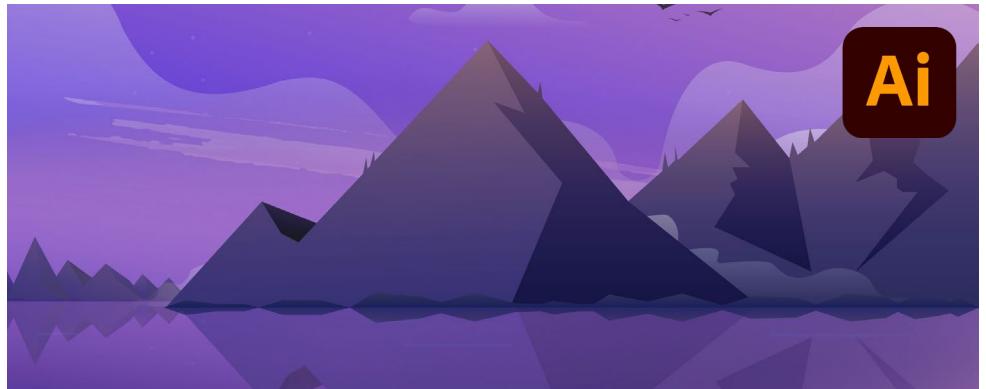# Intermediate/Advanced Illustrator
Training course outline

Explores the intermediate- and advanced-level features available in Illustrator to streamline the drawing process, speed up your workflows and create slicker drawings and graphics.

Course summary
Building on the topics taught in our introductory course, this course teaches techniques in the following areas to power-user level:

- Drawing
- Brushes
- Painting
- Objects
- Text
- Charting
- Customisation
- Drawing in perspective
- Layers
- Effects
- Transparency and colour

Duration
Two days.

Who should attend?
This course is ideal for existing users who wish to build on their skills and maximise their return on investment in Illustrator.

Prerequisites
You should have a good working knowledge of Illustrator, i.e. be familiar with the topics taught in our *Introduction to Illustrator* course (see armada.co.uk/ai/syllabus).

In-class or live online
You can attend in-person at our centres, or participate live online from your place of work or home.

To read about our approach to online training, see armada.co.uk/liveonline.

General information
Courses are hosted by highly experienced instructors with vast experience of using the application professionally.

Whilst attending training at our centres, you'll have the use of a computer running licensed Adobe Creative Cloud software to practice the techniques taught. You can choose to use a Windows computer or Mac.

Refreshments and lunch are provided.

Course fees can be paid by card or bank transfer. We accept purchase orders from UK-registered companies and public sector organisations.

Course materials and certificate
You'll receive:

- A comprehensive training guide and practice files.
- An e-certificate (PDF) confirming successful course completion.

Method of delivery
Training is designed for the busy professional, being short and intensive and combining lecture and demonstration. Practical exercises carried out under guidance help you learn the techniques taught.

You have ample opportunity to discuss specific requirements with the trainer.

After course support
Following training, you're entitled to 30 days' email support from your trainer.

Further information
See armada.co.uk/course/intadvai.

Course syllabus
See over.

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Course syllabus

Session	Topics
Drawing	Creating guides from artwork
	Aligning to pixel grid
	Creating compound paths
	Selecting the relevant drawing mode
	Drawing in front or in back
	Paste Special commands
	Using Global edit to save time
	Clipping masks
Brushes	Creating scatter and pattern brushes
	Applying the brush to paths
Painting	Creating a Live Paint group
	Choosing fill and stroke for a Live Paint group
	Fill patterns
	Repeat options
Objects	Default graphic styles
	Creating graphic styles
	Intertwining objects
	Puppet Warp
	Setting radial, grid and mirror repeats
Placing External Files	Placing files
	Links panel
	Updating images
	Fixing broken links
	Relinking missing files automatically
	Sorting linked and embedded files by size
	Image Trace - convert a raster to a vector
	Editing the traced file
	Packaging files
Working with Text	Converting text to graphic
	Applying text wrap
	Outlining type
	Setting tabs
Charting	Creating and editing charts
	Formatting charts
	Setting chart options
	Adding creativity to your chart
Creative Cloud	Adobe Capture

Session	Topics
Customisation	Custom keyboard shortcuts and menus
	Creating a custom toolbar
	Running a default action
	Creating, running and editing actions
Further Text	Paragraph styles
	Character styles
	Bullets and numbered bullets
	Inserting a glyph character
	Using the OpenType panel
	Live Text
	Distorting type
	Type as masks
	Applying warp
Drawing	Compound paths
	Using Global editing to save time
	Creating mock-ups
Drawing in Perspective	Creating a drawing in perspective
	Turning the Perspective Grid on and off
	Modifying the perspective grid
	Using the Perspective Grid tools
	Adding artwork to the grid
Advanced Layers	Creating groups and subgroups
	Exporting layers
Enhancing Artwork	Using Envelope distort
	Recolouring artwork
	Applying a gradient mask and mesh
	Creating path and colour blends
Advanced Effects	Applying and expanding effects
	Adding texture using Texturiser
	Creating 3D effects and map artwork
	Pucker and Bloat
	Using Roughen
Transparency and Colour	Displaying the transparency grid
	Applying transparency
	Applying a blend mode
	Isolating blending
	Knockout Group
	Opacity masks
	Overprinting
	Flattening artwork
	Colour separations

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