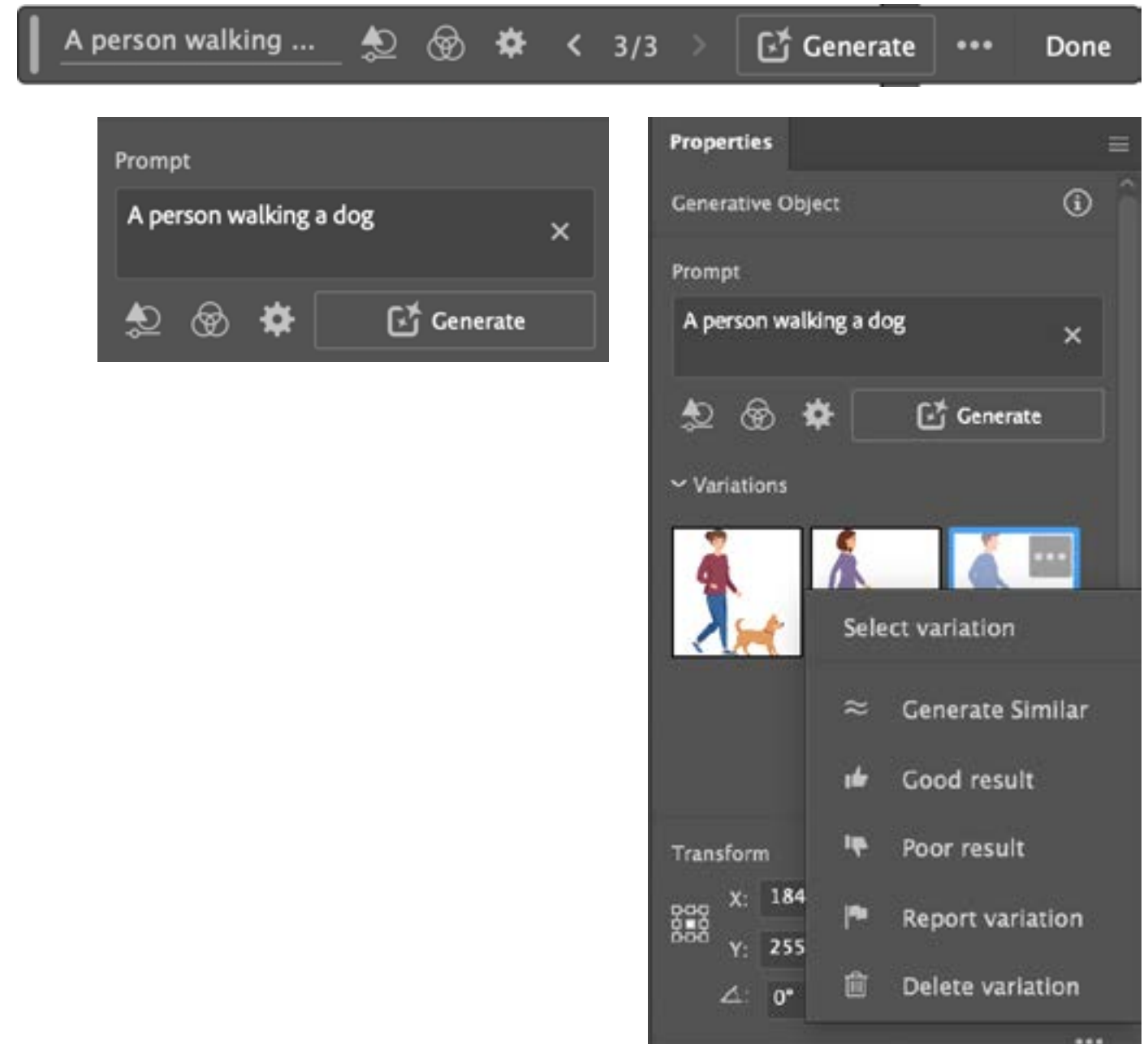
Reviewing the newly generated vector asset

1. Once the asset has been generated, resize and drag the asset into the Workspace area.

2. With the asset is selected, variations of the output appear in the Properties panel. The first variation automatically appears on the canvas as a generated object.

3. In the Contextual Task Bar, you can also use the arrows to preview the variations and select the one that best suits your design goals.

Adobe
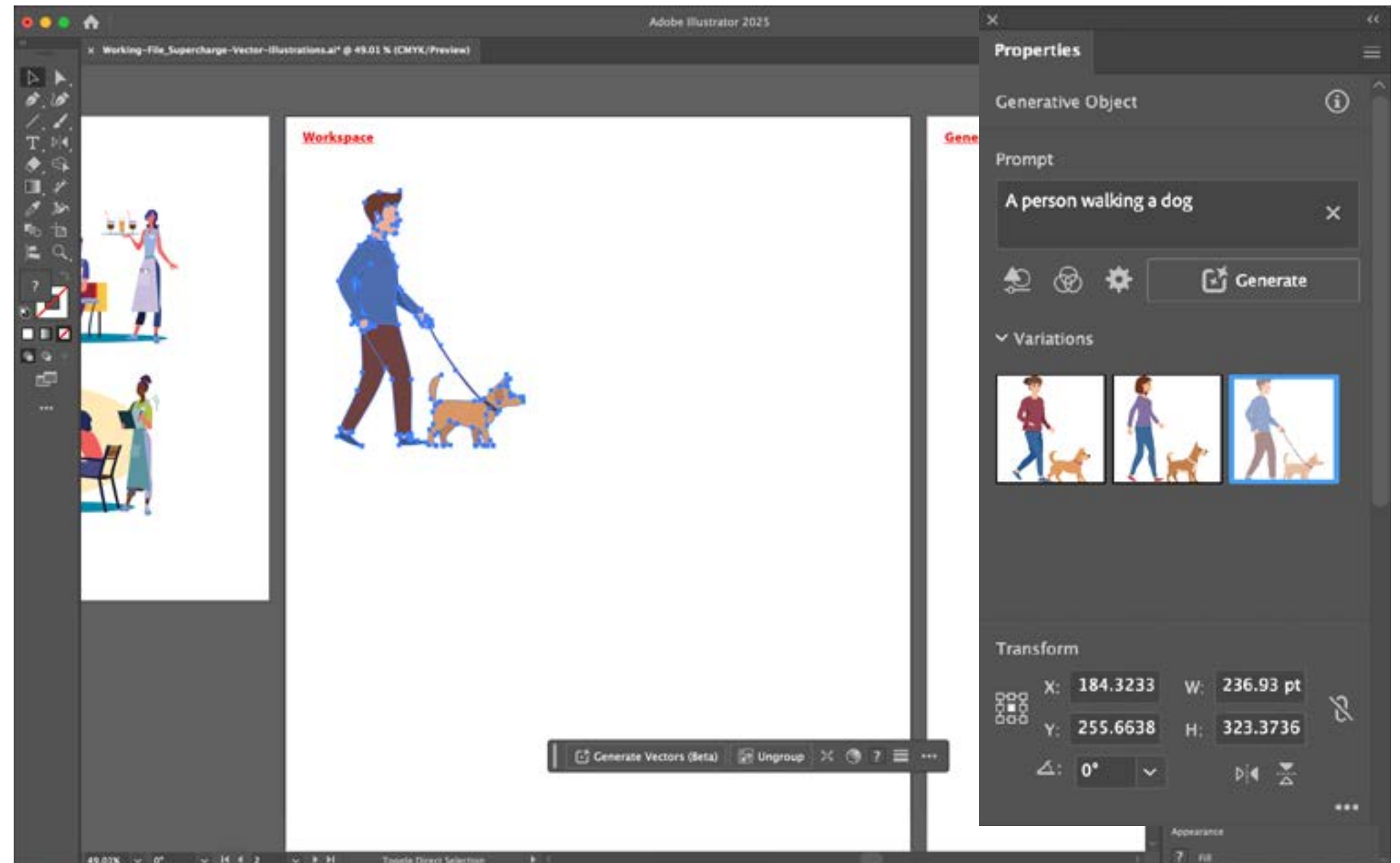
4. Within the Contextual Task Bar and the Properties Panel. you can access all of the Variants along with the opportunity to update any of the settings applied in the initial generation.

5. At any time, you can generate variations similar to the ones you've generated without the need to remember text prompts or settings.

6. Hover over a variation in the Properties or Generated Variations panel and select More options.

7. Select Generate Similar

Additional prompts to try:

• Two people running together
• A group of people dancing together
• Two people high-fiving

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Creating a new vector asset (scene)

1. Select the initial vector asset that was generated.

2. Copy (Edit/Copy), paste (Edit/Paste), and move the asset within the Workspace artboard.

3. With the copied asset selected, click on the Settings icon (gear) in the Contextual Task Bar or within the Properties Panel to open the Generate Vector model window.

