



Prerequisites:

Illustrator Essentials class or equivalent experience.

Who Should Attend:





This course is designed for graphics professionals looking to take their illustrator skills further by focusing on more complex designs, special effects, advanced tools and techniques.

Course Duration:

2 days. Class time is 9:00 am – 4:30 pm.

There is an hour for lunch, and two scheduled breaks during the day. Students provide their own lunch.

Related Training:

-  Adobe Flash CS5
-  Adobe Photoshop CS5
-  Adobe Flash Catalyst CS5
-  Adobe After Effects CS5

Adobe Illustrator CS5: Creative Techniques

This course focuses on the fundamentals of using Illustrator's diverse tools. In this class you will spend the two days creating many different and complex objects.

Instructor:

Our instructor, Virginia Brodie has a Bachelor of Arts in Trade Technical Education. Her 20+ years of practical experience in all facets of print production give her industry-relevant knowledge and skills that flow to her students. Virginia has been training at Digital Training & Designs for eleven years and teaches Adobe Photoshop, Adobe InDesign, Adobe Illustrator, and QuarkXPress. She is Adobe certified to teach Adobe Photoshop, Adobe InDesign, and Adobe Illustrator. In June of 2008 Virginia was ranked as one of the top five Adobe trainers worldwide. She also ranked in the top 5 in 2007.

This outline is flexible and may change to accommodate student skills and interests.



Envelope Distort

- Making With Warp
- Making With Mesh
- Making With Top Object
- Releasing Envelopes vs Expanding
- Distorting Appearances, Gradients, and Patterns with Envelopes

Compound Paths

- Combining Objects As If They Were One
- Selecting Compound Paths
- Making and Releasing Compound Paths
- Creating Compound Paths Through the Pathfinder Panel
- Expanding Compound Paths

Clipping Mask

- Making and Releasing Clipping Masks
- Masking With Text
- Exploring the Relationship Between Compound Paths and Clipping Masks

Blending

- Blending Shapes and Lines
- Blending With Transition Paths
- Blending Complex Compositions
- Understanding Blending Options
- Expanding Blends
- Replacing the Spine of a Blend
- Using Curved Paths to Control Blends

Effects and Appearances

- Exploring the Appearances Panel
- Creating Gradient Text
- Adding Additional Fills and Strokes
- Building Graphic S

Transparency

- Controlling Transparency
- Utilizing Opacity Mask
- Experimenting With Blending Modes

Bells and Whistles

- Exploring Symbol Sprayer
- Discovering 3D
- Building Swatches and Brushes
- Investigating Live Trace and Live Paint
- Using Liquefy Tools
- Creating Gradient Meshes
- Creating Variable Width Strokes
- Taking Advantage of 9 Point Slice Editing
- Practicing with the Bristle Brush
- Drawing Inside Shapes

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