



Adobe® Illustrator® CS3: Level 2

Course number: 084208

Course length: 1.0 day

Course Description

You probably used Adobe® Illustrator® to create simple illustrations and logos. However, you may need to create complex illustrations, print documents without any errors or color mismatches, or prepare illustrations for the web. In this course, you will create complex, robust illustrations that go beyond those you could create using Illustrator's basic tools.

Course Objective: You will create complex illustrations, manage color across a range of devices, and control how illustrations print, appear on the web and preview them in mobile devices.

Target Student: This course is intended for designers, publishers, pre-press professionals, marketing communications professionals, or people switching to a design job or taking on design responsibilities, who need to use Illustrator to create illustrations, logos, advertisements, or other graphic documents.

Prerequisites: Before taking this course, you should complete the Adobe® Illustrator® CS3: Level 1 Element K course, or have equivalent knowledge.

Delivery Method: Instructor led, group-paced, classroom-delivery learning model with structured hands-on activities.

Performance-Based Objectives

Upon successful completion of this course, students will be able to:

- create a complex illustration.
- enhance complex illustrations.
- create a vector version of a raster graphic.
- color an artwork using the Live Paint and Live Color features.
- create special effects.
- apply color management so that the colors on the screen and the output match as accurately as possible.
- prepare documents for composite and commercial printing.
- export graphics for the web and mobile.

Course Content

Lesson 1: Creating Complex Illustrations

Topic 1A: Create a Custom Shape Using Simple Shapes

Topic 1B: Create Compound Paths

Topic 1C: Offset Paths

Topic 1D: Erase Shapes

Lesson 2: Enhancing Complex Illustrations

Topic 2A: Apply Effects

Topic 2B: Create Symbols

Topic 2C: Create Custom Brushes

Topic 2D: Organize Objects With Layers
Topic 2E: Modify Global Colors
Topic 2F: Create a Mesh

Lesson 3: Creating a Vector Version of a Raster Graphic

Topic 3A: Open Layered Photoshop Documents
Topic 3B: Trace Raster Images Manually
Topic 3C: Trace Artwork Automatically
Topic 3D: Adjust the Results of Tracing
Topic 3E: Apply a Custom Preset
Topic 3F: Convert a Traced Object to Paths

Lesson 4: Coloring Artwork

Topic 4A: Apply Color Using Live Paint
Topic 4B: Correct Gaps in Objects
Topic 4C: Convert Objects to Live Paint Groups
Topic 4D: Apply Color Using Live Color

Lesson 5: Creating Special Effects

Topic 5A: Simplify Paths
Topic 5B: Create Masks
Topic 5C: Create 3D Effects
Topic 5D: Create Blends
Topic 5E: Share Graphic Styles

Lesson 6: Applying Color Management

Topic 6A: Decide When to Use Color Management
Topic 6B: Set Up Color Management

Lesson 7: Outputting Documents

Topic 7A: Create a Crop Area
Topic 7B: Preview an Overprint
Topic 7C: Print a Composite Proof
Topic 7D: Create Color Separations
Topic 7E: Create an Adobe PDF File

Lesson 8: Exporting Graphics for the Web and Mobile

Topic 8A: Convert Colors to Web-Safe Colors
Topic 8B: Create Slices
Topic 8C: Add Interactivity to an SVG File
Topic 8D: Export Web Graphics
Topic 8E: Preview an Illustration for Mobile Output

Appendix A: Adobe Certified Expert (ACE) Objectives Mapping