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[Fundamentals of Creating Figures with Illustrator Part 1](#)

Drawing figures can help your audience understand concepts that are important to you and, if your figure is well designed, it will get reused and spread your ideas even further. This lecture/demo will cover the workflow for designing and creating reusable visual assets for a figure, and how to use various drawing and painting tools in Adobe Illustrator. The first session will introduce basic drawing tools and cover how to create a simple reusable figure, as well as how to adapt existing figures. The second session will explore the basic design principles and tools to compose more complex figures. Neither session covers assembling figures from data.

PART 1: Basic drawing tools and editing existing figures

- Learn to draw new, reusable visual assets in Illustrator
- Understand fundamentals of tracing images in Illustrator
- Learn how to capture and use vector art from other sources

