

Migrating from FreeHand to Illustrator

A Technical Resource

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Switching tools in a work environment is not a trivial task even when the overall goal is a more efficient and beneficial workflow. But there are many benefits in moving from Macromedia® FreeHand® to Adobe Illustrator® CS2, including better integration with Adobe Creative Suite components like Adobe Photoshop®, Adobe InDesign®, Adobe GoLive®, and Adobe Acrobat®. In addition, support for open standards like OpenType®, PDF/X, SVGt, CSS, and XMP help ensure that Illustrator is a perfect fit in any workflow.

When migrating from FreeHand to Illustrator, one of the main concerns is converting an existing library containing years of legacy FreeHand files so that you may use them in an Illustrator workflow. This document is a technical resource for using legacy FreeHand content in Illustrator. For detailed information on feature comparisons between FreeHand and Illustrator, see the FreeHand to Illustrator Migration Guide on the Adobe website at www.adobe.com/products/illustrator/pdfs/illcs2ip_fhilmigr.pdf.

Importing FreeHand files, and saving and exporting Illustrator files

When moving files from FreeHand to Illustrator, the file format affects how your files appear in Illustrator. In this section, we will explore several file formats that you can use when moving files from FreeHand to Illustrator, and the benefits of each. Once you've opened your files in Illustrator, you can save and export them in a variety of formats.

What is the best way to import my legacy FreeHand files into Illustrator?

There are several ways to get FreeHand files into Illustrator CS2. Determining the best way depends on the type of illustration and whether you plan to edit the text in the file. Each method has its pros and cons, especially in the way text and multiple pages are affected. For a side-by-side comparison of formats, see the table on page 2.

- **FreeHand 9** Illustrator can open native FreeHand 9 files directly. If you use FreeHand 10 or FreeHand MX, you must first export your files in FreeHand 9 format. To export a FreeHand 10 or later file in FreeHand 9 format, choose File > Export and then choose FreeHand 9 from the Format pop-up menu. Click Export.
- **Encapsulated PostScript** Illustrator can open Encapsulated PostScript (EPS) files created in FreeHand.

To export a FreeHand file as an EPS file:

1. Open the file in FreeHand and do one of the following:
 - Choose File > Save As and choose Editable EPS from the Format pop-up menu.
 - Choose File > Export and choose Generic EPS from the Format pop-up menu.
 - Choose File > Export and choose Macintosh EPS from the Format pop-up menu.
2. Click Save or Export.

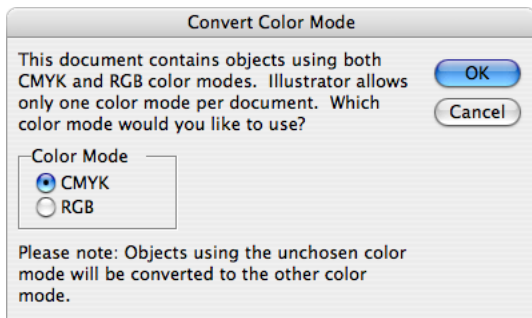
- **PDF** To save a FreeHand file as an Adobe PDF file, choose File > Export and choose PDF from the Format pop-up menu. Click Export.
- **Illustrator 7.x** FreeHand can export a native Illustrator 7 file, which you can open in Illustrator CS2. With your file open in FreeHand, choose File > Export and choose Illustrator 7.x from the Format pop-up menu. Click Export.

