ACKNOWLEDGEMENT

I have great pleasure in the submission of this project entitled "**POSTER DESIGN**" in partial fulfillment of Bachelors of Multimedia (B.M.M) program.

While submitting this project report, I take this opportunity to thank those directly and indirectly related to project work. Without their active co-operation and guidance, it would have extremely difficult to complete this task in time.

As the outset, I keep in record our deep sense of gratitude towards our project guide Mr. **Raghunath topkar,** who guided us, right from initial stage of project and offered us several valuable suggestions for developing this project in a systematic and presentable manner.

I am especially thankful to our 'Co-Ordinator' **Mr. Raghunath topkar** for her immense help and guidance throughout our project work without which it would have been very difficult to complete this project.

I am also thankful to our Faculty Members, Principal **Dr. A. R. Kulkarni** (M.Sc., Ph.D., MMEI, RQP, LEAD AUDITOR (EMS)) and Managing Trustee for their support throughout our project work.

DATE: SIGNATURE

PLACE: Kolhapur   (Pooja villas Tawade)

DECLERATION

I hereby declare that this submission is my work and that, to the best of our knowledge and belief. It contains no material previously published either written by another person nor 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: Pooja Vilas Tawade   Signature

Date:

COLLEGE OF NON-CONVENTIONAL VOCATIONAL COURSES FOR WOMEN

(CNCVCW)

CSIBER, KOLHAPUR.

CERTIFICATE

This is to certify that, **Pooja Vilas Tawade** of B.M.M. IV have satisfactory completed the project entitled "**POSTER DERSIGN**" in partial fulfillment of Bachelor Degree in Multimedia under Shivaji University, Kolhapur, for the academic year 2020-2021.

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COLLEGE OF NON-CONVENTIONAL VOCATIONAL COURSES FOR WOMEN

(CNCVCW), CSIBER.

KOLHAPUR

2020-2021

A PROJECT REPORT ON

"POSTER DESIGN"

SUBMITED TO

CNCVCW AFFILIATED TO

SHIVAJI UNIVERSITY KOLHAPUR

IN PARTIAL FULFILLMENT OF REQUIREMENT FOR THE DEGREE OF

BACHELOR OF MULTIMEDIA IV

SUBMITED BY

POOJA VILAS TAWADE

UNDER THE GUIDANCE OF

Mr. RAGHUNATH TOPKAR

ASSISTANT PROFESSOR

DEPARTMENT OF MULTIMEDIA

2020-2021

ABSTRACT

POSTER DESIGN

POOJA VILAS TAWADE

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COLLEGE OF NON-CONVENTIONAL VOCATIONAL COURSES FOR WOMEN
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Kolhapur

2020-2021

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INDEX

CorelDraw Introduction

CorelDraw is a vector graphics editor developed and marketed by Corel Corporation. It is also the name of the Corel graphics suite, which includes the bitmap-image editor Corel Photo-Paint as well as other graphics-related programs (see below). The latest version is marketed as CorelDraw Graphics Suite 2021 (equivalent to version 23), and was released in March, 2021. CorelDraw is designed to edit two-dimensional images such as logos and posters and it is available for Windows and macros.

History

In 1987, Corel engineers Michel Bouillon and Pat Berne undertook to develop a vector-based illustration program to bundle with their desktop publishing systems. That program, CorelDraw, was initially released in 1989. CorelDraw 1.x and 2.x ran under Windows 2.x and 3.0. CorelDraw 3.0 came into its own with Microsoft's release of Windows 3.1. The inclusion of TrueType in Windows 3.1 transformed CorelDraw into a serious illustration program capable of using system-installed outline fonts without requiring third-party software such as Adobe Type Manager; paired with a photo-editing program (Corel Photo-Paint), a font manager and several other pieces of software, it was also part of the first all-in-one graphics suite

Features

CorelDraw Graphics Suite was originally developed for Microsoft Windows 3, and as of 2020 runs on Windows 7, Windows 8.1 and Windows 10. macro's releases began on March 12, 2019, after an 18-year absence (the previous version for OS X was version 11, released in 2001)

With version 6, Corel introduced task automation using a proprietary scripting language, Corel SCRIPT. Support for VBA (Visual Basic for Applications) macros was added in version 10, and Corel SCRIPT was eventually deprecated. Support for VSTA (Microsoft Visual Studio Tools for Applications) is now included in Windows and requires Visual Studio 2017. Version 2019 added JavaScript as an option for cross-platform scripting with Marcos support; however, the built-in IDE does not support it as of 2020.

CDR file format

In its first versions, the CDR file format was a completely proprietary file format primarily used for vector graphic drawings, recognizable by the first two bytes of the file being "WL". Starting with CorelDraw 3, the file format changed to a Resource Interchange File Format (RIFF) envelope, recognizable by the first four bytes of the file being "RIFF", and a "CDR*verse" in bytes 9 to 15, with the asterisk "*" being just a blank in early versions. Beginning with CorelDraw 4 it included the version number of the writing program in hexadecimal ("4" meaning version 4, "D" meaning version 13). The actual data chunk of the RIFF remains a Corel proprietary format.

From version X4 (14) on, the CDR file is a ZIP-compressed directory of several files, among them XML files and the RIFF-structured with the familiar version signature in versions X4 and X5 , and a *root.dat* with CorelDraw X6, where the bytes 9 to 15 look slightly different – "CDRGfver" in a file created with X6. "F" was the last valid hex digit, and the "fever" now indicates that the letter before no longer represents a hex digit.

There is no publicly available CDR file format specification.

Other CorelDraw file formats include CorelDraw Compressed (CDX), CorelDraw Template (CDT) and Corel Presentation Exchange (CMX).

Use of CDR files in other programs

In December 2006 the sK1 open-source project team started to reverse-engineer the CDR format. The results and the first working snapshot of the CDR importer were presented at the Liber Graphics Meeting 2007 conference taking place in May 2007 in Montreal (Canada). Later on the team parsed the structure of other Corel formats with the help of the open source CDR Explorer. As of 2008, the sK1 project claims to have the best import support for CorelDraw file formats among open source software programs. The sK1 project developed also the UniConvertor, a command line open source tool which supports conversion from CorelDraw ver.7-X4 formats (CDR/CDT/CCX/CDRX/CMX) to other formats. UniConvertor is also used in the Inscape and Scribes open source projects as an external tool for importing CorelDraw files.

