



Syllabus & Curriculum For Certificate Course In Illustrator

Prepared by DOEACC Centre, Calicut



Syllabus & Curriculum
For Certificate Course In
Illustrator

1. Course Description

Adobe Illustrator is a vector-based drawing program developed and marketed by Adobe Systems. This program is used for creating and designing of artwork such as logos, illustrations, brochures etc. It provides sophisticated tracing and text manipulation capabilities as well as color separations. Illustrator was originally developed for the Mac in 1987 and, up until Version 7.0, which was introduced in 1997; the Mac version included more features.

2. Pre-requisite

Students should have basic knowledge in using Windows operating system. and to access and work with the files and programs using Windows OS. It will be more preferable, if you have some designing and artistic skills.

3. Hardware & Software requirements

Hardware: Personal Computer or a terminal with 115MB free Hard disk space and 256MB RAM for reasonably good performance.

Software: Adobe Illustrator CS2, CS or 7.0 with Windows (XP, 2000, or 98)/ MAC OS

4. Course objectives and content

Upon completion of this course students will be able to:

- Create quality artworks and graphics utilizing the various tools in Illustrator
- Demonstrate knowledge of text and typography, Color, image manipulation and basic layout for a print-based output for multimedia.
- Develop skills in using: page layout, image capture and manipulation
- Demonstrate good skill in vector drawings and logo designing
- Demonstrate basic skills in developing a time-based production.

5. Suggested reference material

a. Text books

- 1 Adobe Illustrator CS2 Classroom in a Book. San Jose, CA:
- 2 Illustrator CS2 Bible by Ted Alspach and Brian Underdahl

b. Recommended Web sites

1. <http://apex.vtc.com/illustrator10.php>
2. <http://www.docnmail.com/learn/Illustrator.htm>
3. <http://www.smashingmagazine.com/2007/02/03/adobe-illustrator-tutorials/>
4. <http://www.tutorialselect.com/>

c. CDs

- 1 Adobe Illustrator 10 Training CD / DVD
- 2 Mastering Illustrator CS by CBT Planet
- 3 Adobe Illustrator CS2 Revealed
- 4 Illustrator CS: Complete Set of 6 Includes
Illustrator CS, Volumes1-6.

6. Examination /Evaluation scheme

The evaluation will be done based on one theory Examination of 2 hours and practical examination of 3-hour duration.

- a. Theory Examination: The examination will be of 2 hours duration and will contain 100 objective type questions with maximum marks of 100.
- b. The questions will be in proportion to the weightage of the modules described in this curriculum.
- c. Practical Examination: One Practical examination of 3 hours duration will be conducted on the modules described in the curriculum. The maximum marks will be 100.

7. Suggested duration for Theory, Practical sessions and Project

Sl.No	Modules	Duration in hrs			Weightage of Modules
		Theory	Lab	Final Project	
1	Illustrator : Getting started	10	10	10	25%
2	Illustrator: Drawing, Editing and Symbol tools	30	20		25%
3	Type Formatting Filters and Effects	10	10		20
4	Illustrator: Web Application and Image Integration	20	10		20%
5	Illustrator: Advanced and Printing options	10	10		10%
Total		80	60	10	100%

Detailed Syllabus

Contents

Module 1: Illustrator Getting Started

Module 2: Illustrator Drawing, Editing and symbol tools

Module 3: Type Formatting, Filters and Effects

Module 4: Illustrator Web Application and Image Integration

Module 5: Illustrator Advanced and Printing Options

Module 1 Illustrator: Getting Started

Introduction, Workspace & Navigation

- Using the Welcome Screen
- Introducing Vector Based Paths
- Working with Layers in Illustrator
- Introducing Anchor Points
- Creating a New Document
- Repositioning and Adjusting View
- Saving the Document
- Utilizing Illustrator Startup Documents
- Page tool
- Setting Up Preferences
- Using Color Settings
- Configuring Palettes & Workspace
- Using Navigations

Selections

- Selection tool
- Direct selection
- Group selection
- Selection lassos
- Selecting stray points
- Magic wand selection

Smart Guides and Rulers

- Rulers introduction
- Creating guides
- Smart guides
- Smart guide options
- Grids
- Measure and info tools

Fills and Stroke and Color

- Introduction to Fill and Stroke
- Modifying and Arranging the Stroke of an Object
- Display Artifacts and Stroke Palette options
- Filling and Arranging Objects in a document
- Creating a fill Pattern
- Color introduction
- CMYK vs. RGB
- An Overview of the Color Palette

