

# ILLUSTRATOR

## CORE

THE TRAINING PROGRAM

**MORE INFO  
ON THIS TRAINING**

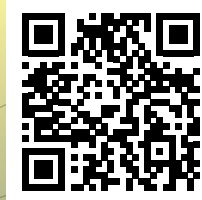


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## Training profile

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Although the training may include an introduction for beginners, its main task is to familiarize trainees with the Illustrator essential toolbox. It is about a set of universal skills and procedures, indispensable in everyday work always, regardless of the specific tasks performed.

All the material covered can be described as “a solid medium plus” level. We guarantee that the acquiring and practicing of the presented material will ensure competence, allowing you to cope with the duties in a professional graphic studio.

## Training objectives

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- For beginners: introduction to Ai basics
- For students with some experience: accelerated, yet solid review of the basics
- Next, a presentation of Ai tools, supported by appropriate exercises
- Training aims at familiarizing participants with Ai workshop and raising their skills in editing of vector graphics to a level allowing of a self-sufficient work

Let us emphasize the flexibility of the course: a trainer chooses exercises accordingly to specific training objectives set by a student, who takes time to practice only exercises which are directly useful and advantageous. The training program is a *proposal*, well thought-out and proven in practice. We proceed on the premise, that a training should flexibly adjust to student’s needs, but never the other way around.

## Training duration

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The standard training lasts for 24 school hours. It is 3 days, 8 school hours each.

There is an option to shorten the course to 2 days (16 lesson hours), which is only suitable for people who already have had extended

contact with Adobe applications before. For beginners, a 2-day course means reducing the number of practical exercises, which disrupts the proper balance between theory and practice.

## What does „CORE” in the training’s name mean?

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TLDR: CORE = BEGINNER + INTERMEDIATE

A proficiency level of a training is commonly categorized as beginner, intermediate, advanced. Such division surely does apply in other fields of education, however in case of Adobe applications, we find it impractical, or even confusing.

The reason is very steep learning curve at the beginning of studying Adobe applications. Novices need to invest considerably large amount of time and effort to even begin operating on their own.

The concept of “steep learning curve” may be illustrated with an example of training to pilot an aircraft. A *set of skills* is needed there: knowledge of an airplane construction, geography, a meteorology, a structure of an atmosphere, etc). Only merging those indispensable competences combines into flying a plane. It’s a necessity to master them altogether – You cannot take off a plane “partially”, “a little bit”.

In our experience, it is more profitable for participants to deliver the “Illustrator CORE” material as a whole and not to artificially divide it into “beginner” and “intermediate”.

Before mentioned commonly used categorization (beginner – intermediate – advanced) might be compared to our offer in such a manner: in case of Illustrator, the “beginner” level does not exist at all, and our “Illustrator CORE” is adequate to “solid intermediate plus”.

The “CORE” in the training’s name refers to a hub, an crucial essence of tools, skills and procedures which must be mastered, regardless of the specific nature of performed tasks.

After participating in the “Illustrator CORE” training, at least 6 months are required for a new knowledge to settle in. After mastering the material presented in the “Illustrator CORE” training and having some real world practice, You might want to upgrade Your knowledge by taking the “Illustrator ADVANCE ↑” training.

The universal knowledge of the “Illustrator CORE” may be expanded in many directions. As Oxygrafia specializes in area between artwork creation and printing, allow us to draw Your attention to the training “Prepress for DESIGNERS”, focusing on graphics print preparation and cooperation with a printing house.

## Prerequisite Skills

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During the training the proficiency in computer operation is necessary.

## Training language

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The training is offered both in English and in Polish.

## When the training is effective?

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### *Training succeeds:*

- if participants have a similar level of knowledge (very important)
- the group should be no more than 6-7 people
- when the students are relieved from other duties so they can focus only on learning

- very important: two displays; one showing the remote trainer's presentation, the second for the student's individual practice. More info on working with two monitors: [oxygrafia.com/online-training-technical-information](https://oxygrafia.com/online-training-technical-information)

### *Regarding videoconference online training:*

- The day before the training, we recommend testing the computer and software and downloading exercises so that the next morning everything is ready for work

### *After the training:*

- After completing the course, daily professional contact with Illustrator is necessary: work, practical tasks.

