Slice it Up

Procedural and non-destructive way
to slice your artwork in Adobe Illustrator

manual for v1.0

Installation

Unpack the archive you have downloaded and copy/paste files (both "Slice it Up.jsx" and "Slice it Up Help.pdf") to "Scripts" folder:
        - Windows: Program Files\Adobe\Adobe Illustrator <version>\Presets\en_US\Scripts
        - Mac OS: Applications/Adobe Illustrator <version>/Presets/en_US/Scripts

Once Installation is finished run the script in Illustrator by clicking File > Scripts > Slice it Up

Or

If you don't want to install script, just run it by going File > Scripts > Other Script ... and navigate to "Slice it Up.jsx" file you have downloaded.

Interface

Preview checkbox enables/disables live preview.

Number of Slices - define how many slices you wish to have. You can go from 2 to infinity. Illustrator might get slow with lots of slices, so keep that in mind.

Y Offset Linear - move slices vertically in linear way;

Y Offset Random - move slices vertically in random way;

X Shuffle Linear - move slices horizontally in linear way;
X Shuffle Random - move slices horizontally in random way;
Angle - control the rotation of the slices.
Expansion - shrink or grow the bounds of each slice.
Container mode - more info at the end of the document

By default slices are equal width. Randomise button makes them random. Equalise will make slice width equal.

Button ✕ will reset values to their defaults and ⤬ will generate another random seed.

Once slicing is finished it's recommended to merge generated slices. Select group that contains all slices and do Merge in Pathfinder window.

Slider ranges are limited to 2-10 for Number of Slices, -100 - 100 for offsets and expansion. However, if this range is not enough, you can enter desired values by hand.

Container Mode: Square
Pros - Slices will cover entire shape; works perfect on any angle; no clipping. You probably want to use this mode.
Cons - Some slices will be empty at certain angles, though rendering unnecessary layers;
Container for the slices is calculated by the hypotenuse of your layer (the square the length of the hypotenuse equals the sum of the squares of the lengths of the width and hight of your object. *Wikipedia*)

Container Mode: Circle
Pros - Perfect choice if your layer is perfect circle.
Cons - Some clipping will appear if your image is not a perfect circle.
Container size is calculated by the largest side of your object.

Container Mode: Vertical & Horizontal
Pros - Ideal way to slice in vertical or horizontal way; no empty slices.
Cons - no rotations allowed.
Container size is equal to the dimensions of bounding box of your layer.

Following examples demonstrate the use of Square/Circle/Vertical mode. In each case three different shapes (16x9 frame, perfect circle, and custom shape) are sliced with different mode. Please observe what effect each mode has for every object. In some case you get empty slices, while others produce clipping of your layer.

Shape – 16x9 frame.

No clipping in *Square* mode, but empty slices at 90° angle. *Circle* mode – some clipping appear on the edges if angle is not 0°, 90°, 180°, 270°. *Vertical* mode – huge clipping on any angle except 0°.

|	**0°**	**45°**	**90°**
Square			
Circle			
Vertical			
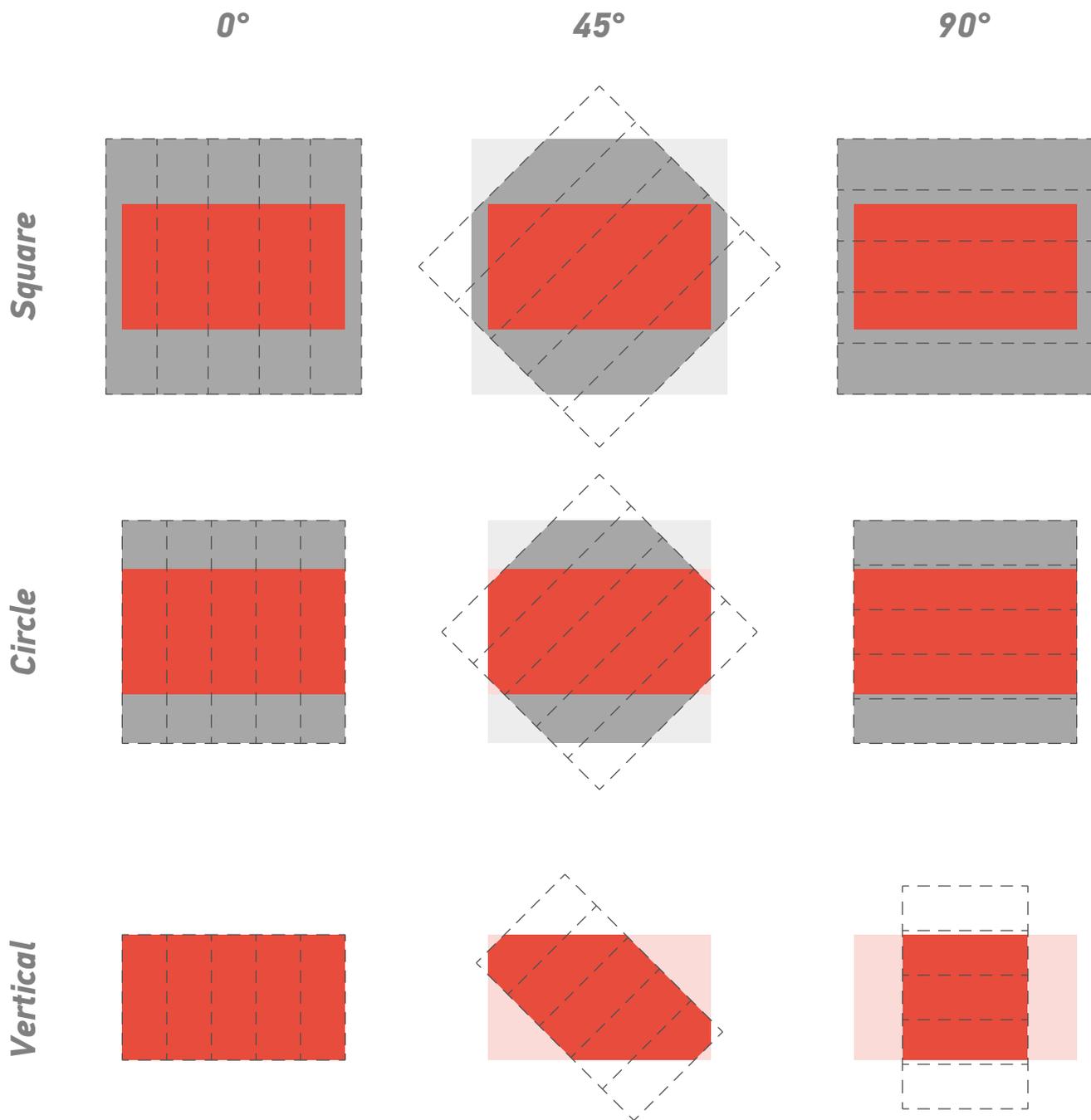
Shape - perfect circle.

