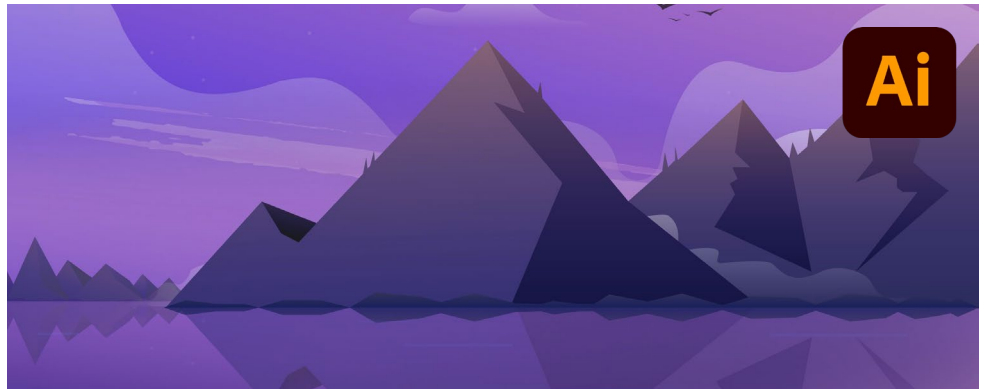


Intermediate/Advanced Illustrator

Training course outline

Explores the intermediate- and advanced-level features available in Illustrator to streamline the drawing process, speed up your workflows and create slicker drawings and graphics.



Course summary

Teaches techniques a wide range of techniques to power-user level, including:

- Drawing
- Brushes
- Painting
- Objects
- Text
- Charting
- Customisation
- Drawing in perspective
- Layers
- Effects
- Transparency and colour

You'll also learn about the AI features available to create realistic vector graphics from text prompts, and recolour artwork based on a colour palette description, mood or theme that you specify.

Duration

Two days.

Who should attend?

This course is ideal for existing users who wish to build on their skills and maximise their return on investment in Illustrator.

Prerequisites

You should have a good working knowledge of Illustrator, i.e. be familiar with the topics taught in our *Introduction to Illustrator* course (see armada.co.uk/ai/syllabus).

In-class or live online

You can attend in-person at our centres, or participate live online from your place of work or home.

To read about our approach to online training, see armada.co.uk/liveonline.

General information

Courses are hosted by highly experienced instructors with vast experience of using the application professionally.

Whilst attending training at our centres, you'll have the use of a computer running licensed Adobe Creative Cloud software to practice the techniques taught. You can choose to use a Windows computer or Mac.

Refreshments and lunch are provided.

Course fees can be paid by card or bank transfer. We accept purchase orders from UK-registered companies and public sector organisations.

Course materials and certificate

You'll receive:

- A comprehensive training guide and practice files.
- An e-certificate (PDF) confirming successful course completion.

Method of delivery

Training is designed for the busy professional, being short and intensive and combining lecture and demonstration. Practical exercises carried out under guidance help you learn the techniques taught.

You have ample opportunity to discuss specific requirements with the trainer.

After course support

Following training, you're entitled to 30 days' email support from your trainer.

Further information

See armada.co.uk/course/intadvai.

Course syllabus

See over.

Course syllabus

Intermediate-level topics

Session	Topics
Drawing	Creating guides from artwork Aligning to pixel grid Creating compound paths Selecting the relevant drawing mode Drawing in front or in back Paste Special commands Using Global edit to save time Clipping masks
Brushes	Creating scatter and pattern brushes, and other custom brushes Applying the brush to paths
Painting	Creating a Live Paint group Choosing fill and stroke for a Live Paint group Fill patterns Repeat options
Objects	Default graphic styles Creating graphic styles Intertwining objects Puppet Warp Setting radial, grid and mirror repeats
Placing External Files	Placing files Links panel Updating images Fixing broken links Relinking missing files automatically Sorting linked and embedded files by size Image Trace - convert a raster to a vector Editing the traced file Packaging files
Working with Text	Generating a vector graphic from a text prompt (AI) Applying text wrap Outlining type Setting tabs
Charting	Creating and editing charts Formatting charts Setting chart options Adding creativity to your chart
Creative Cloud	Adobe Capture

Advanced-level topics

Session	Topics
Customisation	Custom keyboard shortcuts and menus Creating a custom toolbar Running a default action Creating, running and editing actions
Further Text	Paragraph styles Character styles Bullets and numbered bullets Inserting a glyph character Using the OpenType panel Live Text Distorting type Type as masks Applying warp
Further Drawing	Compound paths Using Global editing to save time Creating mock-ups Objects on a Path
Drawing in Perspective	Creating a drawing in perspective Turning the Perspective Grid on and off Modifying the perspective grid Using the Perspective Grid tools Adding artwork to the grid
Advanced Layers	Creating groups and subgroups Exporting layers
Enhancing Artwork	Using Envelope distort Recolouring artwork Applying a gradient mask and mesh Creating path and colour blends
Advanced Effects	Applying and expanding effects Adding texture using Texturiser Creating 3D effects and map artwork Pucker and Bloat Using Roughen
Transparency and Colour	Displaying the transparency grid Applying transparency Applying a blend mode Isolating blending Knockout Group Opacity masks Overprinting Flattening artwork Colour separations