

# Graphic Design in Adobe Illustrator for Beginners

Taught by Justus Keaton



# Learning Objectives

- **Creating basic shapes & typefaces**
- **Become familiar with basic tools and features in Adobe Illustrator**

# Questions

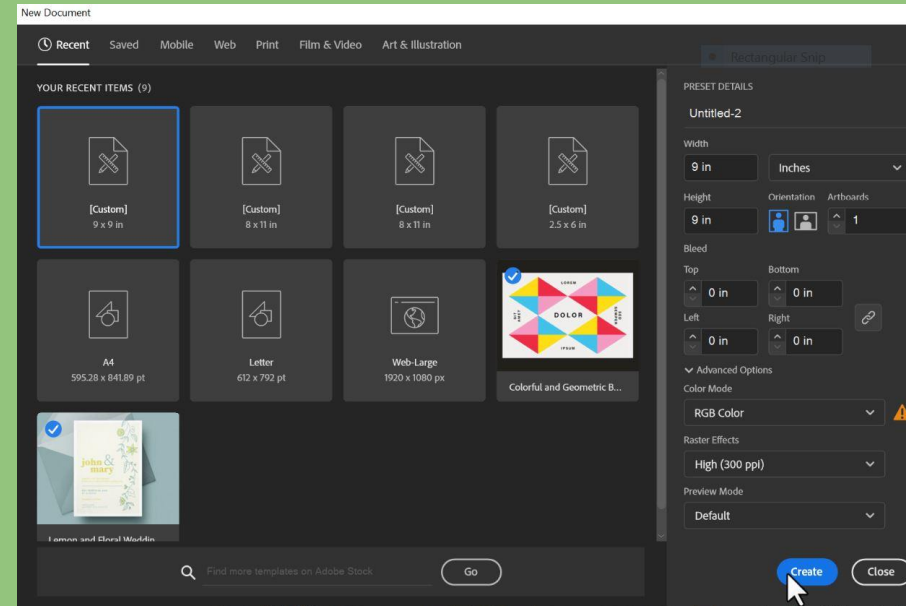
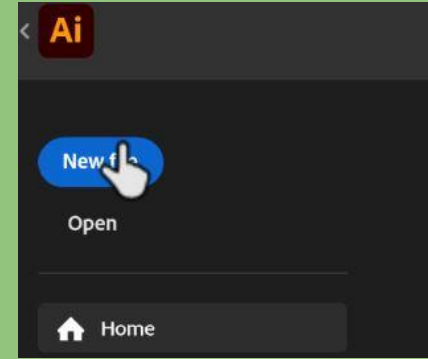
1. What is Adobe Illustrator?
2. What are vectors?
3. What can I design with Illustrator?

# Answers

1. Adobe Illustrator is the industry standard vector based design software.
2. Vectors are shapes and lines created using a mathematical formula.
3. You can use Adobe Illustrator for Graphic Design, Fashion Design, Publication & Layout Design, Branding, Packaging, UI/UX, etc,.

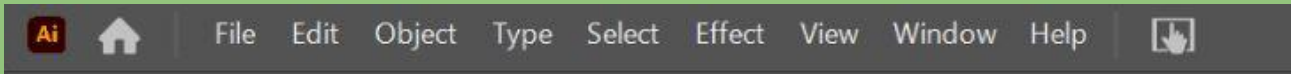
# Getting Started

- Opening an Art Board
- Inches vs. Pixels
  - Inches: Vectors
  - Pixels: Photos
  - Points: Typography
- Select Artboard features
  - Size/Template
  - Orientation
  - Margins
- Color: RGB or CMYK (L6)
  - CMYK: Cyan, Magenta, Yellow, Key
  - RGB: Red, Green, Blue
- Choose a Workspace Layout (L1)



# Top Bar

**This module will cover the most important settings and features found in the top bar that all beginners should know.**



# File

New – Creates a new document

Open– Reopens an existing document saved on the computer, the cloud, or external hard drive.

Open Recent Files– Drop down showing a list a recently opened existing documents.

