

Introduction to Adobe Illustrator

- 1. APPLICATION OVERVIEW**
 - Vector vs. Raster based images
 - Starting the application
 - Opening files from the hard drive, and opening new files
 - Saving files, and choosing file formats
 - RAM and Hard Drive requirements
- 2. PREFERENCES**
 - Setting Illustrator preferences and Color Settings
- 3. OVERVIEW OF THE WORKSPACE**
 - Toolbox, palettes, hiding and docking palettes
- 4. NAVIGATION**
 - Getting around, and viewing images using the Navigator palette
 - Zooming in and out
 - Using the Hand tool
 - Custom views
 - Viewing images in Preview mode, and Artwork mode
- 5. COLORS**
 - Applying Fills and Strokes
 - Adjusting Stroke weight
 - Using the Swatches Palette
 - Dragging and dropping new colors to the Swatches Palette, and onto objects
 - Loading Custom color libraries
 - Using the color sliders to choose colors
- 6. LAYERS**
 - Creating, viewing, reordering, and moving
 - Locking layers
- 7. OBJECT TOOLS**
 - Using the Ellipse, Rectangle, Star, and Polygon tools
 - Using the Line, Arc, and Grid Tools
- 8. THE PEN TOOL**
 - Creating curves and straight lines
 - Tracing objects with the Pen tool
 - Modifying Pen paths
- 9. BASIC KEY COMMANDS**
- 10. MANIPULATION OF OBJECTS AND OBJECT TRANSFORMATION**
 - Moving, duplicating, selecting and deselecting
 - Grouping and Ungrouping

Arranging objects
Locking objects
Aligning objects

11. THE SELECTION TOOLS

The Selection tool, Group selection tool, Direct selection tool, Lassos, and Magic Wand

12. PATHFINDER FILTERS AND THE PATHFINDER PALETTE

Using the Pathfinder filters and palette to combine objects and paths

13. THE TRANSFORMATION TOOLS

Scaling, rotating, distorting, and Free Transforming objects
Using the Scissors and Knife tools

14. THE GRADIENT TOOL

Using the gradient tool
Creating and saving gradients

15. RASTERIZING OBJECTS

Creating and viewing objects as pixels

16. THE APPEARANCE PALETTE

Adding strokes and fills

17. MASKING OBJECTS

Using paths to mask objects

18. THE TRANSPARENCY PALETTE

Adding transparency to objects

19. THE STYLES PALETTE

Using, and creating new styles

20. TEXT

Using the Text tools
Area Type
Type on a path
Vertical type
Converting type to outlines