# Gradient Mesh

The Gradient Mesh tool is a great way to add shadows form and dimension to your product.

Start by drawing a few simple shapes with the pen tool.
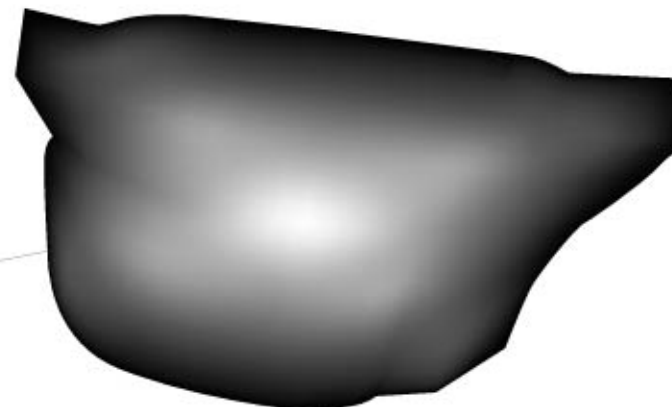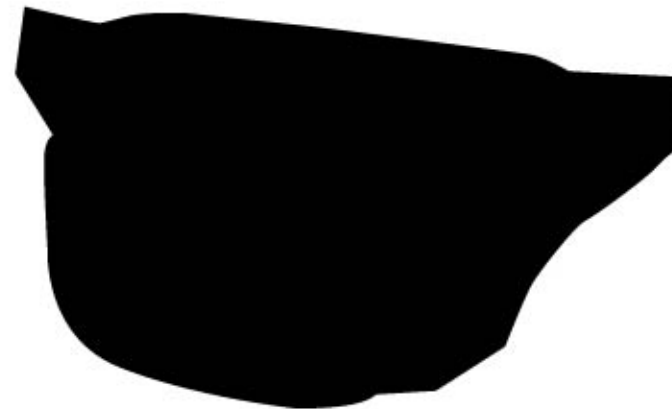*This will be the base of the rendering*

Select the red area.
Copy and paste the red shape and change the interior color to black.

