Adobe Illustrator level 1 beginner course outline (2-day)

Lesson 1: Getting to Know the Work Area

- Getting started

- Understanding the workspace

- Changing the view of artwork

- Navigating multiple artboards

- Using the Navigator panel

- Finding resources for using Illustrator

- Checking for updates

- Exploring on your own

Lesson 2: Selecting and Aligning

- Getting started

- Selecting objects

- Aligning objects

- Working with groups

- Object arrangement

- Hiding objects

- Applying selection techniques

- Exploring on your own

Lesson 3: Creating and Editing Shapes

- Getting started

- Creating a document with multiple artboards

- Working with basic shapes

- Combining and editing shapes

- Using Live Trace to create shapes

- Exploring on your own

Lesson 4: Transforming Objects

- Getting started

- Working with artboards

- Transforming content

- Positioning objects precisely

- Exploring on your own

Lesson 5: Drawing with the Pen and Pencil Tools

- Getting started

- Creating straight lines

- Creating curved paths

- Creating the violin illustration

- Drawing curves

- Editing curves

- Drawing with the Pencil tool

- Finishing the violin illustration

- Exploring on your own

Lesson 6: Color and Painting

- Getting started

- Understanding color

- Creating color

- Painting with patterns and gradients

- Working with Live Paint

- Exploring on your own

Lesson 7: Working with Type

- Getting started

- Working with type

- Understanding text flow

- Formatting type

- Saving and using styles

- Exploring on your own

Lesson 8: Working with Layers

- Getting started

- Creating layers

- Locking layers

- Viewing layers

- Pasting layers

- Creating clipping masks

- Merging layers

- Applying appearance attributes to layers

- Exploring on your own

Adobe Illustrator level 2 advanced course outline (2-day)

Lesson 1 - Your Creative Workspace

- Organizing Your Workspace

- Mastering Object Management

- Managing Multiple Artboards

- Digitizing a Logo: Learning to Use a Template Layer

- Basic to Complex: Starting Simple for Creative Composition

- Guides for Arcs: Designing with Guides, Arc, and Pen Tools

- Nested Layers: Organizing with Layers and Sublayers

- Basic Appearances: Making and Applying Appearances

- Auto-Scaling Art: Apply Effects and Graphic Styles to Resize

Lesson 2 - Designing Type & Layout

- Types of Type

- Working with Threaded Text

- Wrapping Area Type Around Objects

- Formatting Text

- Converting Type to Outlines

- Using the Eyedropper with Type

- Using the Appearance Panel with Type

- The Glyphs Panel

- Working with Legacy Text

- Advanced Features of Multiple Artboards

- Create an Identity: Working Efficiently with Multiple Elements

- For Client Review: Creating Presentations for Artboards

- Book Cover Design: Illustrator as a Stand-Alone Layout Tool

- Curvaceous Type: Fitting Type to Curved Paths

- Moving Your Type Setting: Setting Type on a Curve and Warping Type

- Arcing Type: Transforming Type with Warps & Envelopes

- Brush Your Type: Applying Brushes to Letterforms

Lesson 3 - Rethinking Construction

- The Eraser tools & the Blob Brush

- Shape Builder tool

- Working with Live Paint

- Using Live Trace

- Aligning, Joining, and averaging

- Draw Behind and Draw Inside

- Compound Shapes & Compound Paths

- Combining Paths: Basic Path Construction with Pathfinders

- Coloring Line Art: Using Live Paint for Fluid Productivity

- Blob to Live Paint: From Sketch to Blob Brush and Live Paint

- Rapid Reshaping: Using Shape Builder to Construct Objects

- Interlock Objects: Using the Pathfinder Panel & Live Paint

- Drawing Inside: Building with Multiple Construction Modes

Lesson 4 - Expressive Strokes

- Width Tool

- The Expanded Stroke Panel

- Brushes

- Symbols

- Brushes & Washes: Drawing with Naturalistic Pen, Ink & Wash

- Pattern Brushes: Creating Details with the Pattern Brush

- Symbolism Basics: Creating and Working with Symbols

- Painterly Portraits: Painting in Layers with Bristle Brushes

Lesson 5 - Colour Transitions

- Gradients

- Gradient Mesh

- Live Color

- Custom Coloring: Creating Custom Colors & Color Groups

- Color Guidance: Inspiration from the Color Guide Panel

- Scripting Colors: Tools for Adding and Editing Colors

- Kuler Colors: Using Kuler, Live Trace, & Live Color

- Unified Gradients: Controlling Fills with the Gradient Annotator

- Folding Gradients: Simulating Paper Folds with Gradients

- Contouring Mesh: Converting Gradients to Mesh and Editing

- Recolor Black: Using Live Color to Replace Blacks

- Reducing Color: Going Monochromatic with Live Color

- Transparent Mesh: Molding Transparent Mesh Layers Going

Lesson 6 - Reshaping Dimensions

- Wraps and Envelopes

- 3D Effect

- The Perspective Grid

- Wrap & Distort: Bending Forms to Create Organic Variations

- 3D with a 2D Twist: Using 3D Effects to Achieve 2D Results

- One Perspective: Simulating a One-Point Perspective View

- Amplified Angels: Creating Details with Two-Point Perspective

- Modifying a Photo: Inserting Photographs in Perspective

- Establishing Perspective: Aligning Grids & Planes to an Architectural Sketch

Lesson 7 - Mastering Complexity

- Transparency

- Opacity Masks

- Blends

- Clipping Masks

- Roping in Paths: Using Masks and Pathfinders for Shapes

- Floating Type: Type Objects with Transparency & Effects/li>

- Adding Highlights: Using Transparency to Create Highlights

- Opacity Masks 101: Transparency Masks for Blending Objects

- Simple Masking: Applying the Basics of Clipping Masks

- Blending Elements: Using Transparency to Blend and Unify

- Warping Blends: Creating and Warping 3D Blends

- Moonlighting: Using Transparency for Glows & Highlights

- Creating Depth: Gradients Add Dimension in Space

Lesson 8 - Creatively Combining Apps

- Linking vs. Embedding in Illustrator

- Moving Illustrator files to other Programs

- Illustrator and Adobe Photoshop

- Illustrator and InDesign

- Illustrator, PDF, and Adobe Acrobat

- Illustrator & 3D Programs/li>

- Web Graphics

- Creating Animation with Layers

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