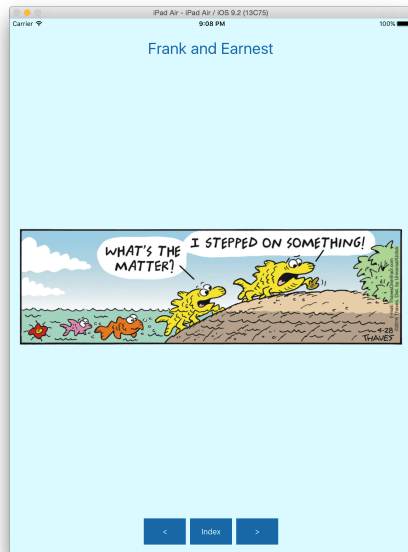


## Adding iPhone and iPad Bezels to your app screen shots

**Objective:** Take a screen shot of an app running in the simulator, and embed it in a bezel so that it looks like a photo of the app running on an actual iPhone or iPad. Your app presentation will be more appealing to employers (and buyers) if it appears they can see it running.



Before



After

**Problem:** The screen shot has the title bar at the top and a shadow underneath.

**Solution:** We can hide the title bar and shadow by place the screen shot behind the bezel, or by using a clipping mask

### What you will need:

1. A screen shot of your app running on the iPad. (I posted a sample you can use)
2. A screen shot of your app running on the iPhone. (I posted a sample you can use)
3. An iPad Bezel (see the blog posting and download it)
4. An iPhone Bezel (see the blog posting and download it)
5. An iPhone home button (see the blog posting and download it)
6. An iPhone receiver port (see the blog posting and download it)

### Activity 1: Taking screen shots

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The best way to take a screen shot on Mac is this method, which includes the whole window:

1. Press Cmd-Shift-4.
2. Press the space bar.
3. Hover over the window you want to save and click.

If you instead drag over the window to select a region, this can create errors. Your screen shot will not be exactly the right size. You might choose too much or too little. If you want only part of the window, it's better to get the whole window, then crop it in Photoshop.

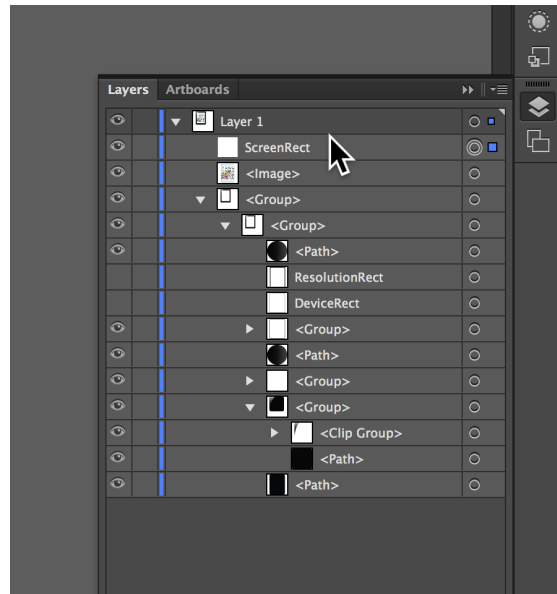
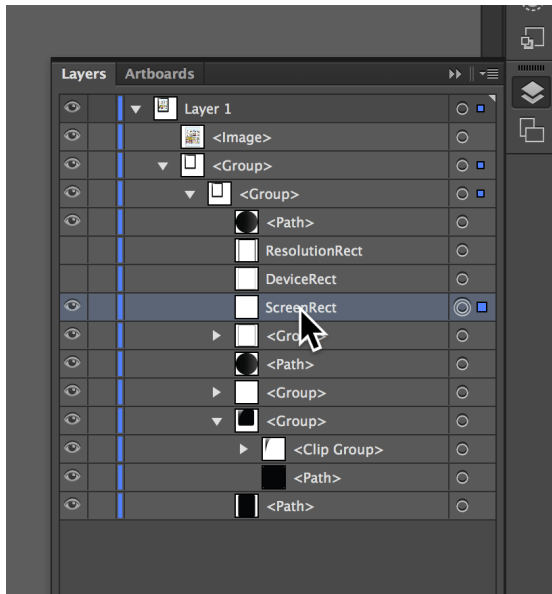
### Activity 2: Layers Panel and Clipping Masks