- The Color Spectrum Bar and Dialing in colors
- Black vs. Rich Black in the Color Palette
- Creating and Saving new Color Swatches
- Color picker
- Color picker theft
- Snap to pixel
- Moving snap pixel

Gradients & Gradient Mesh

- Gradients introduction
- Using the Gradient Tool
- Applying a Gradient
- Editing gradients
- Using the Gradient Palette
- Using the Gradient Slider Bar
- Gradient libraries
- Using Swatches
- Adding Colors
- Making Color Adjustments
- Using the Eye Dropper Tool
- Reviewing the Appearance Palette and Gradients on Strokes
- Creating a Gradient Mesh
- Expanding a Gradient Mesh
- Modifying Gradient Mesh Colors
- Modifying Gradient Mesh Points and Control Handles
- Applying Other Gradient Mesh Color Change
- Adjusting Gradient Mesh Preferences
- Blending Objects into the Gradient Mesh

Layers and Grouping

- Layers introduction
- Organizing layers
- Selecting layers
- Grouping layers
- Locking Layers
- Group selection
- Duplicating layers
- Sub-layers
- Collect and flatten
- Creating templates
- Placing paths

Module 2 Illustrator Drawing, Editing and Symbol Tools

Drawing with Lines and Shapes and Brushes

Line

- Line segment tool
- Arc tool
- Spiral tool
- Rectangular grid tool
- Polar grid tool
- Spaz line tool
- Moving lines

Shapes

- Rectangle tool
- Rounded rectangle tool
- Ellipse tool
- Polygon tool
- Star tool
- Flare tool
- The spaz modifier
- Using the Flip Tool to Mirror Shapes
- Combining Shapes
- Tilde Key Function

The Pen Tools and Path Editing

- Pen introduction
- Convert anchor point
- Additional and sub anchors
- Joining anchors
- Introducing Path Transformations
- Combining Path
- Dividing Paths
- Grouping Paths
- Using Bridge

- Creating a Tracing Template
- Drawing with the Pen Tool
- Modifying a Path
- Using and Editing Spline Curves
- Using Beziér Curves
- Creating a Cusp Point
- Modifying and Converting Beziér Curves
- Using the Offset Path Dialogue Box
- Cutting, Extending, and Closing Paths
- Filling Paths
- Clipping with Mask

The Pencil Tools

- Basic pencil tool
- Smooth tool
- Eraser tool

Drawing with Brushes

- Paintbrush introduction
- Calligraphic brush
- Art brush
- Pattern brush
- Loading and saving brushes
- Creating custom Brushes
- Editing your art brush stroke
- Converting Text To An Art Brush
- Pressure sensitive Drawing with a tablet

Symbols Tools

- Symbol introduction
- Creating custom symbols
- Accessing Symbol Libraries
- Manipulating and Duplicating Symbols
- Altering All Instances of a Symbol
- Replacing All Instances of a Symbol
- Building blocks
- Symbol sprayer
- Symbol shifter tool
- Symbol scruncher

- Symbol sizer
- Symbol spinner
- Symbol stainer
- Symbol screener
- Symbol styler
- Saving default symbols

Transform tools

- Scale tool
- Scaling patterns
- Rotation tool
- Rotating a pattern
- Reflect tool
- Twist tool
- Sheer tool
- Reshape tool

Cutting tools

- The scissor tool
- The knife tool

Charts and Graphs

- Creating graphs
- Changing the graph type
- Coloring graphs
- Styling type
- Column designs
- Value divisions
- Design markers
- Other line graphs

Alignment and distribution

- Re-positioning art
- Object alignment
- Mouse directed movement

Module 3 Type formatting, Filters and Effects

Working with Types

- The type tool
- Area type tool
- Path type
- Vertical type tool
- Block text
- Rows and columns
- Wrap text
- Missing font
- Creating outlines
- Spell checking
- Font attributes
- Character palette
- Formatting paragraphs
- Importing texts into Illustrator
- Moving Text to a New Text Container
- Moving Text and Altering Line Spacing
- Type transformation
- Copying Text formats

Appearance and Styles

- Styles introduction
- Multiple strokes and fills
- Converting effect to shape
- Group appearance
- The text bug
- Distort and transform
- Offset path effect
- Pathfinder effects
- Rasterizing
- Document Rasterization
- Stylize effects
- Pixel effects
- Warp effects
- Moving and linking styles
- Sticky styles

- Reducing and clearing styles
- Making and saving styles
- Over-riding character color

