

3D Perspective

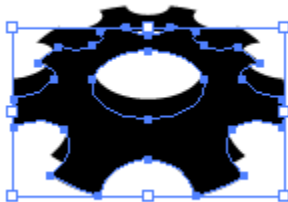
Let's take a look at how you can fake 3D in Illustrator.

Start out with a fairly simple shape or piece of text. In this example I used the cogwheel that I made in a previous tutorial. If you want take the tutorial, download my .ai file or start out with your own shape/text.



Select the object with the *Selection Tool* (V)  and then switch to the *Free Transform Tool* (E) . Click and hold on the top left corner of the bounding box. Now hold *Shift+Ctrl+Alt* and drag slightly inwards.

Click and hold on the bottom left corner of the bounding box. Press down *Shift+Ctrl+Alt* and drag outwards. Release all keys and drag the top center handle slightly down.



Go to **Edit > Copy** (Ctrl+C) and then **Edit > Paste In Back** (Ctrl+B). Use the *Down Arrow* key on your keyboard and move the object down a bit.

Use the *Selection Tool* (V)  to select both objects.

Go to **Object > Blend > Blend Options...** and set the dialog like this:



Hit **OK** and choose **Object > Blend > Make** (Ctrl+Alt+B).



Go to **Object > Blend > Expand**, select the objects with the *Selection Tool* (V)  and then to **Object > Ungroup** (Shift+Ctrl+G). Use the *Selection Tool* (V)  to select the top layer and change its fill color.

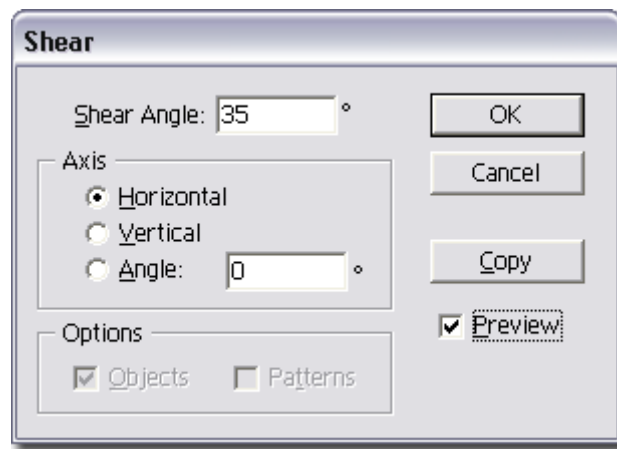
3D Type

Let's take a look at how to make 3D type in Illustrator.

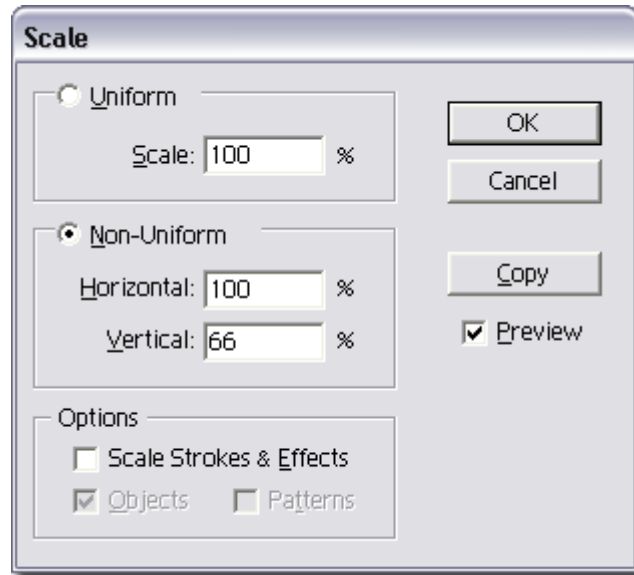


Start out by setting the color of the *Fill* to *Black* and grab the *Type Tool* (T) . Click on your image and type in the word you want to use. When done go to **Select > All** (Ctrl+A) and make the settings of font, size etc in the Character palette (**Window > Type > Character** (Ctrl+T)).

Go to **Object > Transform > Shear...** and make these settings:



Next up is **Object > Transform > Scale...** and these settings:



Go to **Type > Create Outlines** (Ctrl+Shift+O) and set the *Stroke* color to *Black*.

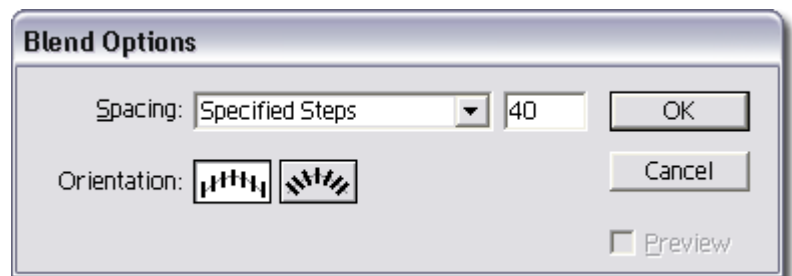


Also set the *Weight* of the stroke in the Stroke palette (**Window > Stroke** (F10)) to 2 pt.



Pick up the *Selection Tool* (V)  and while holding the *Shift* and *Alt* keys drag the text slightly upwards. This creates a copy of the text that lies above the original.

Use the *Selection Tool* (V)  and drag over both text objects so they get selected. Proceed to **Object > Blend > Blend Options...** and set the dialog like this:

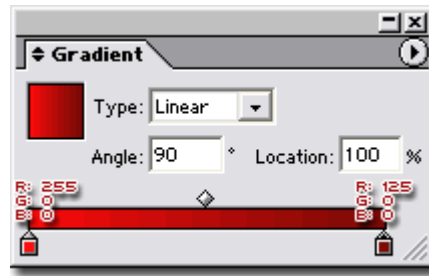


Move on with **Object > Blend > Make** (Ctrl+Alt+B) and then

Object > Blend > Expand. Use the *Selection Tool* (V)  to select the all objects again and go to **Object > Ungroup** (Ctrl+Shift+G). Click in a blank part of your image to deselect the blended objects.

Still using the *Selection Tool* (V)  click on the top object. Click on the *Gradient* (>)  button in the Tool bar and head over to the Gradient palette (**Window > Gradient** (F9)). Set it like this:

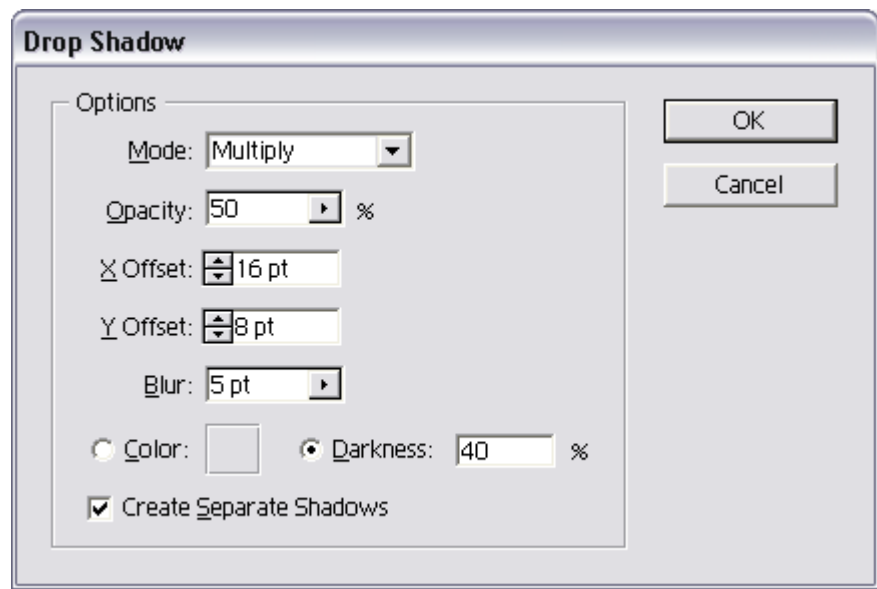
SUPER



Click in a blank part of your image to deselect the blended objects.

Select the bottom layer, you will probably need to use the *Zoom Tool* (Z)  several times to see properly. Go to **Filter > Stylize > Drop Shadow...** Make your settings to something like this:

SUPER



Click in a blank part of your image to see the final result!

3D Wireframe

The new 3D features of Illustrator Cs can be used in many different ways. In this tutorial I'm going to run through a nice effect where you combine a solid 3D object with a wireframe.

Start out by grabbing the *Type Tool* (T)  and use the Character palette (**Window > Type > Character** (Ctrl+T)) to set the size, font, etc, that you want to use. I used Adobe Caslon Pro, semibold at 235 pt.

Click on the artboard and type in whatever you like. Drag select the text and set the color you want, I went with the Cuban Lime preset from the default palette.

Bring up the Layers palette with *Window > Layers* (F7). Make a duplicate of *Layer 1* by dragging its thumbnail to the *Create a New layer*-button . This will give you a new layer called *Layer 1 copy* above the original layer. Hide *Layer 1 copy* by clicking on the little eye-icon  next to it in the Layer palette.



