

We're going to reveal you the way to create photorealistic vector illustrations the use of the Mesh Tool in Adobe Illustrator. This is a extraordinary effective tool that could make your vector illustrations appears greater 3D, or photorealistic. It works via way of means of including a 'mesh' over a closed shape, the strains of the mesh intersecting at factors onto which one-of-a-kind colour swatches may be applied to create a vectorized photo.:

For this academic I took more than one pictures of a scrumptious bunch of grapes, and now I'm going to re-create this picturegraph as a vector. While I created this complete bunch of grapes the use of the mesh tool, for the functions of this academic I'm going to reveal you the way to create simply one grape — simply for starters.

21. Make your photo layer right into a template

Open together along with your photo report with Adobe Illustrator. Double click on at the on

your photo layer withinside the Layers Palette. A window called 'Layer options' will pop up. Check 'Template,' check 'Dim Images' and set the proportion to 100%.

Doing this makes your photo layer right into a template to your mesh shape, in order to pass on pinnacle of it.

3

4

five

65. Add a mesh point

Now click on at the mesh icon withinside the aspect bar, then click on withinside the center of the

circle. You'll see mesh strains appear.

76. Add greater mesh factors wherein the value/colour to your item modifications

Click on one-of-a-kind strains of the mesh to feature greater factors, focusing on places wherein the grape modifications in colour or value. It's higher to work with as few mesh factors as possible, so I'm going to feature handiest five or 6 greater to this grape.

8

9

Now you've got got a grape. Next, click on View > Preview to interchange out of define mode, and you'll be capable of see your grape