

Magic Isometry Light

Adobe Illustrator script
Created by mai-tools.com



User Guide

Introduction

Magic Isometry Light is a script for Adobe Illustrator which simplifies the creation of isometric images.

This script turn art to isometric top, left and right projections. You can set the angle of the projection. Common angles: 26.57° for 2:1 isometric projections and 30° for true isometric projections.

Magic Isometry Light script has *Symmetry*, *Mount* and *Make All* functions for faster operation and assembly of isometric objects. You can turn back isometric object using *Reverse* function.

There are Isometric Grid Templates files in the archive for comfort work.

Magic Isometry Light works like a panel in Adobe Illustrator. You can select and turn objects on the Artboard and use the script in the same time. Magic Isometry operates with one single objects (group of objects) and separate objects.

Compatibility: Adobe Illustrator CS6, Adobe Illustrator CC

Script version is universal for Windows and Macintosh OS.

Buy Magic Isometry Light script for **\$7** right now!

Visit our website: **mai-tools.com**

Installation

Take the script file (*magic_isometry_light.jsx*) and drop it to the script folder of your Adobe Illustrator. Location of the script folder depends on your Adobe Illustrator version and system configuration.

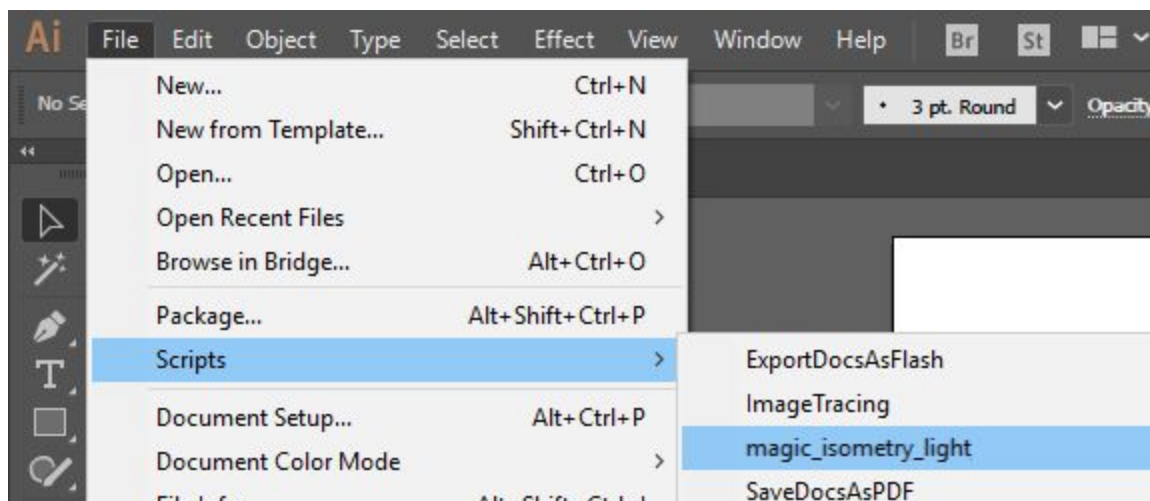
For Windows it might be:

C > Program Files > Adobe > Adobe Illustrator (your version) > Presets > en_GB > Scripts

For Macintosh it might be:

Applications > Adobe > Adobe Illustrator (your version) > Presets > en_GB > Scripts

Then run Adobe Illustrator. You can find the script in the main menu *File > Scripts*.

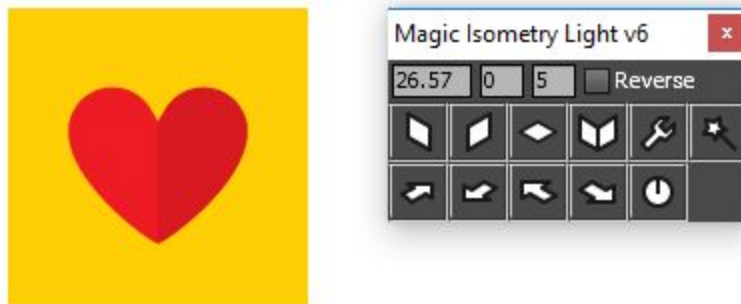


You can also run the script without installation. Go to *File > Scripts > Other Script* (Ctrl+F12). Then open the script file on your computer.

