**Chapter 1 – Photoshop CC Vocab**

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| **Anchor points**  | -Points at the ends of line segments.  |
| **Artboard tool**  | -Tool used to manage multiple artboards.  |
| **Bitmap images**  | -Images created using a rectangular grid of colored squares called pixels.  |
| **Bounding box**  | -A rectangle with eight handles that surrounds the selected object.  |
| **Document grid**  | -Horizontal and vertical rules that are positioned in a precise way on every page of the document.  |
| **Drag and drop a copy**  | -The process of making a copy while dragging an object.  |
| **Draw Behind drawing mode**  | -A drawing mode used to create an object behind a selected object or at the bottom of the stacking order.  |
| **Group**  | -The command used to group multiple objects.  |
| **Guides**  | -A feature in Illustrator that helps you work with precision.  |
| **Hide**  | -The command used to hide objects, which allows you to get them out of your way and make the workspace less crowded; hidden objects will not print and you cannot change their location while they are hidden.  |
| **Line segments**  | -Lines between two anchor points.  |
| **Lock**  | -The command to make an object immoveable, which prevents you from accidently moving or deleting objects.  |
| **Objects**  | -Individual pieces of artwork that you create in Illustrator, such as squares, text, or lines.  |
| **Outline mode**  | -A screen mode which displays all your objects as hollow shapes, with no fills or strokes.  |
| **Paste in Back**  | -Pastes the copy directly behind the original.  |
| **Paste in Front**  | -Pastes the copy directly in front of the original.  |
| **Paste in Place**  | -Pastes the copy in the same location in front of the original.  |
| **Paths**  | -Line segments connected by anchor points.  |
| **Pixels**  | -Picture elements that can render subtle gradations of tone and are commonly used for continuous-tone images such as photographs.  |
| **Preview mode**  | -A screen mode in which you see all of your objects with fills and strokes and whatever effects you might have applied.  |
| **Resolution**  | -The number of pixels in a given inch.  |
| **Resolution-dependent**  | -Characteristic of a bitmap image; if the image is resized, there will be a loss of quality in the image.  |
| **Resolution-independent**  | -The resolution of the image does not affect the visual or printed quality of the image.  |
| **Ruler Guides**  | -Horizontal and vertical rules that you can position anywhere in a layout as a reference for positioning elements.  |
| **Rulers**  | -Positioned at the top and left sides of the pasteboard to help you align objects.  |
| **Screen modes**  | -Options for viewing your document.  |
| **Smart guides**  | -Visual clues that appear automatically when you move objects in the document and provide information for positioning objects precisely in relation to the artboard or to other objects.  |
| **Stacking order**  | -Refers to the order of how objects are arranged in front and behind other objects on the artboard.  |
| **Units**  | -Way to measure objects and typeface in inches, picas, or points.  |
| **Vector graphics**  | -Objects created with lines and curves and are defined by mathematical objects. They use geometric characteristics to define the object.  |
| **Workspace**  | -The arrangement of windows and panels that you see on your monitor.  |