



CityDesktop™
training



ADOBE ILLUSTRATOR CS3 / CS4
“ ESSENTIALS ”

The 'Essentials' course introduces some of the techniques used in Adobe Illustrator CS3 and CS4 for drawing, recreating logos and graphics, creating special effects, manipulating type, creating charts and to produce complex fashion and architectural designs. These graphics can then be used for importing into InDesign, Photoshop, Flash etc or saved for web and multimedia purposes.

PREREQUISITE: students should have a strong working knowledge of either Mac or Windows and preferably other design program experience such as InDesign.

Students can choose to combine the 2 day Essentials course as part of the 4 day Illustrator Course which includes special effects — see Advanced outline.

Following is the Essentials course outline:

DAY 1

Illustrator's Interface

- Using panels
- Setting and customising artboards
- Customising and saving workspaces
- Application Bar
- Smart Guides
- Smart Cursor
- Tools
- Rulers and ruler guides
- Setting Application & Document Preferences
- Tabbed Windows / Multiple Documents
- Screen modes
- Zooming, panning and document navigation
- Viewing defaults
- Display performance
- Contextual Menus
- New and Improved Status Bar

Selections

- Shift selection
- Marqueeing
- Select all
- Group and ungroup
- Shift to constrain horizontally and vertically

Alt/Opt for duplicating objects

Arrow keys to nudge

Eye dropper tool to sample

Creating objects – Rectangle / Ellipse / Polygon

Creating and customising starbursts

Strokes and fills

Shift to constrain

Alt/Opt to create from centre out

Moving objects

Resizing objects

Locking and unlocking objects

Rotating objects

Scaling objects – scaling strokes and fills

Transforming objects

Selecting reference point on control panel

Positioning items using X & Y

Arrangement Order / Send to back or front

Step and Repeat

Aligning objects / using smart guides

Distributing objects / using smart guides

Creating Lines

Adding arrow heads

Working with layers

Create a logo using the object tools and transform commands

Combine, isolate and sub-divide objects

Use Pathfinder commands, such as Add, Exclude, Divide, Trip, Merge, Crop, Outline etc.

Explore Compound Paths to create transparent areas

Create a logo using the object tools pathfinder panel

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DAY 2

Colours & Swatches

Importing spot colours

Using preset gradients

Creating and customising gradients

Saving gradients into swatches panel

Applying gradients to objects and type

Live Color: Quickly create new colour combinations which can be tested and then saved for re-use. Apply colour in one go to multiple areas of your document.

Mastering the pen tool

Create straight paths and curved paths

Working with anchor points

Adding and deleting anchor points

Converting anchor points

Create an illustration using the pen tool

Working with compound paths

Creating and working with masks

Patterns – using preset patterns / creating custom patterns and adding to swatches panel

Using the symbols panel and creating symbols

Blending objects and using the blend tool

Brushes

Using live trace to convert raster images to vector artwork

Create & export an animated .swf from Illustrator

Setting up a brochure in Illustrator

Working with Text

Frames and text frames

Entering text

Selection processes

Editing and formatting text

Kerning and Tracking

Leading

Character Formatting

Paragraph Formatting

Vertical Text

Hyphenation

Fonts – Serif & Sans Serif

Ascenders & Descenders

X height

Special characters – en & em dashes, non breaking spaces

Using the glyphs panel

Check boxes

Importing text

Paragraph styles

Character styles

Upcoming Dates

For the latest dates, please visit:

<http://www.cd.com.au/training/training-calendar.html>

Cost: \$895 Special \$795

Contact Details

(02) 9516 1715

info@cd.com.au

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ADOBE ILLUSTRATOR CS4 “ ADVANCED ”

The advanced Illustrator class is ideal for those who have completed the Essentials class or for those who have a strong knowledge of Illustrator, such as drawing, creating and manipulating shapes, working with text, understanding how paths and anchor points work, masks, blending, basic and filters etc.

DAY 1

Working with Blends

- Blending two objects
- Adjusting blend options
- Blending anchor points
- Blending three or more objects
- Replacing the spine of a blend
- Reversing the direction of a blend
- Releasing and expanding a blend

Using Graphic Styles

- Applying graphic styles
- Defining graphic styles
- Previewing graphic styles
- Modifying graphic styles

Advanced Masking Techniques

- Understanding clipping masks
- Using layer clipping masks
- Creating opacity masks

Transformations and Effects

- Using the Transform panel
- Repeating transformations
- Using the Transform Each function
- Using the Convert to Shape effects
- Using the Distort & Transform effects
- Using the Path effects
- Using the Pathfinder effects

Working with Live Paint

- Introducing Live Paint
- Creating a Live Paint group
- Using the Live Paint Bucket tool
- Using Live Paint with open paths
- Detecting gaps in Live Paint groups
- Adding paths to a Live Paint group
- Using the Live Paint Selection tool
- Releasing and expanding Live Paint groups
- Understanding how Live Paint groups work

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Creating Charts and Graphs

- Setting expectations: Graphs in Illustrator
- Creating a chart
- Importing data
- Formatting data
- Customizing a chart
- Combining chart types
- Creating graph designs
- Styling and updating graphs
- Ungrouping graphs

DAY 2

Working with Live Trace

- Introducing the trace options
- Using the Live Trace feature
- Understanding how Live Trace works
- Making raster-based adjustments
- Tracing with fills, strokes, or both
- Making vector-based adjustments
- Adjusting colors in Live Trace
- Releasing and expanding Live Trace artwork
- Saving and exporting Live Trace presets

3D

- How fills and strokes affect 3D artwork
- Applying the 3D Extrude & Bevel effect
- Applying a bevel
- Showing the hidden faces of a 3D object
- Applying the 3D Revolve effect
- Visualizing the revolve axis
- Applying the 3D Rotate effect
- Adjusting surface settings
- Preparing art for mapping
- Mapping artwork to a 3D surface
- Hiding geometry with 3D artwork mapping

Working with Color

- Managing color groups
- Understanding color harmonies
- Using the color guide
- Limiting the color guide
- Modifying color with the Recolor Artwork feature
- Using the Edit tab to adjust color
- Using the Assign tab to replace colors
- Making global color adjustments
- Using Recolor options
- Converting artwork to grayscale
- Accessing Kuler directly from Illustrator
- Ensuring high contrast for color-blind people

Understanding Transparency

- Understanding transparency flattening
- Understanding complex regions in transparency flattening
- Exploring the transparency flattener settings
- Using the Flattener Preview panel
- Creating and sharing Transparency Flattener presets

Distortion

- Using the Warp effect
- The Warp effect vs. envelope distortion
- Applying the Make with Warp envelope distortion
- Applying the Make with Mesh envelope distortion
- Applying the Make with Top Object envelope distortion
- Editing envelopes
- Adjusting envelope settings
- Releasing and expanding envelope distortions
- Applying envelope distortions to text
- Using the liquify distortion tools
- Customizing the liquify tools

Working with Gradient Mesh

- Understanding the Gradient Mesh feature
- Using Gradient Mesh to add contoured shading
- Using Gradient Mesh to create photorealistic effects

Upcoming Dates

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