ASSIGNMENT 5

A mesh element is one of numerous colours that can be arranged in various ways to create a gradient from one point to the next. As a result, the net element is covered with an interlocking net that can be relocated or changed with the help of handles.

The net point is a diamond-shaped anchor point formed by the intersection of two stitches in the net. They can be given a distinctive colour in addition to their positioning and handles. The colour allocated to a mesh point is degraded based on the colour of the mesh points around it. Anchor points are also represented by squares on the net.

**Create a mesh object with an irregular pattern of mesh points**

Select the Mesh tool and select a fill color for the mesh points.

Click where you want to position the first mesh point. The object is converted to a mesh object with the minimum number of mesh lines.

Continue clicking to add additional mesh points. Shift-click to add a mesh point without changing to the current fill color.

## Create a mesh object with a regular pattern of mesh points

Select the object and choose Object > Create Gradient Mesh.

Set the number of rows and columns, and select the direction of the highlight from the Appearance menu:

Flat

Applies the object’s original color evenly across the surface, resulting in no highlight.

To Center

Creates a highlight in the center of the object.

To Edge

Creates a highlight on the edges of the object.

1. Enter a percentage of white highlight to apply to the mesh object. A value of 100% applies maximum white highlight to the object; a value of 0% applies no white highlight to the object.

**Convert a gradient-filled object to a mesh object**

1. Select the object and choose Object > Expand.
2. Select Gradient Mesh, and click OK.

The selected object is converted to a mesh object that takes the shape of the gradient, either circular (radial)

**Convert a mesh object back to a path object**

1. Select the mesh object, choose Object > Path > Offset Path, and then enter zero for the offset value