

# Adobe Illustrator CC/CS6

## Level 2

### Course Overview

In this 1-day course, you will learn how to create complex illustrations, manage color across a range of devices, work with graphs and variables, control how illustrations appear on print and the web, and preview them on mobile devices. Specifically, you will learn how to create compound paths, apply effects, create symbols, create custom pattern brushes and modify global colors. You will learn how to create a vector version of a raster graphic by manually tracing raster images, automatically tracing artwork, adjusting the results of a tracing, applying a custom preset and converting a tracing object to paths. You will create special effects by creating masks, blends, and 3-D effects. Lastly, you will learn how to output documents and export graphics for the web and mobile devices. Prerequisite course: Illustrator Level 1 or equivalent experience.

### Illustrator Course Series:



### Course Topics

#### Customizing the Illustrator Interface

- Set User Interface Preferences
- Work with the Grid and Guides
- Manage Workspaces

#### Drawing Complex Illustrations

- Combine Objects
- Work with Layers
- Create a Perspective Drawing
- Trace Artwork

#### Enhancing Artwork Using Painting Tools

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

#### Customizing Colors and Swatches

- Manage Colors
- Customize Swatches
- Manage Color Groups
- Access Pantone Plus Color Libraries

#### Formatting Type

- Set Character Formats
- Apply Advanced Formatting Options to Type
- Adjust Hyphenation

#### Enhancing Artwork

- Apply Effects to an Object
- Create Graphic Styles
- Apply a Blend to an Object
- Apply a Mask to an Object
- Create Symbols
- Work with Symbol Sets and Symbolism Tool

#### Outputting Documents

- Set Up Artwork for Printing
- Prepare Transparent Artwork and Printing
- Manage Colors in Printing

#### Preparing Graphics for the Web

- Create Slices and Image Maps
- Save Artwork in the SVG Format
- Save Graphics for the Web