

TOTAL TRAINING™ FOR ADOBE® ILLUSTRATOR® CS2

Hosted by Deke McClelland

total runtime: 18 hrs • 2 DVD-ROMs • project files included

PART 1 Discovering Illustrator

1 INTRODUCING ILLUSTRATOR 38min

- 1 Using the Welcome Screen & Cool Extras
- 2 What is an Illustration?
- 3 Working with Layers in Illustrator
- 4 Learning How Paths Work
- 5 Creating a New Document
- 6 Setting Up the Document
- 7 Saving the Document
- 8 Utilizing Illustrator Startup Documents

2 THE BRIDGE 30min

- 1 Introducing Adobe Bridge & Viewing Thumbnails
- 2 Opening Files from Bridge
- 3 Organizing Palettes & Files
- 4 Using Preview Options in Bridge
- 5 Filtering & Rating Files
- 6 Setting Preferences
- 7 Moving, Duplicating & Deleting Files in Bridge
- 8 Renaming, Sorting & Batch Renaming Files
- 9 Presenting a Slide Show from Bridge

3 WORKSPACE AND NAVIGATION 35min

- 1 Setting Up General Preferences
- 2 More Preference Settings
- 3 Using Color Settings
- 4 Configuring Palettes & Saving Workspaces
- 5 Using Navigation
- 6 Switching Between Screen View Modes

4 DRAWING SIMPLE LINE ART 48min

- 1 Introducing Layers & Guides
- 2 Creating & Deleting Guides
- 3 Creating & Deleting Layers
- 4 Creating a Tracing Template
- 5 Drawing with the Line Tool
- 6 Drawing with the Arc Tool
- 7 Drawing a Spiral
- 8 Joining Paths
- 9 Using the Scissors Tool & Averaging Points
- 10 Using the Polar Grid Tool
- 11 Using the Group Selection Tool in Outline Mode

5 SYMMETRICAL SHAPES 40min

- 1 Setting Palette Options & Using Transparency
- 2 Introducing the Shape Tools & Drawing a Circle
- 3 Aligning Shapes
- 4 Using the Polygon Tool & the Star Tool
- 5 Creating Rectangles
- 6 Using the Reflect Tool to Mirror Shapes
- 7 Combining Shapes Using the Pathfinder Palette
- 8 Joining Shapes
- 9 Tilde Key Goodness

6 FILL, STROKE, AND COLOR 56min

- 1 Introducing Fill & Stroke
- 2 Introducing the Color Palette
- 3 Dialing in Colors in the Color Palette
- 4 Black vs. Rich Black
- 5 CMYK vs. RGB
- 6 Working with Color Swatches
- 7 Using the Same Command & the Global Setting
- 8 Selecting & Arranging Objects
- 9 Filling Multiple Objects at Once
- 10 Changing Stacking Order & Stroke Weight
- 11 Stroke Alignment, Cap Options & Display Artifacts
- 12 Editing Strokes with the Stroke Palette
- 13 Creating a Fill Pattern from a Selection

7 TRANSFORMING PATHS 60min

- 1 Introducing Path Transformations
- 2 Outlining a Stroke & Duplicating Objects
- 3 Moving Objects in Increments
- 4 Using the Reshape Tool
- 5 Modifying Paths in Outline Mode
- 6 Combining, Expanding & Offsetting Paths
- 7 Working with Swatches & Hiding Selection Edges
- 8 Applying a Drop Shadow & Working with Groups
- 9 Using the Scale Tool
- 10 Using the Rotate Tool
- 11 Rotating & Duplicating Two Groups at Once
- 12 Using the Rotate Dialog Box

8 USING THE PEN TOOL 48min

- 1 Opening a File from Bridge
- 2 Creating a Tracing Template
- 3 Drawing a Path with the Pen Tool
- 4 Modifying a Path
- 5 Creating & Modifying Round Corners
- 6 Working with Bezier Curves
- 7 Creating a Cusp Point
- 8 Modifying Bezier Points & Curves
- 9 Converting Points
- 10 Cutting, Extending & Closing Paths
- 11 Filling Paths

