

# ADOBE ILLUSTRATOR CS3 - LEVEL 2

## MOVING ON WITH ILLUSTRATOR

### COURSE OVERVIEW

The Adobe Illustrator CS3 – Level 2 course is a follow-up to the Level 1 course. Participants will be taught more advanced tools and techniques to produce creative and high quality artwork.

Participants will learn to create frame designs, special type effects, blends from different shapes and work more efficiently with symbols. By the end of the course, participants will be able to produce custom shapes, render airbrush effects and work with bitmap images in Illustrator with ease.

### WHO SHOULD ATTEND

Participants who have completed the Level 1 course are encouraged to continue with this course. Highly recommended for DTP artists and graphic artists, designers and those who are interested to strengthen their aptitude in utilising DTP software.

### PRE-REQUISITES

Participants should be comfortable working in the Illustrator CS3 environment. Adobe Illustrator CS3 Level 1 is highly recommended before attending this course.

### DURATION

2 days

### PRICE

RM880 per participant

### TIME

9.00 am - 5.00 pm with 1 hour lunch break

### LOCATION

Teras One Solution Training Centre

### COURSE LEADER

Ms Stephanie Wong is one of the very few Adobe Certified Experts & Adobe Certified Instructors in South East Asia. With her vast experiences in various capacities coupled with pleasant personality, she always ensures her training sessions are easy-learning and fun.

Ms Wong holds a Bachelor of Arts in Advertising degree from the RMIT University, Australia. Since graduation, she has obtained various types of training including Desktop Publishing (DTP) software for Print & Web, Digital Workflow systems, Quickcut digital ad delivery products and other publisher related software.

Her specialised field is in Adobe application and she is actively involved in most Adobe events such as Photoshop World 2004 & 2006, InDesign World 2006. It warrants special mention of her participation in the congregation of the Adobe Training Provider Summit in the Adobe headquarters, San Jose, United States, where she exchanged experiences with fellow Adobe Certified Instructors around the world in 2005 & 2007.

In her 13 years of working experience, she has served in different capacities, i.e. Visualiser, Designer, Digital Integrator and Instructor and in various companies, i.e. a small company like Black and Brown Publications, a public listed company like The New Straits Times Press and an Australian owned company like Asia OnTime. Thus, her experiences are rich both in fields and levels. From all her past jobs, she has earned good reputation in the advertising fraternity and is therefore very well connected personally with over 100 agencies, printers, publishers and colour separators in Malaysia and Singapore.

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### Course Outline

#### DAY 1

9:00 am - 10:30 am

##### WORKING WITH BRUSHES

- About Brush Types
- Using Different Paintbrush
- Create & Customise Brushes
- Using & Creating Brush Libraries
- Apply Brushes to Paths

##### EXERCISE 9

10:30 am - 10:45 am

##### BREAK

10:45 am - 1:00 pm

##### ADVANCED TYPE

- Use Envelope
- Stylize Text
- Type on a Path
- Clipping Mask using Type
- Using Glyphs
- OpenType Features
- Paragraph and Character Styles

##### EXERCISE 10

1:00 pm - 2:00 pm

##### LUNCH BREAK

2:00 pm - 3:45 pm

##### WORKING WITH BLENDS

- Blend Shapes of Objects
- Create & Modify Blend
- Edit Blend Options
- Replace Spine
- Expand Blend

##### EXERCISE 11

3:30 pm - 3:45 pm

##### BREAK

3:45 pm - 5:00 pm

##### WORKING WITH SYMBOLS

- Use & Create Symbols
- Drawing with Symbols
- Redefine Symbols
- Using Symbol Libraries

##### EXERCISE 12

#### DAY 2

9:00 am - 10:30 am

##### WORKING WITH LAYERS

- Layers Palette
- Move Between Layers
- Paste & Merge Layers
- Layer Clipping Mask
- Applying Appearance Attributes

##### EXERCISE 13

10:30 am - 10:45 am

##### BREAK

10:45 am - 1:00 pm

##### WORKING WITH SHAPES & OBJECTS

- Align & Distribute Objects
- Work in Insolation Mode
- Work with Pathfinder palette
- Create Clipping Mask
- Distortion tools
- Envelope Distorts
- Add Filters to Objects

##### EXERCISE 14

1:00 pm - 2:00 pm

##### LUNCH BREAK

2:00 pm - 3:45 pm

##### CREATE AIRBRUSH EFFECTS

- Create Mesh Objects
- Apply Colors
- Edit a Mesh
- Apply Warp Effects

##### EXERCISE 15

3:30 pm - 3:45 pm

##### BREAK

3:45 pm - 5:00 pm

##### WORKING WITH BITMAP

- Placing PSD files
- Work with Layer Comps
- Create Compound Paths
- Make Opacity Masks

##### EXERCISE 16