FILE ATTRIBUTE	FILE EXPORTED AS FREEHAND 9 (.FH9)	FILE SAVED OR EXPORTED AS EPS (.EPS)	FILE EXPORTED AS PDF (.PDF)	FILE EXPORTED AS ILLUSTRATOR 7.X (.AI)
Text	Text remains unbroken and editable, but kerning information is not retained and text may reflow.	Text appearance is maintained, but text is broken up into separate text strings and is less editable.	Text appearance is maintained, but text is broken up into separate text strings and is less editable.	Text remains unbroken and editable, but kerning information is not retained and text may reflow.
Multiple Pages	The first page appears centered on the Illustrator artboard. All other pages appear off the page in the Pasteboard area.	Each page is exported as a separate EPS file, which can be opened as individual documents in Illustrator.	Illustrator presents you with a dialog box with previews so that you may choose which page you want to open.	Each page is exported as a separate .ai file, which can be opened as individual documents in Illustrator.
Gradients	Linear and logarithmic gradients are converted to Illustrator linear gradients, but the appearance of the gradient may change drastically. All other gradient types are expanded and maintain their appearance.	All gradient types are expanded and maintain their appearance. The number of steps in the expanded gradient may not be enough for quality reproduction.	Linear and logarithmic gradients are converted to nonnative Illustrator objects. All other gradient types are expanded and maintain their appearance.	All gradient types are expanded and maintain their appearance. The number of steps in the expanded gradient may not be enough for quality reproduction.
Blends	Blends are maintained and converted to Illustrator Live Blends.	Blends maintain their appearance but are expanded into individual objects for each step in the blend.	Blends maintain their appearance but are expanded into individual objects for each step in the blend.	Blends maintain their appearance but are expanded into individual objects for each step in the blend.
Colors	All process colors that are used in the file are imported and defined as global process color swatches. Spot colors are imported and preserved.	All swatches and spot colors are imported and preserved.	No swatches are imported, and spot colors are converted to process.	Process color swatches are imported. Spot colors are imported and preserved.

When converting files from FreeHand to Illustrator, the attributes that are most important to you will determine which file format will work best.

When I open a file from FreeHand, I am sometimes presented with a Convert Color Mode dialog box. What does this mean?

Similar to the artboard in Photoshop, Illustrator’s artboard uses a single color mode. If you open a document that contains both CMYK and RGB data, Illustrator asks you what color mode you want to work in, and converts all colors to match the chosen color space. To manually change a document’s color space in Illustrator, choose File > Document Color Space.



When you open a document that contains both CMYK and RGB elements, Illustrator asks you to choose a single color mode.

Does Illustrator have a Collect for Output feature like FreeHand?

While Illustrator doesn’t have a built-in feature that automatically collects all linked images used in a document, it does include a script that performs this function. In Mac OS, this script is in the Adobe Illustrator CS2/Scripting/Sample Scripts/AppleScript/Collect for Output folder. In Windows, the script is in the Adobe Illustrator CS2/Scripting/Sample Scripts/Visual Basic/Collect for Output folder. To make the script available in the Scripts menu, copy it into the Adobe Illustrator CS2/Presets/Scripts folder and then restart Illustrator.

In addition, you can see a list of all placed images in a document by looking at the Links palette, (Window > Links), and you can see all of the fonts used in a document by looking at the Find Font dialog box (Type > Find Font).

In FreeHand, I am able to export a document as a layered Photoshop file. How can I do the same from Illustrator?

You can export Photoshop files from Illustrator in PSD format. To do so, choose File > Export and choose Photoshop (.psd) from the Format pop-up menu. When exporting a .psd file from Illustrator, you can preserve layer structure, editable text, editable transparency, clipping masks, vector compound shapes, web slices, and image maps.

In FreeHand, I am able to export a document as PDF. How do I create a PDF from Illustrator?

Since Adobe PDF is a file format that can be round-trip edited in Illustrator, you *save* PDF files from Illustrator rather than export them as you would from FreeHand. To create a PDF file from Illustrator, choose File > Save As and choose Adobe PDF from the Format pop-up menu, and then click Save. In the Save Adobe PDF dialog box, specify options for the resulting PDF file. For more information, see the PDF file creation section of the Print Resource Center on the Adobe website at www.adobe.com/studio/print/designer.html#pdfcreation.

How do I create a multipage PDF file from Illustrator?

