

ILLUSTRATOR CS6 ADVANCED

This course advances your level of efficiency and design ability to a professional level, giving you valuable skill sets necessary in designing and managing multiple and/or large projects. Such skill sets include automating changes in graphic appearances and effects across artworks, building complex shapes and drawings, coloring intricate objects, creating 3D models and masking images. Once mastered, these skills will enable you to work efficiently in Illustrator like an experienced designer.



Intermediate Users



1 Day (9am to 6pm)

REGISTER

Building Complex Shapes & Drawings

- Creating Varying Widths on a Path using Width Tool
- Instantly Trace the Outline of a Complex Path
- Automatically Reduce Anchor Points in a Complex Shape to Simplify the Controls
- Drawing Behind and Inside an Object Instantly
- Create Complex Shapes using Shape Builder Tool
- Combine and Subtract Complex Shapes Intuitively
- Applying Pathfinder Operations
- Creating Shapes Organically using Blob Brush Tool

Automating Changes in Text Using Type Styles

- Understanding the Different Type Styles
- Creating and Applying Paragraph & Character Styles
- Automatically Update Type Attributes Across Multiple Artworks

Creating 3D Objects for Product Mock-Ups

- Creating & Editing a 3D Effect
- Manipulating the Lighting Settings of a 3D Object
- Mapping an Artwork on a 3D Object

Designing with Colors & Patterns

- Finding and Saving a Spot Color
- Locating a Preset Pattern using Libraries
- Creating a Customized Pattern Design
- Exploring the Settings in Pattern Options Panel
- Coloring a Complex Figure using Live Paint
- Manipulating Regions of a Live Paint Group
- Making Intersecting Paths Transparent
- Simulating Closed Gaps using the Gap Options

Building Artwork in Perspective

- Choosing and Customizing a Preset Grid
- Drawing objects on Different Perspective Planes
- Modifying & Duplicating Objects on Different Grids
- Working with Text, Artwork & Symbols
- Moving Objects Along the “Hidden” Perspective
- Manipulating Objects and Planes Together

Automating Changes in Appearances & Effects Using Graphic Styles

- Working with Appearance Panel
- Designing with Additional Strokes and Fills
- Applying an Appearance Attribute to a Layer
- Automating Changes to Multiple Objects and Layers using Graphic Styles
- Replacing Graphic Style Attributes
- Updating the Appearance of Multiple Artworks
- Adding Multiple Graphic Styles to an Object

Advanced Masking Techniques for Images

- Placing, Linking and Embedding Images
- Hiding Portions of an Image using Mask
- Applying & Manipulating a Mask Effect
- Creating an Advanced Mask with Multiple Objects
- Using a Compound Path for Masking
- Working with Transparency Panel
- Creating a Fading Mask Effect
- Getting Information from the Links Panel
- Replacing & Updating Linked Images
- Exporting a layered file to Photoshop

Also Consider: Acrobat X Pro: Essentials, InDesign CS6: Essentials & Photoshop CS6: Essentials