In 2007, Microsoft blocked CDR file format in Microsoft Office 2003 with the release of Service Pack 3 for Office 2003. Microsoft later apologized for inaccurately blaming the CDR file format and other formats for security problems in Microsoft Office and released some tools for solving this problem.

In 2012 the joint LibreOffice/re-lab team implemented libido, a library for reading CDR files from version 7 to X3 and CMX files.[ ]The library has extensive support for shapes and their properties, including support for colour management and spot colours, and has a basic support for text. The library provides a built-in converter to SVG, and a converter to OpenDocument is provided by writer perfect package. The libido library is used in LibreOffice starting from version 3.6and thanks to public API it can be freely used by other applications.

CorelDraw tools

CorelDraw is a graphics and drawing program that is vector-based and developed by a software company based in Ottawa called Corel. When you sketch an object on the CorelDraw drawing page using the available tools, a mathematical formula determines the structure of the object displayed on the screen.

Computer graphics programs can be classified into Bitmapped programs like Adobe Photoshop, where images are produced in the shape of a bitmap, and programs that use vector graphics where the graphics comprise mathematical curves. CorelDraw can be considered in the group of vector graphic program.

You will be able to create any graphic image file that you need with the help of CorelDraw. There are many tools available in CorelDraw, with the help of which you can create logos, motifs, signs, etc.
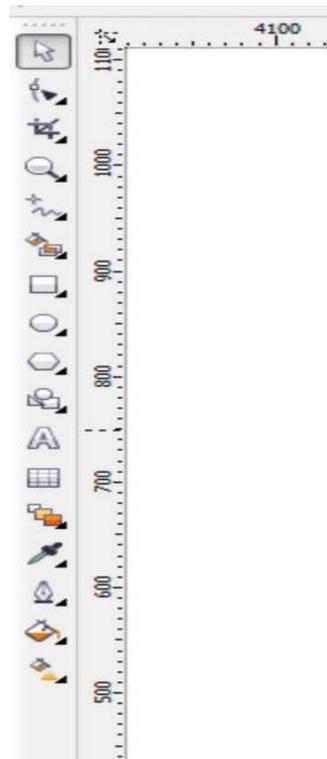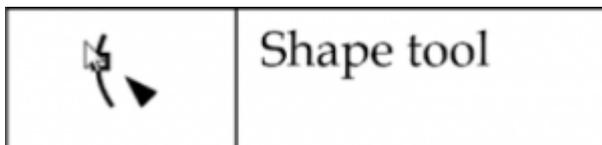
Tool Bar

Different Tools in CorelDraw

Below is some important tool in CorelDraw, which are as follows

1.PICK TOOL
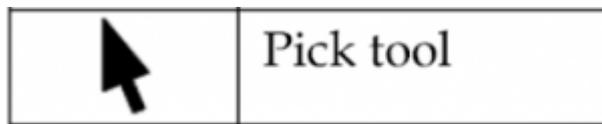
| Pick tool |

This tool allows you to pick or select the object and transform it. You can position the object too.

2. Shape Tool

| Shape tool |

If you want to edit the shape of objects chosen by the pick tool, then you can use this tool.

3. Free Transform Tools

This tool allows you to alter the image objects with the help of rotation angle, rotation free, and resize. It also lets you bend the image structure.

- **Smudge Brush**: This tool will help you change and distort the picture in general with engaging shorelines.

- **Roughen Brush:** This tool will let you change as well as distort the outline shape of the sketch in general with engaging shorelines.

4. Crop Tool

This tool can be used in clipping the region of an image that is not needed.

- **Virtual Segment Delete:** If you want to remove an object which is a part of an intersection, then you can use this tool.

- **Erase:** It helps to get rid of some areas of the image.

⌐⌐	Crop tool

5. Zoom Tool

It helps you change the level of magnification in the illustration window to look at the object more intently. In simple words, it is used as a magnifying glass.

- **Hand:** It helps in balancing the images that materialize in the image window

🔍	Zoom tool
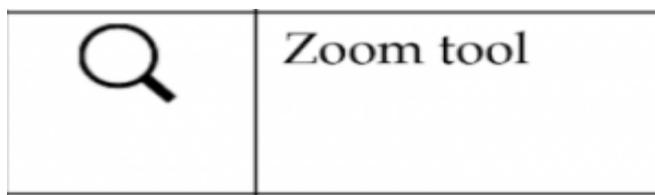
6. Curve Tools

- **Freehand Tool:** This tool lets you sketch curves and lines with the help of a mouse. Essentially it is used for sketching.

|	
✛	Freehand tool
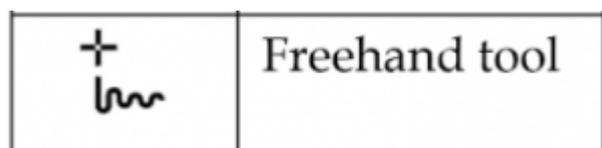
- **Bezier:** It helps to draw curves in the shape of a solitary line per point.

- **Pen:** It helps in sketching curves in the form of a node.

- **Three-Point Curve:** It helps you in drawing a curve first by identifying the start and the endpoint, then its centre.

- **Poly-line:** It lets you sketch curves and lines in preview mode.

- **Dimension:** It helps you sketch a horizontal, vertical, oblique and angular line.

- **Interactive Connector:** It lets you combine the two objects accompanied by a line.
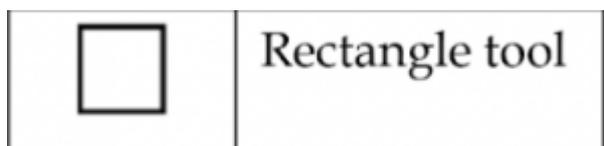
7. Artistic Media Tool

It helps in accessing the sprayer, brush, calligraphic, present and pressure tools.

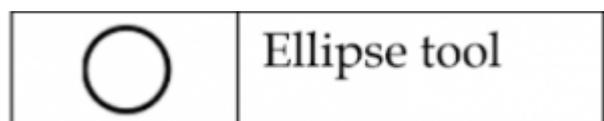| ℒ	Artistic Media Tool
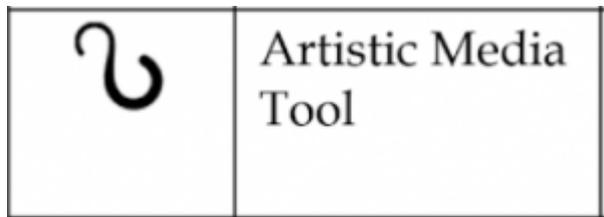
8. Rectangle Tool

This tool helps you in drawing squares and rectangles to initiate boxes and terms.

