

# TOTAL TRAINING™ FOR Adobe® Illustrator® CS4 - Advanced QUICK REFERENCE GUIDE

<b>C1</b>	<b>NAVIGATING ILLUSTRATOR</b>	<b>33:20</b>	<b>C10</b>	<b>USING THE LIQUIFY &amp; ENVELOPE TOOLS</b>	<b>12:03</b>
1	Using Adobe Bridge		1	Using the Liquify Tools to Distort Vectors	
2	Exploring Built-in Templates & Libraries		2	Warping Text Using the Envelope Distort Command	
3	Locating Existing New Document Profiles & Creating Your Own		3	Conforming Text to the Shape of an Object Using Envelope Distort	
4	Advanced Guide Features				
5	Using Artboards		<b>C11</b>	<b>CREATING SYMBOLS</b>	<b>11:01</b>
6	Setting Up Workspaces & Panels		1	Defining & Redefining a Symbol	
			2	Using the Symbol Tools	
<b>C2</b>	<b>ADVANCED PATH TECHNIQUES</b>	<b>33:57</b>	3	Saving Symbol Sets	
1	Drawing Paths with the Pen Tool		<b>C12</b>	<b>CREATING &amp; USING BRUSHES</b>	<b>27:40</b>
2	Using the Reflect Tool		1	Defining a Custom Scatter Brush	
3	Making Joins		2	Defining an Art Brush	
4	Outlining a Stroke		3	Using the Transform Panel & Defining a Pattern Brush	
5	Using the Transform Again Command		4	Defining a Pattern Brush to Make a Border	
6	Using the Arrange Commands & Clipping Masks		5	Using the Blob Brush Tool	
			<b>C13</b>	<b>3D EFFECTS</b>	<b>22:55</b>
<b>C3</b>	<b>DRAWING &amp; REDRAWING</b>	<b>27:18</b>	1	Using 3D Revolve	
1	Using Layers & Guides to Redraw a Logo		2	Making & Editing 3D Type	
2	Using Outline Mode to Redraw a Hand-Drawn Image		3	Mapping a Symbol to a Sphere Using 3D Revolve	
			4	Mapping Objects to a Cube Using 3D Extrude & Bevel	
<b>C4</b>	<b>BLENDS &amp; MESHES</b>	<b>33:10</b>	<b>C14</b>	<b>USING LIVE TRACE</b>	<b>10:12</b>
1	Blending Paths with the Specified Steps Option		1	Adjusting Tracing Options	
2	Blending Paths with the Smooth Color Option		2	Exploring Live Trace Presets	
3	Designing Web Buttons with the Blend Tool & Gradients				
4	Colorizing with Gradients		<b>C15</b>	<b>USING LIVE PAINT</b>	<b>10:15</b>
5	Working with Gradient Meshes		1	Painting a Traced Object	
			2	Using Gap Detection	
<b>C5</b>	<b>TRANSPARENCY</b>	<b>20:07</b>	3	Using Live Paint Instead of Pathfinder	
1	Colorize an Image with the Color Blend Mode		<b>C16</b>	<b>LIVE EFFECTS &amp; GRAPHIC STYLES</b>	<b>06:59</b>
2	Using the Color Guide, Transform & Transparency Panels		1	Using Transform Effects	
3	Creating an Opacity Mask with a Radial Gradient		2	Saving & Applying a Graphic Style	
4	Using the Multiply Blend Mode		<b>C17</b>	<b>LIVE COLOR</b>	<b>07:53</b>
			1	Using Adobe Kuler™ to Colorize an Object	
<b>C6</b>	<b>CREATING PATTERNS</b>	<b>14:55</b>	2	Recoloring Artwork	
1	Defining a Pattern		<b>C18</b>	<b>CREATING &amp; FORMATTING GRAPHS</b>	<b>09:17</b>
2	Scaling & Replacing a Pattern		1	Creating a 3D Pie Chart	
3	Redefining an Existing Illustrator Pattern		2	Defining a Column Graph	
4	Making a Pattern from an Illustration		3	Placing Designs into the Columns	
			<b>C19</b>	<b>ILLUSTRATOR ACTIONS</b>	<b>05:16</b>
<b>C7</b>	<b>WORKING WITH TYPE</b>	<b>22:06</b>	1	Defining a New Illustrator Action	
1	Adding Point & Area Type		2	Running an Action Using the Batch Command	
2	Placing Type from Other Documents		<b>C20</b>	<b>EXPLORING EXPORT OPTIONS</b>	<b>25:44</b>
3	Using the Glyphs Panel		1	Exporting to QuarkXPress®	
4	Setting Tabs		2	Smart Objects & Photoshop	
5	Creating Paragraph & Character Styles		3	Exporting to Adobe InDesign®	
6	Converting Text to Outlines		4	Exporting a Layered PDF File	
7	Putting an Image inside of Text		5	Using the Flattener Preview	
			6	Color Blindness Preview Modes	
<b>C8</b>	<b>WORKING WITH IMAGES</b>	<b>12:25</b>	7	Using Separations Preview	
1	Linking vs. Embedding Images		8	Using the Document Bleed	
2	Using a Clipping Mask to Make a Cutout		<b>C21</b>	<b>CREATING FLASH ANIMATIONS</b>	<b>10:51</b>
3	Creating a Clipping Mask between Two Layers		1	Animating with Layers	
4	Importing an Adobe Photoshop® Path		2	Animating with Blends	
			3	Credits	
<b>C9</b>	<b>COLOR MANAGEMENT</b>	<b>14:48</b>			
1	The Swatches Panel vs. the Color Panel				
2	Adding & Deleting Colors from the Swatches Panel				
3	Making Selections Based on Same Attributes				
4	Creating a Global Color				
5	Making & Saving a Gradient				
6	Creating, Applying & Modifying a Gradient Graphic Style				