

Illustrator course

Directed by Oren Shimon

- Several hours per week - 3
- Number of lessons - 9

About the course:

The course imparts knowledge and ability to use Illustrator software, the leading software in the field of drawing and illustration tailored to the needs of scientists.

Course Objectives:

- Familiarize yourself with Illustrator tools such as drawing tools, painting and filling methods, three-dimensional painting and more.
- Learn techniques for optimizing and improving software work
- Export files from Illustrator in various formats

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
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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
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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
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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
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Session 6 - Working With Mask

- Appearance Panel
 - Graphics Style
 - Clipping Mask
 - Draw Inside
 - Vector Mask
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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
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Session 9 - Effects

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