- **Three-Point Rectangle:** If you want to arrange boxes and create terms from one point to another, this is the tool.
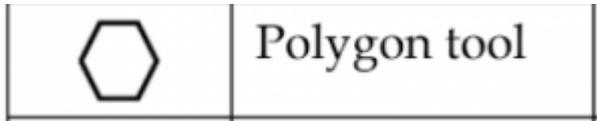
☐	Rectangle tool

9. Ellipse Tool

This tool helps you sketch circles and ellipses.

○	Ellipse tool

10. Polygon Tool

If you want to sketch stars and polygons in a symmetric manner, then you can use the polygon tool.

⬡	Polygon tool

- **Star:** This tool can be used to draw stars.

- **Complex Star:** This tool allows you to create stars that have intersection angles and complex shapes.

11. Basic Shapes Tool

This tool helps you to select from a complete set of forms such as a right-angle triangle, smiley face, and hexagram. You can draw arrows and slanted rectangles.

◻○△	Basic shapes tool
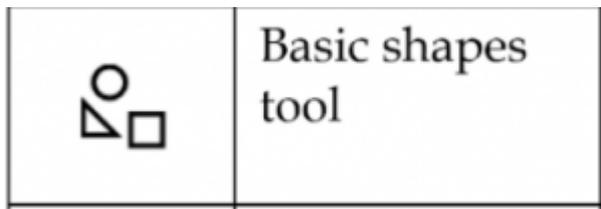
- **Arrow Shapes:** You can draw arrows ranging from diverse shapes such as arrowheads, direction, etc.

- **Flowchart Shapes:** You can create a flowchart with this tool.

12. Text and Table Tool

This tool helps you in typing words straight on the screen as paragraph text or creative text. The table tool helps you in creating and editing tables.
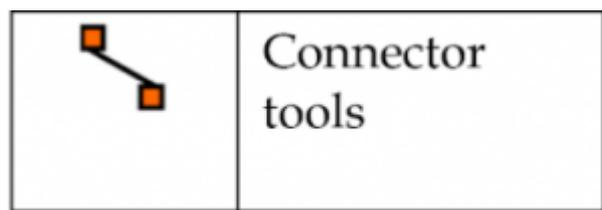
13. Dimension Tools

This tool allows you to draw numerous lines like segment, slanted, horizontal, vertical, and three-point dimensions.

↗	Dimension tools
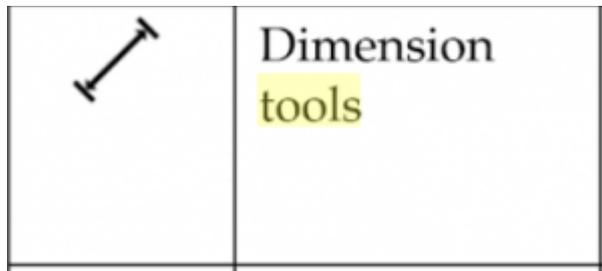
14. Connector Tools

This tool helps you in drawing a straight line, right-angle, edit anchor connector line and rounded right-angle connector lines.

↘	Connector tools

15. Interactive Tools

- **Interactive Blend:** Boxes and terms can be created using this tool.

- **Interactive Distortion helps you apply** a pull or push distortion and a zipper distortion to an object.

- **Interactive Drop Shadow:** It helps you to put an object into the shadow.

- **Interactive Fill:** It helps you to apply numerous amount of fills to an object.

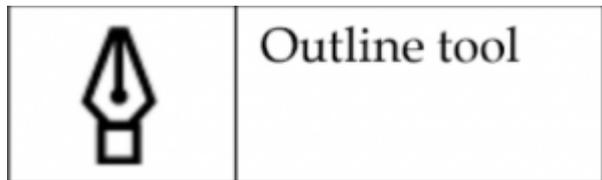- **Interactive Mesh:** If you want to apply network lines to an object, then you can use this tool.

16. Eyedropper Tool

Object properties like size, line thickness and effects can be selected and copied using the eyedropper tool.
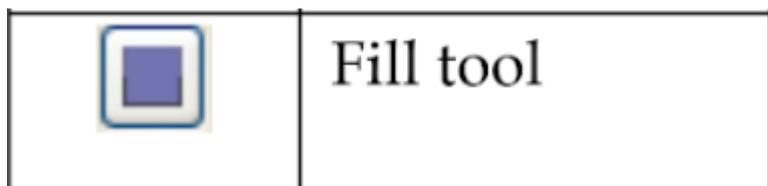
	Eyedropper tool
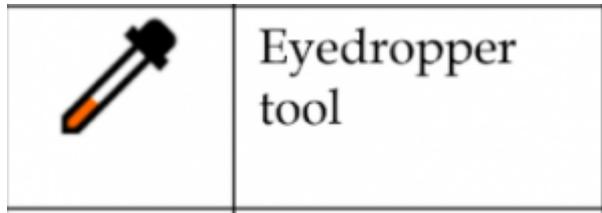
17. Outline Tool

This tool lets you open a fly-out that helps you in setting the outline properties.

	Outline tool

18. Fill Tool

This tool lets you open a fly-out that helps you in setting the fill properties.

	Fill tool

Adobe Photoshop Introduction

Adobe Photoshop is a raster graphics editor developed and published by Adobe Inc. for Windows and macOS. It was originally created in 1988 by Thomas and John Knoll. Since then, the software has become the industry standard not only in raster graphics editing, but in digital art as a whole. The software's name has thus become a generic trademark, leading to its usage as a verb (e.g. "to photoshop an image", "photoshopping", and "photoshop contest") although Adobe discourages such use.[5] Photoshop can edit and compose raster images in multiple layers and supports masks, alpha compositing and several color models including RGB, CMYK, CIELAB, spot color, and duotone. Photoshop uses its own PSD and PSB file formats to support these features. In addition to raster graphics, Photoshop has limited abilities to edit or render text and vector graphics (especially through clipping path for the latter), as well as 3D graphics and video. Its feature set can be expanded by plug-ins; programs developed and distributed independently of Photoshop that run inside it and offer new or enhanced features.