No clipping and no empty slices appear at any angle. Perfect Container mode for this shape is *Circle*. Slices are evenly distributed along the object. *Vertical* mode produces same effect as *Circle* mode.

	0°	45°	90°
Square			
Circle			
Vertical			
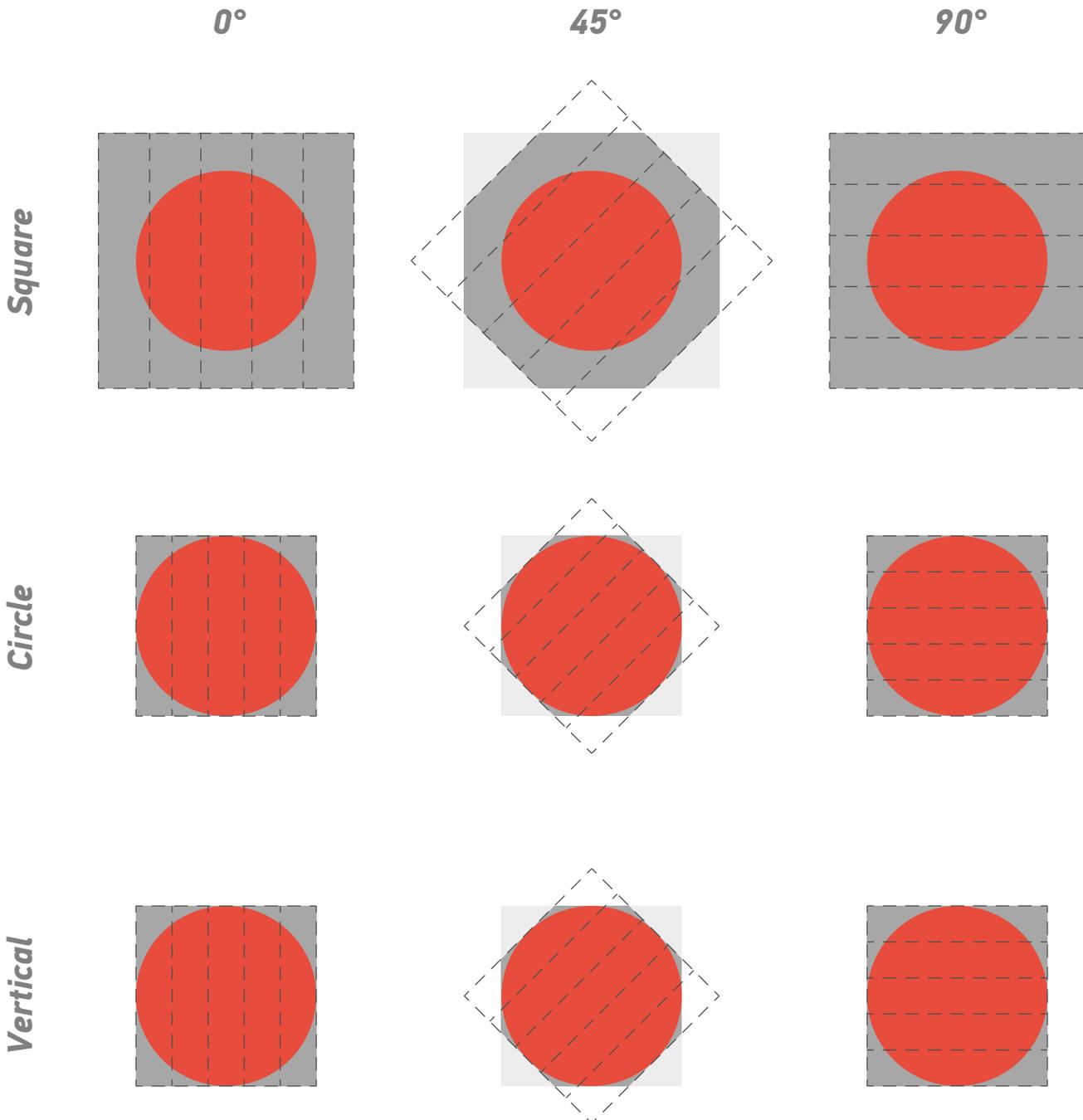
Shape - custom.