With the black shape selected
Go to
OBJECT > Create Gradient Mesh

Create Gradient Mesh

Rows:	6	OK
Columns:	6	Cancel
Appearance:	To Center	☑ Preview
Highlight:	100 %	
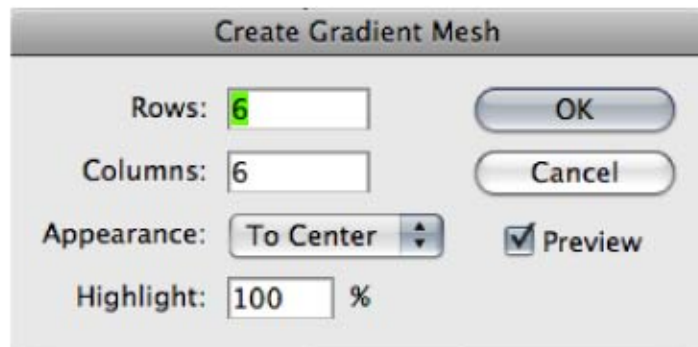
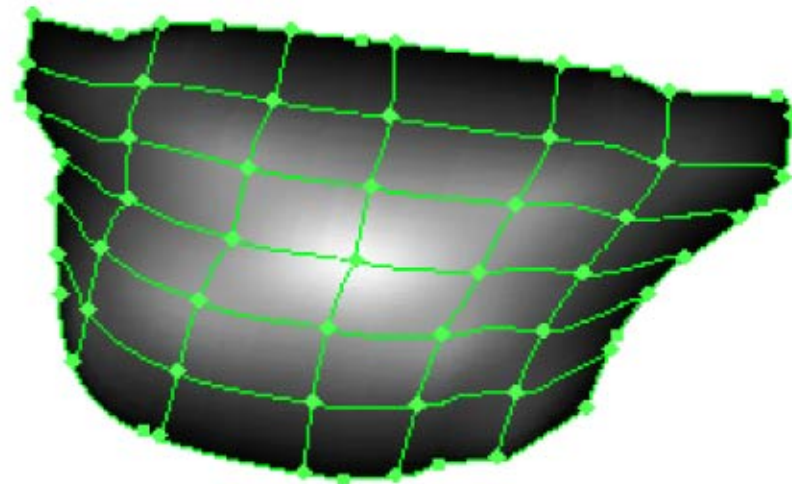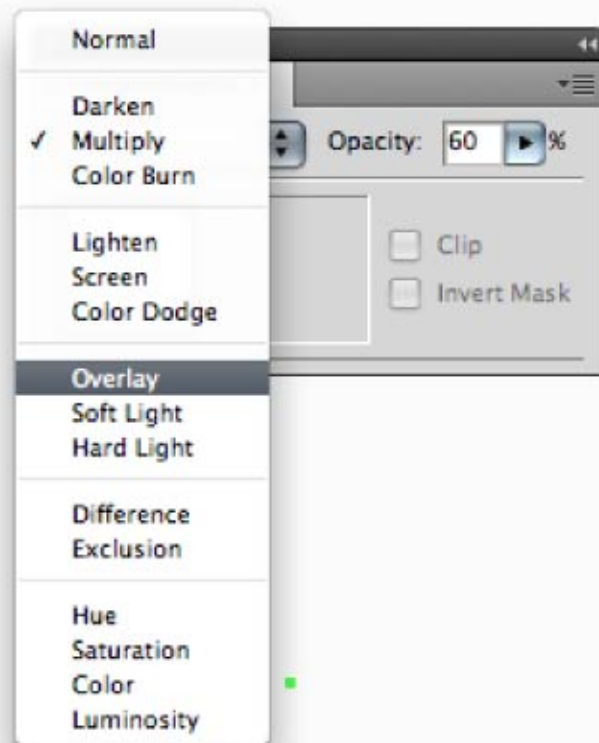Leave settings in the box like this.
Click OK

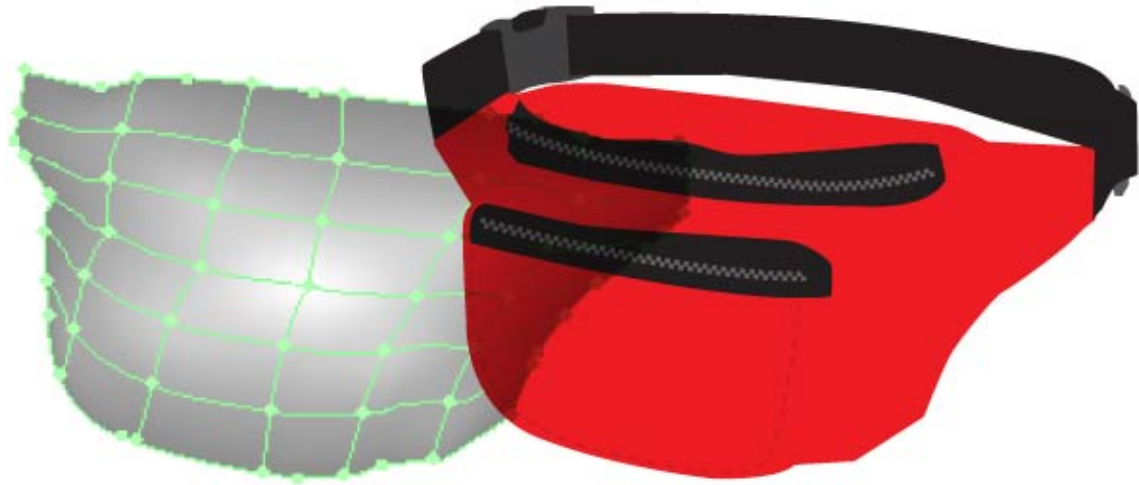You should end up with a shape like this.

