

## ADOBE ILLUSTRATOR CS6

### Chapter-1

Introduction to illustrator  
Difference between bitmap  
& vector image

### Chapter-2

Create a new files  
-with art board settings

### Chapter-3

Intro to menu-bar,tools  
Intro to workspace-  
swatches  
Uses of tool panel ,Edit an  
object

### Chapter-4

Understand the pen tool,  
anchor point  
Text tool, alignment of  
paragraph  
Hand tool

### Chapter-5

Paint brush tool  
Change color & size of  
stroke  
Brush definition & Brush  
library menu

### Chapter-6

Edit color of an image  
Great gradient mesh  
symbol panel & tool  
Sprayer,  
shifter,sizer,stainer,spinner  
and screener  
Blend tools and option

### Chapter-7

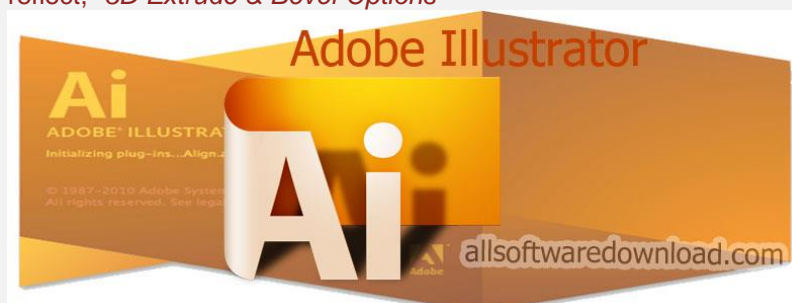
Layers, working of layers  
Using of layer panel  
Various symbols in  
illustrator

### Chapter-8

how to save a file  
save in many formats  
basic color and gradient  
color  
uses of swatches library

### Chapter-9

Fill the stroke color  
-with color picker & eyedropper tool  
Save file in EPS format  
Text shadow effect  
reflect,- *3D Extrude & Bevel Options*



### Chapter-10

More *3D Extrude & Bevel Options*  
Surface, light intensity, blend steps  
Shading color options  
Using map art

### Chapter-11

Graphics styles menu  
3D effects on object  
button creation ,3D revolve option  
3D rotate option-distort & transform option  
More option with distort & transform

### Chapter-12

Path finder effects  
Stylize option  
SVG filter options

### Chapter-13

Effect gallery –filter gallery  
Trace an object from image  
Designing –create wooden texture  
Understanding trace options  
**Learn and make - Working examples**

### Chapter-14

Create the logo

### Chapter-15

Character making with layers

### Chapter-16

Cartoon character making and coloring

