



# Introduction to Adobe Illustrator training course (two days)

## Course objective

Adobe Illustrator allows you to create sophisticated vector artwork for print, web, interactive, and mobile designs.

Our Illustrator training course provides you with the essential knowledge you need, including creating shapes, working with types and layers, and applying effects and styles.

## General information

- ▶ As an Adobe Authorised Training Centre (AATC), Armada meets the demanding standards specified by Adobe, ensuring a high standard of training.
- ▶ The syllabus for this course is based on that recommended by Adobe.
- ▶ The trainer for this course is an Adobe Certified Instructor (ACI) for Illustrator.
- ▶ Hands-on exercises familiarise delegates with the concepts and operations.

## Who should attend?

*Introduction to Adobe Illustrator* training is ideal for newcomers to Illustrator.

You should be familiar with Windows. No other knowledge is necessary.

## Duration

Two days.

## Courseware and certificate

Delegates receive comprehensive Adobe courseware to refer to throughout the course, and to use as a refresher following the course. Delegates are issued with a certificate confirming they have attended and successfully completed the course.

## What version of Illustrator is covered?

*Scheduled* courses are based on the latest version of Illustrator, whereas *on-demand* courses for your group can be based on any recent version. The course is appropriate for Windows and Mac users alike.

## Location, price and further information

This course is arranged *on-demand* for your group, meaning that the course can be run on a date and at a location that suits you, which may be our training centre in Bromsgrove (close to Birmingham and the M5/M6/M40/M42 motorway network) or your venue.

For pricing and further information, please see: [www.armada.co.uk/courseillustrator.htm](http://www.armada.co.uk/courseillustrator.htm).

## Course outline

- ▶ **Module 1: A quick tour of Illustrator**
- ▶ **Module 2: Getting to know the work area**
- ▶ **Module 3: Selecting and aligning**
- ▶ **Module 4: Creating shapes**
- ▶ **Module 5: Transforming objects**
- ▶ **Module 6: Drawing with the pen tool**
- ▶ **Module 7: Colour and painting**
- ▶ **Module 8: Working with type**
- ▶ **Module 9: Working with layers**
- ▶ **Module 10: Blending shapes and colours**
- ▶ **Module 11: Working with brushes**
- ▶ **Module 12: Applying effects**
- ▶ **Module 13: Applying appearance attributes and graphic styles**
- ▶ **Module 14: Working with symbols**
- ▶ **Module 15: Combining Illustrator Graphics with the Creative Suite**
- ▶ **Module 16: Printing artwork and producing colour separations**

Please see over for an in-depth course outline.



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## **In-depth course outline**

### ▶ **Module 1: A quick tour of Illustrator**

Getting started, Pathfinder effects, Working with colour groups and Live Colour, Placing Photoshop images in Illustrator, Using Live Trace, Using the Live Paint feature, Using the Control panel for typesetting, Creating outlines of text, Using the Appearance panel, Applying Effects, Saving the appearance as a graphic style, Applying Warp to the text, Applying a blending method, Working with Symbols, Creating a clipping mask

### ▶ **Module 2: Getting to know the work area**

Viewing artwork, Using the Illustrator tools, The Control panel, Working with panels, Customizing your workspace, Using panel menus, Changing the view of artwork, Using the view commands, Using the Zoom tool, Scrolling through a document, Using the Navigator panel, Using Illustrator Help, Displaying the Help contents, Using keywords, links, and the index, Locating a topic using the index

### ▶ **Module 3: Selecting and aligning**

Using the Selection tool, Using the Direct Selection tool, Creating selections with the Magic Wand, Grouping items, Applying the selection techniques, Aligning objects, Exploring on your own, Review questions. Review answers

### ▶ **Module 4: Creating shapes**

Creating basic shapes, Using basic shape tools, Drawing the pencil shape, Using the Pencil tool, Drawing the pencil can, Using Live Trace to create shapes, Tips for drawing polygons, spirals, and stars

### ▶ **Module 5: Transforming objects**

Scaling objects, Reflecting objects, Rotating objects, Distorting objects, Shearing objects, Positioning objects precisely, Changing the perspective, Making multiple transformations

### ▶ **Module 6: Drawing with the pen tool**

Creating straight lines, Creating curved paths, Building a curve, Curves and corner anchor points, Creating the pear illustration, Creating the arrow, Splitting a path, Adding arrowheads, Drawing curves, Selecting a curve, Drawing the leaf, Drawing different kinds of curves, Convert between smooth points and corner points, Drawing the pear shape, Editing curves, Finishing the pear illustration

