



Adobe ILLUSTRATOR CS5/6 ESSENTIALS - 2 Day Course

Adobe Illustrator is the industry-leading vector graphics software that enables you to produce vector graphics for print, video, the web, and mobile devices. It is a very sophisticated graphics program capable of creating complex illustrations and type effects. This Essentials course will give you the basics to build on plus the most effective ways to integrate Illustrator into your workflow.

Who should attend?

Graphic/Web designers, or people transitioning into design related jobs who need to create illustrations, logos, maps, graphs, diagrams, advertisements, or other graphic documents. They may have little or no experience with Illustrator. They may already use InDesign and Photoshop.

COURSE OUTLINE

Adobe Illustrator Overview

- Understanding Vector Graphics
- Learning the interface
- Create a Custom Workspace

Creating a new document

- New Document Settings
- Creating multiple artboards
- Export & print multiple artboards

Creating Simple Vector Shapes

- Draw Basic Shapes with the Shape Tools
- Draw Basic Shapes with the Line Tools

Understanding and Applying Colour

- Colour fills and strokes
- Colour swatches and libraries
- Applying colour
- Creating and saving new colours

The Drawing Tools

- Draw Paths with the Pencil Tool
- Draw Paths with the Brush Tool
- Draw Paths with the Pen Tool
- Draw Paths with the Blob Tool

Manipulate Shapes, Objects and Paths

- Modify existing shapes to create new shapes
- Merge and divide objects
- Duplicate and Resizing Objects

Using Layers

- The Layers Palette
- Managing your work with Layers
- Template Layers

Creating a Logo

- Creating a multi-use logo
- Saving and exporting for multi-use

Live Trace and Live Paint

- Live Trace an existing piece of artwork
- Tracing options
- Converting to a Live Paint object
- Colour a Live Paint object

Symbols Libraries

- Using Symbols Libraries
- Creating a New Symbol
- Sharing Libraries

Gradients and Patterns

- Creating and saving Gradients
- Applying Gradients
- Creating and saving Patterns
- Applying Patterns
- Gradient and Pattern Libraries

Creating Complex Objects

- Joining Shapes, Objects and Paths
- Applying colour, gradients and shading

Working with Appearance

- Effects Menu
- Appearance Pallet
- Multiple Strokes and Fills

Masking

- Creating simple Clipping Masks
- Manipulating Masks

Type

- Type tools
- Create Type on a Path
- Create Outlined Type
- Apply an Envelope Distort to Type
- Create Type Masks

Layout

- Page Layout, Guides and Measurements