

Appendix A

ACE exam objectives map

This appendix provides the following information:

- A** ACE exam objectives for Illustrator CS5, with references to corresponding coverage in ILT Series courseware.

Topic A: ACE exam objectives

Explanation

The following table lists the Adobe Certified Expert (ACE) exam objectives for Adobe Illustrator CS5 and indicates where each objective is covered in conceptual explanations, hands-on activities, or both.

1.0 Working with Illustrator documents

#	Objective	Course level	Conceptual information	Supporting activities
1.1	Create a document with multiple artboards, defining its options with a New Document Profile.	Basic	Unit 2, Topic A	A-1, A-2
1.2	Create a new artboard in a document (options include the Artboard tool and the Artboard Options).	Basic	Unit 2, Topic A	A-2
1.3	Given a scenario, manage objects on a single artboard or the entire work area (options include views, rulers, and selecting and pasting objects).	Basic	Unit 1, Topic B Unit 2, Topic B Unit 2, Topic C	B-1 B-2 C-1, C-2, C-5
		Advanced	Unit 1, Topic A Unit 3, Topic A	A-4 A-6
1.4	Given a scenario, modify and use multiple artboards (options include move, duplicate, rearrange, renumber, resize, re-orient, and rename artboards).	Basic	Unit 2, Topic A	A-2
1.5	Manage multiple open documents (including arranging windows, using tabbed windows, and using n-up view).	Basic	Unit 7, Topic A	A-1
1.6	Control the working environment with the application frame, Application bar, workspace, and panel states.	Basic	Unit 1, Topic A	A-1, A-2, A-3
1.7	Given a scenario, choose a preview mode to visualize the document.	Basic	Unit 1, Topic B	B-1
1.8	Given a scenario, choose the proper settings in the Preferences dialog box.	Basic	Unit 2, Topic A	A-3
1.9	Customize keyboard shortcuts by using the Keyboard Shortcuts dialog box.	Basic	Unit 1, Topic A	A-3
1.10	Given a scenario, create guides and grids, and use Smart Guides.	Basic	Unit 2, Topic B	B-1, B-2
		Advanced	Unit 7, Topic A	A-2
1.11	Build a document structure based on layers (options include moving and copying objects to layers).	Basic	Unit 6, Topic A Unit 6, Topic B	A-1, A-2, A-3 B-1, B-2

#	Objective	Course level	Conceptual information	Supporting activities
1.12	View and modify document metadata information.	Basic	Unit 1, Topic A Unit 2, Topic D	A-4 D-1, D-2
1.13	Given a scenario, save a document with the best format and options (options include various “Save...” and Export commands, choosing artboards, and file formats).	Basic	Unit 2, Topic A Unit 2, Topic D	A-1 D-3
		Advanced	Unit 7, Topic B	B-2

2.0 Drawing and transforming objects

#	Objective	Course level	Conceptual information	Supporting activities
2.1	Control object size and other options, using the Control bar.	Basic	Unit 1, Topic A Unit 2, Topic C Unit 3, Topic A Unit 4, Topic A Unit 4, Topic C Unit 5, Topic A	A-2 C-1 A-2 A-3 C-2 A-1
		Advanced	Unit 2, Topic C Unit 3, Topic C Unit 4, Topic A Unit 5, Topic A	C-3 C-1 A-3 A-1
2.2	Create and modify a vector object, using the Pen tool and Bezier controls.	Basic	Unit 4, Topic B	B-2, B-4
2.3	Given a scenario, customize the visual appearance of strokes (options include the Stroke panel and the Width tool).	Basic	Unit 3, Topic B	B-1, B-2
2.4	Given a scenario, modify vector paths and anchor points, using the appropriate tool.	Basic	Unit 4, Topic B Unit 4, Topic C	B-1, B-4 C-1, C-2, C-3
		Advanced	Unit 1, Topic A	A-6
2.5	Use Isolation Mode to edit objects, groups, symbols, or layers.	Basic	Unit 2, Topic C Unit 6, Topic B	C-5
		Advanced	Unit 2, Topic E	
2.6	Given a scenario, create either a clipping mask or a layer-level clipping set to hide parts of objects.	Advanced	Unit 1, Topic B	B-1, B-2
2.7	Given a scenario, use a mix of open/closed paths, compound paths, and compound shapes (options include Pathfinder operations).	Basic	Unit 2, Topic C Unit 4, Topic B Unit 4, Topic C	C-4 B-1, B-2, B-3 C-2, C-3
		Advanced	Unit 1, Topic A	A-1–A-4
2.8	Align or distribute objects precisely on an artboard.	Basic	Unit 2, Topic C	C-3, C-7

