

Intermediate /Advanced Adobe Illustrator

Using *The Adobe Illustrator CS2 Wow! Book* as the Primary Text

As a Three-day Seminar

&

As a Six /Eight-session Class

Sixth version prepared by Sharon Steuer and Lisa Jackmore

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Intermediate /Advanced Adobe Illustrator

Using *The Adobe Illustrator CS2 Wow! Book* as the Primary Text

(As a Three-Day Seminar)

Main Goal: Learn the “logic” of Adobe Illustrator: Memorize only the essentials.

DAY 1

(morning)

- **Scan and hand-trace using Templates with the Pen or Pencil tool**
(Chapter 5, p130–131)
- **Work with the Geometric tools and Free Transform tool**
(Chapter 1, p12, 20-23; Chapter 3, p80-81)
- **Organizing layers and sublayers: making, naming, hiding and locking**
(Chapter 1, p25-26; Chapter 5, p120-126, 132-133, 135-139)
- **Look at setting up Illustrator basics Undos, Ruler units, Smart Guides & Show/Hide Edges**
(Chapter 1, p24–28)
- **Using Basic construction tools**
(Chapter 2, p40–47, 53)

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DAY 1
(afternoon)

- **From Sketch to Live Trace and Live Paint**

Special Wow! Section, "Working with live Paint and Group isolation Mode" adopted from Real World Adobe Illustrator by Mordy Golding.

- **Live Trace** (Chapter 7, p190-193, p209, p212-216)
- **Live Paint** (Chapter 7, p194-198)

- **Work with all transformation tools and the Transform palette**

(Chapter 1, p20-23; Chapter 2, p50-52)

- **Master Bézier Curves**

(Chapter 1, p7-10 — use Zen Lessons on disk)

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In a more beginning class, proceed with the following, and tell students to review overnight.

For a more advanced class, the following would be given as an assignment for overnight — more advanced students would get to Isometric, others wouldn't.

- **Practice the Finger Dance**

(Chapter 2, p54-58)

- **Create and use a custom Perspective grid**

(Chapter 5, p142-143)

- **Create and assemble using Isometric Perspective**

(Chapter 3, p76-79)

*For help with the Pen tool: the "Ch 02 The Zen of Illustrator" folder on the **Wow! CD** includes several "Zen" practice lessons, especially the "Zen of the Pen" Bézier lessons (which include QuickTime demonstrations on drawing and editing paths and curves).*

DAY 2
(morning)

- **Basic Drawing & Coloring review**
(Chapter 1, p12–17, 29–30; Chapter 3, p60-66)

- **Colors, Styles**
(Chapter 3, p74-75)

- **Basic Brush Creation**
(Chapter 4, p90-92, 96-101,116-117)

- **Create volume and light with Gradients, play with simple Gradient mesh**
(Chapter 8, p223–224, 228, 233-242)
Show with simple cubes and cylinders.

- **Simple Patterns**
(Look at the Adobe patterns on the Adobe Illustrator CS2 Application CD-ROM)

- **Creating Repeating Patterns**
(Chapter 3, p86-87; Chapter 12, p342-343)

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DAY 2
(afternoon)

- **Basic Blends from one object and/or color to another**
(Chapter 8, p220–222, 228-229)

- **Shaping Blends**
(Chapter 7, p228–229)

- **Type basics, type on a curve**
(Chapter 6, p146-151, 162-163)

- **More Type: Masking images with letter forms, stretching type, applying effects/warps/brush strokes**
(Chapter 6, p155-157, 166-167, 168-169, 176-177, 180-184)

- **Experiment with Pathfinders**
(Chapter 7, p186-189, 199-205)

- **Working with the Appearance palette**
(Chapter 9, p288-289, 291)

- **Graphic Styles; applying object level effects and saving as styles, Scratchboard Art**
(Chapter 10, p286-287, 292-295)

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Homework: *Review, and experiment with blends, gradients and gradient mesh (Chapter 8). For a more advanced gradient mesh exercise, try Molding Mesh: Forming Bottles using Gradient Mesh (Chapter 8, p244-245).*

DAY 3
(morning)

- **Basics of working with masks**
(Chapter 12, p326-329)