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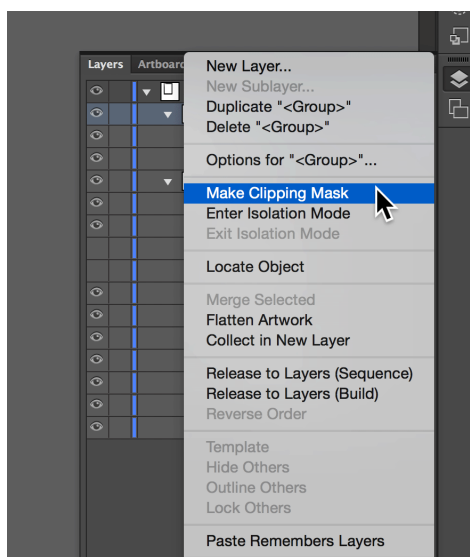
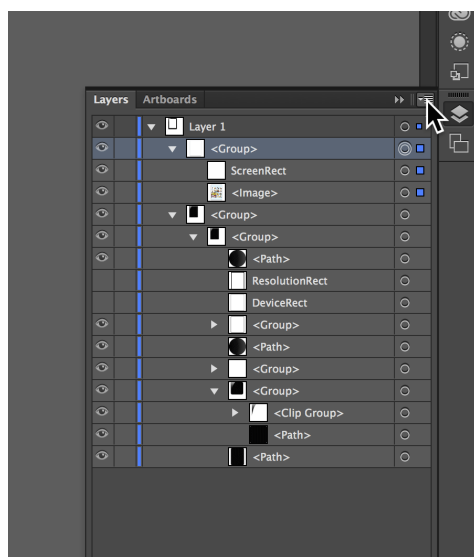
1. Create a new Illustrator file.
2. Place one of your screen shots. File → Place.
3. Select the Ellipse tool and draw a circle on top of your screen shot.
4. Open the **Layers Panel** and see the <image> and the Path.
5. You can drag the layers around to change their order.
6. Make sure the circle is above the <image> in the list.
7. Note how you can reorder the items in the Layers Panel, and it brings different items to the front of your overall drawing.
8. Note how selecting the item in the Layers Panel does not select the item in the artboard.
9. Note how you can select the item on the artboard by clicking the hollow circle to the right of the item in the Layers Panel. The hollow circle fills in and highlights.
10. Select the circle path and the <image> by clicking on their hollow circles. Use Cmd-click or Shift-click to select more than one.
11. Group the two items together. Cmd-G or Object→Group.
12. Select the group layer. It doesn't matter if the items themselves are selected, or whether the little circles are filled in.
13. From the Layers Panel mini-menu (top right corner), choose **Make Clipping Mask**.

### Activity 3: Embedding in an iPad Bezel

1. Duplicate the iPad Bezel drawing and use it for your base document.
2. Open the new file in Illustrator.
  - a. Place your iPad screen shot in the AI drawing. File → Place
3. Resize the iPad screen shot so it is the same size as the interior of the Bezel. You may have to fiddle with it some.
4. Using the Layers Panel, move the “screen rectangle” out of the iPad drawing and above the screen shot in the list. This will make the screen shot disappear.



5. Select the two layers with the screen rectangle and the screen shot.
  - a. Select the dots to the right of the ScreenRect and the image
  - b. Group them. Cmd-G.
  - c. Choose “Make Clipping Mask” from the Layers panel mini-menu.



6. Done!

#### Activity 4: Selecting multiple points with the white arrow tool

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1. Create a new Illustrator file.
2. Choose the pen tool.
3. Make a polygon by clicking random points on the artboard. Make sure you close the polygon by clicking on the first point again.
4. Make a second random polygon the same way, so that it overlaps the first one.
5. Choose the black arrow tool. Note how you can select the different polygons and move them but you cannot move their individual points.
6. Choose the white arrow tool. Choose one of the polygons. Choose one of the points. Note how you can move a single point.
7. Use the marquee tool to select multiple points. Note how this selects points from both polygons. We probably want to select points from only one of the polygons.
8. Lock one of the polygons using the Layers Panel.
9. Use the marquee tool to select multiple points in the unlocked polygon.
10. You can move these points together at one time by dragging any one of them.

#### Activity 5: Embedding in an iPhone Bezel

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1. Duplicate the iPhone Bezel drawing and use it for your base document.
2. Open the new file in Illustrator.
3. Place your iPhone screen shot in the AI drawing.
4. Resize the iPhone screen shot so that it is the same height as the interior of the Bezel. It may not be the same width. Place it against the left edge of the interior.
5. Move the screen shot **behind** the bezel.
  - a. Object → Arrange → Send To Back

– OR –

  - b. Drag to the bottom of the Layers Panel
6. Lock the image using the Layers Panel.
7. Using the **white arrow** tool, drag around the individual points that are in the wrong place. While the six points are selected, drag one of them toward the right place. Hold down the shift key to make them move straight. (See example to the right.)
8. Done!

