

Adobe Illustrator CC Advanced

Length: 1 Day

Summary: In this course, you will learn how Adobe Illustrator CC is used to visually express ideas in print, on the web, and other media.

COURSE CONTENT

WHAT IS NEW CS6 & CC

- Images in brushes
- Enhancements for touch-based devices
- Automatic corner generation
- Multiple file place
- Settings in the cloud
- Share on Behance
- Kuler panel
- Generate and extract CSS code
- Export SVG graphics styles in CSS
- Enhancement: White overprint
- Indic support
- Enhancement: Search colors and swatches
- Enhancement: Search fonts
- Enhancement: Separations Preview panel
- Enhancement: Guides
- Enhancement: Perspective Grid usability
- Support for AutoCAD libraries
- Package files
- Unembed images

THE BASIS OF ILLUSTRATOR OBJECTS

- Advanced understanding of Illustrator Objects
- What Object can become what Object? More confusing than you think
- Advances uses of the Blend Object
- Gradient or Mesh: Changing one object to another
- Advanced use of the Symbol Sprayer
- Advanced use of the Variable Width
- Expanding: When and How
- Compound Shape vs. Compound Path: Who is better

- Breaking it all apart
- Just know your object: Look to the Layers Panel

MESH AND OTHER TOOLS

- Mesh tool
- Mesh as opacity mask
- Lasso tool
- Warp tool
- Twirl tool
- Pucker tool
- Bloat tool
- Scallop tool
- Crystallize tool
- Wrinkle tool
- Width tool
- Polar grid tool
- Rectangular grid tool
- Flare tool
- Free transform tool
- Graph tools
- Scissor tool
- Knife tool

WORKING WITH PERSPECTIVE DRAWING

- Understanding the perspective grid
- Working with the perspective grid
- Using a preset grid
- Editing the Perspective Grid
- Drawing objects in perspective
- Selecting and transforming objects in perspective
- Attaching content to perspective
- Editing planes and objects together
- Adding and editing text in perspective
- Working with symbols in perspective
- Adding symbols to the Perspective Grid
- Transforming symbols in perspective
- Releasing content from perspective
- Working with the horizontal plane

APPLYING EFFECTS

- Using live effects
- Applying Photoshop effects
- Working with 3D effects
- Creating a revolved object
- Changing the lighting of a 3D object
- Mapping a symbol to the 3D artwork
- Where to put the Effect

APPLYING APPEARANCE ATTRIBUTES AND GRAPHIC STYLES

- Using the Appearance panel
- Using graphic styles
- Saving content for the web
- Creating CSS code

WORKING WITH SYMBOLS

- Working with symbols
- Working with the Symbolism tools
- Replacing symbols
- Breaking a link to a symbol
- Editing symbol options
- Editing with the Symbolism tools
- Copying and editing symbol sets
- Storing and retrieving artwork in the Symbols panel
- Mapping a symbol to 3D artwork
- Working with symbols and Adobe Flash® integration

GRAPH

- Creating a Graph
- Types of Graphs
- Making a Design for Columns and Markers
- Updating the Data
- Graphics for the Column and Marker

ADVANCED MASKS

- Masking an image
- Applying a simple clipping mask to an image
- Editing a mask
- Masking an object with a shape
- Masking an object with multiple shapes
- Creating an opacity mask
- Editing an opacity mask