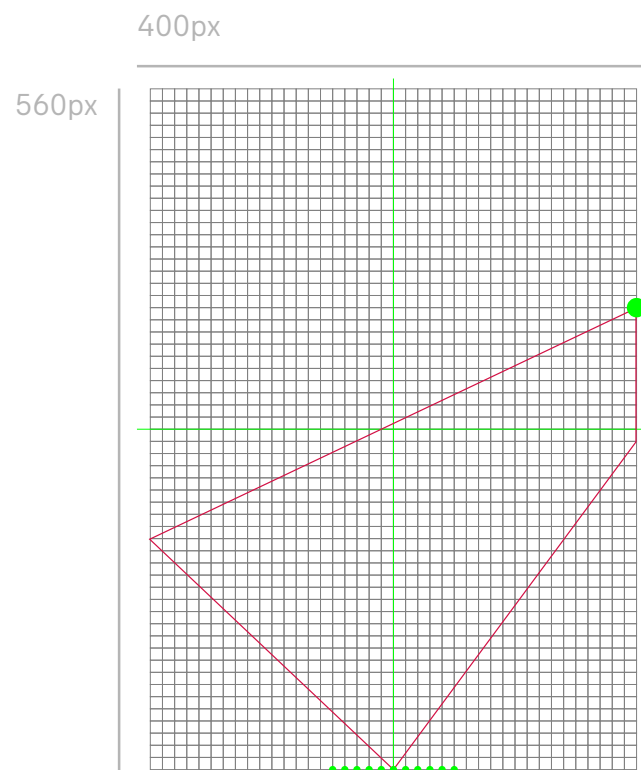# CREATING MOVING MOUNTAINS

Moving Mountains are created using Adobe Illustrator. Designers wanting to create their own should follow the instructions on this page. A grid to help you can be found on the **asset links** page.

! New Moving Mountains should always be created following the template in Adobe Illustrator, if you are unable to do it this way you should use an existing Moving Mountain.
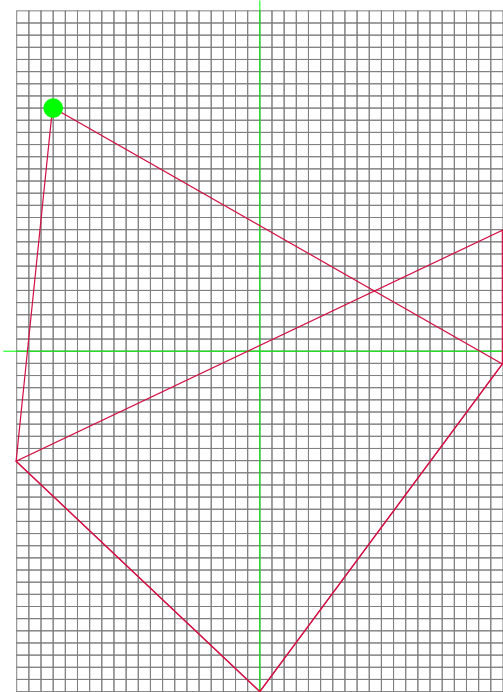
DESIGN TIPS

Step one

To create your first mountain:

Select your start point on the baseline of the grid. You may start from any of the green highlighted points shown above.

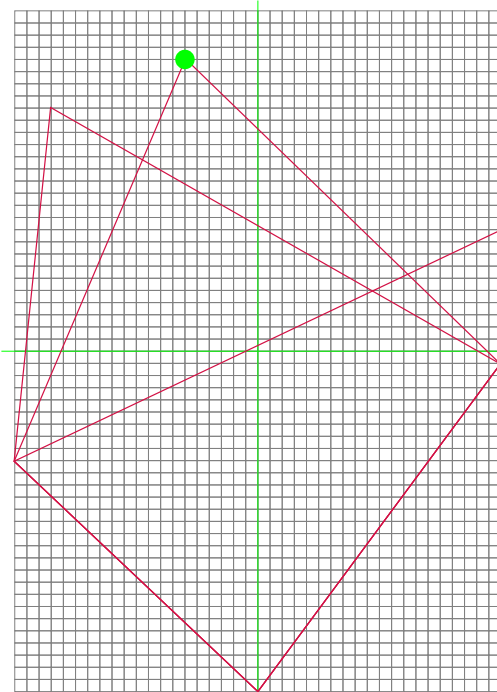Draw a four-sided shape similar to the example shown.

Always use the grid points to draw your shape.

Step two

Copy and paste in place the shape you have just drawn.

Use the direct selection tool to select the highest anchor point and reposition on the grid to your desired position to create the second mountain.
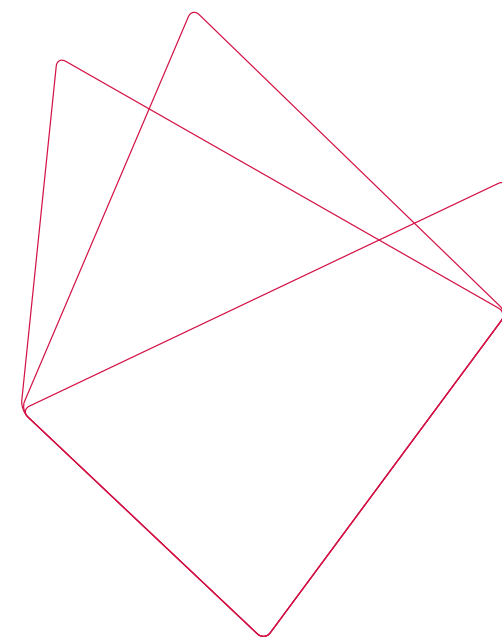
Step three

Repeat step two to create a third mountain, which is the minimum required to create the Moving Mountains shape. The maximum number of shapes allowed in static form is four.

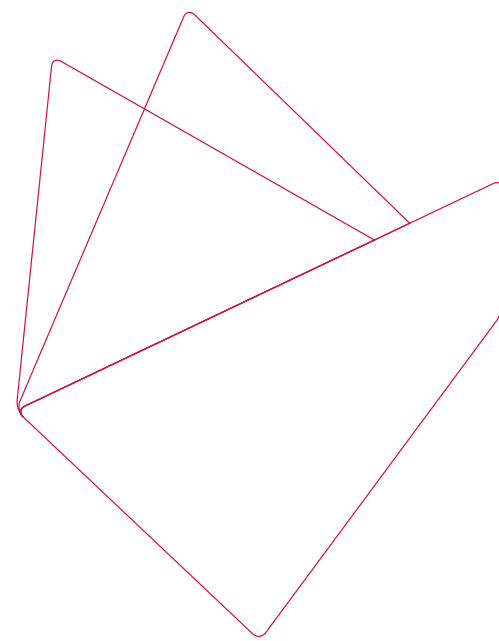Ensure that the whole width of the grid is covered by the shapes.

To maximise the variety of Moving Mountains shapes, the mountains do not have to fill the height of the grid.

Step four

Remove the mountains from the grid.

Apply an 8px round corner to all of your mountains using effects > stylise > round corners.

Step five

Expand the shapes (object > expand appearance) you have created and follow these steps:

Copy the front mountain and paste in place. Select the pasted front mountain and the second mountain and using the path finder select 'minus front'. This will remove excess from the back mountains.

Repeat this step for each of the back mountains.