

Adobe Illustrator Fundamentals

Duration: 3 Days

US Price: \$1250

Delivery Option: Courses are delivered via online live remote attendance option 8:00 am - 4:00 pm PST. Students receive digital course materials prior to the start of the course.

Description

Adobe Illustrator is the preeminent drawing program for graphic artists today. This hands-on course is designed to provide a new user with the skills to do the most important tasks in Illustrator; such as create shapes with the drawing tools, work with art boards, layers, use precise drawing techniques, combine and replicate design elements, create patterns and textures, and so much more. Attendees will acquire a thorough real-world knowledge of how to work productively with Illustrator on all of their graphic projects.

Course taught by an Adobe Certified Expert (ACE).

If you don't own the software, a free 30-day trial can be downloaded here.

Prerequisites

Basic knowledge of a Mac or PC computer. Attendees should have an affinity for art and possess some artistic talents and/or sensibilities.

Course Overview

Image Trace and Live Paint

- Converting Images to Vector Art
- Using Live Paint to Colorize Art
- Creating Live Paint Groups
- Selecting/Coloring Live Paint
- Fills Strokes
- Editing Live Paint Groups
- Editing Objects

Masking and Transparency

- Clipping Masks
- Isolation Mode
- Opacity Masks
- Layer Opacity

Patterns and Brushes

- Using Calligraphic, Scatter Art, Pattern and Bristle Brushes
- Creating Seamless Pattern Tiles
- Using Brush and Pattern Libraries

Appearance and Graphic Styles

- The Appearance Panel
- Using and Saving Graphic Styles

Effects and Symbols

- Extruding Shapes
- Extruding Type
- Revolved Paths
- Using Symbols and Mapping Artwork
- Adding Symbols
- Using Symbol Libraries
- Editing in Isolation Mode Global Updates
- Using Symbol Tools Setting Options

Envelope Distortion

- From Top Object Warp
- Mesh Editing
- Envelopes Original Objects

Type

- Point Type
- Path Type
- Area Type
- Character and Paragraph Settings
- Entering "Point" Type
- Working with (Single) Text Blocks
- Basic Character Specification
- Basic Paragraph Specification Editing Text
- Proper Text Selection Spell Check
- Finding and Changing (Search and Replace) Case Change

Stacking Order and Layers

- Stacking Order
- Arranging Menus
- Pasting in Front/Behind Layers vs.
 Stacking Order Layer Panel
- Layers
 - Creating Layers
 - Viewing Layers
 - Locking Layers
 - Duplicating Layers
 - Deleting Layers
 - Reordering Layers
 - Moving Objects Between Layers

Perspective Drawing

- Perspective Drawing
- Working with a Perspective Grid Using Different Planes
- Adding Artwork in Perspective Using Text in Perspective

Duplicating Objects

- Copying and Pasting
- Pasting in Front/Behind Option-Drag Duplication Layer duplication Multiple Duplications
- Transform Again

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