Unlike FreeHand, Illustrator follows a single-page-per-document model. However, you can use Illustrator's Page Tiling feature to simulate multiple pages in a single document (refer to Illustrator's Help for information on how to set up page tiles). After applying tiling to a page, select Create Multi-Page PDF From Page Tiles in the Save Adobe PDF dialog box to automatically convert all page tiles to individual pages in the resulting PDF file.

How do I export a GIF or a JPEG file from Illustrator?

To export GIF or JPEG images for use on the web, choose File > Save For Web. In the Save For Web dialog box, you can preview your art in a multitude of web file formats including GIF, JPEG, PNG, WBMP, SWF, and SVG.

How do I create Flash (SWF) files from Illustrator?

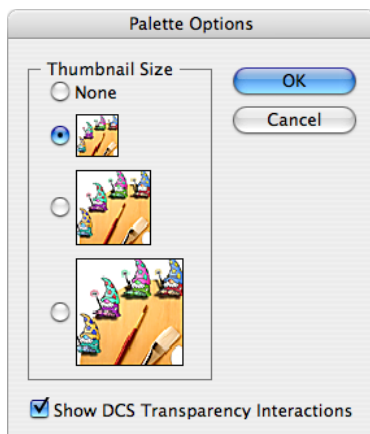
There are two ways to export Illustrator files to SWF files: Choose File > Export and then choose Macromedia Flash (.SWF) from the Format pop-up menu, or use the Save For Web feature.

Does Illustrator support duotone images?

Yes, you can place duotone images saved from Photoshop, and link or embed them.

Does Illustrator support DCS 2.0 files?

Illustrator supports DCS 2.0 files only in a nontransparency workflow. If a DCS image interacts with transparency, the image won't print as expected when output. To see if a placed DCS image interacts with transparency, choose Palette Options from the Links palette menu and select Show DCS Transparency Interactions. With this setting turned on, yellow icons in the Links palette identify images that interact with transparency. For more reliable results, save spot color files from Photoshop as native PSD or Photoshop PDF files.



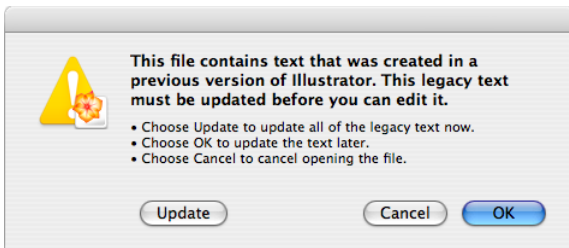
The Show DCS Transparency Interactions option helps you locate DCS images that interact with transparency.

Working with text

Illustrator contains a Unicode-compliant next-generation text engine that provides full support for OpenType fonts as well as optical kerning, optical margin alignment, every-line composing, and multilingual hyphenation and spell checking. The following section covers issues that you might encounter when importing and working with text.

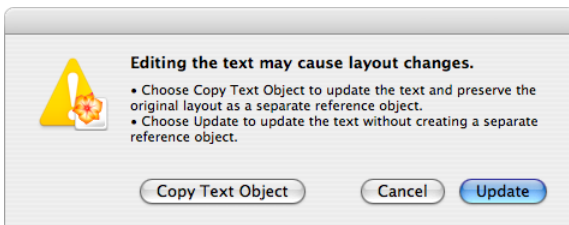
How does Illustrator handle legacy text?

When you open a FreeHand file saved in Illustrator 7.x format, Illustrator CS2 displays a dialog box informing you that there is legacy text in the file. Illustrator CS2 has a newer text engine than the one in Illustrator 7, and must convert text when opening documents created in Illustrator CS or earlier.



When opening a file, Illustrator alerts you if the document contains legacy text.

