



Adobe Illustrator CC Essentials Workshop outline

Adobe Illustrator provides all the tools you need to create logos, infographics and stylised illustrations. Get inspired in this two-day introduction.

This document provides a guide to the topics that we aim to cover in the Essentials workshop. Each topic is broken down into individual outcomes and objectives. Each workshop will be tailored to the pace and interests of participants as it progresses, so the actual content may vary from this guide.

Getting started

Introducing Illustrator

Explain the purpose of Illustrator: discuss what Illustrator can help accomplish, and identify its boundaries.

Understanding digital artwork formats: bitmap/raster/pixel-based versus vector/line-based

Define the unique characteristics of bitmap/raster/pixel-based and vector/line-based artwork; discuss the advantages/disadvantages of each approach.

Understanding how Illustrator works with other software

Define Illustrator's place in the wider Adobe Creative Cloud collection of applications; consider its uses in various environments.

Finding your way around Illustrator

Navigate Illustrator's toolbars, panels, menus, keyboard shortcuts, workspaces, display modes and preferences.

Understanding key concepts

Define common concepts and behaviour shared by various tools, including paths; Bézier curves; fills; strokes; selections.

Managing documents

Creating new documents

Create new documents containing single or multiple artboards; define where and why it might be appropriate to include bleed.

Working with existing documents

Open or place existing artwork; navigate the browsing and organising functionality of Adobe Bridge CC.

Everything was broken down very clearly, perfect for a beginner

Fun, well-organized, informative

For workshop dates, locations and prices, visit

clockworksatellite.co.uk



Managing multiple documents	Work with multiple documents and different window arrangements.
Navigating documents	View sections of artwork in more detail using the Navigator panel, Zoom and Hand tools.
Using rulers, grids and guides	Show/hide rulers; change the units of measurement; configure grids and add/edit/remove guidelines for accurately aligning artwork elements.
Working with artboards	Use the Artboard tool to add and remove artboards; edit the size and properties of existing artboards.

Brilliant,
inspiring, useful

Working with objects

Drawing 'primitive' shapes	Draw regular-shaped objects using the Line; Rectangle; Ellipse; Polygon and Star tools.
Working with fills and strokes	Add and remove coloured fills and strokes to objects. Modify stroke appearance using the Stroke panel.
Managing objects	Use the Selection tool, Edit and Object menu options to select, move, duplicate, lock, hide and delete objects.
Transforming objects	Use the Selection, Rotate, Reflect, Scale and Shear tools and the Transform panel to make basic modifications to objects.
Grouping objects	Use the Selection, Magic Wand, Lasso and Select Same tools to select multiple objects; group and ungroup objects; edit group contents in isolation mode.
Aligning and distributing objects	Use the Align panel to line-up and evenly distribute multiple objects.
Combining/intersecting objects	Combine and intersect objects using the Shape Builder tool, the Pathfinder panel and the Compound Path feature; discuss the advantages/disadvantages of each.
Drawing custom/irregular objects	Use the Pen and Curvature tools to draw custom and irregular objects using Bézier curves; manipulate objects point-by-point using the Direct Selection and anchor point tools.
Freehand drawing	Use the Pencil, Paintbrush and blob brush tools to draw freehand paths and shapes.
Live Painting	Use the Live Paint Bucket and Live Paint Selection tools to intuitively select, manipulate and apply colour to objects.
Understanding the stacking order	Describe how objects are stacked one on top of another; change objects' arrangement within the stacking order.
Working with clipping masks	Create an object whose shape masks other artwork, so that only areas that lie within the shape are visible; edit clipping sets in isolation mode; release clipping masks.

Interactive with
good practical
exercises

Practical,
creative, friendly

Working with text

Adding text	Use the Type tool to add short, free-form pieces of text; the Area Type Tool to add longer pieces of text in contained areas; and the Type on a Path tool to add text that follows paths.
Formatting text	Format text using the Character and Paragraph panels, and the Touch Type tool.
Wrapping text around objects	Use the Text Wrap feature to control how text flows around objects.

For workshop dates,
locations and prices, visit

clockworksatellite.co.uk



Converting text to shapes

Convert editable text to conventional shapes to allow for further manipulation; discuss the advantages/disadvantages of doing so.

Very clear intro to the software: a great basic toolkit

Working with layers

Understanding how and why Illustrator uses layers

Explain what layers are and how they can be used.

Creating, duplicating, merging and deleting layers

Use the Layers panel to create, duplicate, merge and delete layers.

Showing, hiding, locking layers

Use the Layers panel to toggle the visibility of layers and lock layers so they cannot be edited.

Organising and grouping layers

Use the Layers panel to rearrange, rename and group layers together.

Working with patterns, brushes and symbols

Creating regular fill patterns

Create and modify patterns and tiles intended for filling objects using Pattern Editing mode; work with different tile shapes and properties.

Applying regular fill patterns

Apply fill patterns to objects; modify the scale and position of the pattern applied to an object.

