



# Illustrator Essentials

**ADOBE Illustrator essentials will cover tools for Vectors manipulation, Illustrations art Logo design and introduction to Generative AI.**

At the end of ADOBE Illustrator Essential session Participants will:

- Recall the names and functions of essential Adobe Illustrator tools and features.
- Identify the difference between vector images and bitmap graphics.
- Explain the importance of each tool in creating digital illustrations. Discuss the advantages of using vectors over bitmaps.
- Use the tracing tool to convert bitmap images to vector illustrations.
- Assemble a suitable artboard and employ essential tools to create basic illustrations including logos.
- Make use of ADOBE Illustrator to generate vector graphics, integration generative AI.





## Topic 1 (30 Min)

This topic will cover the process of generating a new document for specific purposes, examining the workspace, and using fundamental tools.

### Exploring:

- Selection tool
  - Direct Selection tool
  - Shapes
  - Pen tool
  - Convert Pen tool
1. **Creating a new document for different purposes.**
  2. **Workspace overview.**
  3. **Differences between the direct and selection tools.**
  4. **Creating shapes.**
  5. **Practice tracing with the pen tool lines and curves.**





## Topic 2 (40 Min)

Throughout this topic, we will explore the concept of brushes. Learn the process of utilizing brushes and generating new brushes in Adobe Illustrator, along with the technique of modifying existing brushes.

### Exploring:

- Stroke
- Fill and Stroke
- Brushes panel
- Fan Brush
- Charcoal Brush

**Guided tutorial that covers the topics above**

## Topic 3 (10 Minutes)

This topic walk you through the process of tracing bitmap images using ADOBE Illustrator. We will transform a photograph into a vector image and examine different methods of tracing.

**Workshop Image trace and explain the benefits and drawbacks of tracing.**





## Topic 4 ( 60 Min)

This topic will explore how to make use of the pathfinder tool and the application of gradients. We will also look at the integration of generative AI in Illustrator.

### Exploring:

- Shape
- Pathfinder
- Text
- Gradients
- Styles/effects

**Workshop Logo with Pathfinder - Overview of Generative AI in Adobe Illustrator**





## Topic 4 ( 40 Min)

This is an example of a lesson plan with four sets of activities. As a digital art teacher, you must know how to complete the exercises assigned to your students. Complete each of the activities presented below.

### Lesson Plan:

**Objective:** What should students know or be able to do by the end of your lesson?

**Materials Needed:** List all tools and resources required (e.g., software, worksheets).

Section 2: Lesson Introduction

**Topic Introduction:** Briefly introduce the topic to engage students.

### Key Concepts to Cover:

Essential Adobe Illustrator tools and their functions.

Differences between vector images and bitmap graphics.

Introduction to Generative AI in Adobe Illustrator.

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**Activity 1:** Create a new document and explore the workspace.

Goals for the activity.

**Activity 2:** Employ the tracing tool to convert images.

How to use the tracing tool effectively.

**Activity 3:** Design basic illustrations using the Pathfinder tool.

Application of gradients and text in designs.

**Activity 4:** Create a simple logo.

