ALPHA FACTS

Ai L2

Create Your Future

Illustrator Level 2 comprehensive course builds on the skills learned in Illustrator Level 1 and explores more complex Illustrator techniques. These include advanced drawing techniques, tracing artwork, combining and reshaping objects, advanced colour and type, working with attributes, mesh objects, and graphics for the web.

Course Prerequisites: The prerequisite for this course is the Adobe Illustrator Level 1 (2-day) course or have equivalent knowledge.

Duration: Two days 9:00 am - 4:30 pm

Course Content

More Drawing Techniques

- Modifying strokes
- Adjusting the stroke alignment
- Adjusting the cap or join options
- Creating dotted or dashed lines
- Stroke styles gallery
- Drawing arcs
- Drawing spirals
- Drawing rectangular grids
- Drawing circular (polar) grids
- The Info panel
- Measuring the distance between objects
- Pen tool revision
- Variable width strokes with the Width tool
- The Width point Edit Dialogue box
- Discontinuous width points (Awesome arrows)
- Saving and applying width profiles

Image Trace and Live Paint

- About tracing artwork
- Tracing artwork
- Changing the display of a tracing object
- Adjusting the results of a tracing
- Adjusting the Tracing options
- Full Tone Colour Image Trace
- Controlling colours in a tracing
- Creating a tracing preset
- Managing tracing presets
- Converting a tracing object
- Releasing a tracing object
- About Live Paint

- Limitations of Live Paint groups
- Creating a Live Paint group
- Painting Live Paint faces and edges
- Live Paint Bucket options
- Setting Live Paint gap options
- Adding paths to a Live Paint group
- Selecting items in Live Paint groups
- Expanding or releasing a Live Paint group

Combining Objects

- Methods of combining objects
- The Pathfinder panel
- About compound shapes
- Creating a compound shape
- Modifying a compound shape
- Releasing and expanding a compound shape
- Pathfinder effects
- Overview of the Pathfinder effects
- About compound paths
- Making a compound path
- Filling compound paths
- Changing the fill rule for a compound path
- Changing a hole to a filled area in a compound path
- Releasing a compound path
- The Shape Builder tool
- Drawing Modes

Reshaping Objects

- About blends
- Colours in blended objects
- Creating a blend with the Blend tool
- Creating a blend using Make Blend

- Adjusting blending options
- Changing the spine of a blended object
- Reversing the stacking order in a blend
- Releasing or expanding a blend
- Envelopes
- Distorting objects using an envelope
- Editing the contents of an envelope
- Resetting an envelope
- Releasing or expanding an envelope
- Envelope options
- Distorting objects with the Free Transform tool
- Distorting objects using the liquify tools
- Liquify tool options
- Introduction to Perspective Drawing
- About the Perspective Grid
- About the Perspective tools
- Perspective Grid Presets
- Adjusting the Perspective Grid
- Drawing in perspective

More on colour

- About colour groups
- Color Guide panel overview
- Creating a colour harmony using the Color Guide panel
- Setting the type of colour variations
- Setting the number and range of colour variations
- Colouring artwork with colours from the Color Guide panel
- Saving Color Guide colours into the Swatches panel
- Edit Colour overview

... More on colour

- Opening the Edit Colour dialogue box
- Working with the Colour Group list
- Creating a colour group in Edit Colour
- Editing colours in the Edit Colour dialogue box
- Editing a colour group using the colour wheel
- Editing a colour group using the colour picker
- Editing an individual colour in a colour group
- Randomly changing colour order or saturation and brightness
- Globally editing saturation, brightness, temperature, or luminosity
- Adding or removing colours in a colour group
- Deleting a colour group
- Assigning colours to your artwork
- Assigning new colours to selected artwork
- Viewing original colours in your artwork as you assign new colors
- Randomly changing saturation and brightness in all colors
- Reducing colours in your artwork
- About colour models
- About RGB
- About CMYK
- About HSB
- About Lab
- About Grayscale
- Changing the colour mode of a document
- Blending colours
- Adjusting multiple colours at the same time
- Converting colours to grayscale
- Converting grayscale images to RGB or CMYK
- Colourising grayscale or 1-bit images
- Adjusting the saturation of multiple colours
- Copying attributes with the Eyedropper tool
- Changing the attributes affected by the Eyedropper tool

More Advanced Type Controls

- Changing the marg in around a text area
- Adjusting the first baseline in a text area
- Creating rows and columns of text
- Fitting a headline across the full width of a type area
- Scaling type
- Rotating type
- Threading text between objects
- Working with text threads

- Wrapping text around objects
- Underline, caps and other text features
- Checking spelling
- Finding and replacing text
- Changing capitalization styles
- Using smart punctuation
- Working with Tabs
- Character and paragraph styles
- About OpenType fonts
- Using the OpenType panel
- Using superscript and subscript
- Choosing a number style
- Ligatures and contextual alternates
- Using ligatures and contextual alternates
- Using swashes, titling alternates, or stylistic alternates
- Using fractions and ordinals
- The Touch Type Tool (CC)

Working with Effects and Filters

- Effects
- Applying an effect or filter
- About raster effects
- Rasterization options
- Effects for reshaping objects
- Offsetting Paths
- Creating drop shadows
- Feathering the edges of a shape
- Applying an inner or outer glow
- Rounding corners of objects
- Applying the Scribble effect
- Modifying or deleting an effect
- Availability of effects and filters
- Improving filter and effect performance

Appearance Attributes and Graphic Styles

- Appearance attributes
- The Appearance panel
- Targeting items
- Editing an appearance attribute
- Setting appearance attributes for new objects
- Changing the stacking order of appearance attributes
- Duplicating an appearance attribute
- Removing appearance attributes
- Copying appearance attributes between objects
- Copying with the Eyedropper tool
- Creating Multiple Fills and Strokes
- Multiple Strokes on Groups or Layers
- Graphic styles
- Creating graphic styles
- Applying a graphic style

- Working with graphic styles
- Using the Graphic Styles panel
- Breaking the link to a graphic style
- Replacing graphic style attributes
- Graphic style libraries
- Creating a graphic style library
- Adding graphic styles from a library to the Graphic Styles panel
- Importing graphic styles from other documents

More about Transparency & Blending Modes

- Displaying the Transparency Grid
- Changing the colour of the artboard
- Opacity masks
- Creating opacity masks
- Working with opacity masks
- Clipping or inverting opacity masks
- Using transparency to shape a knockout
- The Knockout Group option
- Isolating blending modes to a group
- Applying transparency to groups or layers
- More on blending modes

Mesh Objects

- About mesh objects
- Creating mesh objects
- Editing mesh objects

Web Graphics

- Issues to consider
- The Save For Web & Devices dialogue box
- Optimizing and saving web graphics
- Estimating download time for web graphics
- Compressing a file to a specific size
- Resizing web graphics
- Previewing optimized images in a web browser
- Creating or deleting optimization presets
- Web File Formats
- Optimization settings for GIF and PNG-8 formats
- Optimization settings for JPEG format
- Pixel preview mode
- Pixel aligned paths for Web workflows

More about printing

- Print dialogue box options
- General Options
- Marks and Bleeds Options
- Output Options
- Graphics Options
- Colour Management Options
- Advanced Options
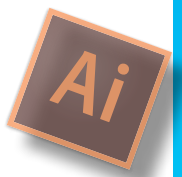
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