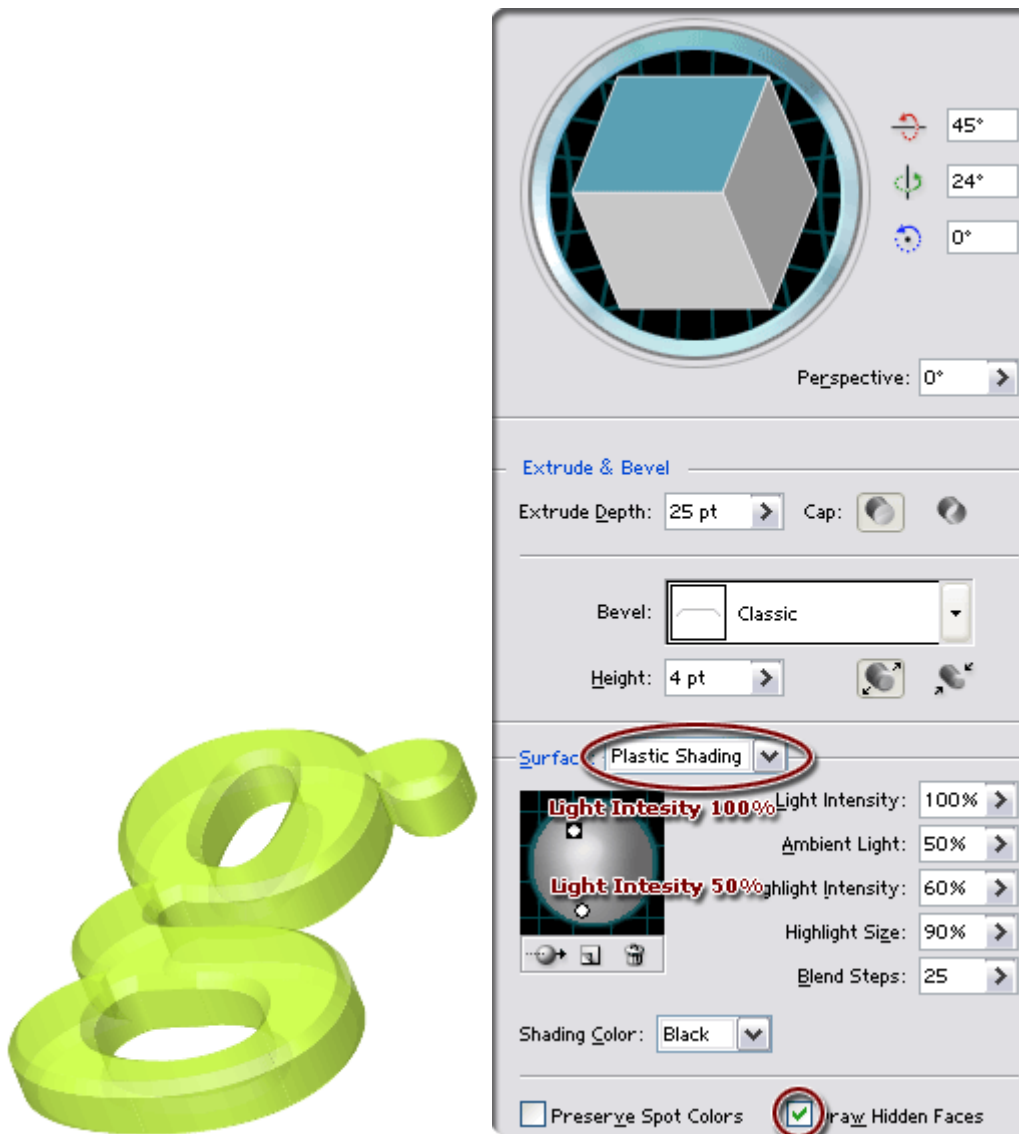
Get the *Selection Tool* (V)  and click on the text on the artboard. Open up the Transparency palette using **Window > Transparency** (Shift+F8) and change the blendmode from Normal to *Multiply* and set the Opacity to around 70%.

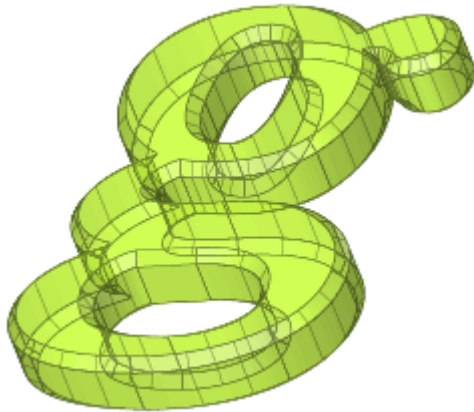
This next step might look odd but it is vital for the transparency to come out right when we turn the text into 3D.

Make sure that the text is still selected and go to **Object > Group** (Ctrl+G).

Move on to **Effect > 3D > Extrude & Bevel...**

Start out by clicking the *More Options* button and then proceed by inserting the values in the screen shot below. *Note that the Plastic Shading and Draw Hidden Faces settings are the only ones that are vital to this tutorial, you can mess around with the rest as you please.*

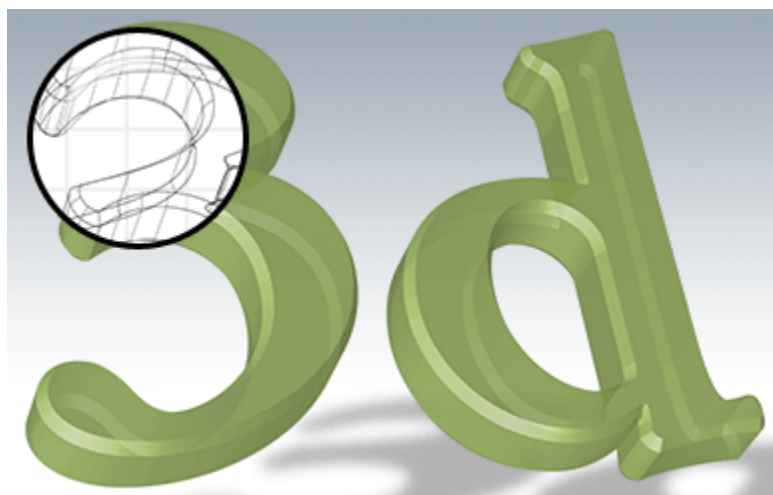




Make *Layer 1 copy* visible we again by bringing up the eye-icon  we clicked away before. Select the non 3D text on it and go back to the Extrude & Bevel dialog using **Effect > Extrude & Bevel...** (Alt+Shift+Ctrl+E) Change the Surface setting from Plastic Shading to *Wireframe* and exit the dialog window.

Go back to the Transparency palette and change the blendmode of the layer to *Multiply* and set the Opacity to about 40%.

This technique can be combined in may different ways using layer masks animations etc.



Brush Animation

Let's make a scatter brush and make a .swf animation of a sequence of images.

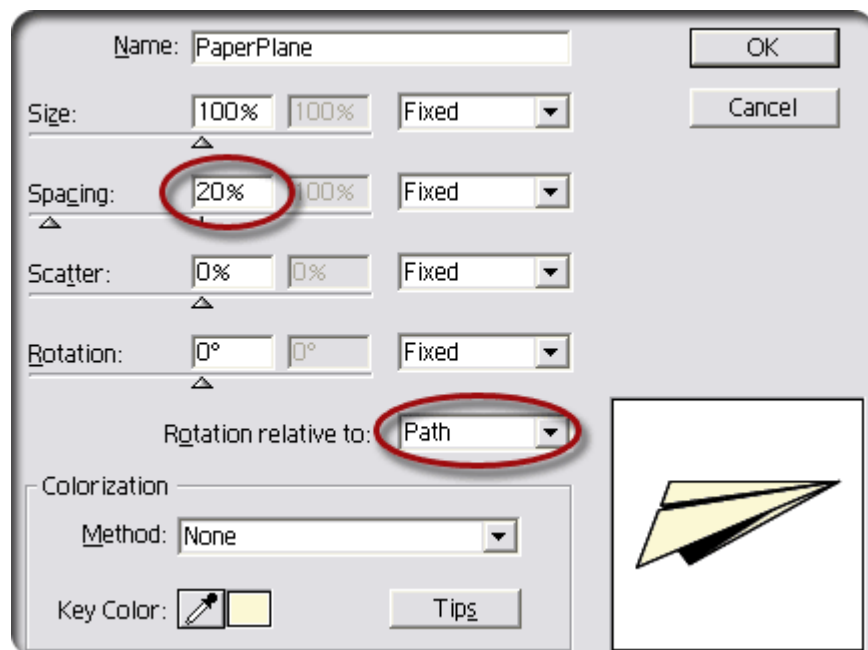
Start out by drawing the object that you want to animate. If you wish to use the paper plane as I did feel free to download the .ai-file here:



Go to **Select > All** (Ctrl+A) and then bring up the Brushes palette with **Window > Brushes** (F5). Hit the *New Brush*-button  at the bottom of the palette.

In the dialogbox that appears select *New Scatter Brush* and hit OK.

A new dialog box appears and at it's top you can name the brush. Make the settings look like this:



Delete the object you used to create the brush, in my case the paper

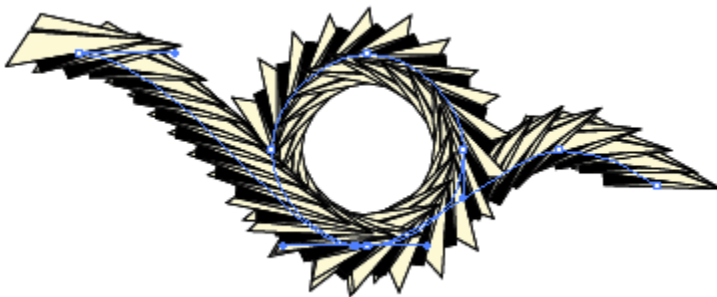
plane on the artboard.

Grab the *Paintbrush Tool (B)*  from the Tool box and draw the path that the animation will run along.

If you wish more control of the path than the *Paintbrush Tool* can offer you can use the *Pen Tool (P)*  to make your path. Then all you need to do is to keep the path selected and then hit the brush



preset in the *Brushes* palette.



As you can see you get a bunch of objects (paper planes) placed after each other.

Lets separate the objects from each other and the path they run along. Go to **Object > Expand Appearance** then to **Object > Path > Clean Up...** Leave the dialog as it is and just hit *OK*. Move on with *Object > Ungroup (Ctrl+Shift+G)* twice.

Open up the Layers palette with **Window > Layers (F7)** and click the little arrow in the top right corner of the palette. Select **Release to Layers (Sequence)** from the menu. Click on *Layer 2* in the Layers palette and the Shift+click on the *bottom layer* to select all layers between them. Hit the same arrow as before and this time choose **Reverse order** from the menu.

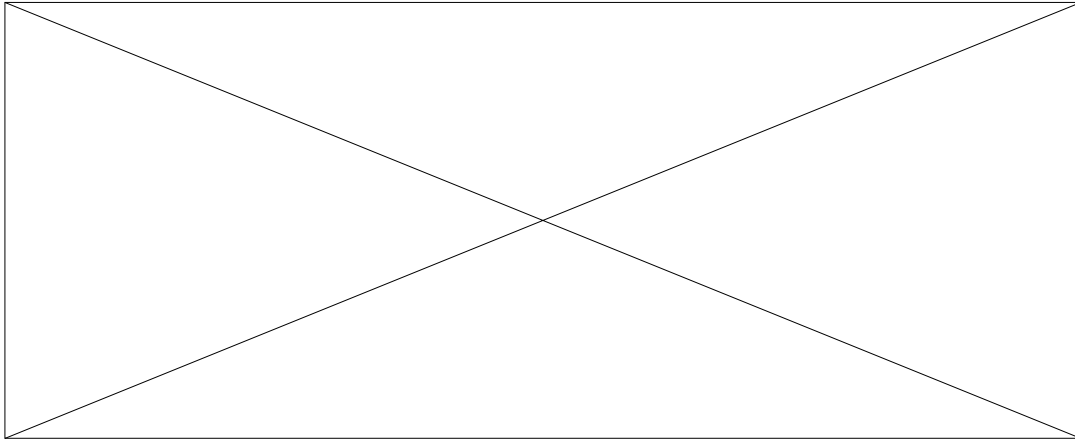
Go to **File > Export...** Set the File format to *Macromedia Flash (*.SWF)* and name the animation to something appropriate. Hit *Save*.

