

**COLLEGE OF NON-CONVENTIONAL VOCATIONAL COURSES FOR
WOMEN**

(CNCVCW), CSIBER.

KOLHAPUR



A PROJECT REPORT ON

“ILLUSTRATOR”

SUBMITTED TO

CNCVCW AFFILIATED TO

SHIVAJI UNIVERSITY KOLHAPUR

IN PARTIAL FULFILLMENT OF REQUIREMENT FOT THE DEGREE OF

BACELOR OF MULTIMEDIA

SUBMITTED BY

MS. SMITA MAHENDRA HALANKAR

UNDER THE GUIDANCE OF

MR. RAGUNATH TOPKAR

ASSISTANT PROFESSOR

DEPARTMENT OF MULTIMEDIA

DECLARATION

I hereby declare that, this submission is my original work. To the best of my knowledge and belief it contains no material previously published either written by another person or material which to a substantial extent has been accepted for the award of any other degree or diploma of the university or other institute of higher learning. Except where due to acknowledgement has been made in the text.

NAME: MISS. SMITA MAHENDRA HALANKAR

SIGNATURE

CERTIFICATE

This is to certify that, Of Bachelor of Multimedia(B.M.M.) IV has satisfactory completed the project entitled “ ILLUSTRATOR”in partial fulfillment of Bachelor Degree in Multimedia affiliated to Shivaji University, Kolhapur, for the academic year 2020-2021.

Mr. Rgaunath Topkar

(Project Guide)

LEAD

(EMS)

Forwarded Through:

Dr. A. R. Kulkarni

(M.Sc., PhD, MMEI, RQP,

AUDITOR

(Principal)

EXTERNAL EXAMINER

INTRODUCTION TO ADOBE ILLUSTRATOR

Adobe Illustrator is a professional quality graphic art program. Its applications are diverse, from creating print to web graphics and, for our purposes, posters. Although the program is complex and requires a significant amount of time to truly master, it is quite easy to learn the basics and create work with a professional appearance. Designing a poster does not require any special artistic talent or skills; it just requires having the patience to get acquainted with the program. As with most computer applications, I recommend using the trial-and-error methodology to figure out the intricacies of this program. You will make numerous mistakes, and frequently want to make changes. Thankfully Illustrator is equipped with an undo option. In fact, undo [Ctrl+Z] will become a very familiar action as you design your poster.



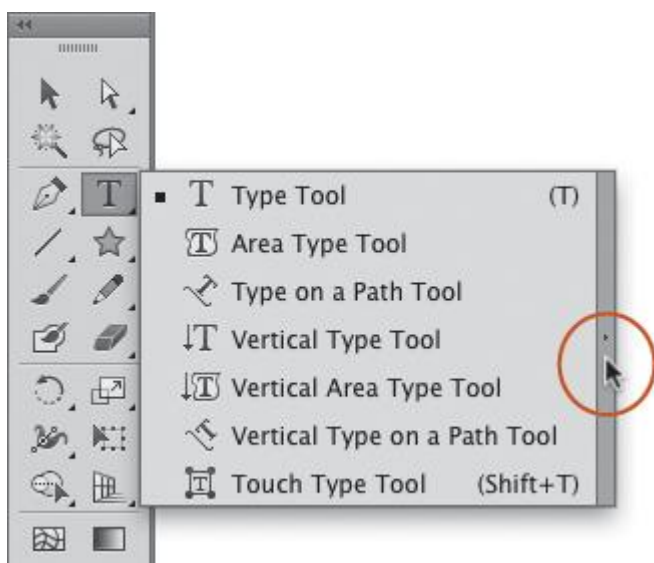
Adobe
Illustrator

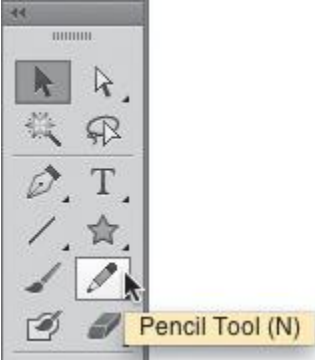
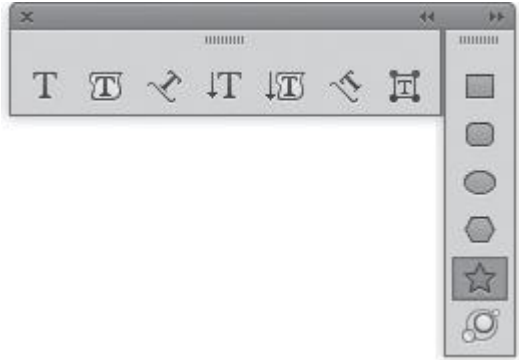
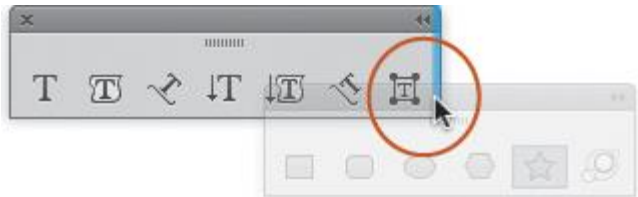
The Tools panel

In addition to the tools on the Tools panel, which are used for creating and editing objects, you will also find color controls, a menu or icons for choosing a drawing mode, and a menu for choosing a screen mode. If the panel is hidden, choose Window > Tools to display it. To convert the panel layout from single column to double column or vice versa, either click the double arrowhead at the top or double-click the top bar.

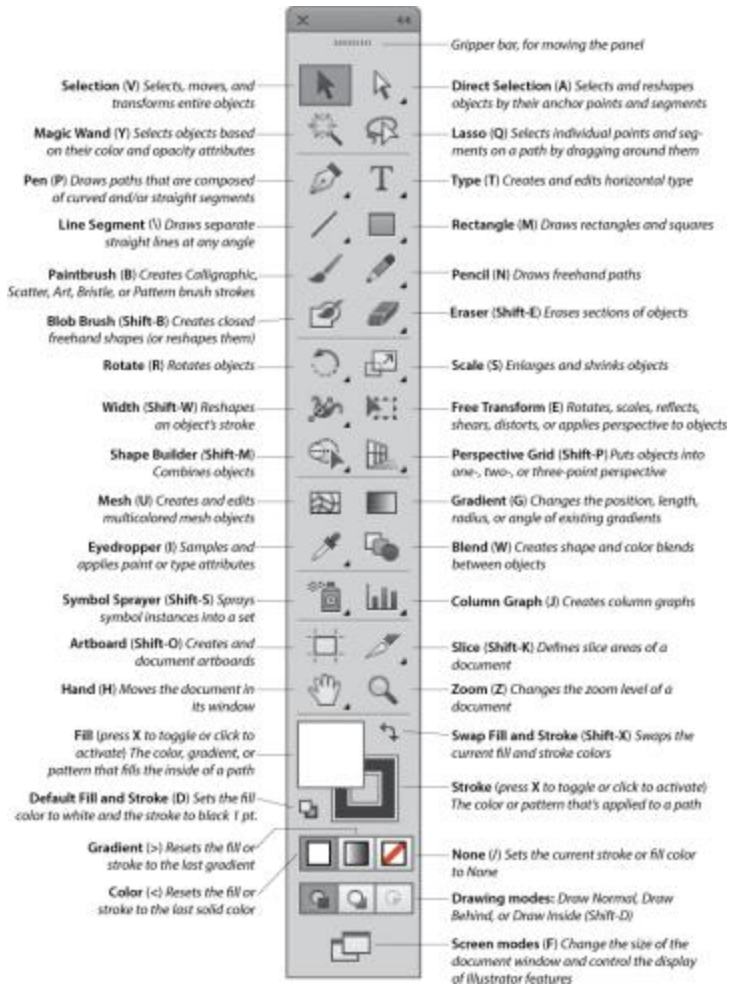
Click once on a visible tool to select it, or click and hold on a tool that has a tiny arrowhead to choose a related tool from a fly-out menu. You can cycle through tools on the same menu by Option/Alt clicking the visible tool.

To create a tearoff toolbar for a group of related tools, press and hold on the arrowhead for a tool, then click the vertical tearoff bar on the right edge of the menu. **A–B** To dock tearoff toolbars together, drag one tearoff toolbar to the side of an existing one and release when the vertical drop zone line displays. **C–D** To make a tearoff toolbar vertical instead of horizontal, click the double-arrow **E–F** or double-click the top bar. To close a docked tearoff toolbar, drag it by its gripper bar out of its dock, then click its close button (x).

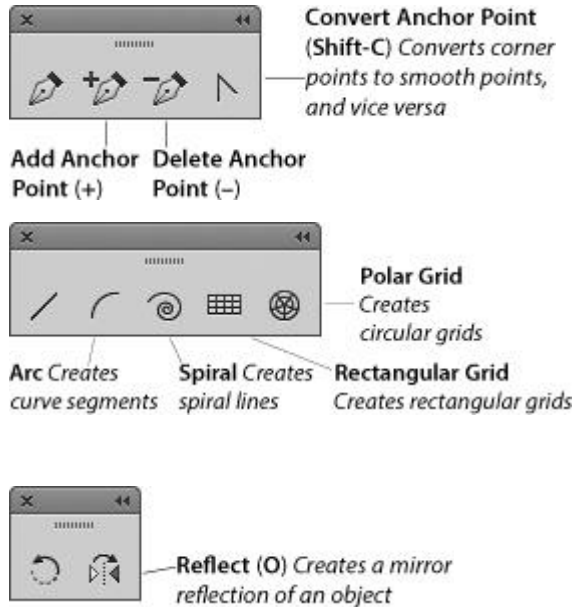




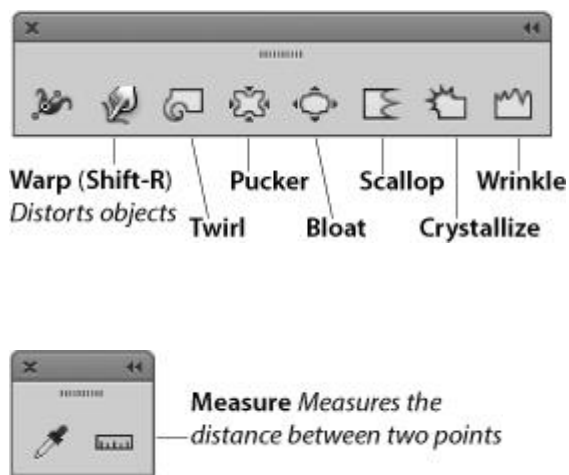
The Tools panel illustrated



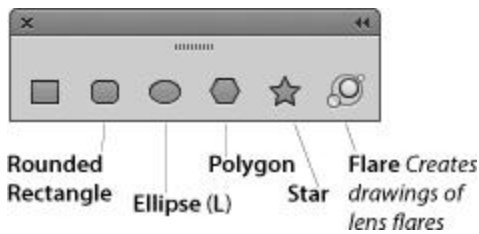
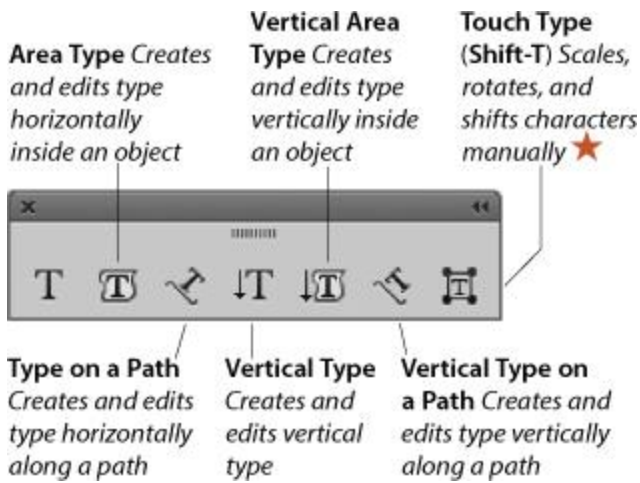
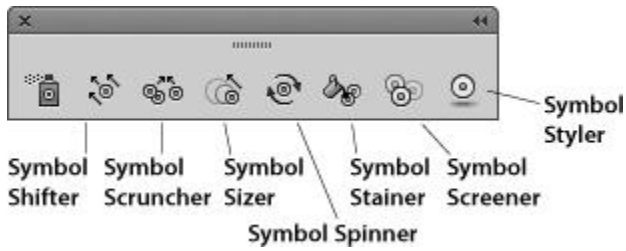
The tearoff toolbar