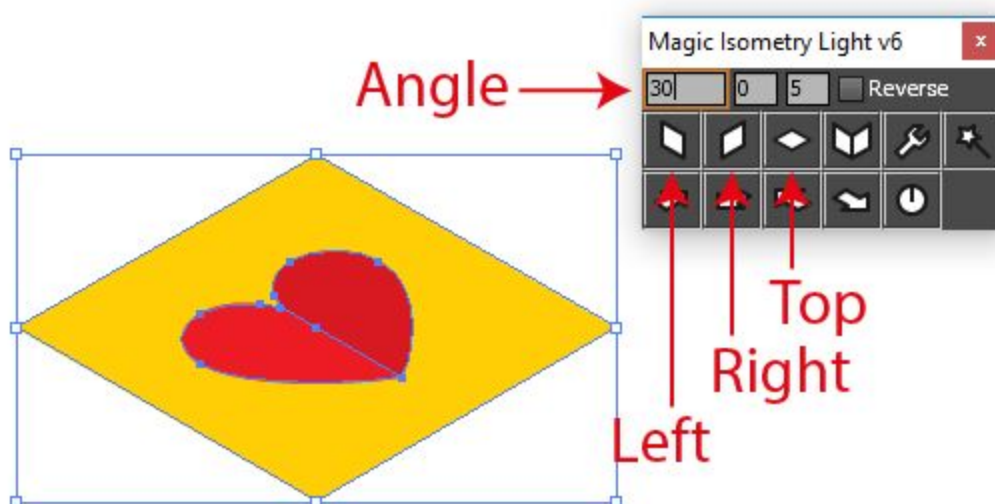
Usage in Adobe Illustrator

Open or create any vector illustration. You can open Isometric Grid Templates from the archive.

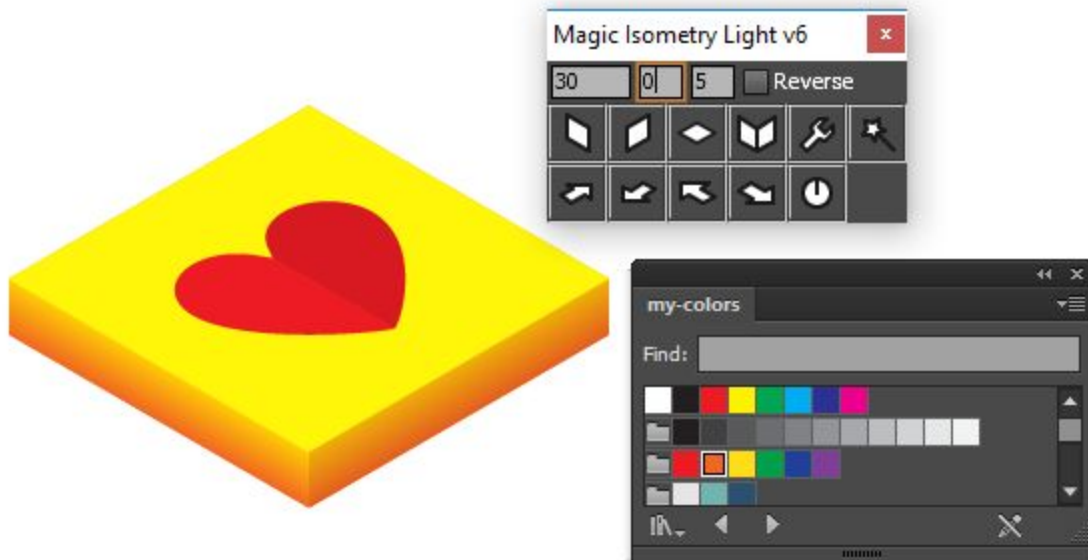
Take any flat object. The parts of the object must be grouped together (Ctrl+G). Then run the script Magic Isometry Light.



