

An Advanced Workshop in Adobe Illustrator CS5

Course Title :	Adobe Illustrator CS5 Advanced Workshop
Duration :	1 Day
Pricing :	Basic: 1 person \$750, 2 people \$850 - see web for full details
Pre-requisites :	Introduction to Illustrator or equivalent experience.
For Whom:	The course is intended for people who wish to extend their control of Adobe Illustrator. Custom colours and colour separations are also covered. Web aspects of Illustrator are addressed.

Course Objectives: At the conclusion of the training participants will be able to -

- Work with brushes
- Create masks
- Apply transparency and blending modes
- Blend shapes and colours
- Control printing features
- Prepare web graphics
- Create separations
- Work with data driven drawings
- Understand automation procedures

Course Design: This workshop is part of our FastTrack Training scheme.

Training is undertaken in a one-on-one situation, or with a small group from the same workgroup. Throughout the course, the instructor will fully demonstrate and explain each new concept. This demonstration and explanation, coupled with plenty of practical exercises ensures that participants are able to meet the course objectives.

Participants are encouraged to bring samples of their work, both hard copy and on disk to the workshop, as well as a list of questions.

Notes are provided to each participant to take away at the conclusion of the training and each participant will have the exclusive use of a computer for the duration of the course.

Course Outline

ADOBE ILLUSTRATOR CS5 - 1 DAY ADVANCED WORKSHOP

WORKING WITH BRUSHES

- Applying brushes to paths
- Using Scatter brushes
- Calligraphic, Pattern and Art brushes
- Creating brushes
- Brush libraries
- Bristle Brush
- Segmented brushes

APPEARANCE ATTRIBUTES

- Using appearance attributes
- Editing an effect
- Using styles
- Copying, applying, and removing styles and appearances
- Multiple strokes and fills

GRADIENTS AND BLENDS

- Applying a gradient fill
- Adjusting the direction of the gradient blend
- Adding colours to a gradient
- Creating smooth-color blends
- Blending objects
- Combining blends with gradients
- Transparency in gradients

WEB GRAPHICS

- Pixel Preview mode
- Slices and image maps
- Optimising export
- Working with SVG and SWF files
- Sharp web graphics

BITMAPS

- Changing Vectors to Bitmaps
- Auto-trace Bitmaps
- Applying Special Effects

TRANSPARENCY

- Applying transparency
- Blending modes
- Transparency knockouts
- Opacity masks

AUTOMATION

- Actions
- Scripts
- Data-driven artwork

MESH EFFECTS

- Filling with the gradient mesh tool
- Specifying the number of mesh lines
- Applying colours to the mesh
- Editing mesh points
- Applying transparency to a mesh

PRINTING AND COLOUR SEPARATIONS

- Printing: An overview
- Colour management
- Soft-proofing colours
- Using the Document Info command
- Creating colour separations
- Overprinting objects

MASKS

- Creating
- Modifying
- Selecting
- Mask Palette

LIVE TRACE

- Tracing Artwork
- Using Tracing presets
- Converting to paths

LIVE PAINT

- Live Paint Groups, Regions and Edges
- Bucket options
- Gap Options
- Converting objects to Live Paint groups

USING VARIABLES

- Data driven objects
- Updating objects by Importing variables
- Exporting variables

SYMBOLS

- Drawing with symbols
- Use symbolism tools
- Symbol libraries

GRAPHS

- Graph types
- Data window
- Formatting graphs
- Combining graph types

COMPUTER
WorkGroup
TRAINING



AUTHORISED
Training Centre