



## Adobe® Illustrator CS4

**Duration:** 3 Days

### **Overview:**

Adobe® Illustrator® CS4 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**

Working with Multiple artboards  
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

### **Creating Basic Shapes**

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

### **Transforming Objects**

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

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## **Pen Tool**

- Creating Straight Lines
- Creating Curves
- Curve & Corner Anchor Points
- Editing Anchor Points

## **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

### **Symbols**

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

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## **Brushes & Scribbling**

Types of Brushes (Art, Scatter, Calligraphic, Pattern)  
Creating, Editing & Applying Brushes  
Paintbrush Tool & Brush Libraries  
Colouring Brushes  
Saving Brushes

## **DAY 3**

### **Transparency**

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

### **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

### **Graphs**

Graph Types  
Importing External Data  
Editing Graphs  
Applying Images to Graphs

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

Using, Adding & Reordering Appearance Attributes  
Using & Editing Live Effects  
Creating, Saving and Previewing Graphic Styles  
Applying Graphic Styles and Appearance Attributes to Layers  
Warp Effects  
Specifying Resolution for Filters & Effects  
Raster Effects Settings

### **Live Trace & Live Paint**

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

### **Live Colour**

Live Colour Dialog Box  
Creating & Editing Colour Groups  
Assigning Colours to Artwork using Live Colour  
Reducing Colours in Artwork for Print**Day 4**

### **3D Effects**

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

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## **Integration**

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

## **Dynamic Layout**

Dynamic Text  
Data Driven Graphics  
Importing data & batch processing  
Creating Variables

## **Colour Management**

Colour Models & Gamuts  
Setting Up Colour Management  
Assigning Profiles

## **Printing & Colour Separations**

Soft Proofs  
Colour Separations and Separations Preview  
Converting to RGB, Grayscale, CMYK  
Adding Crop Marks  
Saturate & Adjust Colours  
Editing & Separating Spots  
Traps & Overprinting

## **Version Cue & Bridge**

Using Adobe Bridge  
Navigation & View Files  
Using Version Cue  
Working with File Versions  
Organising & Locating Files

## **Web & Flash**

Creating & Selecting Slices  
Linking Slices to URL  
Save as HTML  
Save for Web & Devices  
SVG & SVG-t graphics & Interactivity  
Exporting to Flash (Animations, Text, SWF & Symbols)