

A p p e n d i x A

ACE exam objectives map

This appendix covers these additional topics:

- A** ACE exam objectives for Illustrator CS6, with references to corresponding coverage in ILT Series courseware.

Topic A: Comprehensive exam objectives

Explanation

The following table lists the Adobe Certified Expert (ACE) exam objectives for Illustrator CS6 and indicates where each objective is covered in conceptual explanations, hands-on activities, or both.

1.0 Navigating the workspace

#	Objective	Course level	Conceptual information	Supporting activities
1.1	Customizing the workspace			
1.1.1	Managing windows and panels	Advanced	Unit 1, Topic A	A-1
1.1.2	Renaming, duplicating, saving, and switching workspaces	Advanced	Unit 1, Topic A	A-2
1.1.3	In-line editing of names of layers, swatches, and modes	Advanced	Unit 1, Topic A	A-3
1.1.4	Setting the UI theme	Advanced	Unit 1, Topic A	A-1
1.2	Using multiple artboards			
1.2.1	Artboard options	Advanced	Unit 1, Topic B	B-1
1.2.2	Creating, deleting, editing, selecting and viewing artboards	Advanced	Unit 1, Topic B	B-2
1.2.3	Reordering and rearranging artboards	Advanced	Unit 1, Topic B	B-3
1.2.4	Displaying artboard rulers, center marks, cross hairs, and safe area	Advanced	Unit 1, Topic B	B-4
1.3	Viewing artwork			
1.3.1	Specifying document setup options	Basic	Unit 1, Topic B	B-1
1.3.2	Navigator panel options	Basic	Unit 1, Topic B	B-2
1.3.3	Viewing artwork as outlines	Basic	Unit 1, Topic B	B-1
1.3.4	Use of multiple windows and views	Basic	Unit 1, Topic B	B-3
1.3.5	Previewing artwork in its final output medium.	Advanced	Unit 9, Topic A	A-1
1.4	Utilizing rulers, grids, guides, and crop marks			
1.4.1	Use of rulers	Basic	Unit 1, Topic C	C-1
1.4.2	Changing of measurement, grid and guide utilization and set-up	Basic	Unit 1, Topic C	C-1
1.4.3	Smart Guides	Basic	Unit 1, Topic C	C-3
1.4.4	Info panel features.	Basic	Unit 1, Topic C	C-4

2.0 Drawing

#	Objective	Course level	Conceptual information	Supporting activities
2.1	Drawing basics			
2.1.1	Direction lines and points	Basic	Unit 2, Topic C Unit 5, Topic A	C-1, C-2 A-1
2.1.2	Drawing Modes	Basic	Unit 5, Topic A	A-2
2.2	Creating shapes			
2.2.1	Creation of basic shapes: polygons, stars, arcs, spirals and grids	Basic	Unit 2, Topic B	B-1
2.3	Drawing pixel-aligned paths for Web workflows			
2.3.1	Aligning new and existing objects, and symbols to pixel grid	Advanced	Unit 2, Topic A	A-2
2.3.2	Pixel grid viewing options	Advanced	Unit 2, Topic A	A-1
2.3.3	Anti-aliasing options	Advanced	Unit 2, Topic A	A-3
2.4	Drawing with the Pencil tool			
2.4.1	How to set options for the Pencil tool	Basic	Unit 5, Topic C	C-1
2.5	Drawing with the Pen tool			
2.5.1	Creating straight and curve line segments, and the combination of both	Basic	Unit 5, Topic B	B-1
2.6	Editing paths			
2.6.1	Selecting paths, segments, and anchor points	Basic	Unit 5, Topic D	C-1
2.6.2	Adjusting path segments	Basic	Unit 5, Topic D	C-1
2.6.3	Adding and deleting anchor points	Basic	Unit 5, Topic D	C-2
2.6.4	Smoothing and simplifying paths	Basic	Unit 5, Topic D	C-3
2.6.5	Converting between smooth and corner points	Basic	Unit 5, Topic D	C-4
2.6.6	Erasing artwork	Basic	Unit 5, Topic D	C-5
2.6.7	Splitting paths	Basic	Unit 5, Topic D	C-6
2.7	Applying a gradient to a stroke			
2.7.1	Applying a gradient to a stroke	Basic	Unit 4, Topic B	
2.7.2	Utilizing “within stroke,” “along,” and “across” stroke options	Basic	Unit 4, Topic B	

