



Adobe Illustrator Introduction

Duration: 3 days

Time: 10am - 5pm. Breaks are scheduled throughout the day and lunch is typically scheduled between 12-1pm

Course Materials: Vendor Authorized Courseware provided

Locations: Reston, VA / On-Site

Related Courses: Photoshop - InDesign - Dreamweaver

Cost: \$1295

Registration: [Click Here to Register](#)

Explore new paths with the essential vector tool

Adobe® Illustrator® CS5 software is a comprehensive vector graphics environment with new transparency in gradients and multiple artboards that invite you to explore more efficient ways to design.

Description

Discover high quality drawing and illustration with Adobe Illustrator . You will start with an overview of Illustrator and work on lessons that will step you into a greater skill level. Discover the unique features of Illustrator, including how to create logos, professional type effects, complex airbrush effects and color control. We also recommend this course for those planning to obtain the Adobe Certified Expert status.

Audience

Graphic professionals who need an essential understanding of vector illustrations. Experienced users will also benefit from the many tips and tricks and special exercises.

Prerequisites

Because of the amount of material we cover in class, we do require students to be comfortable using a mouse, opening and saving files, and the general operations of computers. While we will make every reasonable effort to help, students with insufficient skills may be required to observe the class lessons or do their best to keep up without slowing down the rest of the class.

What you will learn

- Lines and shapes
- Selection Tools
- The Pen Tool
- Using the Live Trace Tool
- Type Basics
- Transform Tools
- Fill and Stroke
- Gradients
- Using Layers
- Using Blends
- Transparency
- Exporting to EPS and PDF

- What's New In Adobe Illustrator CS5
- Perspective Drawing
- Beautiful Strokes
- Bristle Brush
- Multiple artboard enhancements
- Shape Builder tool
- Drawing enhancements
- Round-trip editing with Adobe Flash Catalyst CS5
- Resolution-independent Effects
- Clean, sharp graphics for web and mobile devices
- Integration with Adobe CS Review

A Quick Tour of Adobe Illustrator CS5

- Lesson overview
- Getting started
- Working with multiple artboards
- Creating shapes
- Working with the Shape Builder tool
- Working with drawing modes
- Working with strokes
- Working with color groups and recoloring artwork
- Placing Adobe Photoshop images in Illustrator
- Using Live Trace
- Using Live Paint
- Working with the Blob Brush tool
- Working with type
- Using the Appearance panel and effects
- Working with brushes
- Creating and editing a gradient
- Working with symbols
- Working with perspective

1 Getting to know the Work Area

- Lesson overview
- Getting started
- Understanding the workspace
- Working with the Tools panel
- The Control panel
- Working with panels
- Resetting and saving your workspace
- Using panel menus
- Changing the view of artwork
- Using the view commands
- Using the Zoom tool
- Scrolling through a document
- Viewing artwork
- Navigating multiple artboards
- Using the Navigator panel
- Understanding rulers
- Arranging multiple documents
- Document groups
- Finding resources for using Illustrator
- Searching for a topic in the Search For Help box
- Checking for updates
- Exploring on your own

2 Selecting and Aligning

- Lesson overview
- Getting started
- Selecting objects
- Using the Selection tool
- Using the Direct Selection tool
- Creating selections with a marquee
- Creating selections with the Magic Wand tool
- Selecting similar objects
- Aligning objects
- Align objects to each other
- Aligning to a key object
- Aligning points
- Distributing objects
- Aligning to the artboard
- Working with groups
- Group items
- Working in isolation mode
- Adding to a group
- Object arrangement
- Arrange objects
- Selecting objects behind
- Hiding objects
- Applying selection techniques
- Exploring on your own

3 Creating and Editing Shapes

- Lesson overview
- Getting started
- Creating a document with multiple artboards
- Working with basic shapes
- Accessing the basic shape tools
- Understanding drawing modes
- Creating rectangles
- Creating rounded rectangles
- Creating ellipses
- Creating polygons
- Draw Inside mode
- Changing stroke width and alignment
- Working with line segments
- Joining paths
- Creating Stars
- Using the Eraser tool
- Using the Width tool
- Outlining strokes
- Combining and editing shapes
- Working with the Shape Builder tool
- Working with Pathfinder effects
- Working with shape modes
- Using Live Trace to create shapes
- Exploring on your own

4 Transforming Objects

- Lesson overview
- Getting started
- Working with artboards
- Adding artboards to the document
- Editing artboards
- Renaming Artboards
- Reordering Artboards
- Transforming content
- Working with rulers and guides
- Scaling objects
- Reflecting objects
- Rotating objects
- Distorting objects
- Shearing objects
- Positioning objects precisely
- Changing the perspective
- Multiple transformations
- Using the Free Distort effect
- Exploring on your own

5 Drawing with the Pen and Pencil Tools

Lesson overview.

