

Intermediate-Advanced Adobe Illustrator

1. **REVIEW**
 - Review of basic path creation
 - Review of the Pen Tool
 - Review of File Formats
2. **BLENDS**
 - Basic shapes and colors
 - Complex blends for shadowing and highlighting
 - Making blends for use as animations
3. **ADVANCED EDITING TOOLS**
 - Using the Eyedropper and Bucket tools
 - Using the Pencil and Smooth tools
 - Using the Simplify command
 - Using the Liquify Tools
 - The Slice tool (used for selective web optimization)
4. **PATTERNS**
 - Creating, editing, applying, and saving
 - Custom Patterns from Illustrator's Library
 - Seamless Patterns
5. **TYPOGRAPHY**
 - Applying Effects to editable type
 - General Type effects
6. **WEB USAGE**
 - Previewing vector images as they will display in Pixels
 - Save for Web
 - When to use Gif or Jpeg
 - Saving SVG files
 - Saving in SWF format for use as Flash animations
7. **EFFECTS**
 - Applying nondestructive visual effects to objects, images, and type
 - Creating editable shapes
 - Adding Drop Shadows and Glows
8. **ACTIONS**
 - Automating repetitive tasks
9. **GRADIENT MESH TOOL**
 - Creating custom highlights and gradients for objects
10. **THE STYLES PALETTE**

Using, and creating new styles
Saving and editing styles

- 11. ARTISTIC BRUSHES**
Creating and saving artistic brushes
- 12. BLENDING MODES**
Isolating Blending modes
Knockout Group Option
- 13. SYMBOLISM TOOLS**
Creating, saving, editing, and applying symbols
Saving Symbols to be used as a Library
Using the Symbolism Tools
- 14. WORKING WITH PHOTOSHOP**
Placing and embedding Photoshop files
Going back and forth between Illustrator and Photoshop
Using Photoshop files as tracing templates
- 15. ADVANCED MASKING**
Single and multiple masking objects
Using Clipping Masks and Opacity Masks
Importing Layer Masks from Photoshop
Using masks with the Layers Palette
- 16. ENVELOPES**
Warp, Path, and Mesh Envelopes
Creating and editing envelopes