

Introduction, 2 Days

Course Description

This course will introduce you to the basics of Illustrator. Illustrator is a sophisticated graphics program capable of creating complex and attractive illustrations and type effects. In this course, you will learn many of the basic skills that will allow you to take advantage of Illustrator's powerful tools.

Prerequisites

This course is for people who have little or no experience using Illustrator and who need to learn the basics skills that are necessary to begin using this program effectively. Before taking this course, you should have a basic understanding of your operating system (Windows or Macintosh) .

Topics Covered

Illustrator Environment

Illustrator Environment Elements
Navigating in Illustrator

Working with Paths

Vector Graphics / Raster Graphics
Drawing Tools
Editing Paths

Working with Objects

Using Rulers
Creating Objects
Editing Objects

Fill and Stroke Attributes

Applying Color
Creating Colors
Gradients
Using Brushes
Transparency

Layers

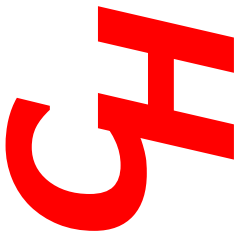
Controlling Stacking Order
Organizing Objects in Layers
Controlling Layers

Working with Type

Creating Type
Type within an Area
Copying Type Formatting with the Eyedropper Tool
Type on a Path
Type Objects
Creating Outlines

Creating Output

Printing
Save for Web



Intermediate, 2 Days

Course Description

In this course, you will use Illustrator to create dynamic graphics using advanced drawing and editing tools, path editing techniques, filter effects, and masks. You'll take advantage of Illustrator features such as the Transparency palette, live effects, and the Appearance palette to create engaging effects.

Prerequisites

To ensure your success, we recommend you first take the Illustrator Introduction course or have equivalent knowledge.

Topics Covered

Advanced Drawing Tools

- Advanced Drawing Tools

Advanced Path Editing

- Splitting Paths
- Duplicating Paths
- Simplifying Paths
- Aligning Objects
- Nesting Layers

Gradients and Blends

- Gradient Mesh
- Blends

Transforming

- Scaling
- Rotating
- Reflecting
- Shearing
- Transform Each

Compound Paths and Shapes

- Compound Paths
- Combining with the Pathfinder Palette

Raster Images and Filters

- Converting Vector Graphics to Raster
- Applying Filters to Raster Objects

Live Effects and Appearance

- Applying Live Effects
- Editing Live Effects
- The Appearance Palette
- Envelope Distortions

Masking

- Layer Masks
- Editing Masks