



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.

Syllabus Adobe Illustrator CS5

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

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

Symbols

- Creating, Editing & Updating Symbols
- Symbol Instances
- Using Symbol Tools
- Unlinking & Swopping 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 brush

Shape Builder tool

Setting the Shape Builder tool options

Creating shapes

Draw behind and draw inside modes