goskills

Illustrator - Advanced

GoSkills online course syllabus

Thursday, May 1, 2025

Skill level
Intermediate

Lessons
34

Accredited by
CPD

Pre-requisites
Illustrator - Basic

Versions supported
CC 2017

Video duration
3h 02m

Estimated study time
15h 30m for all materials

Instructor
Eric Vasquez

Putting it All Together

1 **Overview and Pre-requisites**
After covering all of the basics from the Adobe Illustrator Basics course, we can get started on our project.

2 **References and Inspiration**
Quick chat about gathering references and inspiration.

3 **Importing Sketches**
Importing my sketches that will be used as a base.

Tracing a Photo or Sketch

4 **Setting Things Up**
Setting up our document and creating a new layer for the sketch that we will be tracing.

5 **First Pass**
Tracing the outer shape of the sketch with the Pen Tool.

Tracing Finer Shapes and Details

6 **Second Pass**
Once we trace the outlines we can begin focusing on the next largest shapes in our design.

7 Third Pass

One more pass to make sure that we get all of our remaining shapes that we haven't traced yet.

8 Fourth Pass

Now we will focus on adding a few more details to help push our sketch further.

Making Adjustments

9 Adjusting our Lines

After tracing all of the main shapes we may need to adjust the width of some of the lines and strokes to add variation and make things balanced before moving on.

Finding a Color Scheme

10 Thinking in Color

After we've traced the sketch in black and white we can start thinking about what colors we want to use.

11 Scheming on Colors

Show different ways to come up with color schemes.

12 Saving Your Color Palettes

Saving your colors in the document.

Beginning the Color Phase

13 Laying in the Flats

Once we pick out a few color schemes to try out we can begin coloring our main logo filling in the flat colors for different parts of the illustration.

Adding Shadows

14 Throwing Shade

After laying down the flat colors we can begin adding some extra shapes that will serve as our shadows.

Adding Highlights

15 Moving Towards the Light

After laying down the shadows we will make another pass, this time focusing on the highlights.

Adjusting our Colors

16 Striking a Balance

Reviewing what we have so far and making any necessary color tweaks or adjustments.

Adding our Text

17 Searching for Fonts

Exploring some different font options

18 Exploration

Experimenting with different fonts and font combinations to use in our design.

Manipulating the Text

19 Custom Type

After choosing a typeface we can look at some ways to tweak and customize the font to make it fit with our theme.

Offset Paths

20 How to Increase or Decrease the Size of a Path

As we start playing around with the text we will look at the Offset Paths feature and how to create extra outlines and highlights.

Blending to Create Depth

21 Extruded Text

After experimenting with the Offset Paths feature we can use the Blend Tool to give the illusion of 3D extruded text by adding depth.

22 Extruded Shapes

Show how this can be used on basic shapes in addition to text for creating depth.

Warping and Distorting Text

23 Envelope Distortions

Once we have a lockup that we are happy with we can take a look at different ways we can arch, bend, or twist our type to make it fit within our design.

Fitting Things Together

24 Assembling our Logo Elements

Combining our main logo illustration with our primary text to create a lockup.

25 Adding our Secondary Text

Incorporating the secondary text into the logo lockup.

Expanding the Design

26 Expanding Shapes

With our logo mostly set up we will expand all of our text and shapes to convert everything into vector points and save on RAM.

Merging the Logo

27 Using the Pathfinder to Merge

After converting and expanding the design we will merge everything together to simplify our logo.

Creating a Custom Texture

28 Making a Grunge Texture

We will get ready to add some finishing touches to the logo design starting with a texture that we will create from scratch using my own technique for making a distorted/grunge texture.

Applying our Texture

29 Adding Texture to a Logo

After creating our custom textures we will now combine it with the logo design and create a few iterations to see what looks best.

Merging the Texture with our Logo

30 Merging our Logo

Once we decide on an iteration that we like best we will merge all of our textures and logo design elements together into a final.

Finishing Touches

31 Presentation

With our final logo in place we can work on how we want to present it.

32 Adding a Background

Add a background color and either a texture or a larger, ghosted version of the logo in the background complete with a layer mask to keep everything confined to our art board.

Final Output / Conclusion

33 Saving Your Logo

Saving our file in various formats for output.

34 Recap and Conclusion

A summary of the lesson and techniques that have been covered in the tutorial to wrap things up.

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