



Adobe Illustrator CC: Creative Techniques Level 2 Course Outline



Digital Training & Designs, Inc.

Prerequisites:

Illustrator Essentials class or equivalent experience.

Who Should Attend:




This course is designed for graphics professionals looking to take their illustrator skills further by focusing on more complex designs, special effects, advanced tools and techniques.

Course Duration:

2 days. Class time is 9:00 am – 4:30 pm.

There is an hour for lunch, and two scheduled breaks during the day. Students provide their own lunch.

Related Training:

-  Adobe Illustrator CC Level 1: Essentials
-  Adobe Photoshop CC Level 1 & Level 2
-  Adobe After Effects CC Level 1 & Level 2

Adobe Illustrator CC: Creative Techniques

This course focuses on the fundamentals of using Illustrator's diverse tools. In this class you will spend the two days creating many different and complex objects.

Instructor:

Tom has a Bachelor of Science in Advertising Art Direction. With over 18+ years as an instructor, He's quite comfortable in the classroom and excels in helping students understand tough concepts. His uncommon and oft-praised rapport with students helps to put them at ease with subject material that otherwise might be imposing. Tom's been teaching Object-Oriented Programming for 10 years and for the past 3 years has focused on Objective-C and iOS, making him a natural fit for our iPhone / iPad App Development courses. Tom is also certified by Adobe to teach Flash, Flex, Fireworks, Illustrator, and Captivate classes. In June of 2008, Tom was ranked as the number one Adobe trainer worldwide based on student evaluations. Tom has been with us for more than 14+ years.

This outline is flexible and may change to accommodate student skills and interests.



Compound Paths

- Combining Objects As If They Were One
- Selecting Compound Paths
- Making and Releasing Compound Paths
- Expanding Compound Paths

Clipping Mask

- Making and Releasing Clipping Masks
- Masking With Text
- Exploring the Relationship Between Compound Paths and Clipping Masks

Blending

- Blending Shapes and Lines
- Blending Complex Compositions
- Understanding Blending Options
- Expanding Blends
- Replacing the Spine of a Blend
- Using Curved Paths to Control Blends

Effects and Appearances

- Exploring the Appearances Panel
- Creating Gradient Text
- Adding Additional Fills and Stroke

Transparency

- Controlling Transparency
- Utilizing Opacity Mask
- Experimenting With Blending Modes

Graphic Styles

- Building Graphic Styles
- Using Appearance Panel Settings
- Graphic Styles Libraries

Gradient Mesh

- Using the Mesh Tool
- Adding and Removing Mesh Points
- Points vs Patches

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