When you open a file containing legacy text, Illustrator gives you options to update the text, or to open the file without updating the text. Click Update if you plan on editing the text in the file (the text may reflow). Click OK if you won't be editing the text; the text's appearance will be preserved. For more information on updating legacy text, see "Working with Type in Illustrator CS2" on the Adobe website at www.adobe.com/products/illustrator/pdfs/Text_in_AICS2.pdf.



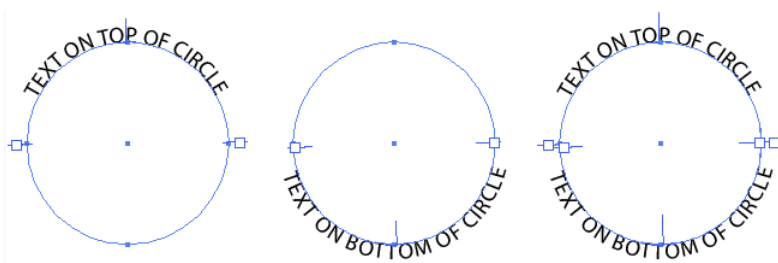
If you try to edit legacy text, Illustrator returns a dialog box so that you can update the text first.

Does Illustrator maintain kerning or text styling when importing files from FreeHand?

Editable kerning values are not retained when you open FreeHand files in Illustrator. However, you can maintain the appearance of kerned text (but will lose the ability to edit the text) by exporting files from FreeHand as EPS or PDF files. For more information, see the table on page 2 of this document.

How do I place text along the top and bottom of a path in Illustrator?

In Illustrator, you use the Type On A Path tool to type text along any opened or closed path. Unlike FreeHand, Illustrator can only place text along one side of a path. To simulate text appearing along the top and bottom halves of a circle, you must create two distinct shapes and then overlay them on top of each other.



To create text that flows on both the top and bottom of a circle, first draw a circle and place text along the top portion of the path (left). Then, duplicate the circle and position the text along the bottom portion of the path (center). Finally, align the circles on top of each other (right).

Does Illustrator support Unicode text?

Yes, the text engine in Illustrator is Unicode-compliant. For more information on the Unicode standard, see www.unicode.org.

Does Illustrator support OpenType fonts?

Yes, Illustrator has full support for OpenType fonts. OpenType is an open standard font format that is Unicode-based and that supports advanced features like automatic glyph replacement. For more information on OpenType fonts, visit the Adobe website at <http://studio.adobe.com/us/type/main.jsp?xhtml=opentype/main>.

When I open a PDF or EPS file that wasn't created in Illustrator, text is broken into individual text blocks. Is there any way to avoid this?

No. In order to preserve kerning and the appearance of text objects, text in imported generic EPS or PDF files (that is, an EPS or a PDF created with an application other than Illustrator) is not imported as a single string of editable text.

To combine multiple text objects into a single text string, you can use the Selection tool to select the different type objects, switch to the Type tool and create a new area text object, and then choose Edit > Paste.

How do I set a text frame to auto-expand in Illustrator?

Illustrator doesn't have auto-expanding text frames as FreeHand does. Besides Type on a Path (see previous page), there are two kinds of type objects in Illustrator: point type objects and area type objects. A point type object has no boundaries and doesn't wrap automatically to fit within a set width. An area type object is most similar to a FreeHand text object, and its width determines how the text wraps and flows. If there is overset text in an area type object, a red plus sign appears at the lower right corner of the object. You can resize an area type object so that more text will fit in it.

Working with objects and colors

There are some differences in how FreeHand and Illustrator work with objects and colors. This section discusses how to work around these differences.

Can you set an Illustrator window to multiple views?

Illustrator allows you to view the same file in different windows with different zoom levels and preview settings. To open your artwork in another window, choose Window > New Window.

Where is the paste inside function in Illustrator?

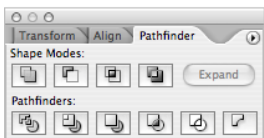
Illustrator uses a variety of mask functions to clip objects, unlike FreeHand, which has a paste inside function. The ability to define layer masks in Illustrator makes it possible to have multiple objects clipped by a single object while still maintaining layer structure.

