

TOTAL TRAINING™ FOR ADOBE® ILLUSTRATOR® CS3

ESSENTIALS

QUICK REFERENCE GUIDE

Part 1 – Illustrator Basics

1 WELCOME TO ILLUSTRATOR CS3 19:22

- 1 Vectors vs. Pixels
- 2 Understanding Points, Paths, Fills & Strokes
- 3 Exploring the New Welcome Screen
- 4 Opening an Existing Document
- 5 Saving & Closing Documents

2 THE ILLUSTRATOR INTERFACE 37:23

- 1 Using the Menu Bar & Status Bar
- 2 Working with the Tool Box
- 3 Using the Control Palette
- 4 Using the Palette Dock
- 5 Saving & Loading Workspaces
- 6 Setting Preferences
- 7 Zooming & Panning a Document
- 8 Working with the Layers Palette

3 CREATING & COLORING OBJECTS 46:52

- 1 Working with Rulers, Guides & Grids
- 2 Drawing Rectangles & Ovals
- 3 Selecting & Deleting Objects
- 4 Duplicating Objects
- 5 Dividing an Object
- 6 Drawing Polygons & Stars
- 7 Drawing Lines, Arcs, Spirals & Grids
- 8 Changing Fills & Strokes
- 9 Changing Opacity & Using the Eyedropper Tool
- 10 Using the Color Palette
- 11 Understanding Live Color

4 MANIPULATING OBJECTS 26:28

- 1 Using Simple Transformations
- 2 Rotating Objects
- 3 Using the Transform Menu
- 4 Shearing & Reflecting Objects
- 5 Using the Transform Each Command
- 6 Aligning & Distributing Objects
- 7 Distorting Objects

5 DRAWING IN ILLUSTRATOR 19:39

- 1 Freeform Drawing with the Pencil Tool
- 2 Drawing with Brushes
- 3 Tracing a Template
- 4 Using Live Trace

6 USING THE PEN TOOL 18:47

- 1 Understanding Anchor Points
- 2 Drawing Straight Lines
- 3 Drawing Curves
- 4 Working with Curved Corner Points
- 5 Working with Combination Corner Points
- 6 Converting Anchor Points

7 WORKING WITH POINTS & PATHS 27:01

- 1 Using the Direct Selection Tool
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- 3 Splitting & Joining Paths
- 4 Aligning Points
- 5 Adding & Removing Points
- 6 Using the Pathfinder Palette
- 7 Final Comments & Credits

Part 2 – Images, Type, Effects & Publishing

1 WORKING WITH PIXEL-BASED IMAGES 18:05

- 1 Placing Images
- 2 Replacing & Linking Files
- 3 Managing Links
- 4 Masking Images
- 5 Modifying Images

2 CREATING TYPE 34:16

- 1 Using the Type Tool
- 2 Placing Type
- 3 Applying Character & Paragraph Formatting
- 4 Using Character & Paragraph Styles
- 5 Adding Type to a Shape
- 6 Creating Type on a Path
- 7 Enveloping Type

3 THE APPEARANCE PALETTE & LIVE EFFECTS 42:32

- 1 Applying Filters
- 2 Applying Graphic Styles
- 3 Creating New Graphic Styles
- 4 Modifying Existing Graphic Styles
- 5 Working with the Appearance Palette
- 6 Understanding Effects
- 7 Applying Multiple Effects
- 8 Applying Photoshop® Effects
- 9 Applying 3D Effects

4 EXPORTING ARTWORK 17:49

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- 2 Optimizing for the Web
- 3 Slicing an Image
- 4 Preparing a Document for Rollovers

5 PRINTING DOCUMENTS 11:12

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- 2 Preparing for Printing
- 3 Printing the Document

6 TIPS & TRICKS 33:30

- 1 Saving Views
- 2 Creating Patterns
- 3 Transforming Patterns
- 4 Creating Global Colors
- 5 Working with Symbols
- 6 Using Actions
- 7 Creating Dynamic Text Background
- 8 Final Comments & Credits