

### Illustrator course-Heb

Lecturers: Oren Shimon, Keren Kaztav

10 sessions (40 academic hours each, delivered in Hebrew)

#### Course description:

The course provides knowledge and hands-on expertise in using market-leading vector graphics editing software application Adobe Illustrator. During the course, you'll learn to use advanced tools for two-dimensional illustration and drawing, logo design, icon creation, sophisticated typography and more.

#### Course objectives:

- Acquaintance with Illustrator tools, including brushes, icon creation tools, effects, text/typography and many more.
- Mastery of techniques to streamline and enhance Illustrator software usage.
- The ability to export Illustrator designs to various file formats.
- Interoperability with other graphic design applications, such as Adobe Photoshop.

#### Course deliverables:

The Illustrator course will provide students with basic working tools and skills. On completion of the course, you'll be able to design logos, draw illustrations (no prior knowledge required), create icons, and produce notices, posters and more.

#### Course requirements:

Presence and active participation in course sessions, and submission of a homework assignment in every session.

## Course / Module topics:

### Session 1 - Start with Illustrator

- Basic concepts in the digital world
- File saving formats
- Open a new file in Illustrator
- Save a file in Illustrator
- Export Files
- Basic commands for working with Illustrator
- Enlarge and reduce document view
- Adding rulers
- Working with Guides - Guides
- Working with a Grid
- Drawing using basic shapes - rectangle, oval, polygon, star
- Select objects using the black arrow tool
- Edit objects using the white arrow tool
- Working with Groups
- Align objects
- Fill an object

### Session 2 - Fill Objects

- Gradient fill - creation and editing
- Pattern fill - creation and editing

### Session 3 - Combining Shapes and Line Tools

- Working with line tools
- Stroke Panel
- Convert a Paths to a shape
- Combining and cutting shapes using the Pathfinder window
- Connecting and cutting shapes using the Shape Builder tool • Eraser, Knife and Scissor tools

#### Session 4 - Working with Path

- Working with Paths - Introduction
- Create shapes and paths using the PEN tool
- Create shapes and paths using the Curvature tool
- Create shapes and paths with the pencil tool
- Working with Layers Panel

#### Session 5 - Working with Path

- Text Box and Text Point
- Paragraph Panel Options
- Character Panel Options
- Text on Path
- Area Type Tool
- Creating a list of tabs
- Edit text using the Touch Type tool
- Text Warp
- Font Icon

#### Session 6 - Working with Mask

- Appearance Panel
- Graphics Style
- Clipping Mask
- Draw Inside
- Vector Mask

### Session 7 - Working with Mask

- Types of brushes
- Creating and editing a calligraphic brush
- Creating and editing a scatter brush
- Creating and editing an artistic brush
- Creating and Editing a Pattern Brush
- Creating and editing a "bristle" brush
- Keeping a brush library
- Convert a brush to a shape
- Symbols

### Session 8 - Advanced work with Color Panel

- Swatches Panel
- Color Guide Panel
- Recolor Panel
- Mesh Gradient - advanced painting
- CC Libraries Panel
- Paint shapes using the Live Paint command

### Session 9 - Effects

- Working with an Envelope
- Import and manage image files
- Convert image to Vectors
- Create 3D objects
- vector effects
- pixel-based effects

### Session 10- IMAGE-INTEGRITY

IMAGE INTEGRITY— delivered by Keren Kaztav, Head of Design, Photography and Printing Branch.

**Notes:**

- Literature will be handed out at the beginning of the course.
- This course is recognized by the FGS as an external course for life science students warranting the Following CPs:
  - Illustrator long – 1.5 CP
- On completion of the course and receipt of the course graduation certificate, it is the responsibility of the student to send the certificate to the FGS Courses Coordinator (Ms. Ruth Kamensky) to receive the credit points.