In the dialog that appears set:

- Export as: *AI Layers to SWF Frames*

- Frame Rate: Somewhere between 12 and up. The higher number the faster the animation will run. I went with a frame rate of 20 for my animation.
- Looping: *Checked*

Finally hit OK.



Enveloped Type

Let's deform some type using the envelop feature in Illustrator.

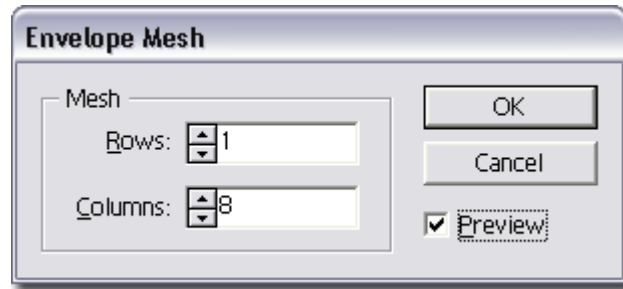
Grab the *Type Tool* (T) , click on your work area and type in your text. Font, size etc is totally up to you, but I used the font Compacta BT.



Click on the *Selection Tool* (V)  when you are done typing.

Go to **Object > Envelope Distort > Make with Mesh...** (Ctrl+Alt+M). Set the dialog like this:

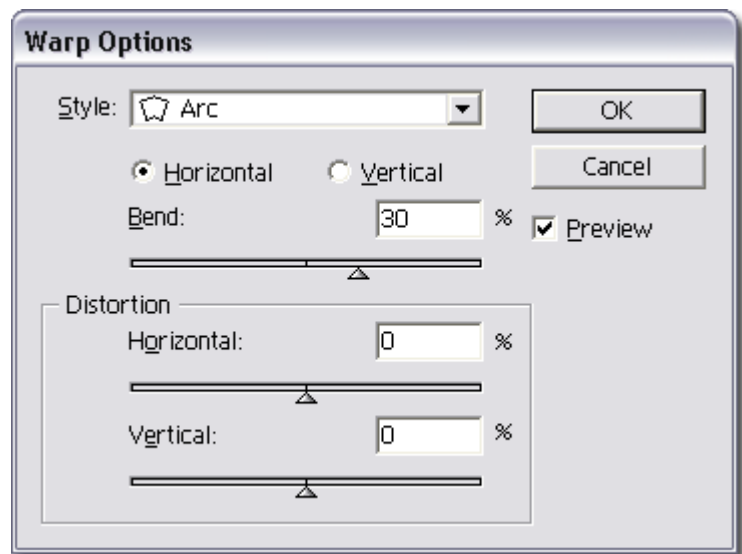




When you are finished in the dialog grab the *Direct Selection Tool* (A)  and select the top left node. Use the Up Arrow on your keyboard to move the node upwards. Continue this with the other nodes raising them to different levels.

We are now going to use another envelope technique but to use two different kinds you must first go to **Object > Envelope Distort > Expand**.

Move on with **Object > Envelope Distort > Make with Warp...** (Ctrl+Alt+W). Set the dialog like this:



And here is the final result after I made a copy with **Edit > Copy** (Ctrl+C), pasted it in front of the original object with **Edit > Paste in front** (Ctrl+F), moved it slightly with the *Selection Tool* (V)  and set the Fill Color to a deep red.



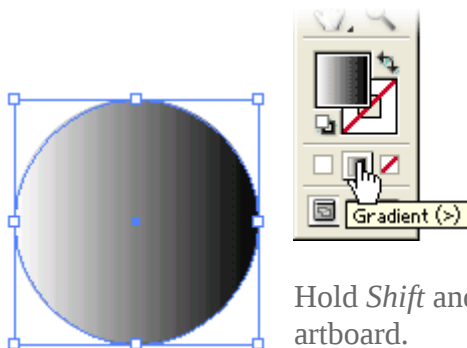
Gradient Sphere

Let's make a sphere in Illustrator using a gradient filled circle.

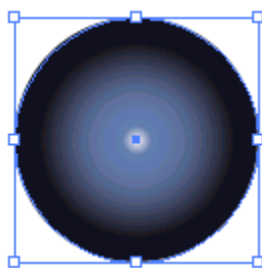
Click and hold on the *Rectangle Tool* to make more tools visible. Choose the *Ellipse Tool* from the menu.



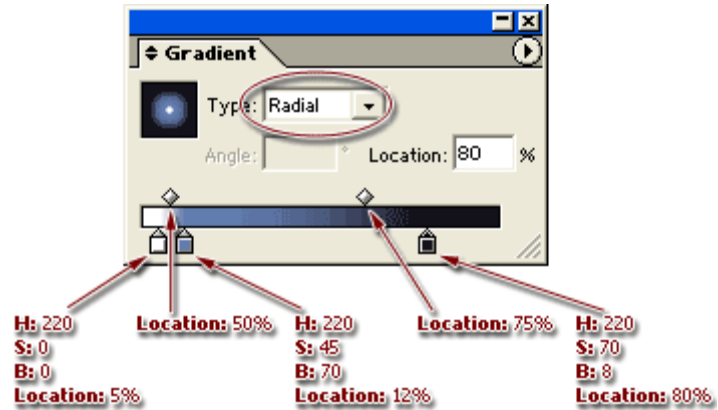
Set your Stroke color to *None* and your Fill color to **Gradient** by clicking on the *Gradient*-button (>) below the color indicators.



Hold *Shift* and drag out a circle of any size you desire on to the artboard.



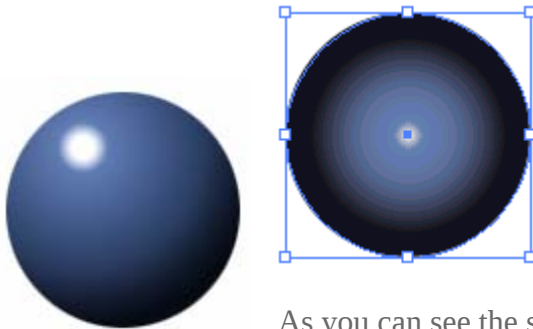
Go to the Gradient palette, if it's not visible bring it up with **Window > Gradient** (F9). Start out by switching the Type to *Radial* and then set the colors and positions according to the image below:



If you want a different color of your sphere than the blue I used go ahead and find another Hue setting for the different colors.

When you are done your sphere should look something like this.

Grab the *Gradient Tool* (G)  and drag from the top left corner to the bottom right edge.



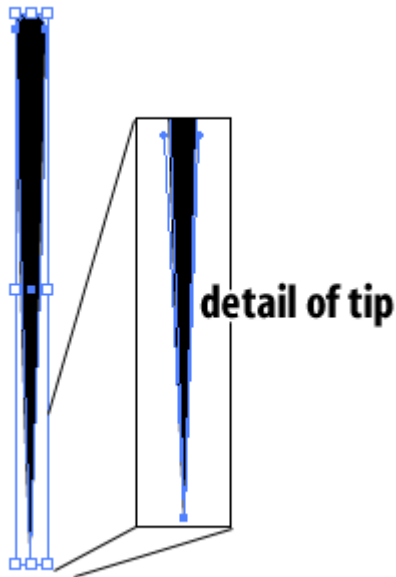
As you can see the sphere is now finished!

Hotrod Flames

Many people have asked me to make a tutorial on how to make flames. This will not be a like my regular tutorials with step by step instructions, more of a guide on a way to go about making these flames. To complete this tutorial you will need basic knowledge on how the *Pen Tool*  works.

We are going to start out by creating a brush that we are later going to apply to a few paths and then use the whole thing as a guide to create the flames. Sounds confusing? well, we'll take it one step at the time.

Grab the *Ellipse Tool*, it is located at the same place as the *Rectangular Tool* so right+click on it and choose the *Ellipse Tool* from the menu that flies out.



Hold Shift and drag in a small circle. Grab the *Direct Selection Tool* (A)  and select the bottom anchor point. Hold Shift and drag this anchor point downwards a bit. Use the *Direct Selection Tool*  and the *Convert Anchor Point Tool*



to make the Anchor point sharp and pointy.

Bring up the Brushes palette with **Window > Brushes** (F5). Use the *Selection Tool* (V)  to select the shape we just made and then hit the *New Brush*-button  in the Brushes palette. Select *New Art Brush* in the dialog and hit OK. Hit OK in the next dialog as well and the brush is complete. Delete the shape we made because we don't need it anymore.

Time to make some rough paths that will be the first step in creating the shape of the flames. I use the *Paintbrush Tool* (B)  for this but if you

prefer to use the *Pen Tool* (P)  that works as well. Using the *Paintbrush Tool* in combination with a graphic tablet is in my mind the ultimate way of doing this.



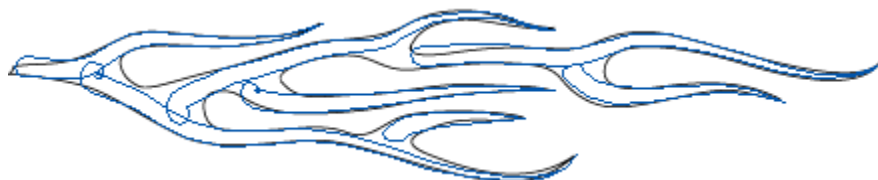
Use the *Selection Tool* (V)  to select all the paths and then return to the Brushes palette click on the thumbnail of the brush we created before.



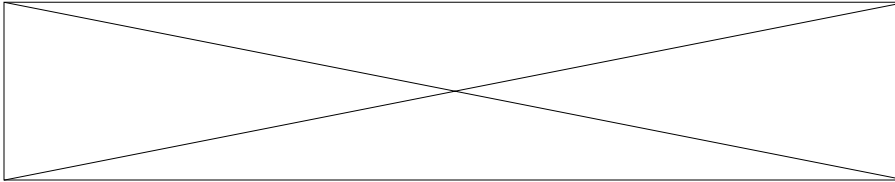
It is actually starting to look a bit like flames, doesn't it? We are now going to turn all of this into guides. Start out by making sure that everything is selected and then move on to **Object > Expand Appearance**. Select everything again and go to **Object > Path > Clean Up...** Check all boxes and hit **OK**. Time for **View > Guides > Make Guides** (Ctrl+5). This is how it should look by now:



All we need to do now is to use the *Pen Tool* (P)  to create the flames using the guides as a template. You'll probably need to make some adjustments along the way but at least you have the basic shape to work from.



