

## Illustrator CS4: Level 2, ACE Edition + CertBlaster

**ISBN-10:** 1-4260-0509-1

**Duration:** One day

**Description:**

In this course, students will learn more advanced techniques for working with paths, masks, fills, and strokes. Students will also learn how to use transformation tools, envelopes, filters, effects, and graphic styles. In addition, students will learn how to convert raster images to vector art and how to manage color settings, color separations, and print specifications. Finally, students will learn how to work with slices and how to optimize and export images for the Web.

**Prerequisites:** Illustrator CS4 Level 1, ACE Edition or equivalent experience

### Topic-Level Outline

#### Unit 1 : Manipulating paths

*Topic A: \* Path commands*

- A-1: Cutting a hole in a shape
- A-2: Outlining the stroke of a path
- A-3: Offsetting a path
- A-4: Using Pathfinder commands
- A-5: Using the Eraser tool
- A-6: Aligning and distributing path points

*Topic B: \* Masks*

- B-1: Creating a clipping mask
- B-2: Creating an opacity mask

#### Unit 2 : Enhancing fills and strokes

*Topic A: \* Multiple fills and strokes*

- A-1: Creating multiple strokes
- Topic B: \* Colors*
- B-1: Applying a spot color to a grayscale image
  - B-2: Creating a gradient mesh
  - B-3: Adjusting colors
  - B-4: Converting artwork to spot colors

*Topic C: \* Patterns*

- C-1: Creating a pattern swatch
- C-2: Applying patterns
- C-3: Creating a seamless pattern
- C-4: Transforming a pattern

*Topic D: \* Brushes*

- D-1: Using the Brushes panel
- D-2: Creating a pattern brush
- D-3: Adjusting properties for an applied brush pattern
- D-4: Using the Blob Brush tool

*Topic E: \* Symbols*

- E-1: Using symbols

#### Unit 3 : Transforming shapes

*Topic A: \* Transformation tools*

- A-1: Shearing shapes
- A-2: Reflecting shapes
- A-3: Rotating shapes precisely
- A-4: Using the Free Transform tool
- A-5: Blending shapes
- A-6: Using the Transform Each command

*Topic B: \* Envelopes*

- B-1: Creating an envelope
- B-2: Editing an envelope

*Topic C: \* Liquify shapes*

- C-1: Using the Liquify tools

*Topic D: \* 3D effects*

- D-1: Revolving shapes
- D-2: Mapping artwork
- D-3: Recording and playing an action

#### Unit 4 : Effects, and graphic styles

*Topic A: \* Effects*

- A-1: Applying an effect to a vector object
- A-2: Applying an effect to a raster image
- A-3: Applying distortion effects
- A-4: Creating drop shadows
- A-5: Using the effect gallery
- A-6: Editing an effect

*Topic B: \* Graphic styles*

- B-1: Using graphic styles

#### Unit 5 : Converting raster images to vector art

*Topic A: \* Trace raster images*

- A-1: Autotracing a color raster image

A-2: Autotracing line art

*Topic B: \* Live Paint*

- B-1: Using Live Paint to paint vector art
- B-2: Selecting items in a Live Paint group

#### Unit 6 : Printing illustrations

*Topic A: \* Color management*

- A-1: Setting up color management
- A-2: Synchronizing Creative Suite color settings

*Topic B: \* Print specifications*

- B-1: Printing a composite proof

*Topic C: \* Color separations*

- C-1: Printing color separations

#### Unit 7 : Web files and graphs

*Topic A: \* Slices*

- A-1: Viewing artwork in Pixel Preview
- A-2: Creating slices
- A-3: Manipulating slices
- A-4: Naming slices
- A-5: Creating a hyperlink

*Topic B: \* Web graphics*

- B-1: Optimizing slices
- B-2: Exporting artwork as a Web page
- B-3: Previewing a Web page
- B-4: Outputting artwork as a SWF file

*Topic C: \* Graphs*

- C-1: Creating a graph