Select the shape

With the shape selected go to the
Transparency box and select
Multiply from the drop down box.

Adjust the opacity to 60%

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Drag your new shape atop the
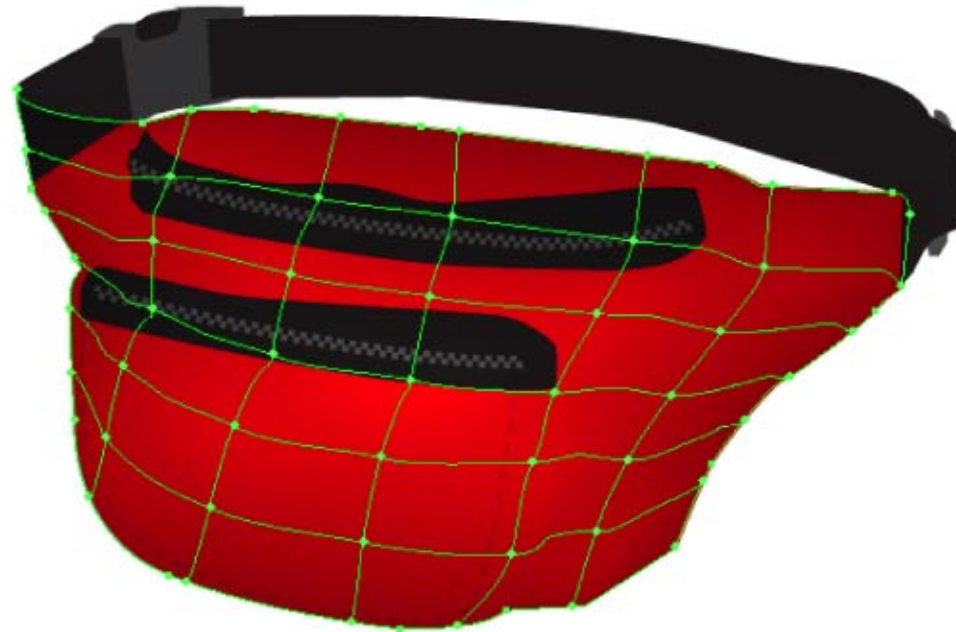fanny pack. Make sure it is above
the black and red shapes.

The result should look like this.

prepared by Ryan Hanser for T. Purdy

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Select the top shape.

You should see an overlay of Anchor points and lines connecting them.

This is the gradient mesh.

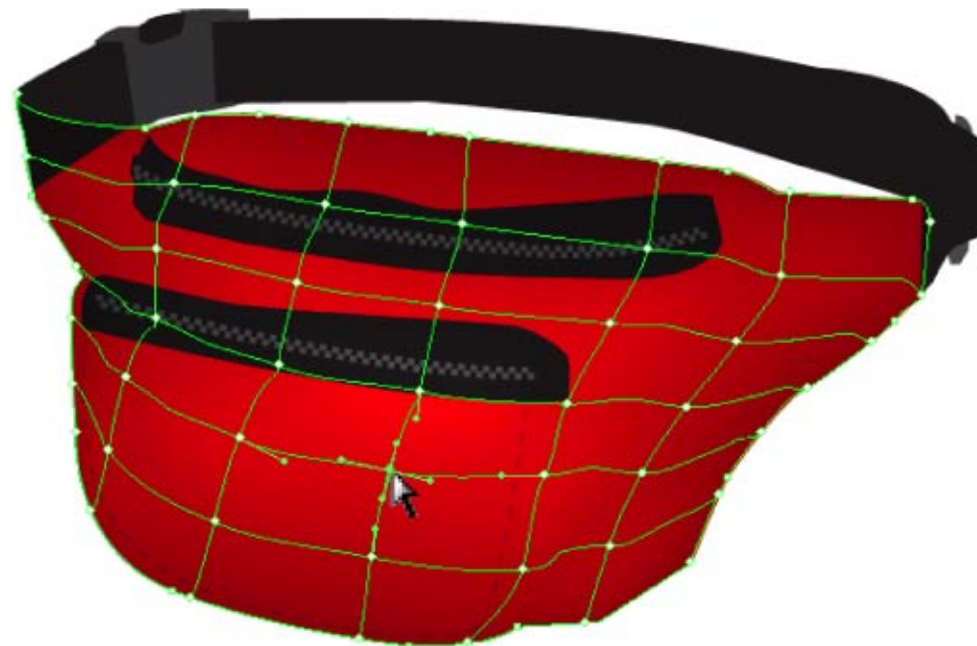From this point you can use the **Direct Selection Tool**