#	Objective	Course level	Conceptual information	Supporting activities
2.8	Perspective drawing			
2.8.1	Working with the Perspective Grid	Advanced	Unit 6, Topic B	B-1
2.8.2	Using perspective grid presets	Advanced	Unit 6, Topic B	B-1
2.8.3	Drawing new objects in perspective	Advanced	Unit 6, Topic B	B-2
2.8.4	Attaching objects to a perspective	Advanced	Unit 6, Topic B	B-2
2.8.5	Selecting and transforming objects in perspective	Advanced	Unit 6, Topic B	B-3
2.8.6	Adding text and symbols in perspective	Advanced	Unit 6, Topic B	B-4
2.9	Tracing artwork with Live Trace			
2.9.1	Tracing artwork, tracing options, changing the display of tracing objects, adjusting the results of tracing objects, specifying the colors used for tracing, utilizing tracing presets, converting tracing object to a Live Paint object, and releasing a tracing object	Advanced	Unit 6, Topic A	A-1, A-2, A-3
2.10	Using Image Trace			
2.10.1	Image Trace panel options	Advanced	Unit 6, Topic A	A-2
2.10.2	Working with Image Trace presets	Advanced	Unit 6, Topic A	A-2, A-3
2.10.3	Modifying Image Trace settings on a completed trace	Advanced	Unit 6, Topic A	A-2, A-3
2.10.4	Working with Preview mode	Advanced	Unit 6, Topic A	A-2, A-3
2.10.5	Choosing color modes and palette options	Advanced	Unit 6, Topic A	A-1, A-2
2.10.6	Using Path, Corner, and Noise reduction options	Advanced	Unit 6, Topic A	A-2, A-3
2.11	Working with symbols			
2.11.1	Symbol panel options	Advanced	Unit 2, Topic B	B-1
2.11.2	Working with a symbol registration point	Advanced	Unit 2, Topic B	B-3
2.11.3	Placing and creating a symbol	Advanced	Unit 2, Topic B	B-1
2.11.4	Adding sublayers for symbols	Advanced	Unit 2, Topic B	B-4
2.11.5	Using 9-slice scaling	Advanced	Unit 2, Topic B	B-5
2.11.6	Working with symbol instances, editing or redefining a symbol	Advanced	Unit 2, Topic B	B-2
2.11.7	Working with symbol libraries	Advanced	Unit 2, Topic B	B-6

#	Objective	Course level	Conceptual information	Supporting activities
2.12	Working with symbolism tools and sets			
2.12.1	Creating and modifying symbols sets	Advanced	Unit 2, Topic C	C-1
2.12.2	Using symbolism tool options	Advanced	Unit 2, Topic C	C-2

3.0 Working with color

#	Objective	Course level	Conceptual information	Supporting activities
3.1	Selecting color			
3.1.1	Utilizing the Color picker and Color panel	Basic	Unit 4, Topic A	A-1, A-2
3.2	Using and creating swatches			
3.2.1	Utilizing the Swatch panel	Basic	Unit 4, Topic B	B-1
3.2.2	Opening swatch libraries	Basic	Unit 4, Topic B	B-3
3.2.3	Creating and editing swatches	Basic	Unit 4, Topic B	B-2
3.2.4	Moving swatches from a swatch library to the Swatches panel	Basic	Unit 4, Topic B	B-3
3.3	Adding colors from artwork to the Swatches panel			
3.3.1	Adding all document colors	Basic	Unit 4, Topic C	C-1
3.3.2	Adding colors from selected artwork	Basic	Unit 4, Topic C	C-1
3.3.3	Sharing swatches between applications	Basic	Unit 4, Topic C	C-2
3.3.4	Importing swatches from another document	Basic	Unit 4, Topic C	C-3
3.3.5	Creating process, spot-color, and gradient swatches	Basic	Unit 4, Topic B	B-2
3.3.6	Duplicating, grouping, replacing, merging and deleting swatches	Basic	Unit 4, Topic C	C-4
3.4	Working with Color Groups			
3.4.1	Utilizing the Color Guide panel	Advanced	Unit 4, Topic A	A-1
3.4.2	Editing colors/recoloring artwork procedures	Advanced	Unit 4, Topic A	A-2
3.4.3	Creating color groups	Advanced	Unit 4, Topic A	A-3, A-4
3.4.4	Editing colors in the Edit Colors dialog	Advanced	Unit 4, Topic A	A-2

