

Adobe Illustrator streamlines the imagination digitally. Illustrator provides tools for drawing and painting, prepare materials for publishing such as logos, business cards, single page advertisements, posters and banners. 3D images can be rendered in Illustrator now along with 2D.



COURSE CONTENTS

01. Getting to Know the Work Area

- Viewing artwork
- Using Illustrator tools
- The Control Panel
- Customizing workspace
- Navigating document and viewing artwork
- Using Illustrator Help.

02. Selecting and Aligning

- Using the Selection tool
- Using the Direct Selection tool
- Grouping items
- Applying selection techniques
- Aligning Objects

03. Creating and editing Shapes

- Creating basic shapes
- Using basic shape tools
- Drawing the pencil shape
- Using the Pencil tool
- Using Live Trace to create shapes

04. Transforming Objects

- Scaling, reflecting, rotating, distorting, and shearing objects
- Positioning objects precisely
- Changing the perspective
- Making multiple transformation

05. Drawing with Pen & Pencil tools

- Creating straight lines
- Creating curved paths
- Building a curve
- Curves and corner anchor points
- Drawing Pear, leaf, and arrows Illustration

06. Color and Painting

- Color mode & understanding color controls
- Color fundamentals
- Using appearance panel for fills and strokes
- Building custom colors
- Using Illustrator Swatches libraries
- Creating a spot color
- Creating color groups
- Using and creating custom patterns
- Applying Live Paint

07. Working with Type

- Importing text file
- Creating columns of text
- Understanding text flow
- Working with overflow text and text reflow
- Threading text
- Changing text attributes
- Working with Paragraph & Character styles
- Wrapping text around graphic
- Creating text on paths and shapes
- Creating text outlines

08. Working with Layers

- Creating layers
- Moving objects and layers
- Locking and viewing Layers
- Creating clipping masks
- Merging layers
- Applying appearance attributes to layers

09. Blending Shapes and Colors

- Creating a gradient fill
- Adjusting the direction of a gradient blend
- Adding colors to a gradient
- Creating smooth-color blend
- Modifying the blend