

Adobe Illustrator CS6 - Part 1

Duration

Classroom Learning - 1 Day(s)

Overview

Students will learn to create “drawn” graphics, integrating content from other CS6 domains (such as photo-oriented graphics and animation, which belong to Photoshop and Flash).

Who Should Attend

This course is intended for designers, publishers, pre-press professionals, marketing communications professionals, or people switching to a design job or taking on design responsibilities and who need to use Illustrator to create illustrations, logos, advertisements, or other graphic documents.

Outline

Lesson 1: Introduction to Illustrator® CS6

- Evaluate Graphics Scalability
- Navigate, View, and Measure Graphics
- Customize the User Interface

Lesson 2: Creating Documents Containing Basic Shapes

- Create Documents
- Save Documents
- Draw Basic Shapes

Lesson 3: Creating Graphics Containing Customized Paths

- Draw Paths
- Modify Paths

Lesson 4: Creating Graphics Containing Customized Text

- Insert Text
- Flow Text Along a Path
- Insert Bounded Text
- Thread Text
- Apply Text Styles
- Insert Typographical Characters

Lesson 5: Customizing Objects

- Import and Link Graphics
- Alter the Appearance of Objects

Lesson 6: Customizing Basic Shapes

- Apply Strokes
- Fill Shapes
- Apply Gradients
- Apply Graphic Styles
- Distort Text with Text Envelopes

Lesson 7: Preparing Documents for Deployment

- Update Text
- Wrap Text
- Hyphenate Text
- Optimize Content for Print
- Optimize Content for the Web
- Optimize Content for PDF Documents