#	Objective	Course level	Conceptual information	Supporting activities
3.4	Working with Color Groups (continued)			
3.4.5	Assigning colors to artwork	Advanced	Unit 4, Topic A	A-4
3.4.6	Reducing colors in artwork	Advanced	Unit 4, Topic A	A-5
3.5	Using the Kuler panel			
3.5.1	Utilizing the Kuler panel and viewing and using themes	Advanced	Unit 4, Topic B	B-1
3.6	Adjusting color			
3.6.1	Shifting out-of-gamut color to a printable color and / or a Web color	Advanced	Unit 4, Topic C	D-1
3.6.2	Blending colors	Advanced	Unit 4, Topic C	D-2
3.6.3	Changing colors to their inverse or compliment	Advanced	Unit 4, Topic C	D-3
3.6.4	Changing the tint of a color	Advanced	Unit 4, Topic C	D-2
3.6.5	Adjusting the balance of one or more colors	Advanced	Unit 4, Topic C	
3.6.6	Changing the color mode of a document	Advanced	Unit 4, Topic C	
3.6.7	Displaying and outputting spot colors using Lab values	Advanced	Unit 4, Topic C	
3.6.8	Converting colors to grayscale	Advanced	Unit 4, Topic C	
3.6.9	Converting grayscale images to RGB or CMYK	Advanced	Unit 4, Topic C	D-1
3.6.10	Colorizing grayscale or 1-bit images	Advanced	Unit 4, Topic C	D-3
3.6.11	Adjusting the saturation of multiple colors	Advanced	Unit 4, Topic C	
3.6.12	Mixing overlapping colors	Advanced	Unit 4, Topic C	
3.7	Working with Pantone Plus color libraries			
3.7.1	Accessing the Pantone Plus Series color libraries	Advanced	Unit 4, Topic C	
3.7.2	Working with legacy documents	Advanced	Unit 4, Topic C	
3.7.3	Working with PSD and TIFF files containing spot colors from older Pantone libraries	Advanced	Unit 4, Topic C	

4.0 Painting

#	Objective	Course level	Conceptual information	Supporting activities
4.1	Painting with fills and strokes			
4.1.1	Fill and Stroke controls	Basic	Unit 7, Topic A	A-1
4.1.2	Applying fill color and stroke to an object	Basic	Unit 7, Topic A	A-1
4.1.3	Drawing and merging paths with the Blob Brush tool	Basic	Unit 7, Topic A	A-5
4.1.4	Converting strokes to compound paths	Basic	Unit 7, Topic A	A-4
4.1.5	Removing fill or stroke from an object	Basic	Unit 7, Topic A	A-1
4.1.6	Creating multiple fills and strokes	Basic	Unit 7, Topic A	A-6
4.1.7	Creating strokes with variable widths	Basic	Unit 7, Topic A	A-3
4.2	Working with Live Paint groups			
4.2.1	Live Paint limitations	Basic	Unit 7, Topic C	C-1
4.2.2	Creating Live Paint groups	Basic	Unit 7, Topic	C-1
4.2.3	Expanding or releasing a Live Paint group	Basic	Unit 7, Topic C	C-5
4.2.4	Selecting items in Live Paint groups	Basic	Unit 7, Topic C	C-3
4.2.5	Modifying Live Paint groups	Basic	Unit 7, Topic C	C-4
4.2.6	Painting with the Live Paint Bucket tool	Basic	Unit 7, Topic C	C-2
4.2.7	Closing gaps in Live Paint groups	Basic	Unit 7, Topic C	C-2
4.3	Creating and using brushes			
4.3.1	Brushes panel settings	Advanced	Unit 5, Topic A	A-1
4.3.2	Working with brush libraries	Advanced	Unit 5, Topic A	A-2
4.3.3	Applying brush strokes	Advanced	Unit 5, Topic A	A-1, A-2
4.3.4	Drawing paths and apply brush strokes simultaneously	Advanced	Unit 5, Topic A	A-1, A-2
4.3.5	Paintbrush tool options	Advanced	Unit 5, Topic A	A-3
4.3.6	Removing brush strokes	Advanced	Unit 5, Topic A	A-1
4.3.7	Converting brush strokes to outlines	Advanced	Unit 5, Topic A	A-4
4.3.8	Creating or modify brushes	Advanced	Unit 5, Topic A	A-5
4.3.9	Brush options	Advanced	Unit 5, Topic A	A-3

