Graphic Designing Notes -Digiskills

1. Theory
2. Software (Adobe Illustrator, Photoshop & InDesign)
3. Practice

What is design?

- Design is a problem-solving activity.
- Design is a plan, map, or drawing.
- Design is to present ideas in visual form.

Design is an arrangement of elements in such a way that serves a function & holds a specific shape.

Design Thinking Process

1. Define Problem
2. Empathy (info about target audience) (age group, financial, economic & education)
3. Ideate (develop Idea)
4. Prototype (Model/design)
5. Feedback (comments on your design)
6. Improvement (improve the design according to feedback)

What is Graphic Design?

To convey/communicate a message, not only in words but with visual also.

Product

Anything you can touch or feel is a Product.
e.g.: Toothpaste.

Service

the thing you can't touch but feel (in virtual form) is a Service.
eg: Courier service.

Tools for visually Communicate Message
(In common words)

1. Text
2. Pictures
3. Drawings/ Sketching

(In graphic design)
1. Photography
2. Typography
3. Illustration

History of Graphic Designing

- A cave painting in Stone age
- Hieroglyphs in Egyptian civilization
- The paper invention in China
- First Art Decoration firm by William Morris (after 1760)
- 1st Advertising company "NW Ayer & Sons" (1869)
- Army Posters used in WorldWar I & II
- 1st book on Designing "Thoughts on Design" (by Paul Rand 1947)
- 1st GUI in Machintosh 1984 by Steve Jobs
- Software designed by Adobe (Photoshop. illustrator, AfterEffects, Flash, InDesign etc)

Scope of Graphic Designing:

- Brands
- Companies Logos
- Invitation Cards
- Sign Board
- Games (Interface Design)

Objective Of a Graphic Designer

- Purpose of design
- The design should be good at watching
- The message should understand & clean

Creativity & Skills in GD

- New & different Ideas
- Observation (Observe your environment, people, situation, colors or scenes)
  "Look at usual things with unusual eyes"
- Curiosity (Do to or learn something new.)
- Inspiration (Inspire from new Ideas & Design)

Tips:

- Strong your visual library on your brain
- Save the thing/scene that you looks good design to get Inspiration
- Search Blogs related to GD on the Internet
- Be a part of a community that share new Design/Ideas on the Internet
- Be always in Fresh MooD

Skills required for a Good Graphic Designer:

1. Technical skill:

- **Typography**
  - To manage or arrange your text so that it could convey understandably. if you handle text then you're a GD
- **Photography**
  - The skill to capture the image. basic knowledge on photography
- **Illustration**
  - Thumbnail sketches to develop your ideas
- **Software Skill**
  - Knowing how to use Adobe's Creative Softwares like Adobe Photoshop, Adobe Illustrator & Adobe InDesign

2. Professional Skills:

- Visual Communication Design
- Critical Thinking (problem-solving activity)
- Analytical Skill
- Time Management skill
- Efficient & Update
- Quality Assurance

Types of Assignments assign to Graphic Designer:

- Logo Designing
- Business card & Letterhead
- Info based advertiser (Brochure, Flyers, Leaflets)
- Posters
- Billboards, Streamers, X-Stands, Shop Signs
- Product Packing
- Icons
- Website Designing
- Web app interface
- Invitation Cards
- Photo Retouch
- Social Media Posts

Skills Required for GD:

1.Technical Skills:

- Typography (should be expert)
- Photography (Basic Knowledge)
- Illustration (to present your idea visually)
- Software skills (Ps, Ai, Id)

2. Professional Skills:

- **Communication Skills** (understand the Client's requirements and also guide your client)
- **Critical Thinking** (Problem Solving activity) (for what about the design want to say)
- **Analytical Thinking** (analyze his work by the time and think about the feedback from the client)
- **Time Management** (should be done your work within the time)
- **Efficiency & Updated** (New features & Softwares)
- **Quality Assurance** (Word should on the best quality according to the client)

Research, Copywriting & Concept develop:

- **Research** (chk your target audience, chk Compatetor brands, understand the Design doc)
- **Concept** (Idea, (Drawing, Graphics, Sketches, Images & Text), like a seed, Idea>Conncept>Design, Brain Strumming)
- **Copywriting** (Slogen of the companies)

Elements Of Design
The building block of designing is called elements of design.