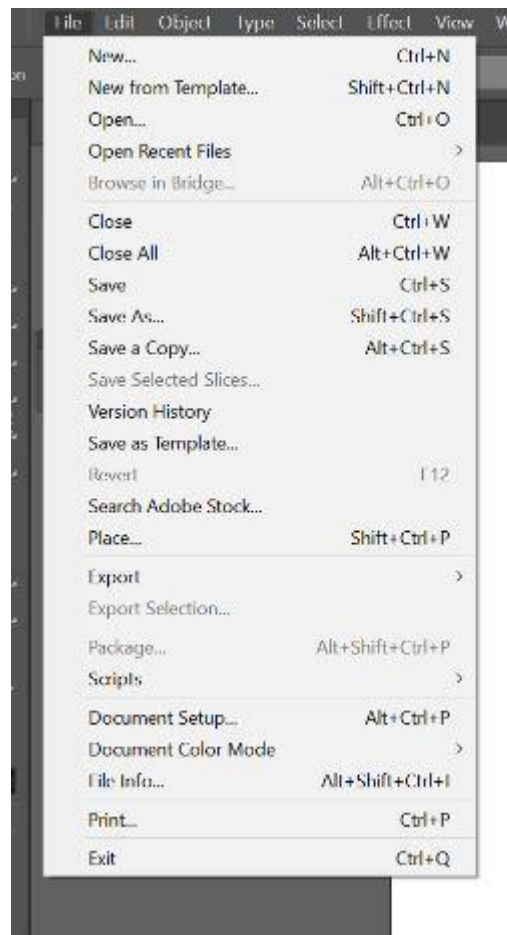
Save – Saving the document in its most updated state.

