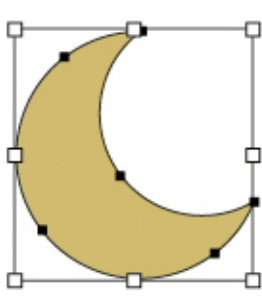
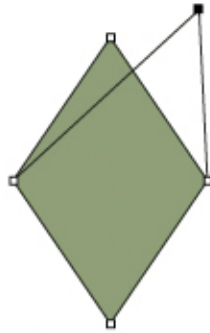


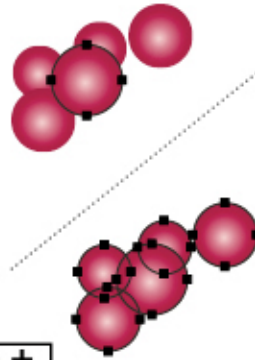
# Illustrator Tools



The Selection tool (V) selects entire objects.



The Direct Selection tool (A) selects points or path segments within objects.



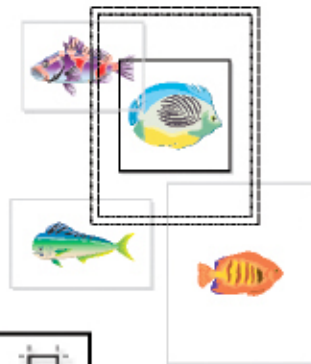
The Group Selection tool selects objects and groups within groups.



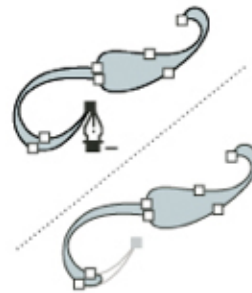
The Magic Wand tool (Y) selects objects with similar attributes.



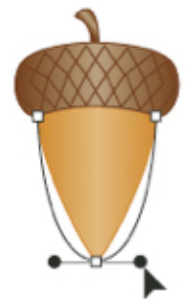
The Lasso tool (Q) selects points or path segments within objects.



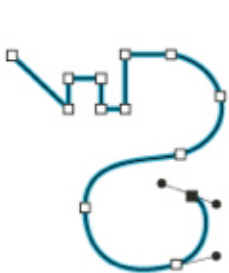
The Artboard tool creates separate artboards for printing or export.



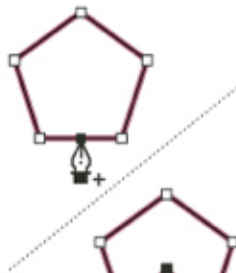
The Delete Anchor Point tool (-) deletes anchor points from paths.



The Convert Anchor Point tool (Shift+C) changes smooth points to corner points and vice versa.



The Pen tool (P) draws straight and curved lines to create objects.



The Add Anchor Point tool (+) adds anchor points to paths.



The Line Segment tool (\) draws individual straight line segments.

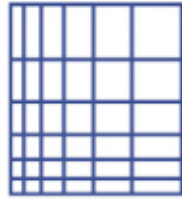


The Arc tool draws individual concave or convex curve segments.

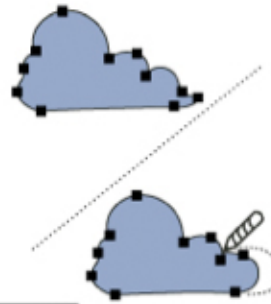
# Illustrator Tools



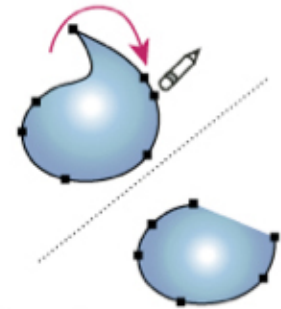
The Spiral tool draws clockwise and counterclockwise spirals.



The Rectangular Grid tool draws rectangular grids.



The Smooth tool smooths Bezier paths.



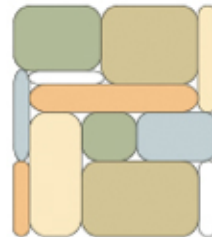
The Path Eraser tool erases paths and anchor points from the object.



