COURSE SYLLABUS

Illustrator in a Day (Self-Paced)

Build a working foundation in Adobe Illustrator and start creating and editing vector graphics from the ground up. You'll spend time getting hands-on with the essential drawing tools, constructing custom shapes, bringing color to your work, and turning pixel-based images into clean vectors. If Illustrator is new territory for you and you want to start producing real work without a lot of ramp-up time, this course is a natural fit.

For more information, visit
https://www.creativelive.com/classes/illustrator-in-a-day-self-paced



support@creativelive.com • 302-217-6585

Course Outline

Section 1

Drawing with Basic Shape Tools

- Drawing Ovals & Perfect Circles
- Creating Precise Shapes
- Setting Fill & Stroke Color
- Using the Eyedropper to Copy Formatting
- Navigating a File: Zooming & Scrolling
- Outline & Preview Views

Shape Controls

- Rounded Rectangles
- Polygon Tool & Triangles
- Star Tool
- Scaling Corners & Strokes

Line Tools, Variable Width Strokes, & Rotate Tool

- Line, Arc, & Spiral tools
- Width tool & Variable Width Strokes
- Rotate tool
- Flipping Horizontally

Building Complex Shapes with Basic Shapes

- Using the Direct Selection Tool to Move Individual Points
- Using the Pen tool to Remove Anchor Points
- Deleting Anchor Points

- Joining
- Aligning
- Working with Groups

Section 2

Pathfinder

- Comparing Pathfinders
- Pathfinders vs Shape Modes
- Live Compound Shapes

Image Trace

- Image Trace
- Converting Hand-Drawn Sketches into Vectors
- Adding Color with Live Paint

Social Media Graphics with Type, Photos, & Vectors

- Importing Photos
- Sample Colors with the Eyedropper Tool
- Adding Type
- Adding Vector Shapes
- Using the Curvature Tool to Curve Lines
- Working with Multiple Artboards
- Saving Illustrator Files That Contain Linked Photos

Exporting as JPEG, PNG, & SVG

- Exporting SVG Files
- Exporting Multiple Artboards with “Export for Screens”
- Exporting Parts of a File Using “Assets Export”