#	Objective	Course level	Conceptual information	Supporting activities
4.4	Working with transparency and blending modes			
4.4.1	Transparency panel settings	Advanced	Unit 5, Topic C	C-1
4.4.2	Viewing transparency in artwork	Advanced	Unit 5, Topic C	C-2
4.4.3	Changing the opacity of artwork	Advanced	Unit 5, Topic C	C-3
4.4.4	Creating a transparency knockout group	Advanced	Unit 5, Topic C	C-4
4.4.5	Using opacity masks to create transparency	Advanced	Unit 5, Topic C	C-5
4.4.6	Using transparency to shape a knockout	Advanced	Unit 5, Topic C	C-6
4.4.7	Changing the blending mode of artwork	Advanced	Unit 5, Topic C	C-1
4.5	Creating and using gradients			
4.5.1	Gradient panel settings	Basic	Unit 7, Topic B	B-1
4.5.2	Utilizing the gradient to apply or edit a gradient	Basic	Unit 7, Topic B	B-1
4.6	Creating and using meshes			
4.6.1	Creating mesh objects	Advanced	Unit 5, Topic D	D-1
4.6.2	Editing mesh objects	Advanced	Unit 5, Topic D	D-1
4.6.3	Setting transparency for gradient meshes	Advanced	Unit 5, Topic D	D-1
4.7	Creating and using patterns			
4.7.1	Pattern panel options	Advanced	Unit 7, Topic B	B-1
4.7.2	Creating and editing patterns	Advanced	Unit 7, Topic B	B-2, B-3
4.7.3	Choosing a tile type	Advanced	Unit 7, Topic B	B-1
4.7.4	Working with the Pattern Tile Bounds tool	Advanced	Unit 7, Topic B	B-1
4.7.5	Setting Overlap and Copies settings	Advanced	Unit 7, Topic B	B-1
4.7.6	Changing tile edge color	Advanced	Unit 7, Topic B	B-1

5.0 Working with type

#	Objective	Course level	Conceptual information	Supporting activities
5.1	Creating type on a path			
5.1.1	Entering text on a path	Advanced	Unit 7, Topic A	A-1
5.1.2	Moving or flipping text along a path	Advanced	Unit 7, Topic A	A-2
5.1.3	Applying effects to type on a path	Advanced	Unit 7, Topic A	A-3
5.1.4	Adjusting the vertical alignment of type on a path	Advanced	Unit 7, Topic A	A-3
5.1.5	Adjusting character spacing around sharp turns	Advanced	Unit 7, Topic A	A-3
5.2	Scaling and rotating type			
5.2.1	The selection of type for transformations	Advanced	Unit 7, Topic B	B-1
5.2.2	Adjusting the scale of type	Advanced	Unit 7, Topic B	B-1
5.2.3	Rotating type	Advanced	Unit 7, Topic B	B-1
5.3	Working with fonts			
5.3.1	Open Type options and features	Advanced	Unit 7, Topic C	C-1
5.3.2	Finding and replacing fonts	Advanced	Unit 7, Topic C	C-2
5.3.3	Working with missing fonts	Advanced	Unit 7, Topic C	C-2
5.4	Formatting type			
5.4.1	Selecting type	Basic	Unit 6, Topic A	A-1
5.4.2	Finding and replacing text	Basic	Unit 6, Topic A	A-2
5.4.3	Changing color and appearance of type	Basic	Unit 6, Topic A	A-3
5.4.4	Character panel options	Basic	Unit 6, Topic B	B-1
5.4.5	Setting anti-aliasing options for type	Basic	Unit 6, Topic B	B-2
5.4.6	Converting type to outlines	Basic	Unit 6, Topic B	B-2
5.4.7	Superscripting or subscripting	Basic	Unit 6, Topic B	B-3
5.4.8	Formatting number styles, fractions, and ordinals in Open Type fonts	Basic	Unit 6, Topic B	B-4
5.5	Adjusting line and character spacing			
5.5.1	Leading, kerning, baseline shift	Basic	Unit 6, Topic B	B-5
5.5.2	Fractional character widths	Basic	Unit 6, Topic B	B-5

