



Toronto Graphic Design

ILLUSTRATOR TRAINING COURSE CONTENT

Introduction

Selection Tools & drawing tools

Drawing and modifying basic shapes

Using the pen and pencil tools to create paths
Adjusting paths
Using paintbrushes
Using the pathfinder panel to create complex objects
Selection tools and options
Using Colour

Applying Stroke and Fill colours

Mixing and picking RGB, CMYK & Pantone colours
Using 'live colour' panel to create colour schemes
Re-colouring artwork with 'live colour'
Gradients and blends, gradient mesh
Saving and modifying colours for later use, and then importing them
Using 'live paint'
Working with Text

Typing Text

Creating columns of text
Setting text attributes (font, colour, size, kerning, etc.)
Copying text attributes from other text
Wrapping text around objects or flowing along a path
Working With Images

Placing photographs and other artwork into Illustrator

Choosing whether to link or embed image files
Creating borders around images
Using a path to mask an area of an image
Modifying image colours and appearance
Using 'live trace' to create vector art from photographs
Working with Layers

Creating layers - setting layer properties

Viewing, hiding and locking layers
Moving objects between layers
Documents

Page setup

Viewing the document and working in artwork or preview modes
Navigating around your document
Grids, guides, and other features to help you accurately position objects
Adding and using guidelines - locking and unlocking, positioning accurately
Getting information about the document and contents
Exporting artwork for Photoshop or for a DTP program

Tools & Panels

Using the Info Panel & the Transform Panel to maintain accuracy
Moving, aligning, & grouping objects
Transforming and warping objects
Using envelope distortions
Using filters - Vector and bitmap filters
Using effects and utilising the appearance Panel
Creating symbols and altering how they are applied and their appearance
Creating 3D objects in Illustrator
Keyboard Shortcuts