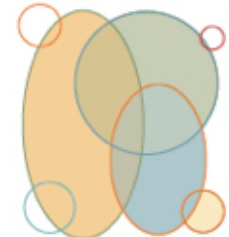
The Polar Grid tool draws circular chart grids.



The Rectangle tool (M) draws squares and rectangles.



The Rounded Rectangle tool draws squares and rectangles with rounded corners.



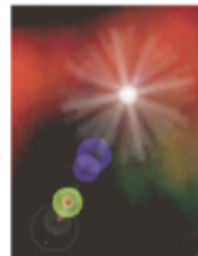
The Ellipse tool (L) draws circles and ovals.



The Polygon tool draws regular, multi-sided shapes.



The Star tool draws stars.



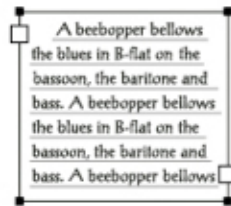
The Flare tool creates lens-flare or solar-flare-like effects.



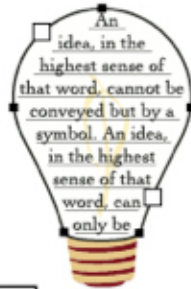
The Pencil tool (N) draws and edits freehand lines.

# Illustrator Tools

## BLUES IN B-FLAT



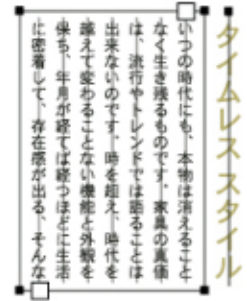
The Type tool (T) creates individual type and type containers and lets you enter and edit type.



The Area Type tool changes closed paths to type containers and lets you enter and edit type within them.



The Type On A Path tool changes paths to type paths, and lets you enter and edit type on them.



The Vertical Type tool creates vertical type and vertical type containers and lets you enter and edit vertical type.



The Vertical Area Type tool changes closed paths to vertical type containers and lets you enter and edit type within them.



The Vertical Type On A Path tool changes paths to vertical type paths and lets you enter and edit type on them.



The Paintbrush tool (B) draws freehand and calligraphic lines, as well as art and patterns on paths.



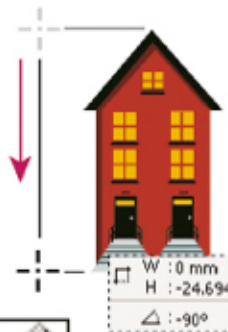
The Mesh tool (U) creates and edits meshes and mesh envelopes.



The Live Paint Bucket tool (K) paints faces and edges of Live Paint groups with the current paint attributes.



The Live Paint Selection (Shift-L) tool selects faces and edges within Live Paint groups.

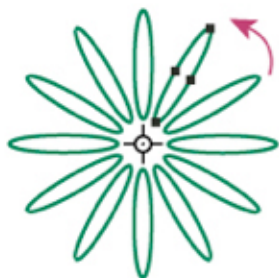


The Measure tool measures the distance between two points.



The Blob Brush tool (Shift-B) draws paths that automatically expand and merge calligraphic brush paths that share the same color and are adjacent in stacking order.

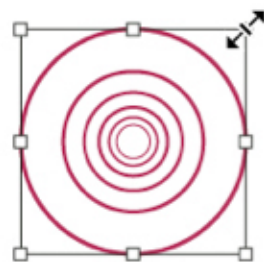
# Illustrator Tools



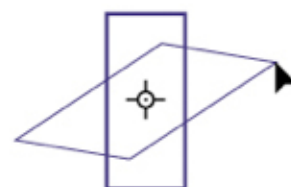
The Rotate tool (R) rotates objects around a fixed point.



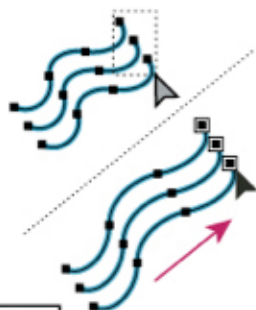
The Reflect tool (O) flips objects over a fixed axis.



The Scale tool (S) resizes objects around a fixed point.



