

Adobe Illustrator CC - Part 2

Overview

In this course, students will use painting tools, manage colors, format type, work with effects, prepare artwork for commercial printing, and prepare graphics for the web.

Target Audience

This course is intended for designers, publishers, pre-press professionals, marketing communications professionals, or people taking on design responsibilities who need to use Illustrator to create illustrations, logos, advertisements, or other graphic documents.

Course Objectives

Upon successful completion of this course, students will be able to use Adobe Illustrator CC to create complex illustrations, format illustrations and type, and prepare documents for print and web.

You will:

- Draw complex illustrations.
- Enhance artwork by using painting tools.
- Customize colors and swatches.
- Format type.
- Enhance the appearance of artwork.
- Prepare content for deployment.
- Set up project requirements.

Course Outline

1 - Drawing Complex Illustrations

- Apply the Grid, Guides, and Info Panel
- Combine Objects to Create Complex Illustrations
- Organize Artwork with Layers
- Create a Perspective Drawing
- Trace Artwork

[Register Online](#)

Schedule

Class Length: 2 Days

G2R = "Guaranteed to Run" | OLL = "Online LIVE"
 ILT = "Instructor-Led-Training" | HDL = "Hosted Distance Learning"

12/14/20	G2R	6:00AM - 2:00PM	Online LIVE - Remote Learning (Pacific Time)	OLL	\$790.00
12/14/20	G2R	6:00AM - 2:00PM	HDL - All Locations (Pacific Time)	HDL	\$790.00
03/03/21	G2R	6:00AM - 2:00PM	Online LIVE - Remote Learning (Pacific Time)	OLL	\$790.00
03/03/21	G2R	6:00AM - 2:00PM	HDL - All Locations (Pacific Time)	HDL	\$790.00
05/05/21	G2R	8:00AM - 4:00PM	Online LIVE - Remote Learning (Pacific Time)	OLL	\$790.00
05/05/21	G2R	8:00AM - 4:00PM	HDL - All Locations (Pacific Time)	HDL	\$790.00
06/09/21	G2R	6:00AM - 2:00PM	Online LIVE - Remote Learning (Pacific Time)	OLL	\$790.00
06/09/21	G2R	6:00AM - 2:00PM	HDL - All Locations (Pacific Time)	HDL	\$790.00

2 - Enhancing Artwork Using Painting Tools

- Paint Objects Using Fills and Strokes
- Paint Objects Using Live Paint Groups
- Paint with Custom Brushes
- Add Transparency and Blending Modes
- Apply Meshes to Objects
- Apply Patterns

3 - Customizing Colors and Swatches

- Manage Colors
- Customize Swatches
- Manage Color Groups
- Adjust Color

4 - Formatting Type

- Set Character Formats
- Apply Advanced Formatting Options to Type

5 - Enhancing the Appearance of Artwork

- Apply Effects to an Object
- Create Graphic Styles
- Apply a Mask to an Object
- Apply Symbols and Symbol Sets

6 - Preparing Content for Deployment

- Prepare Artwork for Printing
- Prepare Transparency and Colors for Printing
- Create Slices and Image Maps
- Save Graphics for the Web
- Prepare Documents for Video
- Prepare Files for Other Applications

7 - Setting Project Requirements

- Identify the Purpose, Audience, and Audience Needs
- Determine and Evaluate Standard Copyright Rules for Artwork, Graphics, and Graphics Use
- Determine and Evaluate Project Management Tasks and Responsibilities