Adobe Illustrator will allow students to create visually compelling artwork that can be scaled without losing quality. Use this activity to introduce students to the drawing, shape, and text tools in Illustrator.

1.1 How to draw and add text with Adobe Illustrator

Technical skills

Illustrator

Creating vector artwork

Using Image Trace to convert photos to vector artwork

Drawing lines

Painting

Drawing and modifying shapes

Creating and modifying text

Understanding Illustrator symbols

Using the symbol sprayer

Creating patterns

1.2 Introduce the activity by discussing what designers can use Adobe Illustrator for, including the ability to:

Create free hand drawing and paintings

Trace and color in scanned artwork

Create complex shapes

Set text types

Create flexible artwork that is scalable

<u>1.3 Exam Objectives</u>

Adobe Certified Associate, Graphic Design & Illustration objectives

1.3.1 Demonstrate knowledge of graphic resolution, graphic size, and graphic file format for web, video, and print

1.3.2 Use non-printing design tools in the interface

1.3.3 Demonstrate an understanding of vector drawing concepts.

1.3.4 Demonstrate knowledge of how to work with brushes, symbols, graphic styles, and patterns.

1.3.5 Demonstrate knowledge of how to use drawing and shape tools.

1.3.6 Demonstrate knowledge of how to use type tools.

1.3.7 Demonstrate the ability to create realistic graphics.

1.3.8 Demonstrate knowledge of how to modify and transform objects.

2.1 – How to draw in Illustrator

- Drawing with the pencil tool
    - Using Drawing Modes
    - Modifying a stroke
- Drawing with the Pen tool
- How to draw with brushes
    - Work with brush libraries
    - Painting with a brush made from a photo
- Drawing with the Blob Brush tool
- Drawing shapes
    - Expand Objects
    - Paint with Live Paint
    - Create new shapes by suing the Shape Builder tool

3.1 – How to draw in perspective in Illustrator

- About the Perspective Grid tool
    - Perspective grid perspective
- Working with objects and text in perspective
    - Drawing new objects in perspective
    - Attaching objects to perspective
    - Moving objects in perspective
    - Scaling objects in perspective
    - Adding text and symbols in perspective
    - Perspective grid setting

4.1 – How to modify and transform graphics

- Transforming graphics
  - Transform panel overview
  - Transform an object's patterns
  - Transform by using the bounding box
  - Move objects
  - Scale objects
  - Shear objects
  - Rotate objects
  - Reflect or flip objects
  - Distorting graphics
  - About the Blend tool

Applying effects

5.1 – How to use symbols, patterns, and graphic styles

- About symbols
  - Create new custom symbols
- About patterns
- Importing symbols and patters in In-Design
- Working with graphic styles
  - Graphic Styles panel overview.

6.1 – How to work with text

- Working with text
- About fonts, format, styles, and spacing
  - Fonts
  - Character panel overview
  - Line and character spacing
  - Paragraph panel overview
  - Align and justify text
- Laying out text
  - Threading text between objects
  - Manage the text area
  - Change the margin around a text area
  - Create rows and columns of text
  - Wrap text around an object
- Creating type on a path
- Convert text to outlines
- Using the Touch Type tool