#	Objective	Course level	Conceptual information	Supporting activities
2.9	Select and control the stacking order of two or more objects.	Basic	Unit 2, Topic C	C-7
2.10	Modify an object with one or more transformation tools.	Basic	Unit 2, Topic C	C-1, C-6
		Advanced	Unit 1, Topic A	A-6
			Unit 2, Topic C	C-4
			Unit 3, Topic A Unit 3, Topic C	A-1–A-4, A-6 C-1
2.11	Create and apply a pattern swatch.	Advanced	Unit 2, Topic C	C-1–C-4
2.12	Record steps as a reusable action.	Advanced	Unit 3, Topic D	D-3

3.0 Managing color and transparency

#	Objective	Course level	Conceptual information	Supporting activities
3.1	Given a scenario, set up Color Management settings and proof color on screen.	Advanced	Unit 6, Topic A	A-1
3.2	Given a scenario, create or load swatches, organize them, and apply them to objects.	Basic	Unit 3, Topic A Unit 7, Topic A	A-1, A-3 A-1, A-2, A-3
3.3	Apply transparency options to objects (options include opacity, color mode, and opacity masks).	Basic	Unit 7, Topic C	C-1
		Advanced	Unit 1, Topic A	A-4
			Unit 1, Topic B Unit 2, Topic C	B-2 C-4
3.4	Given a scenario, recolor and fine-tune artwork in a document.	Advanced	Unit 2, Topic B	B-3, B-4
3.5	Explore color combinations, using the Color Guide panel.	Basic	Unit 3, Topic A	A-3
		Advanced	Unit 2, Topic B	B-3
3.6	Given a scenario, use the appropriate tools to create a smooth color mix (options include Blend, Gradient, and Gradient Mesh).	Basic	Unit 7, Topic B	B-1, B-2
		Advanced	Unit 2, Topic B	B-2
			Unit 3, Topic A Unit 4, Topic B	A-5 B-1

4.0 Using type

#	Objective	Course level	Conceptual information	Supporting activities
4.1	Given a scenario, create the appropriate text object (options include point type, area text, and text on a path).	Basic	Unit 5, Topic A Unit 5, Topic B	A-1, A-2 B-1, B-2, B-3
4.2	Format type, using character and paragraph attributes.	Basic	Unit 5, Topic A Unit 5, Topic B Unit 8, Topic B	A-1 B-2, B-3 B-1, B-2
4.3	Create and apply character and paragraph styles to text.	Basic	Unit 8, Topic B	B-2, B-3
4.4	Use the Glyph and OpenType panels to obtain special characters.	Basic	Unit 8, Topic B	B-4
4.5	Format a story (options include threading text frames and text wrap).	Basic	Unit 8, Topic A	A-1, A-3
4.6	Locate or replace fonts inside a document.	Basic	Unit 8, Topic C	C-3
4.7	Given a scenario, customize language dictionaries.	Basic	Unit 8, Topic C	C-1
4.8	Given a scenario, adjust and apply hyphenation.	Basic	Unit 8, Topic C	C-1