- **Brushes in more detail (Calligraphic and Natural Art Brushes, Scatter and Pattern Brushes)**
(Chapter 4, p90-99, 116-117)

- **Creative Brushes**
(Chapter 4, p100-101, 108-109)

- **Scribble Effects**
(Chapter 10, p281, 296-298)

- **Creating and working with Symbols**
(Chapter 4, p93-94, 110-115)

- **3D Effects**
(Chapter 11, p302-306, 307-312)

DAY 3
(afternoon)

- **More about Gradient Mesh, editing and coloring to show realistic light**
(Chapter 8, p226-227, 242-245, 248, 354)

- **Basic Transparency, blending modes, opacity, tinting a scan using transparency effects**
(Chapter 9, p250-252, 260-263, 270-273, 277)

- **Opacity Masks**
Chapter 9, p274-275, 352-353)

- **Using Blends to make transparent highlights**
(Chapter 9, p264-265)

- **Photorealism with Blends and Effects**
(Chapter 8, p244-245, 346-247)

- **Live Effects & Graphic Styles, Warps, Envelopes, Flare**
(Chapter 10, p280-284, 288-295)

- **Integrate a Photoshop element, discuss benefits / disadvantages of various formats, linking vs. embedding a raster through placing, or drag and drop**
(Chapter 14)

- **Open, Place, Paste, Drag and Drop an Illustrator element into Photoshop**
(Chapter 14, p384-386, 387-391, 396-397)
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Web and Animation (Chapter 13)

Remainder of the afternoon for questions and reviewing.

Intermediate /Advanced Adobe Illustrator

Using *The Adobe Illustrator CS Wow! Book* as the Primary Text

(As a Six-Session Day or Evening Class — with Two Additional Optional Days)

Main Goal: Learn the “logic” of Adobe Illustrator: Memorize only the essentials.

SESSION 1

- **Scan and hand-trace using Templates with the Pen or Pencil tool**
(Chapter 5, p130-131)
- **Organizing layers and sublayers: managing custom layers and sublayers**
(Chapter 5, p120-126, 132-139)
- **From Sketch to Live Trace and Live Paint**
Special Wow! Section, “Working with Live Paint and Group Isolation Mode” adopted from Real World Adobe Illustrator by Mordy Golding.
 - **Live Trace** (Chapter 7, p190-193, p209, p212-216)
 - **Live Paint** (Chapter 7, p194-198)
- **Look at setting up Illustrator basics, Undos, Ruler units, Smart Guides & Show/Hide Edges**
(Chapter 1, p24-28)

Homework: *Create two or three files that demonstrate the effects using the day’s exercises. You do not have to choose all the effects, just the ones that would work with your type of techniques.*

SESSION 2

In a more beginning class, proceed with the following. You may not get to the Isometrics. For a more advanced class, briefly review the Bézier Curves, Finger Dance and Transformation tools. Concentrate on the Isometric Exercise, and Changing the Constrain Angle.

- **Master Bézier Curves**
(Chapter 1, p7–10 — use Zen Lessons on disk)
- **Practice the Finger Dance**
(Chapter 2, p54–58)
- **Using Basic construction tools**
(Chapter 2, p40-47, 53)
- **Work with the Geometric tools and Transform tools**
(Chapter 1, p20-23; Chapter 2, p50–52)
- **Create and assemble using Isometric Perspective**
(Chapter 3, p76-79)

Homework: *Trace the maze in Zen Lessons. Create a file that shows the different transformation tools. Or create your own object in Isometric perspective. For help with the Pen tool: the “Ch 02 The Zen of Illustrator” folder on the Wow! CD includes several “Zen” practice lessons, especially the “Zen of the Pen” Bézier lessons (which include QuickTime demonstrations on drawing and editing paths and curves).*

SESSION 3

- **Review Béziars, Transformations**
- **Create and use a custom Perspective grid**
(Chapter 5, p142-143)
- **Basic Drawing & Coloring review**
(Chapter 1, p12-17, 29-30; Chapter 3, p60-66)
- **Desktop Color and Palettes**
(Chapter 1, p6-8, 29-30; Chapter 3, p61-65)
- **Organizing Colors, Styles**
(Chapter 3, p74-75)

Homework: *Create a file that shows the different transformation tools. Or use the Isometric Exercise to create a 3-dimensional environment or a package design.*

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SESSION 4

- **Basic Brush Creation**

(Chapter 4, p90-92, 96-99, 100-101, 116-117)

- **Working with the Appearance palette**

(Chapter 9, p288-289, 291)

- **Create volume and light with Gradients, play with simple Gradient mesh**

(Chapter 8, p223–224, 226, 228, 233-242)

Show with simple cubes and cylinders.

