



Illustrator Advanced

Adobe Illustrator is the industry standard vector graphics design tool, useful for corporate identity creation, including company logos and marketing/advertising artwork.

Objectives

This advanced course will take novices to the next level by exploring new techniques and tools including tracing, 3D, adding effects, and much more

Duration

2 days

Audience

Desktop publishers, graphic designers and aspiring digital artists.

Pre-Requisites

Illustrator Basic-Advanced or equivalent knowledge

Outline

Working with Transparency

- Opacity & Blending Modes
- Feathers, Drop-Shadows & Glows
- Opacity Masks
- Isolate Blending & Knockout Groups
- Flattening Preview Panel
- Assigning, Exporting & Importing Flattening Settings

Working with Graphs

- Graph Types
- Importing external Data
- Editing Graphs

Appearance Attributes, Graphic Styles, Filters & Effects

- Using, Adding & reordering Appearance Attributes
- Using & Editing Live Effects
- Creating, Saving & Previewing Graphic Styles
- Applying Graphic Styles & Appearance Attributes to Layers
- Warp Effects
- Specifying Resolution of Filters & Effects (Print vs web)

- Raster Effects Settings

Live Trace & Live Paint

- Using Live Trace & Live Paint
- Applying Live Paint
- Editing Live Paint Regions
- Gap Detection

Live Colour, Recolour Artwork

- Live Colour Dialog Box
- Creating & Editing Colour Groups
- Assigning Colours to artwork using Live Colour
- Reducing Colours in artwork for Repro

Working with Meshes

- Create & Apply Mesh
- Editing Meshes
- Warping Mesh
- Adding Transparency to Mesh Object

Working with Brushes

- Working with the Pattern Brush

Perspective Drawing

- Defining Vanishing Points

- Controlling Perspective-defining parameters
- Creating Objects directly in perspective
- Bringing existing objects into perspective
- Transforming objects in perspective (move & scale objects)

3D Effects

- Revolving Effect
- Rotate Effect
- Extrude & Bevel
- Mapping Images
- Adjusting Lighting & Offset
- Adjusting & Editing Final 3D object

Colour Management

- Colour Models & Gamuts
- Setting up Colour Management
- Assigning Profiles

Printing & Colour Separations

- Soft Proofs
- Colour Separations & Separations Preview
- Converting to RGB, CMYK, Greyscale
- Adding Crop Marks

- Saturate & Adjust colours
- Editing & Separate Spot Colours
- Traps & Overprinting

Web & Flash

- Creating & selecting Slices
- Linking Slices to URL
- Save as HTML
- Save for Web & Devices
- SVG & SVG-t graphics & interactivity
- Exporting for Flash (animations, swf & symbols)

Working with Video

- Action Safe /Title Safe
- Video Export formats
- Animating Layers to Frames