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Learning Style: Virtual Classroom

Technology: Adobe

Difficulty: Intermediate

Course Duration: 2 Days

Adobe Illustrator Part 2



About This Course:

Once you know the basics of Illustrator, the next step is creating richer, more complex artwork and working more efficiently. This course builds on the skills from Part 1 and introduces the advanced techniques professional designers use to produce polished, production-ready vector graphics.

You'll start by turning raster images into editable vector art with Image Trace and

cleaning up the results. You'll then learn more powerful ways to build and reshape artwork, including compound paths, the Shape Builder tool, Pathfinder effects, shape modes, path reshaping, and the Width tool for creating variable-width strokes.

Course Objectives:

- Convert raster images into editable vector artwork with Image Trace and clean up traced art
- Create compound paths and combine shapes with the Shape Builder tool and Pathfinder effects
- Reshape paths and create variable-width strokes with the Width tool
- Create tints and color groups, and use the Color Guide panel and Edit Colors dialog box to recolor artwork
- Create and modify Live Paint groups with the Live Paint Bucket tool
- Create, apply, and edit paragraph and character styles
- Collect, duplicate, and paste layers, apply appearance attributes to layers, and create clipping masks
- Apply, edit, and save linear and radial gradients on fills and strokes, and add transparency to gradients
- Create and modify blends, including blends with specified steps and smooth color blends
- Apply existing patterns and create and edit custom patterns
- Create, edit, duplicate, and replace symbols, and work with dynamic symbols
- Add, use, and update assets in Creative Cloud libraries, and use global editing
- Place, transform, and crop images, including Photoshop documents
- Mask images with shapes and text, and create and edit opacity masks
- Manage image links, and embed, unembed, and replace images
- Create PDFs and export artboards and assets

Audience:

- Illustrator users who have completed Adobe Illustrator Part 1 or have equivalent experience
- Graphic designers and illustrators
- Marketing and communications professionals who create logos, icons, and visual content
- Web, UI, and digital designers who need scalable graphics
- Apparel, packaging, and product designers

Prerequisites:

You should have some experience with Illustrator and a working knowledge of the topics covered in Adobe Illustrator Part 1, including:

- Navigating the Illustrator workspace and working with artboards
- Selecting, aligning, and transforming artwork
- Creating shapes and drawing with the Pen tool
- Applying color, adding type, and organizing artwork with layers

Course Outline:

Module 1: Using Shapes to Create Artwork for a Postcard

- Using the Place command to import artwork
- Using Image Trace to convert images into vector shapes

Module 2: Editing and Combining Shapes and Paths

- Creating compound paths
- Outlining strokes
- Using the Shape Builder tool
- Applying Pathfinder effects
- Reshaping objects
- Editing strokes with the Width tool
- Using Intertwine to create overlapping artwork

Module 3: Using the Basic Drawing Tools

- Drawing curves and straight lines with the Curvature tool
- Editing paths and anchor points
- Creating dashed lines
- Drawing and editing with the Pencil tool

- Joining paths
- Adding arrowheads to paths

Module 4: Using Color to Enhance Artwork

- Exploring color combinations with the Color Guide panel
- Recoloring artwork
- Introduction to Generative Recolor

Module 5: Adding Type to a Project

- Creating and editing paragraph styles
- Creating and editing character styles
- Adding bulleted and numbered lists
- Wrapping text around objects
- Creating curved text on a path
- Reshaping text with warp effects
- Converting text into outlines

Module 6: Organizing Artwork with Layers

- Copying objects and layers between files
- Searching and filtering layers
- Creating layer clipping masks

Module 7: Gradients, Blends and Patterns

- Creating and saving gradient fills
- Applying gradients to strokes
- Creating and editing radial gradients
- Adjusting gradient opacity
- Creating freeform gradients
- Blending objects through intermediate steps
- Editing blend paths, shapes and colors
- Creating and applying patterns

Module 8: Using Brushes to Create Artwork

- Working with Calligraphic, Art, Pattern and Bristle brushes
- Applying brushes to paths
- Painting and editing paths
- Adjusting brush colors and settings
- Creating custom brushes from artwork
- Using the Blob Brush and Eraser tools

Module 9: Placing and Working with Images

- Placing linked and embedded images
- Transforming and cropping images
- Creating and editing clipping masks

- Masking images with text
- Creating opacity masks
- Managing linked files with the Links panel
- Embedding and unembedding images

Module 10: Sharing Projects and Exporting Assets

- Packaging Illustrator files
- Creating PDF files
- Exporting artwork for different screen sizes
- Using the Asset Export panel
- Inviting collaborators to edit projects
- Sharing artwork for review