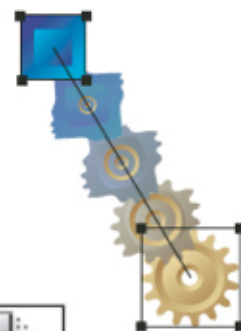
The Shear tool skews objects around a fixed point.



The Reshape tool adjusts selected anchor points while keeping the overall detail of the path intact.



The Free Transform tool (E) scales, rotates, or skews a selection.



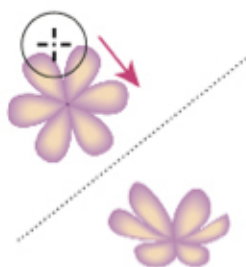
The Blend tool (W) creates a series of objects blended between the color and shape of multiple objects.



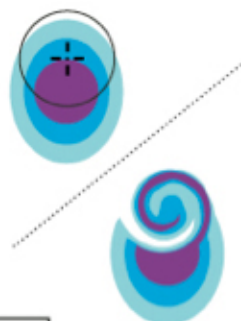
The Eyedropper tool (I) samples and applies color, type, and appearance attributes, including effects, from objects.



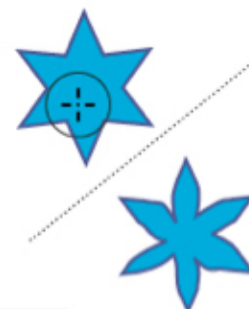
The Gradient tool (G) adjusts the beginning and ending points and angle of gradients within objects, or applies a gradient to objects.



The Warp tool (Shift+R) molds objects with the movement of the cursor (like molding clay, for example).

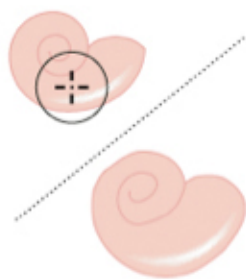


The Twirl tool creates swirling distortions within an object.

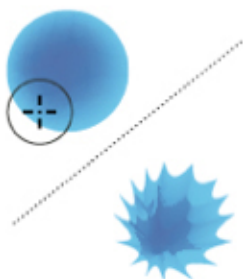


The Pucker tool deflates an object by moving control points towards the cursor.

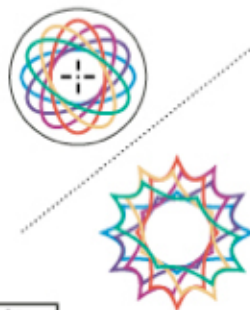
# Illustrator Tools



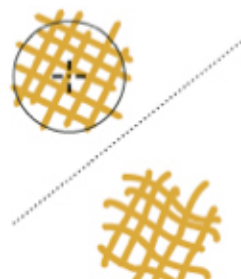
*The Bloat tool inflates an object by moving control points away from the cursor.*



*The Scallop tool adds random curved details to the outline of an object.*



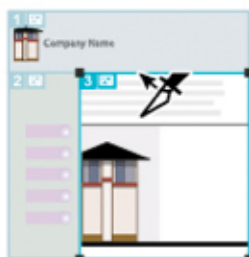
*The Crystallize tool adds random spiked details to the outline of an object.*



*The Wrinkle tool adds wrinkle-like details to the outline of an object.*



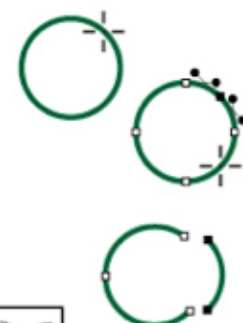
*The Slice tool divides artwork into separate web images.*



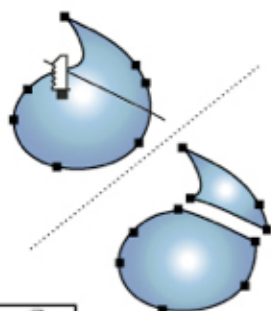
*The Slice Selection tool (Shift-K) selects web slices.*



*The Eraser tool (Shift-E) erases any area of the object over which you drag.*



*The Scissors tool (C) cuts paths at specified points.*



*The Knife tool cuts objects and paths.*