#	Objective	Course level	Conceptual information	Supporting activities
5.6	Formatting paragraphs	Basic		
5.6.1	Aligning and justifying text	Basic	Unit 6, Topic C	C-1
5.6.2	Paragraph spacing	Basic	Unit 6, Topic C	C-2
5.6.3	Paragraph panel options	Basic	Unit 6, Topic C	C-1
5.7	Using hyphenation			
5.7.1	Adjusting hyphenation	Basic	Unit 6, Topic D	D-3
5.7.2	Using the hyphenation dictionary	Basic	Unit 6, Topic D	D-3
5.7.3	Preventing words from breaking	Basic	Unit 6, Topic D	D-3
5.8	Creating and using appearance attributes			
5.8.1	Creating and editing character and paragraph styles	Basic	Unit 6, Topic D	D-1
5.8.2	Removing style overrides	Basic	Unit 6, Topic D	D-2
5.8.3	Loading character and paragraph styles from another Illustrator document	Basic	Unit 6, Topic D	D-2

6.0 Creating special effects

#	Objective	Course level	Conceptual information	Supporting activities
6.1	Creating and using appearance attributes			
6.1.1	Creating and editing character and paragraph styles	Basic	Unit 6, Topic D	D-2
6.1.2	Removing style overrides	Basic	Unit 6, Topic D	D-2
6.1.3	Loading character and paragraph styles from another Illustrator document	Basic	Unit 6, Topic D	D-2
6.2	Working with effects			
6.2.1	Applying effects	Advanced	Unit 8, Topic A	A-1
6.2.2	Raster effect options	Advanced	Unit 8, Topic A	A-2
6.2.3	Applying effects to bitmap images	Advanced	Unit 8, Topic A	A-2
6.2.4	Type of effects available	Advanced	Unit 8, Topic A	A-2
6.2.5	Modifying and deleting an effect	Advanced	Unit 8, Topic A	A-3

#	Objective	Course level	Conceptual information	Supporting activities
6.3	Creating and applying drop shadows, glows, and feathering			
6.3.1	Creating and applying drop shadows, glows, and feathering the edges of objects	Advanced	Unit 8, Topic B	B-1
6.4	Creating and applying graphic styles			
6.4.1	Graphic Styles panel options	Advanced	Unit 8, Topic C	C-1
6.4.2	Creating and applying Graphic Styles	Advanced	Unit 8, Topic C	C-2
6.4.3	Using Graphic Style libraries	Advanced	Unit 8, Topic C	C-3
6.4.4	Importing all graphic styles from another Illustrator document	Advanced	Unit 8, Topic C	C-3