Probably best choice - *Square* mode. Empty slices appear, but no clipping at any angle. In this scenario small clipping appears at 45° in *Circle* mode and huge clipping at any angle in *Vertical* mode.
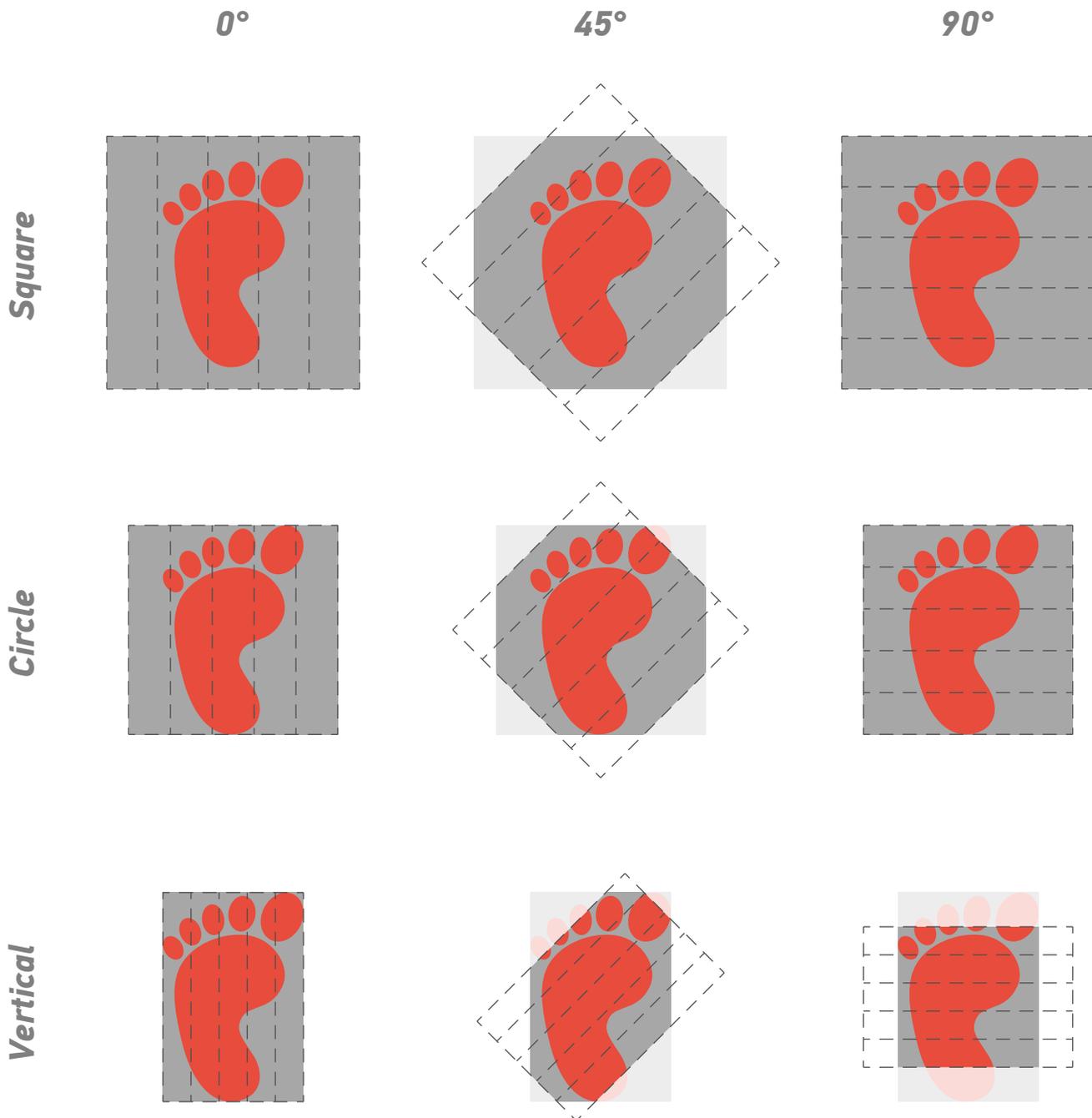
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by Tomas Šinkūnas
www.rendertom.com