1. Dot:

A dot is basically the beginning of "something" in "nothing". it forces the mind to think upon its position and gives something to build upon in both imagination and space. some abstract points in a group can provoke human imagination to link it with familiar shapes or forms. (Wikipedia)

In designing, dots may be large or small, thick or thin, and colored or non-colored.

Examples:

- a debate starts from a point
- ik nukty wich gal mukdii aa
- pointillism art & design movement in Europe
- everything starts from being a DOT.

Symmetry:
If dots meet in a sequence and create a visual thing, it is called symmetry

Asymmetry:
If dots meet randomly and do not create a visual thing, it is called asymmetry.

2. Line:

The line is an element of art defined by a point moving in space. (Wikipedia) it is the distance between two points. it can also be the combination of dots.

The line has its own length and direction..!

functions of design:

- Direction (signboards)
- Division (newspaper)

Types of Line:

- Curve
- Irregular

- Dotted
- Wave
- Zigzag
- **Parallel** (two lines in a plane that do not intersect or touch each other at any point are said to be parallel)
- **Perpendicular** (a line is said to be perpendicular to another line if the two lines intersect at a right angle {90 degree})

2-Dimensional:

- A 2d drawing is a drawing that sits in only the x-axis and y-axis. more simply, a 2d drawing is flat and has a width and length but no depth or thickness. there is no shade and shadow and therefore little realism in a 2d drawing. (Wikipedia)
- In 2d you can't see corners of shape or design.

3-Dimensional:

- The 3D drawing sits in x, y & z-axis.
- It is also known as developing a mathematical representation of any surface of an object. (Wikipedia)
- In 3d you can see almost all corners of shape or design.

Vertical Line:
A line parallel to the y-axis is called a vertical line. use it to show strength or power

Horizontal Line:
A line parallel to the x-axis is called a horizontal line. use it to show relaxation or comfort.

Diagonal Line:
A line that joining two vertices of a polygon or polyhedron, when those vertices are not on the same edge is called a diagonal line. (Wikipedia) These

lines are drawn other than 0, 90, 180, or 360 degrees, i.e 60 degrees or 45 degrees) use it to show motion or movement.

3. Shape:

When some lines combine and surround an area then a shape is created. It may be 2d or 3d.

 The dots combine to make a line and the lines combine to make a shape.

Types of Drawing Shapes:

- Outline
- Color filling
- Negative space filling

Apps of Shapes:

- Decoration
- Material & content addition
- Attract & boost the interest level

    Shapes are used as symbols and all the brand's logos are all shapes.

Types of Shapes:

1. Geometric Shapes:

- Geometric shapes can be defined as a figure or area closed by a boundary that is created by combining the specific amount of curves, points, and lines. (Wikipedia)

- Different geometric shapes are circle, triangle, rectangle, square & parallelogram, etc
  these shapes can be drawn by the use of a ruler or compass.

2. Organic Shapes:

Organic shapes are defined as shapes that are irregular or asymmetrical in appearance and tend to have a curvy flow to them. nearly all shapes found in nature are organic in appearance. (Wikipedia)

Examples are leaves, flowers, trees, animal or human etc.

3. Abstract Shapes:

Abstract shapes have a recognizable form, but are not real. they are stylized or simplified versions of a combination of both geometric and organic shapes.
all types of symbols are abstract shapes.

Visual meanings of shapes:

- use circle shows motion or movement in a drawing.
- use triangle to show directions.
- use a rectangle to show direction & length.
- use square to show weight or strength.

