



# 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!



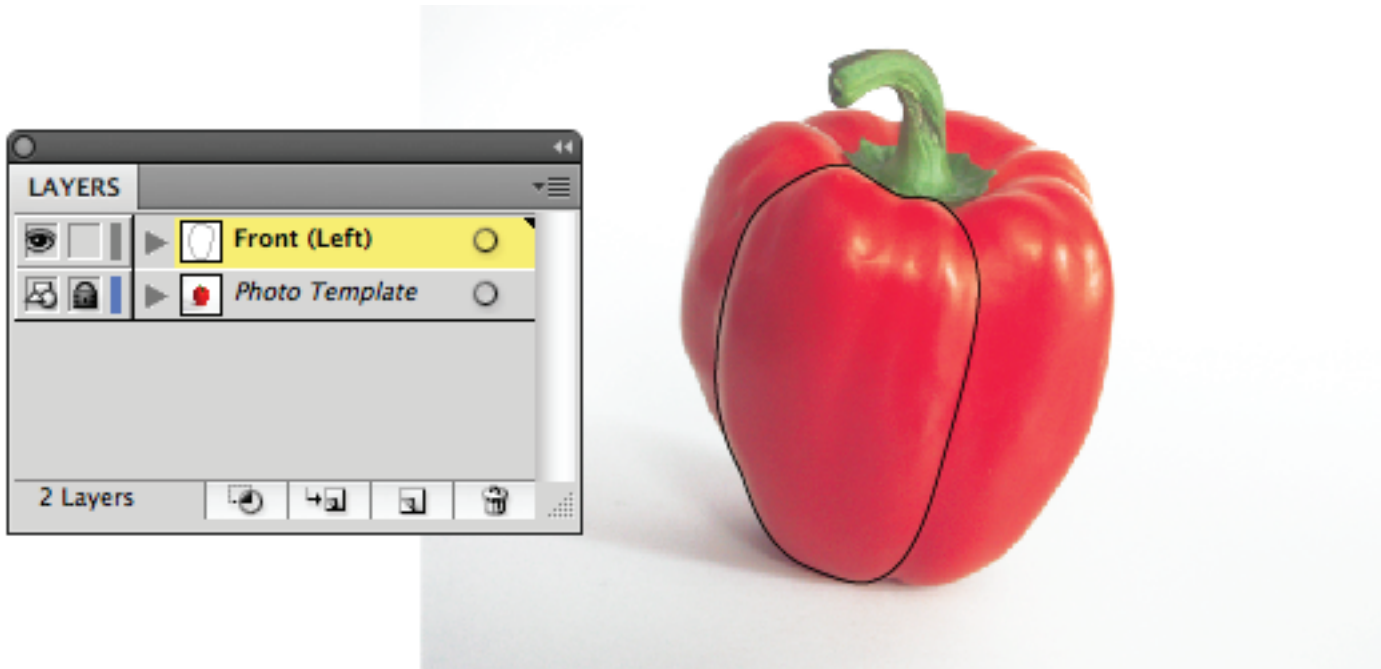
Pour ce tutoriel importer la photo d'un poivron (rouge).

Placer votre JPEG sur un calque et verrouiller le!!



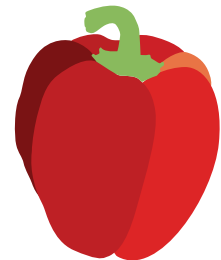
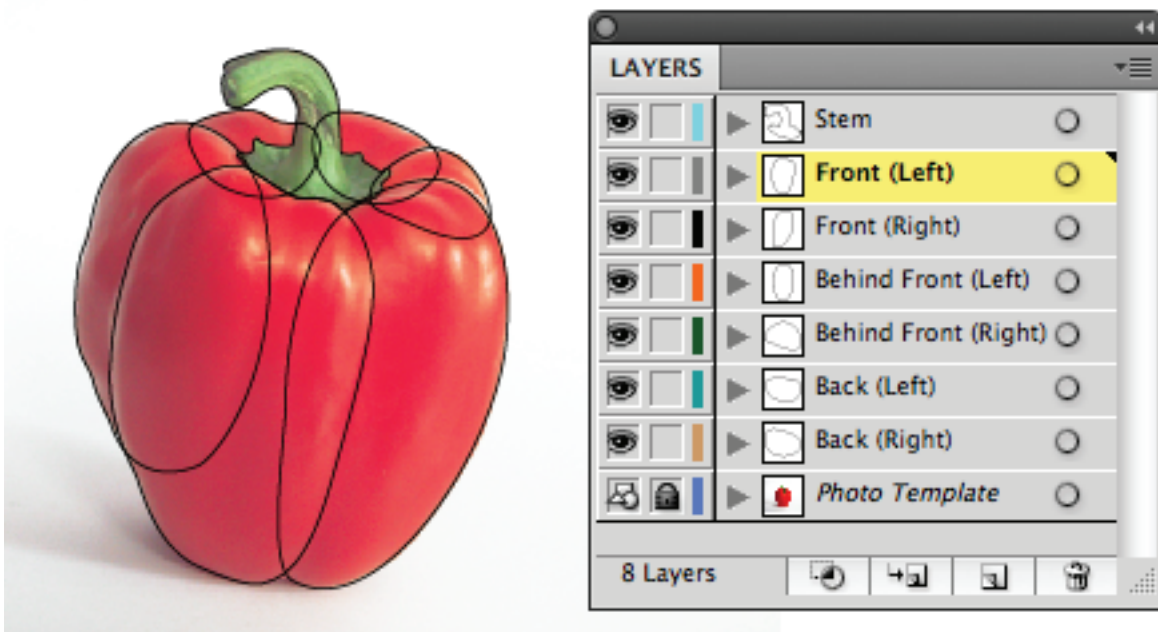
1

