

Who

This course is designed for anyone who needs to understand the fundamental features and techniques of FreeHand and the best way to use these to produce illustrations in a creative and time-efficient manner. Reference is made to the creation of images that are destined for print, multimedia and Internet publishing projects.

Creative drawing skills are an advantage as is a clear idea of the type of work delegates intend to produce in FreeHand.

Length

2 days

Principles and basics

Menu, keyboard and palette controls;

Working with a document

Customising application preferences and tool settings

Working with Panels and organising the Workspace

Creating basic elements, selecting and moving objects, applying fills & strokes

Arranging and grouping elements; using views, rulers, grids and guides

Rotating and mirroring objects

Combining text and graphics

Using the Blend command

Using colours and tints

Cloning, scaling and positioning elements

Placing, styling and transforming type

Working with paths and points

Manipulating shapes and paths

Using a tracing template

Using Control handles on curves

Gradient filled text

Using layers and styles

Importing a tracing pattern

Background, Foreground and other Layers

Curved paths, path operations, adding objects to the clipping path

Defining and applying Object Styles

Picture frames and Layer Panels

Multipage documents

The Edit Guides command

Using PANTONE and Process colours

Duplicating pages; importing text and linking text blocks; paragraph styles

Using the Text Editor; importing images and using text wrap

Adding colours from imported bitmaps

Printing and Collecting for Output

More complex artwork

3D images and transparency effects

Blending and creating reflections

Composite paths

The Graphic hose tool

Working with FreeHand's Xtras e.g. the Envelope Xtra

Applying Lens fills

Blending and shading

Creating Blends; pasting blends inside paths for 3D shading effects

Shades on spheres and cylinders

Using Radial fills

Creating realistic shadows

The finished document; tips and techniques; customising toolbars

Designing for the Web

Web browsers & Shockwave plug-ins

GIF, JPEG and other file formats

Animated Flash graphics

The Insta.html Xtra

Viewing Web pages in a browser