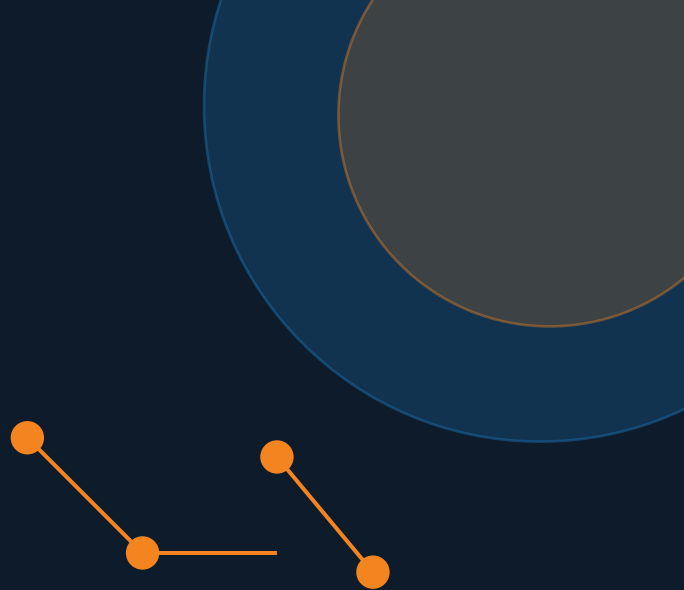


MODULE 1

Adobe Illustrator Fundamentals

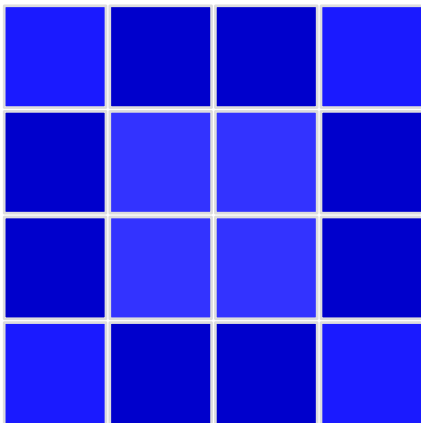
Understanding Shapes, Points, Paths & the Vector Mindset