Adobe
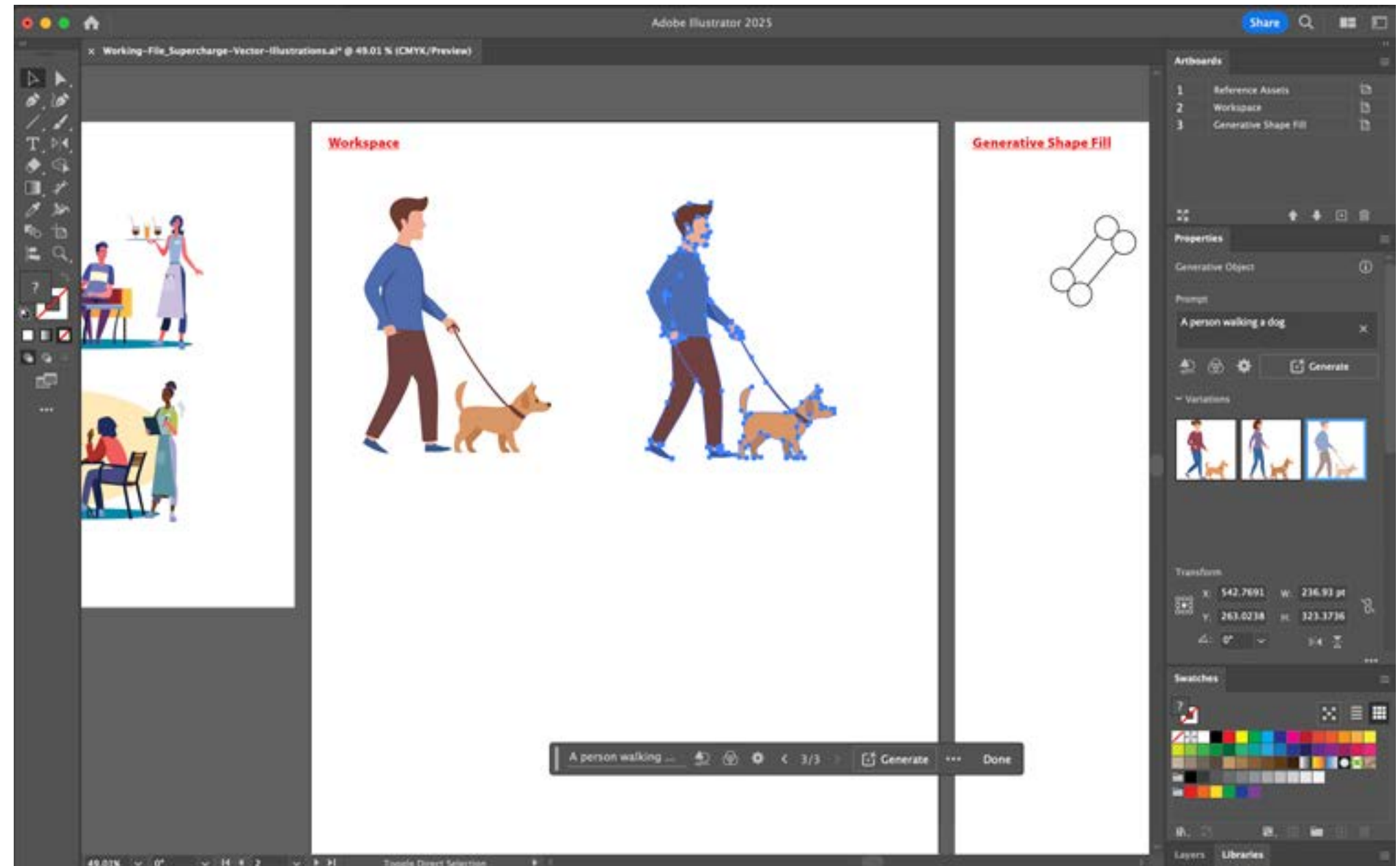
4. With the 'Generate Vectors' modal window open, click on the 'Scene' button within the content type section.

5. Click the 'Generate' button to create a scene-based vector output using the original prompt.
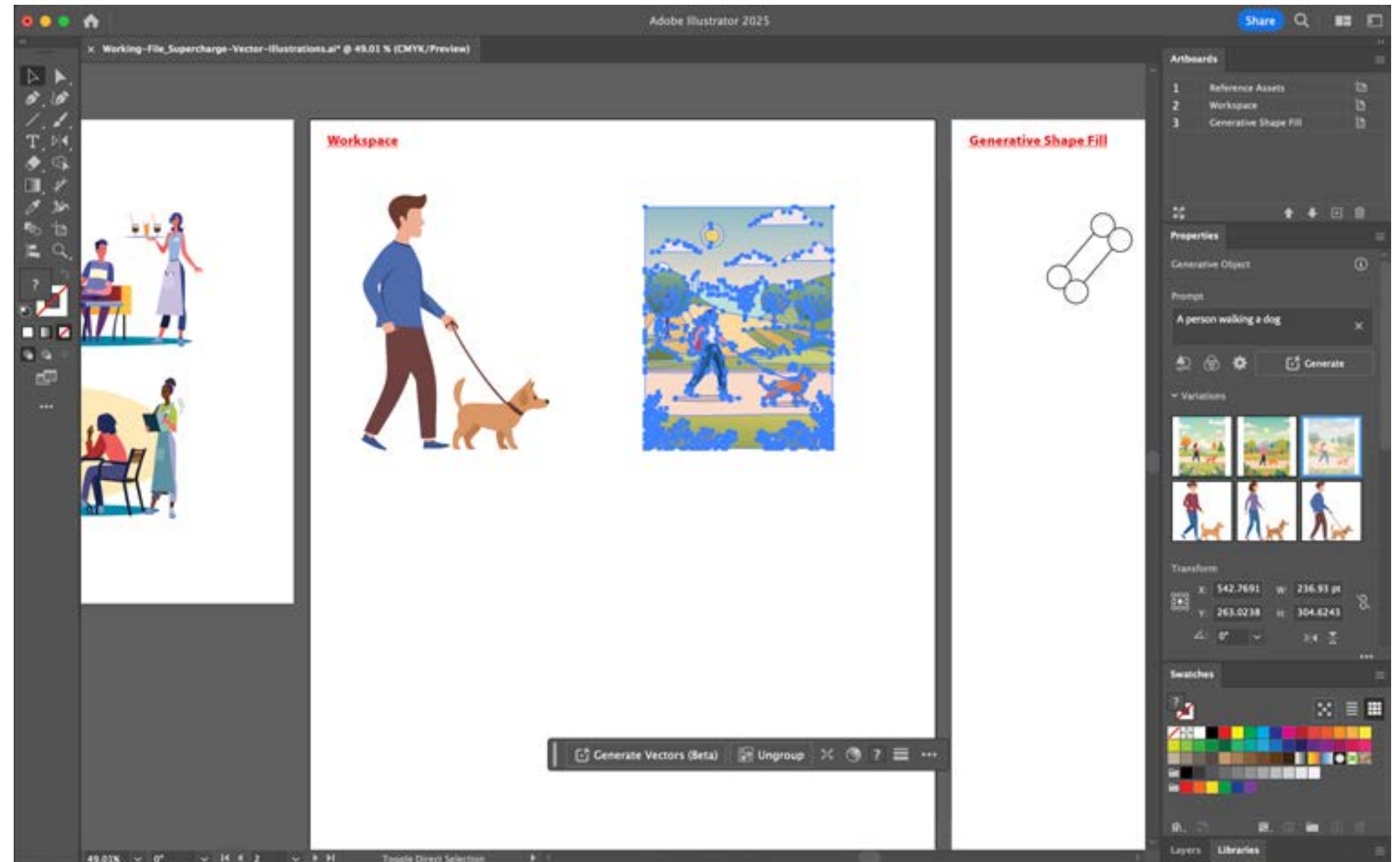

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Adobe
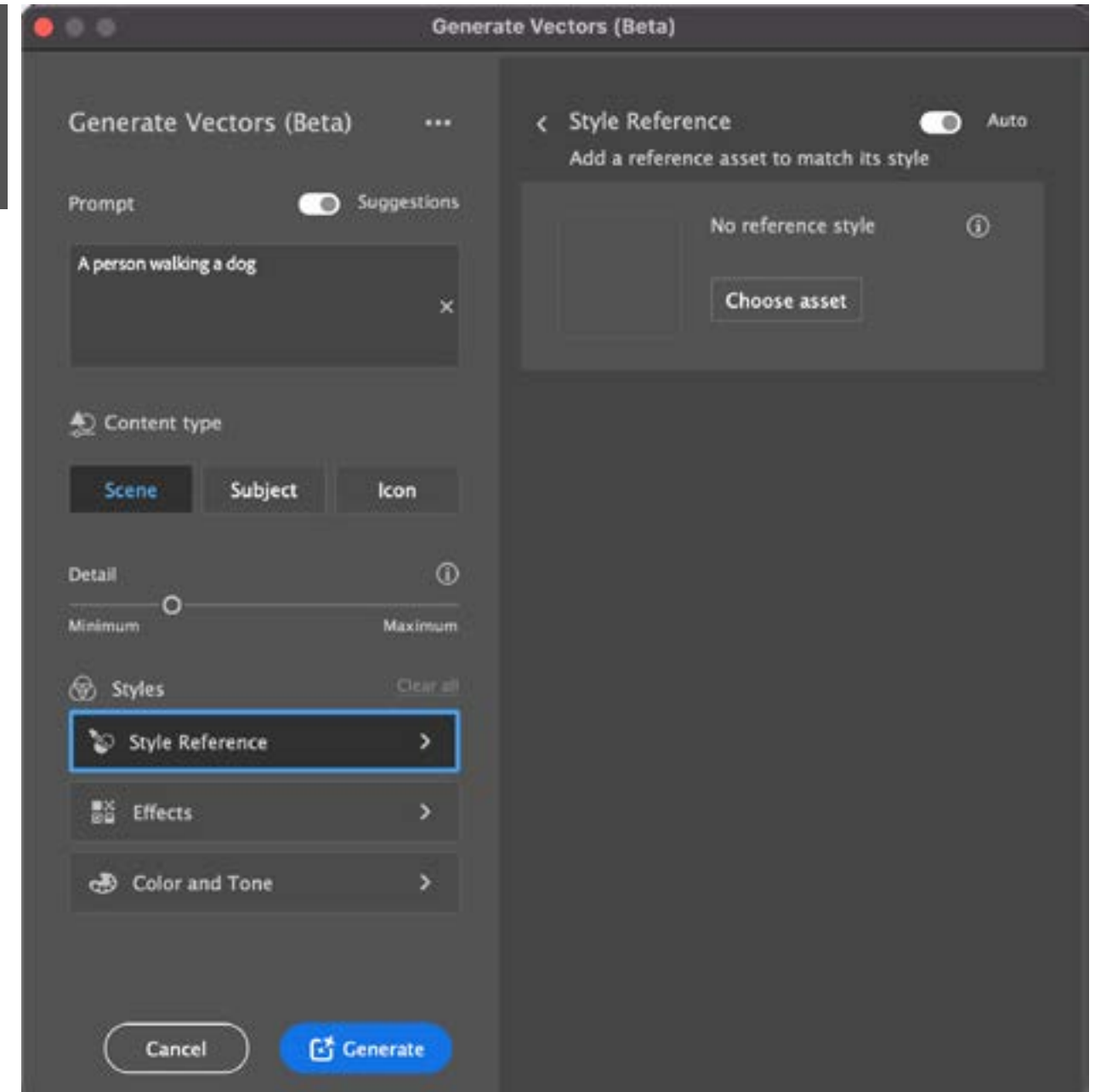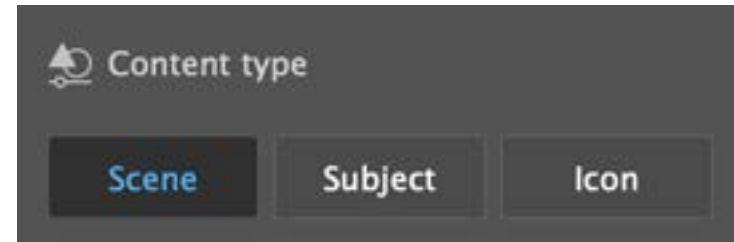
Reviewing the new vector asset (scene)

1. Once the asset has been generated, resize and drag the asset into the Workspace area.

2. When the asset is selected, variations of the output appear in the Properties panel. The first variation automatically appears on the canvas as a generated object.