Creating brushes

Use the Brushes panel to create and modify and manage calligraphic, art, scatter, bristle and pattern effects to be applied to paths.

Applying brushes

Apply brush effects to paths; modify the properties of brush strokes.

Creating and using symbols

Use the Symbols panel to capture and consistently re-use objects; modify symbols in Symbol Editing mode; redefine symbols; manage the relationship of symbol instances to their parent symbol.

Creating irregular patterns with the Symbol Sprayer tools

Use the Symbol Sprayer tools to create and manipulate symbol sets.

Expanding pattern, brush and symbol appearance

Expand objects with fill patterns, brush strokes and symbol sets into their component parts for further editing.

Clear, concise, productive

It covered the basics and more

Working with bitmap images

Understanding resolution

Define terms like 'dots', 'pixels', 'dpi', 'ppi'; understand how the dimensions of bitmap artwork relates to its quality when printed.

Tracing images

Use the Image Trace panel to trace bitmap/raster/pixel-based images to vectors; discuss the various settings that control tracing behaviour and the effects that can be achieved.

Expanding traced images

Expand traced images into their component parts for further editing.

Working with colour

Selecting colours

Use the various colour selection tools, including the Eyedropper tool, Color Picker, Color and Swatches panels, and the Adobe Color service.

For workshop dates, locations and prices, visit

clockworksatellite.co.uk



Working with colour swatches	Save and edit swatches for frequently-used colours.
Creating and working with gradients	Use the Gradient tool and the Gradient panel to create, apply and modify colour blends.
Understanding colour models	Explain the differences between (and use-cases for) RGB and CMYK colour modes.
Synchronising Creative Cloud's colour settings	Use Adobe Bridge CC to synchronise colour settings across all Creative Cloud applications.
Proofing colours	Simulate CMYK output of RGB documents by 'soft proofing'.

The tutor guided us through all the components easily

Applying special effects

Reshaping and distorting artwork	Push, pull and distort artwork with the Transform, Reshape, Liquify and Warp tools; work with the Live Corners widget.
Adding additional fills and strokes	Apply multiple fills and strokes to objects using the Appearance panel.
Working with transparency and blending	Use the Appearance panel to vary the opacity of objects, alter the way overlapping objects interact with each other by changing blending modes.
Adding shadow and glow effects	Apply and edit shadow and glow effects.
Photoshop filters	Apply and edit Photoshop's artistic filters effects
Working with Graphic Styles	Ensure effects are applied consistently to multiple objects by creating and applying Graphic Styles.

Relaxed, positive, helpful

Saving and exporting

Saving/exporting for print	Save artwork in Illustrator's native file format (Ai) and other commonly-used vector file formats, including EPS and PDF.
Saving/exporting for the web and other on-screen uses	Export artwork for on-screen use in common file formats, including GIF, JPEG, PNG and SVG.
Saving re-usable templates	Save artwork for re-use in Illustrator Template format.
Sharing swatches, brushes and symbols	Share swatches, brushes and symbols by saving/loading libraries.
Sharing artwork elements and documents using CC Libraries	Share artwork elements and complete documents using cloud-based CC Libraries.

Taking things further

Exploring Illustrator's advanced features	Locate and explore Illustrator's advanced features, including those for automating repetitive tasks; drawing in 3D; creating charts and graphs; etc.
Exploring other Creative Cloud applications	Identify other applications in the Adobe Creative Cloud collection that extend and complement Illustrator's functionality and open up more creative possibilities.

For workshop dates, locations and prices, visit

clockworksatellite.co.uk



Adobe Illustrator CC is available on subscription from Adobe, either as a single product or as part of the full Creative Cloud collection. Qualifying students and teachers are eligible for up to 65% off the standard subscription rates. Illustrator may be evaluated for free for seven days. See clockworksatellite.co.uk for more information.



This workshop is presented by **Clockwork Satellite**, a friendly design and technology studio based in south-west England. We're here to help you create and publish, in print and on screen. Email hello@clockworksatellite.co.uk or find us online to learn more.

🌐 clockworksatellite.co.uk 🐦 [@clksat](https://twitter.com/clksat) 📷 [@clockworksatellite](https://www.instagram.com/clockworksatellite) 📘 [Clockwork Satellite](https://www.facebook.com/ClockworkSatellite)



© Clockwork Satellite Limited. Updated September 2018. Errors and omissions excepted; this information is provided for guidance only. Feedback from previous participants gathered 2016–2018. Links to Adobe products are affiliated and tracked: Clockwork Satellite may earn commission on purchases made as a result of following these links. Adobe, the Adobe logo, Photoshop, Illustrator and InDesign are either registered trademarks or trademarks of Adobe Systems Incorporated in the United States and/or other countries. Clockwork Satellite Limited is a company registered in England and Wales, number 08981965, at The Generator, 11–15 Dix's Field, Exeter, EX1 1QA, United Kingdom.

For workshop dates,
locations and prices, visit

clockworksatellite.co.uk

