

Adobe Illustrator CS

Day Two

Working with type

Adding type to document
Sampling type
Changing the character size
Reshaping text with an envelope
Creating columns of shape
Changing character attributes
Changing paragraph attributes
Saving and using styles
Wrapping type around a graphic
Typing along a path
Creating type outlines
Creating type masks
Saving your file for electronic distribution

Blending Shapes and colors

Creating a gradient fill
Adjusting the direction of the blend
Adding colors to the gradient
Creating smooth-color blends
Blending intermediate steps
Modifying the blend
Combining the blends w/ gradients

Working with Symbols

Creating a symbol
Using the symbolism tools
Editing symbols
Updating a symbol
Using the symbols palette as a database
Mapping a symbol to 3D artwork

Working with Brushes and Scribbles

Applying brushes to paths
Using Art brushes
Using Scatter brushes

Applying a scatter brush to paths

Changing the color attributes of brushes
Using a fill color with brushes

Using calligraphic brushes
Using pattern brushes
Creating brushes
Applying the scribble effect

Creating Airbrush Effects

Setting smart guides preferences
Painting w/ the mesh tool
Applying colors to the mesh
Highlighting a mesh object
Editing mesh points
Reflecting mesh objects
Modifying mesh lines
Warping a mesh
Applying transparency to a mesh

Using a 3D Effect

Creating a banner logo
Using brushes for decoration
Turning the artwork into symbols
Creating the 3D cylinder
Using the Extrude effect
Using the 3D Rotate effect

Printing Artwork & Producing Color

Color management
Printing black-and-white proofs
Soft-proofing colors
Using the document Info command
Creating color separations
Working w/ two color illustrations
Creating a trap
Overprinting objects

Combining Illustrator graphics and Photoshop Images

Creating a Web Publication