

Adobe Illustrator - Introduction

Course Outline

Duration: 2 days

Adobe Illustrator is a vector-based graphics program that allows both beginners and experts to create professional quality print and web designs. In this Illustrator course, you will learn skills that allow you to take advantage of Illustrator's powerful tools to create illustrations and type effects. Learn to design advertisements and logos. Work with colours, gradients, layers, fonts, and photos to create eye-catching illustrations and graphics.

Course Description

In this course you will learn how to edit vector files, create your own logos and graphics and produce artwork ready for the printers, insertion into InDesign or QuarkXPress or to go on the web.

Who is the course designed for?

This course is designed for anyone who needs to understand the fundamental features of Adobe Illustrator and the best way to create artwork, illustrations and drawings.

What if I have problems after the course?

We offer a free 6 months email support service.

Do I get notes?

You will be given a free book at the end of the course. We use the Quickstart books as they are easy to read and find answers in without having to read a whole chapter.

Pre-Requisites

Before starting the course, you should have a basic understanding of your computer's operating system. For example, you should know how to launch an application, save files and do simple navigation between programs.

On Completion

Upon successful completion of this course, you will be able to:

- Draw and understand Bézier curves, the basis of drawing in Illustrator
- Create logos using vector shapes and custom paths
- Trace and colour images
- Save illustrations for print and web purposes
- Open and edit existing Illustrator artwork
- Create an advertisement
- Create custom graphs
- Create maps

Creating Basic Documents

- Explore the pre-built Document Profiles
- Shortcuts to navigate the Artboard
- Create custom Workspaces

Drawing

- Draw Paths with the pen tool
- Add, delete or adjust points along a path
- Understand how Bézier Curves work
- Freeform Drawing tools
- Live Trace to transform images or hand drawn sketches into vector artwork
- Create logos using simple Shapes
- Symbols and the Symbol Sprayer

Arranging Your Work

- Send to Back, Bring to Front
- Group & Ungroup
- Cut, Copy & Paste, In-front & Behind
- Working with Rulers Guides and Smart Guides

Modifying Objects

- Selecting Objects
- Align, Group and Duplicate
- Transform objects with Twirl, Bloat and other Warp tools
- Layers palette: Hide & Lock Objects

Working with Colours

- Differences between Swatches and colour palettes
- Applying colour to Strokes and Fills
- Adjusting Stroke attributes with the Stroke panel
- Creating and using custom brushes

Working with Gradients & Patterns

- Creating custom Gradients
- Editing Gradients
- Using preset Patterns
- Creating custom Patterns

Text

- Point, Area and Type on a path

- Importing Text & Checking Spelling
- Create Text outlines to design your own custom text

Graphs

- Creating a simple Graph
- Editing Graph data
- Editing Graph appearance
- Working with varying Graph styles

Using Filters & Effects

- Difference between Filters & Effects
- Introduction to 3D Effects

Outputting your Artwork

- Defining cropping area
- Saving your artwork in Illustrator, EPS and PDF file formats
- Save for Web