Ans1).When you "**rasterize**" something which you created in **Illustrator**, you have converted your graphic from something made of outlines into something made of small colored dots ("pixels"). If you want to resize your graphic, it's best to keep it as lines ("vector" format).

Ans 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.

Ans 3).1.Take a scanned image or logo and save it in a format that Illustrator can import from your image-editing program, such as Photoshop.

2.Typically, you save the image as an .eps, a .tif, or a native .psd (Photoshop) file.

3.Choose File→Place to open the Place dialog box.

4.In the Place dialog box, locate the saved image; then select the Template check box and click Place.

5.Re-create the image by tracing over it with the Pen tool.

6.When you're done, turn off the visibility of the placed image by clicking the Visibility icon to the left of the template layer.

Ans 4). It provides a helpful user interface.

It allows for in-panel editing.

It is completely scalable.

It creates files in manageable sizes.

It works on almost any computer system.

It creates print graphics **and** web graphics.

It offers a steep learning curve.

It requires patience.

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).Path simplication.

Auto spell-check.

Background save and export.

Ans 7). The **latest version**, **Illustrator** CC 2020, was released in October 24th 2019 and is the 24th generation in the product line. **Adobe Illustrator** was reviewed as the best vector graphics editing program in 2018 by **PC** Magazine.

Ans 10). **Layers** and sublayers appear **with a** grey background **in the layer** window. **Groups** appear **with a** white background **in the layer** window. But they both seem to have an identical behaviour.

Ans 11). **Adobe Illustrator** is an advanced, **vector-based** editing software used to create logos, **graphics**, cartoons, and fonts. Unlike Photoshop, which uses a pixel-**based** format, **Illustrator** uses mathematical constructs to create **vector graphics**.

Ans 12).Yes we can create an artboard in adobe illustrator.These are the steps to create an artboard in illustrator.

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

2 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.

 3 Drag the **artboard to** position it where **you** want.

Ans 13). **Draw** the first shape and then second shape. To change settings, go to **flare** options. You can change the brightness, opacity and diameter of the **flare** which will add life to the image(open sky). This will help bring out some cool effects as well as realism to the image.

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.

6 Once 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.