

2026 ADOBE ILLUSTRATOR ADVANCED

Welcome to Adobe Illustrator 2026 Advanced. Push your vector design skills further with advanced techniques, refined effects, and AI-powered workflows used by professionals.

Adv. Lesson 1: Faux 3D Design

Create dimensional artwork without real 3D.

- Why faux 3D still dominates design
- Beveling, shading, and texturing techniques
- Simulated lighting and stylization
- Glass, metal, and UI elements
- Advanced layer organization

Adv. Lesson 2: Converting Pixels to Vector

Convert raster artwork into usable vector assets.

- Image Trace realities and limitations
- Image Trace panel deep dive
- Advanced controls and cleanup
- Fixing poor conversions
- Knowing when not to vectorize

Adv. Lesson 3: Coloring Artwork

Master advanced coloring techniques.

- Shape Builder workflows
- Live Paint creation and cleanup
- Managing gaps and overlaps
- Alternative coloring strategies

Adv. Lesson 4: Infographic Design 101

Design clean, scalable infographics.

- Graphic tools and hidden controls
- Manual infographic construction
- Introduction to dimensional infographic styles
- Coloring and exporting infographics
- Useful plugins and extensions

Adv. Lesson 5: Repetitive Design & Patterns*

Create complex repeated artwork efficiently.

- Why repetition tools are hidden
- Geometric repetition techniques
- Pattern creation and Library management
- Repeat Objects and interactive paths

Adv. Lesson 6: Hidden Features That Matter

Often-missed tools that solve real problems.

- Blending Modes explained
- Print troubleshooting with blends
- Mesh Gradients made approachable
- Envelope Distort workflows

Adv. Lesson 7: Raster and Vector Workflows

Combine photos and vectors cleanly.

- Raster behavior inside Illustrator
- Pixel-centric tools inside Illustrator
- Layering, labeling, and grouping strategies
- Managing effects in complex documents
- Exporting layered hybrid artwork

Adv. Lesson 8: Advanced Color Mapping

Automate color transformations..

- Recolor Artwork options
- Mass Pantone conversions
- Color reduction for production
- AI-powered color remapping

Adv. Lesson 9: Real 3D Features in Illustrator

Use Illustrator's modern 3D system.

- Modern 3D versus Legacy 3D in Adobe Illustrator
- Textures, lighting, and materials
- Revolve and extrusion workflows
- Exporting 3D assets / 3D File Format Guide

Adv. Lesson 10: Real 3D Features Part 2*

Build full 3D scenes for marketing and media.

- Advanced object creation
- Scene lighting and shadows
- Material workflows
- Illustrator to Dimension workflows
- 3D for social media, ads, and promotions

Adv. Lesson 11: Tidbits and Power Features

High-impact tools you may have missed.

- Intertwine workflows
- Clipping Masks and Knockouts
- Retype and font reconstruction
- Snap to Tangent
- Dithering and Perceptual Blending
- Turntable (beta)
- The Mockup Tool

Adv. Lesson 12: Perspective Power Design

Design in realistic perspective.

- Understanding the Perspective Grid
- One-Point, Two-Point, and Three-Point grids
- Perspective text and artwork
- Building perspective-aware logos
- Working with effects in perspective

This outline represents a general overview of topics covered in class. Lesson order and content may be adjusted or combined as needed to create the most effective learning experience. Due to frequent application updates, provided books and materials may not always reflect every feature discussed in class, including Adobe's own documentation, which can occasionally lag behind current versions. We will always strive to provide the most accurate and up-to-date information available. Students are encouraged to take notes during class and to take full advantage of Training Connection's audit option, which allows you to retake the course at your convenience.