SUMMARY OF EDUONIX COURSE

LEARN ADOBE ILLUSTRATOR FROM SCRATCH (8 SECTIONS, 10.5HRS)

RATINGS 4/5

SECTION 1 – INTRODUCTION TO ADOBE ILLUSTRATOR (AI) (7 UNITS)

UNIT1: Introduction to AI

- Illustrator first developed in 1986 for Macintosh
- Image Creation major players: Adobe Photoshop and Illustrator
- AI is a vector editing Program
- Photoshop is not a vector editing program (based on Pixels)
- Easy to scale down and up on AI without worrying about the size
- Panels and Tools: Tools are used for drawing and editing
- Panels are used to manipulate properties of object
- You can find Panels in the "Windows" Tab
- Control Panel, it combines the important features of each Panel of the tool you are using at the time
- Scroll Bars; Canvas: "white area"/ working area

UNIT2: Setting Up Preferences

- Edit > Preferences > General
- Keyboard Increment: increase per keyboard click
- Constrain Angle: rotation angle increment
- Selection & Anchor Display: tolerance (how close mouse has to be to snap)
- If you are printing: use Inches. For Web: use Pixels
- Leave the others on default

UNIT3: Setting Up Workspaces and Panels

- Windows > Workspace > ***
- Most things that change in Workspace are the Panels
- Drag out panels and close to remove them
- Collapse Panel by Double clicking on it (can only collapse in Expanded mode)
- You can drag the Panels anywhere you want

UNIT4: Web vs Print Artboards and Preview Mode

- Bleed is the amount of space that goes beyond the edge of the sheet before trimming
- Bleed is the area that gets chopped off (need bleed for only printing)
- Color mode: CMYK for print

- Not all color can be printed or used for Web
- Web: color mode = RGB; Raster Effect = screen (72ppi)

UNIT5: Working with Multiple Documents and all about Artboards

- Object > Artboards > ***
- Each document has its own view settings
- Windows > Arrange > ***

UNIT6: Measuring and Guides

- "Smart guides" should be ON most times
- "snap to point"
- The Info Panel
- Guides ("make guides") don't behave like shapes, they cannot be filled
- View > Make Guide
- Drag out a guide: to make a guide
- "Alt" to change the direction
- "Shift" to move it at the increment of the ruler

UNIT7: Navigation and Saving and Using Views

- Basic tools for Navigation: Zoom (Z / Ctrl + Space) and Hand (H / Space bar)
- "Alt" to change zoom in/ zoom out
- Window zoom: "Ctrl + O", fits to screen
- You can use the Navigation Panel
- You can set each shape to a layer
- You can keep a view you like: View > New View

SECTION 2 – BASIC AI FEATURES (6 UNITS)

UNIT1: Basic Shapes

- A lot you can do with shapes and you can combine them
- "Shift + Shape": equal on all sides
- "E": shortcut to transform
- "Alt": to create at a point
- "Ctrl + Shift": to expand the star
- Pathfinder (similar to trimming)
- Transform Panel: to check stats of the shape

UNIT2: The Pen Tool 1

- "Shift": to manipulate lines of Pen tools
- "Undo": undoes the last segment

- "handle" and "anchor"
- Can remove and add anchor point

UNIT3: The Pen Tool 2

- Convert Anchor Tool point
- Selection: to bring out handles
- Scissor tool
- Join to rejoin
- Pencil: drawing with your mouse
- Pencil tool options by double clicking on the tool
- You can use Pencil tool to reshape, trim and smoothen

UNIT4: Transforming

- Transform Tool
- Object > Transform > ***
- "Free transform mode": "E"
- "Shift", "Shift + Alt", "Ctrl"
- Object > Envelope Distort > *** > Expand/Release
- Object > Transform > Reset Bounding Box

UNIT5: Layers and Grouping

- Locking: prevents editing of other layers
- Usually lock guides layers: "Select + Shift"
- "Select + Alt": multiple action (lock/unlock, visible/invisible)
- "Ctrl + G": to Group

UNIT6: Pathfinder and more with Anchors and Paths

- Pathfinder: 1) Unite (join objects) 2) Divide 3) Trim (retain solid color)
- "Ctrl + Shift + G": to ungroup
- 4) Intersect (opposite of trim, overlapping path) 5) Crop (makes a sort of frame) 6) Merge
- Select Anchors (using direct selection tool)
- Save selection: to save anchor points (Select > ***)

SECTION 3 – WORKING WITH COLORS AND PATTERNS (5 UNITS)

UNIT1: Fill, Stroke, Gradient and Color

- Stroke: round, joints, dash line (dotted lines)
- Play around with Gradient Tool: radial, linear
- Built in Color Swatches (Check them out)

