

Adobe Illustrator

- ✓ The starting files/pictures that you will need are in the Illustrator folder on the Shared Drive
- ✓ Create subfolders within your Illustrator folder (rm108users) for each chapter
 - LastName Chapter 1, LastName Chapter 2, etc...

Chapter 1 "Getting to know Illustrator"

Lessons 1-9

Lesson 1—Explore the Illustrator Workspace

Lesson 2—View and Modify Artboard Elements

Motocross.ai—We will cover most concepts together through class demo

Lesson 3—Work with Objects and Smart Guides

Objects.ai

Groups.ai

Lesson 4—Create Basic Shapes &

Lesson 5—Apply Fill and Stroke Colors to Objects &

Lesson 6—Select, Move, and Align Objects &

Lesson 7—Transform Objects

Basic Shapes.ai

Lesson 8—Make Direct Selections

Direct Selections.ai

Lesson 9—Work with Multiple Artboards

Winning Business Collateral.ai

Chapter 2 "Creating Text and Gradients"

Lessons 1-8

Lesson 1—Create Point Text &

Lesson 2—Flow Text into an Object &

Lesson 3—Position Text on a Path

Berry Symposium.ai

Lesson 4—Manipulate Text with the Touch Type Tool

Touch Type.ai

Lesson 5—Create Colors and Gradients &

Lesson 6—Apply Colors and Gradients to Text &

Lesson 7—Adjust a Gradient and Create a Drop Shadow

Berry Symposium.ai

Lesson 8—Apply Gradients to Strokes

Gradient Strokes.ai

[Fun Design a T-Shirt Tutorial](#)

When you want/need to make vector graphics for flyers, postcards, stickers etc. that promote clubs or events, Adobe Illustrator is the perfect tool for the job. Using a few basic shapes and some new drawing tools, you will design a custom t-shirt graphic.

***Fun Note: You can upload to an online print vendor like CafePress or Zazzle. Surprise your friends by making custom shirts for everyone in your club or sports team.*

- Follow tutorial but personalize (color/text) – jpg
- Create New File | Letter size w/landscape orientation - No typekit fonts

Chapter 3 "Drawing and Composing an Illustration"

LESSONS 1-9

- Lesson 1—Draw Straight Lines
[Straight Lines.ai](#)
- Lesson 2—Draw Curved Lines
[Curved Lines 1.ai](#)
[Curved Lines 2.ai](#)
- Lesson 3—Draw Elements of an Illustration &
Lesson 4—Apply Attributes to Objects
[Snowball Parts.ai](#)
- Lesson 5—Assemble and Illustration &
Lesson 6—Stroke Objects for Artistic Effect
[Snowball Assembled.ai](#)
- Lesson 7—Use Image Trace
[Image Trace Sketch.ai](#)
[Image Trace Photo.ai](#)
- Lesson 8—Use the Live Paint Bucket Tool
[Live Paint Dog.ai](#)
- Lesson 9—Explore Alternate Drawing Techniques
[Pencil Tool.ai](#)

PROJECT BUILDER #1

- The Blue Pepper Mill Restaurant
[Peppermill.ai](#)

Chapter 4 "Transforming and Distorting Objects"

LESSONS 1-7

- Lesson 1—Transform Objects
[Mod Clock.ai](#)
[Shear.ai](#)
[Reflect.ai](#)
[Distort in Perspective.ai](#)
- Lesson 2—Offset and Outline Paths
[Squares.ai](#)
[Outlined Stroke.ai](#)
- Lesson 3—Create Compound Paths
[Simple Compound.ai](#)
- Lesson 4—Work with the Pathfinder Panel
[Heart Parts.ai](#)
[Divide.ai](#)
[Compound Shapes.ai](#)
- Lesson 5—Apply Round Corners to Objects
[Round Corners.ai](#)
- Lesson 6—Use the Shape Builder Tool
[Shape Builder.ai](#)
- Lesson 7—Create Clipping Masks
[Simple Masks.ai](#)
[Mask Effects.ai](#)
[Draw Inside.ai](#)

Chapter 6 "Working with Patterns and Brushes"

LESSONS 1-2

- Lesson 1—Use the Move Command
[Checkerboard.ai](#)
- Lesson 2—Create a Pattern
[Starry Night.ai](#)
[Line Patterns.ai](#)
- Lesson 5—Working with the Brushes Panel
[Four Brushes.ai](#)

Chapter 7 "Gradient Meshes, Envelopes, and Blends"

LESSONS 1-4

- Lesson 1—Edit Colors and Distort Objects
[Pucker and Bloat.ai](#)
- Lesson 2—Work with Gradient Meshes
[Circle Mesh.ai](#)
[Heart Mesh.ai](#)
- Lesson 3—Work with Envelopes
[Envelope Top Object](#)
[Envelope Mesh](#)
[Envelope Warp](#)
- Lesson 4—Create Blends
[Blend Tutorial.ai](#)

Chapter 8 "Recoloring Artwork and Working with Transparency, Effects, and Graphic Styles"

LESSONS 1-6

- Lesson 1—Use the Transparency Panel and the Color Picker
[Transparency.ai](#)
[Limeade.ai](#)
- Lesson 2—Recolor Artwork
[El Gato.ai](#)
[Mayan Warrior.ai](#)
- Lesson 3—Apply Effects to Objects
[Limeade.ai](#)
- Lesson 5—Work with Graphic Styles
[Dolphin Blue.ai](#)
- Lesson 6—Use Opacity Masks
[Simple Opacity Mask.ai](#)

Chapter 10 "Creating 3D Objects"

LESSONS 1-4

- Lesson 1—Extrude Objects
[Extrude Objects.ai](#)
- Lesson 2—Revolve Objects
[Green Bottle.ai](#)

Revolve Objects.ai

Push Pins.ai

Lesson 3—Manipulate Surface Shading and Lighting

Surface Lighting.ai

Lesson 4—Map Artwork to 3D Objects

Tea Can.ai