Adobe Illustrator
Syllabus

» Course Overview

This course introduces students to Adobe Illustrator and prepares students to take the Adobe Professional Certification for Illustrator. Students will get an insight into what it is like working in the graphic design industry. Students will learn everything from absolute basics like navigating Illustrator to performing complex tasks like managing colors, drawing, creating illustrations, and much more. The course contains guided video tutorials, hands-on projects, and step-by-step resources that help students learn how to work in Illustrator.

» Course Outline by Module

Module 1	Working in the Design Industry	**Module 5**	Creating Digital Graphics and Illustrations Using Adobe Illustrator Part I
Module 2	Understanding Digital Graphics and Illustrations	**Module 6**	Creating Digital Graphics and Illustrations Using Adobe Illustrator Part II
Module 3	Understanding Adobe Illustrator Part I	**Module 7**	Archive, Export, and Publish Graphics Using Adobe Illustrator
Module 4	Understanding Adobe Illustrator Part II		

» Module Overview and Learning Objectives

| Module 1. Working in the Design Industry

Have you heard about the Adobe Creative Cloud, and its design tool, Adobe Illustrator? In this module, students will explore how to set up design projects using Adobe Illustrator, the industry-standard software tool for graphic design and illustration. Students will learn about how the applications in Creative Cloud can be used together on successful projects

and think about the purpose and audience for their graphics work so that they can design for the needs of their audience. They will also begin to make decisions like a designer about what should be included in a project, build on their awareness of copyright and licensing, recognize the responsibilities involved in managing a design project, and find out how to communicate well with other people about their design plans.

Learning Objectives: In this module, students will:

- Understand the Adobe Creative Suite and the role of the various applications.
- Identify the purpose, audience, and audience needs for preparing graphics and illustrations.
- Determine the type of copyright, project fit, permissions, and licensing to use specific content.
- Demonstrate knowledge of project management tasks and responsibilities.
- Communicate with colleagues and clients about design plans.

| Module 2. Understanding Digital Graphics and Illustrations

Find out about the fundamentals of graphic design! In this module, students will begin to think like designers, learning some of the terminology used in the design industry and exploring the elements and principles of good design. Next, they'll learn about how designers make decisions about their work, including the essentials of color theory and typography. Finally, they'll find out how to choose the best file type for the job by examining some of the benefits and drawbacks of the file types used on the web and in print.

Learning Objectives: In this module, students will:

- Understand key terminology related to digital graphics and illustrations.
- Demonstrate knowledge of basic design principles and best practices employed in the digital graphics and illustration industry.
- Demonstrate knowledge of typography and its use in digital graphics and illustrations.
- Demonstrate knowledge of color and its use in digital graphics and illustration.
- Demonstrate knowledge of image resolution, image size, and image file format for web, video, and print.

| Module 3. Understanding Adobe Illustrator Part I

In this module, students will take a first look at the Adobe Illustrator CC user interface and begin to find their way around the software. They will explore how the fundamental tools work, finding out how to select objects, move them, draw lines and shapes and make transformations. Next, they will set up their workspace, and finally, they will discover ways to use tools like rulers and guides to facilitate the design process.

Learning Objectives: In this module, students will:
- Navigate Adobe Illustrator
- Identify elements of the Illustrator CC user interface and demonstrate knowledge of their functions
- Define the functions of commonly used tools, including selection tools, the Pen tool, and other drawing tools, shape tools, and transformation tools.
- Navigate, organize, and customize the workspace
- Use non-printing, design tools in the interface, such as rulers, guides, bleeds, and artboards.

| Module 4. Understanding Adobe Illustrator Part II

In this module, students will take a deeper dive into the functionality of Adobe Illustrator CC. They will try out using layers, managing colours and brushes, and explore how the various modes and views can be used while working on a graphic design or illustration project. Finally, they will get some practice with the vector drawing tools that Illustrator provides.

Learning Objectives: In this module, students will:
- Use layers to manage design elements.
- Manage colors, swatches, and gradients.
- Manage brushes, symbols, graphic styles, and patterns.
- Demonstrate knowledge of how and why illustrators employ different views and modes throughout the course of a project including vector/outline vs. display/appearance, isolation mode, and various Draw modes.
- Demonstrate and understanding of vector drawing tools.

| Module 5. Creating Digital Graphics and Illustrations Using Adobe Illustrator Part I

In this module, students will find out how to set up a document for web, print and video. They will further explore the range of drawing tools that Illustrator offers, creating more complex shapes and transforming graphics and illustrations to suit their design. As they work, they will develop more experience with the software and gain confidence when working with the interface.

Learning Objectives: In this module, students will:

- Create a new project
- Use vector drawing tools
- Use shape tools
- Transform graphics and illustrations
- Use basic reconstructing and editing techniques to manipulate digital graphics and media

| Module 6. Creating Digital Graphics and Illustrations Using Adobe Illustrator Part II

In this module, students will find out how to modify the visibility of layers using opacity and masks to create depth in their work. They will learn how to import various different asset types, manipulate typography and create 3D effects using the perspective tools. In the process, they will gain familiarity with some of the more complex tools that Illustrator offers.

Learning Objectives: In this module, students will:

- Demonstrate knowledge of layers and masks.
- Import assets into a project.
- Add and manipulate type using Type tools.
- Create digital graphics and illustrations using 3D and perspective tools in Illustrator.

| Module 7. Archive, Export, and Publish Graphics Using Adobe Illustrator

In this module, students will find out how to get their files ready for exporting to the web, printing or using in video production and then export their graphics and illustrations to various file formats. From there, they will review the structure of the ACA Illustrator Certification Exam, reviewing the preparation they'll need to do to gain a passing grade.

Learning Objectives: In this module, students will:

- Prepare images for web, print, and video.
- Export digital graphics and illustration to various file formats.
- Understand the structure and test prep necessary for the Adobe Certified Professional credential.