



Advanced Adobe Illustrator Course

Duration (7 Weeks – 27 Class – 54 Hours)

INTRODUCTION OF ILLUSTRATOR TRAINING INSTITUTE

Adobe Illustrator CC is a Vector program that is used ubiquitously in the world of Design and Print. Adobe Illustrator CC is the latest versions of the software present on the Market with Creative Clouds facilities. TGC India is a leading institute for Adobe Illustrator.

OBJECTIVE

An Adobe Illustrator course that would teach it's students all the tools and functionality of the adobe Illustrator software in order to use it for designing . Student will be able to learn Illustrator at expert level skills by learning this application.

COURSE OUTLINE

Introduction to Adobe Illustrator Interface
Introduction to Design
Use of Adobe Illustrator for Illustration
Use of Adobe Illustrator for Graphic Design
Use of Adobe Illustrator in Design Pipeline.



Getting to Know the Work Area

Use the Welcome Screen.
Open an Adobe Illustrator file.
Select tools in the Tools panel.
Use viewing options to enlarge and reduce the document window.
Work with panels, including the Control panel.

MODULE 1

Drawing with the Pen tool

Draw straight lines.
Use Template layers.
End path segments and split lines.
Draw curved lines.
Select and adjust curve segments.

MODULE 2

Creating Shapes

Create basic shapes.
Move, scale, and rotate objects using a variety of methods.
Draw with the Pencil tool.
Work with Smart Guides.
Position objects precisely.
Work with line segments.
Use Live Trace

MODULE 3



Selecting and Aligning

Differentiate between the various selection tools.
Group and ungroup items.
Clone items with the Selection tool.
Lock and hide items for organizational purposes.
Save selections for future use.
Use tools and commands to align basic shapes to each other

MODULE 4

Transforming Objects

Select individual objects, objects in a group, and parts of an object.
Move, scale, and rotate objects using a variety of methods.
Reflect, shear, and distort objects.
Apply a distortion filter.
Position objects precisely.
Repeat transformations quickly and easily.

MODULE 5

Color and Painting

Paint with, create, and edit colors using the Control panel and shortcuts.
Name and save colors, create color groups and build a color palette.
Use the Color Guide panel and Live Color features.
Copy paint and appearance attributes from one object to another.
Paint with gradients, patterns, and brushes.
Use the Live Paint features.
Save your file as a PDF.

MODULE 6



Working with Brushes

Use the four brush types: Art, Calligraphic, Pattern, and Scatter.
Change the brush color and adjust brush settings.
Create new brushes from Adobe Illustrator artwork.
Apply brushes to paths created with drawing tools.
Use the Scribble Effect for artwork and text.

MODULE 7

Perspective Design

Type of perspective
Changing type of perspective
Adjust the perspective of an object

MODULE 8

Working with type

Import text.
Create columns of type.
Change text attributes.
Use and Save Styles.
Sample type.
Wrap type around a graphic.
Reshape text with a warp.
Create text on paths and shapes.
Create type outlines.

MODULE 9



Working with Symbols

Apply symbol instances.
Create a symbol.
Use the symbolism tools.
Modify and redefine a symbol.
Store and retrieve artwork in the Symbols panel.

MODULE 10

Working with Layers

Work with the Layers panel.
Create, rearrange, and lock layers, nested layers, and groups.
Move objects between layers.
Paste layers of objects from one file to another.
Merge layers into a single layer.
Apply a drop shadow to a layer.
Make a layer clipping mask.
Ply an appearance attribute to objects and layers

MODULE 11

Blending Shapes and Colors

Create and save gradients.
Add colors to a gradient.
Adjust the direction of a gradient blend.
Create smooth-color blends between objects.
Blend the shapes of objects in intermediate steps.
Modify a blend, its path, shape and color.

MODULE 12



Applying Effects

Understand the differences between Filters and Effects.
Use Warp Effects to create a banner logotype.
Use Pathfinder and Distort and Transform Effects.
Use Photoshop Effects to add texture to objects.
Create 3D objects from 2D artwork.
Map artwork to the faces of the 3D objects.

MODULE 13

Appearance Attributes and Graphic Styles

Create an appearance attribute- fills, strokes, effects, transparency, blending modes
Reorder appearance attributes and apply them to layers.
Copy and remove appearance attributes.
Save an appearance as a Graphic Style.
Apply a Graphic Style to a layer.
Select appropriate resolution settings for printing or exporting files with transparency

MODULE 14

Combining Illustrator CS3 Graphics with the soft-

Differentiate between vector and bitmap graphics.
Create a crop area using the Crop Area tool.
Place embedded Adobe Photoshop graphics in an Adobe Illustrator file.
Create a clipping mask from compound paths.
Sample color in a placed image.
Replace a placed image with another, and update the document.
Export a layered file to Adobe Photoshop.

MODULE 15