

Introduction to Adobe Illustrator

(2 Days)

Description

This is a comprehensive two day Adobe authorised introduction to Adobe Illustrator designed to teach new users how to produce professional graphics and illustrations. The course covers Illustrator's sophisticated drawing and text controls, it's graphing features, multimedia features and range of web functions and explores filters from both Illustrator and Adobe Photoshop allowing you to dramatically increase levels of productivity and creativity.

Throughout the two days the emphasis is on practical, hands-on learning and at the end of day two, there will be a series of practical exercises designed to consolidate new skills and build confidence. If you wish to tailor this outline to your exact requirements, please call or email.

Course Outline

WELCOME TO ILLUSTRATOR

- About vectors and bitmaps
- What Illustrator is used for
- Anchor points, segments and paths
- Illustrator's interface
- The Zoom and Hand tools
- Outline and Preview modes

SELECTING AND MODIFYING OBJECTS

- Selecting and colouring objects
- Applying fills and strokes
- Using closed and open paths
- Modifying gradients
- About groups and sub-groups
- Selecting objects inside groups
- Manipulating an object's anchor points

WORKING WITH SHAPES

- Creating polygons, stars and grids
- Aligning objects accurately
- Duplicating objects

LAYERS IN ILLUSTRATOR

- Tracing over imported artwork
- Using the Template feature
- Hiding, showing and locking layers
- Specifying layer attributes
- Duplicating layers
- Moving objects between layers

TEXT IN ILLUSTRATOR

- Working with text
- Specifying character and path attributes
- Placing text on a path
- Aligning text with other objects
- Copying text attributes
- Turning text into outlines
- Modifying outlined text

GRAPHS IN ILLUSTRATOR

- Creating graphs with the Graph tool
- Working with graph data
- Changing graph attributes
- Working with data from Excel

TRANSFORMATION TOOLS

- About Transformation tools
- Using the Free Transform tool
- Transforming objects numerically
- Scaling and rotating objects
- Changing the origin of a transformation
- Transforming and duplicating at the same time
- Using Transform Again

PATHFINDER OPTIONS

- Dividing overlapping objects
- Using the Pathfinder palette
- Expanding compound shapes

COLOUR IN ILLUSTRATOR

- Choosing a colour mode
- Working with Pantone colours
- Working with web colours
- Creating custom colours
- Using swatches from another document
- Creating gradients
- Saving for print
- Saving for web
- Understanding different file formats

WEB FEATURES

- Using Styles
- Using Pixel Preview
- Exporting in Flash and SVG formats

DRAWING AND ILLUSTRATION

- Illustrator's Pen tool
- About Bezier curves
- Anchor points and handles
- Drawing on a grid
- Creating simple Bezier shapes
- Creating 'hinged' corners
- Using the Convert Anchor Point tool
- Adding and deleting points on a path

OTHER ILLUSTRATOR FEATURES

- Creating and applying patterns
- Creating symbols
- Placing instances of symbols
- Using the Pencil and Smooth tools