Save As- Creating the name and official file for a document

Save a copy – Making a duplicate of the document being worked on

Place- Inserting a picture

Export– Saving design as a PNG, JPEG, etc



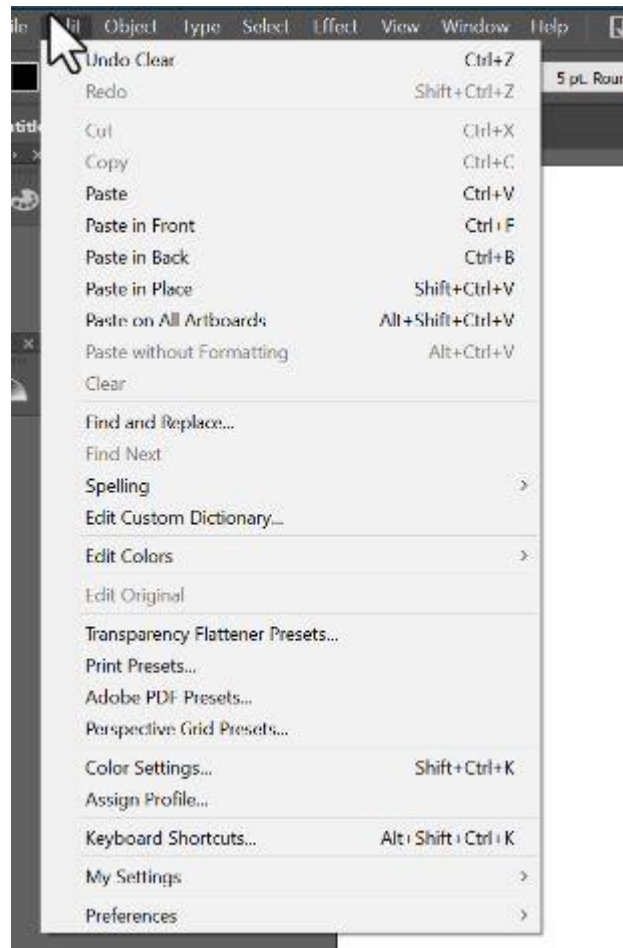
# Edit

Undo

Redo

Paste

Paste in Place



# Object

## Transform

Rotate

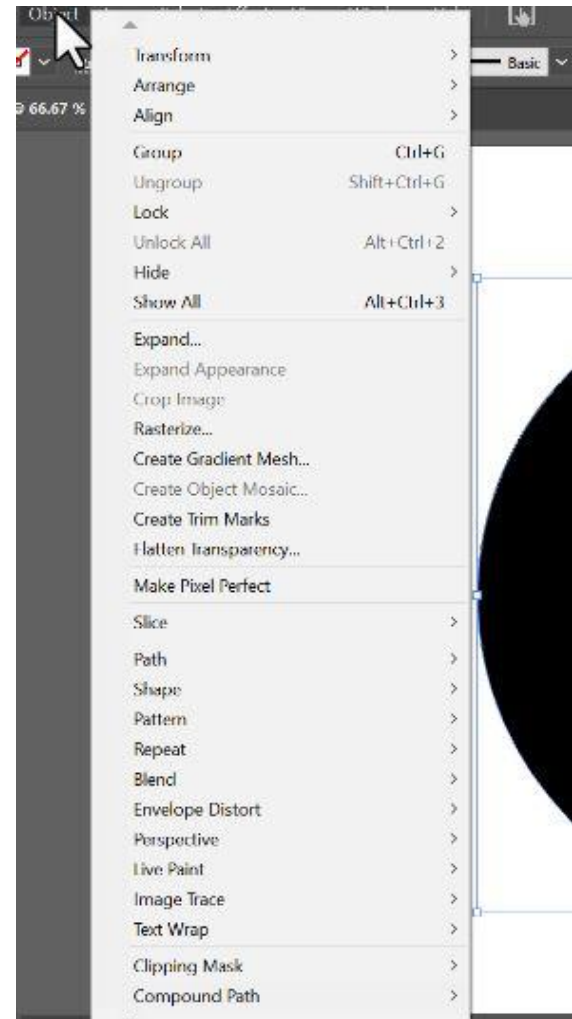
Reflect

Arrange- Organizing object in an order of either Front, Forward, Back, or Backwards in relation to other objects

Group - Temporarily or Permanently combining multiple objects as one selection

Lock - Making an object immovable and uneditable.

Expand- Turn something into a vectorized shape with a stroke and fill





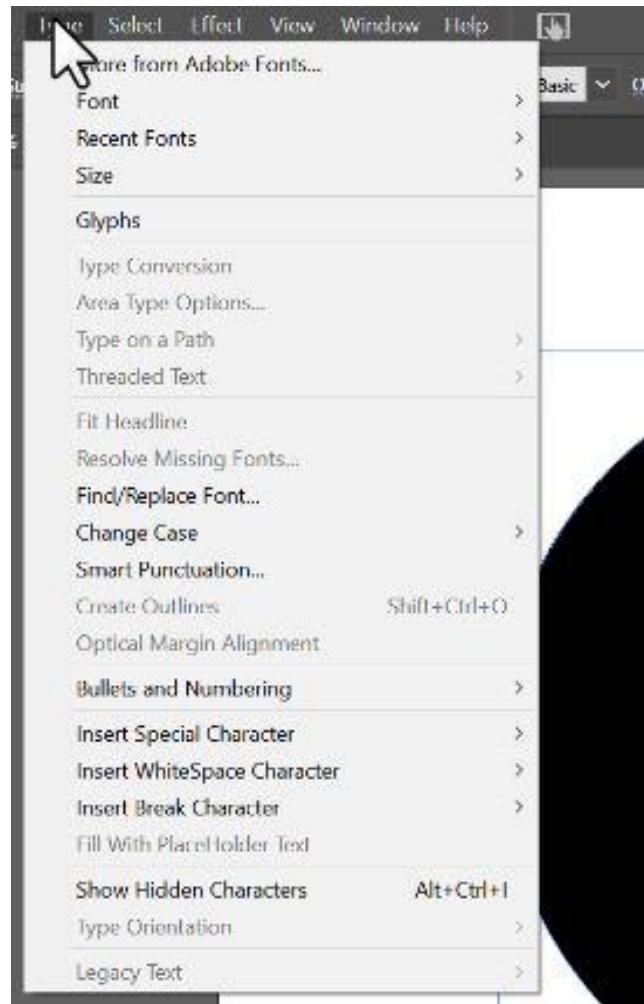
# Type

Create Outline: Turns texts into vectors.

