Gradient Mesh Workshop 2012

BELL PEPPER TUTORIAL © LIFEINVECTOR.COM

The gradient mesh tool is a complicated but gorgeous feature in Illustrator. Flat vectors transform & come alive with the illusion of depth simply by adding a grid of anchor points within a shape. The mesh can be intimidating since it's so complex & tedious compared to other tools in Illustrator, it most definitely requires time & patience, but it won't take long before you get the hang of it, I swear. Just practice & have fun.

A few starting tips:

Use a reference. The gradient mesh tool is an instrument for realism. Especially while learning, work from a good reference photo in order to achieve that realness & precision. If you plan to render over a drawing or sketch, I recommend you find additional photographic resources for texture & lighting.

Choose a mesh-worthy photo to render over. As I said, it requires lots of time, so choose an interesting & beautiful photo source – a face with striking lighting, a pair of reflective glasses, as examples.

There is no one way... to go about rendering with the mesh. There are several techniques to use, don't be afraid to experiment & find a method that's best & easiest for you.
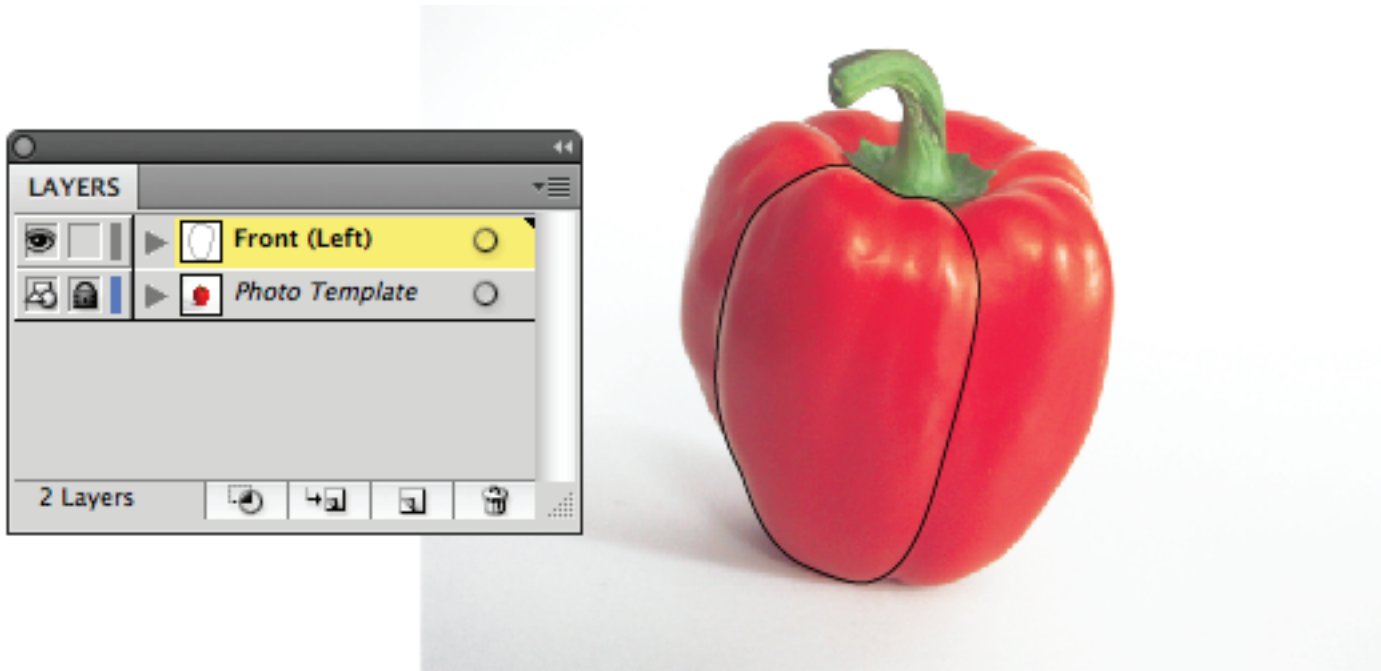
Good luck & happy rendering!

Pour ce tutoriel importer la photo d'un poivron (rouge).

