

# More Graphics with ILLUSTRATOR



## READING ASSIGNMENTS

Each week you will read chapters from the required text *Illustrator 10 in 24 Hours* by Mordy Golding. This book includes many helpful hands-on assignments for practice. You do not need to turn in any of the practice exercises. The chapters listed under “Real World” are for the suggested reading, *Real World Illustrator 10* by Deke McClelland & Sandee Cohen. This book is recommended for those who have been using Illustrator for some time and are eager to increase their knowledge. This book is not required and you are not responsible for the information found in the chapters.

The listed reading for both books has more information than we can explore in this class. Many of these chapters are being revisited a second time. You are responsible for the information covered in the lecture notes and in class.

### Lecture Notes

### 24 Hour Book

### Real World

Lecture Notes	24 Hour Book	Real World
<b>Week One</b> Transformations & Swatches Repurposing an Illustrator File	Hour 12: Transformations (thru 275) Hour 20: Understanding File Formats Hour 8: Using Strokes, Fills & Gradients	Chpt 9: The Magic of Transformations Chpt 4: Files & Formats
<b>Week Two</b> More Pathfinder Clipping Masks	Hour 19: Working with Raster ... (thru 418) Hour 16: Showing & Hiding with Masks	Chpt 20: Becoming Master of the Raster Chpt 17 & 18: pgs. 614-619, 643-653
<b>Week Three</b> Special Effects/Blends Enveloping/Transformations	Hour 12: Transformations (276-284) Hour 17: Distorting, Warping & Liquifying	Chpt 9: The Magic of Transformations
<b>Week Four</b> Review of Pen Tool & Paths Object Path Menu Illustrator & Desktop Publishing	Hour 6: Working with Selections	Chpt 6: Exact Points & Precision Curves
<b>Week Five</b> Typography	Hour 10: Linking Text/Rows & Columns Hour 14: Applying Advanced Typography	Chpt 10: How to Handle Typical Type Chpt 11 Some of Your Wackier Text...
<b>Week Six</b> Gradient Meshes Paintbrushes	Hour 11: Applying Appearances & Styles Hour 9: The Paintbrush Tool	Chpt 18: Transparency Chpt 16: Strokes & Brushes
<b>Week Seven</b> Styles & Effects Printing Tips	Hour 18: Working with Filters & Effects Hour 21: Printing your Illustrations	Chpt 19: Hog Wild Special Effects Chpt. 14 the Slippery Science of Color