9 SELECTING POINTS AND PATHS 59min

- 1 Introducing Uzz & Exploring the Appearance Palette
- 2 Duplicating an Object
- 3 Selecting Endpoints & Joining Paths
- 4 Adding a Center Point & Drawing an Ellipse
- 5 Selecting Intersecting Shape Areas in Pathfinder
- 6 Filling Shapes with the Eyedropper Tool
- 7 Grouping Layers
- 8 Selecting Same Stroke Color & Saving a Selection
- 9 Selecting with the Lasso Tool
- 10 Using Rotate, Clone & Reflect to Create Eyelashes
- 11 Select All on Same Layers & Transform Each
- 12 Creating More Shapes & Selecting Backwards
- 13 Merging Strokes & Fills with a Compound Path
- 14 Scaling Using Direction Handles for a Lace Effect
- 15 Using Pucker & Bloat

10 PATHFINDER OPERATIONS 41min

- 1 Touring the Project
- 2 Introducing the Pathfinder Operations
- 3 Uniting & Subtracting Objects
- 4 Combining the Divide & Add to Shape Area Options
- 5 Compound Shapes vs. Compound Paths
- 6 Joining Paths & Setting the Miter Limit
- 7 Converting Strokes to Fills, Cropping, Dividing & Uniting
- 8 Selecting & Deselecting Paths
- 9 Changing the Fill Opacity & Subtracting
- 10 Using the Exclude Command to Join Chain Links

11 LIQUIFY AND ENVELOPE 34min

- 1 Touring the Project
- 2 Using the Warp Tool & Changing the Tool Options
- 3 A Brief Look at Some of the Other Liquify Tools
- 4 Applying Liquify to Live Type
- 5 Using the Make with Warp Envelope Function
- 6 Editing Enveloped Content
- 7 Using Liquify with Live Trace

12 CREATING AND FORMATTING TYPE 53min

- 1 Importing Text into Illustrator
- 2 Selecting Text for Reformatting
- 3 Moving Text to a New Text Container
- 4 Reformatting Text with the Paragraph Palette
- 5 Changing Font & Point Size
- 6 Moving Text & Adjusting Leading & Tracking
- 7 Copying Text Formats & Optical Kerning
- 8 Flowing Text from One Frame to Another
- 9 Applying Graphic Styles to Text
- 10 Setting Area Type Options
- 11 Applying Paragraph Formatting Attributes
- 12 Using OpenType® Fonts & Ligatures
- 13 Working with Fractions & Numerals
- 14 Adding Swashes & Converting Text to Small Caps
- 15 Viewing Character Variations in the Glyphs Palette

PART 2 Treasures from the Object Orient

1 GRADIENTS AND GRADIENT MESH 47min

- 1 Applying a Gradient
- 2 Using Color Swatches
- 3 Using the Gradient Palette
- 4 Using the Gradient Slider Bar
- 5 Adding Color Stops
- 6 Applying a Gradient Across Multiple Objects
- 7 Creating a Radial Gradient
- 8 Lightening a Color
- 9 Using the Eye Dropper to Replace a Color Stop
- 10 Filling a Thin Stroked Path with a Gradient
- 11 Creating a Gradient Mesh
- 12 Expanding a Gradient to a Gradient Mesh
- 13 Modifying Gradient Mesh Rows, Points & Colors
- 14 Additional Techniques for Applying Color to a Mesh
- 15 Adjusting a Gradient with the Mesh Hidden
- 16 Blending Objects into a Gradient Mesh

2 BLENDS AND MASKS 35min

- 1 Using the Gradient Tool
- 2 Making a Blend
- 3 Modifying a Blend
- 4 Using the Blend Tool & Blend Options
- 5 Changing the Path of a Blend
- 6 Using Clipping Masks
- 7 Masking with a Compound Path
- 8 Nesting Clipping Masks
- 9 Working with Opacity & Masks

3 BRUSHING WITH VECTORS 50min

- 1 Introducing the Paintbrush Tool
- 2 Adjusting the Calligraphic Brush Options
- 3 Extending Paths & Modifying Paintbrush Preferences
- 4 Introducing the Illustrator Art Brushes
- 5 Applying & Adjusting the Watercolor Stroke
- 6 Fading a Stroke & Modifying the Path
- 7 Creating a Custom Art Brush
- 8 Applying a New Custom Brush
- 9 Typing on a Path
- 10 Converting Text to an Art Brush

4 USING TRANSPARENCY 38min

- 1 Introducing Transparency
- 2 Using the Transparency & Appearance Palettes Together
- 3 Creating an Opacity Mask
- 4 Adjusting an Opacity Mask
- 5 Working with Blend Modes
- 6 Creating Translucent Gradients & Clipping Masks
- 7 Working with the Flattener Preview

Part 2 cont.

