

Ans:1 Rasterize, also spelled rasterise, is the process of converting a vector image (a mathematically defined image of points and curves) to a raster image (a picture composed of discrete pixels). More plainly, taking scene geometry and converting it to pixels for display on a screen or for printing purposes.

Ans:2 Artboards help streamline your design process by giving you an area where you can lay out designs for different devices and screens. Artboards represent the regions that can contain printable or exportable artwork. While creating artboards, you can choose from a wide variety of preset sizes or define your own custom artboard size.

Ans:3 The most common way to create a template layer is upon import, while placing raster artwork into Illustrator as a template. Select File > Place. In the Place dialog box, select the artwork you want to import and select the Template check box in the lower-left corner; then press Place.

Ans:4 Adobe Illustrator is used to create a variety of digital and printed images, including cartoons, charts, diagrams, graphs, logos, and illustrations. Illustrator allows a user to import a photograph and use it as a guide to trace an object in the photograph.

Ans:5 It offers a steep learning curve.

It requires patience.

It has pricing limitations on the Teams edition.

It offers limited support for raster graphics.

It requires a lot of space.

It feels a lot like Photoshop.

Ans:6 Find helpful resources about recent Adobe Illustrator updates. Adobe Illustrator is an industry-standard vector graphics app that lets you create logos, icons, drawings, typography, and complex illustrations for any medium.

Ans:7 The latest version, Illustrator CC 2020, was released in October 24th 2019 and is the 24th generation in the product line.

Ans:8 A vector graphic will never lost its quality if it's scaled up or down

Illustrator will also give you a better print output since it's not resolution-dependent

Cons of Adobe Illustrator Software

It can't be used easily to modify images that are already created, since there are limited filters and image editing tools available to you.

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Ans:10 The differences lie in how they are used in a practical sense. Groups are typically used to bundle artwork that you want to stay together when moving or scaling. For example, let's say you draw a door. ... Then, on other layers you might draw electrical plans, furniture layouts, and plumbing plans.

Ans:11 Adobe Illustrator is an advanced vector-based software. So, unlike Photoshop's pixel-based format, it uses mathematical constructs to create vector graphics.

Ans:12 yes, Artboards help streamline your design process by giving you an area where you can lay out designs for different devices and screens. Artboards represent the regions that can contain printable or exportable artwork. While creating artboards, you can choose from a wide variety of preset sizes or define your own custom artboard size.

Ans:13 Select the flare, and double-click the Flare tool icon to open the Flare Tool Options dialog box. Change settings in the dialog box. ...

Select the flare and the Flare tool. ...

Select the flare, and choose Object > Expand.

Ans:14 1. Click on the Rectangle tool or use the keyboard shortcut M.

2.If you know the exact dimensions for your table, click anywhere in the canvas and enter the width and height of your rectangle. You can also just freehand draw the rectangle if you prefer.

3.With your rectangle selected, you can change the fill and stroke color with the top Illustrator menu.

4.Once you've made those selections, with the rectangle still selected, go to Object > Path > Split into Grid

5.In the dialog box that opens, you can choose the following: the number of rows and row height; the number of columns and column width; the gutter between your rows and columns; and the total size of your table. If you want to see how your table will look before committing to your settings, make sure that Preview is checked.

6Once you've made your selections, click OK.

Ans:15 When you move the scroller to "Pucker", you "pinch" the object. When you move the scroller to "Bloat", you push the object outwards. You can see how it pinches and pushes the shape on the canvas. You will go back to your original settings without applying any changes.