Photoshop's naming scheme was initially based on version numbers. However, in October 2002 (following the introduction of Creative Suite branding), each new version of Photoshop was designated with "**CS**" plus a number; e.g., the eighth major version of Photoshop was **Photoshop CS** and the ninth was **Photoshop CS2**. Photoshop CS3 through CS6 were also distributed in two different editions: Standard and Extended. With the introduction of the Creative Cloud branding in June 2013 (and in turn, the change of the "**CS**" suffix to "**CC**"), Photoshop's licensing scheme was changed to that of software as a service subscription model. Historically, Photoshop was bundled with additional software such as Adobe ImageReady, Adobe Fireworks, Adobe Bridge, Adobe Device Central and Adobe Camera RAW.

Alongside Photoshop, Adobe also develops and publishes Photoshop Elements, Photoshop Lightroom, Photoshop Express, Photoshop Fix, Photoshop Sketch and Photoshop Mix. As of November 2019, Adobe has also released a full version of Photoshop for the iPad, and while initially limited, Adobe plans to bring more features to Photoshop for iPad.[6] Collectively, they are branded as "The Adobe Photoshop Family".

Early history

Photoshop was developed in 1987 by two brothers Thomas and John Knoll, who sold the distribution license to Adobe Systems Incorporated in 1988. Thomas Knoll, a Ph.D. student at the University of Michigan, began writing a program on his Macintosh Plus to display grayscale images on a monochrome display. This program (at that time called **Display**) caught the attention of his brother John, an Industrial Light & Magic employee, who recommended that Thomas turn it into a full-fledged image editing program. Thomas took a six-month break from his studies in 1988 to collaborate with his brother on the program. Thomas renamed the program ImagePro, but the name was already taken.[7] Later that year, Thomas renamed his program **Photoshop** and worked out a short-term deal with scanner manufacturer Barneyscan to distribute copies of the program with a slide scanner; a "total of about 200 copies of Photoshop were shipped" this way.[8][9]

During this time, John traveled to Silicon Valley and gave a demonstration of the program to engineers at Apple and Russell Brown, art director at Adobe. Both showings were successful, and Adobe decided to purchase the license to distribute in September 1988.[7] While John worked on plug-ins in California, Thomas remained in Ann Arbor writing code. *Photoshop* 1.0 was released on February 19, 1990, for Macintosh exclusively.[10][11] The Barneyscan version included advanced color editing features that were stripped from the first Adobe shipped version. The handling of color slowly improved with each release from Adobe and Photoshop quickly became the industry standard in digital color editing. At the time Photoshop 1.0 was released, digital retouching on dedicated high-end systems (such as the Scitex) cost around $300 an hour for basic photo retouching. The list price of Photoshop 1.0 for Macintosh in 1990 was $895.[12][13]

Photoshop was initially only available on Macintosh. In 1993, Adobe chief architect Seetharaman Narayanan ported Photoshop to Microsoft Windows. The Windows port led to Photoshop reaching a wider mass market audience as Microsoft's global reach expanded within the next few years.[14] On March 31, 1995, Adobe purchased the rights for Photoshop from Thomas and John Knoll for $34.5 million so Adobe would no longer need to pay a royalty for each copy sold.

File format

Photoshop files have default file extension as .PSD, which stands for "Photoshop Document".[17] A PSD file stores an image with support for most imaging options available in Photoshop. These include layers with masks, transparency, text, alpha channels and spot colors, clipping paths, and duotone settings. This is in contrast to many other file formats (e.g., .JPG or .GIF) that restrict content to provide streamlined, predictable functionality. A PSD file has a maximum height and width of 30,000 pixels, and a length limit of two gigabytes.

Photoshop files sometimes have the file extension .PSB, which stands for "Photoshop Big" (also known as "large document format").[18] A PSB file extends the PSD file format, increasing the maximum height and width to 300,000 pixels and the length limit to around 4 Exabytes. The dimension limit was apparently chosen arbitrarily by Adobe, not based on computer arithmetic constraints (it is not close to a power of two, as is 30,000) but for ease of software testing. PSD and PSB formats are documented.[19]

Because of Photoshop's popularity, PSD files are widely used and supported to some extent by most competing software, including GIMP and Affinity Photo. The .PSD file format can be exported to and from Adobe's other apps, such as Adobe Illustrator, Adobe Premiere Pro, and After Effects.

Plugins

Photoshop functionality can be extended by add-on programs called Photoshop plugins (or plug-ins). Adobe creates some plugins, such as Adobe Camera Raw, but third-party companies develop most plugins, according to Adobe's specifications. Some are free and some are commercial software. Most plugins work with only Photoshop or Photoshop-compatible hosts, but a few can also be run as standalone applications.

There are various types of plugins, such as filter, export, import, selection, color correction, and automation. The most popular plugins are the filter plugins (also known as a 8bf plugins), available under the Filter menu in Photoshop. Filter plugins can either modify the current image or create content. Below are some popular types of plugins, and some well-known companies associated with them:

- Color correction plugins (Alien Skin Software,[20] Nik Software,[21] OnOne Software,[22] Topaz Labs Software,[23] The Plugin Site,[24] etc.)
- Special effects plugins (Alien Skin Software, Auto FX Software,[25] AV Bros.,[26] Flaming Pear Software,[27] etc.)
- 3D effects plugins (Andromeda Software,[28] Strata,[29] etc.)

Adobe Camera Raw (also known as ACR and Camera Raw) is a special plugin, supplied free by Adobe, used primarily to read and process raw image files so that the resulting images can be processed by Photoshop.[30] It can also be used from within Adobe Bridge.

Photoshop tools

Upon loading Photoshop, a sidebar with a variety of tools with multiple image-editing functions appears to the left of the screen. These tools typically fall under the categories of drawing; painting; measuring and navigation; selection; typing; and retouching.[31] Some tools contain a small triangle in the bottom right of the toolbox icon. These can be expanded to reveal similar tools.[32] While newer versions of Photoshop are updated to include new tools and features, several recurring tools that exist in most versions are discussed below. In some newer versions hovering along the tools gives a small Video glimpse of the tool.

Pen Tool

Photoshop includes a few versions of the *pen* tool. The pen tool creates precise paths that can be manipulated using anchor points. The *free form pen* tool allows the user to draw paths freehand, and with the *magnetic pen* tool, the drawn path attaches closely to outlines of objects in an image, which is useful for isolating them from a background.

