

ASSIGNMENT-5

Explain the mesh tool in detail. What are the parts of the mesh tool and how you will use it in brief with examples to back it up.

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. 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.

The parts of the mesh tool are

A: Mesh-You can create a mesh on any vector object except for transparent paths and texts. It is also not possible to create a net on a linked file.

To create a mesh on an element, use the Mesh tool and select a background color to use for the mesh stitches. Then click the element where you want to create a first mesh point.

B: Mesh facet- It is possible to create a rule consisting of an arrangement of grid points arranged regularly on the element.

To do this, choose in the OBJECT / CREATE A GRADIED MESH menu. In the window that appears, enter the number of columns and rows you want, then press OK.

C: Mesh anchor point- To assign a color to one or more mesh points, first choose the Mesh tool, select the desired mesh point (s) and choose a color. You will find it useful to use the shortcuts U (Filet) and I (Eyedropper) to switch between the two tools when coloring.

D: Anchor point- To change the gradient effect in the mesh facets, choose the Mesh tool, select the desired point and move it. Hold down the SHIFT key to maintain the alignment of a point on a mesh when moving.