or

Convert Anchor Point tool

to bend and move the anchor points of the mesh to create convincing light on your product.

This takes a bit of time and practice. And there is no set method to go about how to do this.

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After manipulating the mesh to the contour of the object it should look something like this.

This is a great technique to use with fabrics because it can allow you to create an organic feel.
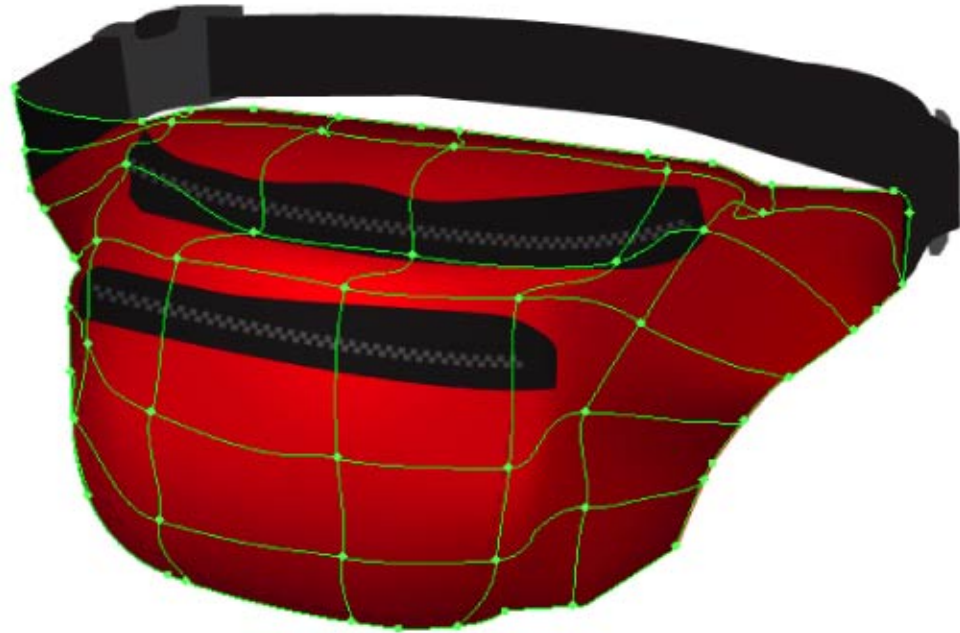
Since the Multiply transparency is turned on, We are essentially creating the shadows of the object.

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The gradient mesh tool can be used to assign colors to the anchor points in the gradient.
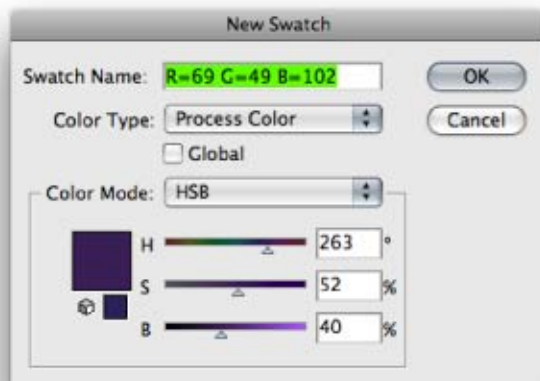
First

