Saving:

Select artboard setting and double click on your object to make artboard of your object size -> Then go to object and select pixel perfect and then save

Pathfinder:

Unite, merge, intersection, trim etc

Avoid Strokes change when large or small object:

Select complete object -> go to object on top panel -> expand -> uncheck fill and stroke remain fill

Also go to pathfinder -> select obeject -> and then select trime to remove extra outlines -> merge to maintain same color

Windows option:

To open stroke or brushes or any panel, go to windows and click on that

Importing image:

Go to file, place -> select image -> and then click on embed

Brushes:

Paint brush always gives you stroke

Blob brush gives you fill

Square bracket to change the size of eraser or blob brush

TEXT:

Text select and then write text

Ctrl + T to format text

Envelop Distort:

It is used to write customized tex

Select text -> then write something -> ctrl + T for formatting -> then go to object -> envelop distort -> wrap -> and select style like arc etc

Edit content:

Select Text object -> objects -> envelop distort -> edit with content -> select text from toolbar and select your written text and then write down new text

Applying Effect:

Select object and then go to effect tab and select any effect. But that effect is not permanent as be seen using ctrl + y. To make it permanent, select object, go to objects tab and select expand or expand appearance

Copying item:

Ctrl c and then ctrl v to paste on middle or ctrl f to paste on the same location from where copy

Using Text:

After writing text, select whole text and then right click and select create outline. After that again select whole text and then ungroup them, now we can format each character or word as per our requirement

Perspective Grid:

Ctrl shift i to close it

Left click + alt + 5 to make copy with small perspective size

Make sure select area before making on grid or ball section at top

Use auto perspective tool to resize or move object on perspective grid

3D effect:

Make any object, then go to effect -> 3d -> extrude and bevel