



ADOBE ILLUSTRATOR

WHO SHOULD ATTEND

The course is intended for the basic end user who wants to use Adobe Illustrator to create custom graphics for a variety of creative solutions including vector graphics, illustrations and type effects.

OBJECTIVES

Starting with an introduction to fundamental graphic design and desktop publishing concepts, participants will learn to create artwork and solve specific art and design problems. Participants will gain a foundation in manipulating digital imagery and illustrations on the desktop then build up their hands-on experience managing a variety of graphic-design projects.

TRAINING PROGRAMME OUTLINE

- Introduction to the Illustrator application and tools
- Illustrator palette types.
- Drawing and manipulating shapes.
- Participants will build on each week's lesson to create a digital illustration as a final assignment.

METHODOLOGY

Participants will be guided through:

- Tutorials
- Demonstrations
- Discussions
- Studio work



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COURSE OUTLINE

WEEK	TOPIC	DURATION
1	Introduction to Adobe Illustrator interface and tools	
	Documents. Working with basic tools. <ul style="list-style-type: none"> • Comparing pixel vs. vector graphics • Illustrator functions and tools 	2 Hours
2	Drawing and Colouring. <ul style="list-style-type: none"> • Drawing with the Pen tool • Adding, deleting, and converting anchor points • Working with paths • Selecting and adjusting colour • Designing patterns 	2 Hours
	Exploring typography <ul style="list-style-type: none"> • Working with fonts and text • Working with path text. 	2 Hours
3	Layers <ul style="list-style-type: none"> • Using the <i>Layer palette</i>. • Managing custom layers and sub-layers. 	2 Hours



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	<p>Effects & Techniques</p> <ul style="list-style-type: none"> • Transforming and distorting objects • Working with <i>Transparencies, Effects</i> and <i>Styles</i> 	2 Hours
4	<p>Advanced Techniques: Blend, Gradients and Mesh</p> <ul style="list-style-type: none"> • Using <i>gradient tool</i> to customize length and direction of gradient fill. • Stretch gradients across multiple objects. • Masking complex blends to fit into custom shapes. • Masking one blend into two different objects via compound path • Modeling mesh: forming mesh objects. 	2 Hours
	<p>Assignment: Digital Illustration</p> <p>Starting with an original photograph, create a digital illustration combining a gradient mesh, blends and masking techniques.</p>	2 Hours
	TOTAL	16 HOURS