

ILLUSTRATOR TRAINING COURSE SYNOPSIS

Learn to produce better designs by mastering the pen tool and learning how to use the most powerful tool for Vector design in the graphic arts industry. You'll be able to create logos, professional type effects, complex airbrush effects and impressive designs that unlock the artistic potential within you.

ILLUSTRATOR TRAINING COURSE LENGTH AND TIME

This class is 2 days long. Class time is 9:00 a.m.- 4:00 p.m. Breaks are scheduled throughout the day and lunch is typically scheduled from 12-1. Students provide their own lunch.

WHAT YOU WILL LEARN IN THIS ILLUSTRATOR TRAINING COURSE

Lines and shapes

The Pen Tool

Type Basics

Fill and Stroke

Using Layers

Transparency

For a more extensive outline, click here.

Selection Tools

Using the Live Trace Tool

Transform Tools

Gradients

Using Blends

Exporting to EPS and PDF



ILLUSTRATOR - ENROLLMENT

Please see our Enrollment Page (<http://www.ledet.com/enroll>) for our enrollment form.

LOCATIONS FOR THIS ILLUSTRATOR TRAINING COURSE

We have training centers in Atlanta, Houston, Chicago, Denver, San Diego and Washington DC. We also offer classes at a network of rental facilities. We offer private onsite training and instructor-led, live online training. If coming to a rental facility, please double-check the location of your class with our office to make sure you get to the right location.

PREREQUISITES FOR THIS ILLUSTRATOR TRAINING COURSE

This class is appropriate for novice users of Illustrator. This course focuses on the fundamentals of using Illustrator's diverse tools and creating complex shapes from simple ones. We also recommend that you have the Adobe Illustrator software before starting the class. You can purchase the software or obtain a trial version of it from the Adobe web site.

GOALS FOR THIS ILLUSTRATOR TRAINING COURSE

Sterling Ledet and Associates realizes the importance of education and we take pride in being able to offer you classes that are more custom fit to your needs. Call us at (877) 819-2665 if you have any special questions or e-mail us at sales@ledet.com.

DISCLAIMER

Our goal is to make sure your class meets your objectives, not ours. Therefore, all of our outlines are treated as guides to help steer the workshop. This outline does not guarantee that all the topics listed will be covered in the time allowed. The amount of material covered is based on the skill level of the student audience. We may change or alter course topics to best suit the classroom situation.

Adobe Illustrator

Adobe Illustrator

LESSON 1 - GETTING TO KNOW THE WORK AREA

- Getting started
- Understanding the workspace
- Adjusting the user interface brightness
- Working with the Tools panel
- Exploring the Control panel
- Working with panels
- Editing panel groups
- Resetting and saving your workspace
- Using panel menus
- Changing the view of artwork
- Using the view commands
- Using the Zoom tool
- Scrolling through a document
- Viewing artwork
- Navigating multiple artboards
- Using the Navigator panel
- Arranging multiple documents
- Finding resources for using Illustrator

LESSON 2 - SELECTING AND ALIGNING

- Getting started
- Selecting objects
- Using the Selection tool
- Using the Direct Selection tool
- Creating selections with a marquee
- Creating selections with the Magic Wand tool
- Selecting similar objects
- Selecting in Outline mode
- Aligning objects
- Aligning objects to each other
- Aligning to a key object
- Aligning anchor points
- Distributing objects
- Aligning to the artboard
- Working with groups
- Grouping items
- Working in Isolation mode
- Creating a nested group
- Exploring object arrangement
- Arranging objects
- Selecting objects behind
- Hiding and locking objects

LESSON 3 - CREATING AND EDITING SHAPES

- Getting started
- Creating a new document
- Working with basic shapes
- Understanding drawing modes
- Creating rectangles
- Creating rounded rectangles
- Creating ellipses
- Creating polygons

