

# Adobe Illustrator Introduction



CS3 / CS4 / CS5

Duration: **2 Days**

## Who Should Attend / Target Audience

This course has been developed for people wanting to acquire skills for drawing and rendering images through electronic media to produce professional illustrations.

## Prerequisites

Participants will need to be familiar with Windows XP or Macintosh OS and have an understanding of page layout programs.

## Learning Outcomes

- Create and understand paths
- Create complex shapes using drawing objects
- Apply Fill or Stroke to objects and understand the difference between CMYK and RGB
- Arrange shapes by grouping, aligning and changing stacking order
- Use layers to assist in creating an illustration
- Use the transform options to assist in creating illustrations

## Course Content

Version: 21/12/09

### Getting Started

Main Screen Elements  
Illustrator Basics  
Changing Views  
Using Default Colours

### Object Basics

Rectangle and Ellipse Tool  
Polygon, Start and Spiral Tools  
Flare Tool  
Pencil Tool  
Guides and Rulers

### Selecting Objects

Magic Wand and Lasso Tool  
Hiding Edges  
Hiding/Showing Centre Point  
Hiding and Showing Selected Items  
Dragging and Dropping to Illustrator  
Selecting a Hidden Object  
Offsetting Copy to a Path

### Paths

Anchor and Corner Points  
Direction Points and Lines  
Curve and Line Segment  
Drawing a Curve Segment  
Editing Paths  
Converting an Anchor Point  
Moving an Anchor Point  
Reshaping a Curve  
Reshaping using Pencil Tool  
Converting Curve to Corner  
Splitting a Path with Scissors Tool  
Joining Two Endpoints to Anchor Points  
The Reshape Tool  
Cutting Objects using Knife Tool

### Using the Pen Tool to Draw Paths

Drawing with the Pen Tool  
Drawing a Corner Point & Smooth Point  
Add Points to Path  
Delete Anchor Points  
Drawing a Complex Path  
Other Pen Icons

### Transforming an Object

The Transform Tools  
Rotating an Object  
Reflecting an Object  
The Free Transform Tool  
The Make Blend Command

### Fill or Stroke

Palettes used for Fill or Stroke  
Basic Colouring Steps  
Save to the Swatch Palette  
A Spot or Process Colour  
CMYK versus RGB  
Change the Width of Stroke  
Creating a Dashed Stroke  
Create Arrowheads  
To Delete a Swatch  
Duplicate a Swatch  
Paint Bucket & Eyedropper Tools  
Adjust or Convert Colours  
Create and Modify a Fill Pattern  
Create a Geometric Pattern

### Working with Type

Horizontal Type Tool  
Area Type  
Type on Path Tool  
Vertical Type & Area Tools  
Creating Type Outlines  
Envelope Distort Option

### Working with the Paintbrush Tool

Using the Paintbrush Tool  
Applying a Brush Stroke  
Create or Modify a Brush

### Arranging Items

Grouping Objects  
Bring to Front/Send to Back  
Create New Layer  
Select Multiple Layers  
Duplicate and Delete Layers  
Aligning Items

### Combining Paths

Creating Compound Paths  
Shape Modes and Pathfinders  
Using the Reshape Tool  
Auto Trace and Live Trace Tool

### Working with Gradients

Fill an Object with a Gradient  
Create and Save Gradients  
Edit an Existing Gradient  
Multi Colour Gradients

### Masks and Transparency

To Mask Objects  
Release a Mask  
Transparency and Opacity

### Filters and Effects

What's Raster?  
Apply Arrowheads  
Apply a Drop Shadow  
The Appearance Palette?  
Using Live Shapes with Text  
Removing Effects

Next Level Course: Adobe Photoshop Introduction

Availability:  In House  Closed Group  Public

MELBOURNE  
SYDNEY  
BRISBANE  
TOWNSVILLE  
CAIRNS

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