Fonts

Bullets & Numbering

Special Characters & Symbols



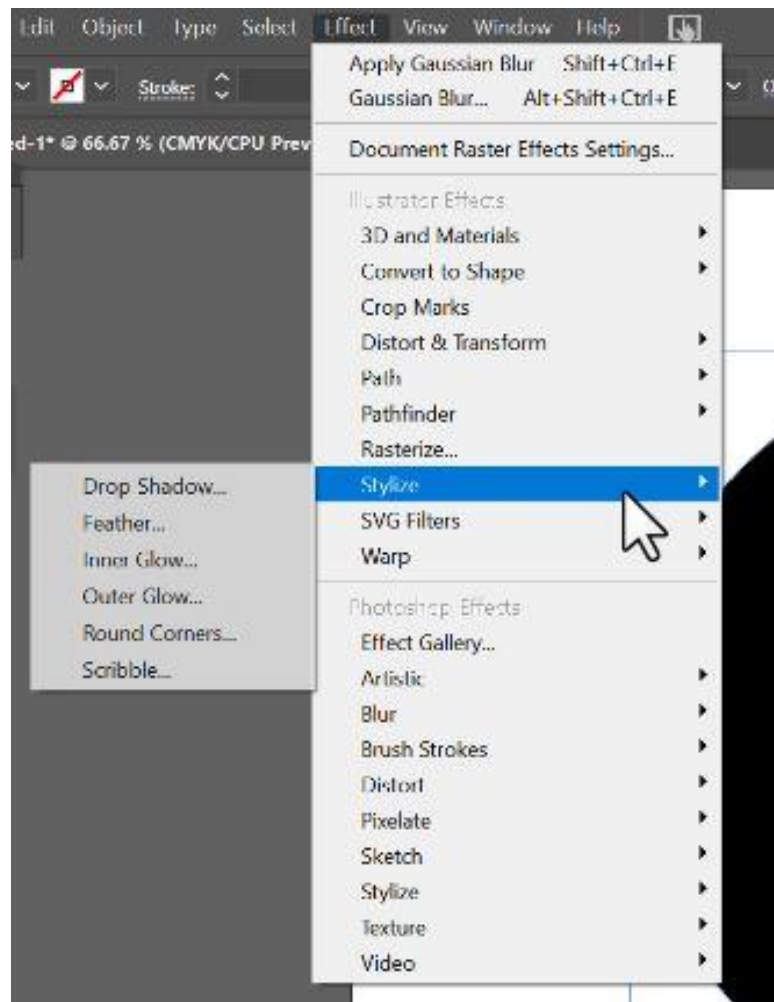
# Effect

Stylize

Drop Shadow

Blur

Gaussian Blur



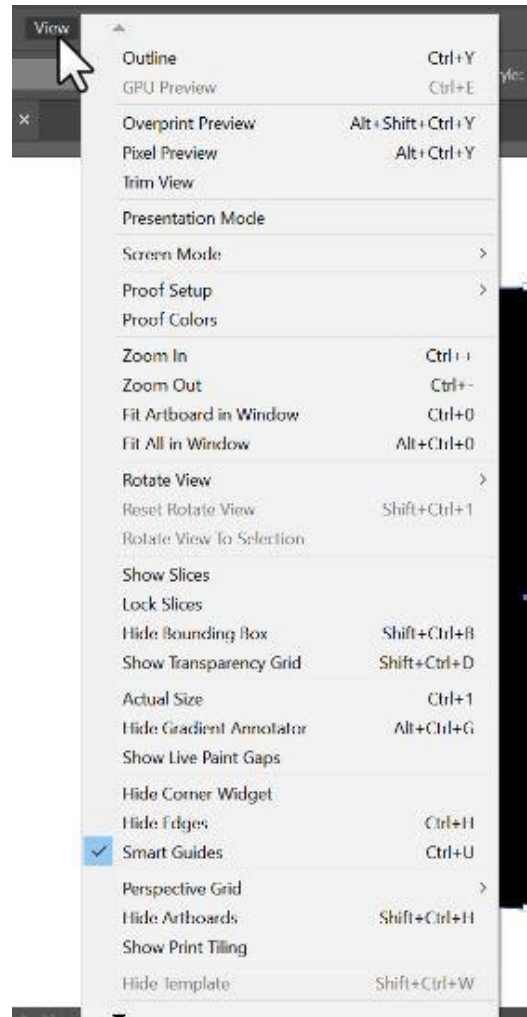
# View

Outline- Display only the outlines of the texts and vectors.