Clone stamp tool

The Clone Stamp tool duplicates one part of an image to another part of the same image by way of a brush. The duplication is either in full or in part depending on the mode. The user can also clone part of one layer to another layer. The Clone Stamp tool is useful for duplicating objects or removing a defect in an image.

Shape tools

Photoshop provides an array of shape tools including rectangles, rounded rectangles, ellipses, polygons and lines. These shapes can be manipulated by the pen tool, direct selection tool etc. to make vector graphics. In addition, Photoshop provides its own shapes like animals, signs and plants.

Measuring and navigation

The eyedropper tool selects a colour from an area of the image that is clicked, and samples it for future use. The hand tool navigates an image by moving it in any direction, and the zoom tool enlarges the part of an image that is clicked on, allowing for a closer view

Selection tools

Selection tools are used to select all or any part of a picture to perform cut, copy, edit, or retouching operations.

Cropping

The crop tool can be used to select a particular area of an image and discard the portions outside the chosen section. This tool assists in creating a focus point on an image and unnecessary or excess space. Cropping allows enhancement of a photo's composition while decreasing the file size. The crop tool is in the tools palette, which is located on the right side of the document. By placing the cursor over the image, the user can drag the cursor to the desired area. Once the Enter key is pressed, the area outside the rectangle will be cropped. The area outside the rectangle is the discarded data, which allows for the file size to be decreased. The crop tool can alternatively be used to extend the canvas size by clicking and dragging outside the existing image borders.

Slicing

The slice and slice select tools, like the crop tool, are used in isolating parts of images. The slice tool can be used to divide an image into different sections, and these separate parts can be used as pieces of a web page design once HTML and CSS are applied. The slice select tool allows sliced sections of an image to be adjusted and shifted.

Moving

The move tool can be used to drag the entirety of a single layer or more if they are selected. Alternatively, once an area of an image is highlighted, the move tool can be used to manually relocate the selected piece to anywhere on the canvas.

Marquee

The marquee is a tool that can make selections that are a single row, single column, rectangular and elliptical. An area that has been selected can be edited without affecting the rest of the image. This tool can also crop an image; it allows for better control. In contrast to the crop tool, the marquee tool allows for more adjustments to the selected area before cropping. The only marquee tool that does not allow cropping is the elliptical. Although the single row and column marquee tools allow for cropping, they are not ideal, because they only crop a line. The rectangular marquee tool is the preferred option. Once the tool has been selected, dragging the tool across the desired area will select it. The selected area will be outlined by dotted lines, referred to as "marching ants". To set a specific size or ratio, the tool options bar provides these settings. Before selecting an area, the desired size or ratio must be set by adjusting the width and height. Any changes such as colour, filters, location, etc. should be made before cropping. To crop the selection, the user must go to the image tab and select crop.

Lasso

The lasso tool is similar to the marquee tool, however, the user can make a custom selection by drawing it freehand. There are three options for the lasso tool – regular, polygonal, and magnetic. The regular lasso tool allows the user to have drawing capabilities. Photoshop will complete the selection once the mouse button is released. The user may also complete the selection by connecting the end point to the starting point. The "marching ants" will indicate if a selection has been made. The polygonal lasso tool will draw only straight lines, which makes it an ideal choice for images with many straight lines. Unlike the regular lasso tool, the user must continually click around the image to outline the shape. To complete the selection, the user must connect the end point to the starting point just like the regular lasso tool. Magnetic lasso tool is considered the smart tool. It can do the same as the other two, but it can also detect the edges of an image once the user selects a starting point. It detects by examining the colour pixels as the cursor move over the desired area. Closing the selection is the same as the other two, which should also should display the "marching ants" once the selection has been closed.

The quick selection tool selects areas based on edges, similarly to the magnetic lasso tool. The difference between this tool and the lasso tool is that there is no starting and ending point. For this reason, the selected area can be added onto as much as possible without starting over. By dragging the cursor over the desired area, the quick selection tool detects the edges of the image. The "marching ants" allow the user to know what is currently being selected. Once the user is done, the selected area can be edited without affecting the rest of the image. One of the features that makes this tool especially user friendly is that the SHIFT key is not needed to add more to the selection; by default, extra mouse clicks will be added to the selection rather than creating a new selection.

Magic wand

The magic wand tool selects areas based on pixels of similar values. One click will select all neighbouring pixels of similar value within a tolerance level set by the user. If the eyedropper tool is selected in the options bar, then the magic wand can determine the value needed to evaluate the pixels; this is based on the sample size setting in the eyedropper tool. This tool is inferior to the quick selection tool which works much the same but with much better results and more intuitive controls. The user must decide what settings to use or if the image is right for this tool.

Eraser

The Eraser tool erases content based on the active layer. If the user is on the text layer, then any text across which the tool is dragged will be erased. The eraser will convert the pixels to transparent, unless the background layer is selected. The size and style of the eraser can be selected in the options bar. This tool is unique in that it can take the form of the paintbrush and pencil tools. In addition to the straight eraser tool, there are two more available options – background eraser and magic eraser. The background eraser deletes any part of the image that is on the edge of an object. This tool is often used to extract objects from the background. The magic eraser tool deletes based on similar coloured pixels. It is very similar to the magic wand tool. This tool is ideal for deleting areas with the same colour or tone that contrasts with the rest of the image.

Video editing

In Adobe CS5 Extended edition, video editing is comprehensive and efficient with a broad compatibility of video file formats such as MOV, AVI and MPEG-4 formats and easy workflow. Using simple combinations of keys video layers can easily be modified, with other features such as adding text and creating animations using single images.

3D extrusion

With the Extended version of Photoshop CS5, 2D elements of an artwork can easily become three-dimensional with the click of a button. Extrusions of texts, an available library of materials for three-dimensional, and even wrapping two-dimensional images around 3D geometry.

Mobile integration

Third-party plugins have also been added to the most recent version of Photoshop where technologies such as the iPad have integrated the software with different types of applications. Applications like the Adobe Easel painting app allows the user to easily create paintings with their fingertips and use an array of different paint from dry to wet in order to create rich colour blending. In October 2018, it was announced that the full Photoshop engine will be released for iPad next year. The program will feature cloud syncing with other devices and a simpler interface than the desktop version.