When you are finished go ahead and fill the flames as you please, maybe a nice gradient?

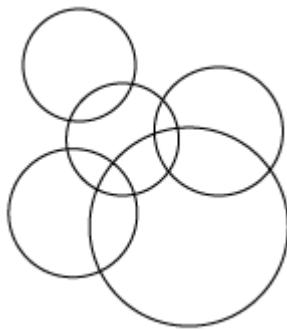


Irregular Shapes

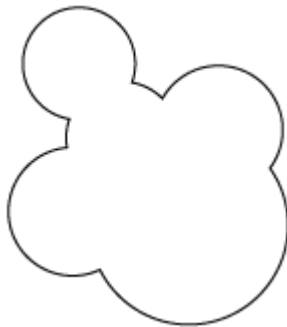
Start out by setting the *Fill color* color to *black* and the *Fill* to *none*.



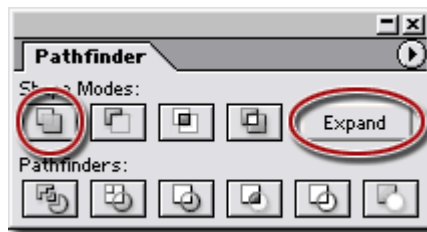
Click and hold on the *Rectangle Tool*, choose the *Ellipse Tool* (L) from the menu.

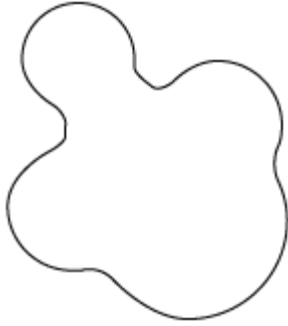


Drag in a couple of circles that overlap each other, more or less. If you want completely round circles like me hold *Shift* while using the tool, but ellipses work in this tutorial as well.



Get the *Selection Tool* (M)  and drag over all the circles you made so they all get selected. Bring up the Pathfinder palette, **Window > Pathfinder** (Shift+F9), and click the *Add to shape area*-button and then the *Expand*-button.





With the object still selected move on to **Filter > Stylize Round Corners...** Set the *Radius* to 10 or so depending on the size of your object. Here we have a nice smooth shape.



So now we have the smooth shape, but if you want one that is spiky read on...

Proceed to *Filter > Distort > Pucker and Bloat...* Move the slider left towards *Pucker*, make sure you have *Preview* checked so you can see hoe the filter affects your objects in different settings. When satisfied hit *OK*.

Below you can see these shapes in action after being copied into Photoshop as Shapes.



Pool Balls

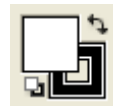
The Revolve feature in Illustrator CS gives us a chance to add a symbol to the surface of a 3D object. Let's see how it's done in this tutorial.

We are going to start by creating the label that we want on our ball.

Start out by clicking and holding on the *Rectangle Tool* until the menu flies out then select the *Ellipse Tool*.



Click somewhere on the canvas and enter *15 mm* in both the Width and Height boxes. With the circle still selected set the Fill color to *white* and the Stroke color to *black*.

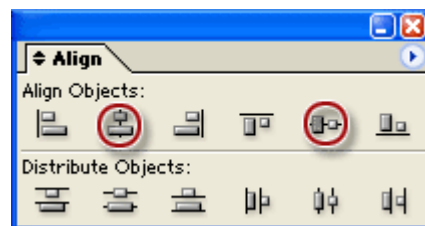


Bring up the Stroke meny with **Window > Stroke** (F10) and set the Weight of the stroke to *2 pt*.

Get the *Type Tool* (T) , set a suitable font and a size that matches the circle. Click nearby the circle and type in the number you want on your ball.

Go to **Type > Create Outlines** (Shift+Ctrl+O) and then to **Select > All** (Ctrl+A). Bring up the Align palette with **Window > Align** (Shift+F7) and click both the *Horizontal Align Center*-button and the *Vertical Align Center*-button.

2



Bring up the Symbols palette with **Window > Symbols** (Shift+F11) and press the *New Symbol*-button . This saves the

circle and the number as one symbol and we can apply it onto the 3D object later.

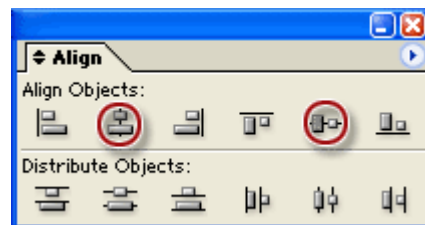
Time to make the ball.

Back to the *Ellipse Tool* (L)  and once more click somewhere on the canvas. Enter *40 mm* for Width and Height. Click and hold on the *Ellipse Tool* so the menu flies out, switch back to the *Rectangle Tool*.



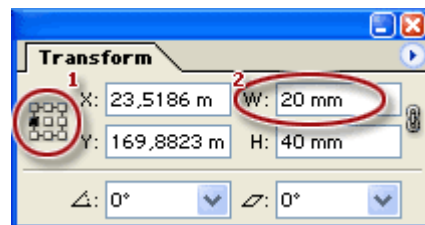
Click on the canvas somewhere nearby the circle you just made and type in *40 mm* for Width and Height here as well.

Get the *Selection Tool* (V)  and make a drag selection so both the new circle and the new square gets selected. Back to the Align palette and click the *Horizontal Align Center* and the *Vertical Align Center*-buttons once more.



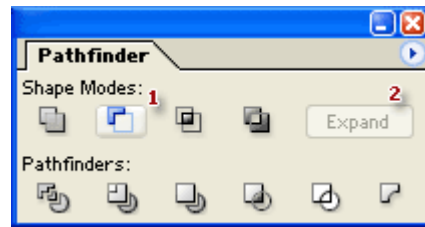
Click in an empty area of the canvas to deselect and then click on the rectangle to select it.

Bring up the Transform palette using **Window > Transform** (Shift+F8). First set the reference point to *center left* (1.) then set the Width to *20 mm* (2.).



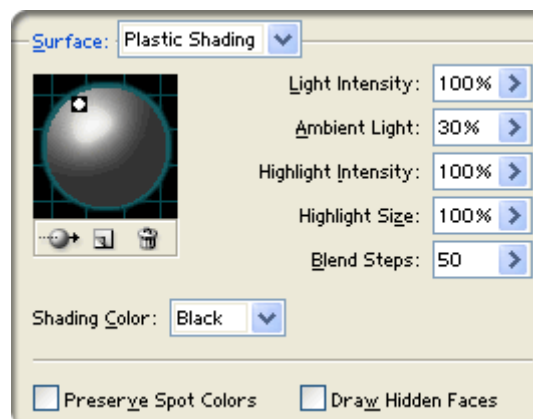
Still using the *Selection Tool* (V)  drag select both the resized rectangle and the circle. Bring up the Pathfinder with **Window > Pathfinder** (Shift+F9) and hit first the *Subtract from shape area-*

button and then the *Expand*-button.



Finish this off by setting the fill color you want for your ball. Since I'm making the "2 ball" I choosed Night Blue from the default Swatches palette.

Head up to **Effects > 3D > Revolve...** First of all we are going to work with the lighting so hit the *More Options*-button. Set the lower part of the dialog like this (never mind the top part we'll gat back to that later):



Time to add the symbol that we created in the start of the tutorial. Click the *Map Art...* -button. Locate the symbol we created before in the Symbol picker. Check the *Preview* box and if necessary move the dialog box to the side so you can see the ball. Drag the symbol to a position you like, you can position it anywhere in the light gray area. Before you leave the the Map art window check the *Shade Artwork* box. Hit *OK*. I you are not pleased with the position of the symbol with the number try and move the box in the top part of the dialog around. Hit *OK* when you are satisfied.



This technique can be applied in masny different ways using different shapes to revolve and symbols to attach.

Here's another example of pool balls created with the same

technique and then transferred over to Photoshop so reflections, shades and a background could be added. The 9 ball was made using a white half circle and then a symbol with a number, a white circle and a yellow band.



Rope Brush

Let's create a pattern brush of a rope.

We need to zoom in a little to get a good look at the work we are going to do. Head down to the bottom left corner and click in the Zoom Controller, type in *400%* and hit *Enter* on your Keyboard.



Go to the Toolbar and set the stroke to *none* and pick *any color* as the fill.



Click and hold on the *Rectangle Tool* to get more options, select the *Rounded Rectangle Tool*.



Click somewhere on your art board and in the dialog box set these

figures:

- Width: 10 px
- Height: 15 px
- Corner Radius: 2 px

Hit OK.



Lets skew the rounded rectangle a little. To do this go to **Object > Transform > Shear...** Set the *Shear Angle* to 30° and the *Axis* to *Horizontal*. Hit OK.



Grab the *Selection Tool* (V)  click and hold on the rectangle then press Shift and Alt keys and drag it to the left like seen on the image to the left. Because you pressed Alt there will be a copy of the first rectangle.



Click and hold the *Scissors Tool* so another option becomes available, pick the *Knife Tool*.



Drag from top to bottom over the left rectangle cutting it in roughly two equal parts.



Go to **Select > Deselect** (Ctrl+Shift+A) and then switch back to the *Selection Tool* (V). 

Hold down *Shift* and move the left half of the cut rectangle to the right side of the original rectangle.

Go to **Select > All** (Ctrl+A) and then bring up the Brushes palette with **Window > Brushes** (F5). At the bottom of the palette hit the **New Brush**-button . In the dialog box that appears select *New Pattern Brush* and hit OK. A new dialog box appears, name the brush *Rope* at the top of it and at the bottom choose *Tints* under *Colorization*. Hit OK and you can see your new brush at the list in the Brushes palette.

Hit Delete on your keyboard to remove all the art on the screen.

Time to use the brush. Go to the Toolbar and set the Fill to none and set the Stroke color to your liking. Create any path using either the Pen Tool or one of the Rectangle-, Ellipse-, Rounded Rectangle-, Polygon or Star Tools. When finished with your path click the Rope preset in the Brushes palette and voilà you have stroked the path with rope.



