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## Adobe® **Illustrator CS5.5** Course Outline: Advanced

Duration: 2 Days

**Related Courses: Adobe® PhotoShop, Adobe® InDesign, Adobe® DreamWeaver, Adobe® After Effects, , Adobe® Premiere, Adobe® Flash**

### Course Overview and Objectives

Adobe Illustrator® offers creative freedom that allows you to produce extraordinary graphics for print, video, web and mobile devices. It offers the ability to instantly convert bitmaps to vector artworks and paint more intuitively. You will also learn to create print-ready PDF files.

### Pre Requisites:

Illustrator Basic and Intermediate.

## Course Outline

### Transparency

- Opacity & Blending Modes
- Feathers, Drop-Shadows & Glows
- Opacity Masks
- Isolate Blending & Knockout Groups
- Flattening Preview Panel
- Assigning, Exporting & Importing Flattening Settings

### Graphs

- Graph Types
- Importing external Data
- Editing Graphs

### Appearance Attributes, Graphic Styles, Filters & Effects

- Using, Adding & reordering Appearance Attributes
- Using & Editing Live Effects
- Creating, Saving & Previewing Graphic Styles
- Applying Graphic Styles & Appearance Attributes to Layers
- Warp Effects
- Specifying Resolution of Filters & Effects (Print vs web)
- Raster Effects Settings

### Live Trace & Live Paint

- Using Live Trace & Live Paint
- Applying Live Paint
- Editing Live Paint Regions
- Gap Detection

### Live Colour Recolour Artwork

- Live Colour Dialog Box
- Creating & Editing Colour Groups
- Assigning Colours to artwork using Live Colour
- Reducing Colours in artwork for Repro



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## Meshes

- Create & Apply Mesh
- Editing Meshes
- Warping Mesh
- Adding Transparency to Mesh Object

## Brushes

- Working with the Pattern Brush

## Perspective Drawing

- Defining Vanishing Points
- Controlling Perspective-defining parameters
- Creating Objects directly in perspective
- Bringing existing objects into perspective
- Transforming objects in perspective (move & scale objects)

## 3D Effects

- Revolving Effect
- Rotate Effect
- Extrude & Bevel
- Mapping Images
- Adjusting Lighting & Offset
- Adjusting & Editing Final 3D object

## Colour Management

- Colour Models & Gamuts
- Setting up Colour Management
- Assigning Profiles

## Printing & Colour Separations

- Soft Proofs
- Colour Separations & Separations Preview
- Converting to RGB, CMYK, Greyscale
- Adding Crop Marks
- Saturate & Adjust colours
- Editing & Separate Spot Colours
- Traps & Overprinting

## Web & Flash

- Creating & selecting Slices
- Linking Slices to URL
- Save as HTML
- Save for Web & Devices
- SVG & SVG-t graphics & interactivity
- Exporting for Flash (animations, swf & symbols)

## Video

- Action Safe /Title Safe
- Video Export formats
- Animating Layers to Frames

## Creative Suite Design Productivity Tips

## Creative Suite Design Resources

\* Please note that we offer free electronic support to clients on content covered on our courses.