

COURSE OVERVIEW

ADOBE ILLUSTRATOR CS3

Revised as of 7/9/08

This 2 day course will teach students to use this illustration program to create professional quality designs. Adobe Illustrator can be used to help you create artwork for a printed publication, multimedia graphics, or web page content. This class is designed to deliver the fundamentals of Adobe Illustrator CS3 functionality. You will become familiar with Illustrator terminology and workspaces, along with basic drawing tools and techniques, painting with color and patterns, and numerous type options.

Prerequisites required for taking this course

- Knowledge of Windows file structure (finding, opening, saving and closing files with ease).
- Understanding of basic graphics design principals is helpful, but not necessary.

Performance Objectives for Illustrator

- The Work Area
- Selecting and Aligning
- Creating Shapes
- Transforming Objects
- Drawing with the Pen Tool
- Color and Painting
- Working with Type

Course Outline

Lesson 1: The Work Area

- Using Tools
- Viewing Images
- Working with panels
- Customizing the workspace

Lesson 2: Selecting and Aligning

- Using the selection tools
- Hiding, showing, and grouping objects
- Aligning objects

Lesson 3: Creating Shapes

- Using the basic shape tools
- The Pencil tool
- Using Live Trace

Lesson 4: Transforming Objects

- Scaling, reflecting and rotating objects
- Distorting and shearing objects

Lesson 5: Drawing with the Pen Tool

- Creating straight, curved and combination paths

Lesson 6: Color and Painting

- Copying attributes
- Saving custom and spot colors
- Using live color
- Creating patterns
- Using live paint
- Creating a PDF

Lesson 7: Working with Type

- Importing text files
- Flowing columns of types
- Character and paragraph attributes
- Creating and using style
- Wrapping and warping text