3. In the Contextual Task Bar, you can also use the arrows to preview the variations and select the one that you'd like to keep on the art
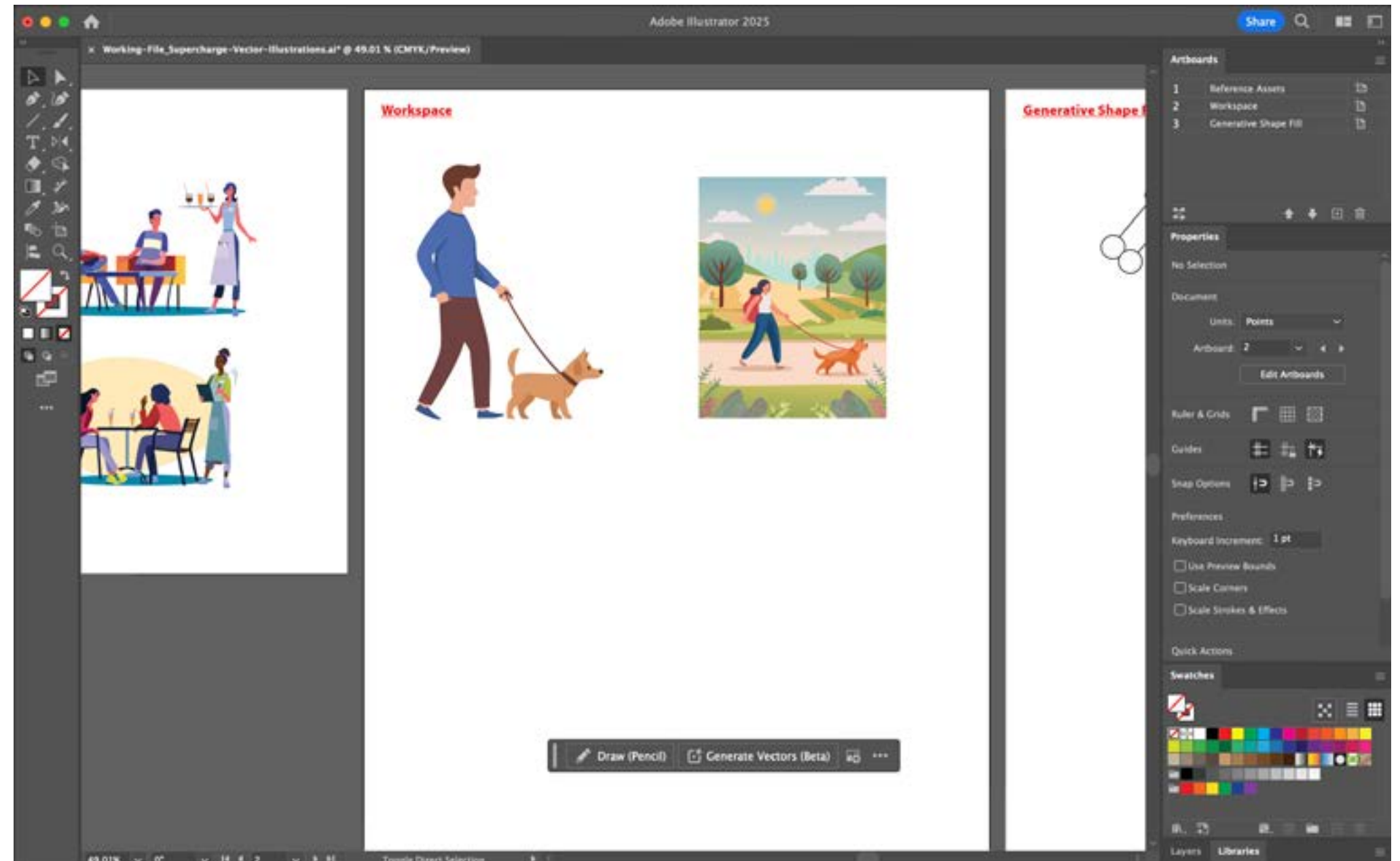
Additional prompts to try:

• Two people running together
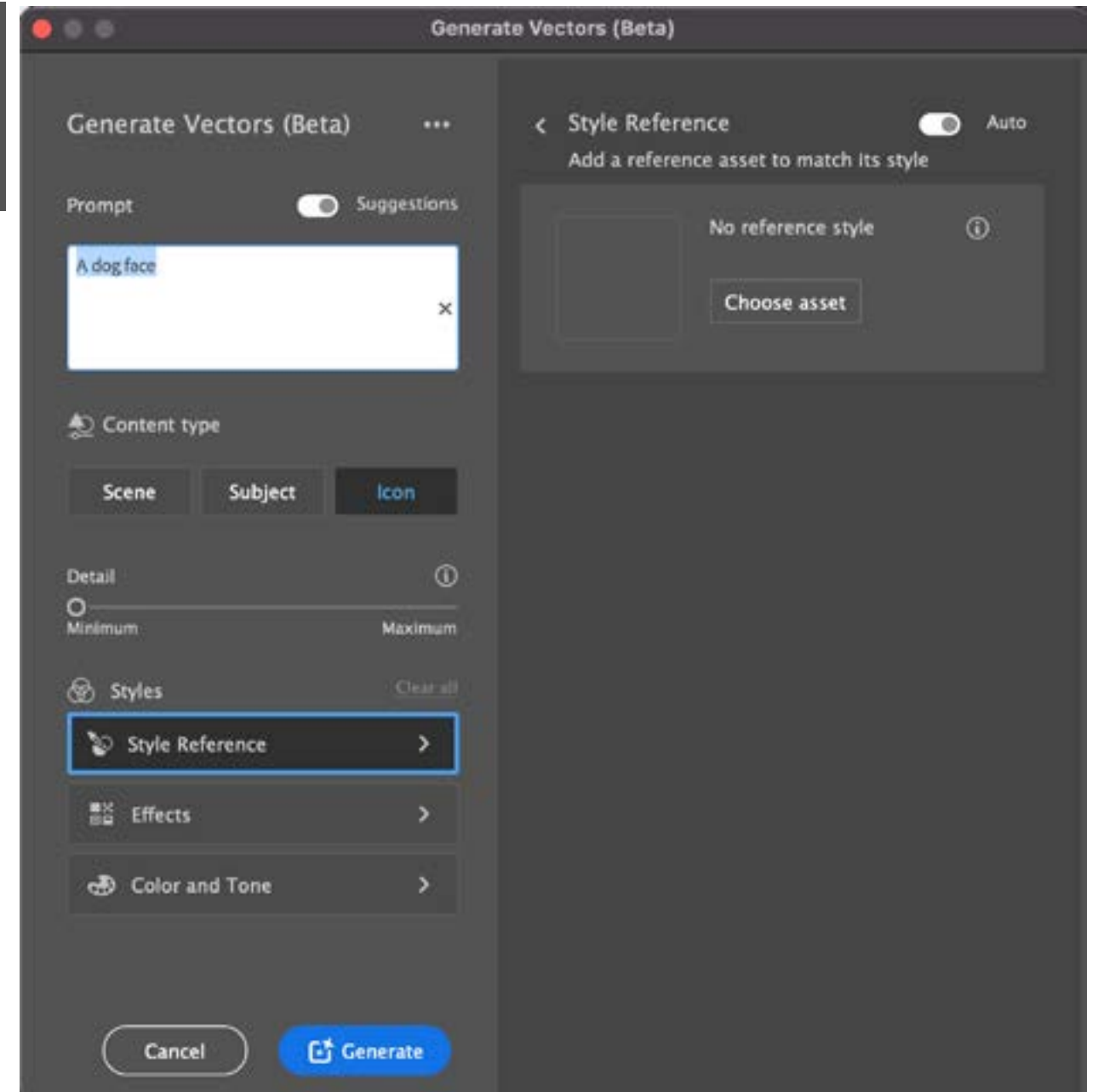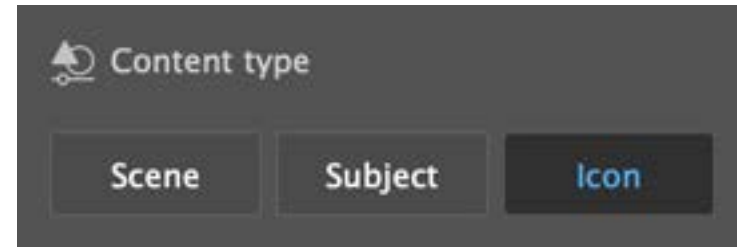• A group of people dancing together
• Two people high-fiving

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Creating a new vector asset (icon)

1. Click into the Workspace artboard

2. Click the 'Generate Vectors' button within the Contextual Task Bar or in the Properties panel.

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3. Update the prompt to: A dog face

4. Click the 'Icon' button within the Content Type section of the modal window.

5. Adjust the 'Detail' to 'Minimum'

6. Click the 'Generate' button to create the new vector icon asset.

Content type

| Scene | Subject | Icon |

Generate Vectors (Beta)

Generate Vectors (Beta)   •••

Prompt   ⬤ Suggestions

A dog face   ✕

Content type

| Scene | Subject | Icon |

Detail   ⓘ
○
Minimum   Maximum

Styles   Clear all

Style Reference   >

Effects   >

Color and Tone   >

Cancel   Generate

< Style Reference   ⬤ Auto
Add a reference asset to match its style

No reference style   ⓘ

Choose asset

7. Once the asset has been generated, resize and drag the asset into the Workspace area.

8. When the asset is selected, variations of the output appear in the Properties panel. The first variation automatically appears on the canvas as a generated object.