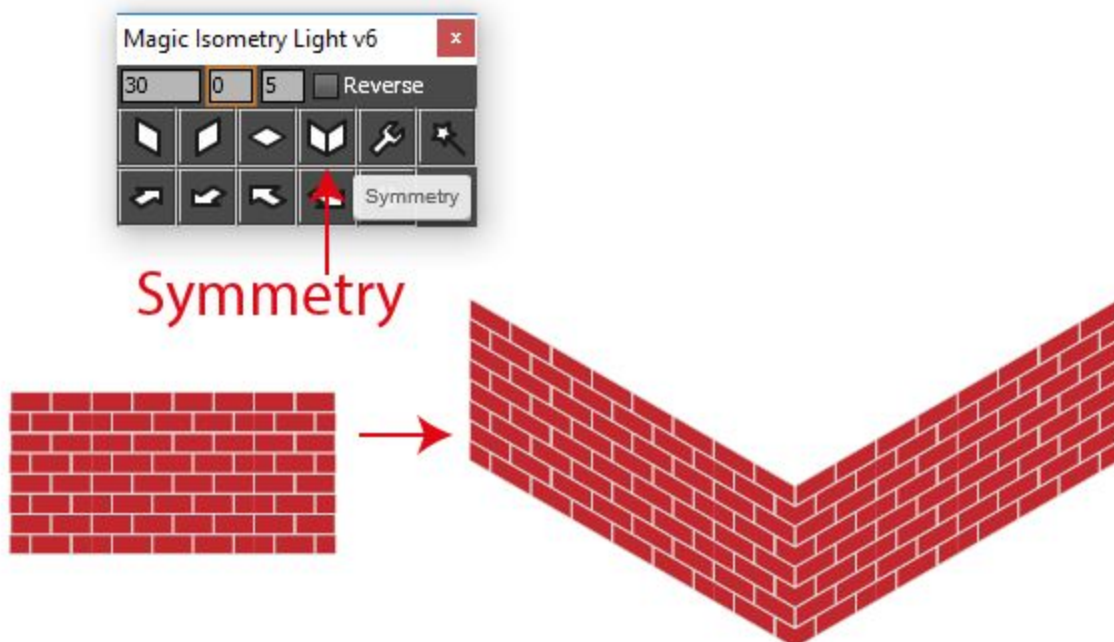
Set the *Angle* of the projection. Select your object (or several objects) and click *Left*, *Right* or *Top* button.



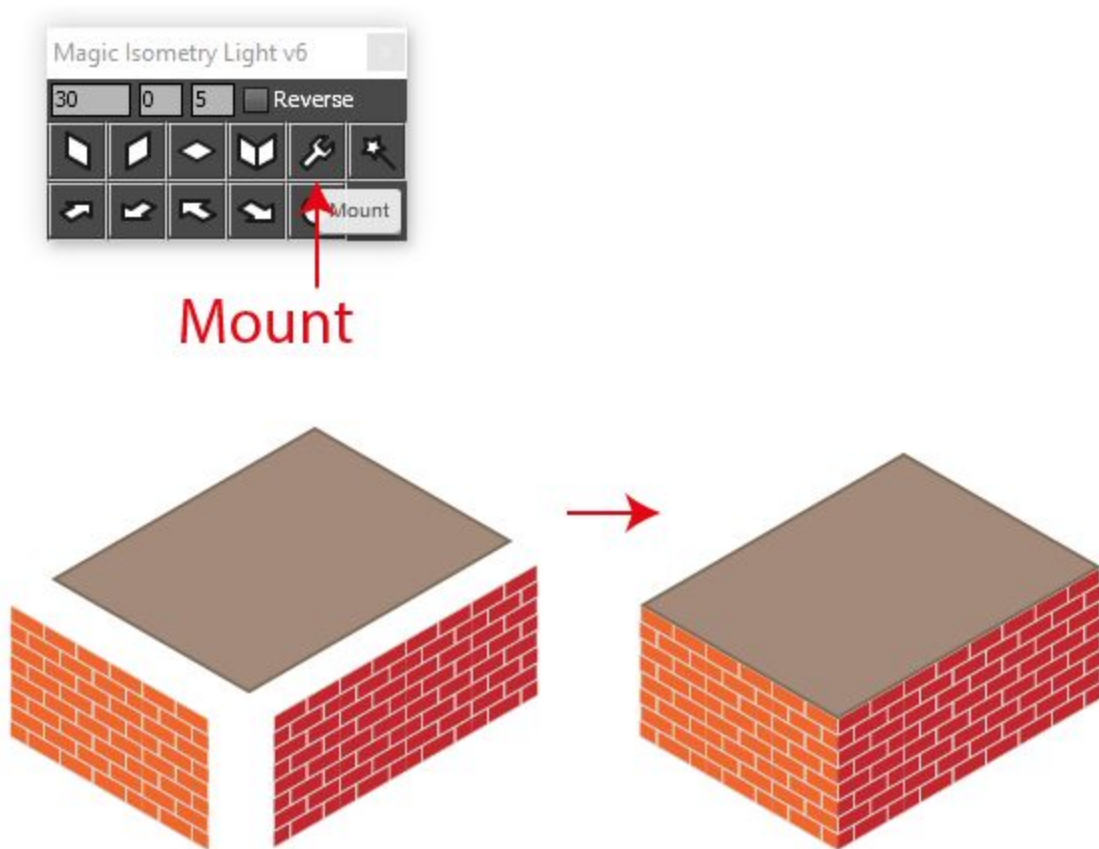
You can select next object and click the buttons again. Don't need to run the script several times. You can use any instruments and functions of Adobe Illustrator while the script is active. Draw some parts for example.