Trim View - Eliminates the excess bleeding off Artboard

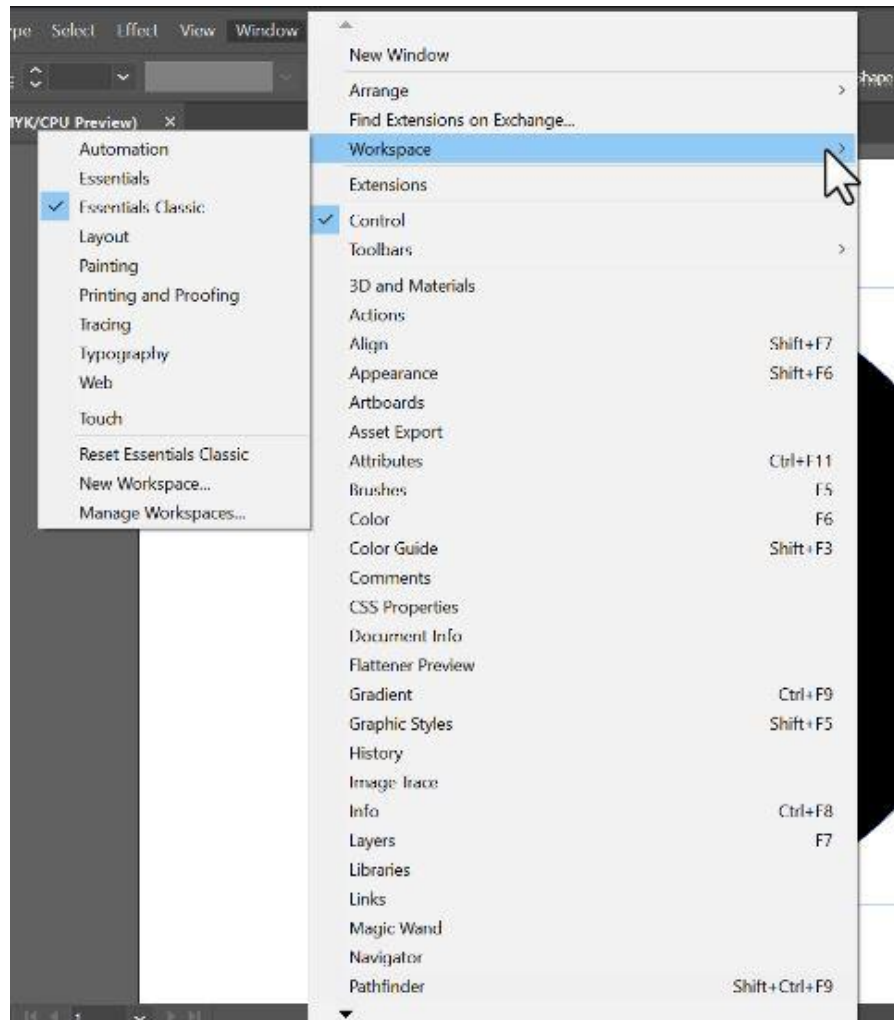
Presentation Mode- Shows a preview of the final design.