UNIT2: Colors 2

- Edit > Color Settings
- Smart Colors: used for logos and brand
- Color Books (library of colors)
- Make a Color/Color group global (to batch change)
- "Save Swatch Color" as an ". ase" file to export to color group
- Windows > Color Guides > Harmony Rules
- "Select" > "Same" > ***
- Eye drop Tool, "Gradient Mesh"

UNIT3: Colors 3

- Rich colors
- Edit > Edit Color > Recolor Artwork, Adjust Color Balance, Blend Horizontal

UNIT4: Create a Flower

- "Shift + C": convert anchor
- "Select + G + move": Gradient Bar
- "Ctrl + Shift + Alt + Bracket" (nawa oh)

UNIT5: Patterns Fills (and brushes)

- Pattern Option, Brushes Panel
- Swatch Lib > Pattern > ***
- Design Patterns > Drag it over to Swatches (Important for Logo design)
- Expanding shape after putting pattern makes them single shapes
- Brushes have different types

SECTION 4 – TYPE AND PANELS (4 UNITS)

UNIT1: AI Tutorial (3D Effects)

- Effect > 3D > Rotate/Revolve (works with symmetry)/Extrude

UNIT2: Type (Character Panel)

- Type Tool
- Type in a box
- Edit > Preference > Type > Font Preview (to set preview to Large)
- Type > Type on a Path > ***

UNIT3: Paragraph Panel and Editing

- Use Text boxes when you can
- "Alt" + "Number pad Combo": to get special characters
- Type > Glyphs

UNIT4: Advanced Type and Paragraph Tools

- Windows > Type > Tab > (don't really grab)
- Windows > Type > OpenType

SECTION 5 – EFEECTS AND APPEARANCES (6 UNITS)

UNIT1: Make a Glossy Button

- Transparency

UNIT2: Basic Effects

- Effect > Style > Drop Shadow > SVG Filter/ Scribble
- Appearance Panel
- "Alt + Shift + Drag"
- Some Effects are CPU and GPU intensive

UNIT3: Effects (AI Type)

- Illustrator Effects
- Transform Effect
- "Flare Tool": too sharp
- Blend Tool (blending extruded shapes)
- Warp Tool (bloat, twirl…)
- "Did not get the Explosion part" (Flare > Crystalline)

UNIT4: Effects (PS Type)

- Blur: uses a lot of space and memory
- Artistic Brush Strokes; Effect Gallery
- "Rasterize"

UNIT5: Appearances

- Appearances Panel gives quick access to effect
- Opacity (for Drop Shadow (drop) to 20%)
- "Clear Appearances"
- Can have two strokes on an object

UNIT6: Moving Appearances and another look at Styles

- Appearance Panel is very important
- "show thumbnails":
- You can drag drop Appearances
- "Shift + F5": Graphic Styles

SECTION 6 – MAKING A DESIGN IN AI (6 UNITS)

UNIT1: Making a Design 1

- "free web graphics": free charts (freewebdev.com)

UNIT2: Making a Design 2

- Select Box + Image: making clipping mask
- Background Image: using Gradient to fade it
- Path > Offset Path
- In design everything should have a purpose
- Check out Font Combination

UNIT3: Setting up for Perspective Drawing

- 1 point, 2 points and 3 points Perspective Drawings
- View > Perspective Grid > ***
- "Define Perspective Grid": to save your edited Grid
- Checkout 1, 2 and 3 points Perspective Drawings

UNIT4: Using Perspective Drawing

- 1, 2, 3 and 4: to change Perspective
- "Drag" + 5; Alt + Select to copy
- Windows > Symbol Tool
- Google for more stuff

UNIT5: Making a City in Perspective 1

- Blend Tools > Steps
- Edit > Color

UNIT6: Making a City in Perspective 2

SECTION 7 – AI ADVANCE FEATURES (6 UNITS)

UNIT1: Symbol Sprayer and Friends

- Object > Envelope Distort > With Mesh / **
- Symbol Sprayer

UNIT2: Advanced Selection (tolerance, group selection, isolation mode)

- Magic wand tool: select based on color/stroke
- Tolerance: degree of color or … (similarities)

- Lasso Tool to select

UNIT3: Actions & Automations Basics

- Action Panel
- Not all actions can be automated

UNIT4: Actions & Automations 2

- Once more not all actions can be automated
- Action Panel > Batch (working with many files) > ***

UNIT5: Background Mastery

- Drag image over the edges
- Divide it into quadrants
- Check out Illumonisity and blending tool

UNIT6: Shortcuts

- Edit > Keyboard Shortcuts
- www.rwillustrator.blogspot.com

SECTION 8 – SUMMARY

- Adobe Illustrator Tutorial Summary and Further Studies
- When in doubt: google it, re-watch tutorial, play width tool/command