Liquify Tools (apply distortion)



Symbolism Tools (edit symbol instances)





— **Knife** *Carves up paths*

Scissors (C) *Splits paths*



— **Reshape** *Reshapes sections of paths*

Shear *Skews objects*



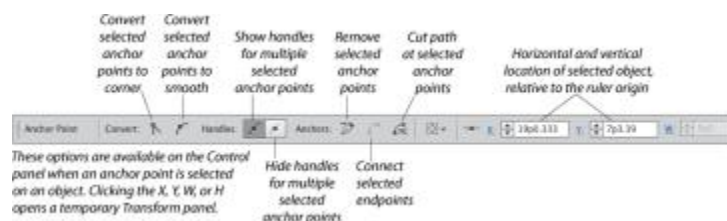
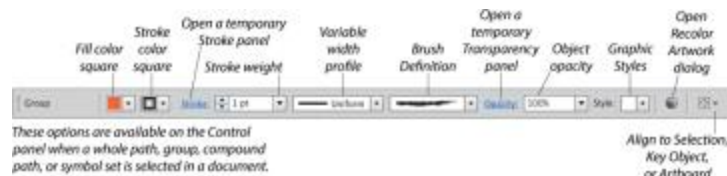
— **Slice Selection** *Selects slices, for Web output*

The Control panel

The Control panel houses many frequently used controls conveniently under one roof, and changes contextually depending on what tool and kind of object are selected. Two of the many variations are shown below. For example, you can use this panel to apply fill and stroke colors; change an object's variable width profile, brush stroke definition, or opacity; apply basic type attributes, such as the font family and point size; align and distribute multiple objects; access controls for editing symbols, Image Trace, and Live Paint objects; and embed or edit linked images.

When no objects are selected, you can use this panel to choose default fill, stroke, brush, style, and opacity settings for the current document and quickly access the Document Setup or Preferences dialog by clicking the button with that name.

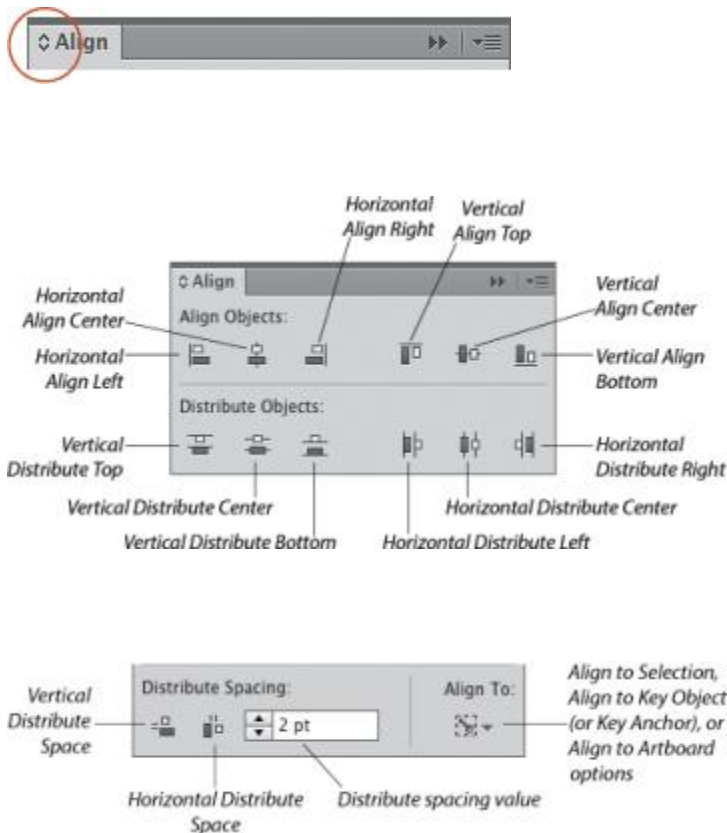
To move the Control panel to the top or bottom, respectively, of the Application frame, choose Dock to Top or Dock to Bottom from the menu at the right end of the panel. Or if you prefer to make the panel free-floating, drag the gripper bar on the far left side. To control which options display on the panel, uncheck or check any of the items on the panel menu.



Align panel

The buttons on the top two rows of the Align panel align and/or distribute two or more objects along their centers or along their top, left, right, or bottom edges. Objects can be aligned to a selection, an artboard, or a key object (one of the selected objects). Buttons in the lower part of the panel redistribute (equalize) the spacing among three or more objects. This panel can also be used to align anchor points. Align buttons also appear on the Control panel when two or more objects are selected.

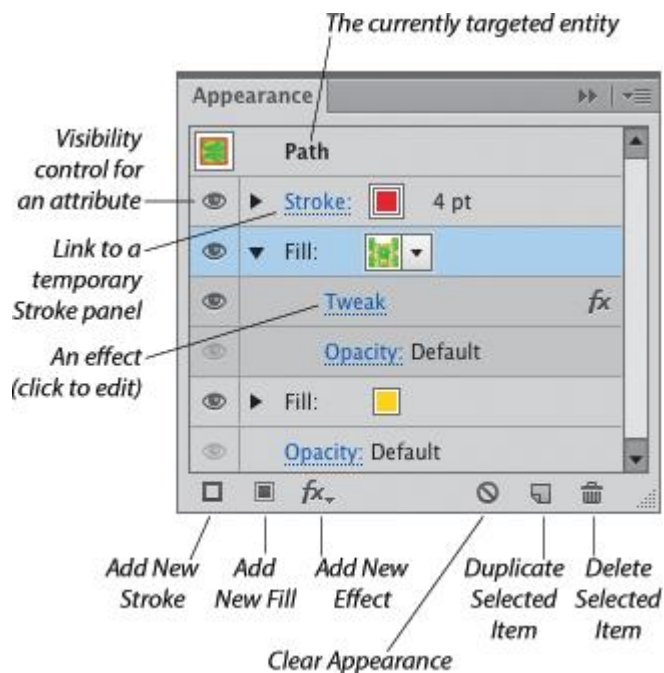
- Some of the panels in Illustrator have extra options, which you may or may not see at first. To display or show a panel's full options, click the double arrow on its tab (once or twice).



Appearance panel

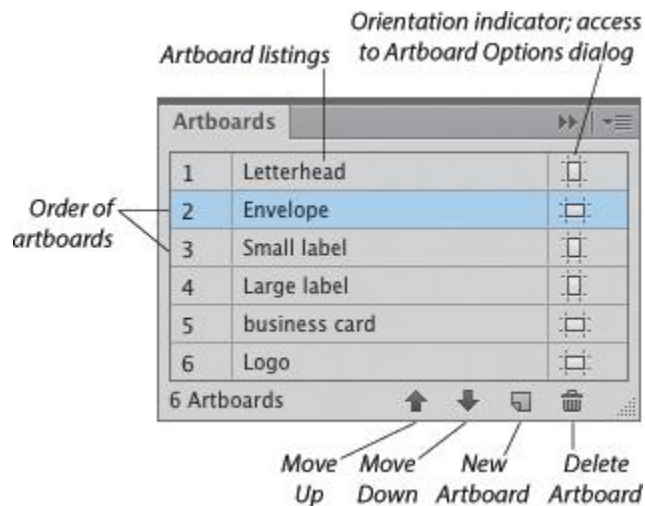
The appearance attributes of an object consist of its fill and stroke color, Stroke panel settings, effects, and Transparency panel settings. The Appearance panel lists the specific appearance attributes and settings for whichever layer, group, or object is currently targeted on the Layers panel. You can use the panel to add extra fill or stroke attributes, edit or remove attributes, apply and edit effects, and edit individual attributes within an applied graphic style.

Using convenient in-panel features, you can edit attributes quickly. For example, you can click a link (blue underlined word) to open a dialog or a temporary panel: Click [Stroke](#) to open the Stroke panel, [Opacity](#) to open the Transparency panel, or the name of an effect to open its dialog. To open a temporary Swatches panel, click the Stroke or Fill color square, then click the thumbnail or arrowhead (or Shift-click the latter to open a temporary Color panel).



Artboards panel

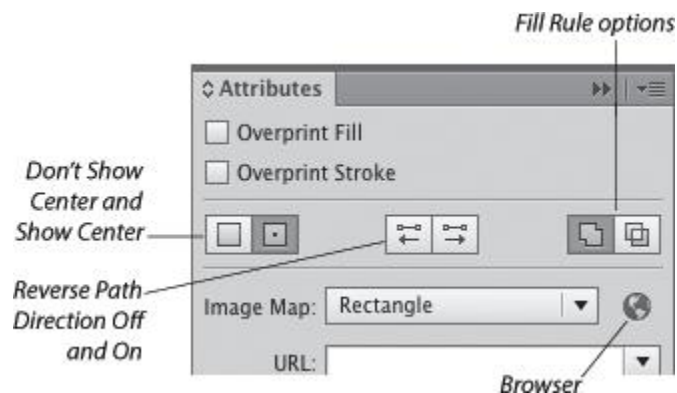
In addition to listing all the artboards in the current document, the Artboards panel lets you display, create, rename, and duplicate artboards; change their order; rearrange them in the document; choose options for them; change their orientation; and delete them. The Artboard Options dialog opens when you double-click the artboard orientation icon, which is located to the right of the artboard name. See.



Attributes panel

The Attributes panel lets you choose overprint options for an object, show or hide an object's center point, switch the fill between color and transparency in a compound path or change an object's fill rule.

You can also use this panel to create a hotspot for Web output. Assign an image map shape and a URL to a selected object, then to verify the URL in the Web browser that is currently installed on your system, click the Browser button.

