

Illustrator

Adobe Illustrator has become an industry-standard and is used for producing **print, multimedia and on-line graphics**. It can be used to create such elements as **illustrations, drawings, maps, logos, advertisements, multimedia** and **web navigation graphics**. - Drawings created in Illustrator are commonly exported to desktop publishing programs such as **QuarkXPress** or **PageMaker** to form part of a larger publication. - Users with experience of using software like CorelDraw or Macromedia Freehand will find many familiar tools and techniques.

Basics	<ul style="list-style-type: none"> • Overview of feature • Illustrator's approach to drawing • Setting stroke and fill attributes • Printing documents • Basic geometrical shapes • Drawing straight paths • Drawing curved paths • The freehand tool • The autotrace tool • Selecting and arranging objects • Editing objects
Text handling	<ul style="list-style-type: none"> • Entering and editing text • Text labels and text boxes • Entering text along a path • Entering text within a path • Creating and editing text outlines
Drawing techniques	<ul style="list-style-type: none"> • Creating your own patterns • Measuring and constraining • Guide objects and crop marks • Hiding and locking objects • The transformation tools • The use of compound paths • The use of masking objects • The blend tool • Working with layers • Overview of Illustrator filters
Setting object attributes	<ul style="list-style-type: none"> • Defining colours • Saving colours as swatches • Spot and process colours • Setting stroke attributes • Adding arrows • Setting fill attributes • Creating gradients • Applying gradients
Manipulating objects	<ul style="list-style-type: none"> • Making selections • Saving selections • Moving objects • Duplicating objects • Aligning objects • Changing the stacking order • Grouping and ungrouping • Locking and hiding
Graphs	<ul style="list-style-type: none"> • Creating a graph • The graph types • Importing data