

Adobe Illustrator Course Curriculum

For beginners

GETTING TO KNOW THE WORK AREA

- Control panel
- Working with panels
- Tool panel
- Saving your work
- Using multiple artboards
- Customizing your workspace

SELECTING AND ALIGNING

- Selection Tool v. Direct Selection Tool
- Magic Wand
- Grouping objects
- Aligning objects

BASIC SHAPES

- Basic Shape Tools
- Stroke and Fill
- Line segments
- Joining paths
- Modifying basic shapes

PATHFINDER

- Shape Modes v. Pathfinders
- Shape builder (*NEW TO CS5!*)

TRANSFORMING OBJECTS

- Scaling objects
- Reflecting objects
- Distorting objects
- Shearing objects
- Making multiple transformations

DRAWING WITH THE PEN TOOL/PENCIL TOOL

- Creating straight lines
- Creating curved paths
- Curves and corner anchor points
- Selecting and manipulating curves
- Pencil tool
- Changing pencil tool options
- Smooth tool
- Variable-width strokes (*NEW TO CS5!*)
- Drawing tablet

USING COLOR

- CMYK v. RGB
- Color panel
- Color guide
- Appearance panel
- Creating and saving custom colors
- Swatch libraries
- Spot colors
- Live paint
- Kuler color panel

TYPE

- Importing text files
- Using columns
- Threading Text
- Character Panel
- Character Styles
- Paragraph Panel
- Type on a path
- Outlining type

LAYERS

- Creating layers
- Moving layers
- Locking layers
- Viewing layers
- Merging layers
- Isolation mode

GRADIENTS AND BLENDS

- Linear vs. Radial Gradients
- Using the Gradient Panel
- Changing colors of gradient
- Changing direction of gradient
- Transparency and gradients
- Gradient Tool
- Blending objects
- Specified Steps vs. Smooth Color
- Modifying blends

WORKING WITH SYMBOLS

- Symbol libraries
- Creating symbols
- Editing symbols
- Applying a symbols instance
- Breaking link to symbol
- Symbol sprayer tool

BRUSHES

- Brush libraries
- Creating own brushes
- Pattern brushes
- Bristle Brush (*NEW TO CS5!*)

3D OBJECTS

- 3D effects
- Modifying 3D object
- Mapping artwork to 3D object
- Perspective grid (*NEW TO CS5!*)