

ASSIGNMENT 5

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What is mesh tool?

A mesh element is one of several colors, each of which can be oriented in a different way to produce a gradient from point to point. The net element is therefore covered with an interlocking net that can be repositioned or adjusted using handles. The intersection of two stitches in the net forms a diamond-shaped anchor point called the net point. In addition to their positioning and handles, they

can be assigned a specific color. The color that is assigned to a mesh point is degraded according to the color of the neighboring mesh points. The net also has anchor points represented by squares.

Gradient Mesh in Illustrator is a tool that allows users to create gradients in all forms, including 3D illustrations in vector format that can be further modified based on points and control the mesh; a mesh object is simply a colorful entity on which colors can slide in many ways, and the change can happen uniformly from one end to another; however, the mesh tool is not that simple to grasp for beginners

as it required regular practice and learning to master the tool completely.

A mesh is a grid comprising of more than one mesh point that reacts much like even anchor points. You can modify each of these points to manage the form of the

mesh. It is genuinely an exceptional type of object or constructs in Illustrator, and it does not do what a regular path does. A mesh object is a colorful object on which

colors can glide in various directions, and the transformation can happen evenly from one end to another.

Parts of mesh tool:

- Mesh
- Mesh facet
- Mesh anchor point
- Anchor point

How to use mesh tool:

Gradient Meshes permit for very pliable and comprehensive implementation of color to objects. It produces a mesh inside the object that will follow the contour. Color can then be registered to the mesh points, and various colors between the mesh points blend into each other.

You can produce a gradient mesh object in Illustrator in two primary ways, and in both instances, you begin by first sketching a normal vector object. You don't sketch gradient mesh objects from scratch in Illustrator; you transform the vector forms that are existing to mesh objects.

With a vector object selected:

- Select Object > Create Gradient Mesh from the menu bar. This will open the create gradient mesh dialog box, providing you with the capability to define the number of rows and columns in your grid. If your original object has a color already registered to it, you can utilize the highlight and appearance alternatives to shadow the object with white. Selecting the number of rows and columns defines the amount of mesh points in your grid. You can

always append or delete mesh points later.

- Choose the mesh tool from the toolbar and click wherever you want within your vector path. Each click with the mesh tool appends mesh points to the grid object. You will also observe that as you append mesh points to an object, the paths joining the mesh points complement the contours of the object.
- Once you are done with defining the mesh points, you can move to the direct selection tool and choose each mesh point to alter its place and its direction handles. When a mesh point is chosen, you can select a color from the color panel/swatches/eyedropper tool to determine the color for that point. As required, you can move back to the mesh tool and click to append mesh points. To delete a mesh point from a mesh object, you can hold alt while clicking a point with the mesh tool.