Here it is after putting some more work into it!



Shiny Sphere

Making a shiny sphere in Illustrator comes quite easy using a Gradient Mesh, let's see how it works.

Start out a new CMYK document and set your fill color to:

C: 0

M: 50

Y: 100

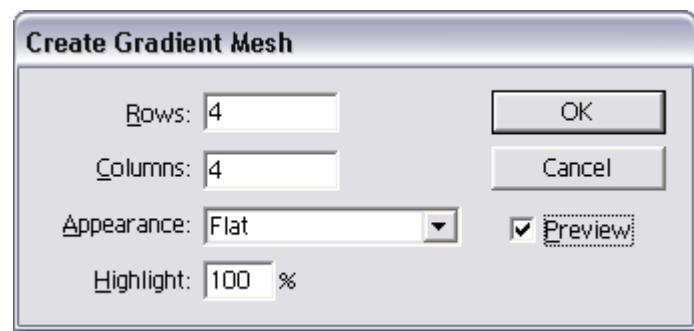
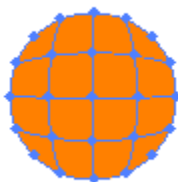
K: 0

Set the stroke color to *None*.

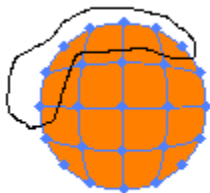
Click and hold on the Rectangle Tool and select the Ellipse Tool (L) from the menu. 

Shift+drag out a circle on your document.

Go to **Object > Create Gradient Mesh...** Set it like this:

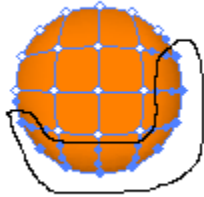


Hit OK.



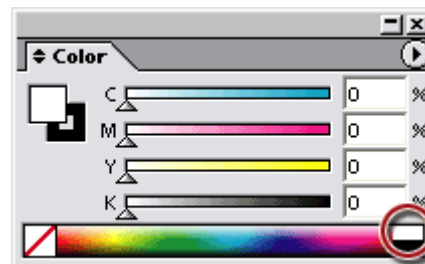
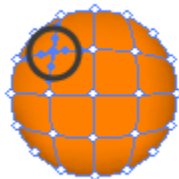
Grab the *Direct Select Lasso Tool* (Q)  and drag in a selection around the nodes running along the edge of the top and left part of the circle.

Go to the the Color palette (if it's not visible bring it up with **Window > Show Color** (F6)) and move the K slider to 15%.



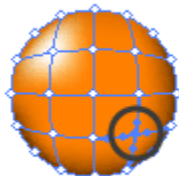
Still using the *Direct Select Lasso Tool* (Q)  select the nodes along the bottom and right side of the edge.

Back to the Color palette and move the *K* slider to 60%.



Get the *Direct Slection Tool* (A)  and click on the node showned in the image to the left.

In the Color palette click on the little swatch representing white color.



Still using the *Direct Slection Tool* (A)  and click on the node showned in the image to the left.

In the Color palette change the *M* slider to 30%.

As you can see it's pretty easy to use the Gradient Mesh, all you need to do is to select nodes and change the color.



Spiral Cord

Crank up Illustrator and bring up a new image.

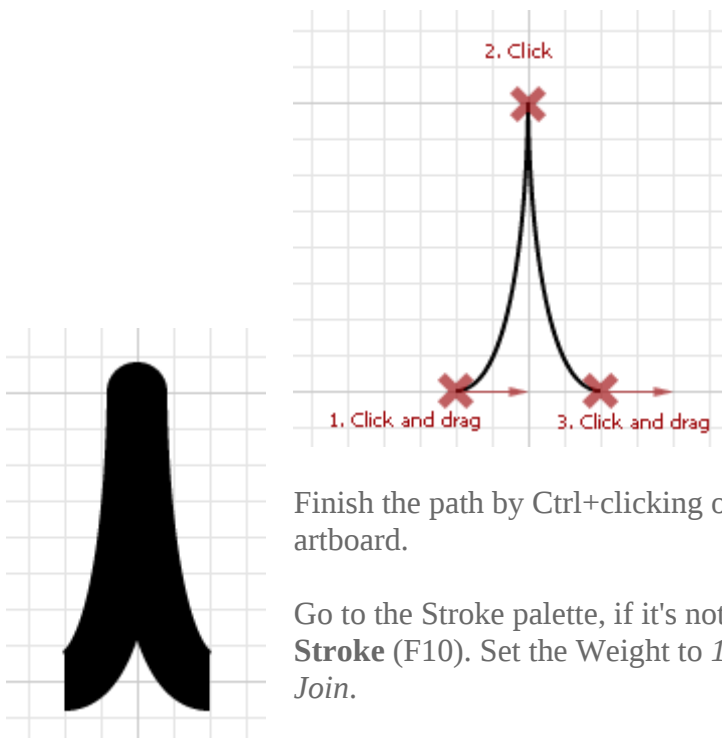
Turn on the grid and its snap function with **View > Show Grid** (Ctrl+`) and then **View > Snap to Grid** (Ctrl+Shift+`).

Set your fill color to *none* and your stroke color to *black*.



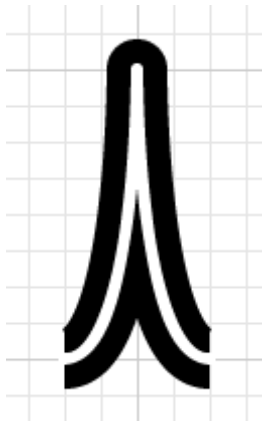
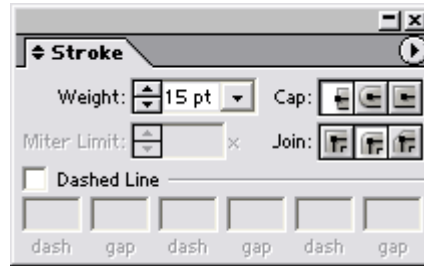
Use the keyboard shortcut *Ctrl* + to zoom in until the Zoom indicator at the bottom right of the window says 200%.

Grab the *Pen Tool* (P)  and create a path according to the instructions below.

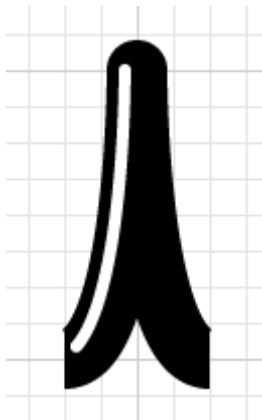
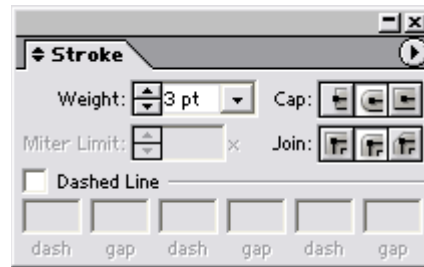


Finish the path by Ctrl+clicking on an empty spot on your artboard.

Go to the Stroke palette, if it's not visible go to **Window > Stroke** (F10). Set the Weight to 15 pt and set the Join to *Round Join*.



To make a highlight on the cord start out by making a copy of the thick black path, **Edit > Copy** (Ctrl+C). Paste the copy in front of the original using **Edit > Paste in Front** (Ctrl+F). Switch stroke color to *white* and head back to the Stroke palette. Set the Weight to *3 pt* and change the cap to *Round Cap*.



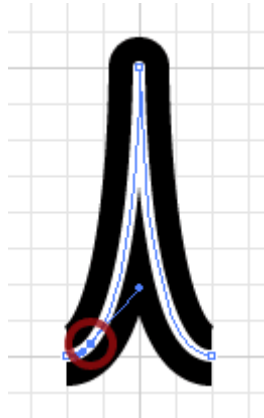
We don't want the highlight to cover the entire cord so let's trim it down a little.

Turn of the snap to grid function with **View > Snap to Grid** (Ctrl+Shift+").

Click and hold on the Pen tool and when the menu flies out click on the little arrow to the far right to release the tools into a little tool bar.

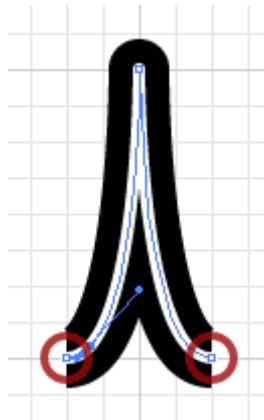


Choose the *Add Anchor Point Tool* (+) from the new toolbar. Add an anchor point by clicking on the path as seen below.



Switch to the *Delete Anchor Point Tool* (-) from the little toolbar.

Remove the two anchor points at the ends of the path like seen below.

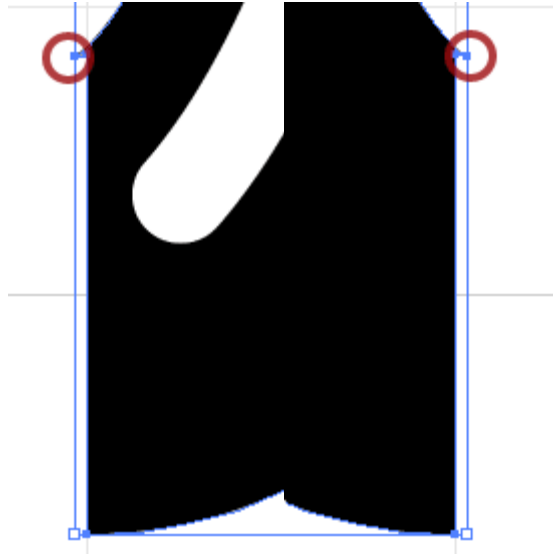


Switch to the *Selection Tool* (V)  and use the arrow keys on your keyboard to move the white highlight slightly to the right.

OK, now we are getting pretty close, just some fine tuning left. Go to **Select > All** (Ctrl+A) and then to **Object > Path > Outline Stroke**.

We need to polish the ends of the cord so the edge is perfectly vertical. Zoom in hard using *Ctrl* + several times and use the *Delete Anchor Point Tool* (-) to remove the two anchor points shown below.





Zoom out again using *Ctrl -*.