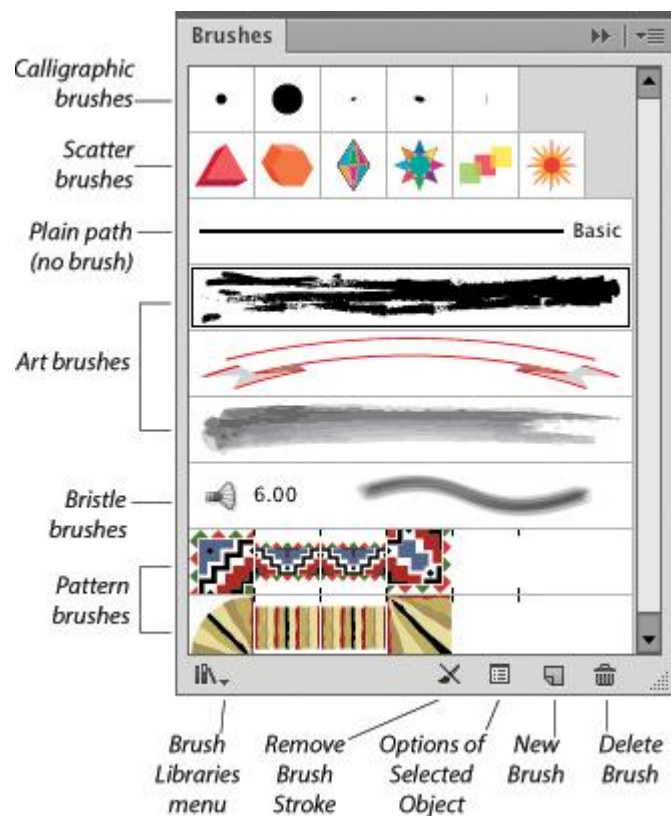


Brushes panel

There are five varieties of decorative brushes that you can apply to paths: Calligraphic, Scatter, Art, Bristle, and Pattern. You can apply a brush either by choosing the Paintbrush tool and a brush and then drawing a shape, or by applying a brush to an existing path.

To personalize your brush strokes, you can create and edit custom brushes. If you modify a brush that's being used in a document, you'll be given the option via an alert dialog to update the paths with the revised brush. Brushes on the Brushes panel save with the current document.

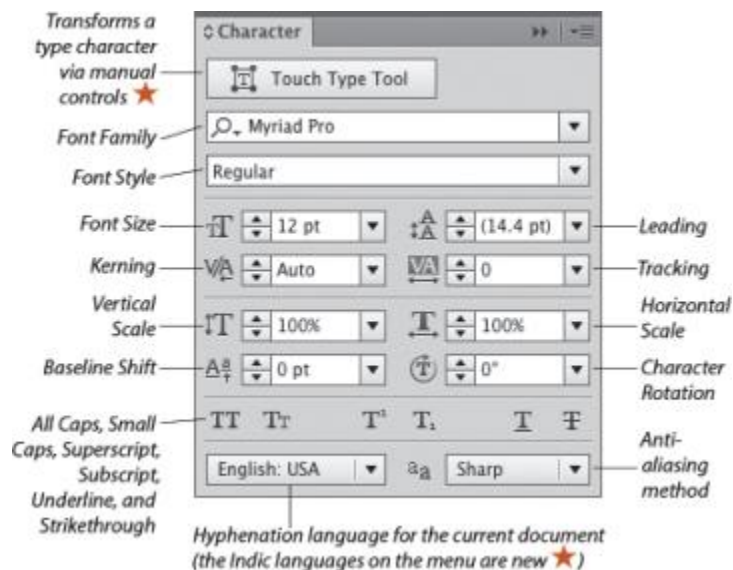
To open a temporary Brushes panel, click the Brush Definition thumbnail on the Control panel, or for a selected Stroke listing on the Appearance panel, click the Brush Definition thumbnail.



Character panel A

You will use the Character panel to apply type attributes: font family, font style, font size, leading, kerning, tracking, horizontal scale, vertical scale, baseline shift, character rotation, and special glyphs. You can also use this panel to access the Touch Type tool, choose a language for hyphenation, and set the anti-aliasing method.

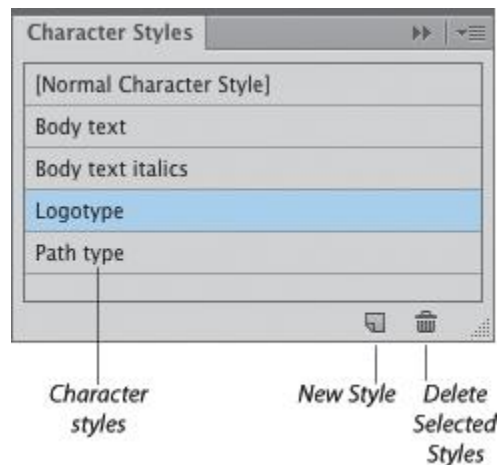
When a type tool or a type object is selected, the Control panel also provides some basic type controls. To open a temporary Character panel, click Character on the Control panel.



Character Styles panel

A character style is a collection of settings for type characters, including a font family, font style, font size, leading, tracking, and kerning. Unlike paragraph styles, which apply to whole paragraphs, character styles are used to quickly format small amounts of type (such as bullets, boldfaced words, italicized words, or large initial caps) to distinguish them from the main text. When you edit a character style, any text in which it is being used updates accordingly.

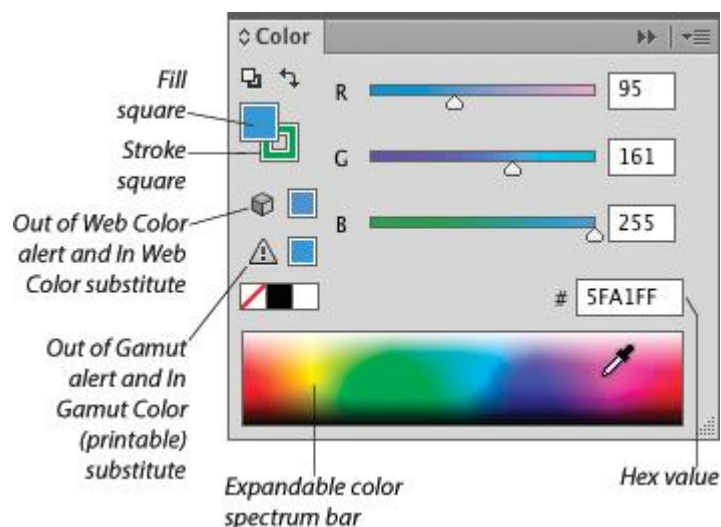
Using the Character Styles panel, you can create, apply, edit, duplicate, and delete styles.



Color panel

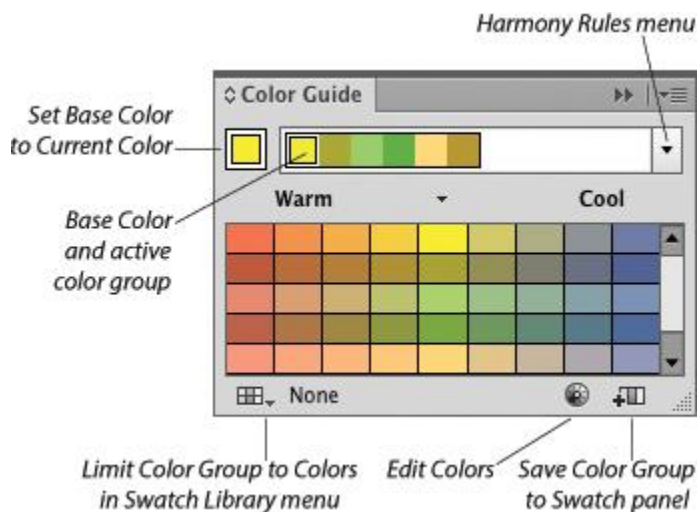
In Illustrator, colors are applied to an object's fill (interior) or stroke (edge). Use the Color panel to mix a global process color, enter a hexadecimal code, or set a tint percentage for a spot color. Choose a color model for the panel, such as RGB or CMYK, from the panel menu. Quick-select a color by clicking in the spectrum bar at the bottom of the panel, or click the black, white, or None button. You can expand the bar by dragging the bottom edge downward.

To open a temporary Color panel, Shift-click the Fill or Stroke square or arrowhead on the Control panel or the Appearance panel.



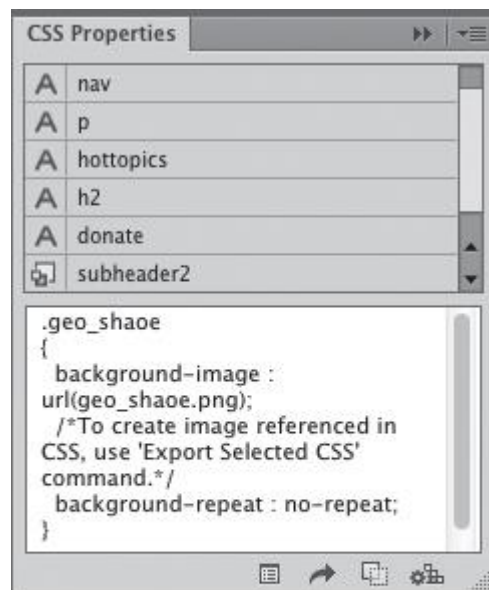
Color Guide panel

Use the Color Guide panel to generate color schemes from a base color by choosing a harmony rule and/or a variation type (Tints/Shades, Warm/Cool, or Vivid/Muted). You can click any variation swatch to apply it as a fill or stroke color to one or more selected objects. You can also save variations from the Color Guide panel as a group to the Swatches panel, or edit the current color group via the Edit Colors dialog.



CSS Properties panel

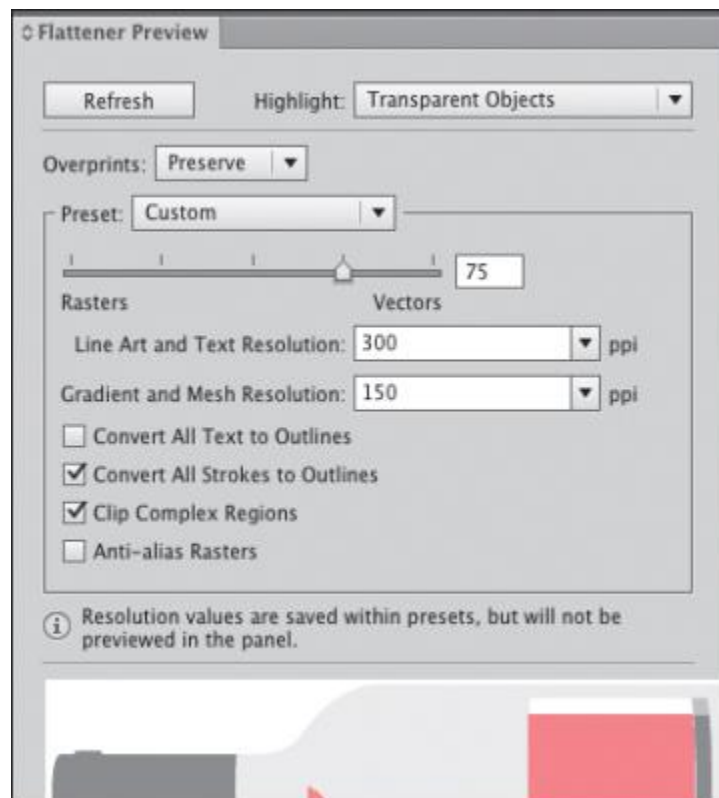
The CSS Properties panel lists all the character and graphic styles that are being used in the current Illustrator document, as well as the CSS code for the currently selected object(s). If you're designing a Web page and you want to ensure that it is styled correctly, you or a Web developer can copy the CSS code from this panel, and then paste the code into the HTML file.



