



# Illustrator for Fashion, Tile & Textile designers

**Level:** Introduction  
**Duration:** 2 Days  
**Time:** 10 AM - 5 PM  
**Cost:** £597 ex VAT

## Overview

This course is aimed at fashion, tile and textile designers who want to learn how to create patterns, learn to draw and understand professional techniques using Adobe Illustrator.

## Description

This course is aimed at fashion, tile and textile designers who want to learn how to create patterns, learn to draw and understand professional techniques using Adobe Illustrator.

## Who is this course for?

This course is idea for anyone who needs to create repeating patterns, draw garments and shapes, create swatches and brushes, and setup artwork for production.

## Assumed Knowledge

This course is aimed at beginners to intermediate users. Beginners – before taking this course, you should have a basic understanding of your computers operating system. For example, you should know how to launch an application, create and save files, and copy files from CD and other media.

## What you will learn

You will learn how to get the most out of Adobe Illustrator to streamline your artwork creation, create patterns and drawings efficiently, accurately and correctly for production.

## Outline

- Introduction to Illustrator
- Navigating a document
  - The interface
  - Document settings

## The Essentials

- Creating basic shapes

- Learn useful keyboard shortcuts
- Object transformation
- Selecting and Deselecting
- Moving and Duplication
- Mirror, shear, reflect and rotate
- Arranging content
- Using Layers
- Adding colours
- Saving colours
- Spot and Process colours
- Explore the Stroke panel

## Patterns

- Create patterns from existing artwork
- Create repeating/tiling patterns
- Learn strategies for repeating angled patterns
- Edit patterns
- Scale and rotate patterns
- Create precise patterns
- Create repeating multi-layered patterns
- Learn to use the Appearance Panel

## Brushes

- How to use brushes
- Create brushes
- Edit brushes
- Modifying brushes per path
- Create cross stitches, drawstrings, tape, straps, zips etc brushes

## Create textures

- Create textures
- Use references
- Texture artwork
- Age artwork
- Use Live Trace
- Use Pathfinder options

## Pen tool and path anatomy

- Learn the skills to master the Pen tool
- Setting up artwork
- Draw flats
- Draw apparel
- Accurately create drawings
- Work from sketches
- Create stitch lines
- Add, delete & move anchor points
- Joining and averaging anchor points
- Offset paths – for stitch lines

### Clipping paths

- Crop artwork
- Maintain design flexibility
- Edit clipping paths and content

### Pathfinder

- Combine artwork
- Segment artwork
- Clean up artwork

### Effects

- Use the Width tool
- Create organic looking artwork
- Maintain artwork flexibility
- Create drop shadows
- Create multiple strokes and fills
- Learn about the Appearance Panel

### Live Trace, Paint and Colour

- Live trace your drawings
- Learn how to improve trace results
- Interactively colour your artwork

- Learn about Gap detection methods
- Work creatively with Live Colour

#### Create details

- Buttons, zips, rivets, buckles etc
- Organic shapes, stitch brushes, tape lines, etc
  
- Output and distribute\*
  
- Explore the Export options
- Sharing assets
- Saving styles
- Creating templates