

Introduction to Adobe® Illustrator® CS3

Whether you need to create simple business graphics or complex logos, mastering Illustrator begins by mastering the basics taught in this *one-day* class. Learn how to create and modify basic shapes, and then how to combine, transform, and reuse those shapes for greater flexibility and efficiency. Work with layers to control multiple objects and add text to your illustration.

Objectives:

- Navigate within Illustrator
- Select and modify paths using the selection tools
- Apply fill and stroke to an object
- Draw basic shapes
- Copy and transform shapes
- Control stacking order and work with layers
- Add type to an image

Outline:

Illustrator Work Area

- View artwork
- Switch between outline and preview
- Work with palettes

Selecting and Modifying Paths

- Anchor points
- Direction points and direction lines
- Paths and path segments
- Use the Selection tool
- Use the Direct and Group Selection tools

Applying Paint

- Fill and stroke with color
- Build a custom palette
- Copy paint attributes

Creating Basic Shapes

- Draw shapes
- Copy and scale shapes
- Draw simple pen paths

Working with Layers

- Show and hide layers
- Rearrange layers
- Move objects from one layer to another
- Lock layers

Transforming Objects

- Align objects
- Scale, rotate, flip objects
- Use the free transform tool

Working with Type

- Create point type
- Create area type
- Create path type
- Format type