Export Options
Export Selected CSS
Copy Selected Style
Generate CSS

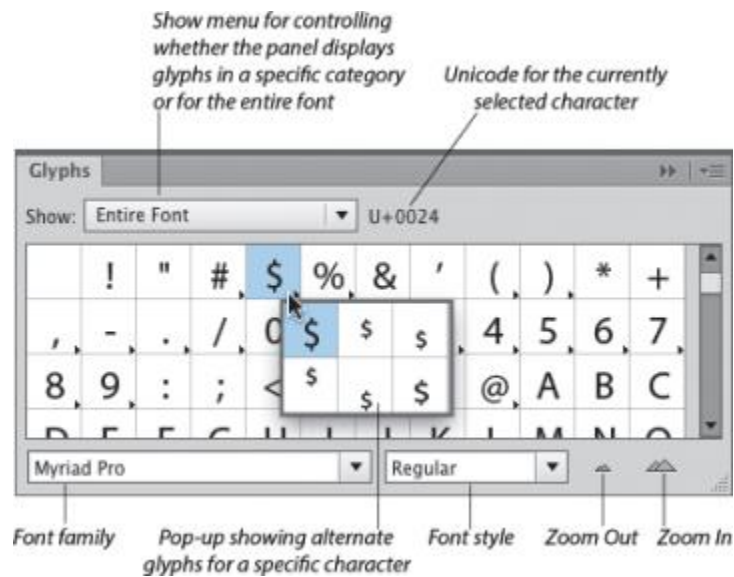
Flattener Preview panel

Artwork that contains semitransparent objects must be flattened before it is printed. Using the Highlight menu options in the Flattener Preview panel, you can preview which objects in your document will be affected by flattening, adjust the flattening settings, then click Refresh to preview the effect of the new settings in your artwork.



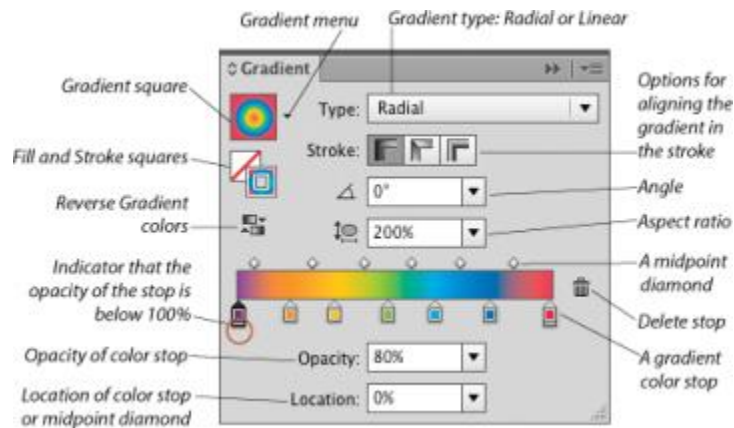
Glyphs panel

Using the Glyphs panel, you can find out which character variations (alternate glyphs) are available for any given character in a specific OpenType font, and insert specific glyphs from that font into your document (including glyphs that can't be entered via the keyboard).



Gradient panel ■

The Gradient panel lets you create, apply, and edit gradients, which are soft, gradual blends between two or more colors. You can use the panel to apply a gradient to an object's fill or stroke, adjust the amount of a color by dragging its stop, choose a different color or opacity value for a selected stop, click below the gradient slider to add new colors, move a midpoint diamond to change the location where two adjacent colors are mixed equally, reverse the gradient colors, change the overall gradient type or angle, or change the alignment of a gradient in an object's stroke.



Graphic Styles panel

The Graphic Styles panel enables you to store and apply collections of appearance attributes, such as multiple solid-color fills or strokes, transparency and overprint settings, blending modes, brush strokes, and effects. Using graphic styles, you can apply attributes quickly and create a cohesive look among multiple objects or documents (similar to how paragraph styles are used with type). To open a temporary Graphic Styles panel, click the Style thumbnail or arrowhead on the Control panel.

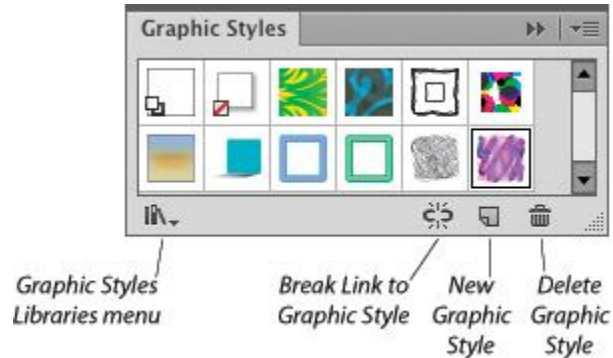
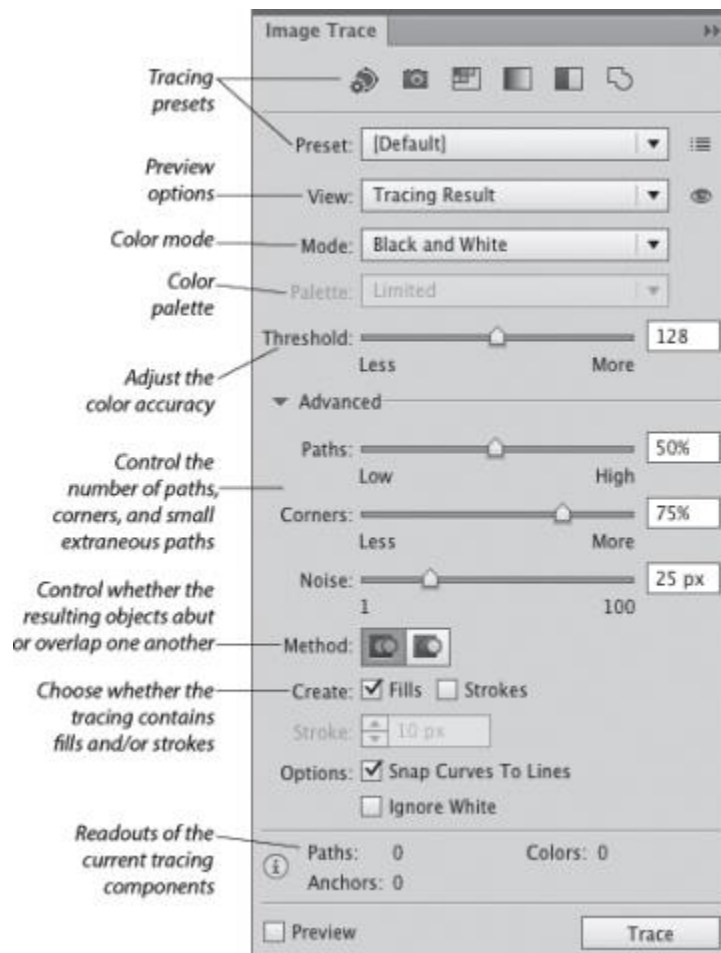


Image Trace panel

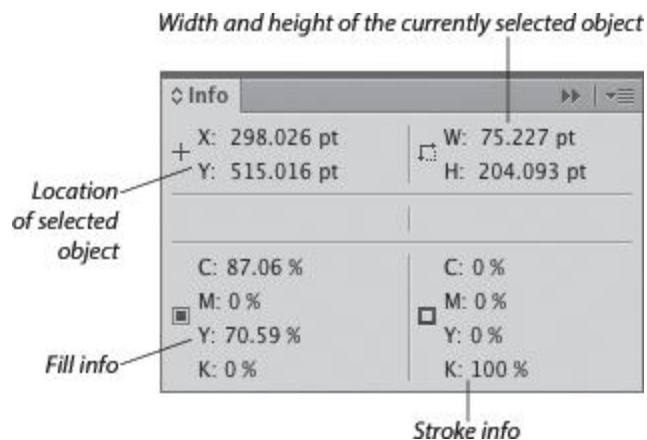
The Image Trace feature detects and traces areas of color and shade in a raster image that is opened or placed into Illustrator, such as a Photoshop, TIFF, or JPEG image or scanned artwork, and converts those areas to Illustrator paths.

You can choose from a wide array of tracing options on the Image Trace panel prior to the tracing—and because a tracing is “live,” you can also use the panel to fine-tune the results. You can use a built-in tracing preset (predefined settings) as a starting point, or create and apply custom presets. Among the numerous settings that you can specify are a mode (black and white, grayscale, or color), a color palette, the number of resulting colors, whether fill and/or stroke colors are produced, and the precision with which the image is traced..



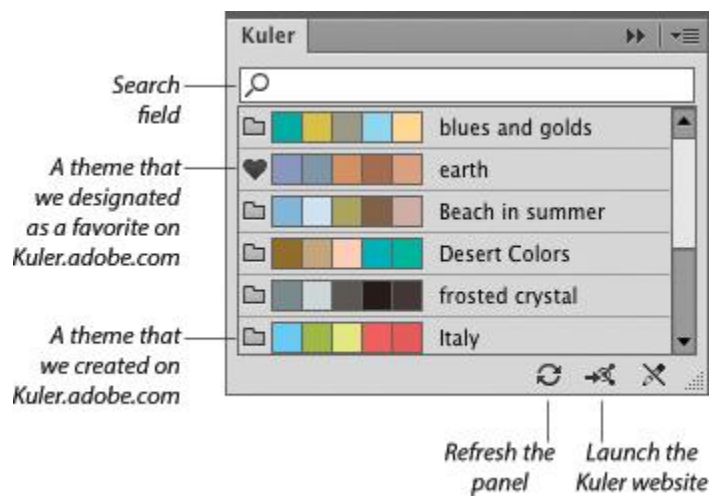
Info panel ⓘ

If no objects are selected in the current document, depending on the current tool, the Info panel lists the x/y (horizontal and vertical) location of the pointer. If an object is selected, the panel lists the location of the object, its width and height, and data about its fill and stroke colors (the color components; or the name of a pattern or gradient; or a color name or number, such as a PANTONE PLUS number). While an object is being transformed via a transform tool, the panel lists pertinent information, such as a percentage value for a scale transformation or an angle of rotation. When a type tool and type object are selected, the panel displays type specifications. When the Measure tool is used, the Info panel opens automatically and lists the distance and angle the tool has just calculated.



