



Adobe® Illustrator® CS4: Level 2

Course Specifications

Software: Adobe® Illustrator® CS4
Course length: 1.0 day(s)

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, work with graphs and variables, control how illustrations appear on print and the web, and preview them on mobile devices.

Target Student: This course is intended for designers, publishers, prepress 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. They will have some previous experience with Illustrator.

Prerequisites: Before taking this course, you should complete the Adobe® Illustrator® CS4: Level 2 Element K course, or have equivalent knowledge.

Performance-Based Objectives

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

- ① create complex illustrations.
- ① enhance complex illustrations.
- ① create a vector version of a raster graphic.
- ① create special effects.
- ① work with graphs.
- ① work with variables.
- ① prepare documents for composite and commercial printing.
- ① export graphics for the web and mobile devices.

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: Create Symbols
- Topic 2B: Organize Objects with Layers
- Topic 2C: Create a Pattern Swatch
- Topic 2D: Create a Mesh
- Topic 2E: Create Custom Brushes
- Topic 2F: Apply Color Using Live Paint
- Topic 2G: Recolor Artwork

Lesson 3: Creating a Vector Version of a Raster Graphic

- Topic 3A: Trace Artwork Automatically
- Topic 3B: Adjust the Results of Tracing
- Topic 3C: Create a Custom Preset
- Topic 3D: Convert a Traced Object to Paths

Lesson 4: Creating Special Effects

- Topic 4A: Apply Effects
- Topic 4B: Create Masks
- Topic 4C: Simplify Paths
- Topic 4D: Create Blends
- Topic 4E: Share Graphic Styles
- Topic 4F: Create 3-D Effects

Lesson 5: Working with Graphs

- Topic 5A: Create a Graph
- Topic 5B: Format a Graph

Lesson 6: Working with Variables

- Topic 6A: Create Variables
- Topic 6B: Create Data Sets

Lesson 7: Outputting Documents

- Topic 7A: Create an Artboard
- Topic 7B: Set Up Color Management
- Topic 7C: Preview an Overprint
- Topic 7D: Apply Spot Colors
- Topic 7E: Print a Composite Proof
- Topic 7F: Create Color Separations
- Topic 7G: Create an Adobe PDF File

Lesson 8: Exporting Graphics for the Web and Mobile Devices

- Topic 8A: Convert Colors to Web-Safe Colors
- Topic 8B: Work with Actions
- Topic 8C: Export a File as an SWF File
- Topic 8D: Create Slices
- Topic 8E: Add Interactivity to an SVG File
- Topic 8F: Preview an Illustration for Mobile Devices

Appendix A: New Features in Adobe Illustrator CS4

Appendix B: Adobe Certified Expert (ACE) Objectives Mapping