Illustrator CS6, Part 4: Building an Image

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Prerequisites: This course assumes some familiarity with Adobe Illustrator CS6. This course is part of 7 courses; Illustrator CS6: Introduction; Illustrator CS6: Panels and Transformation; Illustrator CS6: Appearance; Illustrator CS6: Building an Image; Illustrator CS6: Text and Layers; Illustrator CS6: Styles; and Illustrator CS6: Finishing Up. Please be sure to view the courses in order if you are new to the material.

Runtime: 56:30

Course description: Master Illustrator CS6 in this seven part learning series, Adobe Illustrator is the leading drawing and illustration software used to create artwork for a variety of media, and Illustrator CS6 is packed with the tools you need to create stunning images and fun artwork for print and online projects. Now, you can learn the ins and outs of maximizing Illustrator CS6 – from using basic drawing tools to adding special effects and beyond – with Illustrator CS6 Essentials. Work with pencil, type, liquefying, painting, and other Illustrator tools Explore different effects, utilize layers, and create vibrant vector graphics with Illustrator CS6. Get up to speed on working in a dynamic publishing environment and with sophisticated page layouts. Save, organize, and share your projects with the world.

Course outline:

Building an Image
• Introduction
• Edit Vector Paths
• Cut Vector Paths
• Shape Builder
• Building an Image
• Summary

Patterns
• Introduction
• Color Options
• Changing Colors
• Introduction to Patterns
• Tiled Pattern
• More Patterns
• Summary

Color Groups
• Introduction
• Fills
• Color Group
• Color Guide Suggestions
• Recolor Artwork
• Summary