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

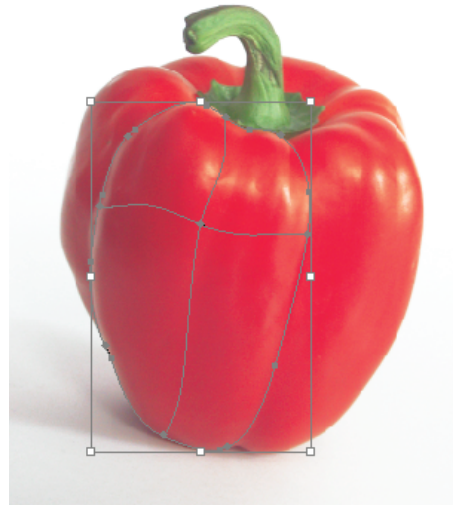
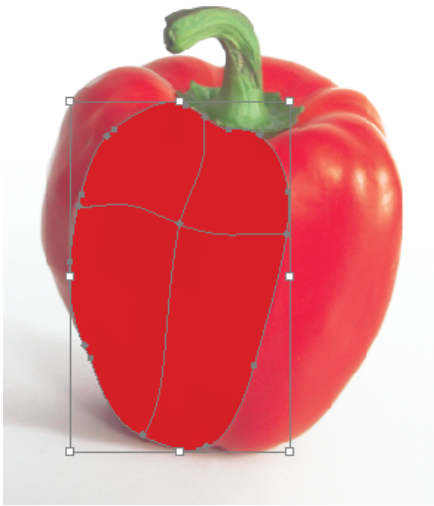


Faites de même pour les autres "tranches" sur des calques séparés





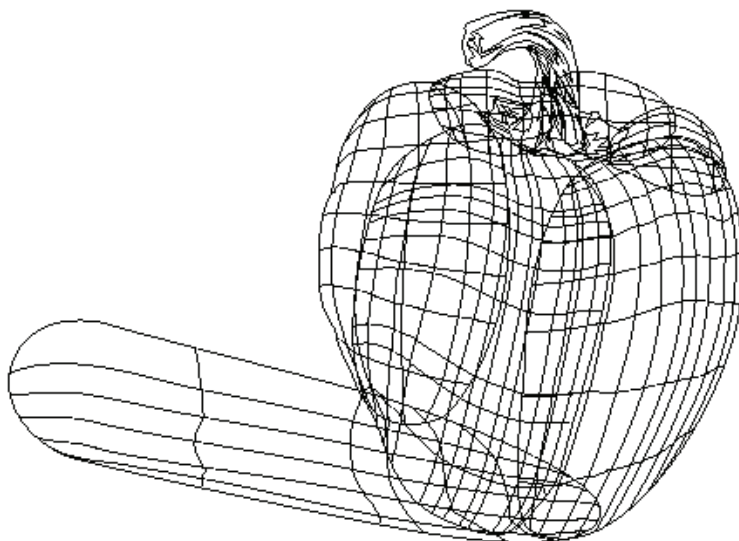
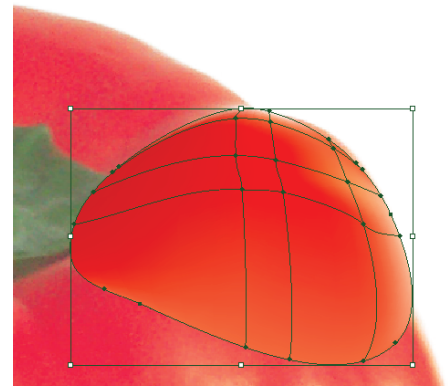
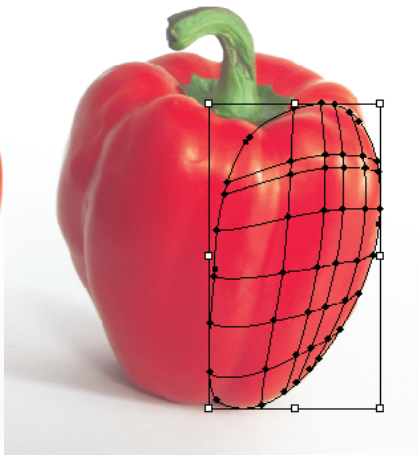
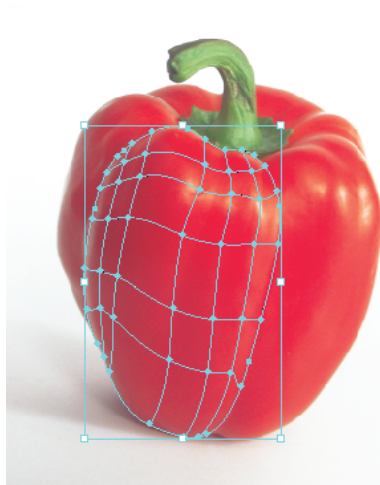
ajouter de la couleur sur chaque tranches. Mettre une couleurs adéquate donc dans ce cas du rouge



mettre votre filet de dégradé là où il y a des zones de lumières ou d'ombres

ajuster vos mesh pour qu'il coïncide au maximum avec votre forme

Ne mettre pas trop de mesh!!



Yay!