

It depicts the difference in pixel quality between raster and vector images. It also explains the workspace area, including the menu, tools, tool settings, panels, and artboard. This also includes instructions on how to open the new workspace area, as well as how to experiment with it and save it.

Basic basics, such as how to draw with various tools, such as the rectangle tool, and how to manipulate different tool settings, layers, and colour with it.

The 2nd slide contains information on text tools that may be used to draw and alter text on the workspace. Free text, character panels, paragraph tool, captive tool, curvilinear text tool, text deformation tool, and any other item that may modify the format and shape of the text are likely to be among these tools.

Other tools like as the blend tool, form builder tool, pathfinder panel, editing paths, strokes, gradients, and drawing modes are also discussed in detail on the third lecture slide. These capabilities are well-explained, allowing us to fine-tune our use of Illustrator and make changes to our work.

Painting and photograph tracing are the two topics on the last slide. We've seen a few painting tools before, such as the brush and the form designer, but other modes and techniques might make your task simpler. There are several approaches for photographing this, such as sketching a broad outline, tracing shadows and highlights, applying gradients with the pathfinder, and using an opacity mask.