

1. Vectors
  - a. Bitmap Vs Vector
  - b. Used to create shapes
  - c. Used to customize text
  - d. Used to create layer clipping paths aka vector mask  
Sharp edge mask on layer: white shows, black hides
2. Shape tools
  - a. Rectangle & Rounded rectangle
  - b. Ellipse
  - c. Polygon
  - d. Line
  - e. Custom  
Geometry Options – Small Black downward facing arrow
3. Pen tools
  - a. Pen Tool
  - b. Found hidden beneath Pen Tool
    - i. Freeform Pen Tool
    - ii. Add Anchor Point Tool
    - iii. Delete Anchor Point Tool
    - iv. Convert Point Tool- changes type of anchor point - corner, smooth, sharp
  - c. Pen-related Tools
    - i. Path Selection Tool – selects entire path
    - ii. Direct Selection Tool- selects anchor points
      1. Found hidden beneath Path Selection Tool
4. Pen techniques
  - a. Straight line - click at beginning, click at end
  - b. Curve - press and drag to set next curve
  - c. Sharp curve - press Alt and drag on previous point in direction you want to go
  - d. End a path but leave the shape open - Ctrl/Cmd click outside of path
  - e. Close a path - click on beginning node.
5. Options when beginning a vector shape
  - a. Create new shape - adds layer and clipping path
  - b. Create new work path - doesn't add a layer, but makes a working path
  - c. Create filled Pixels - doesn't add a layer and makes shape as a bitmap
6. Options after creating shape layer
  - a. Add to shape
  - b. Subtract from shape
  - c. Intersect shape areas
  - d. Exclude over lapping area
7. Tips on using shapes
  - a. Select and move with Selection Tool
  - b. Edit with Direct Selection Tool
  - c. Select more than one shape with shift and combine to make one
  - d. Alt drag to copy shape
  - e. Align edges by selecting more than one shape and selecting alignment desired
  - f. Rasterizing

8. Using paths
  - a. Use "Create new work path" as option before drawing shape to automatically save path or rename "*Work Path*" path to save it.
  - b. Fill path
  - c. Stroke path
  - d. Load path as selection
  - e. Make work path from selection
9. Other uses
  - a. Add Text to a path
  - b. Add Vector Mask
    - i. Same as Add Layer Mask button