

ILLUSTRATOR ESSENTIAL SKILLS

Prerequisites:	Basic computer skills, PC / Mac
Duration:	4 weeks
Industry:	Graphic Design
Genre:	Design
Program(s):	Adobe® Illustrator™

COURSE DESCRIPTION

Adobe Illustrator is a multi-purpose application for creating artwork suitable for both screen and print graphics. It is a primarily vector based program which will allow you to create detailed and scalable art for almost any use. In graphic design, Illustrator is used to create anything from logos and business cards, to advertisements and posters. In a fashion design setting, Illustrator has become quite popular in the creation of technical drawings and renders, due to its specialised brushes and patterns. Whatever your intention, this course covers not only the Illustrator essentials, but explores a host of features that sets Illustrator apart from other vector graphic packages.

We'll begin with familiarising ourselves with the Illustrator interface, learn how to create and manage artwork, explore how colour is managed as well as learn to how work with text. Once we have a feel for the software and how it works, we'll begin to have a look at what makes Illustrator really special and explore graphic styles, effects, symbols and the various tools used for manipulating and creating vector art. We'll also explore a cool features section, where we'll have a look at tools like Live Trace and Live Paint; 3D effects

and perspective drawing. This course aims to give you the skills to feel comfortable using Illustrator to execute your design ideas as well as a context for its uses from an experienced lecturer.

COURSE OUTCOMES

Learn the essential skills in Illustrator to render simple to complex artwork.

COURSE OBJECTIVES

By the end of the course students will have usable knowledge of the following:

- Navigating the Illustrator work environment
- Creation and management of documents and artboards
- Working with colour, gradients and patterns
- Creation & manipulation of vector objects
- Working with strokes and brushes
- Managing & importing artwork
- Advanced object creation and manipulation
- Creation of text within a graphic environment
- Management and application of effects & styles
- Setting up of vector art in perspective
- Export pdfs for printing purposes

COURSE TOPICS

1. Getting Started

- What is Illustrator
- Vector vs Bitmap
- The Toolbox & Illustrator Environment
- Workspaces
- Navigation & Help
- Creating New Documents
- Multiple Artboards
- Using Guides

2. Working with Colour

- Working with Swatches
- The Colour Panel
- Using the Eyedropper Tool
- Creating and editing gradients
- Creating and editing patterns

3. Creating & Manipulating Objects

- Creating Basic Geometry
- Moving, Duplicating, Rotating and Scaling
- Shearing and Reflecting
- Combining Shapes with Pathfinder
- Making Compound Shapes with Shapebuilder

4. Working with Strokes

- Creating Basic Strokes
- Adjusting Stroke Properties
- Using the Width Tool
- Cutting Tools
- The Pencil Tool
- The Brush Tool
- The Pen Tool
- The Direct Selection Tool

5. Managing & Importing Art

- Working with Groups
- Arranging Artwork
- Using Layers to Manage Artwork

- Aligning and Distributing
- The Transparency Panel
- Blending Modes
- Clipping Masks
- Isolation Mode

6. Advanced Object Creation

- Working with Symbols
- The Symbol Sprayer Tools
- The Liquify Tools
- Blending Shapes
- Using Envelope Distort to Warp Objects
- Using Gradient Meshes

7. Working with Text

- Point Type & Paragraph Type
- Importing Text
- The Area Type Tool
- Type Containers
- Type on a Path
- Creating Outlines
- Text Wrap

8. Effects & Styles

- The Appearance Panel
- Using Effects - Distort and Transform
- Using Effects - Stylise
- Using Effects - Warp
- Working with Graphic Styles
- Expanding Appearances
- The Flare Tool

9. Cool Features

- Trace Raster Artwork with Live Trace
- Colour Artwork using Live Paint
- Using Photoshop Effects
- Using Effects - 3D
- The Perspective Grid

10. Final Thoughts

- Saving and Exporting

COURSE REQUIREMENTS

Learn the essential skills in Illustrator. Students should have working knowledge and understanding of the following:

- Basic PC/Mac Skills -For new users to Mac, a brief overview is covered of the OS
- Prior experience in any Adobe package a plus
- Prior experience in any vector based package such as Freehand or Corel Draw a plus.