

„Adobe Illustrator – vector graphics – basic operation”

Course description:

Training Illustrator is addressed to people who want to get to know the world of computer graphics, the training is focused on preparing graphics and printed publications. Within 14 hours of training you will learn how to prepare your own business card, logo, letterhead paper, advertising folder. The training scope includes the specificity of working with vector graphics.

Adobe Illustrator – skills acquired during the training:

- o gaining knowledge about vector graphics design in Adobe Illustrator
- o learning graphic design methods that will let you make your business projects more efficient in less time and without the costly involvement of external design agencies
- o getting the ability to create some elegant graphics including vector elements, raster and text
- o getting familiar with graphics formats and using them
- o ability to create simple designs such as business cards, letterheads paper, company gadgets, company flyers
- o ability to modify and improve existing projects
- o basic typesetting skills and working with text

Training program:

1. Introduction:

Differences between raster and vector graphics

File formats

Zooming and scaling - transforming objects

Use of vector graphics

Colour models

2. Working with a document:

Creating and saving a new document
Workspace
Tool palettes and their organization
Working with rulers and guides
Document settings

3. Selections:

Selecting objects, points, and groups of objects
Transformation and alignment
Grouping objects

4. Creating basic shapes:

Drawing shapes using a mouse
Create shapes using numerical data
Editing points - curved control points

5. Fills and strokes:

Colour palettes, customised sets
Changing colour mode and colour space alert
Patterns - predefining and creating your own ones
Filling the object with a gradient
Multiple line drawing (overlapping paths and path groups)
Creating colour / gradient / pattern libraries
Stroke edit
Stroke properties

6. Layers and appearance:

Layer palette - organization in groups, displaying, selecting, blocking
Objects in layers - moving, creating new layers
Appearance palette – inheritance of layer appearance
Transparency
Merging and flattening

7. Working with text:

Work organization- containers, attachment to the basic object - paths
Text on a path, text on a closed path
Free text, area text (editing, zoom, container rotation)
Text properties - formatting

8. Pen and point tools:

Create curves with straight lines using the Bezier path
Adding anchor points
Reshaping paths (smooth - sharp)
Linking paths and distant anchor points

9. Pencil and brush:

Drawing and editing with a pencil
Smoothing and deleting tool
Calligraphy - choosing a brush from a palette of brushes
Smoothing curves - tool options
Brush Appearance - brush options (brushes palette)
Creating your own brushes

10. Compound paths:

Creating and editing compound paths
Boolean operation referring to paths
Changing the location of objects in a group
Cutting compound paths - rules
Auto Alignment - using a cutout filter to align the bitmap

11. Masks and blends of distortion:

Objects trimming
Text mask
Blend types
Distortions

12. Symbols:

Symbol libraries
Creating and editing symbols and their instances
Replacing all symbol instances used in a document
Symbol sprayer tool

13. Filters and effects:

Applying effects to the objects and layers
Dynamic objects
Raster effects
Multilevel overlapping effects

14. Templates

15. Preparing for printing

Methodology:

- PowerPoint mini lectures
- working on computers (each participant works on a separate computer)
- mini training videos

Organizational information:

Number of training hours: 14

Time of training 9:15-16:15

Place of training: Łódź, Piotrkowska 125 – KM Studio - trainings