

# TRAINING CONNECTION

# 2026 ADOBE ILLUSTRATOR BOOTCAMP

Welcome to Adobe Illustrator 2026 Bootcamp. This course covers beginner-to-advanced vector design techniques while introducing AI-powered tools that streamline creative workflows. Topics include logo design, typography, illustration, automation, and efficient production methods used in real-world projects. The focus is on building strong vector fundamentals while expanding into more advanced tools and features that support professional-level design work.

## Lesson 1: Introduction to Adobe Illustrator

Learn the core concepts of vector design, navigation, and modern Illustrator workflows.

- What's new in Illustrator 2026
- Lecture: Raster vs Vector (real-world usage)
- Lecture: Artificial Intelligence: (Automation vs Generative)
- Creating New Documents, Presets, and Workspaces
- Working with Images: Open, Place, Embed, Export
- Core Vector Design Workflows used in professional projects

## Lesson 2: Shape Tool Fundamentals

Create artwork efficiently using shape tools and precision drawing features.

- Working with Shapes, Lines, and Smart Guides
- Hidden Shape Tool features and dynamic controls
- Combining shapes to create clean vector artwork
- Popular graphic design techniques using simple geometry

## Lesson 3: Geometric Artwork Basics

Build confidence creating and modifying custom vector artwork.

- From clip art to clean design assets
- Introducing the Pen Tool with no fear required
- Why the Pen Tool is easier than you think
- Anatomy of the Pen Tool: anchors, handles, curves
- No-skills-needed drawing techniques

## Lesson 4: Typography Fundamentals

Understand type fundamentals and create professional typography layouts.

- Typography basics in Illustrator and Adobe Fonts
- Paragraph text versus Display text
- Making text look intentional and readable
- Introduction to text effects (shadows, glows, and outlines)

## Lesson 5: Fundamental Vector AI Generation

Explore AI-powered vector creation and variation workflows.

- AI fundamentals: automation versus generative systems
- Vector Generative Art panels and menus
- Prompt structure and refinement strategies
- Exploring controlled variations and filters

## Lesson 6: Exporting Your Artwork

Export clean, optimized artwork for screen, print, and digital delivery.

- Essential file formats and when to use them
- Exporting for Screen: Web, Social Media, Video
- Exporting for Digital Distribution: PDF and Interactive PDFs
- Exporting for Print: CMYK workflows and best practices

## Lesson 7: Professional Graphic Foundations

Learn the core power tools used in professional Illustrator workflows.

- Compound Paths explained clearly
- Compound Shapes with Pathfinder
- Refining complex artwork
- Common mistakes and cleanup strategies

## Lesson 8: Putting Compound Shapes to Work

Create advanced artwork using compound paths and precision edits.

- Logo, branding, and icon techniques
- Shattering designs, cut effects, and offsets
- Faux texturing and controlled complexity
- Troubleshooting tools that appear broken
- The Mockup Tool fully integrated in Illustrator 2026

## Lesson 9: The World of Symbols

Speed up production using symbols and reusable artwork.

- What symbols are and why they matter
- Creating, editing, and managing symbols
- Symbol Tool deep dive
- Building complex artwork with symbols

## Lesson 10: Next Level Typography

Push typography further with advanced controls and creative effects.

- Character and Paragraph panel deep dive
- Glyphs, ligatures, and stylistic alternates
- Custom typography for branding
- Text effects and Text on a Path workflows

## Lesson 11: Interesting Tools and Creative Power

Unlock expressive tools that expand Illustrator's creative range.

- Warp tools and controlled chaos
- Blend Tool techniques both retro and modern
- Pencil, Smooth, Shaper, and Path tools
- Magic Wand, Lasso, and hidden selection tricks

## Lesson 12: Raster vs Vector Effects Design

Combine raster and vector effects intelligently.