- To apply a clipping mask on an object-by-object basis, first draw a shape that you want to use as a mask. Place this shape above your artwork in the object stacking order. Select both the artwork and the mask shape and choose Object > Clipping Mask > Make. Illustrator groups the artwork with the mask. You can use the Direct Selection tool to move the artwork and the mask independently.
- For more complex objects, and to maintain layer structure, first draw a shape that you want to use as a mask. Bring the object to the top level of the layer. In the Layers palette, highlight the layer that contains the shape and click the Create/Release Clipping Mask button at the bottom of the palette. The path is listed with an underline in the palette and clips all objects within that layer.

For more detailed information about masking in Illustrator, see the FreeHand to Illustrator Migration Guide on the Adobe website at www.adobe.com/products/illustrator/pdfs/illcs2ip_fhilmigr.pdf.

How can I combine multiple shapes using path operations?

Illustrator contains a collection of path-combining functions in the Pathfinder palette. Functions like Add To Shape Area and Subtract From Shape Area are similar to the Union and Punch commands in FreeHand.



The Pathfinder palette contains many functions for combining paths, making it easy to combine primitive vector shapes into more complex ones.

How do I select through objects in Illustrator?

In Illustrator, you can select objects that are beneath other objects by choosing **Select > Next Object Below**. You can also access this command by right-clicking (Windows) or Ctrl-clicking (Mac OS).

You might find it easier to select objects when the **Object Selection By Path Only** setting in the **General** preferences panel is selected. With this setting turned on, you can select objects only by clicking on their path.

Does Illustrator have a clone command, like FreeHand does?

Yes. To clone a selection in Illustrator:

1. Choose **Edit > Copy** (Command-C in Mac OS, or Ctrl-C in Windows).
2. Choose **Edit > Paste In Front** (Command-F in Mac OS, or Ctrl-F in Windows), or **Edit > Paste In Back** (Command-B in Mac OS, or Ctrl-B in Windows).

You can also hold the **Option** key (Mac OS) or **Alt** key (Windows) when you move or transform an object to leave a copy behind.

Does Illustrator contain the newer Pantone color libraries?

Yes, Illustrator contains the updated Pantone libraries that were created in 2000. Choose **Window > Swatch Libraries** to access any of the 10 Pantone libraries included with Illustrator: **Metallic Coated**, **Pastel Coated**, **Pastel Uncoated**, **Process Coated**, **Process Uncoated**, **Solid Coated**, **Solid Matte**, **Solid Uncoated**, **Solid to Process Coated**, and **Solid to Process Uncoated**.

How do I define a logarithmic gradient in Illustrator?

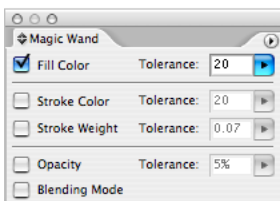
Illustrator only supports linear and radial gradients.

Does Illustrator have a search and replace feature, like FreeHand?

Illustrator contains a text-based search-and-replace feature (**Edit > Find**), but does not have a graphic search-and-replace function like FreeHand.

How do I select multiple objects with the same attributes in Illustrator?

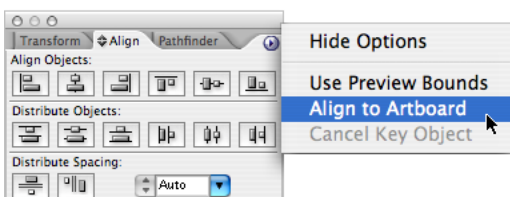
Illustrator contains a **Select** menu that allows you to select a single object and then select all other objects that either contain a similar fill or stroke color, stroke weight, or other similar attributes. In addition, Illustrator contains a **Magic Wand** tool that allows you to select objects that have a similar fill color, stroke color, stroke weight, opacity, and blending mode with a single click.