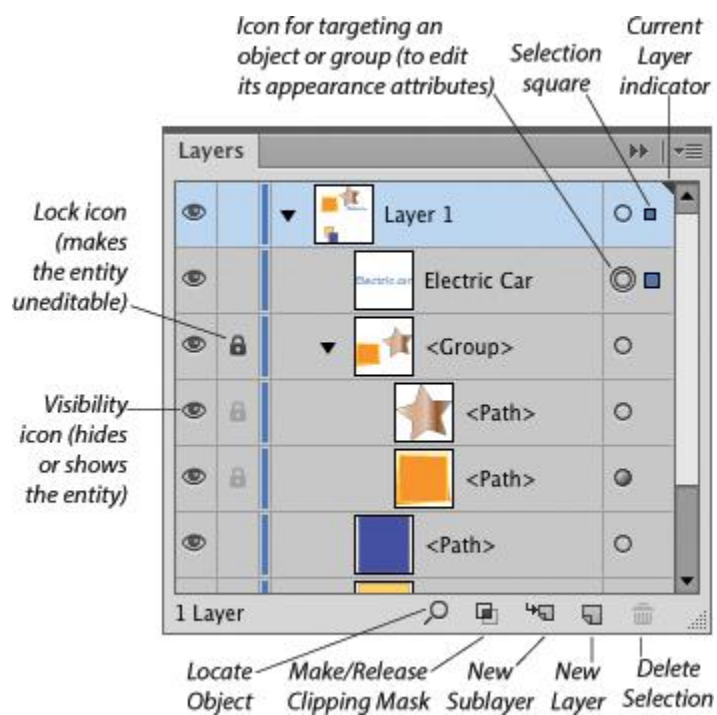
Kuler panel

Kuler (pronounced “cooler”) is a free, Web-hosted Adobe application that lets users create, upload, and comment on color groups, called color themes. The Kuler panel in Illustrator displays the themes that you have created or designated as favorites on Kuler.adobe.com or that you have created using the Adobe Kuler app on an iPhone. Via the panel, you can apply colors directly to objects, or you can add colors to the Swatches panel for later use. To show the panel, choose Window > Kuler.



Layers panel

The indispensable Layers panel lets you add and delete layers and sublayers in a document, and create layer groups. You can also use this panel to select, target, restack, duplicate, delete, hide, show, lock, unlock, merge, change the view for, or create a clipping set for a layer, sublayer, group, or individual object. When your artwork is finished, you can use a command on the panel menu to flatten the document into one layer or release all the objects to separate layers for export as a Flash animation.



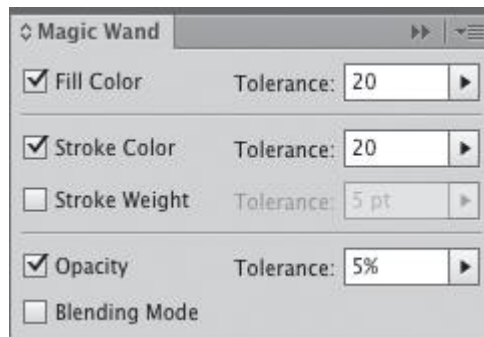
Links panel

When you place an image from another application, such as Photoshop, into an Illustrator document, you can opt to have Illustrator embed a copy of the image into the file (and thereby increase the file size but allow the program to color-manage it) or merely link the image to your document (and minimize the file size but require the original file to be available for print output). Using the Links panel, you can monitor the status of linked images, convert a linked image to an embedded one (or vice versa), open a linked image in its original application for editing, update an edited image, restore the link to an image that is missing or modified, and view image data.



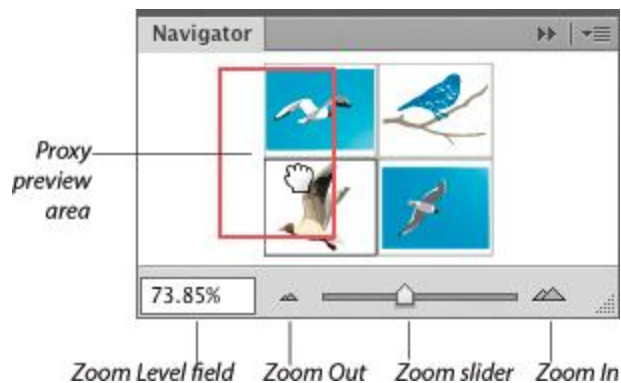
Magic Wand panel

The Magic Wand tool selects objects that have the same or a similar fill color, stroke color, stroke weight, opacity, or blending mode as the currently selected object. Using the Magic Wand panel, you specify which attributes the tool may select and set a tolerance value for each attribute. For example, if you were to check Opacity, choose an opacity Tolerance of 10%, then click an object that has an opacity of 50%, the tool would find and select objects in the document that have an opacity between 40% and 60%.



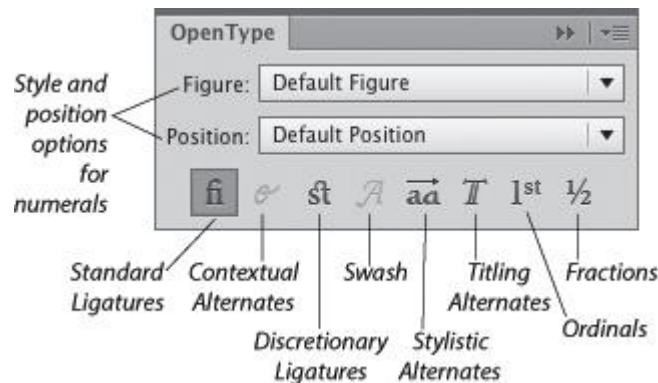
Navigator panel

The Navigator panel has two main functions. To use it to move the current document in its window, drag or click in the proxy preview area (red outlined box). To change the document zoom level, use the zoom controls at the bottom of the panel. To both zoom to, and bring a specific area of, a document into view, Cmd-drag/Ctrl-drag in the proxy preview area.



OpenType panel

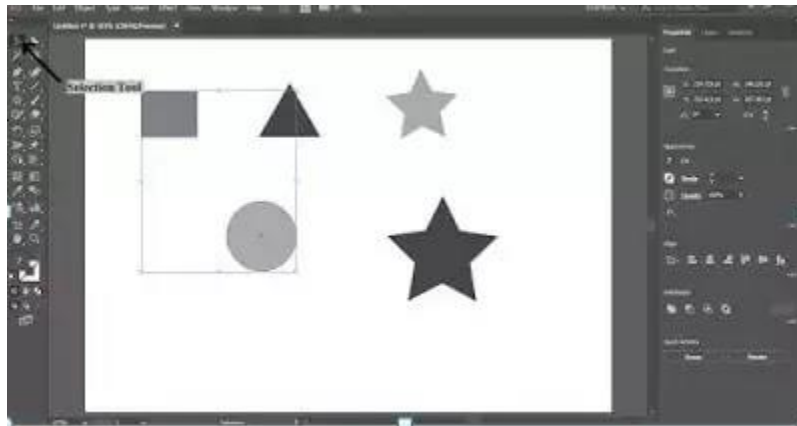
Among the Roman OpenType font families that ship with Illustrator, the fonts that contain an expanded character set and a large assortment of alternate glyphs are labeled with the word “Pro.” By clicking a button on the OpenType panel, you can specify which alternate characters (glyphs) will appear in your text when you type the requisite key or keys. The special characters for a given font may include ligatures, swashes, titling characters, stylistic alternates, ordinals, and fractions. You can also use the panel to specify options for numerals, such as a style



Tools Specification

1. Selection Tool (V)

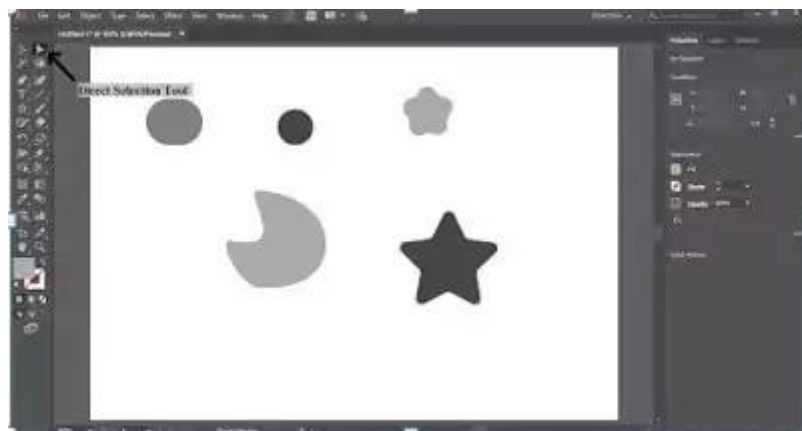
It is used to select any shape or object on the document window. To select more than one object or shape at the same time, click on the selection tool and press the Shift key than click on as many shapes as you need to select. The shortcut key for the selection tool is V.



- In the above image, you can see that the square and circle shapes are selected with the help of the selection tool.

2. Direct Selection Tool (A)

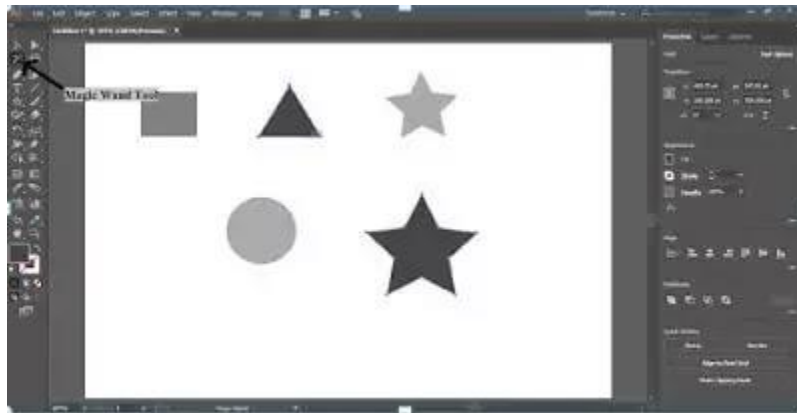
The Direct Selection tool helps in extending the edges of the existing shape to form a new shape. This tool is placed next to the selection tool in the tool panel. The shortcut key used for this tool is A.



- Compare the above image with the selection tool image and you will notice the changes in the shapes which have been done with the help of the Direct Selection tool.

3. Magic Wand Tool(Y)

This can be used in selecting shapes and objects with simpler attributes. This tool is helpful in saving your time. Instead of selecting similar shapes one by one you can easily select them with just one click. Click on the magic wand tool in the tool panel or you can press Y, the shortcut key, then click on one object and other objects with the similar attributes of the selected object will also get selected and t you can edit those objects at the same time.



- In the above image, I had just clicked on the triangle shape and the star shape was automatically selected as both the shapes have the same fill color.

