

Illustrator syllabus and overview

Adobe Illustrator CS6 is a sophisticated vector drawing tools. You can create distinctive designs with precise shape-building tools, fluid and painterly brushes, and advanced path controls.

Introduction

- creating a new document
- more about the document
- page tool

Selections

- selection tool
- direct selection
- group selection
- selection lassos
- selecting stray points
- magic wand selection

The Pen Tools

- pen introduction
- convert anchor point
- additional and sub anchors
- joining anchors

Layers and Grouping

- layers introduction
- organizing layers
- selecting layers
- grouping layers
- group selection

- duplicating layers
- sub-layers
- collect and flatten
- creating templates
- placing paths

The Stroke

- stroke basics
- capitals and joining
- the dashed line
- scaling strokes



Type

- the type tool
- area type tool
- path type
- vertical type tool
- block text
- rows and columns
- wrap text
- missing font
- creating outlines
- spell checking
- font attributes
- character palette
- formatting paragraphs
- type transformation



Shape Objects

- rectangle tool

- rounded rectangle tool
- ellipse tool
- polygon tool
- star tool
- flare tool
- the spaz modifier

Transformations

- scale tool
- scaling patterns
- rotation tool
- rotating a pattern
- reflect tool
- twist tool
- :sheer tool
- reshape tool
- :re-positioning art

Aligning and Distributing

- object alignment
- mouse directed movement

Line Tools

- line segment tool
- arc tool
- spiral tool
- rectangular grid tool
- polar grid tool
- spaz line tool
- moving lines

Compound Path and Clipping Mask

- clipping masks
- clipping paths

Applying Color

- color introduction
- adobe color picker
- color palette
- swatches palette
- color picker theft

The Pencil Tools

- basic pencil tool
- smooth tool
- eraser tool

The Brush Tool

- paintbrush introduction
- calligraphic brush
- art brush
- pattern brush
- loading and saving brushes

Gradients

- gradients introduction
- editing gradients
- gradient libraries

Transparency and Masking

- object opacity
- targeted transparency
- transparency clipping
- transparency masking
- knockout group
- blending modes

Enveloping and Meshes

- envelope introduction
- using the warp
- using the mesh
- utilizing the top object
- text distortions
- envelope options

Smart Guides and Rulers

- rulers introduction
- creating guides
- smart guides
- extruding text
- smart guide options
- grids
- measure and info tools

Scissor and Knife

- the scissor tool
- the knife tool

Pathfinder

- pathfinder shape modes
- using pathfinders

Liquefy

- liquefy tools
- more lignifications

Appearance and Styles

- styles introduction
- multiple strokes and fills
- converting effect to shape
- group appearance
- the text bug
- distort and transform
- offset path effect
- pathfinder effects
- rasterizing
- document rasterization
- stylize effects
- pixel effects
- warp effects
- moving and linking styles
- sticky styles
- reducing and clearing styles
- making and saving styles
- over-riding character color

Filters

- filter introduction
- creating trim marks
- pen and ink
- more lignifications

The Blend Tool

- blending introduction

- blending multiple objects

Charts and Graphs

- creating graphs
- changing the graph type
- coloring graphs
- styling type
- column designs
- value divisions
- design markers
- other line graphs

RGB and Screen Graphics

- rgb introduction
- snap to pixel
- moving snap pixel

Saving for the Web

- viewing for the web
- web prep overview
- sizing images
- saving as jpeg
- matting a jpeg
- saving as gif
- making a lossy gif
- gradients and gif
- saving as swf
- swf problems
- saving as svg
- svg effects

Slicing for the Web

- creating slices

- slice options
- optimizing slices

Image Maps

- creating image maps
- saving and previewing

Symbols and Symbol

- symbol introduction
- creating custom symbols
- building blocks
- symbol sprayer
- symbol shifter tool
- symbol scruncher
- symbol sizer
- symbol spinner
- symbol stainer
- symbol screener
- symbol styler
- saving default symbols

Image and Photoshop Integration

- placing images
- linking
- photoshop layers
- type for photoshop
- photoshop shapes

Variables Palette

- making variables
- styling variables
- automating printing
- graph variables

- changing data
- saving and loading data
- linked images
- deleting a data set

Auto Trace Feature

- auto trace
- auto trace preferences

Customizing the Keyboard

- creating your own shortcuts