

Adobe ILLUSTRATOR Introduction



Call: 01628 810 196 | jessica@dynamix-training.co.uk | www.dynamix-training.co.uk

Adobe Illustrator is the industry-leading vector graphics software that enables you to produce extraordinary graphics for print, video, the web, and mobile devices. It is a very sophisticated graphics program capable of creating complex illustrations and type effects.

Course Description

Adobe Illustrator is the industry-leading vector graphics software that enables you to produce extraordinary graphics for print, video, the web, and mobile devices. It is a very sophisticated graphics program capable of creating complex illustrations and type effects. This Introductory course will give you the basics to build on plus the most effective ways to integrate Illustrator into your workflow.

Who should attend?

Graphic designers, or people transitioning into design related jobs who need to create illustrations, logos, maps, graphs, diagrams, advertisements, or other graphic documents. They may have little or no experience with Illustrator. They may already use InDesign and Photoshop.

Should you wish to take your knowledge to a more advanced level, we recommend our bespoke advanced course for Illustrator or some of our other Print Design Courses.

This training course is bespoke, giving you the opportunity to tailor the content to your exact requirements. If you need a starting point, use the course outline below as a guide. The important thing to remember is that it's your course - tell us your goals and we'll help you achieve them.

The course runs from 9.30 am to approximately 4.30 pm.

Overview

Understanding Vector Graphics
Learning the interface
The Workspace

Creating a New Document

New Document Settings
Creating Multiple Artboards
Artboards Pallet
Artboard Tool
Export & print multiple
Artboards

Creating Shapes

Live Shapes
Draw Shapes with the Shape
Tools
Draw Shapes with the Line Tools

Select, transform & move objects
Pathfinder
Shape Builder tool

Understanding & Applying Colour

Colour fills and strokes
Colour swatches and libraries
Applying colour
Colour Guide Pallet
Creating and saving new colours
Transparency
Blending modes

Working with Appearance

Effects menu
Appearance Pallet
Multiple strokes and fills

The Drawing Tools

Curvature tool
Path segment reshaping
Free Transform tool
Draw Paths with the Pencil Tool
Draw Paths with the Brush Tool
Draw Paths with the Blob Tool
Draw Paths with the Pen Tool
Strokes and Stroke Profiles
Manipulate Shapes, Objects & Paths
Modify Existing Shapes to Create New Shapes
Merge and divide objects
Duplicate and Resize Objects
Joining Shapes, Objects & Paths

"A highly professional company run by knowledgeable, friendly people"



Adobe ILLUSTRATOR Introduction

Our bespoke onsite courses run from 9:30am to 4:30pm with an hour for lunch. The trainer will arrive in time to check and help with your set up. If you need to amend these timings just let us know in advance and we will work around what suits you.

Using Layers

The Layers Palette
Managing your work with Layers
Template Layers for Drawing

Live Trace and Live Paint

Live Tracing artwork / images
Tracing options
Converting to a Live Paint object
Colour a Live Paint object

Symbols

Painting and placement of Single Symbol instances
Using Symbols Libraries
Using the Symbols tools
Creating Symbols
Sharing Libraries

Gradients and Patterns

Creating and saving Gradients
Applying Gradients
Gradient Strokes
Creating and saving Patterns
Live Patterns
Applying Patterns
Adjusting Gradients
Adjusting Patterns
Gradient and Pattern Libraries
Creating Colour Mesh Objects
Creating Colour & Shape Blends
Stroke and Stroke Options

Masking

Creating Clipping Masks
Manipulating Masks
Create Type Masks and Compounds

Typography

Type tools
Linking text areas
Create Type on a Path
Create Type in a Path
Create Outlined Type
Envelope Distort Type

Layout

Page Guides and Measurements
Perspective Grids (perspective drawing)
Multiple Artboards

Saving and exporting options

File packaging
Saving & exporting for multi-use
Save For Web and Devices
Save for Microsoft Office

Creating Graphs

Graph data
Modifying and selecting graph elements
Custom graph designs

“A highly professional company run by knowledgeable, friendly people”



Adobe ILLUSTRATOR Advanced



Call: 01628 810 196 | jessica@dynamix-training.co.uk | www.dynamix-training.co.uk

Adobe Illustrator is the industry-leading vector graphics software that enables you to produce extraordinary graphics for print, video, the web, and mobile devices. It is a very sophisticated graphics program capable of creating complex illustrations and type effects.

Course Description

Our Advanced Adobe Illustrator training course is run as a bespoke course, giving you the opportunity to tailor the course to your exact requirements. To provide a start point, we'd recommend you use the suggested course outline as a guide.

As a graphic designer, or someone with a need to create illustrations, logos, maps, graphs, diagrams, advertisements, or other graphic documents, you have some experience with Illustrator and are able to confidently use the pen tool to create vector shapes. You now need to build on that foundation, perhaps in response to a direct project requirement or in anticipation of a future need. Go beyond the basics and gain an understanding of the more advanced features.

Should you wish to further develop your knowledge, you might be interested in our other Print Design Courses. The course runs from 9.30 am to approximately 4.30 pm.

Creating Complex Illustrations

Advanced Pen, Pencil and Brush techniques
Create Shapes Using the Pathfinder Commands
Create Compound Paths
Offset Paths
Apply Effects
Apply Graphic Styles
Envelope distort
Create Masks
Create Blends

Gradient Mesh tool

Using the Gradient Mesh tool
Creating sophisticated shading with the gradient mesh tool

Live Trace and Live Paint

Live Trace an existing piece of

artwork

Adjust the Results of a Tracing
Apply a Custom Preset
Convert a Tracing Object to Paths
Live Paint an object

Advanced Type Options

Work with fonts from Typekit
Importing type
Creating and using Styles
Linking text boxes
Creating text wrap
Using OpenType
The Glyphs Palette

Creating 3D Objects

Extrude, Revolve and Rotate
Lighting and Shading options
Map artwork to a 3D object

Saving and Exporting Options

Creative Suite Integration
Integration with CC mobile apps
Create an Adobe PDF File

Exporting Graphics for the Web

Using Web-Safe Colours
Create Slices
Export and Optimise Web Graphics
Export images and symbols to Flash
Export to Adobe Edge

Applying Colour Management

When to Use Colour Management
Set Up Colour Management

"A highly professional company run by knowledgeable, friendly people"