By setting a tolerance level for the Magic Wand tool, you can select multiple objects that fall into a general range of colors.

How do I align or distribute objects in Illustrator?

Illustrator has an **Align** palette that contains functions for aligning objects to each other or to the artboard, and for distributing objects evenly. Select the objects you want to align, and then select one of the icons in the **Align** palette. These icons also appear in the **Control** palette when multiple objects are selected.



*Choosing the **Align To Artboard** setting allows you align objects to the page.*

Does Illustrator have a Release To Layers feature?

Yes. In Illustrator, you can easily distribute text objects and the individual steps in a blend among individual layers. To do so, select a layer and choose Release To Layers from the Layers palette menu. The Release To Layers command also works on text objects.

General document settings

Both Illustrator and FreeHand support a wide range of features that can be used to be more productive, to express your creativity, and to push the boundaries of design. This section explores general application use and offers guidance on how to get the most out of Illustrator.

How do I create guides in Illustrator?

To create guides in Illustrator, drag them out from the horizontal or vertical rulers (choose View > Show Rulers to turn on the rulers). Alternatively, you can convert any vector object into a guide by choosing View > Guides > Convert To Guide. In Illustrator, there is no dedicated layer for guides. Guides are added to the layers that they are drawn on.

Does Illustrator have an AutoTrace tool to convert bitmap images to vectors?

Illustrator CS2 has a powerful new feature called Live Trace, which enables you to convert bitmapped images into vector paths. For detailed information on the Live Trace feature, see “Creating Vector Content Using Live Trace” on the Adobe website at www.adobe.com/products/illustrator/pdfs/creating_vector_content.pdf.

Transparency effects don't always print reliably from FreeHand. Do these similar effects print reliably from Illustrator?

For transparency effects (like blend modes or soft drop shadows) to print to a PostScript device, the transparency must be flattened. This process happens automatically when you print your file, save it in the EPS format, or export it to any format that doesn't support transparency. For information on how transparency flattening works, see “The Designer's Guide to Transparency” on the Adobe website at www.adobe.com/products/creativesuite/pdfs/dgt.pdf.

I have heard that Illustrator supports metadata. What does that mean?

Metadata is information that describes the content of a document, which can then be used in searches. Illustrator has full support for the Extensible Metadata Platform (XMP) standard for storing metadata, and such information can be added to a file either using the File Info dialog box or Adobe Bridge. For more information on the XMP Metadata standards, please visit the Adobe website at www.adobe.com/products/xmp/main.html.

What measurement systems does Illustrator support?

Illustrator supports points, picas, inches, millimeters, centimeters, and pixels.

Terminology differences

Illustrator and FreeHand share many similar functions, but the terminology used for tools, menu commands, or functions differs in some cases.

FREEHAND	ILLUSTRATOR
Pasteboard	Scratch Area
Pages	Artboard
Panels	Palettes
Object Properties panel	Appearance palette
Import	Place
Transform handles	Bounding box
Keyline view	Outline
Extrude tool	3D effects
Live vector effects	Effects
Graphic Hose tool	Symbol Sprayer tool
Edit text in external editor	Edit Original command
Output Area tool	Crop Area
Styles	Graphic styles
Mixer	Color palette
Paste inside	Mask
Composite paths	Compound paths

Additional resources

For additional information on the topics discussed in this document, see the following documents or websites referenced earlier in this article:

FreeHand to Illustrator Migration Guide

Adobe Print Resource Center

Working with Type in Illustrator CS2

Unicode standard

Support for OpenType fonts

Creating Vector Content Using Live Trace

The Designer's Guide to Transparency

XMP metadata standards

FOR MORE INFORMATION

For a comprehensive overview of Adobe Illustrator CS2, visit the Adobe website at www.adobe.com/products/illustrator/main.html.



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