- Working with Draw Behind mode
- Creating stars
- Changing stroke width and alignment
- Working with line segments
- Joining paths
- Using the Width tool
- Outlining strokes
- Combining and editing shapes
- Working with the Shape Builder tool
- Working with Pathfinder effects in the Pathfinder panel
- Working with shape modes in the Pathfinder panel
- Using the Draw Inside mode
- Editing content drawn inside
- Using the Eraser tool
- Using Image Trace to create shapes
- Cleaning up traced artwork

LESSON 4 - TRANSFORMING OBJECTS

- Getting started
- Working with artboards
- Adding artboards to the document
- Resizing artboards
- Editing document setup options
- Renaming artboards
- Reordering artboards
- Transforming content
- Working with rulers and guides
- Scaling objects
- Reflecting objects
- Rotating objects
- Distorting objects with effects
- Shearing objects
- Positioning objects precisely
- Positioning with Smart Guides
- Transforming with the Free Transform tool
- Applying multiple transformations

LESSON 5 - DRAWING WITH THE PEN TOOL

- Getting started
- Exploring the Pen tool
- Selecting paths
- Constraining lines
- Introducing curved paths
- Drawing a curve with the Pen tool
- Drawing a series of curves with the Pen tool
- Converting smooth points to corner points
- Combining curves and straight lines
- Creating the ice cream illustration
- Drawing the ice cream
- Drawing half of the ice cream dish
- Finishing the ice cream dish
- Editing curves
- Deleting and adding anchor points
- Converting between smooth points and

- corner points
- Cutting with the Scissors tool
- Creating a dashed line
- Cutting with the Knife tool
- Adding arrowheads
- Drawing with the Pencil tool
- Editing with the Pencil tool

LESSON 6 - COLOR AND PAINTING

- Getting started
- Understanding color
- Exploring color modes
- Understanding the main color controls
- Working with color
- Applying an existing color
- Creating and saving a custom color as a swatch
- Creating a copy of a swatch
- Editing a swatch
- Creating and editing a global swatch
- Using the Color Picker to create color
- Using Illustrator swatch libraries
- Creating a spot color
- Creating and saving a tint of a color
- Adjusting colors
- Copying appearance attributes
- Creating a color group
- Working with color in the Color Guide panel
- Editing a color group in the Edit Colors dialog box
- Editing colors in artwork
- Assigning colors to your artwork
- Painting with patterns
- Applying existing patterns
- Creating your own pattern
- Applying your pattern
- Editing your pattern
- Working with Live Paint
- Creating a Live Paint group
- Painting with the Live Paint Bucket tool
- Adding to and modifying a Live Paint group

LESSON 7 - WORKING WITH TYPE

- Getting started
- Working with type
- Creating point type
- Creating area type
- Converting between area and point type
- Importing a plain text file
- Working with overflow text and text reflow
- Threading text
- Creating columns of text
- Formatting type
- Changing font family and font style
- Changing font size
- Changing font color
- Changing additional text attributes
- Modifying text with the Touch Type tool
- Changing paragraph attributes

Adobe Illustrator

Working with glyphs
Resizing and reshaping type objects
Creating and applying text styles
Creating and applying a paragraph style
Editing a paragraph style
Creating and applying a character style
Editing a character style
Sampling text formatting
Warping text
Reshaping text with a preset envelope warp
Editing the envelope warp
Working with type on a path
Creating type on a path
Creating type on a closed path
Editing type on a path options
Wrapping text around an object
Creating text outlines

LESSON 8 - WORKING WITH LAYERS

Getting started
Understanding layers
Creating layers
Selecting and moving objects and layers
Duplicating layer content
Moving layers
Locking layers
Viewing layers
Pasting layers
Creating a clipping mask
Merging layers
Locating layers
Applying appearance attributes to layers
Isolating layer

LESSON 9 - WORKING WITH PERSPECTIVE DRAWING

Getting started
Understanding the perspective grid
Working with the perspective grid
Using a preset grid
Adjusting the perspective grid
Drawing objects in perspective
Selecting and transforming objects in perspective
Duplicating content in perspective
Moving objects in a perpendicular direction
Moving planes and objects together
Bringing content into perspective
Drawing with no active grid
Adding and editing text in perspective
Moving a plane to match an object
Adding symbols to the perspective grid
Editing symbols in perspective
Grouping content in perspective
Releasing content from perspective