### ▶ **Module 7: Colour and painting**

Colour Mode, Understanding the colour controls, Colour fundamentals, Copying attributes, Using the Appearance panel for fills and strokes, Building and saving your own custom colour Using Illustrator swatch libraries, Creating a spot colour, Creating colour groups. Editing colour with Live Colour, Creating a colour group using Live Colour, Assign colours to your artwork using patterns, Creating your own pattern, Applying the pattern, Editing the pattern, Applying Live Paint, Editing Live Paint regions, Create a PDF from your own artwork

### ▶ **Module 8: Working with type**

Importing a text file, Creating columns of text, Understanding text flow, Working with overflow text and text reflow, Threading text, Resizing the text, area, Changing text attributes, Changing font size, Changing font colour, Changing additional text attributes, Changing paragraph attributes, Saving and using styles, Creating and using a Paragraph style, Creating and using Character styles, Sampling text, Wrapping text around a graphic, Reshaping text with a warp, Creating text on paths and shapes, Creating text outlines

### ▶ **Module 9: Working with layers**

Creating layers, Moving objects and layers, Locking layers, Viewing layers, Pasting layers, Creating clipping masks, Merging layers, Applying appearance attributes to layers

### ▶ **Module 10: Blending shapes and colours**

Creating a gradient fill, Adjusting the direction of the gradient blend, Adding colours to a gradient, Creating smooth-colour blends, Blending intermediate steps, Modifying the blend, Combining blends with gradients



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## ► **Module 11: Working with brushes**

Using Art brushes, Drawing with the Paintbrush tool, Editing paths with the Paintbrush tool, Using Scatter brushes, Changing brush options, Applying a Scatter brush to paths, Changing the colour attributes of brushes, Changing brush colour using Hue Shift colourization, Changing brush colour using Tints colourization, Using a fill colour with brushes, Using Calligraphic brushes, Using Pattern brushes, Creating brushes, Creating swatches for a Pattern brush, Creating a Pattern brush from swatches, Painting with the Pattern brush, Applying the Scribble Effect, Exploring on your own, Applying brushes, Creating brushes

## ► **Module 12: Applying effects**

Using live effects, Creating a banner logo with the Warp effect, Creating the logotype, Stylizing the banner and logotype, Editing an effect, Applying the Symbol as mapped artwork, Creating a revolved object, Changing the lighting, Mapping a Photoshop image, Adjusting the lighting, Exploring on your own, Creating your own revolved artwork

## ► **Module 13: Applying appearance attributes and graphic styles**

Document Startup Profiles, Using appearance attributes, Adding appearance attributes, Reordering appearance attributes, Using Graphic Styles, Creating and saving a Graphic Style, Applying a Graphic Style to a layer, Applying existing Graphic Styles, Applying an appearance to a layer, Copying, applying, and removing Graphic Styles

## ► **Module 14: Working with symbols**

Working with symbols, Using Illustrator Symbol Libraries, Editing Symbols, Creating Symbols, Applying a symbol instance, Using the symbolism tools, Editing symbols using the symbolism tools, Editing symbols, Updating a symbol, Breaking a link to a symbol, Storing and retrieving artwork in the Symbols panel, Mapping a symbol to 3D artwork, Symbols and Flash integration

## ► **Module 15: Combining Illustrator Graphics with the Creative Suite**

Combining artwork, Vector versus bitmap graphics Getting started, Creating a crop area, Placing an Adobe Photoshop file, About layer comps, Duplicating a placed image, Applying Colour Edits to a placed image, Applying a Clipping Mask to an image, Creating compound paths and opacity masks, Editing an imported mask, Sampling colours in placed images, Replacing a placed image, Exporting a layered file to Photoshop, Exploring on your own

## ► **Module 16: Printing artwork and producing colour separations**

Printing: An overview, About printing devices, Halftone screens, Screen frequency, Output device resolution, About colour, The RGB colour model, The CMYK colour model, Spot colours, Getting started What is colour management?, Setting up colour management in Adobe applications, Synchronizing colour using Adobe Bridge, Application colour settings, Printing black-and-white proofs, Soft-proofing colours, Using the Document Info command, Creating colour separations, Selecting a printer description file, Specifying the bleed area, Separating colours, Specifying the screen frequency, Working with two-colour illustrations, Editing a spot colour, Separating spot colours, Creating a trap, Overprinting objects, Saving and printing files with transparency effects, Specifying resolution of filters and live effects, Using Document Raster Effects Settings using the Flattener Preview panel, Assigning the Flattening preset, Saving a file with transparency, Saving in the EPS format, Printing transparent artwork, Exporting and importing flattening settings, Saving as Adobe PDF