9. In the Contextual Task Bar, you can also use the arrows to preview the variations and select the one that you'd like to keep on the artboard.
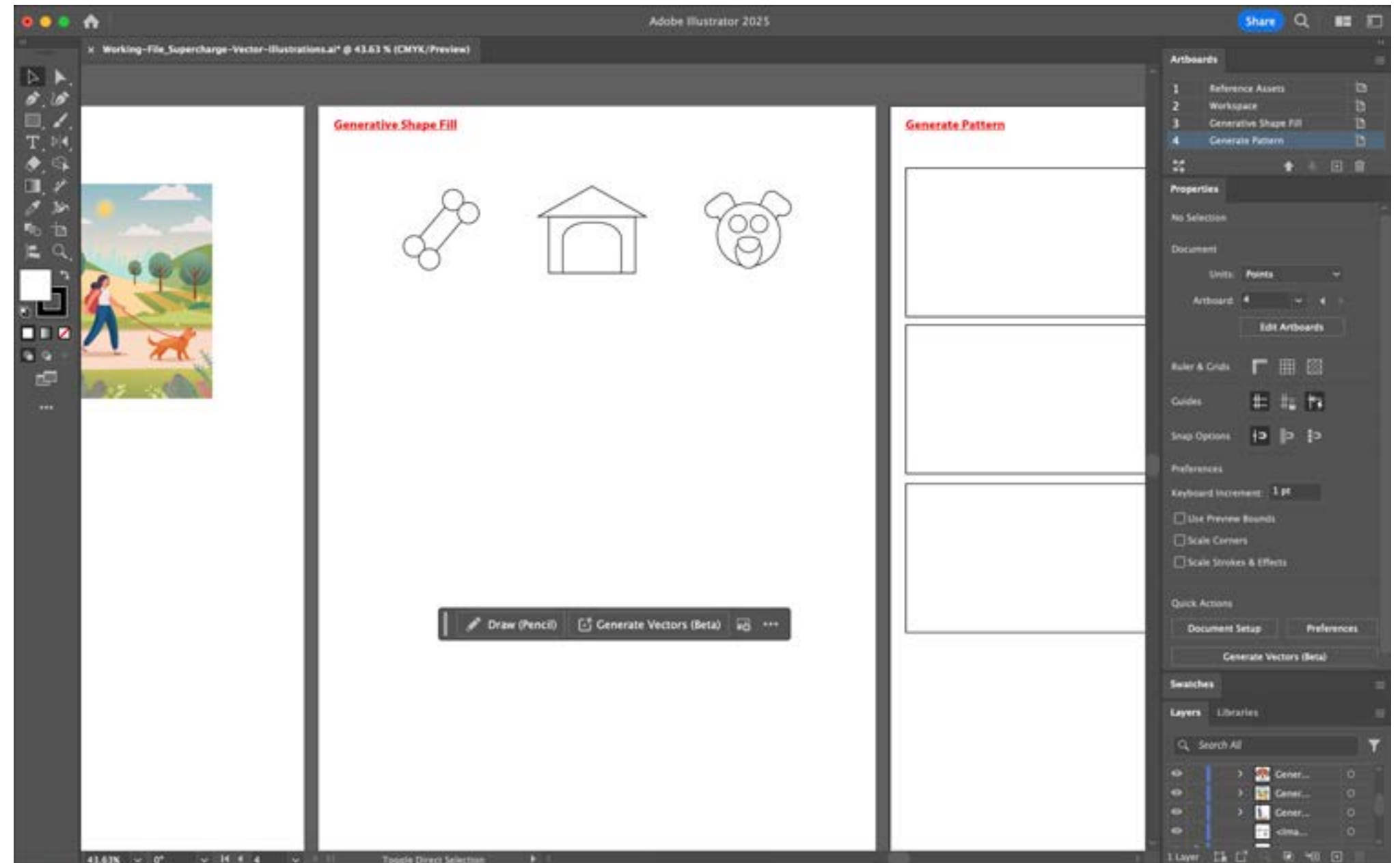
**Additional prompts to try:**

- A dog bone
- A dog bowl
- A dog collar

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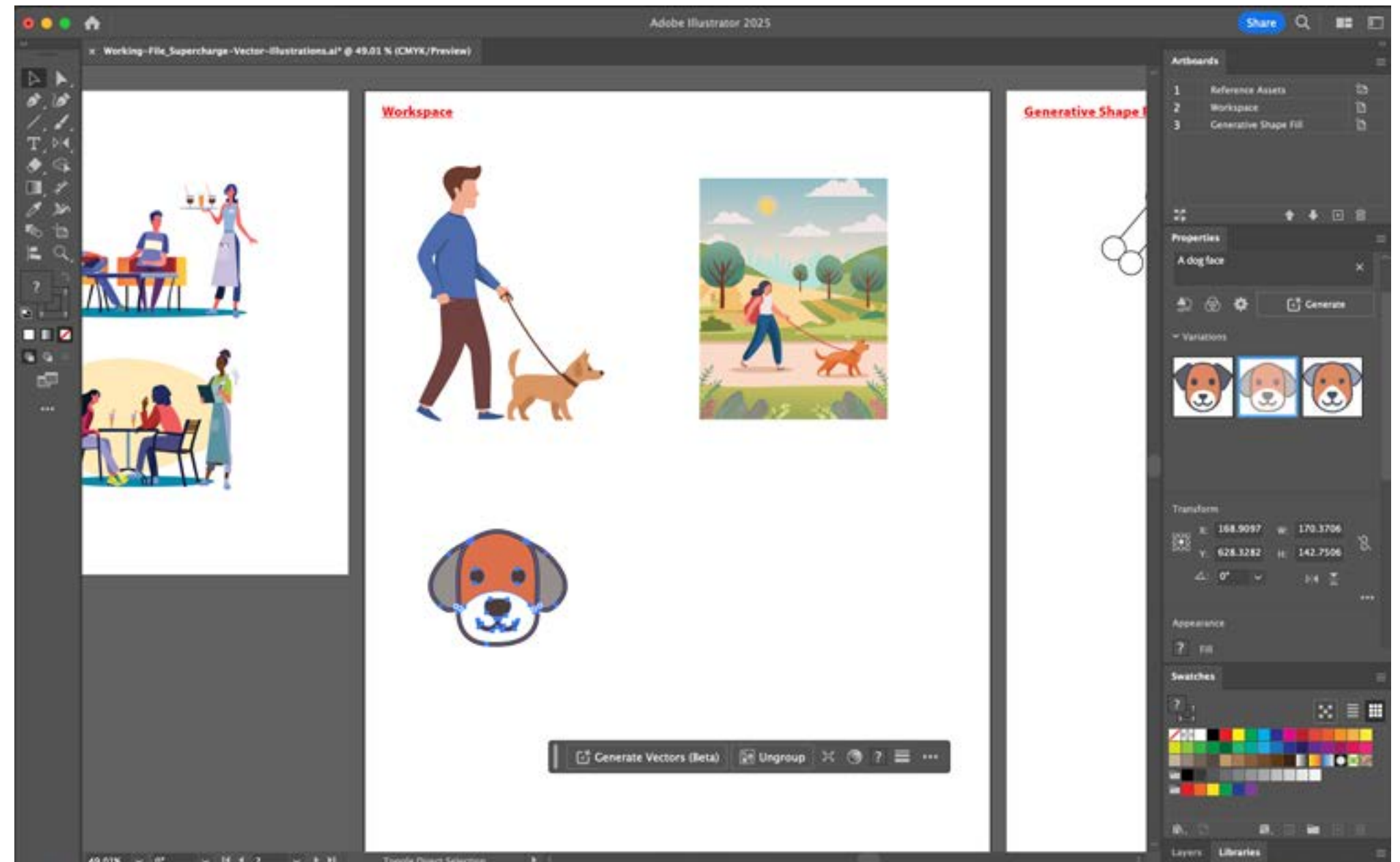
Exercise 2

Fast-track your vector ideation process using Generative Shape Fill

1. In the same file, navigate to the 'Generative Shape Fill' artboard.

2. Click and drag to select all of the shapes that create the "dog bone"

3. Click on the 'Generative Shape Fill' button within the Contextual Task Bar or in the Properties panel.

Adobe
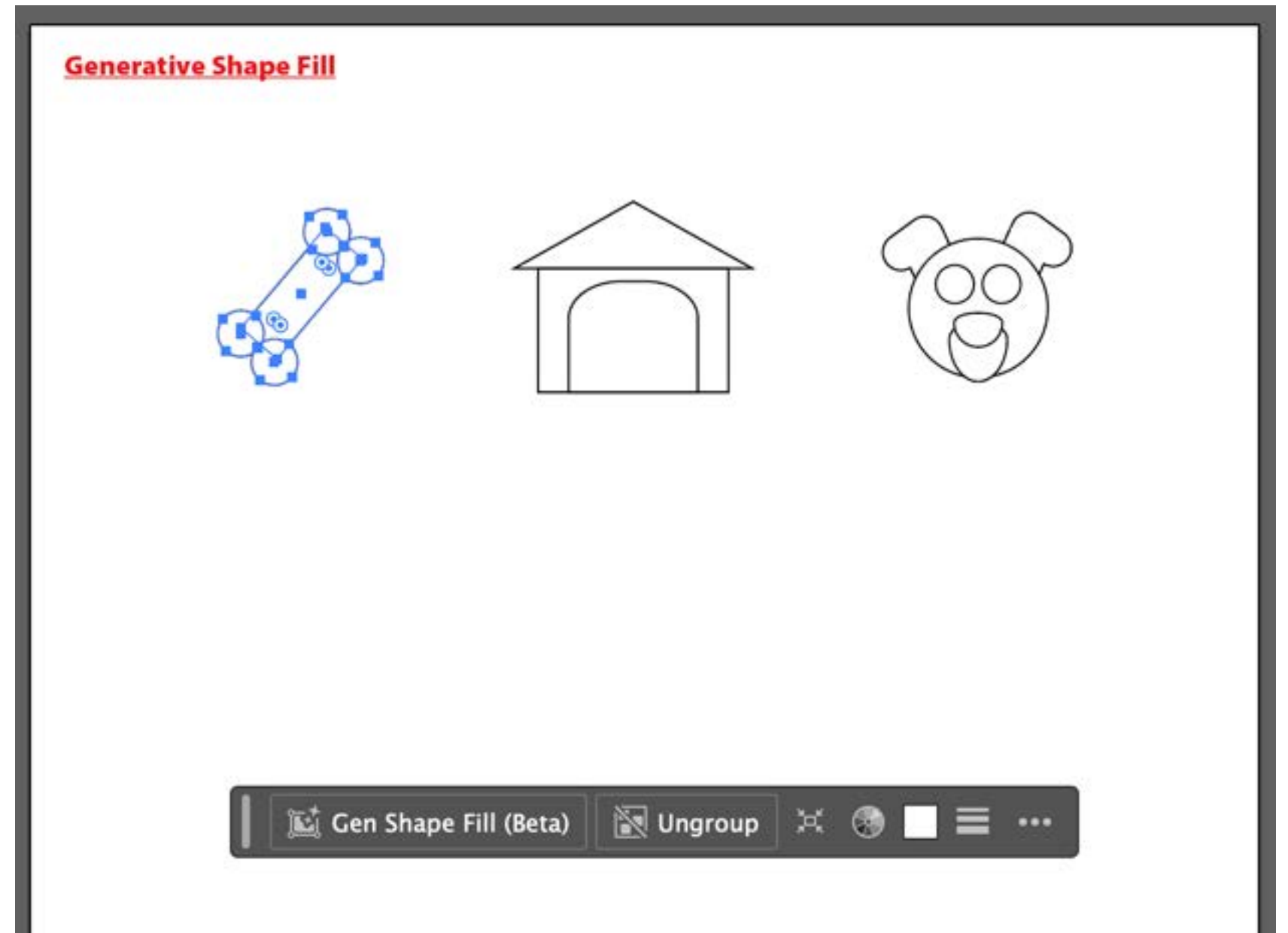
4. Within the Gen Shape Fill model window, include
    a prompt: A dog bone