Pixels vs. Vectors

Why Illustrator is different from Photoshop

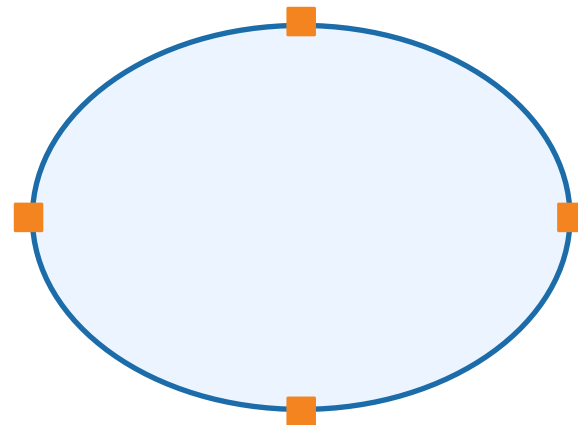
PHOTOSHOP · PIXELS



Images made of pixels

Quality degrades when scaled up

ILLUSTRATOR · VECTORS



Shapes made of math

Infinitely scalable — never loses quality

Points & Paths

The building blocks of every vector shape

POINTS

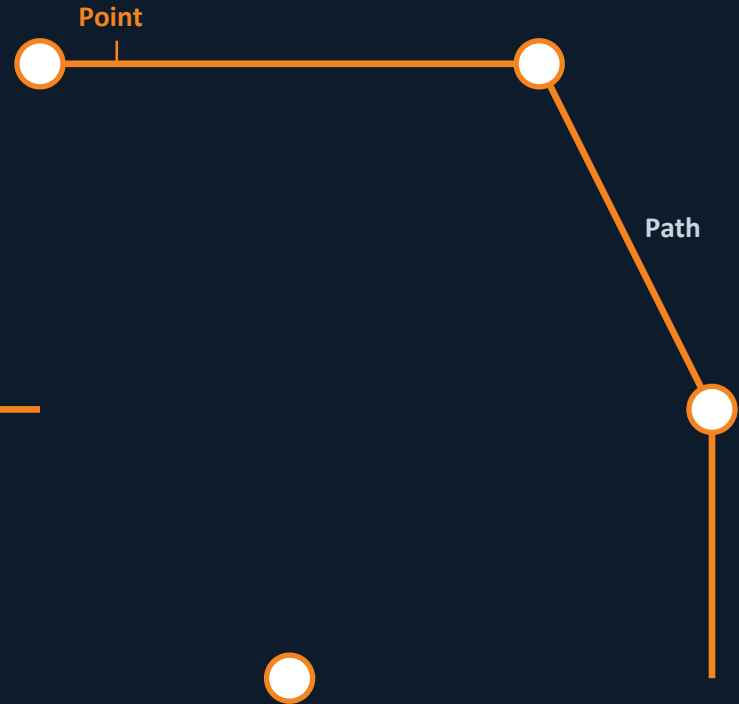
Anchor points define where paths begin, end, or change direction. They're the skeleton of your artwork.

PATHS

Line segments connecting points. Defined by math — not pixels — so they scale perfectly at any size.

SCALABLE

Because shapes are defined with math, they stay crisp at any size — from a business card to a billboard.



Two Types of Points

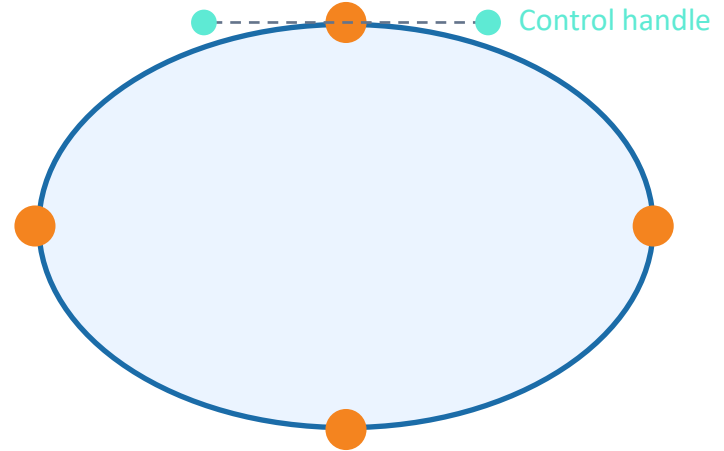
CORNER POINTS



Sharp, angular changes in direction.

Used for rectangles, polygons, and geometric shapes.

SMOOTH POINTS



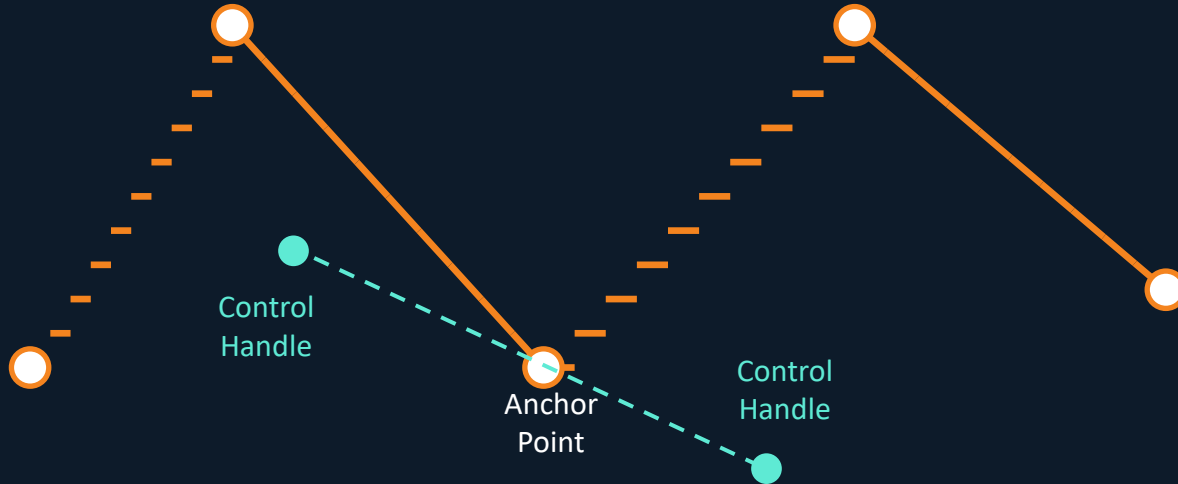
Smooth, flowing curves between points.

