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| Chapter 1 Vocab |  |
| **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.  |
| **Draw Behind drawing mode**  | A drawing mode used to create an object behind a selected object or at the bottom of the stacking order.  |
| **Guides**  | A feature in Illustrator that helps you work with precision.  |
| **Line segments**  | Lines between two anchor points.  |
| **Normal mode**  | A screen mode in which you see all of your objects with fills and strokes and whatever effects you might have applied.  |
| **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.  |
| **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.  |
| **Resolution**  | The number of pixels in a given inch.  |
| **Resolution-dependent**  | Characteristic of a bitmap image that means that if the image is resized, there will be a loss of quality in 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**  | 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.  |