

Adobe Illustrator Certification Course

Course Duration : 60 Days

Topics & Details

Introduction to Adobe illustrator:

★ Introduction to Adobe Illustrator

-Overview of Adobe Illustrator and its applications.

- -Understanding the workspace, artboards, and essential panels.
- -Setting up a new document.
- -Navigating the interface and customizing the workspace.

★ Basic Tools and Shapes

- -Introduction to the Selection Tool, Direct Selection Tool, and other basic tools.
- -Creating and manipulating basic shapes (rectangles, ellipses, polygons, stars).
- -Using the Shape Builder Tool to combine and subtract shapes.
- -Aligning and distributing objects.

★ Working with Colors and Strokes

- -Understanding color modes (RGB, CMYK).
- -Using the Color Picker, Swatches, and Gradient panels.
- -Applying and adjusting strokes and fills.
- -Creating and saving custom color swatches.

★ Pen Tool and Bezier Curves

- -Introduction to the Pen Tool and its components.
- -Creating straight and curved paths.
- -Working with anchor points and handles.
- -Mastering the Pen Tool for complex shapes and paths.

★ Typography in Illustrator

-Working with text: Point Type and Area Type.









-Applying and modifying text properties (fonts, size, kerning, tracking).

-Creating text on a path and text wrap effects.

-Converting text to outlines for custom typography.

★ Layers and Organizing Artwork

-Introduction to the Layers panel.

-Organizing artwork using layers and sublayers.

-Locking, hiding, and grouping objects.

-Using layer masks and clipping masks.

★ Transformations and Distortions

-Scaling, rotating, and reflecting objects.

-Using the Free Transform and Puppet Warp tools.

-Working with the Envelope Distort and Warp tools.

-Applying perspective and 3D effects

★ Using Brushes and Effects

-Introduction to different brush types (Calligraphic, Art, Pattern, Scatter, Bristle).

-Creating and customizing your own brushes.

-Applying effects and styles to paths and shapes.

-Expanding and editing brush strokes.

★ Creating Patterns and Textures

-Designing seamless patterns.

-Using the Pattern Options panel.

-Applying textures and effects using graphic styles.

-Creating and applying custom textures

★ Working with Images and Advanced Techniques

-Placing and embedding images.

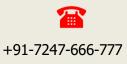
-Image tracing for vectorization.

-Creating complex compositions with transparency and blending modes.

-Using symbols and symbol libraries.









★ Advanced Vector Techniques

-Working with the Pathfinder panel for complex shapes.

-Using the Blend Tool for smooth transitions.

-Creating isometric and perspective illustrations.

-Advanced masking techniques and opacity masks

★ Final Project and Exporting

- -Putting it all together: creating a comprehensive project.
- -Preparing artwork for print and web.
- -Exporting files in different formats (AI, PDF, SVG, PNG, etc.).
- -Tips for optimizing file size and quality.







codeimpact.in