Controlled by handles on each side of the point.

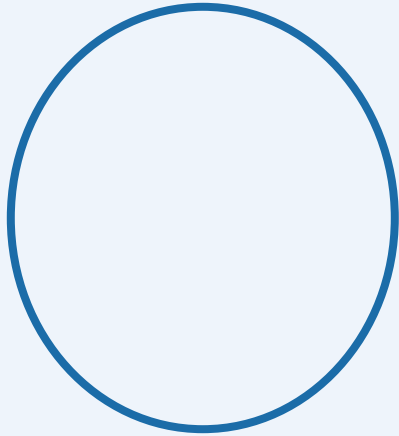
Control Handles

The invisible force that shapes every curve

- Each smooth point has TWO control handles — one on each side
- Handles work in pairs — moving one affects the other
- Each path segment is shaped by the handles of both endpoints

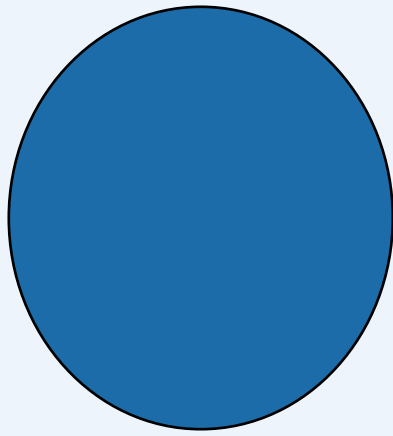


Strokes & Fills



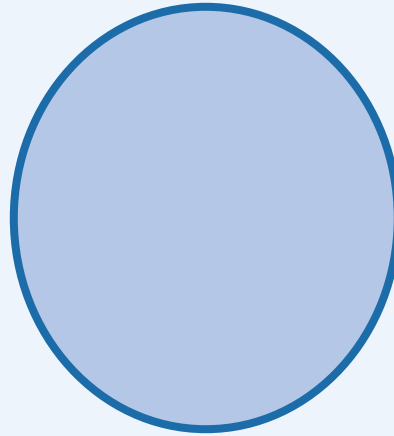
STROKE ONLY

Outline without fill —
great for wireframes &
icons



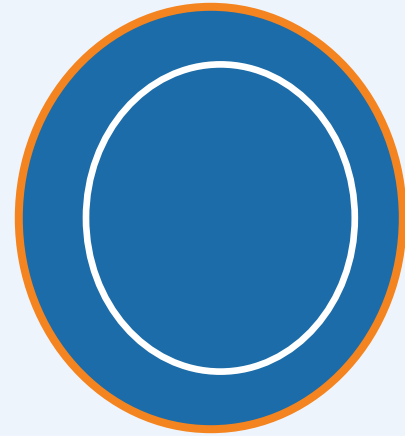
FILL ONLY

Solid shape — the most
common use case



STROKE + FILL

Both combined —
perfect for polished
illustrations

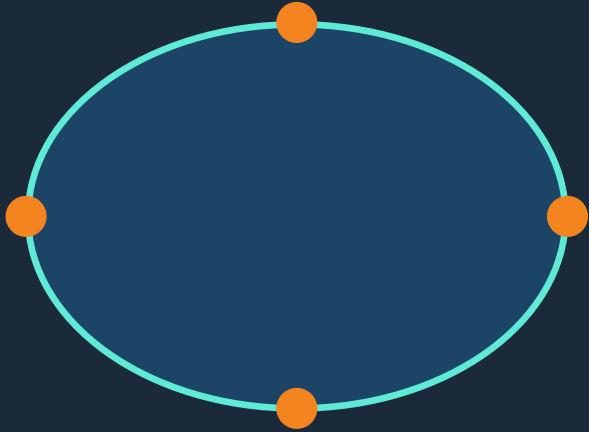


MULTIPLE

Multiple strokes & fills
can be layered
simultaneously!

