

ADOBE ILLUSTRATOR CS4 - LEVEL 2

MOVING ON WITH ILLUSTRATOR

COURSE OVERVIEW

The Adobe Illustrator CS4 – 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 and render airbrush effects 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 CS4 environment. Adobe Illustrator CS4 Level 1 is highly recommended before attending this course.

DURATION

2 days

TIME

9.00 am - 5.00 pm with 1 hour lunch break

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

- Types of Brushes
- Create & Customise Brushes
- Work with Brush Libraries

10:30 am - 10:45 am

BREAK

10:45 am - 1:00 pm

WORKING WITH BRUSHES (CONT'D)

- Apply Brushes to Paths
- Using Blob Brush

EXERCISE 9

ADVANCED TYPE

- Use Envelope to reshape text
- Stylize Text with Glyphs
- Use OpenType Features - Fraction & Ordinal
- Create Type on a Path
- Work with columns
- Wrap text around an object
- Create and apply 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
- Hide Visibility and Lock Layers
- Paste & Merge Layers
- Layer Clipping Mask

EXERCISE 13

10:30 am - 10:45 am

BREAK

10:45 am - 1:00 pm

WORKING WITH SHAPES & OBJECTS

- Align & Distribute Objects relative to
 - Key Object
 - Artboard
- Work in In isolation Mode
- Work with Pathfinder panel
- Hide parts of objects with Clipping Mask
- Edit & Release Objects from Clipping Mask

1:00 pm - 2:00 pm

LUNCH BREAK

2:00 pm - 3:45 pm

WORKING WITH SHAPES & OBJECTS (CONT'D)

- Distort Objects with Liquify tools
- Reshaping Objects with Envelope Distort
- Edit Contents of an Envelope
- Work with Gradient tool & Panel
- Add transparency to gradients

EXERCISE 14

3:30 pm - 3:45 pm

BREAK

3:45 pm - 5:00 pm

CREATE AIRBRUSH EFFECTS

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

EXERCISE 15