4. Size:

The variation between two or more objects/shapes is called size.
Playing with the size of your objects/shapes add interest & attraction and is used to organize things.

Example, a large building or a small puppy.

5. Space:

Space is an empty or open area between, around, above, below or within the objects.

- **Positive Space:**
  - o Positive space is any part of a composition that serves as the main focus for attention. basically, it's anything you add that is not part of the background.
- **Negative Space:**
  - o Basically, the background of the object/shape, that you create. is called negative space.
  - o Negative space is, quite simply, the space that surrounds an object in an image. just as important as that object itself, negative space helps to define the boundaries of

    Positive Space and brings balance to a composition.
    Negative space is also called breathing space.

Minimalism is less a visual style and more a principle. a minimalist design is a design that only uses the most essential elements, including basic shapes and limited color palettes, to create something that's very simple yet memorable. (Wikipedia)

6. Color:

Color is the sensation of light.

Color Wheel:
Color Wheel is a basic color theory represented in a circle (wheel). consists of three group types of colors:

- **1. Primary Colors:**
  These are the most important colors in the color wheel. the other colors are made up by the mixing of primary colors. these are:

  -
    o Red
    o Blue
    o Yellow

- **2. Secondary Colors:**
  These are made by mixing any two primary colors. for example:
    o Green (yellow & blue)
    o Purple (blue & red)
    o Orange (red & yellow)

- **3. Tertiary Colors:**
  These are made by mixing 1 primary and 1 secondary color. for example:
    o Yellow-Orange
    o Yellow-Green
    o Blue-Green
    o Blue-Purple
    o Red-Purple
    o Red-Orange.

- **4. Neutral colors:**
  Black (shadow), White (tint) & Grey (tone) is called **Neutral Colors** & **Earth Tones**.

- o When we add white color in any color, we gain the lighter version of that color.   e.g: pink (Red + White)
- o When we add black color in any color, we gain the darken version of that color. e.g: maroon (Red + Black)
- o Wen we add Grey color in any color, we gain the tone of that color.

- **5. Warm Colors:**
  Red, Yellow & Orange in Flame
  Red   = love, passion, danger & energy
  Yellow = happiness & friendship

- **6. Cool Colors:**
  Blue, Green, Purple in Water & trees
  blue = Relaxation & Calmness & cool

7. value:

Value is the **lightness** or **darkness** of any object, any area, any shape or any color.
We use a 9-step scale to measure the value of any object, area, shape, or color. The 9-step basically shows the tones of colors

- The first 3 steps/boxes are called **Highlights.**
- The last 3 steps/boxes are called **Shadows.**
- The middle 3 steps/boxes are called **Midtones.**

When we choose Highlights & Shadows at same time, we get **Contrast.**

Imp Point: Value has a great relation with color & contrast but itself it is not a color or contrast. it is just the name of Tones.

8. Texture:

The feel of any surface is called its Texture. We can define texture in different words like Rough, Smooth or Silky, etc.

- **Texture** can be **Organic** Or **Non-Organic :**
  - **Organic Texture:** The textures which are obtained through Nature (Trees, grass raat matii flower) are called Organic Textures
  - **Non-Organic:** The textures which are obtained surfaces other than Nature (ieeent, cement) are called NonOrganic Textures

- **Texture** can be **Actual** Or **Implied :**
  - **Actual Texture:** If the touching feel of a surface is the same as its seeing feel then it is Actual Texture.
  - **Implied Texture:** If the touching feel is nit the same as the seeing feel it is Implied Texture.

- **Texture** can be **Pattern Texture** or **Image Texture :**
  - **Pattern Texture:** When different shapes are repeated in a special pattern then the texture made by patterns is called Pattern Texture.
    Pattern Textures are used in clothes, shoes & Fashion Brands
  - **Image Texture:** usually the textures gain from different types of images are the Image Textures.
    These textures can be Environmental, Biological, or man-made textures.

