

Illustrator Fundamentals

Course Outline

Course Objective

Adobe Illustrator is the premiere program for creating high-quality line art. Mastering the fundamentals of this powerful software is crucial to creating professional-looking graphics for both print and the web. Many of the skills you'll learn in this Illustrator training also apply to other design applications, so you'll soon be on your way to becoming a graphic design pro. Although Illustrator can be intimidating to a first-time user, we break it down step-by-step, guiding you through simple and easy-to-follow exercises.

Agenda

1. Getting Started
 - a. Interface
 - b. Workspace
 - c. Artboards
 - d. Working with Layers & Artboards
 - e. Layers - Visibility and Preview & Outline Modes

2. Working with Type
 - a. Point Type
 - b. Area Type
 - c. Path Type
 - d. Touch Type

3. Shape Tools and Drawing Tools
 - a. Line Tool
 - b. Working with Ellipse & Polygon Tools
 - c. Editing Paths
 - d. Pencil & Smoothing Tools
 - e. Pen Tool & Convert Anchor Point Tools
 - f. Pen Tool Icons

4. Precise Drawing
 - a. Precise Drawing using the Rotate Tool
 - b. Applying Colors and Patterns
 - c. Combining Shapes with Pathfinder
 - d. Creating Compound Paths

5. Drawing Exercise
 - a. Creating a Template File and Using Multiple Layers & Artboards

6. Symmetrical Drawing
 - a. Symmetrical Drawing

7. Managing Colors in Artwork
 - a. Managing Colors in Artwork
 - b. Using and Combining Shapes to Create a Logo
 - c. Reflecting Elements for Symmetry
 - d. Cutting Out a Shape from a Path
 - e. Applying Custom Colors
 - f. Reusing Shapes in Logo Variations & Editing Paths

8. Tracing Images, Live Paint and Art Brushes
 - a. Creating Vector Drawings with Image Trace
 - b. Using Image Trace Presets
 - c. Coloring Paths with Live Paint
 - d. Setting Up a Tracing Template for Black & White Illustration
 - e. Creating the Basic Outline Paths with the Pen Tool
 - f. Creating Detail Paths with the Pen Tool & Blob Brush

- g. Editing Paths with the Eraser Tool
 - h. Adding Fine Strokes with the Pen Tool
 - i. Creating a Custom Art Brush
 - j. Applying Custom Art Brushes
 - k. Editing the Brush Strokes
 - l. Modifying Path Contour with the Width Tool
 - m. Modifying an Artboard
 - n. Applying a Pattern Brush
9. Using Symbols
- a. Using the Symbol Library
 - b. Using the Symbol Tools
 - c. Replacing a Symbol
 - d. Editing a Symbol & Recoloring Artwork
 - e. Creating a Scatter Brush
 - f. Copying Paths to Other Layers
 - g. Applying and Editing A Scatter Brush
 - h. Using a Clipping Mask
 - i. Glyphs & Outlined Type as Art Elements
 - j. Colorizing paths with Live Paint
 - k. Duplicating & Recoloring Artwork
 - l. Creating Pattern Brushes with Corner Tiles
 - m. Creating an Image Pattern Brush
 - n. Creating Patterns with Pattern Maker
 - o.
10. Using 3D Effects
- a. Using 3D Effects & Mapping Symbols
 - b. Editing Symbols
 - c. Editing 3D Effects
 - d. Extruding Shapes and Text
 - e. Saving a Graphic Style
 - f. Applying Graphic Styles
 - g. Adding a Style with Additional Effects
 - h. Graphic Style Libraries

11. Gradients and Blends

- a. Using Isolation Mode & Applying Gradient Fills
- b. Applying Gradient Strokes
- c. Creating and Editing Blends
- d. Creating and Editing a Gradient Mesh
- e. Using the Gradient Mesh Tool
- f. Precise Drawing with the Reflect Tool
- g. Gradient Mesh Command & Transparency Settings
- h. Image Tracing High Resolution Images
- i. Image Trace Panel – Details

12. Masking

- a. Overview of Clipping Masks
- b. Aligning to Key Objects
- c. Creating Clipping Masks and Using Isolation Mode
- d. Overview of Opacity Masks
- e. Using the Appearance Panel & Scribble Effect to Create a Mask Shape
- f. Applying a Drop Shadow Effect
- g. Using Opacity Masks To Create Transparency
- h. Modifying an Opacity Mask
- i. Type Outlines & Compound Paths
- j. Applying and Importing Text
- k. Creating & Applying Styles
- l. Editing Styles

Course Length: 2 Day

Prerequisite: Windows and Mouse Skills