Adobe 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.

I started this summary of adobe photoshop with the definition. It's showing the difference between raster and vector image based on pixels quality. It is also describing the workspace area about menu, tools, tools options, panels, and artboard. Further, this has information about how to open the new workspace area and how to play with it and how to save it.

Basic principles, how we can draw with some tools like rectangle tool, manipulating with it different tool options, layers, colour.

Drawing tools

In addition to shape tools such as the rectangle, several other Illustrator tools allow you to draw vector shapes. There are some drawing tools which we can use for drawing like crayon, eraser, round, brush, contour shape, blob brush, pen, editing path using crayon tool.

In the second slide, it has an information about text tools which we can draw and manipulate on the workspace area. These tools are likely to free text, character panels, paragraph tool, captive tool, curvilinear text tool, deformation tool for text and any other object which can change the format and shape of the it.

Free text
To create free text, simply click on the art-board using the text tool and type in the desired text.

Character panel
The Character panel allows you to choose the desired font and style.

Paragraph panel

The Paragraph panel is useful for captive text, that is, text contained in a text box.

Captive text tool

The Captive Text tool transforms an existing path or shape into a text box.

Curvilinear Text Tool

The Curvilinear Text tool aligns the baseline of typefaces on a path.

In the third lecture slide, it also has detail about other tools like, blend tool, shape builder tool, pathfinder panel, editing paths, strokes, gradients, and drawing modes. These tools are explained properly how we can use illustrator finely and modify our work.

Blend tool

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

Shape builder tool

Shape builder tool allows you to create a single shape from multiple shapes.

Pathfinder panel

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

Editing paths

The **Paths** submenu of the Object menu allows various actions that are sometimes very useful.

Outline stroke
Outline stroke lets you create a vector shape from the outline of a shape. The latter then becomes independent of the bottom.
Offset
The Offset feature allows you to create the larger copy of a shape under the original.
Adding anchor points
This function adds an anchor point between the existing anchor points.

Last slide has two topic painting and photograph tracing. For 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. For photograph, there are some techniques about this like tracing a general shape, tracing shadows and highlights, apply gradients using the pathfinder, an opacity mask.

Fill and stroke
Basically, in Illustrator, elements are created by setting an outline color and a background color which will both be used for the entire element.

Live painting
While an illustration is usually made up of a multitude of paths, elements, and layers, editing one element can force several others to adjust.