LESSON 10 - BLENDING COLORS AND SHAPES

Getting started
Working with gradients
Creating and applying a linear gradient to a fill
Adjusting the direction and angle of a gradient fill
Applying a gradient to a stroke
Editing a gradient on a stroke
Creating and applying a radial gradient
Editing the radial gradient colors
Adjusting the radial gradient
Applying gradients to multiple objects
Exploring other methods for editing gradient colors
Adding transparency to gradients
Working with blended objects
Creating a blend with specified steps
Modifying a blend
Creating and editing smooth color blends

LESSON 11 - WORKING WITH BRUSHES

Getting started
Working with brushes
Using Calligraphic brushes
Applying a Calligraphic brush to artwork
Drawing with the Paintbrush tool
Editing paths with the Paintbrush tool
Editing a brush
Removing a brush stroke
Using Art brushes
Applying an existing Art brush
Creating an Art brush using a raster image
Editing an Art brush
Using Bristle brushes
Changing Bristle brush options
Painting with a Bristle brush
Using Pattern brushes
Creating a Pattern brush
Applying a Pattern brush
Editing the Pattern Brush
Working with the Blob Brush tool
Drawing with the Blob Brush tool
Merging paths with the Blob Brush tool
Editing with the Eraser tool

LESSON 12 - APPLYING EFFECTS

Getting started
Using live effects
Applying an effect
Editing and deleting effects
Styling text with effects
Editing shapes with a Pathfinder effect
Applying an effect to convert a shape
Applying a Stylize effect

Applying the Offset Path effect
Applying Distort & Transform
Applying Photoshop effects
Working with 3D effects
Applying an Extrude & Bevel effect
Applying a Revolve effect
Applying the same effect to multiple objects

LESSON 13 - APPLYING APPEARANCE ATTRIBUTES AND GRAPHIC STYLES

Getting started
Using the Appearance pane
Editing appearance attributes
Adding another stroke
Adding another fill
Reordering appearance attributes
Applying an appearance attribute to a layer
Using graphic styles
Applying an existing graphic style
Creating and applying a graphic style
Updating a graphic style
Applying a graphic style to a layer
Editing the layer's graphic style formatting
Applying multiple graphic styles
Scaling strokes and effects
Applying a graphic style to text
Saving content for the web
Aligning content to the pixel grid
Slicing content
Selecting and editing slices
Using the Save For Web command
Creating CSS code
Setting up your design for generating CSS
Working with character styles and CSS code
Working with graphic styles and CSS code
Copying CSS
Exporting CSS

LESSON 14 - WORKING WITH SYMBOLS

Getting started
Working with symbols
Using existing Illustrator symbol libraries
Creating symbols
Editing a symbol
Replacing symbols
Breaking a link to a symbol
Editing symbol options
Working with the Symbolism tools
Spraying symbol instances
Editing symbols with the Symbolism tools
Copying and editing symbol sets
Storing and retrieving artwork in the Symbols panel
Mapping a symbol to 3D artwork

Adobe Illustrator

Working with symbols and Adobe Flash® integration

LESSON 15 - COMBING ILLUSTRATOR GRAPHICS WITH OTHER ADOBE APPLICATIONS

- Getting started
- Working with Adobe Bridge CC
- Combining artwork
- Understanding vector versus bitmap graphics
- Placing image files
- Placing an image
- Transforming a placed image
- Placing a Photoshop image with Show Import Options
- Placing multiple images
- Applying color edits to images
- Masking an image
- Applying a simple clipping mask to an image
- Editing a mask
- Masking an object with a shape
- Masking an object with multiple shapes
- Creating an opacity mask
- Editing an opacity mask
- Sampling colors in placed images
- Working with image links
- Finding link information
- Embedding and unembedding images
- Replacing a linked image
- Packaging a file
- Exploring Adobe Illustrator and Adobe Photoshop, Adobe InDesign, Adobe Muse, Adobe Fireworks, and Adobe Flash