4. Lasso Tool (Q)

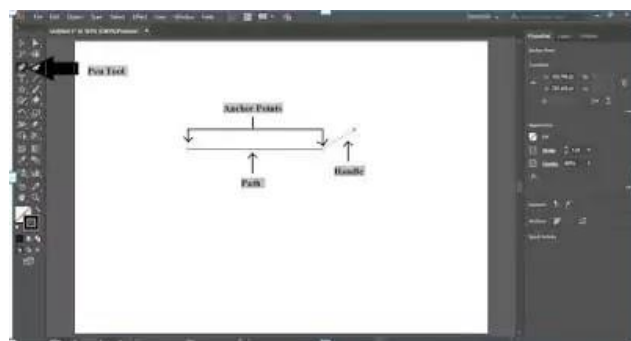
This is another version of the Selection tool. This tool also helps in the selection of more than one object or shape. Click on the Lasso Tool and Drag the tool on the shapes you want to select. This tool is just another option for the selection of objects. You can find this tool next to the magic wand tool in the tool panel.

5. Pen Tool (P)

The Pen Tool is used to draw something by creating paths. Paths are lines with two endpoints called anchors and anchors have two handles which are helpful in reshaping the object.

When you will right-click on the Pen tool in the tool panel you will see other tools also:

- **Add Anchor Point Tool** (+): To add anchor points to the path, select the path and then click on the pen tool then move the pointer to the path, a plus sign (+) will appear next to the pointer, click to set a point on the path.
- **Delete Anchor Point Tool** (-): To delete any existing anchor point on the path, follow the same procedure that of adding an anchor point, but the difference here is that a minus sign will appear next to the pointer when you will move the pointer to an existing anchor point, click to delete the anchor point.
- **Anchor Point Tool**(Shift+C)



6. Curvature Tool(Shift+~)

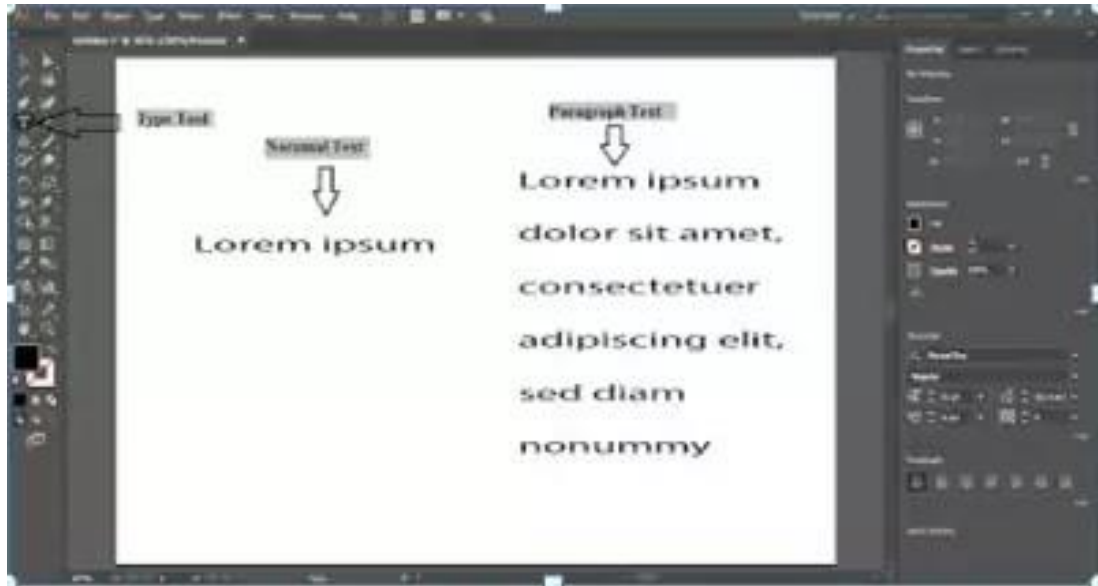
You can find this tool in the tool panel just next to the Pen tool. This tool helps in giving a smooth curve to a path. With the help of the Curvature tool, you can create any form of shape.



In the above image, you can see that a straight line has been converted into a curve with the help of this tool. To reshape a path with the help of this tool, select the path and click on the curvature tool. Then move the pointer on the path and when a plus sign appears on the pointer click to add a point. With a left-click, you can drag that point to give a desired shape to the path.

7. Type Tool (T)

We use this tool to add text to your artwork or image. There are sub-tools under this tool which you can see by right click on the type tool icon. With the help of the type tool, you can type a single line text or a paragraph text.



To type Normal Text, Click on the type tool and then click on the artboard.

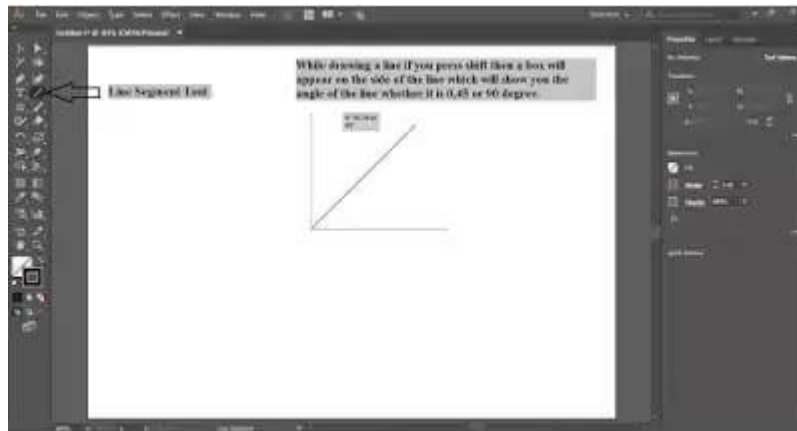
For Paragraph Text, Select the Type tool and then move the pointer to the artboard and with left-click, drag to form a rectangle or square shape. You can adjust the shape as per text and you can even align the text.

Sub tools of Type Tools are:

- Area Type Tool
- Type on a Path Tool
- Vertical Type Tool
- Vertical Area Type Tool
- Vertical Type on a Path Tool
- Touch Type Tool (Shift+T)

8. Line Segment Tool (/)

It helps in drawing straight lines and you can adjust the length, angle, color, and width of the line accordingly.



Now draw a straight line, click on the line segment tool or press / (Shortcut key) then with the left click draw a line on the artboard. At the same time, pressing the Shift key will help in adjusting the angle of the line.

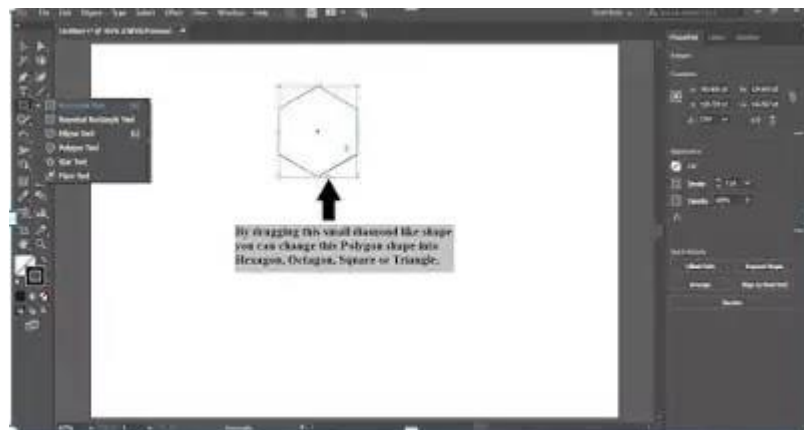
Other tools, which come under the Line Segment tool, are:

- Arc tool
- Spiral tool
- Rectangular Grid Tool
- Polar grid tool

9.Rectangle Tool (M)

The name clearly states what this the tool will do for you (obviously it will draw a rectangle). But this tool has other shapes too. Just right click on the rectangle tool and you will find:

- Rounded Rectangle tool
- Ellipse Tool (L)
- Polygon Tool Star
- Tool Flare tool



10. Hand Tool (H)

To pan across a document, you have to click on the Hand Tool.

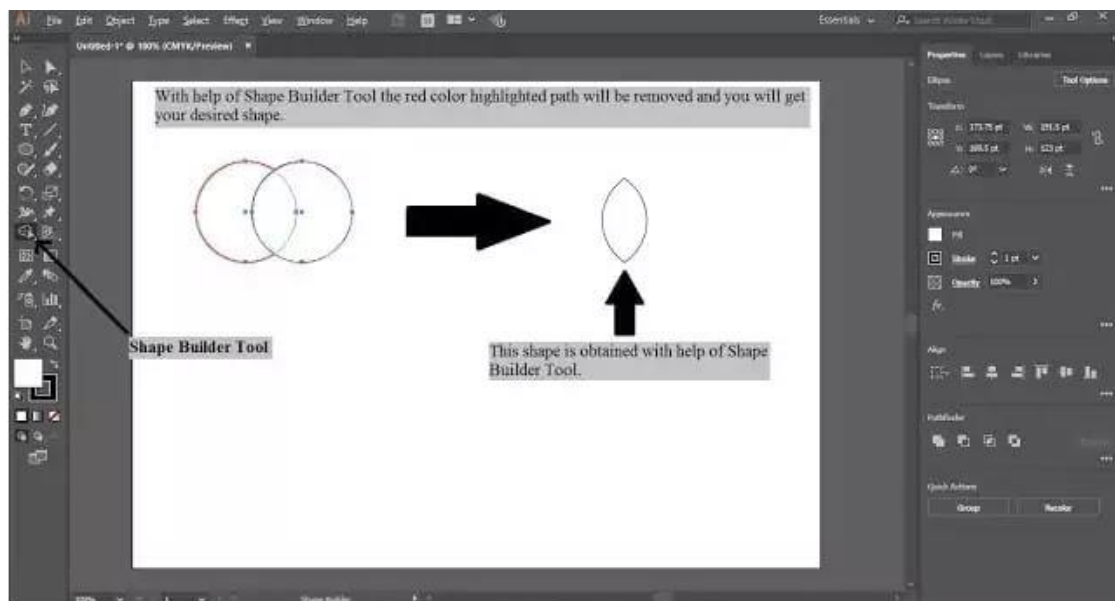
The shortcut key for using the hand tool is H but you can also press the space bar to activate the hand tool and pan across the whole document.

11. Shape Builder Tool(Shift+M)

If you want to obtain the desired shape by adding or subtracting two or more shapes then Shape Builder is the tool for you.

With this tool, you can either add/combine two or more shapes by adding their paths or you can subtract two or more paths to form another shape.

