

Artwork Building using Adobe Illustrator

Topics

Unit 1: Getting started

- The Illustrator environment
- Navigation

Unit 2: Creating a simple illustration

- Create a new document
- Basic shapes
- Manipulate shapes
- Export an illustration

Unit 3: Applying basic color

- Apply color
- Stroke options
- The Eyedropper tool

Unit 4: Drawing paths

- Raster images
- Basic drawing
- Selecting and editing paths

Unit 5: Working with text

- Adding Text
- Altering Text

Unit 6: Layers

- Layers
- Manipulating layers

Unit 7: Working with fills and colors

- Swatch Libraries
- Gradients
- Transparency

Unit 8: Manipulating paths

- Path Commands
- Masks

Unit 9: Adjusting typography

- Flow Type
- Format Body Text
- Text Editing

Unit 10: Enhancing fills and strokes

- Multiple fills and strokes
- Add color to grayscale images
- Gradient mesh
- Patterns
- Brushes
- Symbols

Unit 11: Transforming shape

- Transformation Tools
- Envelopes
- Liquify Shapes
- 3D Effects

Unit 12: Filters, effects, and graphic styles

- Filters
- Effect
- Graphic Styles

Unit 13: Converting raster images to vector art

- Trace raster image
- Color artwork by using Live Paints

Unit 14: Printing illustrations

- Color management
- Print Specifications
- Color separations

Unit 15: Creating Web files

- Slices
- Export web graphics

TOTAL

Duration: 24 hours