Transparency and Masking

- Object opacity
- Creating an Opacity Mask
- Transparency Palette
- Targeted transparency
- Masking Edges with Clipping Masks
- Transparency clipping
- Transparency masking
- Assigning Different Opacity For Stroke And Fill
- Multiply Mode
- Knockout group
- Blending modes

Liquify, Enveloping and Meshes

- Liquify tools
- Liquify with Live Trace
- Using the Warp Tool to Liquify
- Preparing an Image for Liquify & Envelope
- Envelope introduction
- Using the Envelope Functions
- Editing Enveloped Content
- Using the warp
- Using the mesh
- Utilizing the top object
- Text distortions
- Envelope options

Filters

- Filter introduction
- Creating trim marks
- Pen and ink
- More lignifications

Effects

- Effects introduction
- 3D space and 3D Effects
- Applying and Adjusting 3D Extrusion Effects
- Applying and Adjusting Bevel effect
- Lighting, Shading and Gradation
- Mapping the Artwork onto the extruded object
- Modifying the object and the Mapped artwork
- Using Photoshop to help with 3D Effects
- Applying and Adjusting 3D Rotation and Revolve Effects
- Mapping Symbols onto 3D

Blending

- Blending introduction
- Blending multiple objects
- Simple Color Gradients
- Creating Custom Gradients via Blending
- Cropping Custom Gradient Blends
- Customizing Blends for Specific Shapes
- Creating Blends Between Two Shapes
- Changing the Shape of Customized Blends

Pathfinder Operations

- An Introduction to the Pathfinder Operations
- Working with the Pathfinder Palette
- Comparing Pathfinder Behaviors
- Joining Paths and the Miter Limit
- Cropping, Uniting and Arranging
- Selecting and Deselecting Paths
- Fill Options and other pathfinder operations

Module 4 Illustrator: Web Application and Image integration

Saving for the Web

- Viewing for the web
- Web prep overview
- Sizing images
- Saving as jpeg
- Matting a jpeg
- Saving as gif
- Making a lossy gif
- Gradients and gif
- Saving as swf
- swf problems
- Saving as svg
- svg effects

Slicing for the Web

- Creating slices
- Slice options
- Optimizing slices

Image Maps

- Creating image maps
- Saving and previewing

Image and Photoshop Integration

- Placing images
- Linking
- Photoshop layers
- Type for Photoshop
- Photoshop shapes

Variables Palette

- Making variables
- Styling variables
- Automating printing
- Graph variables
- Changing data
- Saving and loading data
- Linked images
- Deleting a data set

Module 5 Illustrator: Advanced and Printing options

Pre-Assembly

- Introducing Live Effects
- Dealing with Fills and Strokes
- Using the Scribble Dialogue Box
- Managing the Appearance Palette
- Introducing the Transform Command
- Reapplying the Transform Command
- Modifying Stroke Attributes
- Changing the Transform Origin
- Saving and Loading Graphic Styles

Dynamic Type Treatments

- Transform Effects and Stacking Order
- Text Effects, Warnings and Selection Settings
- Applying the Warp Effect and Editing Text
- Applying a Stroke and Transforming the Text
- Thickening the text using Path options
- Creating Drop shadows & Text Effects
- Filling Text with Color and Gradients

Auto Trace and Live Trace

- Auto trace
- Auto trace preferences
- Reviewing Files for Live Trace
- Using the Live Trace Tool
- Applying Threshold and Minimum Area
- Reviewing Adjustments and View Tracing Option
- Reviewing Trace Settings Tracing Option
- Expanding Traced Items to Paths
- Using Tracing Options for Color
- Altering Swatches in Color Tracing

Live Paint

- Live Painting Fills
- Live Painting Strokes
- Live Paint-Bucket Basics
- Live Painting Update On Fly
- Paint Bucket Tricks
- Live Painting Paths
- Leaving Isolation Mode
- Selecting Paths In Live Paint
- Selection Tool In Live Paint
- Layering Strokes In Live Paint
- Live Painting A Trace
- Gap Detection
- Close Gaps With Paths

Customizing the Keyboard

- Creating your own shortcuts

Printing & Exporting

- Setting Document Trim Size
- Creating Page Bleed
- Setting Imageable Portion of Output Page
- Preparing General Setup Output Settings
- Preparing Print Bleed Settings
- Preparing Printer Settings
- Altering Document Rasterize Settings
- Saving Print Settings
- Exporting Documents as Different File Types