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5 APPLYING LIVE EFFECTS 50min

- 1 Introducing Live Effects
- 2 Working with Fills & Strokes
- 3 Adjusting Scribble Options
- 4 Touring the Scribble n Scribble Project
- 5 Using the Transform Command
- 6 Reapplying the Transform Command
- 7 Modifying Stroke Attributes
- 8 Copying & Rotating
- 9 Changing the Transform Origin
- 10 Saving & Loading Graphic Styles

6 DYNAMIC TYPE TREATMENTS 42min

- 1 Creating Dynamic Effects for Objects
- 2 Using Transform Effects & Stacking Order
- 3 Using Type Effects & Selection Settings
- 4 Applying the Warp Effect & Editing Type
- 5 Applying a Stroke & Transforming Type
- 6 Thickening Type Using Path Options
- 7 Creating Drop Shadows & More Effects
- 8 Filling Type with Color & Gradients

7 LIVE TRACE 33min

- 1 Introducing Live Trace
- 2 Using the Live Trace Tool
- 3 Applying Threshold & Setting the Minimum Area
- 4 Making Trace Adjustments
- 5 Changing Trace Settings
- 6 Expanding Traced Items to Paths
- 7 Using Live Trace on a Colored Image
- 8 Modifying Colors in a Live Trace Image

8 LIVE PAINT 42min

- 1 Applying Blend Modes
- 2 Using the Live Paint Bucket
- 3 Adjusting Stroke Color & Adding Paths to an Object
- 4 Drawing & Cloning inside a Live Paint Object
- 5 Using the Live Paint Selection Tool
- 6 Adding Stroke Effects to Live Objects
- 7 Integrating Live Trace with Live Paint
- 8 Fixing Mistakes & Detecting Gaps
- 9 Filling Gaps Manually

9 USING SYMBOLS 26min

- 1 Introducing Symbols
- 2 Accessing Symbol Libraries
- 3 Manipulating & Duplicating Symbols
- 4 Altering All Instances of a Symbol
- 5 Replacing All Instances of a Symbol
- 6 Creating Symbols
- 7 Using the Symbol Sprayer Tool
- 8 Modifying Symbol Sets with the Symbol Tools

10 3D EFFECTS 45min

- 1 Introducing 3D
- 2 Using the Extrude & Bevel Effect
- 3 Adjusting Lighting, Shading & Gradation
- 4 Mapping Artwork onto an Extruded Object
- 5 Modifying Mapped Artwork
- 6 Applying & Adjusting the Revolve Effect
- 7 Using Photoshop® to Help with 3D Effects

11 PRINTING AND EXPORTING 32min

- 1 Setting Document Trim Size
- 2 Creating a Page Bleed
- 3 Setting the Imageable Area of an Output Page
- 4 Choosing General & Setup Output Settings
- 5 Choosing Marks & Bleed Settings
- 6 Setting Options for Separations & Overprinting
- 7 Choosing Graphics Settings
- 8 Choosing Color Management Settings
- 9 Choosing Advanced Settings & Viewing the Summary
- 10 Choosing Document Raster Effects Settings
- 11 Saving Print Preset Settings
- 12 Selecting an Export Format
- 13 Saving for Microsoft® Office

12 FLASH™ ANIMATION 40min

- 1 Introducing SWF Animation
- 2 Animating Live Effects
- 3 Setting Blend Options
- 4 Exporting to SWF
- 5 Adding Extra Frames to Animations
- 6 Creating a Symbol
- 7 Animating a Symbol
- 8 Creating a 3D Animation

BONUS LESSON

13 TIPS, TRICKS, AND REAL-WORLD FILES 54min

- 1 Working with Perspective Guides
- 2 Utilizing the Appearance Palette
- 3 Applying & Editing Live Effects
- 4 Using the Raster Effect
- 5 Using Symbols, Glyphs & Graphic Styles
- 6 Using Envelope Distort, Scribble & 3D
- 7 Saving Slices for the Web
- 8 Drawing with the Pencil Tool & Adjusting Opacity
- 9 Introducing a Live Paint Workflow
- 10 Using Live Paint to Save Time