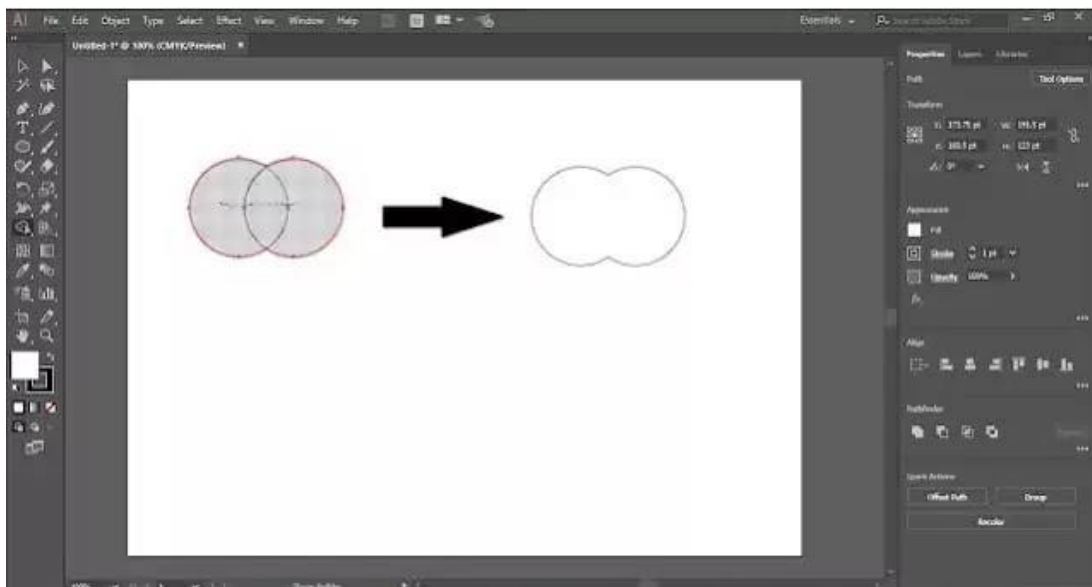
You will get a clear view of how to use this tool by understanding the below image-



In the above image to get the desired shape 2 overlapping circles are drawn with the help of the Ellipse tool. Select both the circles with the help of the Selection Tool and click on the Shape Builder Tool in the tool panel.

Move the pointer on the path you want to remove, there will be a plus sign at the end of the pointer, click & hold the alt key and a minus sign will appear at the end of the pointer. Now the path which will be removed will get highlighted by red color, click to remove the path.

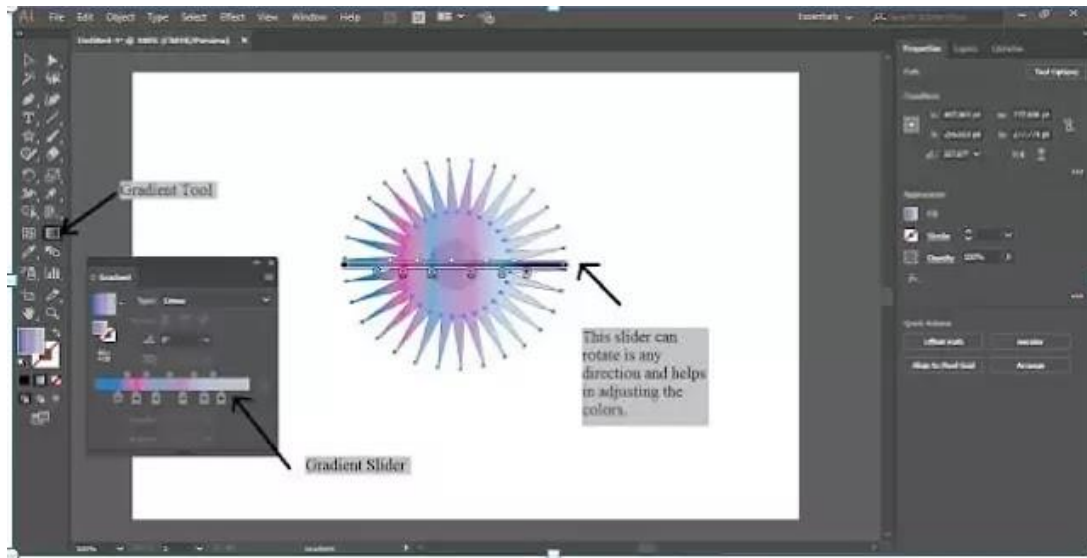
You can even combine two or more shapes with the help of the Shape Builder Tool. See the below image-



To combine both the circles, first select them with the help of the selection tool and then click on the Shape Builder Tool. Move the pointer on the circles with a plus sign in the end and with left-click, drag the pointer from one circle to another. The highlighted path is the preview of the result of the tool. Click to combine the shapes.

12.Gradient Tool (G)

This is a very useful tool as it helps in giving different shades to your artwork, from solid to light fill. You will enjoy using this tool as it is easy to use and helps in giving a new effect to your artwork with the use of different colors. You can find the gradient tool in the tool panel.



When you double click on the gradient tool a gradient window will appear. To fill your artwork with gradient, select your artwork first with the selection tool. Then click on the gradient tool. There are two types of gradient fill, linear and radial. Select the type of gradient form the gradient window. In the gradient window, you will see a gradient slider which helps in adjusting the colors. When you will open the gradient window there will be only two colors on the gradient slider, white and black.

You can change the color by double-clicking on the small pointer placed below the slider. When you will move the cursor close to the gradient slider, a plus sign will appear, click and this will help in adding a new pointer to the slider.

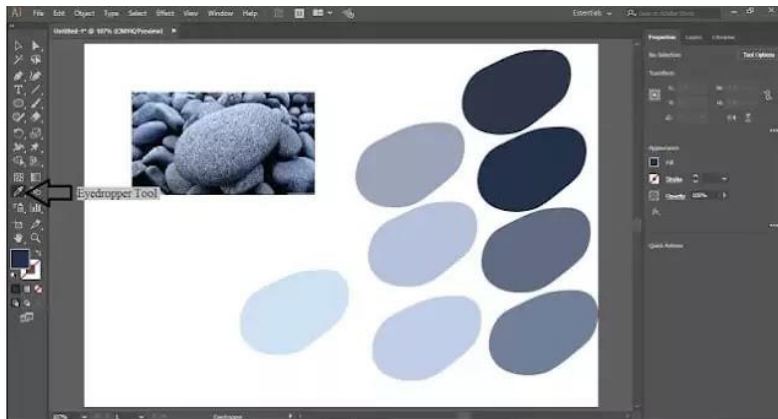
You can see in the above image that I have added color pointers and even I have changed the color of the pointers.

After selecting the artwork, click on the gradient tool, and with a left-click drag your cursor over the artwork. A gradient slider will appear there. You can rotate the slider at any point in the artwork to adjust the color.

Practice this tool and you will end up playing with colors.

13. Eyedropper Tool (I)

The Eyedropper tool helps in copying color from any object, image, or artwork.



If you are wondering how I have got this raster image in the Illustrator then keep patience, I will explain this in my forthcoming articles. To copy any color, select the object or shape in which you need to copy the color then click on the eyedropper tool and move the tool over the color to be copied and then click. You can also copy color from an object to another. With help of the eyedropper tool, you can fill or change the color of more than one object at the same time.

14. Zoom Tool (Z)

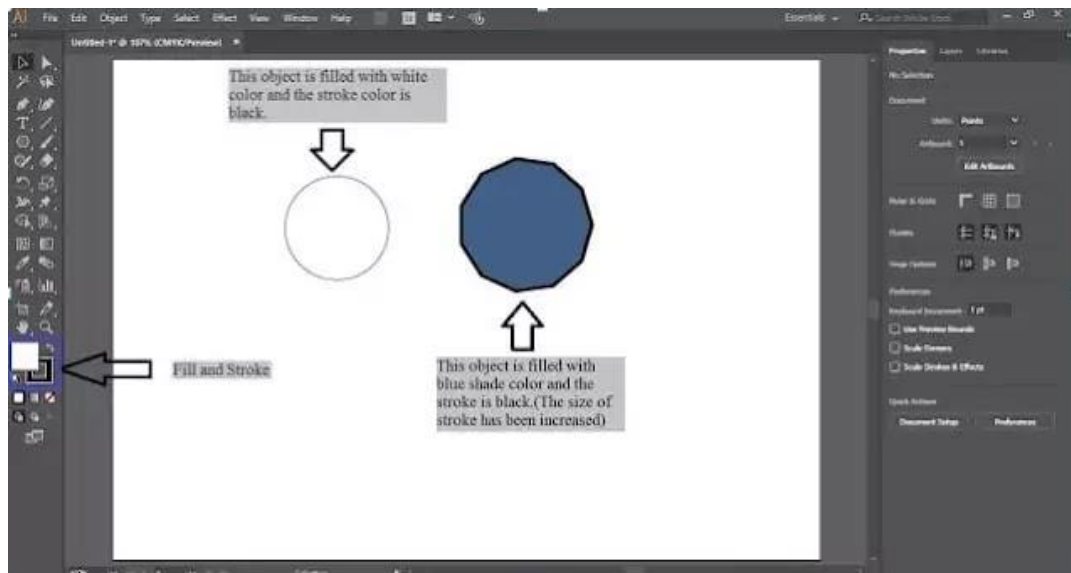
As the name suggests, this tool is used to zoom in and out of the artboard. You will find this tool next to the hand tool in the tool panel.

- “Ctrl” + “+”: This will help you to Zoom In
- “Ctrl” + “-”: This will help you to Zoom Out

15. Fill & Stroke(X)

The tool used for filling color, gradient, or pattern in the artwork. Fill is done in the inner area of the object but it is not compulsory. It can be applied to both close-ended and open-ended artwork.

On the other hand, stroke is the outer line of the artwork or object.



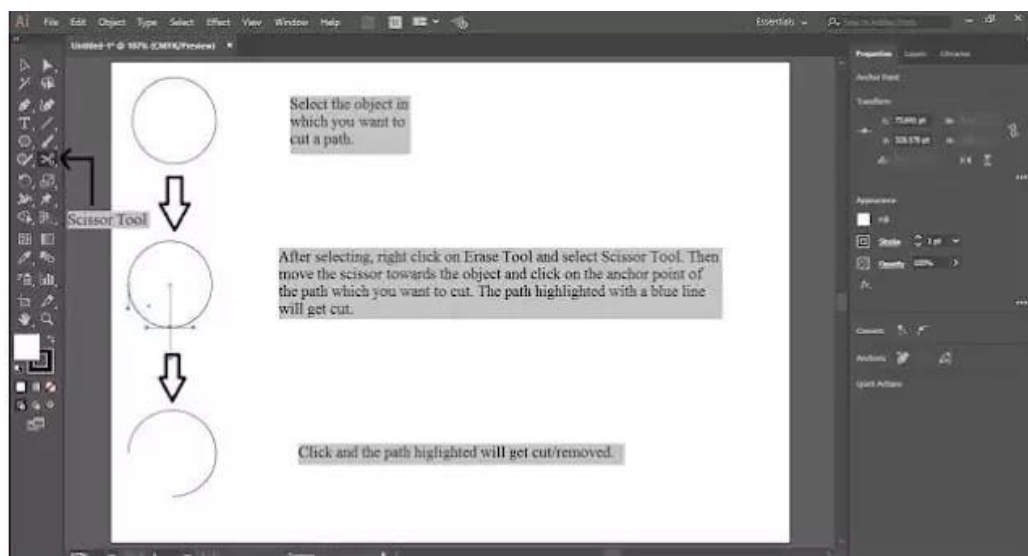
16.Erase Tool (Shift +E)

You can easily identify from the name itself that what is the function of this tool. Yes, this tool helps in erasing but erasing what?