Camera raw

With the Camera Raw plug-in, raw images can be processed without the use of Adobe Photoshop Light room, along with other image file formats such as JPEG, TIFF, or PNG. The plug-in allows users to remove noise without the side-effect of over-sharpening, add grain, and even perform post-crop vegetating.

3D printing tools

From version 14.1, users can create and edit designs for 3D printing. Artists can add colour, adjust the shape or rotate the angles of imported models, or design original 3D models from scratch.

Colour replacement tool

The Colour Replacement Tool allows the user to change the colour, while maintaining the highlights and shadows of the original image, of pieces of the image. By selecting Brush's and right clicking, the Colour Replacement Tool is the third option down. What is important to note with this tool is the foreground colour. The foreground colour is what will be applied when painting along the chosen part of the image with the Colour Replacement tool.

Illustrator Introduction

Adobe Illustrator is a vector graphics editor and design program developed and marketed by Adobe Inc. Originally designed for the Apple Macintosh, development of Adobe Illustrator began in 1985. Along with Creative Cloud (Adobe's shift to monthly or annual subscription service delivered over the Internet), Illustrator CC was released. The latest version, Illustrator CC 2021, was released on October 20, 2020 and is the 25th generation in the product line. Adobe Illustrator was reviewed as the best vector graphics editing program in 2018 by PC Magazine.

Tools

A sidebar that appears at the left of the screen with a variety of tools to select, create, and manipulate objects or artworks in Illustrator. These tools can be selected as following: drawing, typing, painting, reshaping, slicing and cutting, symbolism, moving and zooming, and graph Some tools have a small triangle at the bottom right of the toolbox icon. A small triangle has the option to view or expand some hidden tools by holding down the mouse button on the triangle

Some examples of basic tools in Illustrator are selection tools, paintbrush tools, pen tools, pencil tools e.g. Selection tools are used to the layout, adjust, and organize the artwork by selecting, positioning, and stacking objects accurately. Moreover, selection tools can group, lock or hide, and measure objects. Paintbrush tools can be used to modify the appearance of the artwork. There are different types of brushes: calligraphic, scatter, art, pattern, and bristle. Pen tools create straight and curved lines for the artwork and they can add anchor points to paths and delete from paths. Pencil tools allow the user to draw and edit freehand lines.

The Zoom tool (Z) The Zoom tool

The Zoom tool allows us to enlarge or reduce the view of artwork we are viewing or when we want to edit everything in detail.

Select Zoom tool or press the Z key and right click on the canvas to select Zoom in or Zoom out, or we can press the keys combination Command/Ctrl++ to enlarge and Command/Ctrl+- to reduce.

The Hand tool (H)

We use the Hand tool to scroll to different areas of the document. This tool is usually taken right after our artwork has been zoomed in or zoomed out.

Click the Hand tool in the Tools panel and drag downward or upward in the document window. Every time we drag; the artwork moves with the hand pointer.

The Shape tools

The Shape tools include the Rectangle tool, the Rounded Rectangle tool, the Eclipse tool, the Polygon tool and the Star tool.

1. The Rectangle tool The Rectangle tool

Use this when you want your path to be a rectangle or square shape. Click on the Rectangle tool in the Tools panel (or press the M key) to select it. Click the left mouse button and drag on the artboard.

2. The Rounded Rectangle tool, the Eclipse tool, the Polygon tool and the Star tool

These tools are similar to the Rectangle tool and will be used when we want to change the Corner Radius (by using the Rounded Rectangle tool), or to change the Radius and side (by using the Polygon tool), or to change the Radius 1 or/and Radius 2 and the vertex of your star (by using the Star tool).

Select the appropriate tools then click on your canvas, a dialog box appears for you to type units in, hit OK and start drawing.

The Pen tools (P)

The Pen tools are the essence of Adobe Illustrator. We use the Pen tools to draw and edit curves. The Pen tools quartet includes:

1. Pen tool, used to generate straight and curved lines.
2. Add Anchor Point tool (+), allows you to add new anchor points.
3. Delete Anchor Point tool (-), enables you to delete existing anchor points.
4. Convert Anchor Point tool, used to change corners to curves and vice versa; it also allows you to tweak the exact character of a curve.

The Pen tools are not only the heart of Adobe Illustrator but also the core of our job. So we will pay much attention to these tools more than the others.

1. The Pen tool The Pen tool

With the Pen tool, we can easily draw straight or curved lines. Curved lines are also called Bezier curves (named after the French mathematician, Pierre Bezier, who developed a method for defining curves mathematically). Drawing Bezier curves, which is one of the tasks we do most, costs a little more time and effort. That means "practice, practice and practice". And once the Pen tool is mastered, it becomes a really cool weapon for icon designers.

To draw straight-line segments:

1. Select the Pen tool (P).
2. Add your start anchor point by clicking one time with the left mouse button.
3. Now add the end anchor point to make your first straight-line segment by clicking the mouse once again. From now on, you can make more straight-line segments with a few more clicks.

To draw a curve:

1. Repeat step 1 and 2 above.
2. Now add the end anchor point for your first curve by clicking and holding the mouse button down.
3. Drag the mouse to bend the curve the way you want it to be, and then release your left mouse button when you see the curve is okay with you.

To create a shape with straight-line segments (a cornered shape):

1. Select the Pen tool (P).
2. Add your start anchor point and end anchor point to make the first line segment.
3. Add another anchor point to make the second line.
4. Position the mouse pointer over the start point, a small circle will appear next to the Pen tool pointer once it is positioned correctly. Click to close the path, making a complete shape.

To create a shape with curved segments (a shape with Bezier curves):

Similar to drawing a cornered shape but you need to drag the mouse instead (See how to draw a curve). Note that you normally encounter an opened shape, of which the start point and the end point don't connect. To connect and close this shape, just click back onto the start point (make sure the Pen tool pointer has to change to a closed circle icon before clicking).

In Fig 1.2 below, the Bezier curve comes up with two points and control handles. When drawing some straight lines, you only need to select the Pen tool and make a few clicks on your artwork, and then some zigzag lines with no control handles will appear.

