

# TOTAL TRAINING™ FOR Adobe® Illustrator® CS5 - Essentials QUICK REFERENCE GUIDE

<b>C1</b>	<b>ILLUSTRATOR INTERFACE &amp; SETUP</b>	<b>31:48</b>	<b>C6</b>	<b>COLOR, GRADIENTS &amp; PATTERNS</b>	<b>28:56</b>	<b>C12</b>	<b>WORKING WITH IMAGES &amp; MASKS</b>	<b>29:23</b>
1	Opening & Arranging Multiple Documents		1	Creating Dense Black		1	Placing Images & the Links Panel	
2	The Interface		2	Creating & Using Global Swatches		2	Using Edit Original	
3	Customizing & Saving Workspaces		3	Applying Pantone® Spot Colors		3	Creating a Clipping Mask to Mask an Image	
4	Setting Preferences		4	Creating Gradients & the Gradient Annotator		4	Continuing with Clipping Masks to Mask Artwork	
5	Navigation		5	Creating Basic Pattern Swatches		5	Working with Layered Photoshop® Files	
6	Zooming & Panning		6	Fine-Tuning & Scaling Patterns		6	Applying Effects & the Appearance Panel	
7	Editing Keyboard Shortcuts		7	Updating & Replacing Patterns				
<b>C2</b>	<b>DOCUMENT SETUP, TEMPLATES &amp; ARTBOARDS</b>	<b>36:48</b>	<b>C7</b>	<b>DIFFERENT STROKES</b>	<b>17:38</b>	<b>C13</b>	<b>LIVE TRACE TIPS &amp; TRICKS</b>	<b>14:11</b>
1	Creating a New Document		1	Adding & Distributing Lines		1	Live Tracing an Image	
2	Editing Existing Documents		2	Adding Strokes		2	Outputting Live Trace Spot Colors to Swatches	
3	Editing Document Size via Artboards		3	Working with Stroke Alignment & Dashed Lines		3	Merging Live Swatches with Pantone® Swatches	
4	Setting Up Multiple Artboards		4	Applying Arcs & Arrowheads				
5	Editing Multiple Artboards		<b>C8</b>	<b>SHAPE BUILDER &amp; PATHFINDER</b>	<b>20:37</b>	<b>C14</b>	<b>THE POWER OF APPEARANCE</b>	<b>27:24</b>
6	Artboard Ruler Origins		1	Exploring Drawing Modes		1	Using Transparency & Blend Modes	
7	The Artboards Panel		2	Using Select Same & Pathfinder Options		2	Saving & Using Graphic Styles	
8	Creating & Saving Templates		3	Combining with the Shape Builder Tool		3	Editing & Auto-Updating Graphic Styles	
			4	Trimming with the Shape Builder Tool		4	Creating Compound Paths	
<b>C3</b>	<b>CREATING OBJECTS, GUIDES &amp; LAYERS</b>	<b>35:02</b>	5	Using Transform Each		5	Applying Strokes with the Appearance Panel	
1	Rulers, Guides & Grids		<b>C9</b>	<b>CUSTOM SHAPE CREATION &amp; EDITING</b>	<b>15:58</b>	6	Adding & Editing a Drop Shadow Effect	
2	Points, Paths, Fills & Strokes		1	Cutting & Joining Paths		<b>C15</b>	<b>ADDING SOME POLISH</b>	<b>15:31</b>
3	Outline & Preview Modes		2	Applying a Stroke Profile & Merging Swatches		1	Designing an HD Interstitial Graphic	
4	Default Fill & Stroke		3	Using Pathfinder to Create a Custom Shape		2	Creating a Reflection	
5	Creating Shapes of a Specific Size		4	Utilizing Points & Segments to Create a Custom Shape		3	Creating a Transparent Gradient	
6	Creating Circles from the Center Point		<b>C10</b>	<b>DRAWING &amp; REFINING PATHS</b>	<b>23:21</b>	<b>C16</b>	<b>PRINTING, EXPORTING &amp; PDF FILES</b>	<b>15:23</b>
7	Drawing with the Star Tool		1	Freeform Drawing with the Pencil Tool		1	Setting the Print Area with the Print Tiling Tool	
8	Using the Split Into Grid Command		2	Refining a Shape with the Warp Tool & Pathfinder		2	Adjusting Basic Print Options	
9	Using the Paste Remembers Layers Command		3	Drawing Corners & Bezier Curves with the Pen Tool		3	Format Options for Exporting	
			4	Constructing More Intricate Shapes		4	Exporting a PDF for Print	
<b>C4</b>	<b>OBJECT EDITING ESSENTIALS</b>	<b>26:19</b>	5	Adding the Finished Shapes to the Main Artwork		<b>C17</b>	<b>WEB PREPARATION &amp; EXPORT</b>	<b>16:36</b>
1	Utilizing the Selection Tools		<b>C11</b>	<b>TYPE, STYLES &amp; TYPOGRAPHY</b>	<b>37:24</b>	1	Using Pixel Preview & Align to Pixel Grid	
2	Free Transforming		1	Creating Single-Line Type		2	Adjusting Anti-Aliasing on Type	
3	Stroke Scaling		2	Kerning & Styling Type		3	Creating & Naming Slices	
4	Using the Transform Panel & Nudging		3	Grouping & Scaling the Logo Type		4	Saving for the Web	
5	Grouping		4	Working with Area Type		5	Credits	
6	Working in Isolation Mode		5	Placing Type				
7	Changing Object Stacking Order		6	Creating & Applying Paragraph Styles				
<b>C5</b>	<b>TRANSFORMATION, DUPLICATION &amp; ALIGNMENT</b>	<b>29:15</b>	7	Flowing Text between Custom Frames				
1	Rotating		8	Adding Type around a Circle				
2	Reflecting		9	Adding Baseline Shift to the Type around a Circle				
3	Scaling							
4	Progressive Scaling							
5	Alignment							
6	Power Duplication							