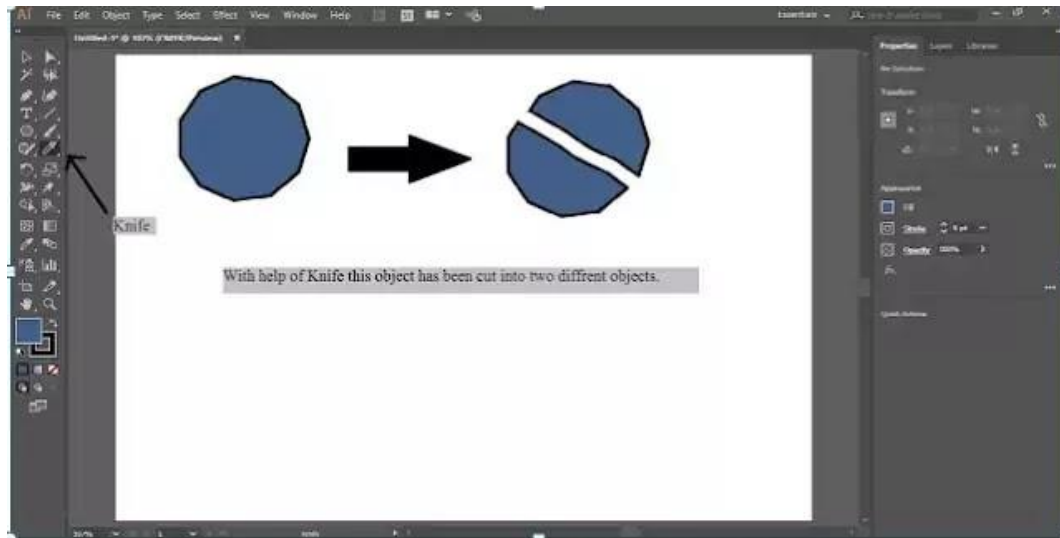
This tool helps in erasing the path.

Right-click on the erase tool on the tool panel and you will find two more tools; Scissor Tool and Knife.

Scissor Tool is used for cutting the path and a knife is used to cut an object or shape into two or more parts.



From the above image, you can understand the use of the Scissor Tool. To cut a path from the object, select the object with the Selection tool, and then right-click on the erase tool. Select the Scissor Tool and move the scissor towards the object and click on the anchor point of the path which you want to cut. The blue highlighted line will show you the path which will get cut. If that is the path that is required to be cut then click and the path will get removed from the object.



Now learn the use of Knife. Select the object which you want to cut into different parts.

Right-click on Erase Tool and select a knife.

Move the knife on the object and with left click-drag the knife over the object in the direction in which you want to cut the object.

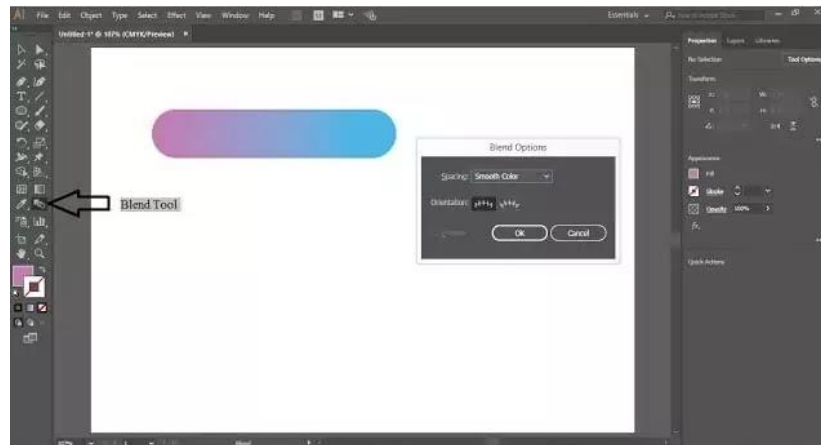
Then click on the selection tool, the whole object will get selected, deselect the object.

Again click on the selection tool and move the pointer on the object this time only the part of the object will get selected.

Drag the selected part apart from the other part. This is how the knife tool works.

17.Blend Tool (W)

We all know what blending means and the same meaning applies here. Blend Tools help in blending colors.



In this image, you can see a blend options window; this will appear when you will double click on the blend tool.

In the above image, I have blended two different shades of color. To do this, draw a circle with the ellipse tool and make a duplicate copy of it. (Select the circle, press and hold the alt key, and at the same time with left click-drag the circle.

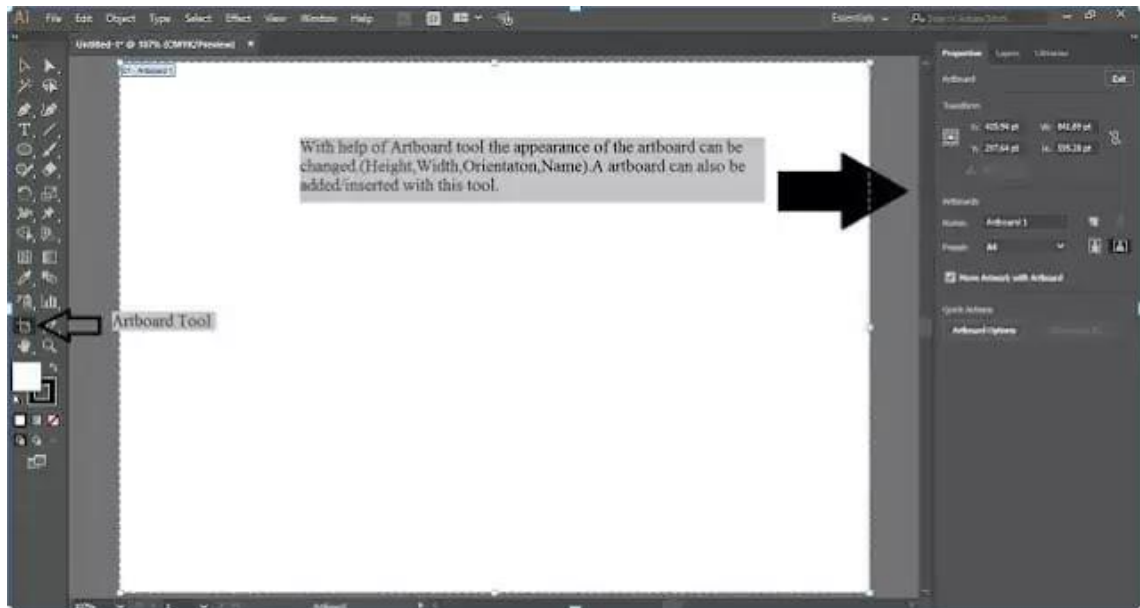
This will duplicate the object.) Fill one circle with color and another circle with another color. (For Strokes click on No Fill. You can see in the above image strokes are not filled) Now select both the circle and double click on the blend tool.

Blend option window will appear. Select smooth color in spacing and click OK. Move the pointer on the first circle, a plus sign will appear, then click to blend the circles.

There are a lot more things to do with the blend tool just give it a try.

18. Artboard Tool (Shift+O)

Artboard is the place where you draw or create your artwork. You can find this tool in the tool panel. This tool is used to edit the artboard. With the help of this tool, you can change the appearance of the artboard. From the appearance panel also you can edit the artboard. See the below image to understand more about Artboard Tool.



Adobe Illustrator uses:

Adobe Illustrator is a professional vector-based design and drawing program. Used as part of a larger design workflow, Illustrator allows for the creation of everything from single design elements to entire compositions. Designers use Illustrator to create posters, symbols, logos, patterns, icons, etc.

Adobe Illustrator is used to create a variety of digital and printed images, including cartoons, charts, diagrams, graphs, logos, and illustrations. Illustrator allows a user to import a photograph and use it as a guide to trace an object in the photograph. This can be used to re-color or create a sketch-like appearance of a photograph. Illustrator also makes it possible to manipulate text in many ways, making Illustrator a useful tool for creating postcards, posters, and other visual designs which use text and images together. Illustrator's ability to place text around a curve is especially useful for artists creating logos. Illustrator is also used in designing mock-ups which show what the website will look like when it's completed, and creating icons used within apps or websites.

File Formats Illustrator can save:

Illustrator's ability to create and modify vector images means that must also save files in vector graphics formats. Some of these formats include Scalable Vector Graphics (SVG), Portable Document Format (PDF), Encapsulated PostScript (EPS), Windows Metafile (WMF) and Vector Markup Language (VML), which are detailed below:

- PDF is a file format that Illustrator can export. It allows for images and text to display independently of hardware, software and OS. It encapsulates a complete description of flat documents with a fixed layout, including fonts, graphics and text. The PDF format includes a structured storage system that combines these elements and compresses them into a single file. It also includes a subset of PostScript to generate the graphics and a system for associating fonts with the documents.
- EPS is a subset of the PostScript format with additional restrictions that allow it to store graphics files. These files are generally self-contained and may be placed within another PostScript file. An EPS file is essentially a PostScript program that contains a low-resolution preview of the image, which some applications are able to display. Earlier in its history, it was common to save Illustrator files into an EPS format for them to be shared with page layout applications.
- WMF is a format that was originally used by Windows in the 1990s for which Illustrator could export. This format can store both vector graphics and bitmaps, allowing it to be used in a manner similar to the SVG format. WMF files contain a list of function calls that the Windows Graphics Device Interface (GDI) uses to display an image. A WMF can include executable code since some GDI functions perform error handling.
- VML This was an XML-based format for two-dimensional vector graphics that was part of the Office Open XML standards. It's no

longer supported by Internet Explorer as of 2012, although it's still included in Office Open XML for legacy purposes, and was originally supported by Illustrator.

- **SVG** The SVG specification has been maintained by the World Wide Web Consortium (W3C) as an open standard since 1999. This format is based on Extended Markup Language (XML), which supports two-dimensional graphics for both animations and interactive images. SVG images are defined in XML files, allowing them to be compressed, indexed, scripted and searched. SVG files may be edited with any text editor and many other drawing applications. As a member of the W3C, Adobe supports this file format in Illustrator and other applications they produce.

Vector Graphics in Adobe Illustrator

One of Adobe Illustrator's most important features is that the quality of artwork created using Illustrator is independent of the resolution at which it is displayed. This means that an image created in Illustrator can be enlarged or reduced without sacrificing image quality. This is an attribute of vector artwork, which uses mathematical relationships in describing lines, arcs, and other parts of an illustration. By comparison, photographs edited using tools such as Adobe Photoshop are resolution-dependent, and image quality decreases when an image is enlarged. A vector graphic is a set of polygons that make up the image, which are in turn composed of vectors. Each vector passes through a location known as a node or control point, which has a defined location on the x and y axes on a plane. This node determines the vector's path, which has various attributes such as color, curve, fill, shape and thickness. The position of vectors can be related to each other by mathematical formulas, which precisely recalculate their position when an image is resized.

This property of vector graphics is different when compared to imaging software such as Photoshop, which uses pixel grids to render images. When this type of image is scaled up sufficiently, the individual pixels comprising a bit map become visible. This phenomenon results in a loss of image quality known as pixilation, which makes Illustrator especially advantageous for creating large images such as a billboard sign.





