



## Adobe Illustrator Bootcamp

### ILLUSTRATOR BOOTCAMP TRAINING COURSE SYNOPSIS

Discover high quality drawing and illustration with Adobe Illustrator. You will start with an overview of Illustrator and work on lessons that will step you into a greater skill level. Discover the unique features of Illustrator, including how to create logos, professional type effects, complex airbrush effects and color control. We also recommend this course for those planning to obtain the Adobe Certified Expert status.

### PREREQUISITES FOR THIS ILLUSTRATOR BOOTCAMP TRAINING COURSE

This class is appropriate for novice to intermediate users of Illustrator. We'll start at the basics and continue through more advanced concepts. Knowledge of your operating system and basic computer navigation is required for all classes. 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 website.

### WHAT YOU WILL LEARN IN THIS ILLUSTRATOR BOOTCAMP TRAINING COURSE

Lines and shapes	Selection Tools
The Pen Tool	Using the Live Trace Tool
Type Basics	Transform Tools
Fill and Stroke	Gradients
Using Layers	Using Blends
Transparency	Exporting to EPS and PDF

### ILLUSTRATOR BOOTCAMP TRAINING COURSE LENGTH AND TIME

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

### LOCATIONS FOR THIS ILLUSTRATOR BOOTCAMP 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.

### GOALS FOR THIS ILLUSTRATOR BOOTCAMP 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](mailto:sales@ledet.com).

### ILLUSTRATOR BOOTCAMP - ENROLLMENT

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

### MULTI-CLASS PACKAGES

This bundle/workshop provides a significant discount off of our regular pricing. Our standard policy for all bundled workshops is that once one of the classes in the bundle, package or workshop is attended, no refunds are available for unused portions of the bundle. Student rescheduling is available under our regular policies.

### 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 Bootcamp

## 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

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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  
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

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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  
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

## LESSON 16 - YOUR CREATIVE WORKSPACE

Organizing Your Workspace  
Mastering Object Management  
Managing Multiple Artboards  
Digitizing a Logo: Learning to Use a Template Layer  
Basic to Complex: Starting Simple for Creative Composition  
Guides for Arcs: Designing with Guides, Arc, and Pen Tools

Nested Layers: Organizing with Layers and Sublayers  
Basic Appearances: Making and Applying Appearances  
Auto-Scaling Art: Apply Effects and Graphic Styles to Resize

## LESSON 17 - DESIGNING TYPE & LAYOUT

Types of Type  
Working with Threaded Text  
Wrapping Area Type Around Objects  
Formatting Text  
Converting Type to Outlines  
Using the Eyedropper with Type  
Using the Appearance Panel with Type  
The Glyphs Panel  
Working with Legacy Text  
Advanced Features of Multiple Artboards  
Create an Identity: Working Efficiently with Multiple Elements  
For Client Review: Creating Presentations for Artboards  
Book Cover Design: Illustrator as a Stand-Alone Layout Tool  
Curvaceous Type: Fitting Type to Curved Paths  
Moving Your Type Setting: Setting Type on a Curve and Warping Type  
Arcing Type: Transforming Type with Warps & Envelopes  
Brush Your Type: Applying Brushes to Letterforms

## LESSON 18 - RETHINKING CONSTRUCTION

The Eraser tools & the Blob Brush  
Shape Builder tool  
Working with Live Paint  
Using Live Trace  
Aligning, Joining, and averaging  
Draw Behind and Draw Inside  
Compound Shapes & Compound Paths  
Combining Paths: Basic Path Construction with Pathfinders  
Coloring Line Art: Using Live Paint for Fluid Productivity  
Blob to Live Paint: From Sketch to Blob Brush and Live Paint  
Rapid Reshaping: Using Shape Builder to Construct Objects  
Interlock Objects: Using the Pathfinder Panel & Live Paint  
Drawing Inside: Building with Multiple Construction Modes

## LESSON 19 - EXPRESSIVE STROKES

Width Tool  
The Expanded Stroke Panel  
Brushes  
Symbols  
Brushes & Washes: Drawing with Naturalistic Pen, Ink & Wash  
Pattern Brushes: Creating Details with the Pattern Brush  
Symbolism Basics: Creating and Working with Symbols  
Painterly Portraits: Painting in Layers with Bristle Brushes

## LESSON 20 - COLOR TRANSITIONS

Gradients  
Gradient Mesh  
Live Color  
Custom Coloring: Creating Custom Colors & Color Groups  
Color Guidance: Inspiration from the Color Guide Panel  
Scripting Colors: Tools for Adding and Editing Colors  
Kuler Colors: Using Kuler, Live Trace, & Live Color  
Unified Gradients: Controlling Fills with the Gradient Annotator  
Folding Gradients: Simulating Paper Folds with Gradients  
Contouring Mesh: Converting Gradients to Mesh and Editing  
Recolor Black: Using Live Color to Replace Blacks  
Reducing Color: Going Monochromatic with Live Color  
Transparent Mesh: Molding Transparent Mesh Layers Going

## LESSON 21 - RESHAPING DIMENSIONS

Wraps and Envelopes  
3D Effect  
The Perspective Grid  
Wrap & Distort: Bending Forms to Create Organic Variations  
3D with a 2D Twist: Using 3D Effects to Achieve 2D Results  
One Perspective: Simulating a One-Point Perspective View  
Amplified Angels: Creating Details with Two-Point Perspective  
Modifying a Photo: Inserting Photographs in Perspective  
Establishing Perspective: Aligning Grids & Planes to an Architectural Sketch

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### LESSON 22 - MASTERING COMPLEXITY

Transparency  
Opacity Masks  
Blends  
Clipping Masks  
Roping in Paths: Using Masks and  
Pathfinders for Shapes  
Floating Type: Type Objects with  
Transparency & Effects/li>  
Adding Highlights: Using Transparency to  
Create Highlights  
Opacity Masks 101: Transparency Masks for  
Blending Objects  
Simple Masking: Applying the Basics of  
Clipping Masks  
Blending Elements: Using Transparency to  
Blend and Unify  
Warping Blends: Creating and Warping 3D  
Blends  
Moonlighting: Using Transparency for  
Glows & Highlights  
Creating Depth: Gradients Add Dimension  
in Space

Creating type on a closed path  
Editing type on a path options  
Wrapping text around an object  
Creating text outlines

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### LESSON 23 - CREATIVELY COMBINING APPS

Linking vs. Embedding in Illustrator  
Moving Illustrator files to other Programs  
Illustrator and Adobe Photoshop  
Illustrator and InDesign  
Illustrator, PDF, and Adobe Acrobat  
Illustrator & 3D Programs/li>  
Web Graphics  
Creating Animation with Layers  
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  
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