

Adobe Illustrator CC 2026

Duration: 5 Days (40hrs)

Course Objective

To equip participants with comprehensive, industry-standard skills in Adobe Illustrator CC 2026. From fundamental interface navigation and precise shape creation to advanced vector illustration, AI-driven asset transformation, and cross-application workflows, this course enables professionals to produce highly polished graphics for both print and digital media.

Target Audience

Graphic designers, marketers, digital illustrators, and creative professionals seeking to master vector graphics. Ideal for those looking to update their skill set to leverage the latest CC 2026 features (including Generative AI integrations) or individuals transitioning from other design software to Illustrator.

Day 1: Interface Mastery & Fundamental Construction

Module 1: Getting to Know the Work Area

- Navigating workspaces
- Managing panels and toolbars
- Document setup
- Zooming and panning
- Creating custom workspaces

Lab: Set up a customized, personalized workspace profile and configure document bleed and grid settings.

Module 2: Techniques for Selecting Artwork

- Selection vs. Direct Selection tool
- Magic Wand
- Lasso tool
- Grouping items
- Isolation mode
- Selecting by attributes.

Lab: Isolate and modify specific elements within a provided dense, multi-layered vector file.

Module 3: Using Shapes to Create Artwork for a Postcard

- Drawing basic geometric shapes
- Using the Polygon and Star tools
- Corner widgets
- Aligning and distributing objects.

Lab: Design a structured, geometric background composition for a 5x7" promotional postcard.

Day 2: Advanced Paths, AI Transformations & Freehand Drawing

Module 4: Editing and Combining Shapes and Paths

- Pathfinder panel
- Shape Builder tool
- Cutting with Scissors and Knife
- Joining paths
- Compound paths.

Lab: Merge, subtract, and cut overlapping shapes to construct a scalable custom logo mark.

Module 5: Transforming Artwork with AI

- Using Generative Recolor
- Text to Vector Graphic prompts
- Puppet Warp
- Free Transform tool.

Lab: Generate a vector asset from a text prompt and use Generative Recolor to explore multiple seasonal color palettes.

Module 6: Using the Basic Drawing Tools

- Pencil tool
- Shaper tool
- Curvature tool
- Smoothing paths
- Basic freehand drawing techniques

Lab: Sketch and refine a cohesive set of 4 custom web icons using the Curvature and Pencil tools.

Module 7: Drawing with the Pen Tool

- Placing anchor points
- Drawing straight lines and Bézier curves
- Editing direction handles
- Converting anchor points.

Lab: Manually trace a provided raster image of a complex leaf using the Pen tool to create a clean vector silhouette.

Day 3: Color Systems, Typography & Document Organization

Module 8: Using Color to Enhance Signage

- Swatches panel
- Color Guide
- Defining Global and Spot colors
- Working with color groups
- Stroke profiling.

Lab: Build a branded, global color palette and apply it to a storefront signage mockup.

Module 9: Adding Type to a Poster

- Point vs. Area type
- Type on a Path
- Touch Type tool
- Threading text
- Paragraph/character styles
- Adobe Fonts.

Lab: Layout event details, headlines, and graphical text elements on a promotional concert poster.

Module 10: Organizing Your Artwork with Layers

- Creating and naming layers
- Sublayers
- Moving objects between layers
- Clipping masks

Lab: Reorganize a chaotic, single-layer architectural illustration into properly named and structured logical layers.

Day 4: Dynamic Styling, Brushes & Advanced Effects

Module 11: Gradients, Blends, and Patterns

- Linear/Radial and Freeform gradients
- Blend tool for transitions
- Pattern Options panel for seamless tiles.

Lab: Create a seamless geometric background pattern and a 3D-style text blend.

Module 12: Using Brushes to Create a Poster

- Calligraphic, Art, Scatter, and Pattern brushes
- Creating custom brushes
- Blob Brush tool.

Lab: Paint digital flourishes and illustrative borders using a custom-made Art Brush.

Module 13: Exploring Creative uses of Effects and Graphic Styles

- Appearance panel
- Live effects (Drop Shadow, Glows)
- Saving and applying Graphic Styles.

Lab: Apply non-destructive 3D extrusions and styling to a typography block and save it as a reusable Graphic Style.

Day 5: Real-World Output, Integration & Sharing

Module 14: Creating Artwork for a T-Shirt

- Working with Symbols
- Using mockup templates

Lab: Prep a multi-color graphic for screen printing and map it realistically onto a t-shirt vector mockup.

Module 15: Using Illustrator with Other Adobe Applications

- CC Libraries
- Linking vs. embedding
- Photoshop Smart Objects
- InDesign vector placement workflows

Lab: Save assets to a CC Library and place an Illustrator file into a mock Photoshop composite document.

Module 16: Sharing Projects

- Export for Screens
- Package feature
- Generating print-ready PDFs

Lab: Export individual assets via the Asset Export panel and package the final project into a High-Quality Print PDF.