5. Set the 'Shape Strength to 'Low'

6. Set the 'Detail' on the 'Minimum' side to best
    match with the other generated assets.

7. Click the 'Generate' button.

Adobe
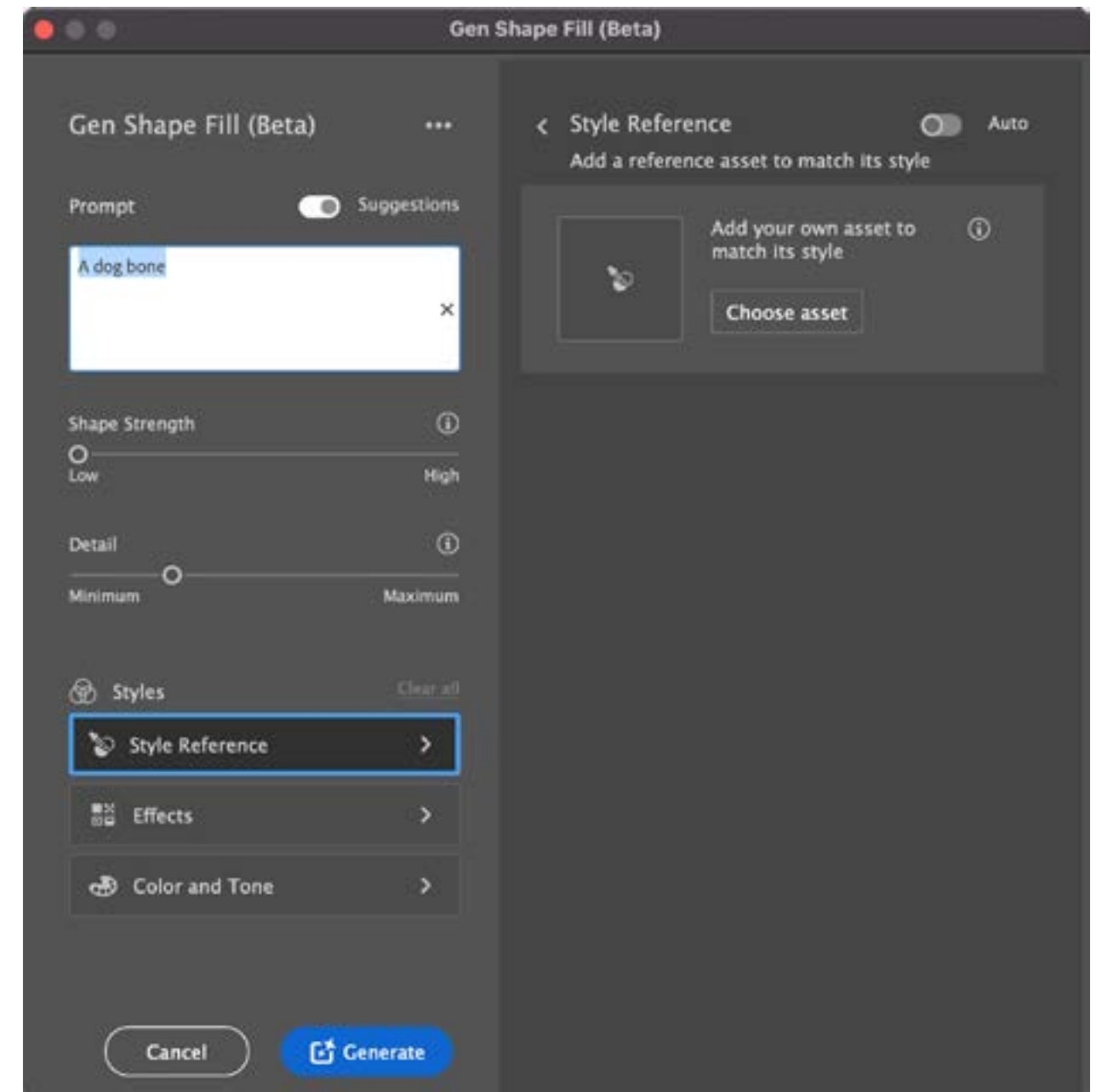
Reviewing the generative output variations

1. With the new Shape Fill variation created, click and drag the asset and move it below the "shapes" that it was generated from.

   The shapes are being used as a "structure" and is non-destructive to any shape-based assets you create.

2. When the asset is selected, variations of the output appear in the Properties panel. The first variation automatically appears on the canvas as a generated object.

   a. In the Contextual Task Bar, you can also use the arrows to preview the variations and select the one that you'd like to keep on the artboard.
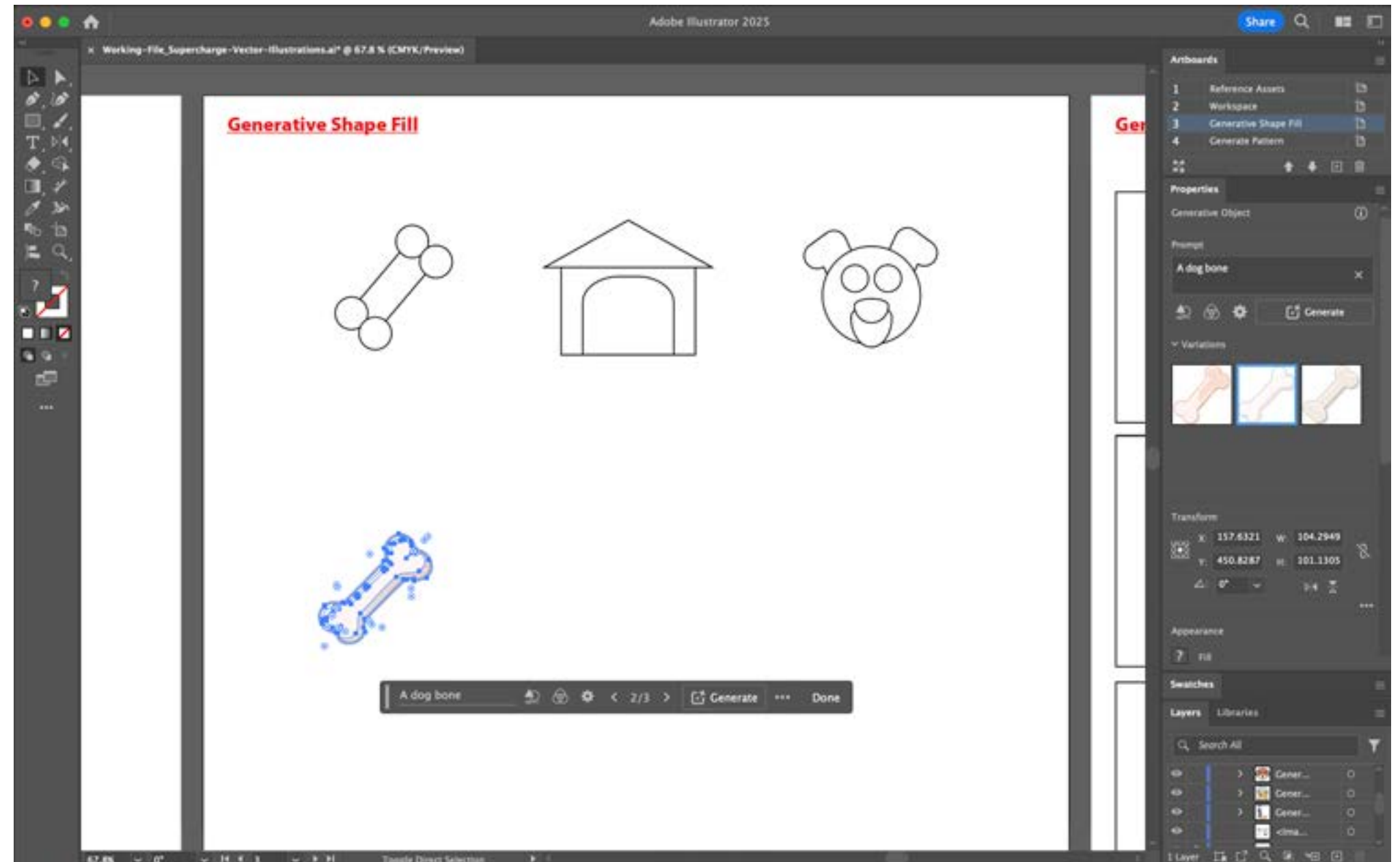
3. Replicate Steps 1 & 2 for the other
    two shape groups that are within the
    artboard.