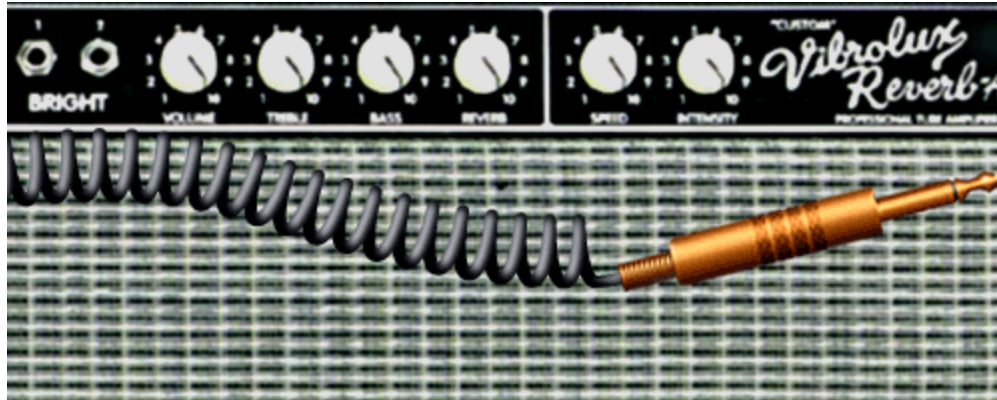
We need to resize the cord a little bit so go to **Select > All** (*Ctrl+A*) and then bring up the Transform palette with **Window > Transform** (*Shift+F8*). Get the *Selection Tool* (V) , grab the corner handle of the selection and while holding *Shift* drag inwards/downwards until the objects are approximately 20 pt high. Check in the Transform palette to see the size.

Bring up the Brushes palette with **Window > Brushes** (*F5*) and hit the *New Brush*-button  at the bottom of the palette. Choose *New Pattern Brush* and hit *OK*. All you need to do is name the pattern in the top part of the dialog and then hit *OK*.

Grab the *Paintbrush Tool* (B)  and make sure you still have your fill color set to *none*. Drag with the Paintbrush Tool on your artboard and voilà there is your spiral cord.



In this piece of art I've copied and pasted the cord into Photoshop where I added all the other features.



Spirograph

Here's two ways to create a spirograph effect. One has high control and produces a symetric result and the other is a bit more random but extremly quick to use.

1. Grab one of the shape tools, the *Rectangle Tool*, the *Rounded rectangle Tool*, the *Ellipse Tool*, the *Polygon Tool* or the *Star Tool*.

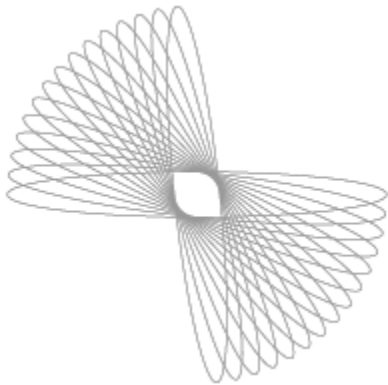


Set the Fill color to *None* and the stroke color to whatever you prefer.

Go to the Stroke palette, if it is not visible bring it up with **Window > Stroke** (F10). Set the Weight to a very low setting like the 0.25 that I used. Use the tool you picked before to drag in a shape. You can pretty much go with any dimensions you want but if you work with the *Ellipse Tool*  make sure that the Height and Width are not equal. I used the Ellipse Tool to create the shape seen to your left.

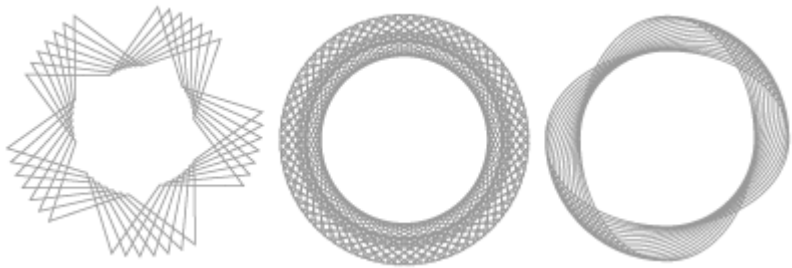


Go to **Object > Transform > Rotate...** The angle setting is going to control the density of your creation. The lower setting you go with the denser the image is going to be. Go with a pretty low setting like the 6° I went with. Now hit the *Copy* button and you get a copy of your shape slightly rotated.



Use the keyboard shortcut *Ctrl+D* to repeat the transformation and you'll see that you get a third shape. Continue to use *Ctrl+D* until you have the creating you desire.

Here are some of the effects you can get:



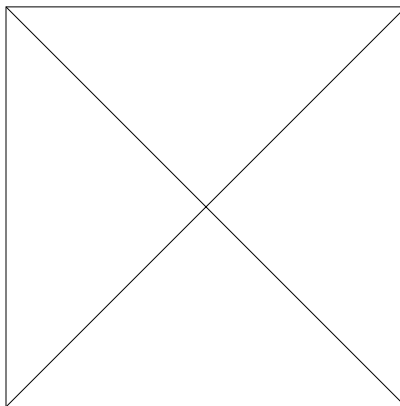
Here's a circle that I've applied the Zig-Zag filter on before rotating:



Here I've used this technique and pasted it into photoshop to create a carbon fibre ring:



ere I've layered the image so each ring is on its own layer. hen I placed the .ai-file in a LiveMotion composition and released the layers as a sequence. Then I duplicated the sequence a couple of times and offsetted each duplicet slightly and gradually lowered the opacity.

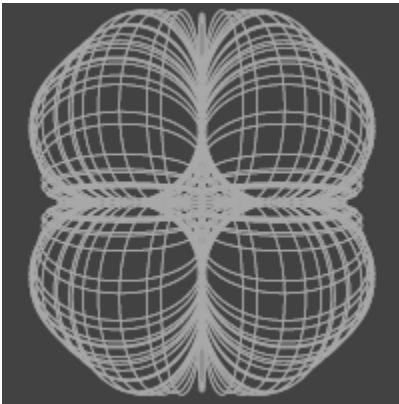


2. Here's the second technique...

Pick one of the shape tools as above.



Keep the Fill to *none* and set the Stroke like before. Drag out your shape but don't release the mouse button. Instead press the *tilde* (~) key and start to move your mouse around. What was that?



You can mess around with this for a long time. Try to see what happens if you move your mouse slower or faster. See what effects you get if you combine the tilde key with the *Shift* and/or the *Ctrl* key.



This rose took me about 30 seconds to make using a gradient fill and the round corners filter.

Tentacle

Start out by pressin down the *Rectangle Tool* and choosing the *Ellipse Tool* from the flyout.

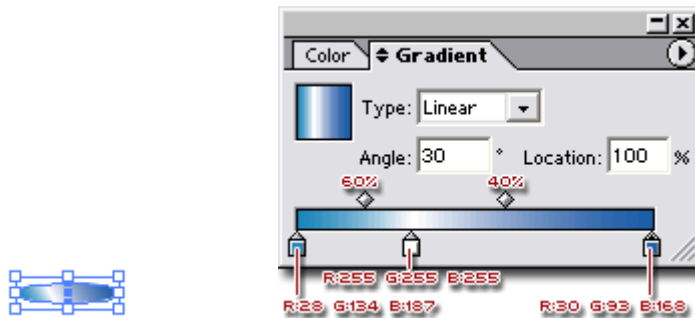


Drag out a flat ellipse on your image and then head over to the Tool bar. Set the *Fill* to *Gradient* and the *Stroke* to *None*.



Bring up the Gradient palette, **Window > Gradient** (F9), and set it like this:

window > gradinet



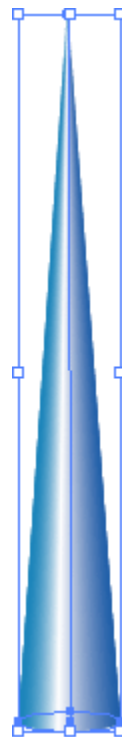
Grab the *Selection Tool* (V)  while holding the the *Alt* key drag the ellipse upwards. This produces a copy of the original ellipse.

Go to **Object > Transform > Scale...** Set to *Uniform* and *Scale* to 1%.

Move on with **Object > Blend > Blend Options...** and make these settings:



Drag with the *Selection Tool* (V)  a selection that covers both the big and small ellipses. Go to **Object > Blend > Make** (Ctrl+Alt+B).

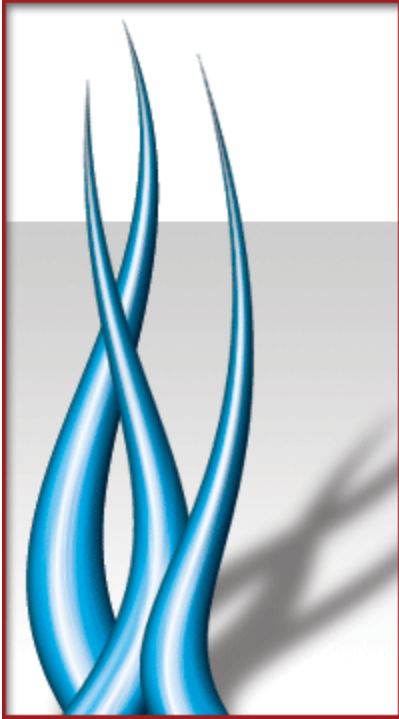




Press down the *Pen Tool* to get more options and select the *Convert Anchor Point Tool* from the flyout.



As you can see there is a path that runs from the center of the big ellipse to the center of the small ellipse. Drag with the tool from the bottom node of the path down and to one side. Then drag the top node of the path down and to the opposite side.



Here is how it can look if you make more tentacles and export them to Photoshop and then jazz them up little there.

Click [here](#) for another example from my gallery.

Text Effects

Let's take a look at how you can add a stroke, inner shadow and a drop shadow to text in Illustrator.

Start out a new *CMYK* document and grab the *Type Tool* (T) . Go to the Character palette. **Window > Type > Character** (Ctrl+T), and set the attributes for your text. I used *Futura Md BT* at *100 pt*. Click on your document and type in your text.

Go to the Color palette and set the base color you want your text to have. I picked:

WM

- C: 0
- M: 100
- Y: 100
- K: 30



Make sure that the text is still selected and go to **Type > Create Outlines** (Ctrl+Shift+O) and then to **Edit > Copy** (Ctrl+C). Proceed to **Edit > Paste in Front** (Ctrl+F), a new text object is placed right on top of the original one. Drag one of the color sliders in the Color palette a little to give this new object a different color, just so we can tell it apart from the original text object. Pick the *Selection Tool* (V)  and move the object by using the arrow keys on the keyboard. I moved mine *three notches down and two to the right*.