5.0 Controlling effects, appearances, and graphic styles

#	Objective	Course level	Conceptual information	Supporting activities
5.1	Given a scenario, manage fills, strokes, transparency, or effects in the Appearance panel (options include adding, editing, and viewing).	Advanced	Unit 2, Topic A Unit 3, Topic D Unit 4, Topic A Unit 4, Topic B	A-1 D-2 A-6 B-1
5.2	Given a scenario, apply the appropriate Live Effect to an object.	Advanced	Unit 3, Topic D Unit 4, Topic A	D-1, D-2 A-1–A-6
5.3	Given a scenario, save and apply graphic styles to objects.	Advanced	Unit 4, Topic B	B-1
5.4	Use the Eyedropper tool to copy attributes between elements.	Basic	Unit 3, Topic C	C-1

6.0 Building graphic objects

#	Objective	Course level	Conceptual information	Supporting activities
6.1	Create and format a graph (options include entering data, controlling type options, and design).	Advanced	Unit 7, Topic C	C-1
6.2	Given a scenario, create and use the appropriate brush options.	Advanced	Unit 2, Topic D	D-1, D-2, D-3, D-5
6.3	Create and use a symbol (options include placing it onto the artboard, editing it, and manipulating it with Symbolism tools).	Advanced	Unit 2, Topic E	E-1
6.4	Build a complex shape (options include Live Paint, Shape Builder, and Pathfinder).	Basic	Unit 2, Topic C	C-4
		Advanced	Unit 5, Topic B	B-1, B-2
6.5	Apply and edit an object distortion envelope.	Advanced	Unit 3, Topic B	B-1, B-2
6.6	Given a scenario, use the Eraser tool, Blob Brush, or Bristle Brush (including editing the tool options).	Advanced	Unit 1, Topic A Unit 2, Topic D	A-5 D-4, D-5
6.7	Given a scenario, define and use a perspective grid.	Advanced	Unit 4, Topic C	C-1
6.8	Given a scenario, draw and move one or more objects in perspective.	Advanced	Unit 4, Topic C	C-1

7.0 Working with images

#	Objective	Course level	Conceptual information	Supporting activities
7.1	Import images into your document.	Basic	Unit 4, Topic A	A-1
		Advanced	Unit 5, Topic A	A-1, A-2
7.2	Manage assets with the Links panel.	Advanced	Unit 5, Topic A	A-1
7.3	Convert an image into a vector object, using Live Trace.	Advanced	Unit 5, Topic A	A-1, A-2

8.0 Preparing graphics for Web or screen display

#	Objective	Course level	Conceptual information	Supporting activities
8.1	Given a scenario, choose the appropriate settings to save Illustrator artwork for Web or mobile devices.	Advanced	Unit 7, Topic A Unit 7, Topic B	A-1, A-4 B-1, B-2, B-3
8.2	Prepare your document for Flash authoring (options include Symbols, Flash Text, SWF format).	Advanced	Unit 2, Topic E Unit 7, Topic B	E-1 B-4
8.3	Given a scenario, prepare Web graphics, choosing the proper settings (options include pixel alignment, slices, anti-aliasing).	Advanced	Unit 7, Topic A	A-1–A-5
8.4	Given a scenario, save documents to either SWF or FXG format.	Advanced	Unit 7, Topic B	B-4

9.0 Preparing documents for print

#	Objective	Course level	Conceptual information	Supporting activities
9.1	Analyze the content of a document with the Document Info panel.	Advanced	Unit 6, Topic A	A-1
9.2	Use the Flattener Preview panel to preview and create custom settings to control the transparency flattening process.	Advanced	Unit 6, Topic B	B-1
9.3	Preview and analyze on-screen color separations.	Advanced	Unit 6, Topic C	C-1
9.4	Given a scenario, choose the right PDF presets or customize options.	Advanced	Unit 6, Topic C	C-2
9.5	Given a scenario, choose the correct print options and create custom print presets.	Advanced	Unit 6, Topic B Unit 6, Topic C	B-1 C-1