Principles Of Design

1. Balance
Equal distribution of visual weights. Visual weight means how heavy or light a thing in its visual.
Eye traveling: enter & out from a pic and which things should see first and which things see later.

Types Of Balance

1. Symmetrical:
In Symmetrical Balance, all the sides (horizontally-vertically) are in equal shapes (patterns). if we cut these images horizontally or vertically, the pic will show the same visual on both sides.

2. Asymmetrical:
In Asymmetrical Balance, all the elements are not in equal patterns but they confirm the visual balance.

3. Radial:
In Radial Balance, the elements move around a central point in a round pattern.

2. Proximity:
It is a technique to organize the elements and this organization adds beauty in our graphics.
For Proximity, we collect the same liking visuals and place them as a collection. And for different visuals, we put them at a distance/space, so we gain a Unity.
By use of proximity, we can remove Clutter from our designs, which destroys our design.

3. Alignment:

Arranging elements of design with a stright Line.
The Stright Line may b visible or invisible.
E.g: Car Parking Lines.

Types Of Alignment (According to Text)

- 1. Centre Alignment
- 2. Left Alignment
- 3. Right Alignment
- 4. Justified Alignment

Why Alignment:

- To create Order & Organization
- To Group elements and create Visual Connection.

4. Repetition:

Using the same elements in design again & again is called Repetition. We can repeat similar shapes, colors, or lines in the design.

It helps

- to create Consistency & Association in design.
- readers to navigate.
- in filling the canvas.
- to create Balance

5. Contrast
Arranging opposite elements together.

- LightColor VS Dark
- LargeScale VS Small
- RoughTextr Vs Smooth

We can do contrast by:

- Size
- Shade
- Color
- Direction

Contrast can :

- create an interesting relationship between visual elements.
- pull the elements Together or Push away the elements of design.
- helps the human eye to differentiate among different elements.

6. Emphasis
Area or object within the design that draws attention and becomes a focal point.
The focal point is the area where the Primary Concept / Theme / Story of design is placed. There should not be more than one focal point in one design.

7. Unity
Arrangement of design elements in such a way that combined together, they give a feeling of a whole.

"The whole is greater than its parts."

Unity creates Order & Organization in GD

We can get unity by:

- Similarity
- Continuation
- Repetition

8. Movement:
Movement refers to the way the eye travels over a design. Movement is controlling the elements in a composition so that the eye is led to move from one to the next and the information is properly communicated to your audience.

9. Rhythm:
Repetition of design elements in a specific pattern/certain gaps or intervals is called **Rhythm.**

Types of Rhythms:

- **1. Random Rhythms:**
    - Repetition of elements with no regularity and random intervals.
- **2. Regular Rhythms:**
    - Repetition of elements with regular/similar intervals/gaps.
- **3. Flowing Rhythms:**
    - Repetition of elements following bends & curves. e.g: waves,
- **4. Progressing Rhythms:**
    - Repetition of elements with certain changes and progress every time.

10. Pattern:

It is a uniform repetition of any of the elements of design. Anything that can be a pattern by repetition.

Rule Of Third:

In RuleOfThird, we divide our Design area into Three equal rows & Columns by Imaginary lines. Now we place the most important Element (design, art, pic, etc) of our image into the Intersecting lines (of our imaginary lines). This makes a special balance in our design.

Typography:

To Present. Design, Arrange and Manage the words in visual form is called Typography
Typo = Impression
Graphy = Likhna Draw krna

Typhase & Font

Typhus is a Family of Typography and Font is the Family Member of that Typhus.

Eg: Helvetica Family
Mrs. Helvetica Regular
Mr. Helvetica Bold
Helvetica Light
Helvetica Oblique

So there Helvetica Family is Typhase and Helvetica Light 24px is the Font.

Safir & San Sarif Fonts

Serif is a small decorative flourish on the end of the strokes that make up letters & symbols.

