

Timing: 1 to 2 hours

Level: Ages 15 and up

Getting started with Adobe Illustrator

Activity Overview

Adobe Illustrator is superior for creating vector-based graphics from images. Use this activity to introduce your students to the interface, terminology, and basic panels in Illustrator, work with swatches to manage colors in an Illustrator document, understand and work with layers, and save and export files.

Note: Portions of this activity align to the Adobe Certified Associate objectives. Within the instruction steps and technical guides, the specific learning objectives for the exam(s) are referenced with the following format: ^{1.1}

Activity Objectives

Technical skills

Illustrator

- Understanding the Adobe Illustrator workspace

Project Assets

Illustrator guide:

Overview of Adobe Illustrator ^{3.1, 3.2, 4.1, 4.2}

Illustrator guide: How to use layers in Illustrator ^{3.6}

Illustrator guide: How to work with swatches ^{3.3}

Illustrator guide: How to export and save files ^{3.7, 5.1}

Background preparation resources

[Technical and content information](#)

[ISTE NETS*S Standards for Students](#)

[Adobe Certified Associate objectives](#)

Activity Steps

1. Distribute the technical guide and use it to introduce your students to the interface, terminology, and basic panels in Illustrator. Introduce how to create a new document in Illustrator and explain the options they can alter including:
 - Document size and bleed
 - Resolution
 - Color mode (CMYK, RGB, grayscale, and so on)
 - Background color
 - Navigating through a document
 - Using rulers, guides, and grids
 - Using artboards
 - Customizing the workspace

Illustrator guide: Overview of Adobe Illustrator ^{3.1, 3.2, 4.1, 4.2}
2. Using the "I do, we do, you do" method, discuss and demonstrate the following to help students learn how to work with layers in Illustrator:
 - Discuss and demonstrate the purpose of layers in Illustrator.
 - Use the Layers panel to create, delete, duplicate, select, hide, show, lock, unlock, merge, move, group, nest, and rename layers.
 - Hide parts of objects with a clipping mask.
 - How to create an opacity mask

Illustrator guide: How to use layers in Illustrator ^{3.6}
3. Introduce the concept of a swatch and discuss the different kinds of swatches in Illustrator (including color, pattern, and gradient). Using the "I do, we do, you do" method, demonstrate how to work with swatches in the Swatches panel:
 - Create, duplicate, merge, and delete swatches.
 - Load and save swatch libraries.
 - Create and customize a gradient swatch.

Illustrator guide: How to work with swatches ^{3.3}
4. Using the "I do, we do, you do" method, demonstrate how to save files and export files for print, video, and the web.

Illustrator guide: How to export and save files ^{3.7, 5.1}

Background preparation resources:

- To view video tutorials aligned with the skills required to complete this project, visit Adobe TV: <http://tv.adobe.com/>.
- For more teaching and learning resources on the topics in this project, search for resources from the community on the Adobe Education Exchange: <http://edex.adobe.com/>.

- For an overview of the interface and for more information on the technical aspects of *Adobe Illustrator*, see *Illustrator Help*.

ISTE NETS*S Standards for Students

This project is aligned to the ISTE NETS*S Technology Standards. Depending on the subject and content area the student selects you may research your own state content standards to see how this project aligns to your state requirements.

ISTE NETS*S: Curriculum and Content Area Standards – NETS for Students

6. Technology Operations and Concepts
Students demonstrate a sound understanding of technology concepts, systems, and operations. Students:
 - a. understand and use technology systems.
 - b. select and use applications effectively and productively.
 - d. transfer current knowledge to learning of new technologies.

Adobe Certified Associate Exam Objectives

Adobe Certified Associate, Graphic Design and Illustration objectives

- 3.1 Identify elements of the Illustrator user interface and demonstrate knowledge of their functions.
- 3.2 Use non-printing design tools in the interface.
- 3.3 Demonstrate an understanding of and select the appropriate features and options required to manage color, pattern, and gradient swatches.
- 3.6 Demonstrate knowledge of layers and masks.
- 3.7 Import, export, and save files.
- 4.1 Demonstrate knowledge of how to create documents.
- 4.2 Demonstrate knowledge of how to use drawing and shape tools.
- 5.1 Demonstrate knowledge of preparing graphics for web, print, and video.

For more information

Find more teaching materials for using Adobe software in your classroom on the Adobe Education Exchange: <http://edex.adobe.com/>.



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