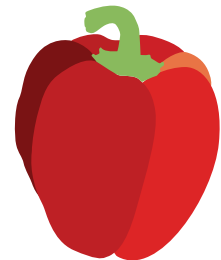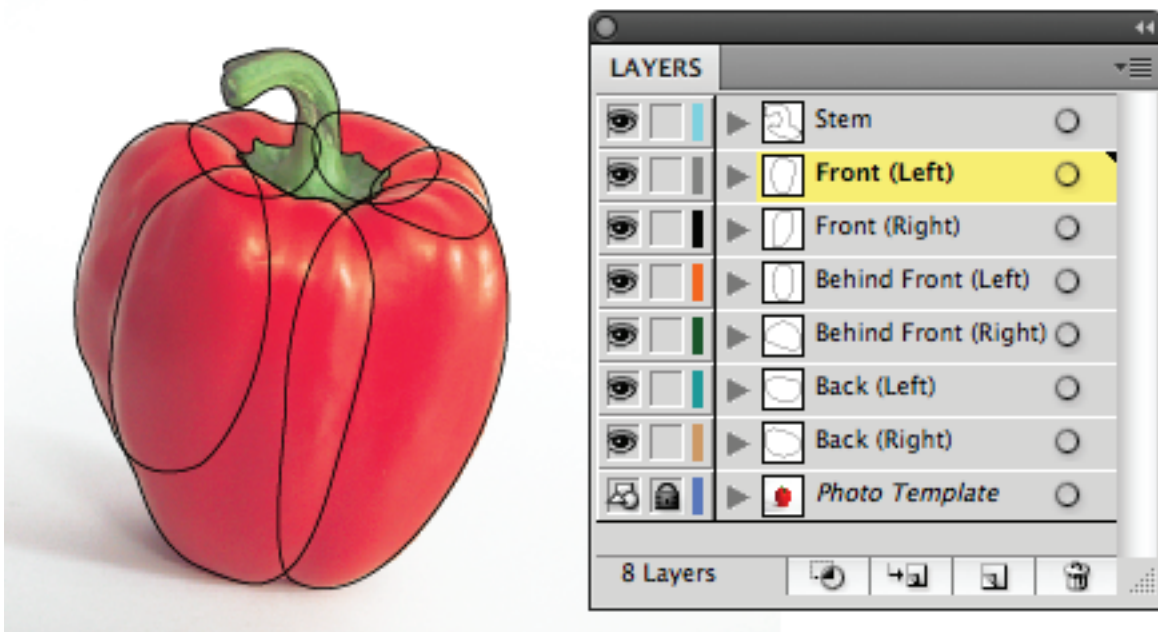Placer votre JPEG sur un calque et verrouiller le!!

1

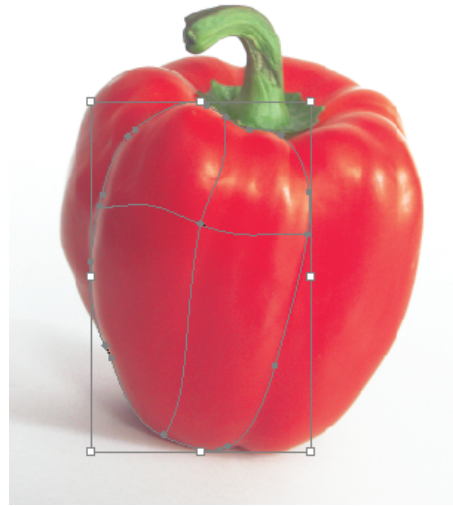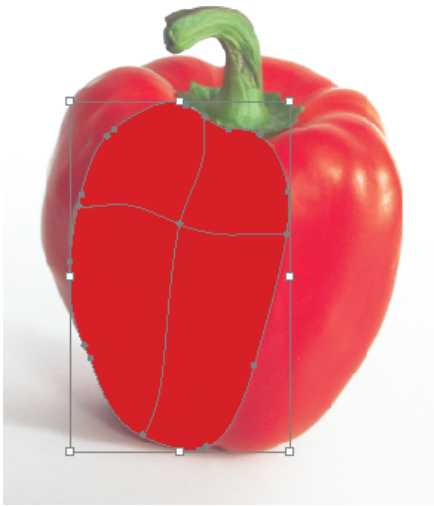Ajouter un calque sur lequel vous aller dessinerla première tranche de votre poivron

