drawing | type effects | web & print layout

Why Adobe® Illustrator®?

Adobe® Illustrator® is an award-winning vector-based program designed to capture the imagination of novice and experienced designers producing artwork for print, web, mobile, and motion.

Who will benefit from Ardito's Adobe® Illustrator® courses?

Creative design experience is not a prerequisite in this Ardito course. Simply, the student should possess sheer passion to create and dedication to transform concepts into works of art.

Specifically, Illustrator is aimed for budding graphic and web designers, or people transitioning into a design job or taking on design responsibilities, who need to use Illustrator to create illustrations, logos, advertisements, or other graphic documents.

What will you gain from learning Illustrator?

- Create custom vector graphics for use in both print and web (e.g. illustrations, logos, diagrams, advertisements, and single-page documents)
- Develop a web design layout
- Prepare graphics for placement in InDesign or Photoshop
- Transform photographs into digital sketches









Illustrator Essential Training

Duration: 2 Days

Course Description

If you have little or no experience with Illustrator, it can be overwhelming to start creating complex illustrations. In this course, you'll start by drawing and manipulating simple shapes to create logos. You'll also combine text and graphics to create basic advertisements. On Day 2, you will now create complex, robust illustrations that go beyond those you could create using Illustrator's basic tools. Also, you will learn to print documents without any errors such as colour mismatches, or prepare illustrations for the web.

Course Outline

Getting Started

Setting User Preferences and Working with the

User Interface

Understanding the Toolbox

Creating and Saving a Document

Working With Objects And Colour

Drawing basic shapes

Basic editing

Using Strokes and Fills

Working with Colour

Drawing

Drawing and editing paths

Using grids and guides for precision drawing

Modifying Objects

Transforming objects (e.g. rotating, scaling,

reflecting, shearing, etc.)

Aligning and distributing objects

Blending and reshaping objects

Working With Type

Layers and Transparency

Understanding the relevance of layers

Creating clipping masks and applying transparency

Applying Basic Effects

Implementing gradients

Applying Filters

Using and Creating Symbols

Creating custom brushes

Creating a Vector version of a Raster Graphic

Colouring artwork with Live Paint

Setting Print Preferences





| computer | personnel | management |

admin@ardito.co.nz

W www.ardito.co.nz

HAMILTON

427 Victoria Street Hamilton CBD Hamilton

T 021 364 337

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