

Illustrator - Advanced

Suggested duration: 1 day

The course covers a range of sophisticated techniques aimed at making the most of Illustrator. Real world artwork and design projects are used to demonstrate efficient production methods. As with all our advanced courses, the course content is flexible, and delegates are encouraged to ask questions and explore specific areas of interest. We make sure that any gaps in your knowledge are filled before moving on to more advanced topics.

Requirements: A basic familiarity with Illustrator is required. You should probably have used the software for at least a few months. Please see our introductory course outline for a rough guide.

Creating and editing paths and complex elements

- Working with Beziér curves - understanding the principals, tips and tricks for efficient creation of complex paths.
- Compound paths.
- Using Pathfinders to combine elements.
- Transformations - tips and tricks, repeats, envelopes, scaling strokes and effects.

Web graphics

- Using Pixel Preview
- Aligning elements to the pixel grid

Colour and other attributes

- Creating Colour Groups.
- Working with Live Colour: recolouring artwork, working with colour schemes.
- Transparency and Blending modes.
- Understanding Global colours.
- Complex patterns and gradients.
- Controlling dots and dashes.

Layers and Artboards

- Working with multiple Artboards.
- Making the best use of layers.
- Copying and moving elements between layers.

3D

- Creating 3D vector elements from complex objects.
- Lighting and rendering properties.
- Transparency effects.
- Mapping artwork to 3D elements.

Masking techniques

- Clipping masks.
- Using Draw Inside mode.
- Transparency masks and groups.

Other features

- Choosing colour settings and ensuring compatibility with Photoshop, InDesign and Acrobat.
- Working with Perspective grids - drawing in perspective, mapping artwork to a grid.
- Using Live Trace - selecting tracing styles, customising output.
- Expanding complex elements and appearances.
- Effects - applying to elements and Layers.
- Live Paint - colouring artwork, gap detection options.
- Working with Blends and Gradient Meshes.
- Appearances - combining effects, fills and strokes.
- Rasterizing and filtering artwork.
- Creating Templates.