

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.

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.

- Make your image layer into a template. Open with your image file with Adobe Illustrator.
- Trace the shape of the object.
- View in outline mode.
- Open the navigator window.
- Add a mesh point.
- Add more mesh points where the value/color in your object changes.
- Use the Eyedropper too

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 (Filet) 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.

Reproduce a raster image using the thread tool

Here, let's see the steps to reproduce a raster image using the Mesh tool. Note that the larger and more complex the net, the more demanding the work will be on your computer system. To avoid the slowdowns of your computer, prefer to work on multiple overlapping elements rather than creating a single complex element. Image-source Import an image, dim its layer, and lock it. You will work in a new layer which will be superimposed on the source image. Path In a new layer in outline mode, trace the outline of the object and choose the predominant color of the element in the raster image as the background color. Gradients Using the Mesh tool, create the highlights and limit the range of their gradients using colorless mesh points. Then do the same with the shadows. Draw the main shape first, then layer the minor shapes on top of it as needed. In the example opposite, we started by creating the pepper, its tail would have been created later in a layer positioned above the first one