

Illustrator CS2 - Level 1

Days of Training: 1

Overview

In this course, students start by drawing and manipulating simple shapes to create logos. In addition, students will combine text and graphics to create advertisements.

Prerequisites

A basic understanding of the computer operating system you are using is recommended.

Next Steps

Illustrator CS2 - Level 2

Lesson 1: Creating Logos Using Simple Shapes

- Choose New Document Settings
- Create a Custom Workspace
- Draw Basic Shapes with the Shape Tools
- Draw Paths with the Pencil Tool

Lesson 2: Enhancing Logos

- Format Objects
- Manipulate Objects
- Insert Type

Lesson 3: Creating Logos Using Custom Paths

- Draw Paths with the Pen Tool
- Modify Existing Shapes to Create New Shapes
- Duplicate Objects
- Apply Graphic Styles

Lesson 4: Creating a Logo with Type Special Effects

- Apply Gradients to Type
- Create Type on a Path
- Apply an Envelope to Type

Lesson 5: Creating an Advertisement

- Import a Graphic
- Align Objects
- Apply Spot Colors
- Wrap Text
- Export a File

Lesson 6: Manipulating Body Type

- Import Body Type
- Format Type with Styles
- Fix Spelling Errors
- Find and Replace Text
- Insert Typographic Characters

Lesson 7: Managing Assets with Adobe Bridge

- Explore the Adobe Bridge Environment
- Apply Metadata and Keywords to Assets in Adobe Bridge

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Overview

In this course, students will create complex, robust illustrations that go beyond those you could create using Illustrator's basic tools.

Prerequisites

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Lesson 1: Creating Complex Illustrations

- Create Shapes Using the Pathfinder Commands
- Create Compound Paths
- Offset Paths
- Apply Effects
- Create Symbols
- Create Custom Pattern Brushes
- Organize Objects with Layers
- Modify Global Colors

Lesson 2: Providing Support for PSD and PDF Files

- Open Layered Photoshop Documents
- Create an Adobe PDF File

Lesson 3: Creating a Vector Version of a Raster Graphic

- Manually Trace Raster Images
- Trace Artwork Automatically
- Adjust the Results of a Tracing
- Apply a Custom Preset
- Convert a Tracing Object to Paths

Lesson 4: Coloring Artwork Using Live Paint

- Apply Paint Using Live Paint
- Correct Gaps in Objects
- Convert Objects to Live Paint Groups

Lesson 5: Creating a Poster

- Simplify Paths
- Create Clipping Masks
- Create 3D Effects
- Create Blends
- Share Graphic Styles

Lesson 6: Exporting Graphics for the Web

- Convert Colors to Web-Safe Colors
- Create Slices
- Add Interactivity to an SVG File
- Export Web Graphics

Lesson 7: Applying Color Management

- Decide When to Use Color Management
- Set Up Color Management

Lesson 8: Outputting Documents

- Print a Composite Proof
- Create Color Separations

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