

ADOBE ILLUSTRATOR BASICS

Course Outline

Adobe Illustrator is the leading industry standard for drawing, technical illustration, graphic design, logo design, web content, text, page layouts, charting, tracing...

This course introduces the program at a beginner level by covering the difference between vector and bitmap images, the Illustrator environment and how to navigate around your document the easy way, menus, tools and palettes, shapes and colours, utilising the pen tool, and saving/exporting.

At Ultra Imagery we are flexible in regards to your learning needs the day can be tailored as required. As a result some items in the course profile may change.

Prerequisites Students should be competent computer users and be familiar with operating systems and use of files and folders.

Duration 1 Day 9:30am - 4:30pm

Where Your business premises
or Stanmore Bay, Whangaparaoa

Cost \$375 +gst

Includes course notes and a certificate of completion.

Flexible Adobe training to
suit your needs!
Benefit from one on one tuition
small groups,
Our place or yours

Introduction

VECTORS & BITMAPS
HOW OBJECTS ARE MADE
EDITING TOOLS

Startup

CREATING NEW FILES
• Create a new document
• Create a template

SAVING FILES
• Native Illustrator format
• EPS
• PDF
• Other file formats

Illustrator Environment

TOOLBOX
MENUS
CONTEXTUAL MENUS
DIALOG BOXES
PALETTES

Views

CHANGING VIEWS
• Navigator palette
• Zoom tool
• Screen display mode

GETTING AROUND

Precision Tools

RULER GUIDES AND OBJECT GUIDES
• Create a ruler guide
• Lock/unlock all guides

USING THE GRID
• Snap to function
• Show/hide grid

Object Basics

DELETING OBJECTS
DRAWING GEOMETRIC OBJECTS
SKETCHING

Select/Copy

SELECTING OBJECTS
MOVING OBJECTS
HIDING AND LOCKING OBJECTS
COPYING OBJECTS

Transform

BASIC TRANSFORMATIONS

Fill & Stroke

MIXING AND APPLYING COLOURS
CHANGING STROKE ATTRIBUTES
USING THE SWATCHES PALETTE
CHANGING COLOURS
CREATING FILL PATTERNS

The Pen Tool

DRAWING WITH THE PEN TOOL

Gradients

GRADIENT BASICS
• Fill an object
• Adding colours
• Using the Gradient tool

Preferences

GENERAL PREFERENCES
• Type & Auto Tracing Preferences
• Units & Display Performance
• Guides and Grid preferences
• Files & Clipboard preferences

Output/Export

GENERAL & SETUP PANELS
OUTPUT PANEL
DOCUMENT INFO PANEL
EXPORTING FILES

ADOBE ILLUSTRATOR ADVANCED

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Adobe Illustrator is the leading industry standard for drawing, technical illustration, graphic design, logo design, web content, text, page layouts, charting, tracing...

This course is a follow on from the basics covering Blends, how to use your Appearances and Styles palettes effectively, using Effects and Filters, what the difference is and when to use them. Discover easy transformations and faster ways to draw. Create and modify Brushes, Patterns, Styles, Symbols, Swatches and then customise and save libraries for later use. You will learn to use the Gradient Mesh tool and also create 3D objects with mapped artwork.

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Creating Blends

- MAKE BLEND COMMAND
- RELEASING A BLEND
- CHOOSE OR CHANGE BLEND OPTIONS
- BEND OBJECTS USING THE BLEND TOOL
- REVERSE THE STACKING POSITION OF OBJECTS IN A BLEND

Working with Points

- ADDING POINTS
- REMOVING POINTS
- AVERAGING POINTS
- JOINING POINTS

Layers

- CREATING LAYERS
 - Activating Layers
 - Selecting Objects
 - Restacking
 - Duplicating
 - Deleting
 - Choosing Layer Options
 - Merging & Flattening

Acquire

- OPENING & PLACING IMAGES
- LINKING IMAGES

Brushes

- BRUSH TYPES
 - Scatter Brush
 - Calligraphic Brush
 - Art Brush
- CREATE OR MODIFY A BRUSH
- COLOURISATION OPTIONS

Combining Paths

- COMPOUND PATHS
- PATHFINDERS

Gradient Meshes

- CONVERT AN OBJECT TO A GRADIENT MESH
- RECOLOUR A GRADIENT MESH
- ADD MESH POINTS OR LINES
- ADD OR REMOVE SQUARE POINTS
- DELETE A MESH POINT
- RESHAPE MESH LINES
- EXPAND A STANDARD GRADIENT INTO SEPARATE OBJECTS

Symbols

- USING THE SYMBOLS PALETTE
 - Using the Symbol tool
 - Masks/Transparency
 - Standard Masks
 - Transparency

Distorting

- LIQUIFY TOOLS
- ENVELOPES
- Filters
- VECTOR FILTERS
- RASTER (BITMAP) FILTERS

Extras

- 3D
 - Mapping artwork to 3D objects
- CUSTOMISING YOUR LIBRARIES
 - Brushes
 - Patterns
 - Styles
 - Symbols
 - Swatches