

ILLUSTRATOR INTRODUCTION

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Illustrator Introduction CS3 Training Overview

An introduction to illustrator gives you a hands on and in-depth look at the tools, type and interface. This will give you the skills necessary to create vector art with professional industry software.

Illustrator Introduction CS3 Training Course Prerequisites

Experience with either the Windows or Mac interface.

Some experience with other computer graphic principles would be an advantage but not necessary.

Introduction to Adobe Illustrator CS3 Training Course Outline

Getting to Know the Work Area in Illustrator CS3

- Viewing artwork
- Using the Illustrator tools
- Changing the view of artwork

Selecting and Aligning in Illustrator CS3

- Using the Selection tool
- Using the Direct Selection tool

Creating Shapes in Illustrator CS3

- Creating basic shapes
- Using basic shape tools
- Drawing the pencil shape
- Using the Pencil tool
- Drawing the pencil can
- Using Live Trace to create shapes
- Tips for drawing polygons, spirals, and stars

Transforming Objects in Illustrator CS3

- Scaling objects
- Reflecting objects
- Rotating objects
- Distorting objects
- Shearing objects
- Positioning objects precisely
- Changing the perspective
- Using the Free Transform tool
- Making multiple transformations

Painting

- Filling with color
- Stroking with color
- Copying paint attributes
- Copying appearance attributes
- Painting with patterns and gradients
- Painting with a pattern brush

Drawing with the Pen tool in Illustrator CS3

- Creating straight lines

- Creating curved paths
- Building a curve
- Curves and corner anchor points
- Drawing curves
- Editing curves

Color and Painting in Illustrator CS3

- Color Mode
- Using the Appearance panel for fills and strokes
- Building and saving your own custom color
- Using Illustrator swatch libraries
- Creating color groups
- Editing color with Live Color
- Painting with gradients and patterns
- Create a PDF from your artwork

Working with type in Illustrator CS3

- Understanding text flow
- Saving and using styles
- Wrapping text around a graphic
- Typing along a path

Introduction to Working with Layers in Illustrator CS3

- Creating layers
- Locking layers
- Viewing layers
- Pasting layers
- Creating clipping masks
- Merging layers
- Applying appearance attributes to layers

Creating airbrush effects

- Painting with the mesh tool
- Specifying the number of mesh lines
- Applying colours to the mesh
- Highlighting a mesh object
- Editing mesh points
- Reflecting mesh objects
- Modifying mesh lines

- Warping a mesh
- Applying transparency to a mesh

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Combining artwork

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- Vector versus bitmap graphics
- Placing an Adobe Photoshop file
- Duplicating a placed image
- Adjusting colour in a placed image
- Masking an image
- Sampling colours in placed images
- Replacing a placed image
- Exporting a layered file to Photoshop

Output and finishing

- Saving to PDF
- Saving for web

Introduction to Adobe Illustrator CS3 Training Course Materials

Students will have the option of purchasing a prescribed booklet, which will serve as a guide for the class. For further information please contact Zise.