Use the *Selection Tool* (V)  to select both objects. Go to the Pathfinder palette, **Window > Pathfinder** (Shift+F9), and click the *Subtract from shape area*-button . Go to **Object > Expand Appearance**. Darken the object a bit by dragging the *K slider* in the Colors palette slightly to the right.



Move on to **Edit > Paste in Back** (Ctrl+B). Do this twice. Set the *Stroke color* to a suitable color, I picked *black*. In the Stroke palette set the *Weight* so the outline looks good on your text, I went with a *Weight* of *8 pt*.

Go to **Edit > Copy** (Ctrl+C) and then to **Edit > Paste in Back** (Ctrl+B). Set both the *Fill color* and the *Stroke color* to *Black* and move the object using the arrow keys *3 notches down and 2 notches right*.

Go to **Effects > Blur > Gaussian Blur...** Set the *Radius* to *3 pixels* and hit *OK*.



Move on to the Transparency palette, **Window > Transparency** (Shift+F10), set the *Blendmode* to *Multiply* and the *Opacity* to *70%*.

Well that's it!

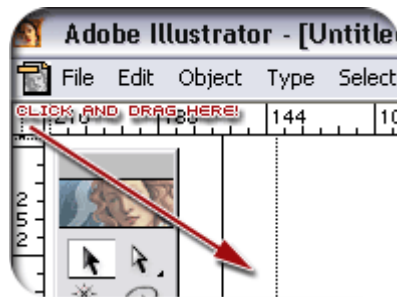
Transparent Pill

Here's how to utilize Transparency Masks to create semi-transparent objects. In this tutorial we are going to make a pill button à la Mac.

Start out a new document and bring up the Rulers with **View > Show Rulers** (Ctrl+R). Right-click on one of the rulers and choose *Pixels* from the menu.

Click and drag from the point where the rulers meet and into your page. This resets the zero point of the image. Drop it

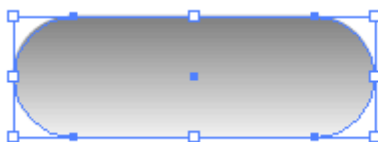
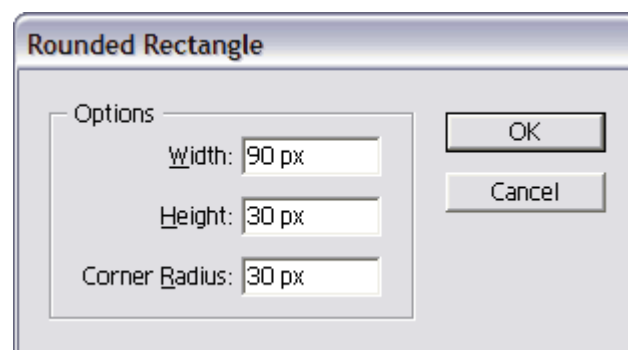
somewhere inside the page border, where exactly doesn't matter. This going to help you align your different objects.



Click and hold on the *Rectangle Tool* to bring up more tools. Pick the *Rounded Rectangle Tool* from the menu.



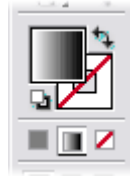
Click anywhere on your artboard and set the dialog that appears like this:



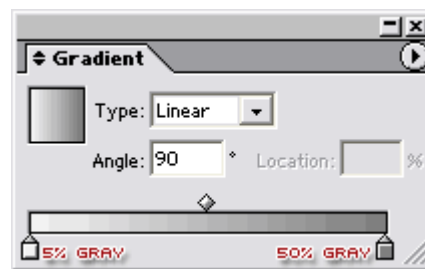
Bring up the Transform palette with **Window > Transform**

(Shift+F) and set the X: and Y: values to 0.

Go to the Toolbar and set your stroke to none and your fill to *Gradient* (>).

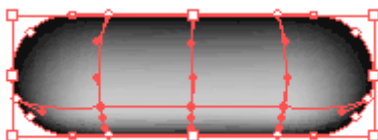
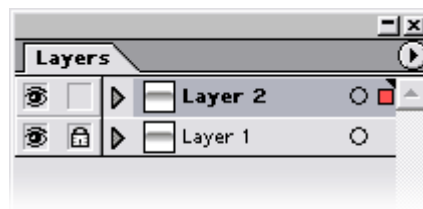


Bring up the Gradient palette with **Window > Gradient** (F9) and set it like this:



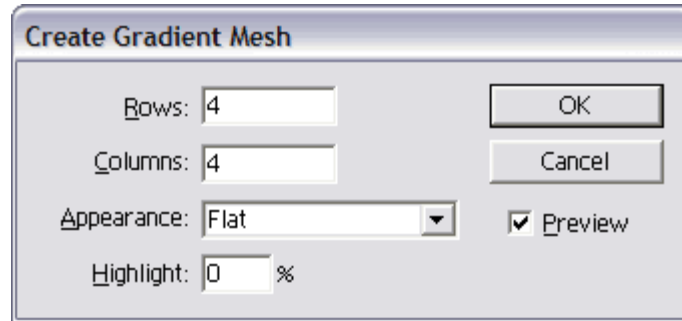
Next up we are going to use the Layers palette so make sure it is visible, if not bring it up with **Window > Layers** (F7).

Make a copy of the rounded rectangle and lock *Layer 1* in the Layers palette by clicking in the blank square to the right of the eye-icon. Bring up a new layer by hitting the *Create New Layer*-button  and paste the copied rounded rectangle with **Edit > Paste in Front** (Ctrl+F). Here is how your Layers palette should look by now:

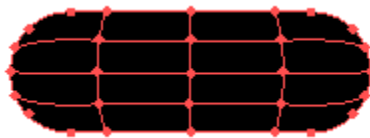


Hit the Black swatch in the Swatches palette to give the rounded rectangle a solid black color.

Go to **Object > Create Gradient Mesh...** Set the dialog like this:



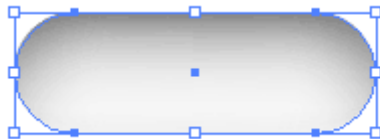
We are not going to need some of these rows so grab the *Mesh Tool* and while holding *Alt* on your keyboard and click on the nodes shown in the illustration below:



Grab the *Direct Select Lasso Tool* (Q)  and select the 3 inside nodes of the mesh. Move over to the Swatches palette and pick the *Light Grey* swatch.

Go back to the Layers palette and hide *Layer 2* by clicking on its eye-icon . Proceed by unlocking *Layer 1* by clicking on the little padlock icon .

Grab the *Selection Tool* (V)  and click on the gradient filled rounded rectangle. Go back to the Layers palette and reveal *Layer 2* again by bringing up the eye-icon again. Hold down *Shift* on your keyboard and then click on the mesh filled rounded rectangle.

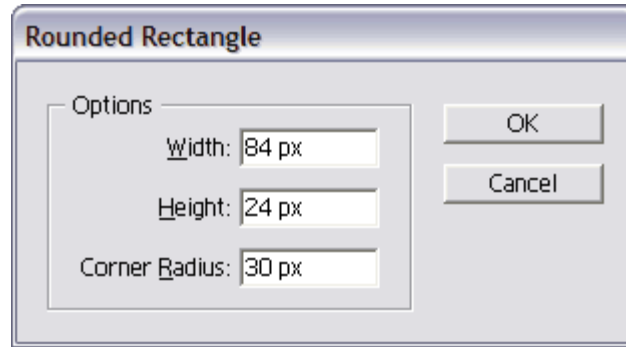


Bring up the Transparency palette with **Window > Transparency** (Shift+F10). Click on the little arrow-button  in the top right part of the palette and select **Make Opacity Mask** from the menu. Stay in the Transparency palette and check *Invert Mask*.

Go back to the Layers palette and hit the *Create New Layer*-button  and drag it so its at the top of the stack in the Layers palette.



Pick the *Rounded Rectangle Tool*  again and click anywhere on your artboard. Set the dialog that appears like this:



Hit the *white* swatch in the swatches palette. Go to the Transform palette and set the X: and Y: values to 0.

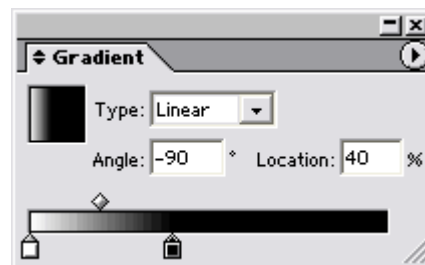
Go back to the Layers palette and bring up a new layer, *Layer 4*, by clicking on the *Create New Layer*-button .

Click and hold on the Rounded Rectangle Tool in the Tool bar and switch to the *Rectangle Tool*  from the menu.

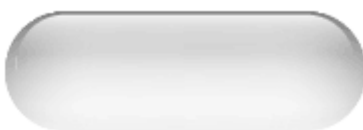
Drag in a rectangle that just about covers the white rounded rectangle. Make it just a little bigger in each direction.



Click on *Gradient* (>) in the Tool bar and move over to the Gradient palette and make it look like this:



Hide *Layer 4* in the Layers palette and select the white rounded rectangle using the *Selection Tool* (V) . Reveal *Layer 4* again and while holding *Shift* on your keyboard select the Gradient rectangle.

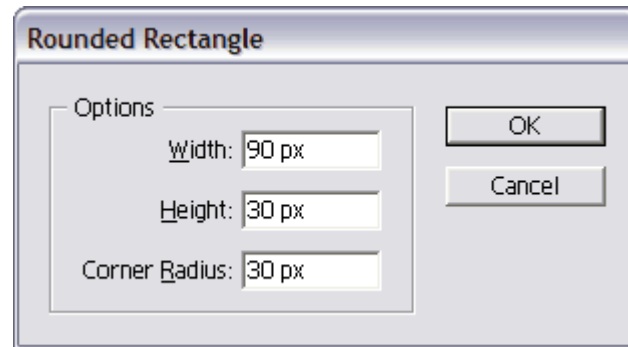


Back to the little arrow  in the Transparency palette and again pick **Make Opacity Mask** from the menu.

Back in your illustration use the Selection Tool  to move the

white glare slightly up towards the edge of the pill shaped button.

