

Adobe Illustrator CS2 Level 2 Course Outline

Learning outcomes:

Illustrator CS2 - Level 2 provides artists and designers with the advanced knowledge and hands-on practice they need to create and edit more complex logos, drawings, layouts and other vector based images.

Who Should Attend?

Students who wish to gain an advanced understanding of Illustrator's powerful vector authoring capabilities. The student should have completed Illustrator CS2 Level 1 or have equivalent experience.

1. Creating Complex Illustrations
 - Creating compound paths with the Pathfinder palette
 - Creating compound shapes using the pathfinder palette
 - Offset Paths
 - Outline Paths
 - Expanding objects
2. More on the Layers Palette
 - Creating new layers
 - Moving objects and layers
 - Locking layers
 - Viewing layers
 - Pasting Layers
 - Using the Layers palette "Release to Layers" command
 - Targeting layers and applying appearance attributes
3. Working with Masks
 - Creating clipping masks
 - Editing clipping masks and masked objects
 - Releasing Clipping Masks
 - Creating Opacity Masks
 - Editing opacity masks and masked objects
 - Understanding Knockout Group and Isolate Blending options
 - Transparency effects
 - Understanding blending modes
 - Preparing documents containing transparency for printing
 - Flattening
 - Documents Raster Effects Settings
4. Working in Perspective
 - Creating illustrations in a one point perspective
 - Understanding Isometrics
 - Precision alignment
5. Creating Graduated Shapes
 - Creating Blends
 - Editing Blends
 - Blend options
6. Graphic Styles
 - Creating Graphic Styles
 - Applying Graphic Styles
 - Editing Graphic Styles
 - Sharing Graphic Styles
7. Creating Seamless patterns
 - Creating Tiling patterns
 - Applying patterns
 - Editing patterns
 - Transforming patterns within objects
8. Working with Gradient Mesh
 - Creating a Gradient Mesh Object
 - Using the Gradient tool
 - Techniques for subtle colour transitions
9. Creating Web Graphics
 - Creating Slices
 - Editing Slices
 - Working with the Save for Web dialog box
 - Graphic formats for the web (SVG, SWF, JPG, GIF, PNG 8, PNG 24)
 - Creating an animated Flash banner
10. Advanced Filters and Effects
 - Working with Scribbles
 - Creating 3D Beveled and Extruded Shapes
11. Speeding up the Workflow with Actions
 - Recording actions
 - Playing actions
 - Editing actions
12. Dynamic Text
 - Creating variables
 - Capturing data sets
 - Creating dynamically generated documents
13. Colour Management
 - When to use color management
 - Choosing the appropriate colour setting
 - Applying a Colour Setting
 - Synchronizing Color Settings across Creative Suite 2 with Adobe Bridge
 - Colour Management Policies
14. Preparing for Print
 - Soft Proofing
 - Creating a composite proof
 - Creating a colour separation
 - Selecting a printer description file
 - Specifying the bleed area
 - Creating a trap
 - Overprinting Objects
 - Halftone screens
 - Screen Frequency
 - Output Device Resolution