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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. |