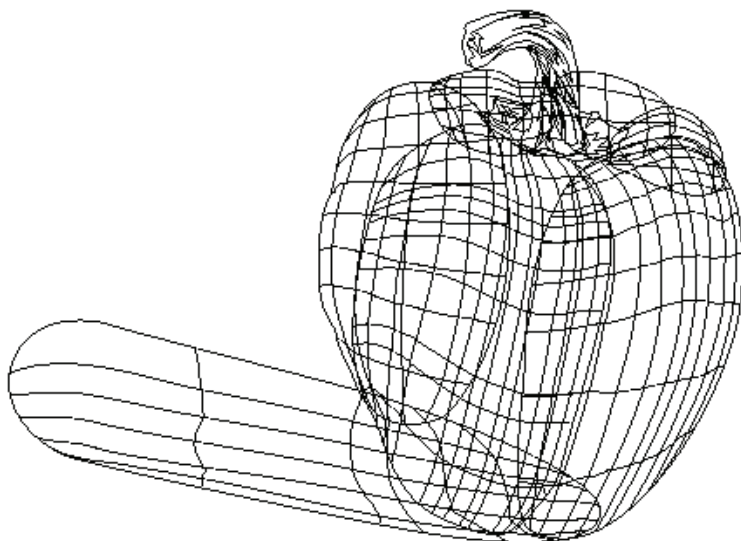Faites de même pour les autres "tranches" sur des calques séparés
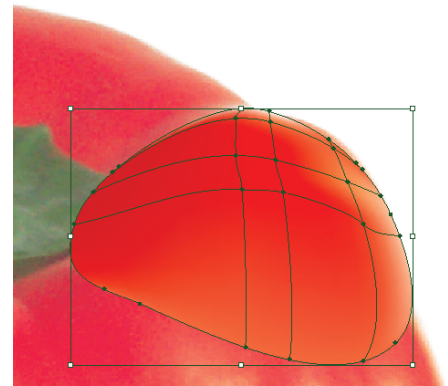
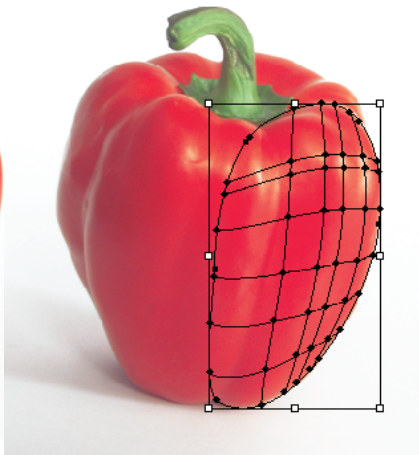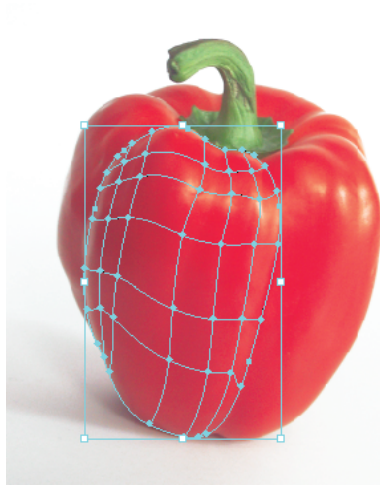|						
👁			▶		Stem	○
👁			▶		Front (Left)	○
👁			▶		Front (Right)	○
👁			▶		Behind Front (Left)	○
👁			▶		Behind Front (Right)	○
👁			▶		Back (Left)	○
👁			▶		Back (Right)	○
	🔒		▶		*Photo Template*	○

8 Layers

ajouter de la couleur sur chaque tranches. Metter une couleurs adéquate donc dans ce cas du rouge

metter votre filet de dégradé la ou il y a des zones de lumieres ou d'ombres

ajuster vos mesh pour qu il coincide au maximum avec votre forme

Ne metter pas trop de mesh!!

Yay!