



### Adobe Illustrator CS4– Level 1

*Click here for course dates and to register.*

Illustrator – Level 1 is a 16-hour course that will introduce you to the basics of Adobe Illustrator. Illustrator is a sophisticated graphics program capable of creating complex and attractive illustrations and type effects. In this course, you will learn many of the basic skills that will allow you to take advantage of Illustrator's powerful capabilities to create dynamic graphics using advanced drawing and editing tools, path editing techniques, filter effects and masks.

**Target Student:** Anyone who is interested in creating single page layouts, such as: posters, flyers, marketing material, and package layouts, or basic and complex designs using Illustrator, but who has little to no experience using Bézier paths.

**Prerequisites:** To ensure your success, you must have a basic understanding of your computer's operating system. For example, you should know how to launch an application, create and save files, and copy files from CDs and other media.

**Delivery Method:** Instructor-led, classroom-delivery learning model with structured hands-on activities.

**Benefits:** After completing this course, you will be able to use the basic features of Illustrator and to create complex drawings, styled type and special masks. You will also be able to send and save Illustrator designs in formats compatible with other applications.

**What's Next:**

**Illustrator – Level 2** Increase the complexity of your illustrations and designs through designing advanced and creative 3D effects. Learn advanced text manipulation and drawing techniques including logo manipulation and photo image functions.

**Photoshop – Level 1** Enhance, composite, repair, stylize and create digital photographic images. This course is an absolute must for anyone involved in graphic arts or web production

#### Performance-Based Objectives

Upon successful completion of this course, you will be able to:

- Manipulate Illustrator's various panels and navigate in the Adobe Illustrator environment.
- Create and modify paths using the Pencil, Pen, Erase, and Selection tools.
- Draw and edit geometric objects.
- Apply fill and stroke attributes, colors, gradients and transparency to objects and paths.
- Use layers to manage complex designs.
- Enter and format type in an illustration, and create eye-catching type effects.
- Draw with advanced object drawing tools and dynamically change their settings.
- Create and edit exciting graphics using a gradient mesh and blends between objects.
- Modify compound paths, create compound shapes and combine paths with the Pathfinder palette.
- Copy and paste live effects, dynamically edit the vector images that use them, and use the Appearance palette to manage the application of effects and styles.
- Create layer masks and edit clipping masks.



## Adobe Illustrator CS4– Level 1 2 days

Getting to Know the Work Area  
 Viewing Artwork  
 Using the Illustrator Tools  
 Working with Panels-Using Panel Menus  
 In-Panel Appearance Editing  
 Changing the View of Artwork  
 Using the View Commands  
 Using the Navigator Panel  
 New CS4 Multiple Artboards Feature  
 New CS4 On-Object Controls  
 Using the Illustrator Help

Selecting and Aligning  
 Using the Selection Tool  
 Using the Direct Selection Tool  
 Selections with the Magic Wand  
 Grouping Items-Aligning Objects  
 Applying Selection Techniques

Creating Basic Shapes  
 Using Basic Shape Tools  
 Using Live Trace to Create Shapes  
 Drawing Polygons, Spirals, and Stars  
 The New CS4 Blob Brush Tool

Transforming Objects  
 Scaling Objects-Reflecting Objects  
 Distorting Objects-Shearing Objects  
 Positioning Objects Precisely  
 Changing the Perspective  
 Making Multiple Transformations

Drawing with the Pen Tool  
 Creating Straight Lines-Creating Curved Paths  
 Building a Curve  
 Curves and Corner Anchor Points  
 Selecting and Manipulating Curves

Color and painting  
 Color Mode  
 Understanding the Color Controls  
 Color Fundamentals-Copying Attributes  
 Using the Appearance Panel  
 Building and Saving Your Own Custom Color  
 Using Illustrator swatch libraries  
 Creating a Spot Color-Creating Color Groups  
 Editing Color with Live Color  
 Creating a Color Group with Live Color  
 Assign Colors to Your Artwork  
 Creating Your Own Pattern  
 Applying Live Paint  
 Create a PDF from your artwork

Working with Type  
 Importing a Text File  
 Creating Columns of Text  
 Understanding Text Flow

Working with Overflow Text-Threading Text  
 Working with Font Size and Color  
 Paragraph Attributes  
 Saving and Using Styles  
 Creating Character Styles-Sampling Text  
 Creating Text on Paths and Shapes  
 Creating Text Outlines

Working with Layers  
 Creating Layers  
 Moving Objects and Layers  
 Locking Layers-Viewing Layers-Pasting Layers  
 Creating Clipping Masks  
 Merging Layers  
 Applying Appearance Attributes to Layers  
 New CS4 Enhanced Clipping Mask Features

Blending Shapes and Colors  
 Creating a Gradient Fill  
 Adjusting the Direction of a Gradient  
 Adding Colors to a Gradient  
 Creating Smooth-Color Blends  
 Modifying the Blend  
 Combining Blends with Gradients  
 New CS4 Gradient Options  
 Gradient Angle, Position  
 Gradient Elliptical Dimensions

Working with Symbols  
 Using Illustrator Symbol Libraries  
 Editing Symbols-Creating Symbols  
 Applying a Symbol Instance  
 Using the Symbolism Tools  
 Updating a Symbol  
 Breaking a Link to a Symbol  
 Mapping a Symbol to 3D Artwork

New Enhanced Graphic Styles in CS4  
 Combine Styles for Unique Effects  
 Styles for Increased Efficiency  
 New Thumbnail Previews  
 Exploring the Library of Prebuilt Styles

Overview of Printing and Color Separations  
 Halftone Screens  
 Output Device Resolution  
 The RGB Color Model  
 The CMYK Color Model  
 Spot Colors  
 Synchronizing Color Using Adobe Bridge  
 Separations Preview  
 Specifying the Bleed Area  
 Saving in the EPS Format  
 Exporting and Importing Flattening Settings  
 Saving as Adobe PDF

