



Adobe Illustrator CS4– Level 2

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Illustrator – Level 2 is a two day course that will help you customize your work environment and increase your illustration productivity with great tips and tricks. Projects include advanced selection techniques, perspective grids, using the gradient mesh tool, advanced brush techniques, graphs and patterns. We also recommend this course for those planning to obtain the Adobe Certified Expert status.

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 completed Adobe Illustrator CS4 Level 1 or have equivalent knowledge.

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:

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:

- Customizing the Illustrator environment
- Refining paths
- Advanced selection techniques
- The Gradient Mesh Tool
- Transforming Images
- Advanced type controls
- Creating perspective grids
- Masking and compound paths
- Advanced brushes
- Graphs and patterns



Adobe Illustrator CS4– Level 2 2 days

General Knowledge

Major features of Adobe Illustrator
 Difference between vector graphics and raster (bit-map) images
 Native file formats in Adobe Illustrator
 Criteria used when you would output an Illustrator document to various file formats, such as SWF, PSD, JPEG, GIF PDF, SVG
 Basic color modes used in Adobe Illustrator, such as HSB, RGB, CMYK
 Managing files by using WebDAV

Laying out a Document

Different components of the work area, such as imageable area, nonimageable area, edge of page, artboard, scratch area
 Appropriate document settings for the artboard
 Appropriate document settings for transparency
 Appropriate document settings for printing and export
 Options available for importing artwork by using the Open command and the Place command

Working with Shapes and Objects

Which tool should be used to create a shape or object
 When you would use a specific editing tool, such as pens, pencils, paint brushes
 Components of a path, such as anchor points, direction points, direction lines, corner point, smooth point
 Creating spot colors and adding them to the Swatch palette
 Applying colors, strokes, fills, and gradients to objects by using the Fill and Stroke boxes
 Transforming shapes by using the Transform tools and/or the Transform palette
 Transforming shapes by using the Distortion tools, such as Warp, Twirl, Bloat, Scallop, Crystallize, Wrinkle, Liquify
 Creating and modify masks, including clipping masks
 Create, use, and customize brushes
 Modify overlapping objects by using the Transparency palette
 Change the appearance of objects by using the Styles palette and Effects menu
 Change the appearance of objects by using the Appearance palette
 Create graphs by using the graph tools
 Create, use, and edit symbols by using the Symbols palette and tools
 Create and modify compound shapes by using Pathfinder palette

Transform shapes by using Warp effects

Select objects by using the selection tools, such as Magic Wand, Select menu, Direct Select, Group Select
 Assign variables to objects

Adding Type to a Document

Add type to a document, such as including wrapping type around a graphic, and creating type on a path
 Modify type by using the Character and Paragraph palettes
 Transform type by using setting options for scale, rotate, reflect, and shear
 Change the look of type by using the Create Outlines command
 Change the look of type by using the Envelope command

Advanced Layer Techniques

How layers can be used to help create and manage objects in a document
 Change the attributes of objects in a layer by using the Layers palette
 Creating clipping masks
 Importing and exporting Adobe Photoshop layers
 Export objects for a Flash (SWF) file by using the Release to Layers command

Managing Color

Color management workflow process that is used in Adobe Illustrator, including ICC profiles, conversion, embedding, and policies
 Color management in Illustrator by using the Color Settings dialog box

Outputting to Print

Crop marks and trim marks in a document
 Resolution and rasterization settings in the Document Setup dialog box
 Guidelines associated with printing gradient mesh objects and color blends
 Prepare and output a document to be used for color separation
 Guidelines associated with printing transparencies, such as overprint preview, flattening preview palette

Publishing for the Web

Options and considerations associated with preparing graphics that will be used on the Web
 Export Illustrator images that are optimized for publication on the Web
 Output symbols to SWF and SVG formats
 Create slices for objects and layers by using the Slice tools

