**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.

**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.

**Create a regular mesh**

It is possible to create a rule consisting of an arrangement of grid points arranged regularly on the element.

**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.

**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.

**Reproduce a raster image using the mesh tools**

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.