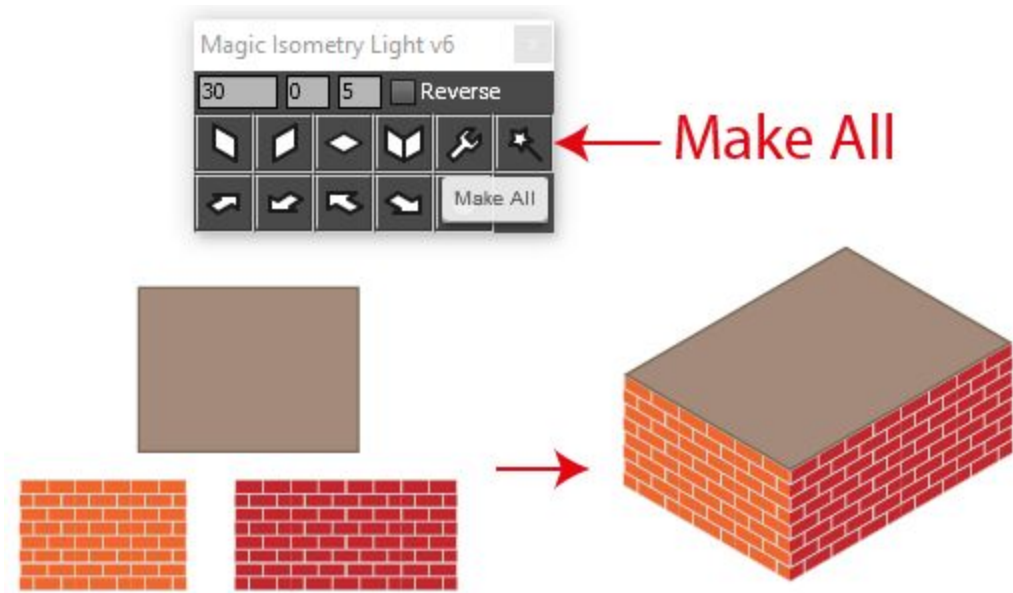
Select any object and press the *Symmetry* button. The script creates *Left* and *Right* isometric projections.



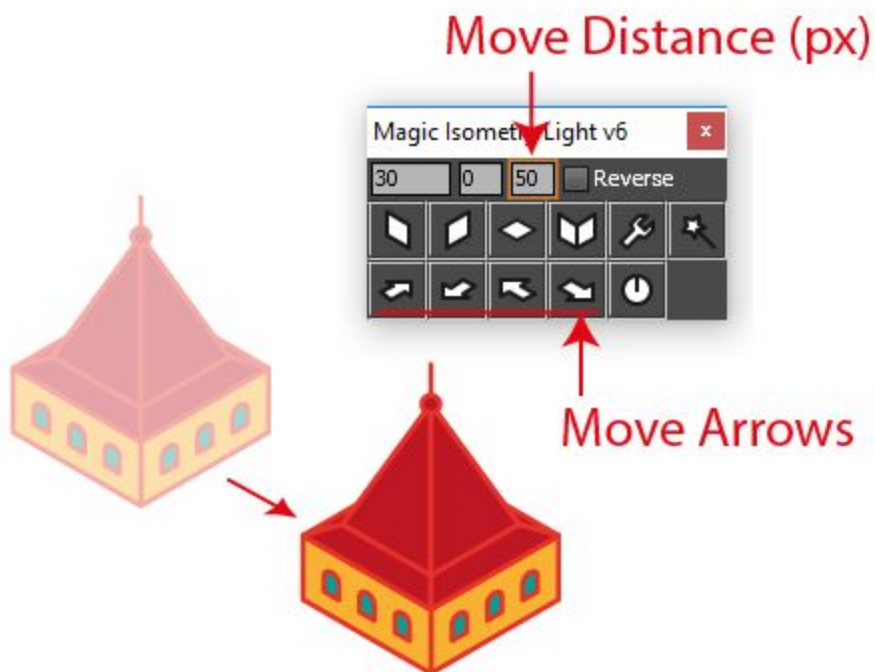
Select 3 isometric projections with this order: *left* in the left position, *right* in the right position and *top* in the top position. Press the *Mount* button and the script combine all projections properly.



