

Mesh tool:

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.

Mesh creation

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.

You can then add multiple mesh stitches, each of which can be a different color. To add a point without color, hold down the SHIFT key.

Create a regular mesh

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.

Change the color of a 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 (Fill) and I

(Eyedropper) to switch between the two tools when coloring..

Modify a mesh anchor point

To change the gradient effect in the mesh facets, choose the

Mesh tool, select the desired point and move it. Hold down

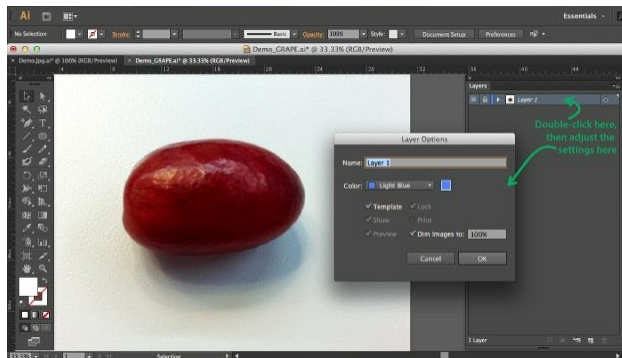
the SHIFT key to maintain the alignment of a point on a mesh

when moving.

You can also use the handles to reorient the gradient.

We're going to show you how to create photorealistic vector illustrations using the Mesh Tool in Adobe Illustrator. This is a super powerful tool that can make your vector illustrations looks more 3D, or photorealistic. It works by adding a 'mesh' over a closed shape, the lines of the mesh intersecting at points onto which different color swatches can be applied to create a vectorized image.

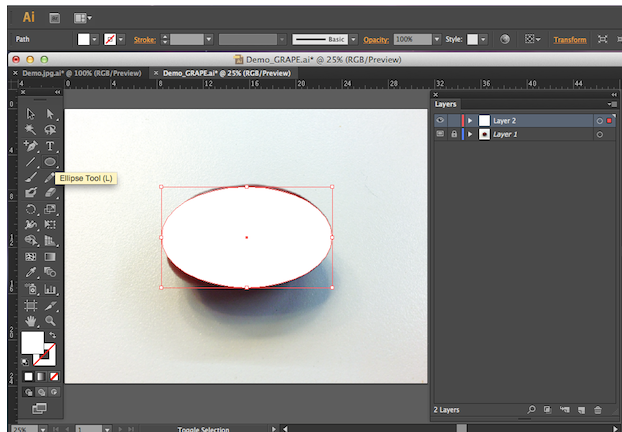
1. Make your image layer into a template



Open with your image file with Adobe Illustrator. Double click on the on your image layer in the Layers Palette. A window called 'Layer options' will pop up. Check 'Template,' check 'Dim Images' and set the percentage to 100%.

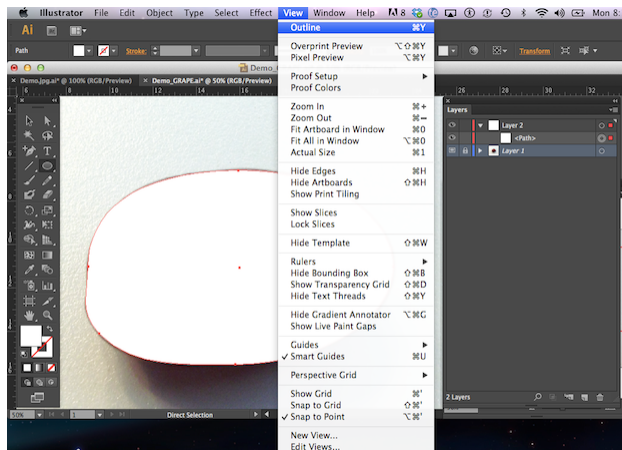
Doing this makes your image layer into a template for your mesh shape, which will go on top of it.

2. Trace the shape of the object



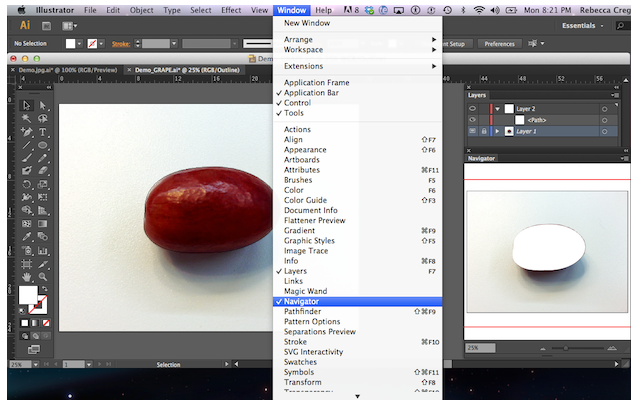
Create a new layer on top of your original image layer, and use the Ellipse tool to create a circle. Adjust the circle so that it's more similar to the shape of the grape.

