



Adobe® Illustrator CS5

Duration: 3 Days

Overview:

Adobe® Illustrator® CS5 offers creative freedom that allows you to produce extraordinary graphics for print, video, the web, and mobile devices. Offers the ability to instantly convert bitmaps to vector artwork and paint more intuitively. Create print ready PDF files

Pre Requisites:

A basic understanding of the computer operating system you are using.

DAY 1

Raster vs. Vector images
Creating & Saving Documents
Using Templates

Work Environment

Viewing artboards and the canvas
Artboards panel
Reorder artboards
Rearrange artboards
Customize artboard names
Tabbed document windows and Document Arrangement panel
Viewing commands
Zoom Tools
Working with Panels
Application bar (control panel) and workspace switcher
Using & Saving Workspace
Using Rulers, guides, grids and smart guides
Key object alignment
Using Help

Making Selections

Selection, Direct Selection & Marquees Tools
Grouping Items
Advanced Selection Techniques
Select behind capability

Creating Basic Shapes

Drawing Polygons, Spirals & Stars
Drawing Arcs, square & polar grids
Lens Flares
Drawing Shortcuts
Compound Paths
Path Options
Pathfinder

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Transforming Objects

- Scaling & Rotating Objects
- Reflecting, Distorting & Shearing Objects
- Perspective & Precise Positioning
- Free Transformations & Multi Transformations

Pen Tool

- Creating Straight Lines
- Creating Curves
- Curve & Corner Anchor Points
- Editing Anchor Points
- Apply arrow heads to strokes

Swatches & Colour Guide Panel

- Global & Local Colours
- Colour Groups
- Creating Custom Colours & Spots
- Applying Fills, Strokes & Tints
- Colour Guide Panel & Kuler
- Creating, Applying & Editing Patterns
- Gradients panel and tool
- Transparency in gradients
- Appearance Panel
- Exporting & Saving Colours

DAY 2

Layers

- Creating Layers
- Moving Objects & Layers
- Locking & Viewing Layers
- Pasting Layers
- Merging Layers
- Creating Clipping Masks

Blending Shapes & Colours

- Creating Smooth-Colour Blends
- Intermediate Steps
- Modifying & Combining Blends

Meshes

- Creating & Applying Mesh
- Editing Mesh
- Warping Mesh
- Adding Transparency to Mesh

Typography & Text

- Open Type Fonts & Panel
- Importing Text Files (MS Word, RTF, Text)
- Flowing of Text
- Character & Paragraph Panel
- Hyphenation & Justification
- Tabs & Columns
- Glyphs & Special Characters
- Type on Path
- Type Inside object
- Vertical Type
- Character & Paragraph Styles
- Wrapping & Warping Text
- Creating Outlines

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Symbols

- Creating, Editing & Updating Symbols
- Symbol Instances
- Using Symbol Tools
- Unlinking & Swapping Symbols
- Exporting for Flash CS4

Brushes & Scribbling

- Types of Brushes (Art, Scatter, Calligraphic, Pattern)
- Creating, Editing & Applying Brushes
- Paintbrush Tool & Brush Libraries
- Colouring Brushes
- Saving Brushes
- Stretch control for brushes
- Brushes with corner control

DAY 3

Placing Graphics

- Placing of Photoshop Files (incl. Layer Comps)
- Duplicating Placed Images
- Adjusting Colour of Placed Images
- Editing Imported Masks
- Replacing Images
- Exporting Layers Files to Photoshop

Integration

- File Integration: PhotoShop, Illustrator & Acrobat
- Editing Smart Objects
- Extracting embedded images
- Converting Freehand to Illustrator

Variable-width strokes

- Using the Width tool
- Width tool controls
- Saving width profiles
- Aligning dashed strokes

Bristle brush

- Using the Bristle brush
- Create a brushes

Shape Builder tool

- Setting the Shape Builder tool options
- Creating shapes
- Draw behind and draw inside modes