    a. A wooden dog house

   b. A brown dog face with mouth
        open
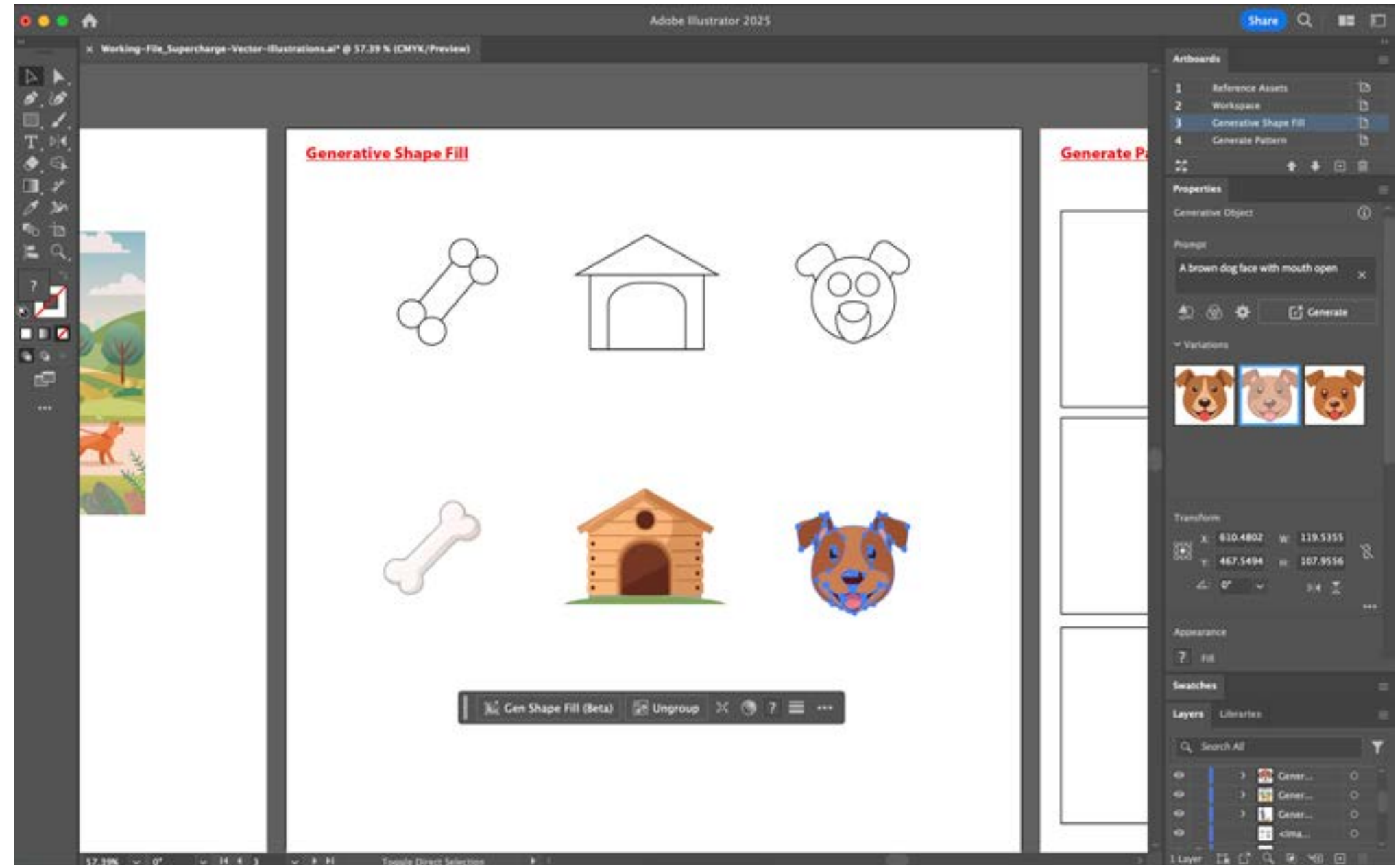
Adobe

Exercise 3

Explore and create new color groups within your illustrations using Generative Recolor

1. Working within the same file, lets select a few of the recent vectors we've created in the artboards.

2. Click on the 'Recolor' icon in the Contextual Task Bar or the 'Recolor' button within the Properties panel.

3. With all of the layers selected, click on the 'folder' icon within the layers panel to 'Group' the layers.
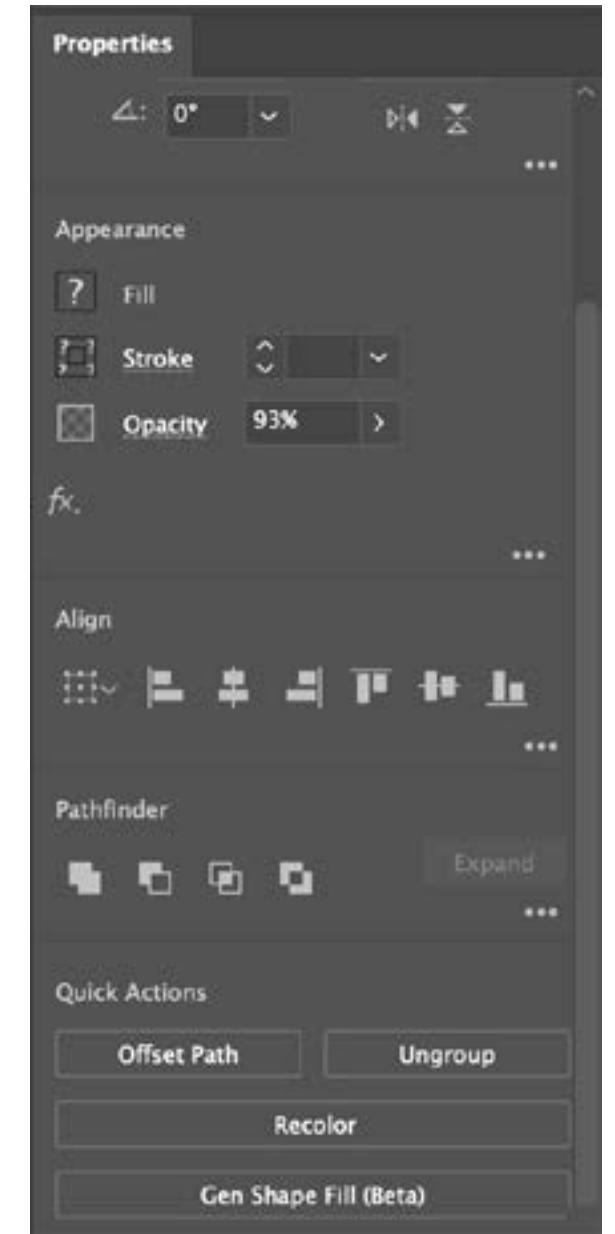
4. Select the 'Generative Recolor' tab

5. Enter a simple description of your desired color palette or select one of the sample prompts.

6. Click the 'Generate' button

7. Browse the variations, add specific colors, or re-generate to get additional variations.
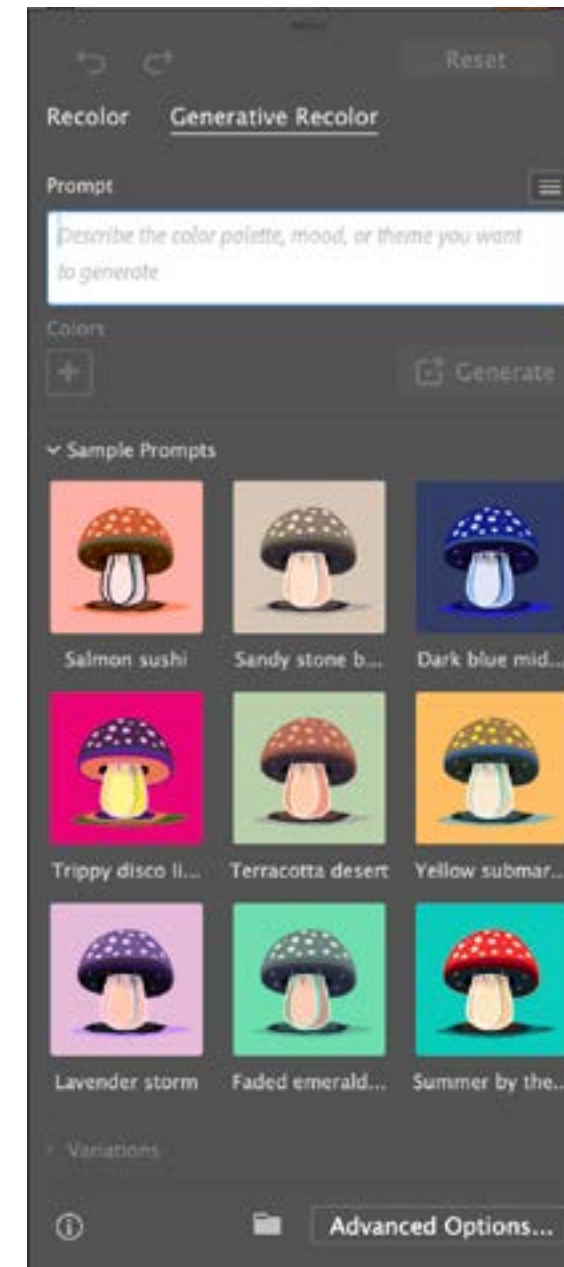
8. Click on each of the variations to apply the color group to your selection.
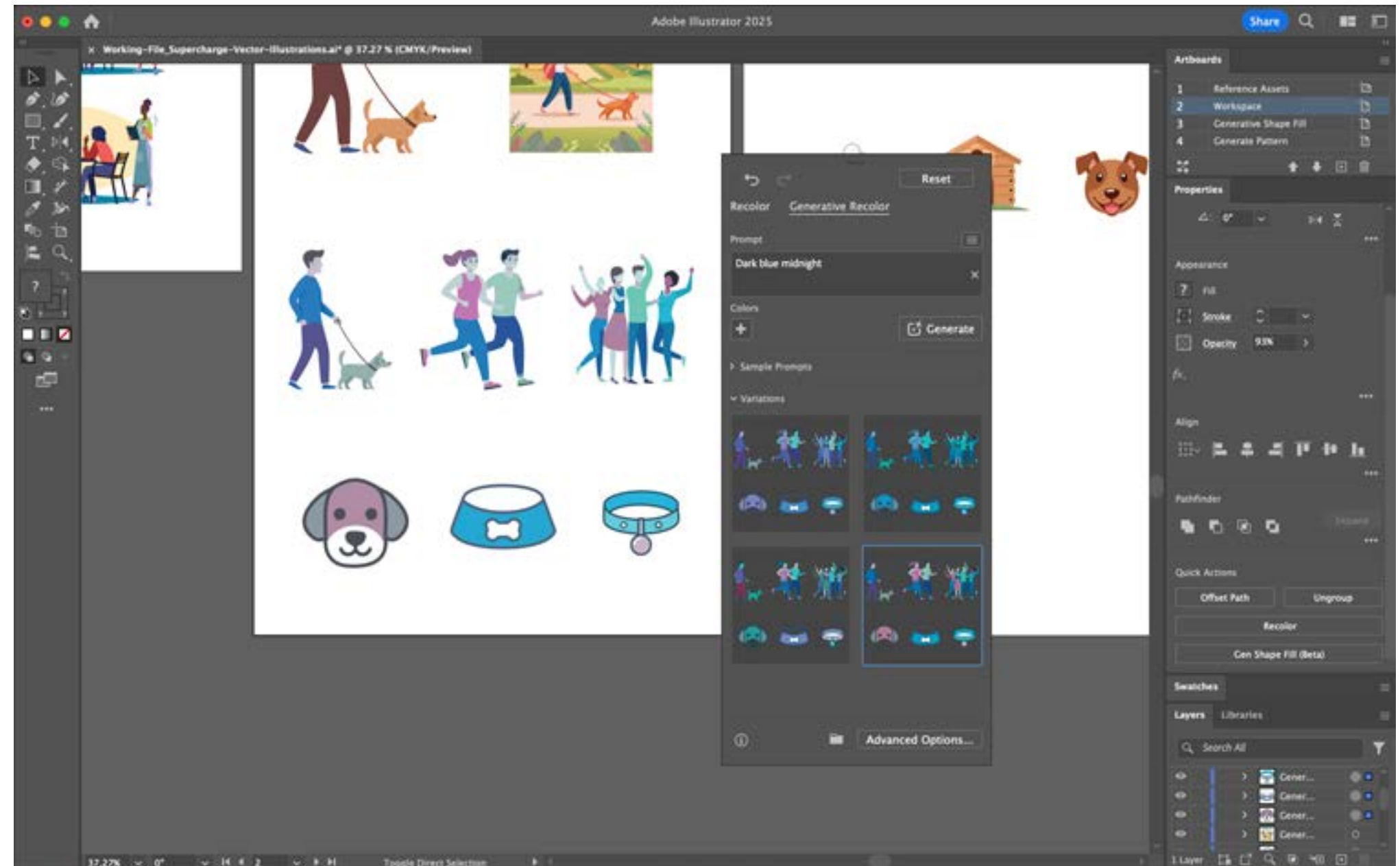
9. If you want to save the color group to apply to other assets, click the 'Advanced Options' button.