Open vs. Closed Shapes

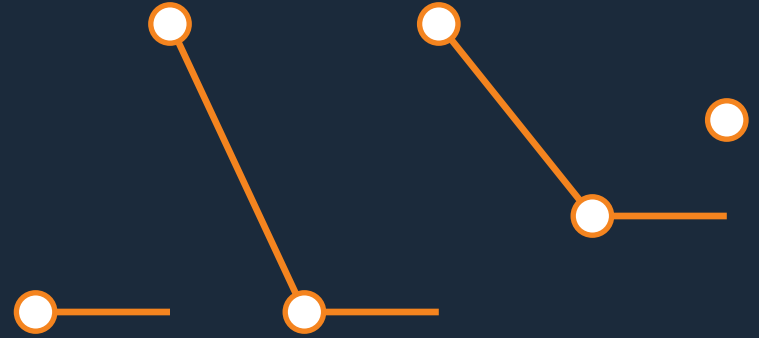
CLOSED PATH



Start & end meet — shape can be filled

Circles, rectangles, polygons

OPEN PATH



Open ends — perfect for lines & strokes

Lines, curves, hair, decorative elements

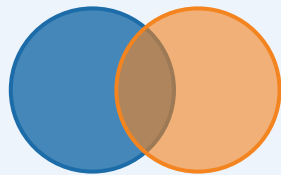
Building with Shapes

The most important mindset shift in Illustrator

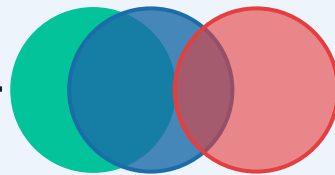
Illustrator is less about **drawing** and more about **building** with shapes.

Start from fundamental shapes, then combine, cut, merge, and subtract them to create anything imaginable.

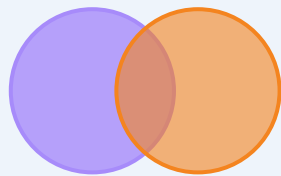
Unlike drawing on paper or in Procreate, in Illustrator you build designs starting from the most fundamental shapes.



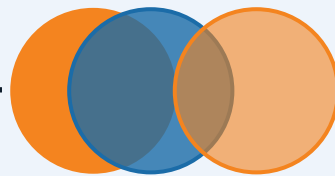
UNITE



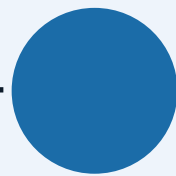
MINUS FRONT



INTERSECT

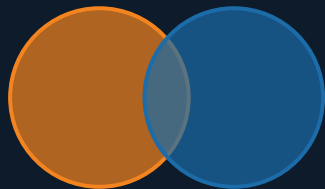


DIVIDE



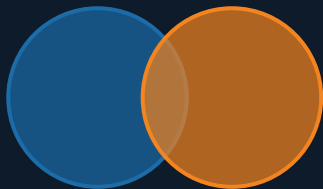
Shape Combinations

Two circles — infinite possibilities



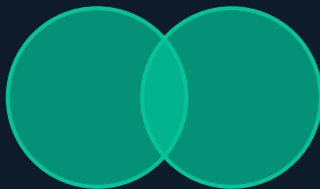
Carve A from B

Subtract



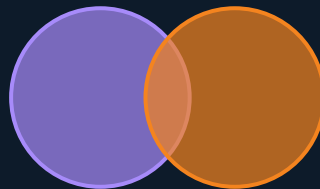
Carve B from A

Minus Back



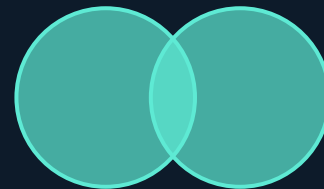
Merge Together

Unite



Separate Pieces

Divide



Intersection

Intersect

KEY INSIGHT

All Illustrator artwork is fundamentally just shapes made of points and paths — combined, carved, and styled into something extraordinary.

Module 1 Summary

● Vectors vs. Pixels

Illustrator uses math, not pixels — infinite scalability.

● Corner & Smooth Points

Two types of anchor points for sharp angles and curves.

● Strokes & Fills

Shapes can have outlines, color, or both — even multiple layers.

● Points & Paths

Every shape is made of points connected by paths.

● Control Handles

Pairs of handles per point that shape every curve segment.

● Building Mindset

Illustrator is about building from shapes, not freehand drawing.

Next: Building with shapes →