

## **Adobe Illustrator: Creating Realistic Gradients, Blends & Meshes**

Never again wonder how realistic illustrations are created. In this session, you'll see how you can use the Gradient feature, along with the Gradient Mesh and Blends, to build realistic tones into your Adobe Illustrator graphics.



### **Blending Objects**

- About blends
- Creating blends with the Blend tool
- Creating blends with Make Blend
- Blend spacing
- Blend orientation
- Changing the spine of a blended object
- Reversing the stacking order in a blend
- Releasing or expanding a blend

### **Creating Gradients**

- About gradients
- Using the Gradient panel
- Using the Gradient tool
- Applying a gradient to an object
- Choosing the right gradient type
- Modifying the colors in a gradient
- Applying a gradient across multiple objects
- Changing gradient direction, radius or origin

### **Working with Meshes**

- About mesh objects
- About mesh points
- About anchor points
- Creating an irregular mesh object
- Creating a regular mesh object
- Converting a gradient to a mesh object
- Converting a mesh object to a path
- Adjusting a mesh

### **Introducing Symbols**

- About symbols
- Creating symbols
- Adding symbols to an illustration
- Editing symbols
- Saving and importing symbol libraries
- Using the symbolism tools
- Editing nested symbols
- Replacing symbols



**American Graphics Institute**

800 851-9237

[www.agitraining.com](http://www.agitraining.com)