

Course:**Adobe[®] Illustrator[®] CS3:**

Duration: 3 days**Course Description**

Adobe[®] Illustrator[®] CS3 is a sophisticated graphics application that helps you to create complex and attractive designs with type effects. You can create logos, advertisements, and other illustrations with ease using this software. However, creating complex designs can be overwhelming if you are not familiar with the tools present in Adobe Illustrator and their features. In this course, you will learn to use Adobe Illustrator CS3 by drawing and manipulating simple shapes to create logos. You will also combine text and graphics to create advertisements.

Course Objective: You will use Adobe Illustrator CS3 to create illustrations such as logos and advertisements that include type and graphics. You will learn for designers, publishers, pre-press professionals, marketing communications professionals, or people switching to a design job or taking on design responsibilities, who need to use Illustrator to create illustrations, logos, advertisements, or other graphic documents.

Target Student: This course is intended for designers, publishers, pre-press professionals, marketing communications professionals, or people switching to a design job or taking on design responsibilities, who need to use Illustrator to create illustrations, logos, advertisements, or other graphic documents.

Prerequisites: Before taking this course, students should be familiar with the basic functions of their computer's operating system such as creating folders, launching programs, and working with windows. Students should also have basic Windows application skills such as copying and pasting objects, formatting text, and saving files.

Performance-Based Objectives

Upon successful completion of this course, students will be able to:

- Ⓞ create simple and freeform shapes.
- Ⓞ create logos using simple shapes.
- Ⓞ create logos using custom paths.
- Ⓞ enhance logo text.
- Ⓞ manipulate body type.
- Ⓞ create an advertisement.
- Ⓞ organize creative assets using Adobe[®] Bridge.

Course Content**Lesson 1: Creating Simple Shapes**

- Topic 1A: Create a New Document
- Topic 1B: Customize the Workspace
- Topic 1C: Draw Basic Shapes with the Shape Tools
- Topic 1D: Draw Basic Freeform Shapes with the Pencil Tool

Lesson 2: Creating Logos Using Simple Shapes

- Topic 2A: Format Objects
- Topic 2B: Manipulate Objects
- Topic 2C: Insert Type

Lesson 3: Creating Logos Using Custom Paths

- Topic 3A: Draw Paths with the Pen Tool
- Topic 3B: Modify Existing Shapes
- Topic 3C: Duplicate Objects
- Topic 3D: Apply Graphic Styles

Lesson 4: Enhancing Logo Type

- Topic 4A: Apply Gradients to Type
- Topic 4B: Flow Type on a Path
- Topic 4C: Apply an Envelope to Type

Lesson 5: Manipulating Body Type

- Topic 5A: Import Body Type
- Topic 5B: Format Type with Styles
- Topic 5C: Find and Replace Text
- Topic 5D: Fix Spelling Errors
- Topic 5E: Insert Typographic Characters

Lesson 6: Creating an Advertisement

- Topic 6A: Import a Graphic
- Topic 6B: Align Objects
- Topic 6C: Apply Spot Colors
- Topic 6D: Wrap Text
- Topic 6E: Export a File

Lesson 7: Organizing Assets with Adobe® Bridge

- Topic 7A: Customize the Adobe Bridge Workspace
- Topic 7B: Append Metadata to Assets

Lesson 8: Creating Complex Illustrations

- Topic 1A: Create a Custom Shape Using Simple Shapes
- Topic 1B: Create Compound Paths
- Topic 1C: Offset Paths
- Topic 1D: Erase Shapes

Lesson 9: Enhancing Complex Illustrations

- Topic 2A: Apply Effects
- Topic 2B: Create Symbols
- Topic 2C: Create Custom Brushes
- Topic 2D: Organize Objects With Layers
- Topic 2E: Modify Global Colors
- Topic 2F: Create a Mesh

Lesson 10: Creating a Vector Version of a Raster Graphic

- Topic 3A: Open Layered Photoshop Documents
- Topic 3B: Trace Raster Images Manually
- Topic 3C: Trace Artwork Automatically
- Topic 3D: Adjust the Results of Tracing
- Topic 3E: Apply a Custom Preset
- Topic 3F: Convert a Traced Object to Paths

Lesson 11: Coloring Artwork

- Topic 4A: Apply Color Using Live Paint
- Topic 4B: Correct Gaps in Objects
- Topic 4C: Convert Objects to Live Paint Groups
- Topic 4D: Apply Color Using Live Color

Lesson 12: Creating Special Effects

- Topic 5A: Simplify Paths
- Topic 5B: Create Masks
- Topic 5C: Create 3D Effects
- Topic 5D: Create Blends
- Topic 5E: Share Graphic Styles

Lesson 13: Applying Color Management

- Topic 6A: Decide When to Use Color Management
- Topic 6B: Set Up Color Management

Lesson 14: Outputting Documents

- Topic 7A: Create a Crop Area
- Topic 7B: Preview an Overprint
- Topic 7C: Print a Composite Proof
- Topic 7D: Create Color Separations
- Topic 7E: Create an Adobe PDF File

Lesson 15: Exporting Graphics for the Web and Mobile

- Topic 8A: Convert Colors to Web-Safe Colors
- Topic 8B: Create Slices
- Topic 8C: Add Interactivity to an SVG File
- Topic 8D: Export Web Graphics
- Topic 8E: Preview an Illustration for Mobile Output