Adobe Illustrator Intro & Advanced Outline

Illustrator Intro

Learning Outcomes:

- Create and edit basic vector illustrations using Pen Tool and Shapes
- Apply type elements such as formatting, type on a path, area and touch type
- Create and modify objects using Illustrator's Live Paint
- Import objects and vectorize them using the Live Trace tool
- Create and modify Symbols
- Work with Illustrators powerful Filters
- Exporting objects into PDF, PNG, SVG and Web objects

- Lesson 1 - Getting Started
  - Vector vs Bitmap
  - Illustrator Interface
  - Workspace options and customization
  - Working with Layers & Artboards
  - Visibility and Preview & Outline Modes
  - Keyboard shortcuts
- Lesson 2 - Selection Tools
  - Selection tool
  - Direct Selection tool
  - Group Selection tool
  - Lasso Tool
  - Automatic selections
- Lesson 3 - Shape Tools and Drawing Tools
  - Line Tool
  - Working with Ellipse & Polygon Tools
  - Editing Paths
  - Bezier handles
  - Pencil & Smoothing Tools
  - Scissors, Eraser and Knife Tools
- Lesson 4 - Creating Complex Shapes
  - Pen Tool & Convert Anchor Point Tools
  - Curvature Tool
  - Shapebuilder tool

- o Pathfinder tool
- o Path joining options
- Lesson 5 - Working with Strokes
  - o Variable width options
  - o Using Brush strokes
  - o Creating custom strokes
  - o Applying Strokes to shapes and objects
- Lesson 6 - Working with Colors in Artwork
  - o Creating Fill and Stroke Colors
  - o Working with Swatches
  - o Creating Global Swatches
  - o Creating Gradients
  - o Saving to CC Libraries
  - o Using the Appearance Panel
  - o Using the Properties Panel
- Lesson 7 - Working with Images
  - o Placing images
  - o Placing Photoshop Files
  - o Working with PDF
  - o Layering objects
  - o Guides and Grids
- Lesson 8 - Working with Type
  - o Paragraph and Character Formatting
  - o Touch Type
  - o Type on a Path
  - o Area Type
  - o Adding Strokes to Type
  - o Creating Outlines

- Lesson 9 - Transformation Tools
  - o Scale
  - o Rotate
  - o Transform
  - o Move
  - o Object Offset
  - o Using the Appearances Panel
- Lesson 10 - Live Paint
  - o What is Live Paint?
  - o Creating Live Paint Objects
  - o Using Swatches in Live Paint
  - o Coloring objects using Live Paint
- Lesson 11 - Live Tracing Images
  - o Using Image Trace Presets
  - o Using Custom Live Trace options

- o Embedding and Expanding images
- o Editing with Direct Selection and Pen Tool
- Lesson 12 - Using Symbols
  - o Using the Symbol Library
  - o Using the Symbol Tools
  - o Replacing a Symbol
  - o Editing a Symbol & Recoloring Artwork
- Lesson 13- Working with Brushes
  - o Brush Panel options
  - o Brush Strokes on Shapes
  - o Creating a Scatter/Art/Calligraphic Brush
  - o Creating an Image Pattern Brush
- Lesson 14 - Working with Patterns
  - o Pattern Panel
  - o Creating a Pattern
  - o Adding Pattern to Swatches Panel
  - o Editing Pattern
- Lesson 15 - Exporting and Publishing
  - o Saving artboards
  - o Exporting shapes
  - o Export as PDF
  - o Export for Web
  - o Using other Adobe products

Illustrator Advanced

Learning Outcomes:

- Apply and create Illustrator Graphic Styles to Objects and Text
- Working with advanced Filters such as warping, extrusion and 3D
- Create complex illustrations using the Shape Builder Tool
- Creating Graphs and Charts
- Creating complex shapes, shading and coloring using the Gradient Mesh and Puppet Warp tool
- Import data using the Data Merge tool to create templates

- Lesson 1 - Customizing Illustrator
  - Customizing Toolbar
  - Custom Keyboard shortcuts
  - Customizing the Illustrator Workspace
  - Illustrator Preferences
- Lesson 2 - Magic Wand Tool
  - What is the Magic Wand Tool
  - Fill Color
  - Stroke Color
  - Blending Modes
  - Transparency
- Lesson 3 - Illustrator Graphic Styles
  - Working with Graphic Styles for Efficiency and Creativity
  - Creating Graphic Styles
  - Editing Graphic Styles
  - Applying Graphic Styles
  - Using the Appearance Panel and Graphic Styles
  - Graphic Styles on Shapes and Objects
  - Applying Graphic Styles to Text
- Lesson 4 - Working with Symbols
  - Creating a Symbol
  - Linking and Unlinking Symbols
  - Symbol Sprayer
  - Symbol Screener
  - Symbol Scaler
  - Symbol Scruncher
- Lesson 5 - Working with Filters and Effects
  - Photoshop Effects
  - Distort and Tranform

- o Liquefy Effects
- o Warp Effects
- o Stylize
- o Blur
- o Artistic Effects
- Lesson 6 - Creating Graphs and Charts
  - o Bar Charts
  - o Column Charts
  - o Pie Charts
  - o Customizing Charts
- Lesson 7 - Blend Tools
  - o Blending Colors
  - o Blending Steps
  - o Blending Distance
  - o Combining objects Spines for complex blending
- Lesson 8 - Gradient Mesh Tool
  - o Create complex color patterns
  - o Using the Pen tool to customize colors
- Lesson 9 - 3D Filter
  - o Extrude and Emboss
  - o 3D Text
  - o 3D Object
- Lesson 10 - Puppet Warp Tool
  - o Working with Pins
  - o Working with Mesh options
- Lesson 11 - Data Merge for Creating Templates
  - o Importing CSV Databases to Illustrator files
  - o Creating Badges, Banners, Postcards and Document Templates
  - o Using the Variables files
  - o Binding Variables in your Illustrator file
- Lesson 12 - Automating Tasks with Actions
  - o What is an Action
  - o Preset Actions
  - o Recording Custom Actions