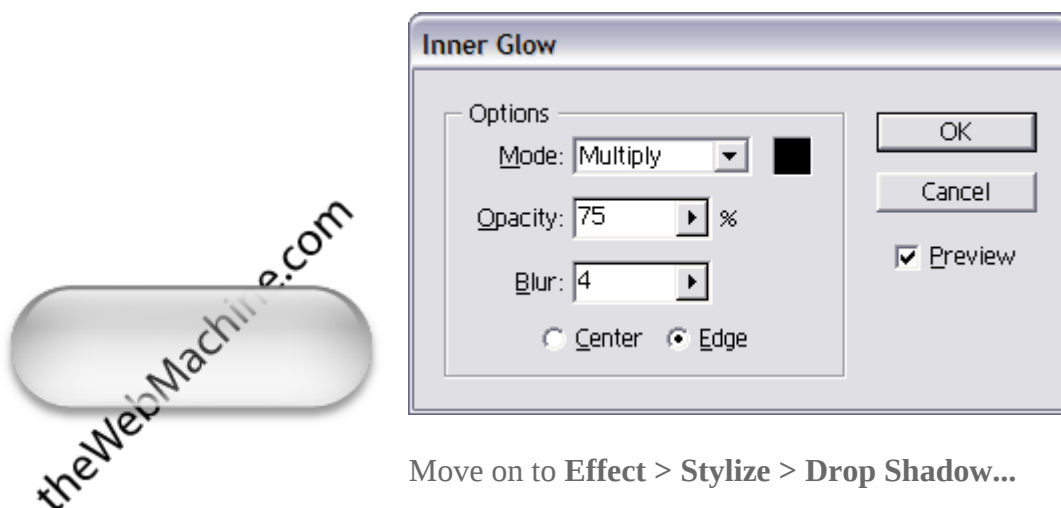
Ok we are getting pretty close now. Let's make the finishing touch. Go back to the Layers palette and hit the *Create New Layer*-button  again and drag the new layer, *Layer 5*, to the bottom of the stack. Click and hold on the Rectangle Tool and switch over to the *Rounded Rectangle Tool*  once more. Click anywhere and set the dialog like this:



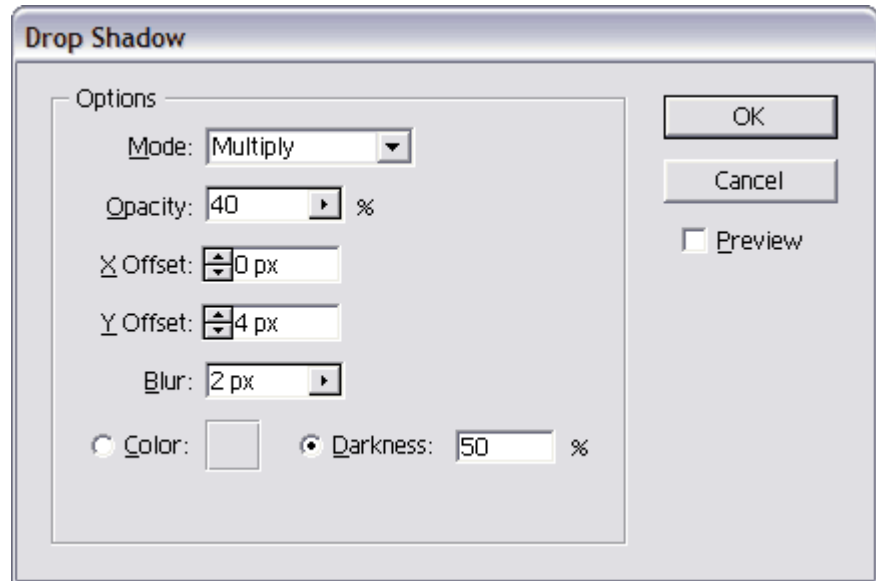
Give the Rounded rectangle a *white* fill.

One final trip to the Transform palette and as before set the X: and Y: values to 0.

Go to **Effect > Stylize > Inner Glow...**



Move on to **Effect > Stylize > Drop Shadow...**



Finally move over to the Transparency palette and set the blendmode of the layer to *Multiply*.

If you place something on a new layer at the bottom of the stack you will see that the button is semi-transparent.



Now this tutorial is made in grayscale but you can use the same techniques to make colored art as well.

Tribals

Here's how to make an artbrush perfectly suited to make tribal patterns with.

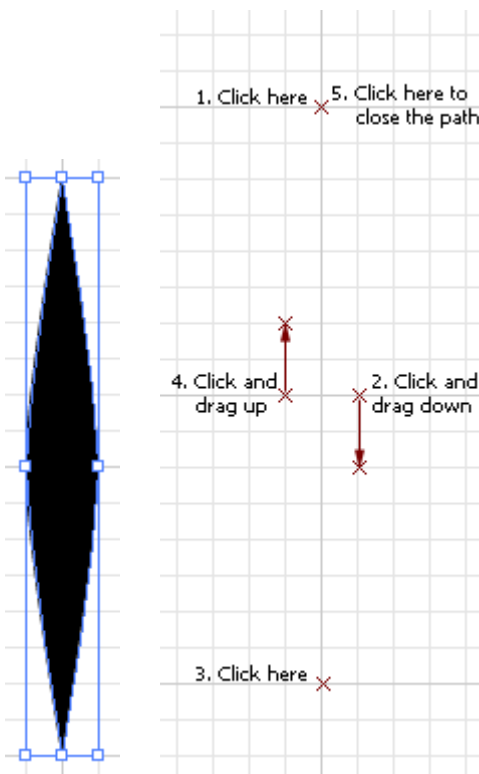
Launch a new image in Illustrator and turn on the grid with **View > Show Grid** (Ctrl+`) and also the snap to grid feature with **View > Snap to Grid** (Ctrl+Shift+`).

Zoom in using *Ctrl +* to about 200% so you can get a detailed view of your work.

Set your foreground color to *Black* and the stroke to *None*.



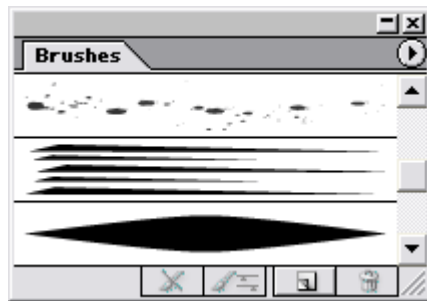
Pick up the *Pen Tool* (P)  and draw the shape according to my guide below.



Bring up the Brushes palette with **Window > Brushes** (F5). Make sure

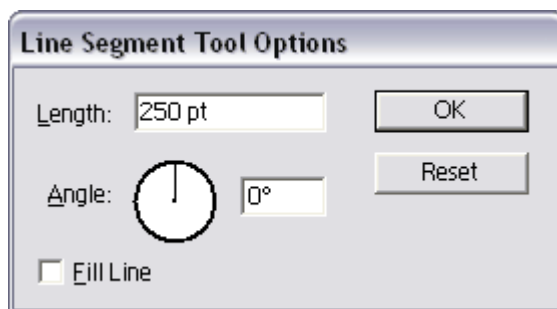
that the shape you just drew is selected and hit the *New Brush*-button  at the bottom of the Brushes palette.

In the dialog that appears select *New Art Brush* and hit *OK*. A new dialog appears where you can name your brush. Type in *Tribal* after Name and hit *OK*. Take a look in the Brushes palette and you will see your brand new tribal brush.

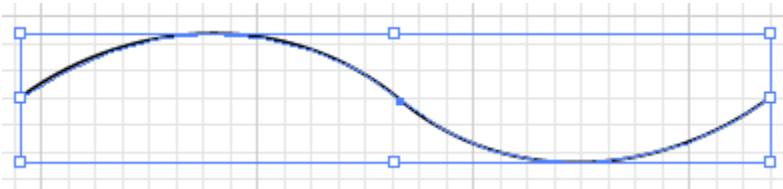


Hit *Delete* on our keyboard to remove the shape we used to make the brush, it is not needed anymore.

Grab the *Line Segment Tool* (\)  and click anywhere on your image. Set the dialog that appears like this:



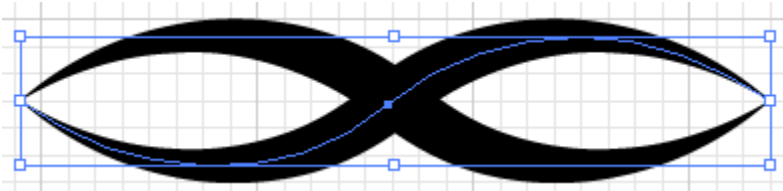
Go to **Filter > Distort > Twist...** Type in an Angle of 40 and hit *OK*.



With the twisted line selected click on the *Tribal* brush preset in the Brushes palette.



Go to **Object > Transform > Reflect...** Set the Axis to *Vertical* and hit *Copy*.



Now you have the components you need to make your tribals. Just make copies and offset the different lines into the pattern you want.



Wireframe Sphere

Let's make a quick variation of the basic wireframe sphere.

Click and hold on the *Rectangle Tool* and pick the *Ellipse Tool* from the menu.



Set the stroke color to *black* and the fill to *none*.

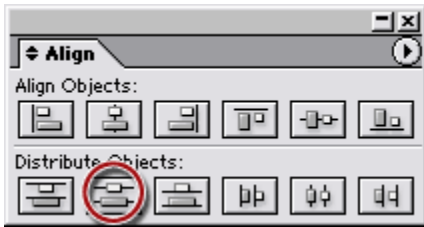


Click on your image and set the Width to *160 pt*, the Height to *35 pt* and then hit *OK*.

Go to **Edit > Copy** (Ctrl+C) and then use **Edit > Paste in Front** (Ctrl+F) five times. This should give you 6 ellipses on top of each other. Switch to the *Selection Tool* (V)



and while holding down *Shift*, drag one of the ellipses you made upwards a bit then bring up the Align palette with **Window > Align** (Shift+F7). Move on to **Select > All** (Ctrl+A) and then hit the *Vertical Distribute Center*-button in the Align palette.



Make sure that all the ellipses are selected and go to **Object > Path > Outline Stroke** and then to **Object > Group** (Ctrl+G).

Get the *Ellipse Tool* (L)  again and while holding *Shift* drag out a circle somewhere on the image. Size and position isn't important since we can resize and reposition later.

Go to **Select > All** (Ctrl+A) and then to **Object > Envelope Distort > Make with Top Object** (Ctrl+Alt+C).

Move on to **Edit > Copy** (Ctrl+C) and **Edit > Paste in Front** (Ctrl+F). Next up is **Object > Transform > Rotate...** Set the Angle to -45° .

Finally go to **Select > All** (Ctrl+A) and then back to **Object > Transform > Rotate...** This time set the Angle to 22.5° .

Go ahead and change the color to your liking, maybe animate the sphere or modify it to whatever use you need it to fill.