- **Simple Patterns**

(look at the Adobe patterns on their CD-ROM)

- **Creating Repeating Patterns**

(Chapter 3, p86-87; Chapter 12, p342-343)

Homework: *Assignment to review and experiment with gradients—for those wanting more, create a complex repeating pattern.(Chapter 12, p342-343).*

SESSION 5

- **Basic Blends from one object and or color to another**
(Chapter 8, p220–222, 228-229)
- **Shaping Blends**
(Chapter 8, p228)
- **Type basics, type on a curve**
(Chapter 6, p146-151, 162-163)
- **More Type: Masking images with letter forms, stretching type, applying effects/warps/brush strokes**
(Chapter 6, p155-157, 166-167, 168-169, 176-177, 180-184)
- **Experiment with Pathfinder filters**
(Chapter 7, p186-189,199-205)
- **Graphic Styles; applying object level effects and saving as styles, Scratchboard Art**
(Chapter 10, p286-287,292-295)

Homework: *Assignment to review and experiment with blends, gradients and masked blends. For a more advanced gradient mesh exercise, try Molding Mesh: Forming Bottles using Gradient Mesh (Chapter 8, p244-245). For those wanting more, creating a complex repeating pattern (Chapter 12, p342–343); Look through Chapter 8.*

SESSION 6

- **Basics of working with masks**
(Chapter 12, p326-329)
- **Brushes in more detail (Calligraphic and Natural Art Brushes, Scatter and Pattern Brushes)**
(Chapter 4, p90-95, 96-99, 116-117)
- **Creative Brushes**
(Chapter 4, p100-101,108-109)
- **Creating and working with Symbols**
(Chapter 4, p93-94, 110-115)
- **3D Effects**
(Chapter 11, p302-306, 307-312)
- **Basic Masking of Blends**
(Chapter 12, p326-329)
- **Styles; applying object level effects and saving as styles, Scratchboard Art**
(Chapter 10, p285-287, 292-295)

Homework: *Create a file that demonstrates how type can be manipulated into type on a curve, as a mask, and with gradients. If you have used type in any of the previous exercises, go back and refine your work using the techniques you have learned here.*

SESSION 7 (Optional)

- **More about Gradient Mesh and coloring to show realistic light**
(Chapter 8, p226-227, 242-245, 248; Chapter 12, p348 p351-354)
- **Basic Transparency, blending modes, opacity, tinting a scan using transparency effects**
(Chapter 9, p250-252, 260-263, 270-273, 277)
- **Opacity Masks**
Chapter 9, p274-275; Chapter10, p352-353)
- **Using Blends to make transparent highlights**
(Chapter 9, p264-265)
- **Photorealism with Blends and Effects**
(Chapter 8, p244-245, 346-247)
- **Live Effects & Graphic Styles, warps, Envelopes, Flare**
(Chapter 10, p280-284, 288-295)
- **Scribble Effects**
(Chapter 10, p281,296-298)

SESSION 8 (Optional)

- **Brushes in more detail (Calligraphic and Natural Art Brushes, Scatter and Pattern Brushes)**
(Chapter 4, p90-101, 108-109, 116-117)
- **Integrate a Photoshop element, discuss benefits / disadvantages of various formats, linking vs. embedding a raster through placing, or drag and drop**
(Chapter 14)
- **Open, Place, Paste, Drag and Drop an Illustrator element into Photoshop**
(Chapter 14, p384-386, 387-391, 396-397)

Questions and Review: *Bring in any of your own files or printed materials for analysis of how they might be created using any of the techniques covered in the class.*

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- **Web and Animation** (Chapter 13)

Remainder of the afternoon for questions and reviewing.