10. Click the 'folder' icon in the upper right of the dialog box.

11. Your new color group has been created, and you can rename the group by double-clicking on the name.

12. Click OK to Save/exit.

To access the saved color group:

13. Select the assets you want the color group applied to.

14. Open the recolor modal from the Properties panel

15. Click on the 'Advanced Options' button, and select the color group.
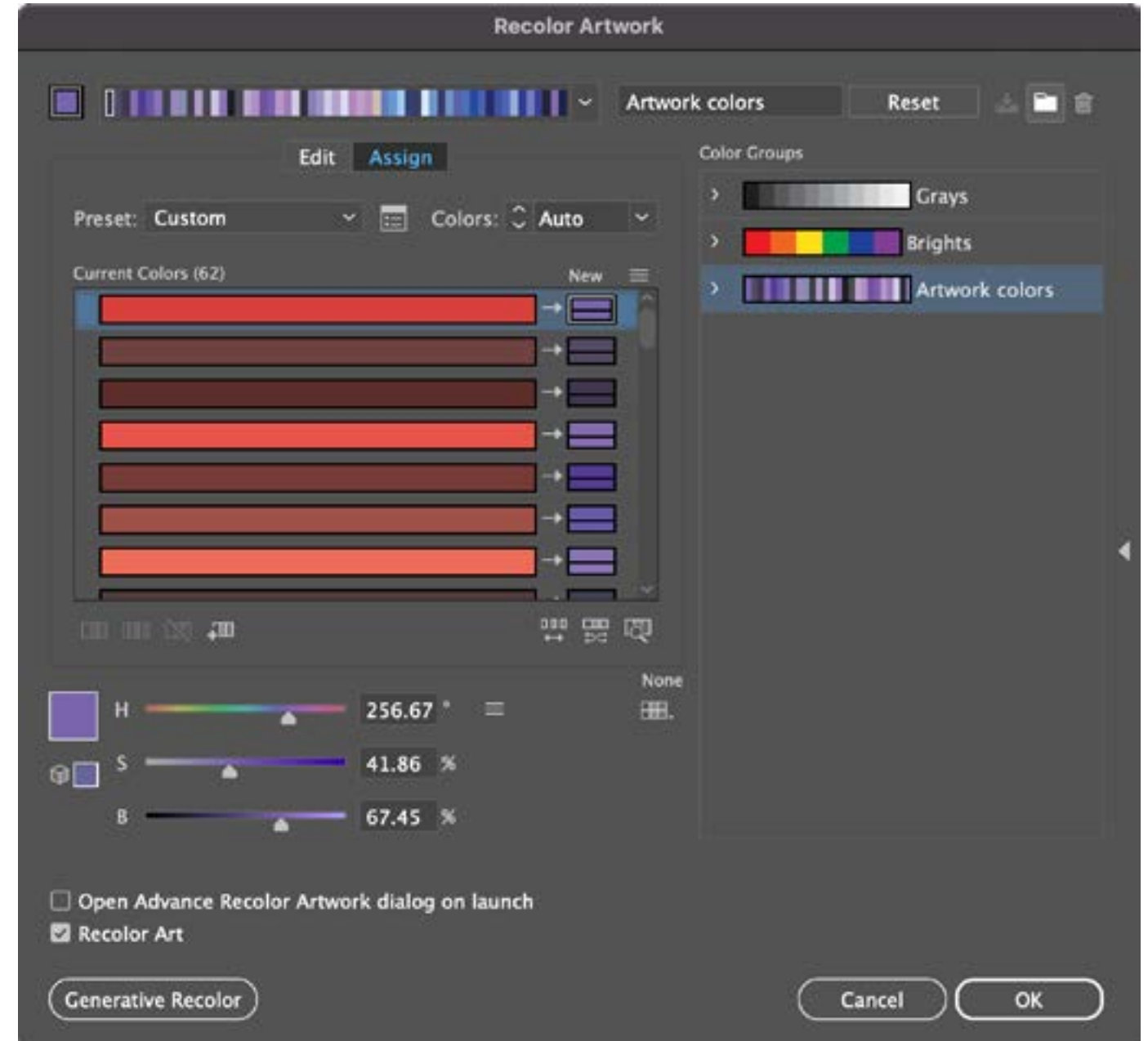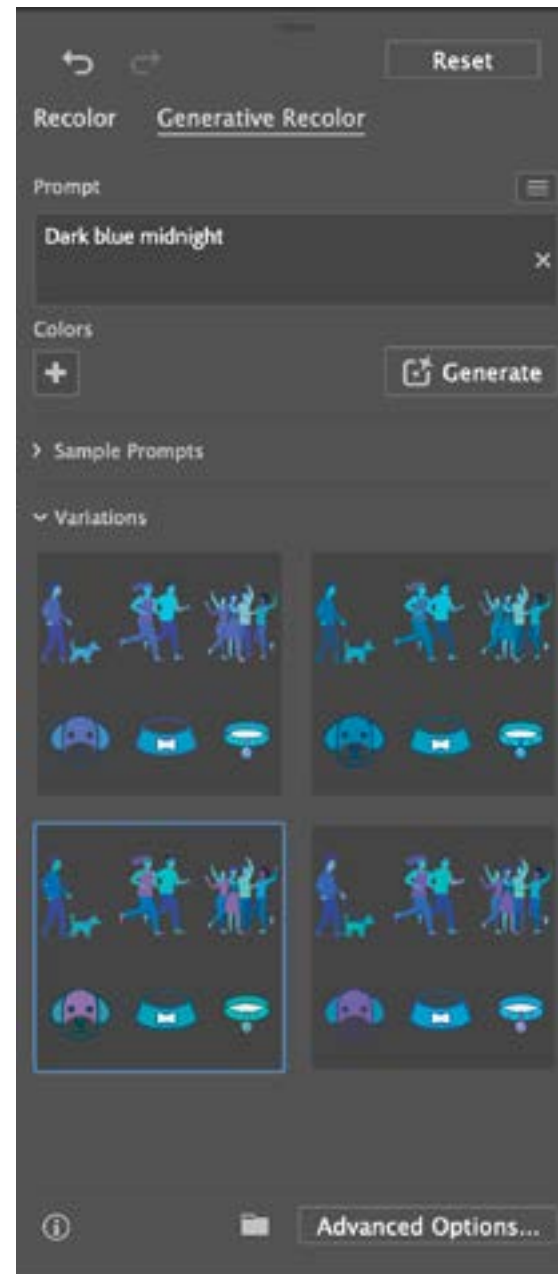
Bonus Exercise

Add visual flare to your illustrations with pattern and texture by leveraging Text to Pattern

1. Navigate to the 'Generate Pattern' artboard within the file we're working in.

2. Select the first rectangle shape

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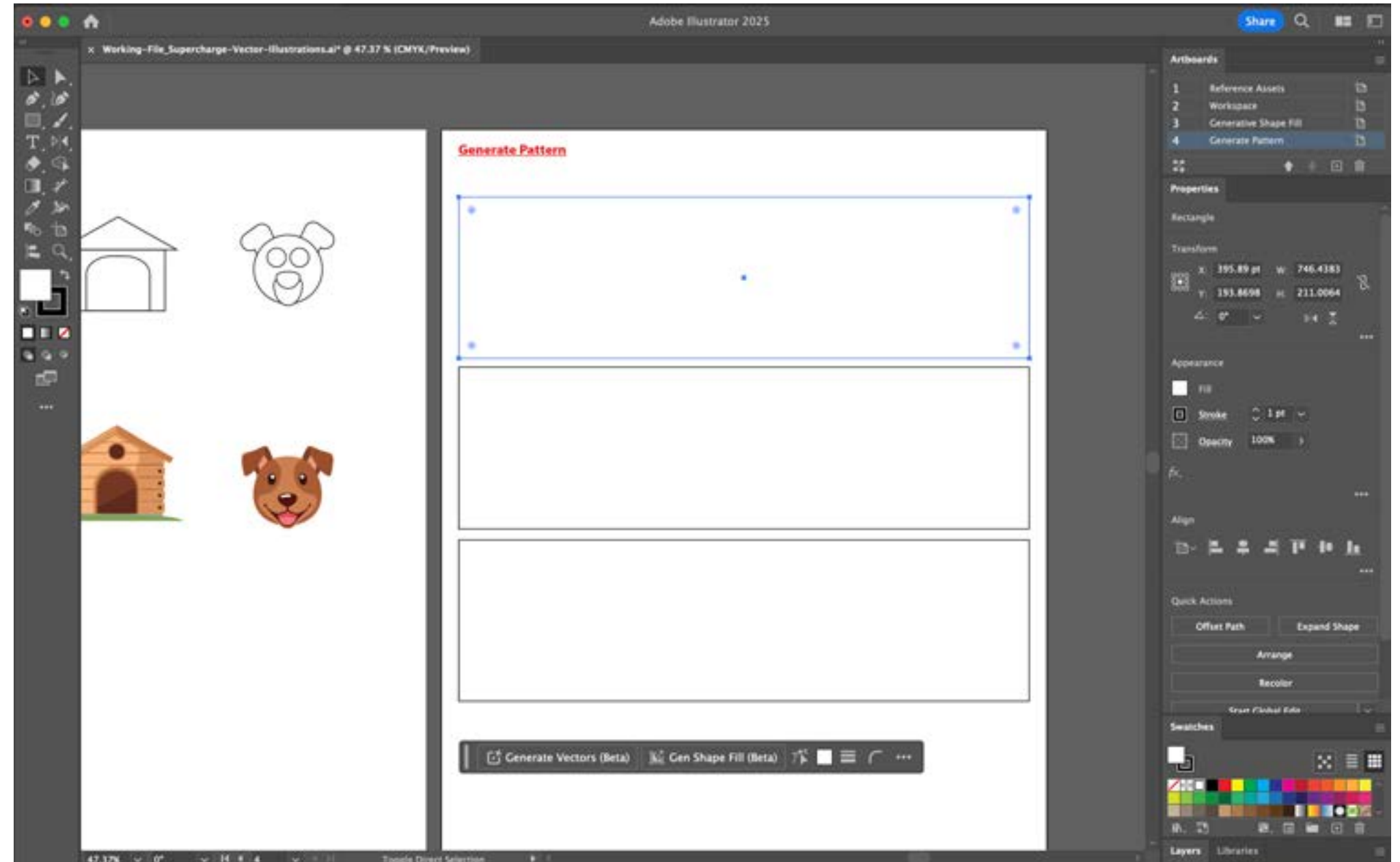
3. Access the 'Swatches' panel (Window/Swtches)

4. Click on the 'Text to Pattern' icon to access the 'Generate Patterns' panel.

5. Describe the pattern you want to generate in the prompt box.

6. Click the 'Generate' button

Additional settings and effects can be accessed within the button panel below the prompt box.