Smart Guides-



# Workspace

- Workspaces
  - Essentials
  - Essentials Classic (recommended)
  - Typography





# Selection Tools

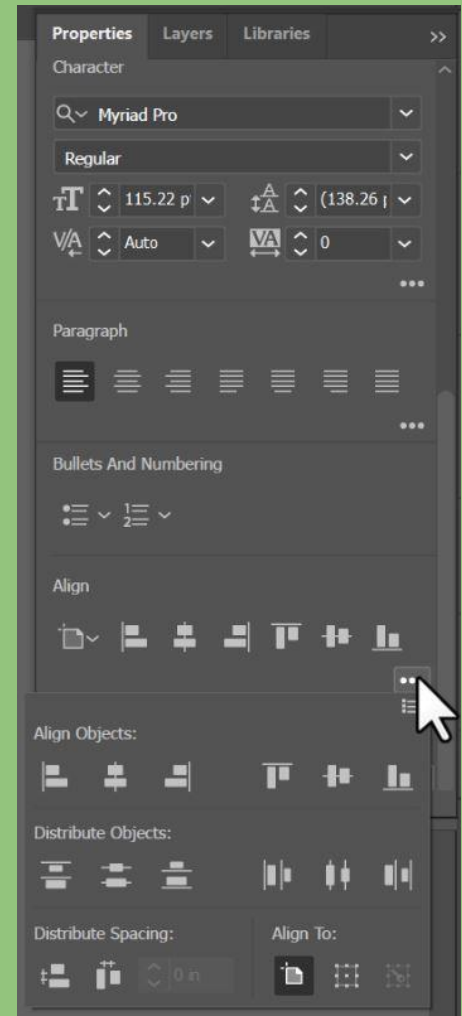
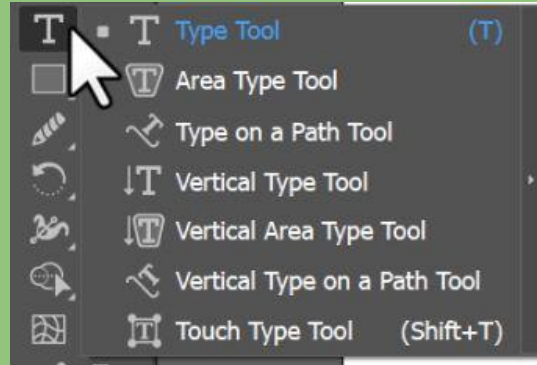


# Shapes

- Closed shapes
- Corner curving
- Lines
  - Caps
  - arrows
- Proportionality
- Eraser; Knife; Cut
- Stroke\*\*

# Text Tools

- Create a Text Box: Select “Type tool”
  - Click once on artboard
  - Click & Drag on artboard
- Properties for Text:
  - Sizing
  - Orientation
  - Font
  - Alignment
  - Stroke
- Adding Fonts
- Create Outlines: Turning Text to Shapes





# Panels

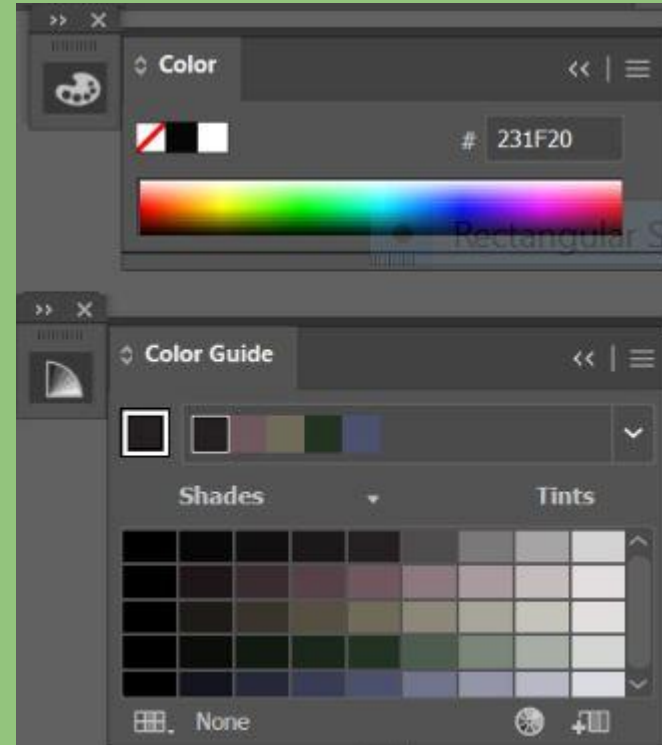
Properties:

Layers:

Library:

# Colors

- CMYK vs RGB: Color systems
  - RGB: Additive Color system mostly used for web.
  - CMYK: Subtractive Color System mostly used for print.
- Hex/ Color Code
- Dropper
- Gradient
- Different Places to change color



# Drawing Tools

# Pen Tools

- Add points
- Delete points
- Curvature tool
- Anchor Point