

Final Exam(Illustrator)

1. When you **rasterize** an object in illustrator, you're converting from vector to bitmapped and losing all of the vector information. You could use the effect rasterize on shapes you need to modify & want to keep the original effect no matter how you resize the shape. By using we can freely resize the height and the effect will fill that bar without distortion, like a pattern.

2. To create a custom artboard, select the Artboard tool , and drag in the document to define the shape, size, and location.

To use a preset artboard, double-click the Artboard tool, select a preset and specify other options in the artboard options dialog box, and click ok. Drag the artboard to position it where you want.

3. In illustrator go to file and click on place ,in the dialog box select the file and check the template. By selecting template it means we cant reposition or edit selected image, When you click place a template automatically created for you and another layer is waiting for you to create your path. The newly created top layer resembles a piece of tracing paper that has been placed on top of the scanned image. Re-create the image by tracing over it with the Pen tool.

4. Adobe illustrator is widely using these days by many people.

By using this we can print 3d objects, we can make video game graphics by using this, we can make many designs like design for packaging, emojis, fashion. Basically illustrator is used to create and edit graphics. By this we can freely express our ideas without any boundaries. we can also resize image without changing its quality.

5. Where there is pro there is cons also. So illustrator have some cons also as follows

It requires steep learning means we have to get trained to get fully accessed to it and this requires patience to learn everything about that to become perfect in this one and make things realistic as possible as we can. This one has some pricing limitations that is if we want to get fully accessed to it we have to pay some price. It also covers a lot of space in our p.c

6. Every time illustrator amaze us with its new features and this time too illustrator did the same we get many features in our new illustrator update here are some as follows

We get freeform gradients by this we now just need points of shade and mix it to make abundant and intricate color blends. Next one is global edits, custom toolbar, adobe fonts integration, scalable interface, true size view, trim view and many more.

7. The latest version of illustrator is 24.0.2 which is recently released in January.

8. There are many features and points by which we should use Illustrator than Photoshop that is

(a) We can create logo icon or brand mascot.

(b) If we want one page print piece we use Illustrator.

(c) Illustrator lets you create precise, editable vector graphics that stay sharp when scaled to any size.

(d) You are not restricted to just create inside the extent of this software. Combine the functionalities of other graphic software of Adobe.

(e) If a raster image (photo or artwork) is being used in a composition, Illustrator has few tools to edit that image directly.

10. There is very little difference. Internally, in the Illustrator artwork tree, both layers and groups perform the same function - they create a parent object that can contain one or more child objects. 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. Layer Groups allow you to easily select, move, mask and manipulate multiple layers as a single unit. Whereas with sub-layers, it is more of a way to organize your layers without having to group them. It is also convenient to click on a sub-layer to select everything in it, while you can still edit individual sections on the drawing itself. With Linked Layers you can move multiple layers whenever you select any individual layer, and it is possible to link layers that are in different groups.

11. Illustrator is vector based software because. Unlike raster graphics, vector images are "resolution independent," meaning you and I don't have to worry about quality, pixels, resolution, or re-sampling. Rather than being based on pixels, vector graphics are based on mathematical lines and curves. Of course, this is where Illustrator comes into play. And what I love so much about Illustrator is I can take something I've created, like a cartoon, and I can scale it larger or smaller, and not give a second thought to quality. A vector graphic is always top quality.

12. Yes, we can create artboard in Adobe Illustrator

To create a custom artboard, select the Artboard tool, and drag in the document to define the shape, size, and location.

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13. To create realistic flare first click on star tool and select flare tool now create stretch almost to edges by short distance release mouse button to complete the flare, experiment with shift key and control by clicking both it prevents from rotating. In toolbox if we double click flare tool we see a dialog box with many sliders from there uncheck the rings box and it shows flare and its rings. We can also change the diameter and press tab key.

By this we can experiment many things and can make real flare in Illustrator.

14. Click on the Rectangle tool or use the keyboard shortcut **M**. Enter the width and height of your rectangle. You can also just freehand draw the rectangle if you prefer. Once you've made those selections, with the rectangle still selected, go to Object > Path > Split into Grid. In the dialog box that opens, you can choose the number of rows and columns their height and width. If you want to see how your table will look before committing to your settings, make sure that Preview is checked. If it's fine click ok

15. Pucker tool deflates an object by moving control points towards the cursor's center. Think of it like a black hole, sucking all into its center. If you click into the center of a rectangle, everything will be squashed into the center. We can use pucker tool to create petals of flower

A warp tool that inflates an object by moving control points away from the cursor's center. If you press the Bloat Tool in the center of an object, then its shape bloats outwards