Getting started

Creating straight lines

Creating curved paths

Building a curve

Converting curved points to corner points

Creating the violin illustration

Drawing curves

Selecting a curve

Drawing a curved shape

Drawing different kinds of curves

Drawing the violin shape

Creating the strings

Splitting a path

Adding arrowheads

Creating a dashed line

Editing curves

Deleting and adding anchor points

Convert between smooth points and corner points

Drawing with the Pencil tool

Editing with the Pencil tool

Finishing the violin illustration

Assembling the parts

Painting the artwork

Exploring on your own

6 Color and Painting

- Lesson overview
- Getting started
- Understanding color
- Color modes
- Understanding the color controls
- Creating color
- Building and saving a custom color
- Editing a swatch
- Using Illustrator swatch libraries
- Creating a spot color
- Using the Color Picker
- Creating and saving a tint of a color
- Copying attributes
- Creating color groups
- Working with the Color Guide panel
- Editing a color group
- Editing colors in artwork
- Working with the Kuler panel
- Assigning colors to your artwork
- Adjusting colors
- Painting with patterns and gradients
- Applying existing patterns
- Creating your own pattern
- Applying a pattern
- Editing a pattern
- Working with Live Paint
- Creating a Live Paint group
- Editing Live Paint regions
- Working with Gap Options
- Exploring on your own

7 Working with Type

- Lesson overview
- Getting started
- Working with type
- Creating point type
- Creating area type
- Importing a plain text file
- Creating columns of text
- Understanding text flow
- Working with overflow text and text reflow
- Threading text
- Resizing type objects
- Formatting type
- Changing the font size
- Changing the font color
- Changing additional text attributes
- Changing paragraph attributes
- Saving and using styles
- Creating and using a paragraph style
- Creating and using a character style
- Sampling text
- Reshaping text with an envelope warp
- Wrapping text around an object
- Creating text on open paths
- Creating text on closed paths
- Creating text outlines
- Exploring on your own

8 Working with Layers

- Lesson overview
- Getting started
- Creating layers
- Moving objects and layers
- Locking layers
- Viewing layers
- Pasting layers
- Creating clipping masks
- Merging layers
- Applying appearance attributes to layers
- Isolating layers
- Exploring on your own

9 Working with Perspective Drawing

- Lesson overview
- Getting started
- Understanding perspective
- Understanding the Perspective Grid
- Working with the Perspective Grid
- Using a preset grid
- Editing the Perspective Grid
- Drawing objects in perspective
- Selecting and transforming objects in perspective
- Attaching objects to perspective
- Editing planes and objects together
- Adding and editing text in perspective
- Working with symbols in perspective
- Adding Symbols to the Perspective Grid
- Transforming Symbols in perspective
- Release content from perspective
- Exploring on your own

10 Blending Colors and Shapes

- Lesson overview
- Getting started
- Working with gradients
- Creating and applying a linear gradient
- Adjusting the direction and angle of a gradient blend
- Creating a radial gradient
- Changing colors and adjusting the gradient
- Applying gradients to multiple objects
- Adding transparency to gradients
- Working with blended objects
- Creating a blend with specified steps
- Modifying the blend
- Creating smooth color blends
- Exploring on your own

11 Working with Brushes

- Lesson overview
- Getting started
- Working with brushes
- Using Calligraphic brushes
- Editing a brush
- Using a fill color with brushes
- Remove a brush stroke
- Using Art brushes
- Drawing with the Paintbrush tool
- Editing paths with the Paintbrush tool
- Create an Art brush
- Edit an Art brush
- Using Bristle brushes
- Changing bristle brush options
- Painting with a Bristle brush
- Using Pattern brushes
- Creating a Pattern brush
- Applying a Pattern brush
- Changing the color attributes of brushes
- Changing a brush color using Tints colorization
- Changing the brush color using Hue Shift colorization
- Working with the Blob Brush tool
- Drawing with the Blob Brush tool
- Merging paths with the Blob Brush tool
- Editing with the Eraser tool
- Exploring on your own

12 Applying Effects

- Lesson overview
- Getting started
- Using live effects
- Applying an effect
- Editing an effect
- Styling text with effects
- Editing shapes with a Pathfinder effect
- Offsetting paths
- Applying a Photoshop effect
- Working with a 3D effect
- Creating a revolved object
- Changing the lighting of a 3D object
- Mapping a symbol to the 3D artwork
- Exploring on your own

13 Applying Appearance Attributes and Graphic Styles

- Lesson overview
- Getting started
- Using appearance attributes
- Editing and adding appearance attributes
- Reordering appearance attributes
- Adding an additional stroke and fill
- Using graphic styles
- Creating and saving a graphic style
- Applying a graphic style to an object
- Applying a graphic style to a layer
- Applying existing graphic styles
- Adding to an existing graphic style
- Applying an appearance to a layer
- Copying, applying, and removing graphic styles
- Exploring on your own

14 Working with Symbols

- Lesson overview
- Getting started
- Working with symbols
- Using existing Illustrator symbol libraries
- Creating symbols
- Editing a symbol
- Breaking a link to a symbol
- Replacing symbols
- Renaming symbols
- Working with the symbolism tools
- Spraying symbol instances
- Editing symbols with the Symbolism tools
- Copy and edit symbol sets
- Storing and retrieving artwork in the Symbols panel
- Mapping a symbol to 3D artwork
- Symbols and Flash integration
- Exploring on your own

15 Combining Illustrator CS5 Graphics with Other

Lesson overview

Getting started

Working with Adobe Bridge

Combining artwork

Vector versus bitmap graphics

Placing Adobe Photoshop files

Placing a Photoshop file

Duplicating and editing a placed image

Embed a Photoshop image with Layer comps

Applying color edits to a placed image

Masking an image

Applying a clipping mask to an image

Editing a mask

Masking an object with multiple shapes

Release a mask

Creating an opacity mask

Sampling colors in placed images

Replacing a placed, linked image

Exporting a layered file to Photoshop

Illustrator and Adobe InDesign

Illustrator and Adobe Flash

Illustrator and Adobe Flash Catalyst

Illustrator and Adobe Flex.

Exploring on your own.

