

Theory Assignment 2: Summarize the key techniques or paradigms that have been discussed in today's lecture in your own words.

Adobe Illustrator

The workspace contains a menu, artboard, tools panels, tools options.

Some basic principles consist of drawing rectangles using rectangle tools and then resizing and manipulating the shape of the same.

We can create multiple layers like in photoshop to work on. Colour changing can be done, and various drawing tools can be found.

Various Text adding and editing tools can be found where you can make several changes to the text like adjusting the baseline, changing the font, kerning and many others.

We have tools that can deform a shape and make different patterns on the shape like swirls, contractions, scallops, crystallization effect, crinkle paths and expansions.

Width tools to change the thickness of the outline between the anchor points simply by pushing or pulling with the mouse with the button pressed.

Contraction, deformation, dilation, scaler, rotation, sketch, tweaking, torsion, and zigzag effect can be applied to shapes.

Blend tools can be used to create interpolation between two shapes using the gradient option window.

Shape builder tools can be used to create one single shape from joining multiple shapes. The pathfinder tool can also be used to perform similar tasks, but it merges the shapes.

Paths of the images can be edited by outlining, offsetting which creates a larger copy of the shape and simplifying which reduces the anchor points on the image.

Strokes can also be edited just like photoshop but more extensively.

The strokes panel contains options to edit width, aspect, angle, align. cont., dotted line, arrows, scale, alignment, and profile.

We also have a gradient tool that allows us to work on gradients, In the gradient panel, we have tools like gradient

panels, pre-set gradients, Type, background and outline, Angle, gradient bar, opacity and add colours.

Illustrator offers several drawing modes: normal, back, and inside. The modes can be selected in the lower part of the toolbox or using the SHIFT-D shortcut.

We have already seen a few painting tools like the brush or the shape designer, but different modes and different approaches in Illustrator.

Fill and stroke in Illustrator, elements are created by setting an outline colour and a background colour which will both be used for the entire element. We need to duplicate the portion to change its colour. While an illustration is usually made up of a multitude of paths, elements, and layers, editing one element can force several others to adjust. However, it is possible to work as if all the paths came together- er, in a more natural way, using dynamic painting.

Tracing a picture without being an expert in drawing, it is possible to use a reference photographic image to trace the subject of the raster image and turn it into a vector image. We can trace general shapes, shadows, and highlights