Eg: Times New Roman
Trajan Pro
Cooper Black

San Serif (to be without) SanSerrif fonts Do not have any flourishes at the end of strokes.

Eg: Arial
Helvetica
Verdana

Helvetica is the favorite font of **Graphic Designers** because of its nice readability.

Choosing Font According to Topic

- **Beauty Salon:** Glamours, Sleek & Stylish Font
- **Construction Company:** Heavy, Thick & Bold Font
- **Event Advertise:** Decorative, Stylish, Full Of Colours
- **Technology Ads:** Simple & Modern

Illustration
In GD, Illustration means depicting something visually.
To explain anything (story, pic, process or data) visually in such a way that it can be published through a medium for people, is called illustration

illustration

- Art of Storytelling
- Comics
- Magazine adz
- Animation & Video games

Graphics Resources

Fonts:
www.fontsquirrel,com
www.dafont,com
www.abstractfonts,com

Vectors:
www.freepik,com
www.vecteezy,com

Brushes:
www.brusheezy,com
www.brushking,com

Actions:
www.brushking,com/action

Pics
pexels.com
pixabay.com
unsplash.com

shutterstock.com
buffer.com

Videos:
videos.pexels.com
pixabay.com/videos
https://elements.envato.com/stock-video
https://www.videoblocks.com/videos
https://stock.adobe.com/video
https://www.videezy.com/

Text:
https://www.copyrightfreecontent.com/tag/text/
https://www.videezy.com/free-video/text
https://www.pexels.com/search/texting

Music
https://www.bensound.com/royalty-free-music/cinematic
https://www.premiumbeat.com/royalty-free-music
https://www.purple-planet.com/
https://filmstro.com/music
https://www.hooksounds.com/
freemusicarchive.org/

PSD
https://www.freepik.com/popular-psd
https://pngtree.com/free-psd
https://365psd.com/
https://freepsdfiles.net/
https://www.webfx.com/blog/web-design/free-psds/

Vector Vs Pixel

Vector:
Any image produced my dots and lines. vector images made by geometrical shapes
Any graphic made by geometrical shapes or mathematical calculations are called Vectors

Properties:

- Better Image Quality
- Edges do not distort in zoOm
- Fewer Details
- Have a small size
- Formats: AI EPS PDF
- Sharpe Edges

Pixel:
Small Squares that mixup to form a picture.

Properties

- Not better Image Quality
- Edges distorted in case of zoOOom
- Unit = dpi (dots per inch)
- More Details
- Have bigger sizes
- Formats: PSD JPEG PNG
- Fuzzy Edges

File Formats In GD:

- **.AI** (adobe illustrator / Vector based graphic)
- **.PSD** (Adobe Photoshop / Pixel based Graphics)
- **.JPEG** (Joint Photographic Experts Group - Pixel / commonly used worldwide for preview image / not appreciatable for printing because details lost)
- **.TIFF** (Tagged Image file Formate - Pixel/ideal for printing because all details save & small size - Lossless Compression)
- **.PNG** (Portable Network Graphic - Pixel / Transparency & Web Media)
- **.GIF** (Graphics Interchange Formate - Pixel / Animation)
- **.PDF** (Portable Document Formate - Vector / Text , Vector Img & Raster Img)
- **.EPSS** (Encapsulated PostScript - Vector - Adobe illustrator / Text & Img - Formate during Editing Img in AI)

Fonts Formats

- **.TTF** (True Type Formate / 1st in Machintosh but later worldwide)
- **.OTF** (Open Type Font / Modified form of TTF)

Color Modes
There are two Color Modes in Graphic Designing:

- **RGB:**
  - Red, Green & Blue
  - Light Colours.
  - Screen Medium
  - 72 Image Resolution
- **CMYK:**
  - Cyan, Magenta, Yellow & Black
  - Printing Colors.
  - For Printing Medium
  - 200-600 Img Resolution

ADOBE

History Of Adobe Company

- 1982 John Warnock & Charles Geschke founded
- Post-Script Language (Digital To Printing Language)
- 1987 Adobe Illustrate launched for Vector Graphic Designing
- 1988 Adobe Photoshop launched for Pixel Based Graphics
- Creative Suite Collection of all the Adobe Softwares.
    - CS1-2003
    - CS2-2005
    - CS3-2007
    - CS4-2009

Adobe Creative Cloud
Cloud-Based Collection Of Adobe Softwares.