3. View in outline mode



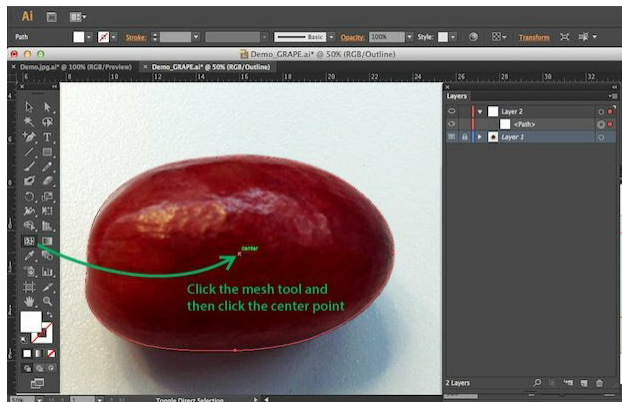
Now click View > Outline. This shows your mesh in Outline mode, so that you can still edit the mesh but can also see the photo layer underneath.

4. Open the navigator window



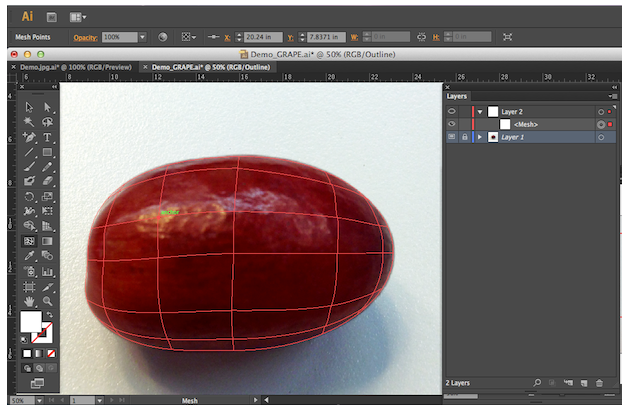
Now click Window > Navigator and a navigator window will pop up. This allows you to see what your mesh will look like while you're still in Outline mode.

5. Add a mesh point



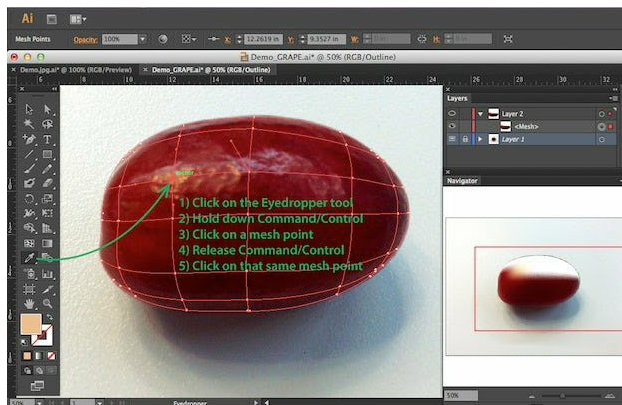
Now click on the mesh icon in the side bar, then click in the middle of the circle. You'll see two mesh lines appear.

6. Add more mesh points where the value/color in your object changes



Click on different lines of the mesh to add more points, focusing on locations where the grape changes in color or value. It's better to work with as few mesh points as possible, so I'm going to add only 5 or 6 more to this grape.

7. Use the Eyedropper tool

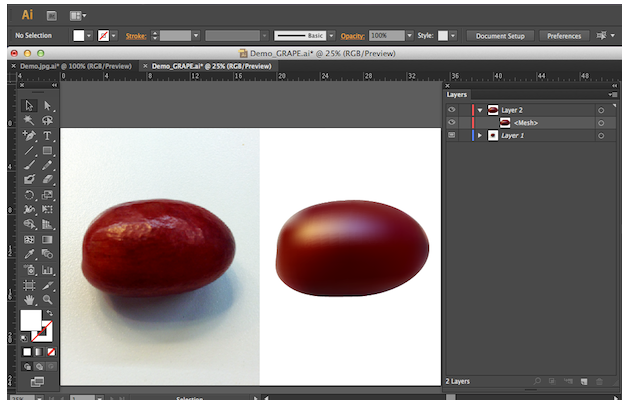


Now that we've got all our mesh points added, we're going to apply colors to each of them. There's a couple of ways to do this, but for this tutorial I'm going to use the eye-dropper tool.

Click on the eye dropper icon in the tool bar, hold down the Command or Control key and click on an intersecting mesh point inside your mesh shape. Now that your point is selected, let go of the Command or Control key and click that same mesh point with the eye dropper tool. Doing

that samples colors directly from the photo and applies them into my mesh.

If you look at the Navigator palette you can see how your mesh shape is starting to look. We're going to click Eyedropper Tool > Command/Control > Click > Release > Click a couple more times until all the mesh points in this grape are filled with a color swatch.



Now you have a grape. Next, click View > Preview to switch out of outline mode, and you'll be able to see your grape.