- Raster Effects in Illustrator and resolution control
- Why raster effects exist in vector workflows
- Professional use cases for raster effects
- Typography versus artwork versus effects rendering
- Exporting artwork with effects intact

## Lesson 13: Creating & Working with Color

**Build, manage, and reuse professional color systems.**

- Swatches, Gradients, and Color Theme Libraries
- Sampling and extracting color from artwork
- Working with Spot Colors
- Color management and file format implications

## Lesson 14: Recoloring Artwork\*

**Use AI-powered and traditional recoloring tools.**

- How Recolor Artwork works in Illustrator 2026
- Applying AI recolor to existing artwork
- Saving alternate color themes to Libraries
- Understanding limitations and best practices

## Lesson 15: Working with Brushes

**Create expressive and production-ready brush artwork.**

- Brush types explained clearly
- Creating basic and advanced brushes
- Applying and editing brush strokes
- Performance considerations and cleanup

## Lesson 16: Understanding Color Settings

**Deliver accurate color across print and screen workflows.**

- Color Settings and synchronization
- Working with color libraries including Pantone
- Print-focused color setups
- Screen-based color workflows
- Fundamental color correction techniques

## Lesson 17: Adobe Firefly and AI Integration\*

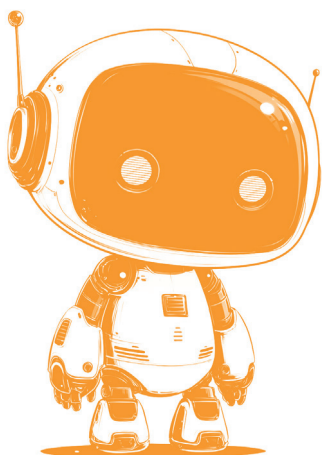
**Go further with A.I. in Illustrator to explore useful web tools and functions like Adobe Express.**

- Extend Illustrator using Adobe's AI ecosystem.
- What Firefly is and where it appears
- Illustrator and Adobe Express workflows
- Moving designs between Express and Illustrator
- Using Firefly web tools alongside Illustrator

## Lesson 18: Generated A.I. Fundamentals\*

**Generate, refine, and adapt AI-created vector artwork.**

- Vector Generative Art fundamentals
- Applying AI to media creation workflows
- AI color continuity and style control
- Working with references and stylization
- Deconstructing and redesigning AI artwork
- Using third-party generative content responsibly



## 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

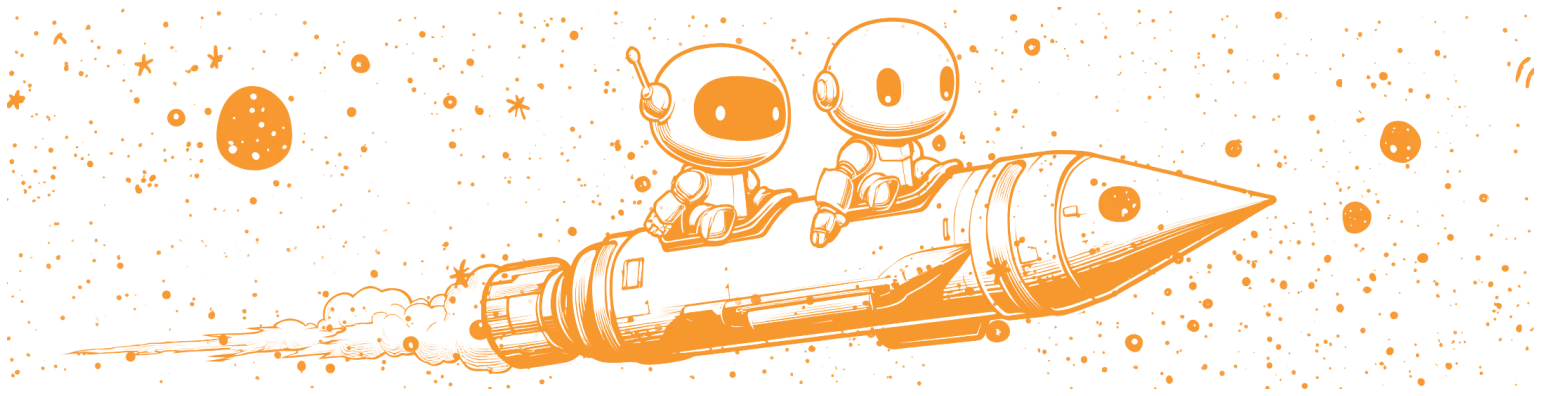
**Combine photos and vectors cleanly.**

- 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
- Workign 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.