To draw a Bezier curve, right after one left-click is made on your artwork you need to hold down the left-mouse button and drag for the control handle to appear, and then release the mouse button. You can do these same actions two or more times until you have Bezier curves as desired.
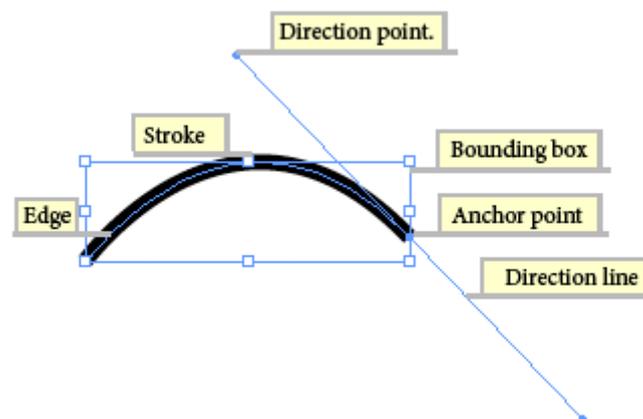
There are times when you need to edit a path to get it just right. There are also plenty of times when you have a complex path, and you want to modify it to create a new path that is less complicated. And editing a path can be done in several ways, and the following tools will help you do these tasks.

2. The Add/Delete Anchor Point tools (+/-)

These two tools give us more power and control to drive a path. Specifically, they help us easily edit our paths and Bezier curves. We will have to add some anchor points when we prepare to re-shape a path, and we can reduce the complexity of a path by deleting its unnecessary anchor points.

To add an anchor point:
1. Select the path you want to modify.
2. Select the Pen tool (P) or the Add Anchor Point Tool (+), move the pointer over the path segment and click.

To delete an anchor point:
1. Select the path you want to modify.

2. Do one of the two following ways:

Select the Pen tool (P) or the Delete Anchor Point Tool (-), position the pointer over the anchor point and click.

Or, select the anchor point with the Direct Selection tool (A) and click Remove Selected Anchor Point in the Control panel. (docked at the top of the work area, by default)

3. The Convert Anchor Point tool (Shift+C) The Convert Anchor Point tool

This is another wonderful tool that you will take over and over again when you draw an icon. What do you do when you already have an anchor point but you need to change it from this type of point to something different? The answer is using the Convert Anchor Point tool, which is the last one from the Pen tool quartet.

With this tool, you can convert an anchor point from corner to smooth, or vice versa. It works similarly to the Add/Delete Anchor Points tool.

Play with it

To convert a corner point to a smooth point:

1. Select the Convert Anchor Points tool.
2. Click on an anchor point you want to convert and drag the mouse until you have a Bezier curve as expected.

To convert a point with control handles to the point without control handles:

1. Select the Convert Anchor Points tool.
2. Click on a smooth point you want to convert and release the mouse button.

Notes

a. Clicking on a smooth point will convert it to a straight anchor point.

b. Dragging a point will make that point turn to a smooth anchor point.

c. Dragging on a control handle will make a smooth point turn to a combination point. If you want to convert a straight anchor point to a combination point, you must first make the point become a smooth point, and then drag on the control handle.

The Pen tools quartet should be used along with the Direct Selection tool, completing an essential tool set in your icon-drawing process.

For now, let's get started with a small exercise – how to edit a shape. Process of editing a shape.

Draw a rectangle shape.
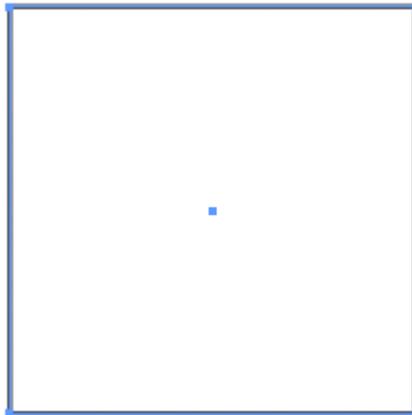
Fig.1.3

Add some more anchor points to the rectangle. Select the Direct Selection tool (A) and use it to move those anchor points you just made to your intended positions where your shape will be formed.
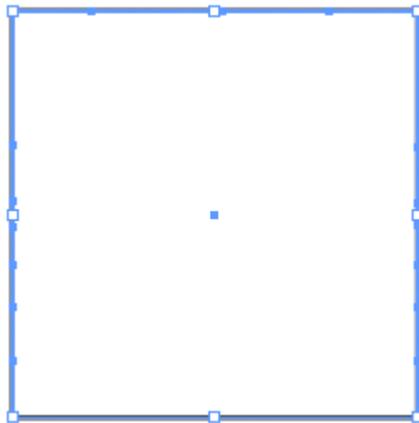
Fig.1.4

Select the Convert Anchor Point tool and use it to change the corner points to smooth points.
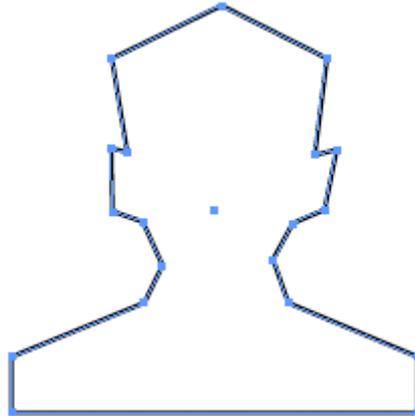
Fig. 1.5

And here are our shapes filled with colours.

Fig 1.6

The Selection tool (V) The Selection tool

As named, this tool allows us to make selections on our paths or Bezier curves.

Play with it

1. Select the Selection tool (V).
2. Click on the outline of a path to see it highlighted with a different colour.

Note

In case the outline doesn't appear, press Command+Option+B (Mac OS) or Ctrl+Shift+B (Windows).

The Direct Selection tool (A) The Direct Selection tool

It allows us to change the shape of a path by moving the position of anchor points, or it helps transform a curve by adjusting the length of control handles. This tool probably is the best of all in the Tools panel, we guess. It is a helpful and easy-to-use tool that you should use all the time you work with Adobe Illustrator.

Play with it

To move a straight segment:

1. Select the path by using the Selection tool (V).
2. With the Direct Selection tool (A), select the segment you want to adjust.
3. Drag the segment to a new position.

To adjust the length or angle of a straight segment:

1. Select the path by using the Selection tool (V).
2. With the Direct Selection tool (A), select an anchor point you want to adjust.
3. Drag the anchor point to the desired position.

To adjust the position or shape of a curved segment:

1. Select the path by using the Selection tool (V).
2. With the Direct Selection tool (A), select a curved segment or an anchor point on either end of the curved segment and some direction lines will appear. Note that some curved segments need only one direction line.
3. Do one of the followings:

To adjust the position of the segment, drag the segment.
To adjust the shape of the segment on either side of a selected anchor point, drag either the anchor point or the direction point (the control handle).

