2 – DAY
ADOBE ILLUSTRATOR

Introduction

Adobe Illustrator is a powerful drawing software program offered by Adobe. Anyone, regardless of artistic or computer ability, can use Illustrator to draw shapes and lines, create text, or import graphics and pictures. You can use Illustrator to do a layout for a book, create a web page, and the list goes on.

The best thing about it is, however, that you can do all these things easily using Illustrator once you learn the program and what different functions and features it provides.

Course Objectives

By the end of this course, you will be able to:

- Learn how to use Adobe Illustrator to create high-quality illustrations, logos, and other custom artwork
- Understand the workspace, tools, and drawing features that are available in Adobe Illustrator

Methodology

Interactive learning filled with exercises and practical hands-on lessons to explore your thinking style.

In this 2 days of hands on learning based around creating interesting and useful content with Adobe Illustrator will give you the understanding and skills you need to add this critical app to your skillset.

Who Should Attend?

- Designed for media professionals with little to no prior knowledge of using Adobe Illustrator
- Experienced Illustrator users with no formal training
- Users include fashion illustrators, graphic designers, user experience designers, video, and multimedia professionals, and more.

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Course Outline

MODULE 1: FUNDAMENTALS OF WORK IN ADOBE ILLUSTRATOR

- Touring interface
- Bitmap vs vector images
- Setting up new paper
- Color mode and conversion
- Workspace arrangment

MODULE 2: CREATING & EDITING SHAPES

- Working with basic shapes
- Color, gradient, swatches, stroke
- Shape builder
- Geometry Shape

MODULE 3: WORKING WITH TYPE

- Formatting type
- Install font
- Changing text attributes
- Magazine Layout
- Clipping mask

MODULE 4: DRAWING & BUILD WITH THE PEN TOOL

- Creates paths and shapes which can be duplicated and manipulated to create complex selections, masks and objects.
- Pathfinder & Alignment

MODULE 5: TRANSFORM & LAYER MANAGEMENT (PART 1)

- Knowledge how to fully build box from A to Z
- Learning about layer palette

MODULE 6: TRANSFORM & LAYER MANAGEMENT (PART 2)

- Knowledge how to fully build box from A to Z
- Learning about layer palette

MODULE 7: APPPLYING EFFECTS

- Working with appearance
- Graphic style improvement
- Build floor plan to 3D vector

MODULE 8: T-SHIRT COLOUR SEPARATION FOR SILK SCREEN

- Magic wand
- Understanding the color controls
- Brushes, symbol
- Q&A