## Further learning path

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- After completing „Illustrator CORE” at least 6 months are required for a new knowledge to settle in and intertwine into everyday's tasks. Next, the skills might be extended even further with “Illustrator ADVANCE ↑” training.
- As Oxygrafia specializes in area between artwork creation and printing, allow us to draw Your attention to the training “Prepress FOR DESIGNERS”, focusing on graphics print preparation and cooperation with a printing house.



## Introduction

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- A short presentation of the Adobe Bridge browser
- Role and function of Illustrator as a tool within the Adobe Creative Cloud
- Two types of graphics: raster vs. vector – features, applications, advantages and drawbacks
- Illustrator or InDesign? Which is more suited for the particular kind of task?
- Ai preferences, recommended tweaks
- The interface, configuration, work ergonomics, keyboard shortcuts
- Navigation within the artwork area
- Working with multiple documents, transferring data among them
- Undo – rolling back commands

## Drawing

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- Drawing basic shapes + options and shortcuts
- Precision drawing of objects with specific dimensions
- Exercises in building complex shapes composed of basic ones
- Fast object selection techniques
- Groups, the Isolation Mode
- Guidelines and their applications
- Defining grids
- Corner types: round, chamfer, etc.

## Artboards

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- Defining and resizing artboards (quickly or precisely)
- Working with multiple artboards within one document

## Layers

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- The concept of the layer stack; reordering layers (bottom – top)
- Using the Layers palette
- Working with groups on layers

## Editing

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- Operations on objects: move, duplicate, rotate, mirror, etc. (by hand or precisely by numerical values)
- Aligning objects and evening spacings among them

## Strokes

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- Object outline control (thickness, color)
- Stroke variants: dashed, double, arrows
- Contours of variable thickness

## Paths

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- Path anatomy, Bézier curves
- Drawing and editing contours, arcs, curve shaping + shortcuts
- An object composed of multiple distinct paths
- Using paths to frame objects
- Creating an outline of a shape on the inner and outer side
- Joining shapes, cutting, merging, subtracting, simplifying, etc.

## Raster images

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- The concept of image resolution, the inverse relationship between pixel size and resolution, control, broadcasting, matching resolution to specific applications
- Placing photos into an artwork
- Linking vs. embedding images
- Analysis of an existing project: inspection of embedded/linked images, control over the color mode and resolution
- Image transformations
- Using the Clipping Mask to frame photos
- Quick swap a photo for another one
- Identifying and repairing broken links
- Image Trace: converting a raster image to vector graphics (e.g. handwriting, signature)

## Working with text

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- Point Type vs. Area Type
- Text formatting: size, interline, alignment, indents, ligatures, kerning, tracking, etc.
- Setting text on a path
- Filling shape with a text
- Benefits of text threads (text flows among frames), working with text threads
- How to input special characters not accessible from the keyboard
- Text composition and typesetting (automatic hyphenation + manual adjustments if necessary)
- Using the Styles feature to quickly modify appearance of text in multiple locations
- Adobe Fonts – searching for and quickly installing the required typeface

## Colors

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- Picking colors precisely by numerical values in color modes: Grayscale, decimal RGB, hexadecimal RGB, CMYK percents
- Online WWW services for matching the colors on the example of Adobe Kuler, copying colors to Illustrator
- Saving color samples as swatches
- Managing swatch libraries, reusing in other projects (e.g. company color scheme)
- Applying the same color to multiple objects with dynamic link (changing color in couple places simultaneously)

## Gradients

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- Halftone vignettes: linear, radial, freeform
- Saving a refined gradient for later reuse

## Patterns

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- Composing repetitive patterns, simplifying, framing, etc.

## Effects

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- Vector and raster types of effects
- Adding, tweaking, removing effects
- Quick copying effects among objects
- Benefits of Object Styles: applying sets of properties at once (e.g. adding shadows and frames with the same parameters to all pictures in a project)
- Review of useful effects
- Object transformations with multiple number of iterations
- Simplifying effects into regular objects
- Converting an effect into a raster image