Adobe Illustrator:
Adobe Illustrator is a vector graphics editor developed and marketed by Adobe Inc. It is a premium software application used for creating vector graphics for print or the web. Developed alongside Adobe Photoshop as a companion product, the illustrator is the standard for making logos, graphics, comics, fonts, and much more..!!

Navigation Tools in AI:

- Hand Tool (space)
- Zoom Tool (z)
- Undo (Ctrl+z)
- Redo (Ctrl+Sft+z)

Artboard Settings in AI

- New Doc (ctrl+n)
- Can Open multiple Artboards
- Close Artnoard (ctrl+w)
- Artboard Tool (Sft+s)
- Dublicate Artboard (sft+art)

Selection Tool:

This tool selects the whole Object.

- Selection Tool (v)
- Bounding box
- Selection
- Resize (ScaleUp & ScaleDown) an Object
- Move/Scroll an Object
- Rotate an Object

By using **SHIFT & ALT** keys, we can do all operations in **Perfect Angles.**

Direction Selection Tool:
It can select any portion of any object

- Direct Selection Tool (A)
- Selection of any anchor point of an object.
- Resize (ScaleUp & ScaleDown) of an anchor point of an object.
- Move/Scroll of an anchor point of an object.
- Rotate any anchor point of an object.

Shape Tool:

- Rectangle & Square
- Rounded Rectangle/Square
- Ellipse / Circle
- Polygon & Star etc

Ruler & Grig

- Ruler (ctrl+R)
- Grid (Ctrl + ")

Rules provides scale and Grig provides Graph in whole Artboard.

Smart Guide:

- It guides you to line control objects and paths easily
- Ctrl + U

Fill & Stroke

- Fill refers to the color which the object has in its inner section
- Fill & Stroke (x)

Stroke refers to the color which exists in the boundary of any shape or object.

Pen Tool
Pen Toll is one of the most powerful drawing tools in illustrator. with it, we can create and edit Anchor points and Paths.

Gradient:
A Gradient is the gradual blending of smooth color transition from one color to another.

- Linear Gradient
    - In the Linear Gradient, the color spread in linear shape.

- Radius Gradient
  - In Radius Gradient, the color spread in a circular shape.

Type Tool
This is the tool that is used to create and manipulate text.

Alignment:
Select the Objects to Align or distribute.
Using the Selection Toll, Shift-click in the artboard you want to use to activate it.
In the Align panel, select Align to Artboard, and then click the button for the type of Alignment you want.

PathFinder:
You can use PAthfinder in illustrator to combine objects into new Shapes.

Maks:
you can create editable trim/crop marks or create crop marks as liv effects.

Color Swatches:
Select a color using the Color Picker, or select an object with the color you want. Then, drag the color from the tools panel to the Swatches Panel.

Patterns:
To create a Pattern, select the artwork that you would like to create the Pattern form, and then Choose Object>Pattern>Make.
To Edit an existing pattern, double-click in the pattern swatch, or select an Object containing the PAttern and choose....Object>Pattern>Edit Pattern

Brushes:
Mostly, Brushes are used as Stroke/Boarder in illustrator and as fill in Photoshop.

Image Trace:
Image Trace lets you convert Raster Images (jpeg, png PSD) to Vector Artwork. Using this feature, you can be easily base a new drawing on an existing piece of artwork by tracing it.