Select and Anchor point or combination of anchor points on the gradient mesh with the direct select tool
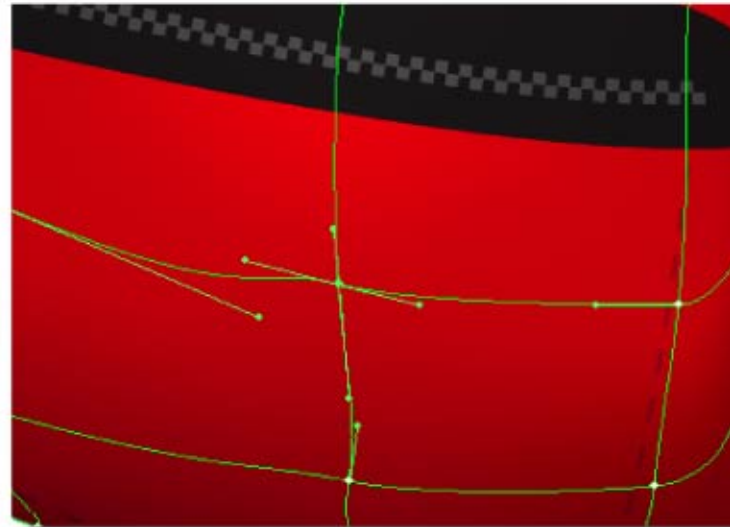
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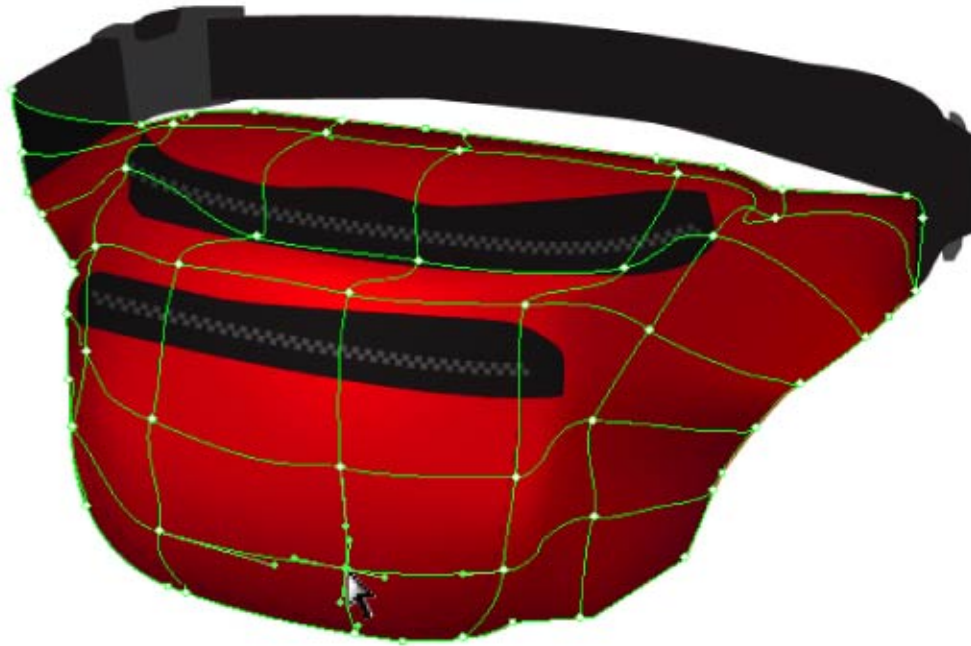
With the anchor point selected.

Goto Color pallette
and create a new swatch.
Make sure to select HSB color
mode.

Once you click ok. it will apply the
color to the selected point.

Use this method to create more
intricate shapes, shadows. and
lighting effects.

BEFORE

AFTER

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