Assignment-1

- Adobe Illustrator

  Illustrator , unlike Photoshop, which is raster image processing software, is vector graphics software. It can be used both for designs, logos and packaging products as well as for page layout, web or multimedia interfaces, and even for prepress.

- The vector image

  Unlike the raster image made up of a mosaic of pixels, the vector image is based on curves generated by mathematical formulas. Thus, the borders of the vector image are always really smooth rather than what is found in the raster image which simulates smoothing in order to avoid the staircase effect. So, rather than containing information about the brightness and tint of each pixel in an image, the vector image contains information about the curvature of segments and the colors they display or contain.

- Save a document (eps format)

  The settings for saving in EPS format are in many ways similar to those found when saving in AI format. They allow a preview in TIFF format as well as the integration of PostScript in RGB files.

- Drawing using the rectangle tool

  Select the Rectangle Tool (R), then simply draw a shape on the artboard. In the tool options, select a background color, an outline color, and an outline thickness. You can also select options before drawing.

- Manipulating vertices

  Using the Direct Selection Tool (A), you can select one or more anchor points and modify the vertices of a shape using the tool options.

- Layers

  It is possible to create multiple shapes independent of each other on a work plane, on a layer. Using a single layer, however, would very quickly become confusing. Layers, in Illustrator, are a bit like Photoshop folders. They allow multiple plots and groups of independent plots to be grouped together. Layers and paths can be renamed, duplicated, reordered, or deleted easily. They can also be displayed or hidden using the eye positioned to the left of the elements.

- Colours

  In addition to the tool-bar color selectors and tool options, the Color and Swatches panels allow you to choose or create new hues. We will cover these panels in detail later.

- The text tool

  Just like Photoshop, Illustrator allows you to create free or captive texts. Illustrator's text looks much better, however, because it is vector and not matrix. You will therefore gain by doing all the typographical work of your projects in software like this one, reserving Photoshop for image processing.

- Vertical tools

  The Vertical Text, Vertical Captive Text, and Vertical Curvilinear Text tools provide the same functionality as the normal tools, but write characters on top of each other. These tools can also be used both with paths produced with the pen tool and with shapes.

- Deformation

  All elements produced in Illustrator can be distorted in a variety of ways, whether using tools, adjustments or filters.

- Crystallization Tool

This tool allows you to create a crystallization effect from the path of a shape using a tool whose options are in many ways similar to those of the brush. Double-click the tool to adjust the various parameters.

- Deformation of the envelope

An envelope distortion similar to that applied to text can be applied to a shape. To do this, choose from the SUBJECT / WRAPPING ENVELOPE menu. You have two options (we'll see more of them later): Create From Warp or Create From Mesh. Create from a deformation: Displays the same window as in the case of the text deformation previously explained. Create from a rule: Create a net that can then be distorted.

- Sketch

Sketch distorts the fill and outline to create the impression of a drawing rendering. To apply this deformation, choose in the menu EFFECT / DISTORTION AND TRANSFORMATION / SKETCH.

- Zigzag

To apply this deformation, choose in the menu EFFECT / DISTORTION AND TRANSFORMATION / ZIGZAG.

- Blend tool

Blend tool allows you to create an interpolation between two objects of different shapes.

- Pathfinder panel

The Pathfinder panel allows different types of merging of shapes between them. Some features are similar to the Shape Designer tool.

- Selection of anchor points

When a shape is selected, you can click anchor points using the Direct Selection tool to select them. To select more than one, hold

down the SHIFT key. You can also choose the Direct Selection tool and draw a selection including the desired anchor points while holding down the SHIFT key to select them. Here, however, the shape must not be selected. Additionally, you can use the Lasso tool and circle the desired anchor points by holding down the SHIFT key.

- Strokes

  Strokes can be worked on in Illustrator more extensively compared to what is possible in Photoshop. The Stroke panel allows more control than just options.

- Gradients

  Different tools allow you to work with gradients in Illustrator. We'll cover these different tools, but first let's see how to use the Gradient panel.

- Drawing modes

  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.

- Painting

  We have already seen a few painting tools like the brush or the shape designer, but different modes and different approaches can make your job easier.

- Tracing a photograph

  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. To do this, you will need to find an image of good size allowing you to reproduce the details quite easily.

- Tracing shadows and highlights

When all the general shapes have been drawn, including the eyes and mouth, it is time to add details by drawing the shadows. To do this, draw the outlines of the shadows and highlights and make a suitable fill. Use the color of the element that the shadow or highlight will be superimposed on and lighten or darken to achieve the desired effect. We will not be concerned here with gradients which will be covered in another lesson. We will be content to draw solid colors which will create an interesting style. It is a good idea to group the shadows and highlights on another correctly identified layer.

- Apply gradients using an opacity mask

An opacity mask allows you to vary the opacity of an element. By creating a gradient mask, it is therefore possible to change the opacity from 100% to 0%. Thus, if we take the example of the hair again, it is possible to create an opacity mask on a copy of the hair, to superimpose the latter on the original hair and to change the blend mode to obtain the result. longed for. To do this, start by making a double of the hair. Remove one of the items. Next, draw a gradient over the copy of the hair and then, after selecting both elements, bring up the Transparency panel and press the Create Mask button.