

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.

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.

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.

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.