Adobe Illustrator Bootcamp Syllabus: days 1-2

Lesson 1: Using the workspace
Exploring the interface
Choosing a workspace
Opening a file
Using artboards
Changing your view
Zooming and scrolling
Using tools and panels
Exploring the Control panel
Working with panels and the dock

Lesson 2: Learning essential skills
Using the shape tools
Repositioning and resizing shapes
The Transform panel
Constraining a shape
Entering exact dimensions
Selecting artwork
Using the shape and transform tools
Introducing layers
Cutting and pasting objects
Repeating transformations

Lesson 3: Adding color
Exploring the Appearance panel
Changing colors
Adding effects
Using Live Paint
Adding a symbol
Saving swatches
Selecting the same color
Creating a color group
Using the Color panel
Adding Pantone colors

Lesson 4: Using the drawing tools
Understanding the Pen tool
Straight, curved and hinged lines
Tracing images
Creating a tracing template
Working with Image Trace
Using the Line, Pencil and Eraser tools
Editing existing paths
Adding and removing points
Cutting and joining paths
The Shape Builder

Lesson 5: Additional color options
Adding tonal values with gradients
Customizing an existing gradient
Saving a gradient
Using the Gradient panel
Updating a gradient
Creating a pattern
Applying a pattern
Editing a pattern
Locating existing patterns
Using the Color Guide

Lesson 6: Adding and formatting text
Formatting text
Paragraph formatting
Using paragraph and character styles
Editing styles
Putting text on a path
Warping text
Putting text in a shape
Creating outlines
Checking spelling
Using Find and Replace

Lesson 7: Using layers
Getting to know the Layers panel
Using layers to organize an illustration
Selecting using the Layers panel
Creating new layers
Showing and hiding layers
Locking and unlocking layers
Rearranging layers
Moving items between layers
Remembering layers when pasting
Creating a template layer

Adobe Illustrator Bootcamp Syllabus: days 3-4

Lesson 1: Essential skills revisited
Setting up the artboard
Creating a background shape
Combining shapes
Sampling a color
Applying a fill and stroke
Applying color and effects
Aligning and distributing shapes
Adding text
Distorting a shape
Importing an image
Working with color, color books and custom colors

Lesson 2: Using symbols
Understanding symbols and instances
Cleaning out the symbol library
Creating symbols
Editing symbols
Importing a symbol library
Modifying symbol instances
Using the symbolism tools
Editing nested symbols
Replacing symbols
Saving symbol libraries

Lesson 3: Effects & transparency
The Appearance panel
Applying effects
Editing effects
Using graphic styles
Creating and saving graphic styles
Object transparency
Experimenting with multiple opacities
Understanding blending modes
Saving and importing graphic styles
Applying graphic styles to layers
Applying graphic styles to symbols
Using opacity masks
Painting and editing opacity masks

Lesson 4: Exporting & saving files
Saving using the AI format
Saving an illustration with layers
Saving a layered PDF
Exporting for Photoshop
Integrating with InDesign
Integrating art with otehr applications
Saving as EPS
Saving for Web

Lesson 5: Advanced blending techniques
Using the Blend tool
Applying a gradient
Linear vs. radial gradients
Using Gradient Mesh options
Adjusting a mesh
Revisiting Blend Options
Selecting multiple mesh points
Overlapping images
Using the Mesh tool
Adding a highlight

Lesson 6: Additional features
64-bit support
New, adjustable User Interface
Image Trace
Pattern Options panel
Gradients on strokes
Make Mask and Release button
Expandable color spectrum
Character panel enhancements
Transform panel addition
Redesigned Control panel