7.0 Working with web graphics

#	Objective	Course level	Conceptual information	Supporting activities
7.1	Creating Web graphics			
7.1.1	Utilizing the pixel preview mode	Advanced	Unit 3, Topic A	A-1
7.2	Utilizing slices and image maps			
7.2.1	Creating, selecting, locking, and removing slices	Advanced	Unit 3, Topic B	B-1
7.2.2	Setting slice options	Advanced	Unit 3, Topic B	B-2, B-3
7.2.3	Showing and hiding slices	Advanced	Unit 3, Topic B	B-3
7.2.4	Creating image maps	Advanced	Unit 3, Topic B	B-4
7.3	Utilizing SVG			
7.3.1	Applying SVG effects	Advanced	Unit 3, Topic C	C-1, C-2
7.3.2	SVG Interactivity panel options	Advanced	Unit 3, Topic C	C-1, C-2
7.3.3	Adding SVG interactivity to artwork	Advanced	Unit 3, Topic C	
7.3.4	SVG events	Advanced	Unit 3, Topic C	
7.4	Creating animations			
7.4.1	Creating Flash animations	Advanced	Unit 3, Topic D	D-1
7.4.2	Working with Illustrator files and Flash	Advanced	Unit 3, Topic D	D-2

8.0 Printing

#	Objective	Course level	Conceptual information	Supporting activities
8.1	Setting up documents for printing			
8.1.1	Printing composite of artwork	Advanced	Unit 9, Topic A	A-1
8.1.2	Making artwork non-printable	Advanced	Unit 9, Topic A	A-1
8.1.3	Print dialog box options	Advanced	Unit 9, Topic A	A-1
8.1.4	Repositioning artwork on a page	Advanced	Unit 9, Topic A	A-1
8.1.5	Printing multiple artboards	Advanced	Unit 9, Topic A	A-1
8.1.6	Rotating artboards	Advanced	Unit 9, Topic A	A-1
8.1.7	Tiling artwork on multiple pages	Advanced	Unit 9, Topic A	A-1
8.1.8	Changing page size and orientation	Advanced	Unit 9, Topic A	A-1
8.1.9	Scaling documents for printing	Advanced	Unit 9, Topic A	A-1
8.1.10	Determining printer resolution and screen frequency	Advanced	Unit 9, Topic A	A-1
8.2	Printing color separations			
8.2.1	Artwork preparation for color separating, previewing and printing color separations	Advanced	Unit 9, Topic B	B-1
8.3	Working with printer marks and bleed marks			
8.3.1	How to add printer's marks and bleeds to a document	Advanced	Unit 9, Topic B	B-1
8.4	Printing gradients, meshes, and color bleeds			
8.4.1	Rasterizing gradients and meshes during printing, setting proper screen frequencies for printing, and determining the maximum blend length for gradients	Advanced	Unit 9, Topic B	B-1
8.5	Printing and saving transparent artwork			
8.5.1	Setting transparency flattening options for printing	Advanced	Unit 9, Topic C	C-1
8.5.2	How to preview area of artwork to be flattened	Advanced	Unit 9, Topic C	C-1
8.5.3	Flatten Preview panel options	Advanced	Unit 9, Topic C	C-1
8.5.4	Creating and editing transparency presets	Advanced	Unit 9, Topic C	C-1

#	Objective	Course level	Conceptual information	Supporting activities
8.5	Printing and saving transparent artwork (continued)			
8.5.5	Exporting and importing presets	Advanced	Unit 9, Topic C	C-1
8.5.6	How to flatten transparency for individual objects	Advanced	Unit 9, Topic C	C-1
8.5.7	Rasterizing all artwork during printing	Advanced	Unit 9, Topic C	C-1
8.6	Overprinting			
8.6.1	Setting up overprinting	Advanced	Unit 9, Topic D	D-1
8.6.2	Settings for Overprint black	Advanced	Unit 9, Topic D	D-1
8.6.3	Simulating or discarding overprinting	Advanced	Unit 9, Topic D	D-1
8.7	Trapping			
8.7.1	Creation of a trap	Advanced	Unit 9, Topic D	D-1
8.7.2	Creating a spread or choke	Advanced	Unit 9, Topic D	D-1
8.7.3	Trapping a line	Advanced	Unit 9, Topic D	D-1
8.7.4	Trapping a portion of an object	Advanced	Unit 9, Topic D	D-1
8.8	Using print presets			
8.8.1	Creating and applying of print presets	Advanced	Unit 9, Topic D	D-1
8.8.2	Exporting or importing of print presets	Advanced	Unit 9, Topic D	D-1