

Drawing Steps

Placing Your Reference Image

1. Place Image in its own layer (Reference Layer)
2. Make sure you place; otherwise you will lose your swatches.
3. Convert the image layer to a template, with dim image unchecked.
This is in the (Layer options)
4. Lock this layer

Tracing

5. Make a new Layer. Name it (Outlines).
6. Trace your image with red or teal.
Make sure you do not have gaps. Check this in Outline Mode
7. Once complete, lock your layer.
8. Duplicate this OUTLINE layer.

Live Paint

9. Rename the new duplicate layer (LIVE PAINT).
10. Select all of your line work and convert your content to a live paint group.
11. Turn off strokes (Set to 0). You no longer need them.
12. Use Live Paint to fill the base colors.

Mesh and Gradient

13. Once complete, lock your Live Paint layer and make a duplicate
14. Rename the new layer (MESH).
15. Select the content in the Mesh Layer. Expand the content, and ungroup.
16. Select the individual shapes to add a gradient and/or gradient mesh.
17. If using mesh, work in outline mode, then toggle preview to see your progress.

Details

18. Create new layers for texture or other details. You can design these elements then store them as Graphic Styles.
19. For example you can design a brush stroke that captures the texture in a petal. Store the brush in the graphic style panel. Draw more lines then apply the stored style.