The Scale tool (S)

Sometimes we need this tool to deal with our artwork when we want to change the size of a shape. Specifically, we need this tool to enlarge or shrink the paths of a shape, or scale two anchor points to make them symmetrical.

Play with it

1. Press the V key to activate the Selection tool and select the shape you want to resize. You can select multiple paths/anchor points by holding down the Shift key and click.

2. Double-click on the Scale tool in the Tools panel. The Scale dialog box opens, type some value to resize and check/un-check "Preview" to see how your shape has changed.

The Eyedropper tool (I)

This tool is to extract (or pick) colour or gradient or stroke already filled in a path or image.

Play with it

1. Select the Eyedropper tool (I).
2. Click on a path or image that has colour/gradient/stroke you want to extract (pick). The extracted will display on the Colour/Gradient palette as well as on the Fill and Stroke of the Tools panel (look back at Fig.2. The Tools panel)

The Artboard Tool (Shift + 0)

Once you finish your icon, this tool allows you to export the vector format to raster-based image.

The Blend tool (W): A nice tool to use but you will have to meet this tool later in a single particular tutorial.

The Gradient tool (G): This tool has a close relationship with the Gradient palette so we will mention both of them later.

The Mesh tool (U): This tool, as a matter of fact, is used when someone wants to draw a Mesh surface (visualized 3-D) like a leaf or a drop of water, for instance. Based on our experiments in the icon-drawing process, this tool really could not work it out and not worth our efforts with it. There are some other simple tools that could totally replace this one thanks to their flexible and straightforward use, and with these substitutes, our icon designs take less time and have similar outcomes as desired, and it is easier for us to re-edit anything when needed.

The Flare tool: The Flare tool is rarely used to draw icons and therefore we can forget it.Okay folks, that's all you need to know about the Illustrator's basic tools that you have to get used to and master, if you wish to shorten your study time as well as to facilitate the process of drawing and creating beautiful icons.

History

Adobe Illustrator was first developed by Adobe Inc. in December 1986 (shipping in January 1987) as commercialization at home of Adobe Letter Software Development and PostScript file format. Adobe Illustrator is a companion product of Adobe Photoshop. Photoshop is primarily geared towards digital photo manipulation and photorealistic style computer illustrations, while Illustrator delivers results in typesetting and logo areas of graphic design. Magazine ads (featured in graphic design trade magazines such as Art Communication) products are referred to as "Adobe Illustrator". Illustrator 88, the product name for version 1.7, was released in 1988 and introduced many new tools and features. [2] released in 1988 and introducing new tools and features. In 2011, Adobe Illustrator '88 file format is used in the MATLAB programming language as an option to store numbers.

The first version of Illustrator for Windows, version 2.0, was released in early 1989. The next version of Windows, version 4.0, has been heavily criticized for being too similar to Illustrator 1.1 instead of Macintosh version 3.0, and certainly not the same as Windows's most popular 'illustration package CorelDraw. (Note that there is no version 2.0 or 4.0 for the Macintosh - though the second release for Mac titled Illustrator 88 - release year) Version 4 is, however, the first version of Illustrator to support editing in preview mode, which does not appear in Macintosh versions up to 5, 0 in 1993.
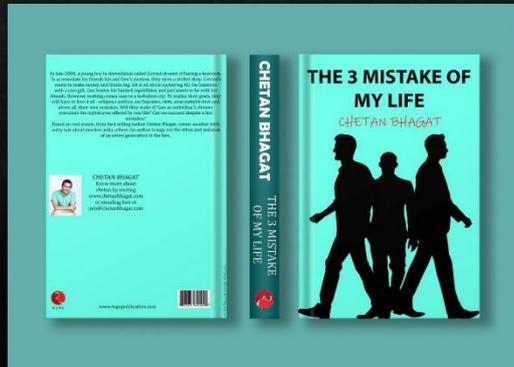
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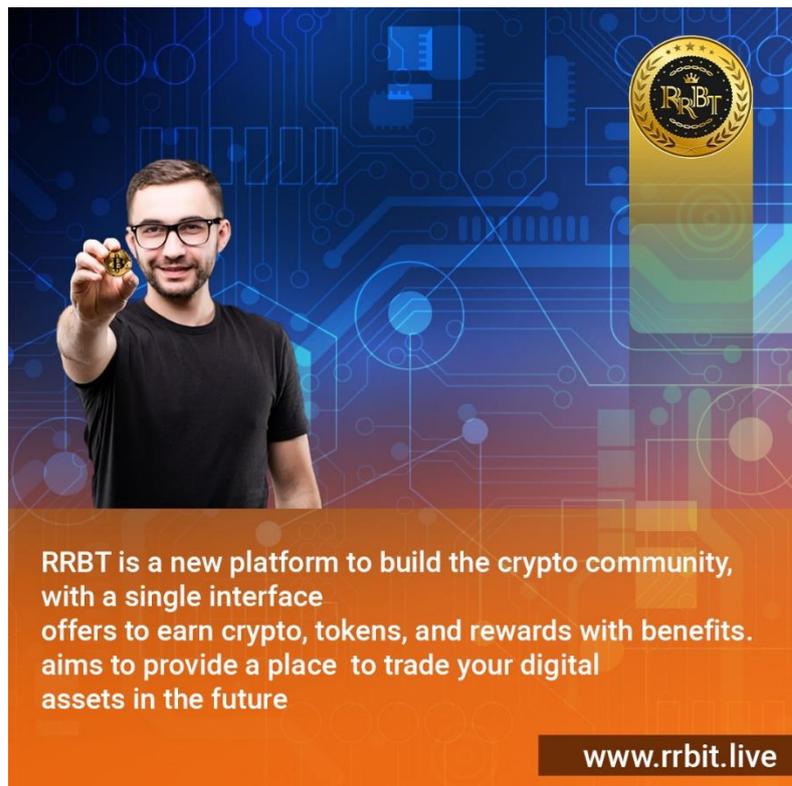
CONCLUSION

This is self-made poster design with using refrains. This profile is made of using adobe CorelDraw, Photoshop, illustrator software's. In this poster design we design agriculture poster, cryptocurrency and motivational poster etc. We design this project for promotional announcement

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