



# Adobe Illustrator

## Workshop outline

Adobe Illustrator provides all the tools you need to create logos, infographics and stylised illustrations. Get inspired in this two-day introduction.

This is a guide to the topics that we aim to cover in the workshop. Each topic is broken down into individual outcomes and objectives. Each workshop will be tailored to the pace and interests of participants as it progresses, so the actual content may vary.

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### Getting started

#### Introducing Illustrator

Explain the purpose of Illustrator: discuss what Illustrator can help accomplish, and identify its boundaries.

#### Understanding digital artwork formats: bitmap/raster/pixel-based versus vector/line-based

Define the unique characteristics of bitmap/raster/pixel-based and vector/line-based artwork; discuss the advantages/disadvantages of each approach.

#### Understanding how Illustrator works with other software

Define Illustrator's place in the wider Adobe Creative Cloud collection of applications; consider its uses in various environments.

#### Finding your way around Illustrator

Navigate Illustrator's toolbars, panels, menus, keyboard shortcuts, workspaces, display modes and preferences.

#### Understanding key concepts

Define common concepts and behaviour shared by various tools, including paths; Bézier curves; fills; strokes; selections.

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### Managing documents

#### Creating new documents

Create new documents containing single or multiple artboards; discuss where and why it might be appropriate to include bleed.

#### Working with existing documents

Open or place existing artwork; navigate the browsing and organising functionality of Adobe Bridge CC.

#### Managing multiple documents

Work with multiple documents and different window arrangements.

Everything was broken down very clearly, perfect for a beginner

Fun, well-organized, informative

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<b>Navigating documents</b>	View sections of artwork in more detail using the Navigator panel, Zoom and Hand tools.
<b>Using rulers, grids and guides</b>	Show/hide rulers; change the units of measurement; configure grids and add/edit/remove guidelines for accurately aligning artwork elements.
<b>Working with artboards</b>	Use the Artboard tool to add and remove artboards; edit the size and properties of existing artboards.

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## Working with objects

<b>Drawing 'primitive' shapes</b>	Draw regular-shaped objects using the Line; Rectangle; Ellipse; Polygon and Star tools.
<b>Working with fills and strokes</b>	Add and remove coloured fills and strokes to objects. Modify stroke appearance using the Stroke panel.
<b>Managing objects</b>	Use the Selection tool, Edit and Object menu options to select, move, duplicate, lock, hide and delete objects.
<b>Transforming objects</b>	Use the Selection, Rotate, Reflect, Scale and Shear tools and the Transform panel to make basic modifications to objects.
<b>Grouping objects</b>	Use the Selection, Magic Wand, Lasso and Select Same tools to select multiple objects; group and ungroup objects; edit group contents in isolation mode.
<b>Aligning and distributing objects</b>	Use the Align panel to line-up and evenly distribute multiple objects.
<b>Combining/intersecting objects</b>	Combine and intersect objects using the Shape Builder tool, the Pathfinder panel and the Compound Path feature; discuss the advantages/disadvantages of each.
<b>Drawing custom/irregular objects</b>	Use the Pen and Curvature tools to draw custom and irregular objects using Bézier curves; manipulate objects point-by-point using the Direct Selection and anchor point tools.
<b>Freehand drawing</b>	Use the Pencil, Paintbrush and blob brush tools to draw freehand paths and shapes.
<b>Live Painting</b>	Use the Live Paint Bucket and Live Paint Selection tools to intuitively select, manipulate and apply colour to objects.
<b>Understanding the stacking order</b>	Describe how objects are stacked one on top of another; change objects' arrangement within the stacking order.
<b>Working with clipping masks</b>	Create an object whose shape masks other artwork, so that only areas that lie within the shape are visible; edit clipping sets in isolation mode; release clipping masks.

Brilliant,  
inspiring, useful

Interactive with  
good practical  
exercises

Practical,  
creative, friendly

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## Working with text

<b>Adding text</b>	Use the Type tool to add short, free-form pieces of text; the Area Type Tool to add longer pieces of text in contained areas; and the Type on a Path tool to add text that follows paths.
<b>Formatting text</b>	Format text using the Character and Paragraph panels, and the Touch Type tool; find fonts using Adobe's TypeKit service.
<b>Wrapping text around objects</b>	Use the Text Wrap feature to control how text flows around objects.

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## Converting text to shapes

Convert editable text to conventional shapes to allow for further manipulation; discuss the advantages/disadvantages of doing so.

Very clear intro to the software: a great basic toolkit

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## Working with layers

### Understanding how and why Illustrator uses layers

Explain what layers are and how they can be used.

### Creating, duplicating, merging and deleting layers

Use the Layers panel to create, duplicate, merge and delete layers.

### Showing, hiding, locking layers

Use the Layers panel to toggle the visibility of layers and lock layers so they cannot be edited.