Eg You can change your pencil-paper made drawing into vector artwork by tracing it.

Text Wrap
To put text around a circle in illustrator, start by creating a circle shape or around image.

Actions
To do multiple Actions of AI & PS in one saved Action.

Effects in AI
To apply Awesome effects in Shapes & Text.

Layers in AI
To do work in different Layers

Adobe Photoshop:
Adobe Photoshop is a raster graphics editor developed and published by Adobe Inc. for Windows and macOS. It was originally created in 1988 by Thomas and John Knoll. Since then, the software has become the industry standard not only in raster graphics editing but in digital art as a whole.
{Wikipedia}
It is widely considered as one of the most powerful image editors in the market, Adobe Photoshop is equipped with advanced features that can cater to a wide range of artistic professionals and hobbyists.
Layer-Based Software

Navigation Tools:

- Hand Toll (spaceBar & F)
- FullScreen (F)
- Layer PAnel (F7)
- Zoom Tool (Z)
- Move Tool (V)

- Ruler (ctrl+R)

Layers in PS

Photoshop layers are like sheets of stacked acetate. You can see through transparent areas of a layer to the layers below. You move a layer to position the content on the layer, like sliding a sheet of acetate in a stack. You can also change the opacity of a layer to make content partially transparent.

SmartLayers in PS

Smart Objects are layers that contain image data from raster or vector images, such as Photoshop or Illustrator files. Smart Objects preserve an image's source content with all its original characteristics, enabling you to perform nondestructive editing to the layer.

Two Types:
i. VectorSmartObj
ii. RaasterSmartObj

Move Tool (V)

- To move or transform a shape/Text/Object within a Layer.
- Bounding box
- Selection
- Resize (ScaleUp & ScaleDown) an Object by Transform Tool key (crtl+t)
- Rotate an Object
- Skew
- Distort
- Perspective
- Wrap
- By using SHIFT & ALT keys, we can do all operations in Perfect Angles.

Marquee Tool (M)
Reverse Selection (ctrl+shft+i)
DeSelection (ctrl+D)

Lasso Tool (L)
To select, move, or delete any selected object/shape roughly.

- **Polygon Lassoo Tool:**
  - To select, move, or delete any Linear object/shape roughly.
- **Magnetic Lassoo Tool:**
  - To select, move, or delete any Linear, rounded or complex shapes or objects exactly pixel perfect.

Quick Selection & Magic Selection Tool:

>Select the **Quick Selection tool** in the Tools panel. Add a checkmark to the Auto-Enhance option in the Options bar. Click and drag over an area you want to select. The tool automatically selects similar tones and stops when it finds image edges

>The **Magic Wand Tool**, known simply as the Magic Wand, is one of the oldest selection tools in Photoshop. Unlike other selection tools that select pixels in an image based on shapes or by detecting object edges, the Magic Wand selects pixels based on tone and color.

Crop Tool:
The Crop Tool is used to crop or clip an image. It works on all the layers of the image, visible and invisible. This tool is often used to remove borders, or to eliminate unwanted areas to provide you with a more focused working area.

Pen Tool:
The Pen Tool in PS is the same as in AI. The purpose of the pen tool is to create and edit Anchor points and Paths.
There are

- **Path**

- o Makes Pixel Based Drawing
- **Shape**
  - o Makes Vector-based Drawing

Brush Tool:

The Brush tool is a basic painting tool. It works like a traditional drawing tool by applying the color using strokes. It's located in the standard Tool Bar and its default shortcut is the letter B. ... Photoshop includes several built-in presets, that is in fact pre-made brushes ready to use.

Eraser Tool:

Photoshop's eraser tool can be found in the second group of icons in the toolbox. It has three variations: Eraser, Background Eraser, and Magic Eraser. The eraser is basically a brush which erases pixels as you drag it across the image. Pixels are erased to transparency, or the background color if the layer is locked.