

Adobe Illustrator is the industry-standard vector graphics creation software for print and the Web. Illustrator expands your creative freedom and enhances your productivity with its new Web graphics tools, versatile transparency capabilities, powerful object and layer effects, gradient mesh, pathfinders, and other innovative features. Now you can use these fast, flexible tools to transform your creative ideas into sophisticated graphics for use on the Web, in print, or in dynamic media projects.

[Level 1: Intro](#)

3 Day Course - \$1,050

[Level 2: Intermediate](#)

2 Day Course - \$795

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**Course Outline: Level 1: Intro** - [top](#)

3 Day Course

**Application Overview**

Vector vs. Raster based images  
Starting the application  
Opening files from the hard drive, and opening new files  
Saving files, and choosing file formats  
Setting Preferences and Color Settings

**Overview of the Illustrator Workspace**

Toolbox, palettes, hiding and docking palettes

**Navigation**

Getting around, and viewing images using the Navigator palette  
Zooming in and out  
Using the Hand tool  
Custom views  
Viewing images in Preview mode, and Artwork mode

**Working With Color**

Applying Fills and Strokes  
Adjusting Stroke weight  
Using the Swatches Palette  
Dragging and dropping new colors to the Swatches Palette, and onto objects  
Loading Custom color libraries  
Using the color sliders to choose colors

**Layers**

Creating, viewing, reordering, linking, and moving  
Locking layers

**Object Tools**

Using the Ellipse, Rectangle, Star, and Polygon tools

**The Pen Tool**

Creating curves and straight lines  
Tracing objects with the Pen tool  
Modifying Pen paths

## **Basic Key Commands**

### **Manipulation of Objects and Object Transformation**

Moving, duplicating, selecting and deselecting  
Grouping and Ungrouping  
Arranging objects  
Locking objects  
Aligning objects

### **The Selection Tools**

The Selection tool, Group selection tool, and Direct selection tool

### **Pathfinder Filters**

Using the Pathfinder filters to combine objects and paths

### **The Transformation Tools**

Scaling, rotating, distorting, and Free Transforming objects

### **The Gradient Tool**

Using the gradient tool  
Creating and saving gradients

### **Rasterizing Objects**

Creating and viewing objects as pixels

### **The Appearance Palette**

#### **Masking Objects**

Using paths to mask objects  
Adding layer masks to objects

#### **The Transparency Palette**

Adding transparency to objects

#### **The Styles Palette**

Using and creating new styles

#### **Working With Text**

Using the Text tools  
Area Type  
Type on a path  
Vertical type  
Converting type to outlines

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## **Level 2: Intermediate - [top](#)**

2 Day Course

### **Review**

Review of basic path creation  
Review of the Pen Tool  
Review of File Formats

### **Blends**

Basic shapes and colors  
Complex blends for shadowing and highlighting  
Making blends for use as animations

### **Advanced Editing Tools**

Using the Scissors and Knife tools  
Using the Eyedropper and Bucket tools  
Using advanced Distortions tools  
Using the Pencil and Smooth tools  
Using the Simplify command

### **Patterns**

Creating, editing, applying, and saving  
Custom Patterns from Illustrator's Library  
Seamless Patterns

### **Typography**

Applying Effects to editable type  
General Type effects

### **Web Usage**

Previewing vector images as they will display in Pixels  
Save for Web  
When to use Gif or Jpeg  
Saving SVG files  
Saving in SWF format for use as Flash animations

### **Effects**

Applying nondestructive visual effects to objects, images, and type  
Creating editable shapes  
Adding Drop Shadows and Glows

### **Actions**

Automating repetitive tasks

### **Gradient Mesh Tool**

Creating custom highlights and gradients for objects

### **The Styles Palette**

Using, and creating new styles  
Saving and editing styles

### **Artistic Brushes**

Creating and saving artistic brushes

### **The Appearance Palette**

Using the Appearance Palette to apply multiple strokes and fills

### **Blending Modes**

Isolating Blending modes  
Knockout Group Option

### **Compound Paths**

Managing paths with holes  
Working With Photoshop  
Placing and embedding Photoshop files  
Going back and forth between Illustrator and Photoshop

Using Photoshop files as tracing templates

**Advanced Masking**

Single and multiple masking objects

Using Clipping Masks and Opacity Masks

Importing Layer Masks from Photoshop

Using masks with the Layers Palette

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