### Organising and grouping layers

Use the Layers panel to rearrange, rename and group layers together.

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## Working with patterns, brushes and symbols

### Creating regular fill patterns

Create and modify patterns and tiles intended for filling objects using Pattern Editing mode; work with different tile shapes and properties.

### Applying regular fill patterns

Apply fill patterns to objects; modify the scale and position of the pattern applied to an object.

### Creating brushes

Use the Brushes panel to create and modify and manage calligraphic, art, scatter, bristle and pattern effects to be applied to paths.

### Applying brushes

Apply brush effects to paths; modify the properties of brush strokes.

### Creating and using symbols

Use the Symbols panel to capture and consistently re-use objects; modify symbols in Symbol Editing mode; redefine symbols; manage the relationship of symbol instances to their parent symbol.

### Creating irregular patterns with the Symbol Sprayer tools

Use the Symbol Sprayer tools to create and manipulate symbol sets.

### Expanding pattern, brush and symbol appearance

Expand objects with fill patterns, brush strokes and symbol sets into their component parts for further editing.

Clear, concise, productive

It covered the basics and more

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## Working with bitmap images

### Understanding resolution

Define terms like 'dots', 'pixels', 'dpi', 'ppi'; understand how the dimensions of bitmap artwork relates to its quality when printed.

### Tracing images

Use the Image Trace panel to trace bitmap/raster/pixel-based images to vectors; discuss the various settings that control tracing behaviour and the effects that can be achieved.

### Expanding traced images

Expand traced images into their component parts for further editing.

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## Working with colour

### Selecting colours

Use the various colour selection tools, including the Eyedropper tool, Color Picker, Color and Swatches panels, and the Adobe Color service.

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<b>Working with colour swatches</b>	Save and edit swatches for frequently-used colours.
<b>Creating and working with gradients</b>	Use the Gradient tool and the Gradient panel to create, apply and modify colour blends.
<b>Understanding colour models</b>	Explain the differences between (and use-cases for) RGB and CMYK colour modes.
<b>Synchronising Creative Cloud's colour settings</b>	Use Adobe Bridge CC to synchronise colour settings across all Creative Cloud applications.
<b>Proofing colours</b>	Simulate CMYK output of RGB documents by 'soft proofing'.

The tutor guided us through all the components easily

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## Applying special effects

<b>Reshaping and distorting artwork</b>	Push, pull and distort artwork with the Transform, Reshape, Liquify and Warp tools; work with the Live Corners widget.
<b>Adding additional fills and strokes</b>	Apply multiple fills and strokes to objects using the Appearance panel.
<b>Working with transparency and blending</b>	Use the Appearance panel to vary the opacity of objects, alter the way overlapping objects interact with each other by changing blending modes.
<b>Adding shadow and glow effects</b>	Apply and edit shadow and glow effects.
<b>Photoshop filters</b>	Apply and edit Photoshop's artistic filters effects
<b>Working with Graphic Styles</b>	Ensure effects are applied consistently to multiple objects by creating and applying Graphic Styles.

Relaxed, positive, helpful

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## Saving and exporting

<b>Saving/exporting for print</b>	Save artwork in Illustrator's native file format (Ai) and other commonly-used vector file formats, including EPS and PDF.
<b>Saving/exporting for the web and other on-screen uses</b>	Export artwork for on-screen use in common file formats, including GIF, JPEG, PNG and SVG.
<b>Saving re-usable templates</b>	Save artwork for re-use in Illustrator Template format.
<b>Sharing swatches, brushes and symbols</b>	Share swatches, brushes and symbols by saving/loading libraries.
<b>Sharing artwork elements and documents using CC Libraries</b>	Share artwork elements and complete documents using cloud-based CC Libraries.

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## Taking things further

<b>Exploring Illustrator's advanced features</b>	Locate and explore Illustrator's advanced features, including those for automating repetitive tasks; drawing in 3D; creating charts and graphs; etc.
<b>Exploring other Creative Cloud applications</b>	Identify other applications in the Adobe Creative Cloud collection that extend and complement Illustrator's functionality and open up more creative possibilities.

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## Get Adobe Illustrator

Adobe Illustrator is available on subscription from Adobe, either as a single product or as part of the full Creative Cloud collection. Qualifying students and teachers are eligible for up to 65% off the standard subscription rates. Adobe Illustrator may be evaluated for free for seven days. Follow the links below for more information:

- 🔗 [Adobe Illustrator](#)
- 🔗 [Adobe Creative Cloud](#)
- 🔗 [Student and teacher deals](#)
- 🔗 [Free seven-day evaluation](#)

This workshop will be led by a trainer with Adobe Certified Instructor and CompTIA CTT+ Certified Classroom Trainer accreditation.



CompTIA CTT+  
Certified Classroom Trainer

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