

KLH Adobe Illustrator 2022 Introduction Outline

1 Getting Started

- Restoring Default Preferences
- Deleting and Saving Illustrator Preference Files
- Additional Resources

2 Getting to Know the Work Area

- Introducing Adobe Illustrator
- Starting Illustrator
- Opening a File
- Exploring the Workspace
- Changing the View of Artwork
- Navigating Multiple Artboards
- Arranging Multiple Documents
- Working with the Tools and the Properties Panel
- Using Context Menus
- Working with Workspaces

3 Techniques for Selecting Artwork

- Selecting Objects
- Selection Tool vs Direct Selection Tool
- Lasso Select Tool Techniques
- Aligning Objects
- Working with Groups
- Exploring Object Arrangement

- Hiding and Locking Objects

- Selecting Similar Objects and Text

4 Using Shapes to Create Artwork

- Creating New Documents
- Working with Basic Shapes
- Using Image Trace to Convert Images to Vectors
- Working with Drawing Modes

5 Editing and Combining Shapes and Paths

- Editing Paths and Shapes
- Using the History Panel
- Combining Shapes
- Working with the Pathfinder Panel
- Creating compound Paths
- Using the Width Tool

6 Transforming Artwork

- Working with Artboards
- Working with Rulers and Guides
- Transforming Content with Tools
- Using Effects to Transform Objects
- Object Repeat Options
- Puppet Tool Transformations
- Using Global Edit

7 Using the Basic Drawing Tools

Creating with the Curvature Tool

Creating Dashed Lines

Drawing with the Pencil Tool

Connecting Paths with the Join Tool

Adding Arrowheads to Paths

8 Drawing with the Pen Tool

Understanding Curved Paths

Drawing with the Pen Tool

Creating Artwork with the Curvature Pen Tool

Editing Paths and Points

9 Using Color

Exploring Color Modes

Working with Color

Using the Eyedropper Tool

Working with Live Paint

Applying a Color Swatch

Working with the Color Panel

Creating Swatches and Spot Colors

10 Adding Type to a Project

Adding Type

Formatting Character Options

Setting Paragraph Options

Resizing and reshaping Type Objects

Creating and applying Text Styles

Text and Subject Aware Text Wrapping

Warping Text

Creating Type on a Path

Using Text Outlines

11 Organizing Your Artwork with Layers

Creating Layers and Sub Layers

Editing Layers and Objects

Deleting Hidden Layers

Creating a Clipping Mask

Applying Appearance Attributes

12 Gradient, Blends, and Patterns

Working with Gradients

Working with Blends

Creating Patterns

13 Using Brushes

Working with Brushes

Using Calligraphic Brushes

Using Art Brushes

Using Pattern Brushes

Using Bristle Brushes

Working with the Blob Brush Tool

KLH Adobe Illustrator 2022 Advanced Outline

1 The Basics of Illustrator Objects

Overview of Object Types

Understanding Illustrator Objects

Using the Layer and Appearance Panel with Objects

Converting Objects into Different Types

Expanding Objects

2 Object Construction

Shape and Line Tools Review

Using the Pathfinder Panel

Working with Compound Paths

Drawing in Normal, Behind, and Draw Inside Modes

Aligning, Joining and Averaging

Reshaping Paths with the Pencil Tool

Working with the Curvature and Pen Tools

Using the Variable Width Tool

The Recolor Artwork Panel

Working with Live Paint Groups

Drawing with the Shaper Tool

Using the Shape Builder Tool

Creating Object Repeats

Image Tracing

Using the Eraser Tools & the Blob Brush

3 Effects and Graphic Styles

Using the Appearance Panel

Adding Additional Strokes and Fills

Reordering Appearance Attributes

Using and Editing Effects

Applying Photoshop Effects

Rasterizing Objects

Using and Creating Graphic Styles

Applying Appearances to a Layer

4 Working with Symbols

Using Existing Illustrator Symbol libraries

Creating and Editing Symbols

Working with the Symbol Tools

Using Multiple Symbol Groups

Breaking a Link to a Symbol

5 Creating Artwork with Perspective Grids

Working with the Perspective Grid Tools

Choosing and Adjusting a Perspective Grid

Drawing Artwork in Perspective

Selecting and Transforming Objects in Perspective

Moving Planes and Objects Together

Moving Objects in a Perpendicular Direction

Moving a Plane to Match an Object

Releasing Objects with Perspective

6 Using Strokes

Using the Stroke Panel
Creating and Editing Multiple Strokes
Applying Brushes and Patterns to Strokes
Using the Variable Width Tool and Stroke Profiles
Gradient Stroke Options

7 Color Transitions and Blends

Creating and Editing Gradients
Using Gradient Meshes
Advanced Blend Options

8 3D and Materials

Using the 3D and Materials Panel
Creating 3D Objects
Applying Adobe Substance Materials
Creating Custom Materials
Using Lighting Options
Using and Editing Ray Tracing Options

9 Reshaping Dimensions

Creating and Editing Warps & Envelopes
Using the Classic 3D Effect
Free Transform Effect
Transforming Objects with Effects

10 Pattern Making

Creating and Editing Patterns

Applying Transformations to Patterns
Working with Layered Patterns

11 Working with Opacity Masks and Clipping Paths

Using Clipping Masks
Creating Layer Clipping Masks
Creating and Editing Opacity Masks

12 Combining Apps

Placing Photoshop Files
Saving Layered Photoshop Files
Placing PDF Files
Placing Multiple Images
Working with Image Links
Embedding and Unembedding Images

13 Exporting Artboards and Assets

Exporting Artboards
Packaging a File
Exporting Individual Assets
Creating Artwork for Devices and the Web
Saving SVG Files
Creating Pixel-Perfect Drawings
Aligning New Artwork to the Pixel Grid
Aligning Existing Artwork to the Pixel Grid
Creating CSS from the Design
Copying and Exporting CSS