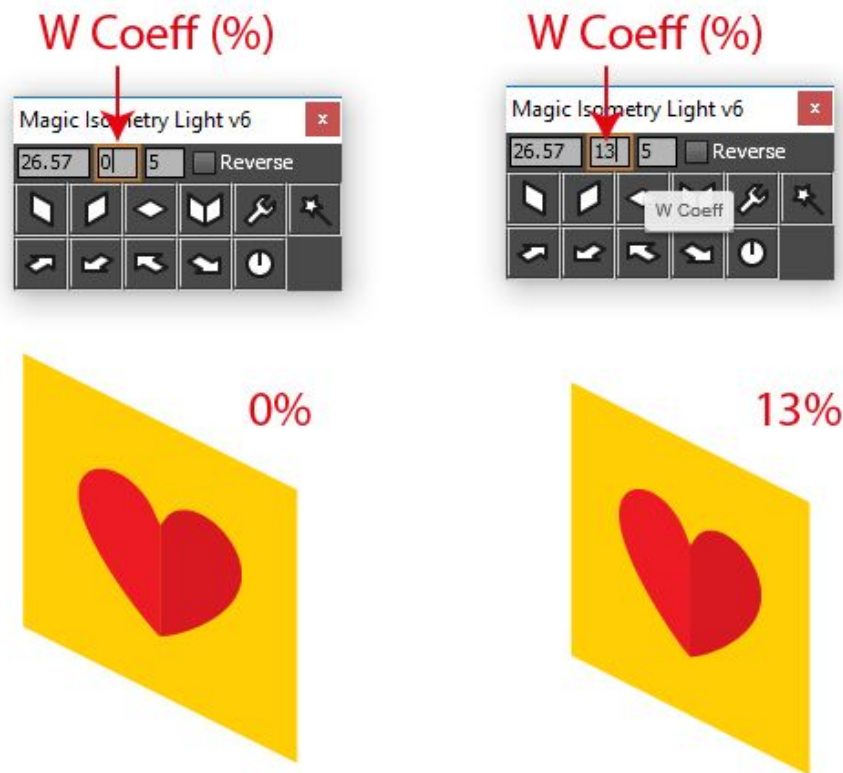
Use *Make All* function to create *Left*, *Right* and *Top* isometric projections and combine them.



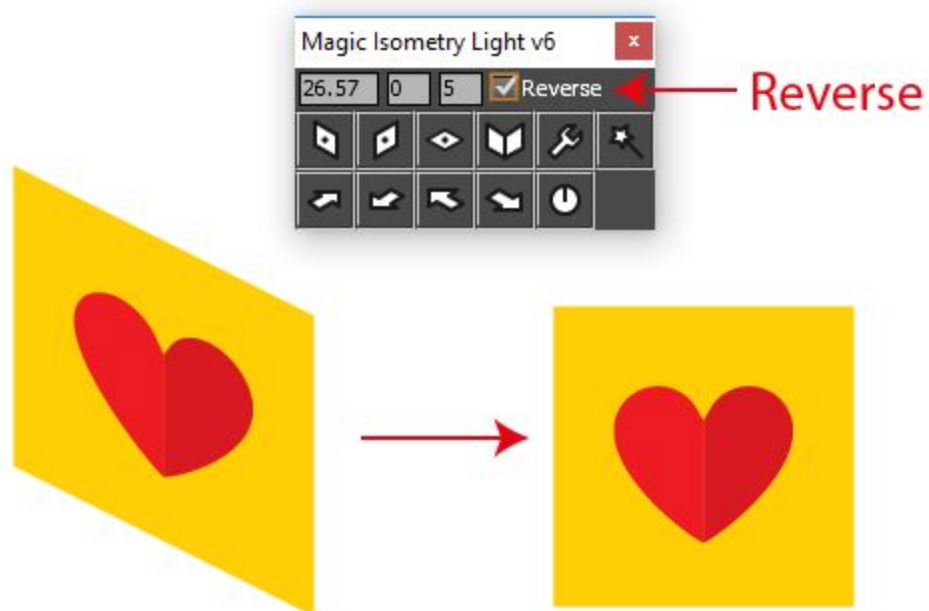
Click *Arrows* buttons to move objects in the isometric system of axes. You can set the distance in the *Move Px* checkbox.



Use *W Coeff* checkbox to adjust the width of your isometric projections. For example 13% for 2:1 isometric projections looks much better. Set the value of the *W Coeff* and then click *Left*, *Right* or *Top* buttons.



Set the *Reverse* checkbox if you need turn back isometric objects. Use *Left*, *Right* and *Top* buttons in this mode.



Click the *Reset* button to reset all settings of the script. Click the *Cross* button to exit the script panel.



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