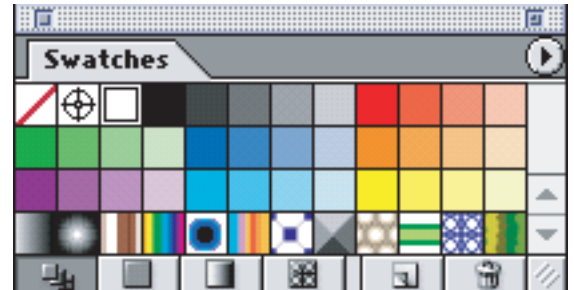


Illustrator Tutorial #5: Gradient, Gradient Mesh, and Blend Tool.

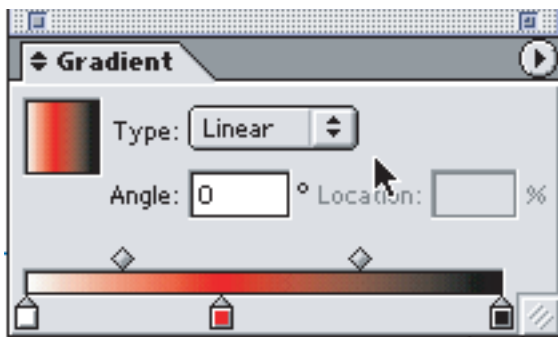
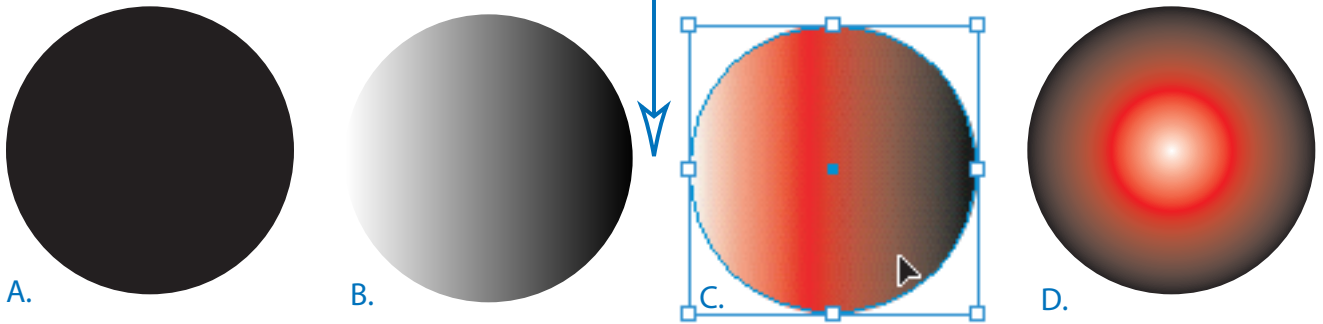


Blend Auto Trace Gradient Gradient Mesh Select Tool

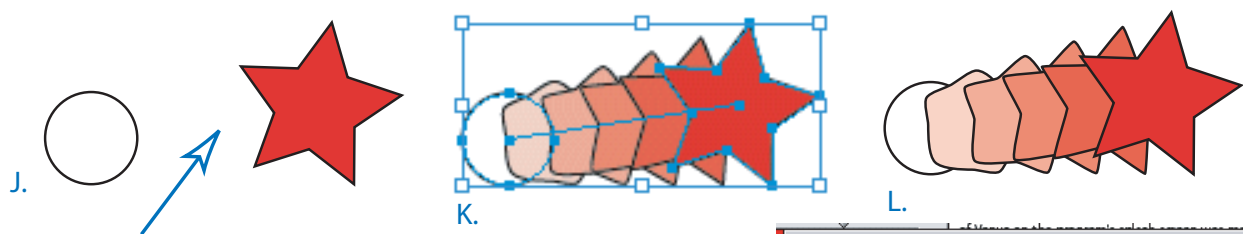
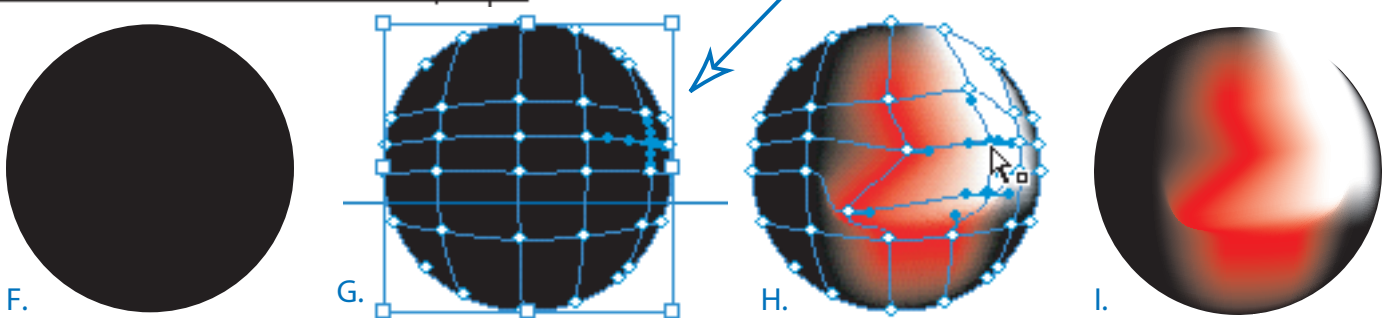
Below in figures A. - D. is a demonstration of gradient fill effects. First the object is drawn with the circle tool. (A) Next the image is selected with the selection tool, and the gradient is indicated by selecting a combination of the toggle fill and one of the gradient fill tiles from the swatches menu. To alter the Gradient color, keep the figure selected and drop a color from the swatches menu into the tonal distribution slope in the gradient menu. Figure C is the result. You can also switch the gradient in the pallet below from linear to radial. Like in figure D. The range and direction of the gradient can also be changed by selecting an object and the drawing a direction and color distribution with the gradient tool.



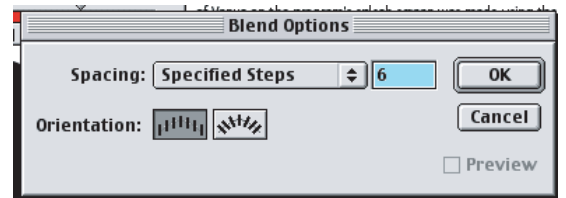
Swatches Pallet



In the figures below (f-i) the gradient mesh tool was utilized to crate a modeling effect on the images below. Step 1 draw an object, step 2 switch to the Gradient Mesh tool and click on the center of the object (Version 9) or the edge of the object (version 10) to draw mesh points on the object. To color the mesh you can drag colors from the swatches menu and drop them into the mesh cells. Then with the direct select tool you then can grab the mesh points and move around the colors to create subtle modeling effects. The face of Venus on the program's splash screen was made using the gradient mesh tool in this manner.



The above figure (I) was created by blending circle and star objects in figure J. First step: create the two objects respectively. Then double click on the blend tool to set the options for the tool. see the pallet to the right. Smooth color, specified distance, or specified steps are the options for this tool. In this case I set the option to six steps. Next switch to the blend tool and using the hollow end of the tool, select one object and then the other, and the program will created a six step blend.



Try to duplicate the procedures for blend, mesh, and gradients