

INTRODUCTION TO ADOBE ILLUSTRATOR

COURSE OUTLINE



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 **Capital**
TRAINING

Introduction to Adobe Illustrator

Course Aims

This one-day introduction to Adobe Illustrator is aimed at those with little to no prior experience with Illustrator, providing foundational knowledge for creating vector graphics and illustrations. Through guided demonstrations and hands-on practice, participants will explore the Illustrator workspace and interface, create basic shapes and paths, work with colours and gradients, learn typography fundamentals, manage layers and objects, transform and distort artwork, work with brushes and patterns, explore drawing and editing tools, create and edit symbols, manage artboards, and save and export artwork for different platforms. By the end of this one-day course, participants will have acquired essential skills in Adobe Illustrator, enabling them to confidently create vector graphics, illustrations, and basic design elements.

Duration

6 hours (Face to Face or Virtual)

Target Audience

This course is aimed at those with little to no prior experience with Illustrator, providing foundational knowledge for creating vector graphics and illustrations.

Learning Outcomes

By the end of the course, participants will be able to:

- Understand the role of Adobe Illustrator in vector graphic creation
- Navigate the Illustrator workspace, menus, panels and tools confidently
- Create and modify basic shapes and use the Pen tool to draw paths
- Work with colour swatches and apply gradients
- Add and format text and explore creative typography
- Manage objects within layers for organised artwork
- Transform and distort objects with precision
- Use brushes and patterns for artistic effects
- Create and edit symbols and symbol libraries
- Manage multiple artboards for design variations
- Save and export artwork in formats suited to print and digital use

Course Content

Session 1 - Overview of Adobe Illustrator

- Introduction to the Illustrator workspace and tools.
- Understanding the role of Illustrator in vector graphic creation.

Session 2 - Navigating the Illustrator Interface

- Familiarisation with menus, panels, and tool options.
- Learning efficient navigation techniques.

Session 3 - Creating Basic Shapes and Paths

- Drawing and modifying basic shapes.
- Creating paths and exploring the Pen tool.

Session 4 - Working with Colours and Gradients

- Understanding the colour palette and swatches.
- Applying gradients to enhance illustrations.

Session 5 - Introduction to Typography

- Adding and formatting text in Illustrator.
- Exploring creative typography options.

Session 6 - Understanding Layers and Objects

- Introduction to layers and their significance.
- Managing and organising objects within layers.

Session 7 - Transforming and Distorting Objects

- Scaling, rotating, and skewing objects.
- Applying advanced transformations for creative effects.

Session 8 - Using Brushes and Patterns

- Utilising brushes for artistic strokes.
- Applying and creating patterns for design elements.

Session 9 - Introduction to Drawing and Editing Tools

- Exploring drawing tools for freeform illustrations.
- Editing and refining illustrations with precision.

Session 10 - Creating and Editing Symbols

- Understanding the concept of symbols in Illustrator.
- Creating and editing symbol libraries.

Session 11 - Working with Artboards

- Managing multiple artboards for diverse projects.
- Using artboards efficiently for design variations.

Session 12 - Saving and Exporting Artwork

- Understanding different file formats for saving.
- Exporting illustrations for various platforms.