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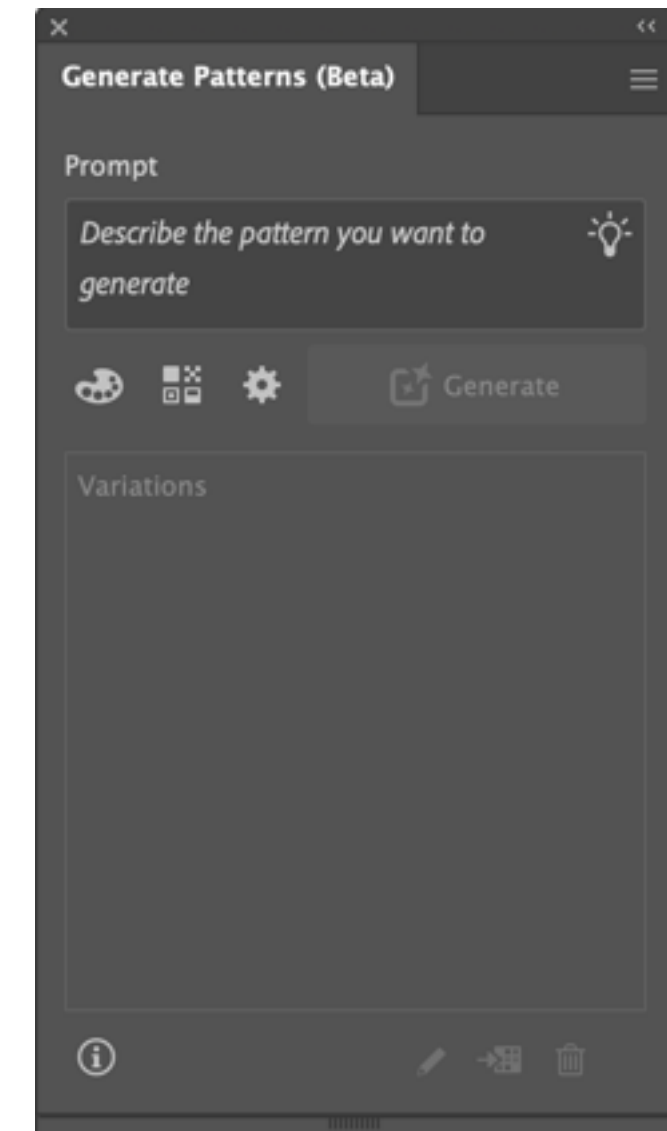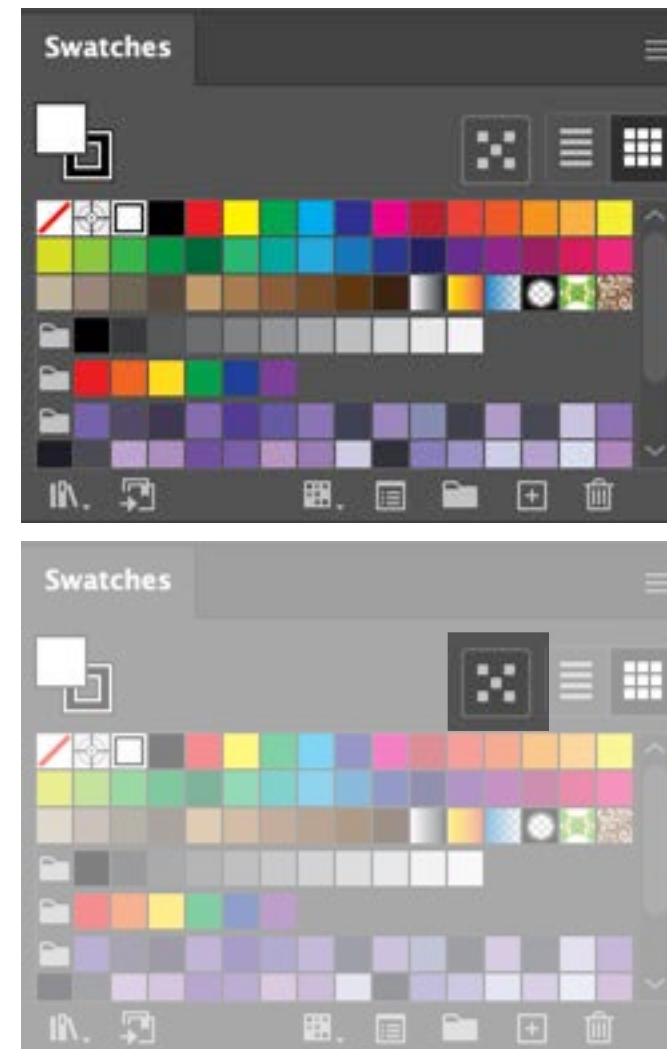
7. Once you find a pattern and you'd like to save it, click on the [+] icon in the 'Swatches' panel

8. Name the new pattern, click 'OK'

9. Apply the new pattern to any 'fill' by selected it from the 'Swatches' panel

Prompts to try:
- Dog breeds
- Dog faces
- Dogs playing
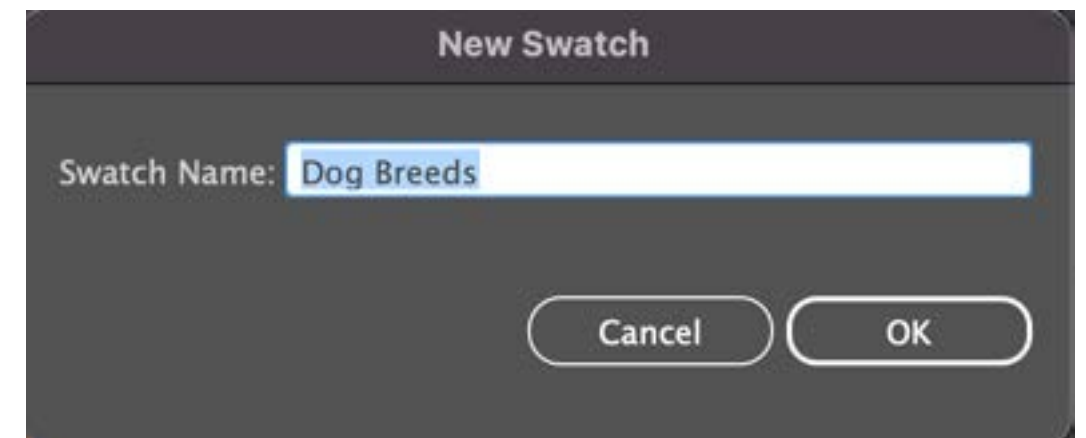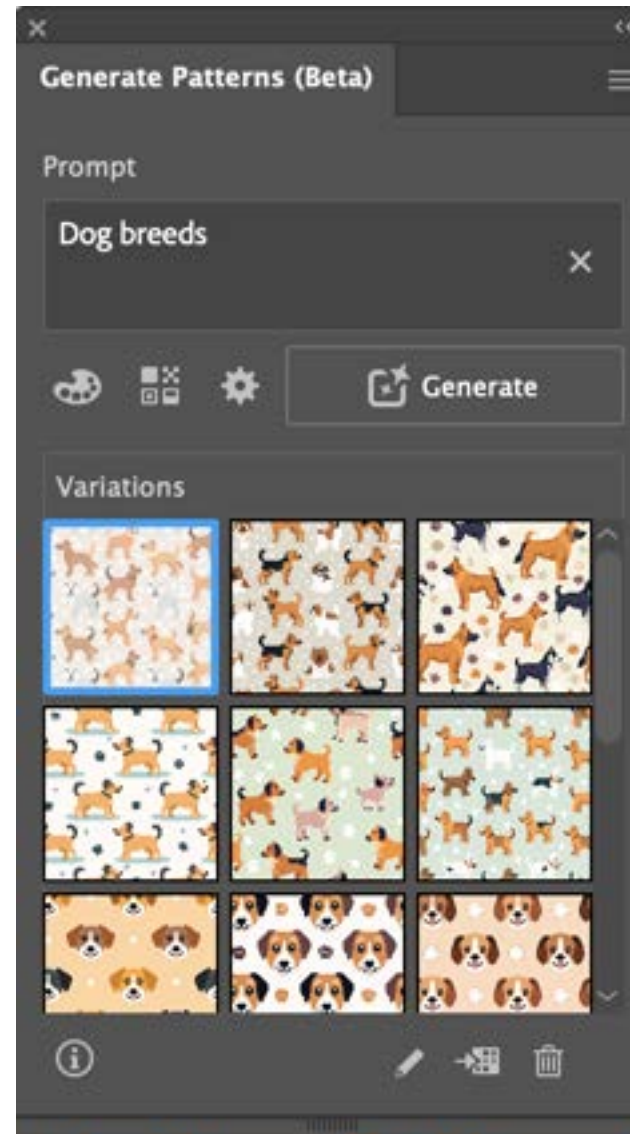
Adobe

Exercise Recap

1. Deep dive into the newest Text to Vector capabilities in Adobe Illustrator and explore how this generative AI feature can jumpstart your creative process

2. Fast-track your vector ideation process using Generative Shape Fill to create new vector variations based on your existing shapes

3. Quickly explore and create new color groups within your illustrations using Generative Recolor

4. Add visual flare to your illustrations with pattern and texture by leveraging Text to Pattern to enhance specific areas of the design

Resources

Firefly inside of Photoshop

Firefly inside of Adobe Express

Firefly inside of Illustrator

Firefly inside of InDesign

Firefly Enterprise Resources

    Overview and ethics

    News and updates

    Firefly surfaces and associated functionality

    Use cases and creative workflows

    Interoperability and collaboration

    Community

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