

# Adobe Illustrator CS3

## Chapter 1: Getting to Know the Word Area

- Using the Illustrator tools
- The Control panel
- Working with panels
- Customizing your workspace
- Using panel menus
- Changing the view of artwork
- Using the view commands
- Using the Zoom tool
- Scrolling through a document
- Using the Navigator panel
- Using Illustrator Help
- Displaying the Help contents
- Using keywords, links, and the index
- Locating a topic using the index

## Chapter 2: Selecting and Aligning

- Using the Selection tool
- Using the Direct Selection tool
- Creating selections with the Magic Wand
- Grouping items
- Applying the selection techniques
- Aligning objects

## Chapter 3: Creating Shapes

- Creating basic shapes
- Using basic shape tools
- Drawing the pencil shape
- Using the Pencil tool
- Drawing the pencil can
- Using Live Trace to create shapes
- Tips for drawing polygons, spirals, and stars

## Chapter 4: Transforming Objects

- Scaling objects
- Reflecting objects
- Rotating objects
- Distorting objects
- Shearing objects
- Positioning objects precisely
- Changing the perspective
- Making multiple transformations

## Chapter 5: Drawing with the Pen Tool

- Creating straight lines
- Creating curved paths
- Building a curve
- Curves and corner anchor points
- Creating the pear illustration
- Creating the arrow
- Splitting the path
- Adding arrowheads
- Drawing curves
- Selecting the curve
- Drawing the leaf
- Drawing different kinds of curves
- Convert between smooth points and corner points
- Drawing the pear shape
- Editing curves
- Finishing the pear illustration

## Chapter 6: Color and Painting

- Color Mode
- Understanding the color controls
- Color fundamentals
- Copying attributes
- Using the Appearance panel for fills and strokes
- Building and saving your own custom color
- Using Illustrator swatch libraries
- Creating a spot color
- Creating color groups
- Editing color with Live Color
- Creating a color group using Live Color
- Assign colors to your artwork
- Using patterns
- Creating your own pattern
- Applying the pattern
- Editing the pattern
- Applying Live Paint
- Editing Live Paint regions
- Create a PDF from your artwork

## Chapter 7: Working with type

- Importing a text file
- Creating columns of text
- Understanding text flow
- Working with overflow text and text reflow
- Threading text
- Resizing the text area
- Changing text attributes
- Changing font size
- Changing font color
- Changing additional text attributes
- Changing paragraph attributes
- Saving and using styles
- Creating and using Paragraph style

- Creating and using Character styles

- Sampling text

- Wrapping text around a graphic

- Reshaping text with a wrap

- Creating text on paths and shapes

- Creating text outlines

## Chapter 8: Working with Layers

- Creating layers

- Moving objects and layers

- Locking layers

- Viewing layers

- Pasting layers

- Creating clipping masks

- Merging layers

- Applying appearance attributes to layers

## Chapter 9: Blending Shapes and Colors

- Creating a gradient fill

- Adjusting the direction of the gradient blend

- Adding colors to a gradient

- Creating smooth-color blends

- Blending intermediate steps

- Modifying the blend

- Combining blends with gradients

## Chapter 10: Working with Brushes

- Using art brushes
- Drawing with Paintbrush tool
- Editing paths with the Paintbrush tool
- Using Scatter brushes
- Changing brush options
- Applying a Scatter brush to paths
- Changing the color attributes of brushes
- Changing brush color using Hue Shift colorization
- Changing brush color using Tints colorization
- Using fill color with brushes
- Using Calligraphic brushes
- Using Pattern brushes
- Creating brushes
- Creating swatches for a Pattern brush
- Creating a Pattern brush from swatches
- Painting with the Pattern brush
- Applying the Scribble effect

## Chapter 11: Applying Effects

- Using live effects
- Creating a banner logo with the Warp effect
- Creating the logotype
- Styling the banner and logotype
- Editing an effect
- Applying the Symbol as mapped artwork
- Creating a revolved object
- Changing the lighting
- Mapping the Photoshop image
- Adjusting the lighting
- Creating your own revolved artwork

## Chapter 12: Applying Appearance Attributes and Graphic Styles

- Document Startup Profiles
- Using appearance attributes
- Adding appearance attributes
- Reordering appearance attributes
- Using Graphic Styles
- Creating and saving a Graphic Style
- Applying a Graphic Style to a layer
- Applying existing Graphic Style
- Applying appearance to a layer
- Copying, applying, and removing Graphic Styles

## Chapter 13: Working with Symbols

- Working with symbols
- Using Illustrator Symbol Libraries
- Editing Symbols
- Creating Symbols
- Applying a symbol instance
- Using the symbolism tools
- Editing symbols
- Updating a symbol
- Breaking a link to a symbol
- Storing and retrieving artwork in the Symbols panel
- Mapping a symbol to 3D artwork
- Symbols and Flash integration

## Chapter 14: Combining Illustrator CS3 Graphics with the Creative Suite

- Combining artwork
- Vector versus bitmap graphics
- Creating a crop area
- Placing an Adobe Photoshop file
- About layer comps
- Duplicating a placed image
- Applying Color Edits to a placed image
- Applying a clipping mask to an image
- Creating compound paths and opacity masks
- Editing an imported mask
- Sampling colors in placed images
- Replacing a placed image
- Exporting a layered file to Photoshop

## Chapter 15: Printing Artwork and Producing Color Separations

- Printing: An overview
- About printing devices
- Halftone screens
- Screen frequency
- Output device resolution
- About color
- The RGB color model
- The CMYK color model
- Spot colors
- What is color management?
- Setting up color management in Adobe applications
- Synchronizing color using Adobe Bridge
- Application color settings
- Printing black-and-white proofs
- Soft-proofing colors
- Using the Document Info command
- Creating color separations

- Selecting a printer description file
- Specifying the bleed area
- Separating colors
- Specifying the screen frequency
- Working with two-color illustrations
- Editing a spot color
- Separating spot colors
- Creating a trap
- Overprinting objects
- Saving and printing files with transparency effects
- Specifying resolution of filters and live effects
- Using Document Raster Effects Settings
- Using the Flattener Preview panel
- Assigning the Flattening preset
- Saving a file with transparency
- Saving in the EPS format
- Printing transparent artwork
- Exporting and importing flattening settings
- Saving as Adobe PDF