Task: Create a vector bouquet; a mixed arrangement of at least 12 distinctly different flowers and variations. Enhance your arrangement by adding foliage (leaves, vines. grass) and other extras like bugs, or perhaps present your flowers in a vase on a table, reflected from the table's surface. Add variation by drawing (tracing) some flowers with the pen tool and/or using flowers made with a radial symmetry technique.

Turn in 2 pages:
- one page showing all 12 blooms separately, not attached to anything, just the flower heads
- one page showing the entire bouquet

Distort Filter Flora (flowers)

1. Dbl-click pencil tool to bring up preferences window:
   Tolerances>Fidelity = 0.5 pixels & smoothness to 0;
   Options>Disable "keep selected" & "edit selected paths"
2. Fill to none, stroke to black
3. With pencil tool draw a roughly circular path, holding down the option key as you near the end of the circle to automatically close the path
4. Draw another roughly circular path, but just within the first (slightly smaller), a bit of overlapping is okay
5. Dbl-click on scale tool, enter 80% uniform & click Copy (*not OK*)
6. Switch to Selection Tool and pulling inward on a handle while holding Shift/Option, proportionately reduce the two inner rings to fit inside the two outer rings
7. Rotate those two inner rings for variation (Rotate Tool) or just use Selection Tool
8. Continue dbl-clicking Scale Tool and copying more & more petal pairs, in smaller and smaller circles, filling up the flower; if desired, draw new small circles for the center
9. Object>Group the whole flower
10. Click the "show gradient swatches" button in Swatches palette (or "show all swatches")
11. Click on radial gradient, open Gradient Palette and replace the colors to taste, adding/subtracting Stops, if desired (you can click once on a Stop to select it and then pull sliders in Color Palette)
12. Option-click "new swatch button" on Swatches Palette and name it (it will the appear in the Swatches Palette)
13. Select entire flower and fill it with your custom gradient, stroke to none
14. Select the rose, the Effect> Distort>Roughen; check "preview" box:
    Size = 3%; Detail = 5 in.; Points = smooth
15. Duplicate rose by Option/Copy
16. Effect>Distort>Pucker & Bloat; check "preview" box; bloat to 33% (or to taste)
17. On another copy of first rose: Effect>Pucker & Bloat>Pucker to –40
18. On another copy of first rose: Effect>Distort>Zig Zag;
    Size = .25 in.; Choose Absolute; Set Ridges to 5; Choose Corner in Points Section

19. On another copy of first rose: Effect>Distort>Roughen
    Size = .21 in.; Choose Absolute; Detail = 23 in.; Select Smooth Points
20. On another copy of the first rose: Effect >Distort>Twist and just experiment with the settings
21. Reselect any flower and change gradient colors or move sliders around in Color Palette
22. Save and name new gradient (that you just modified) by Option/Clicking (re-modifying and renaming existing gradients is easier than making new gradients)
23. Enhance your foliage with the Effect>Distort & Transform> Twist trick attached to a Swirl Tool spiral (brush applied to spiral)
24. Feel free to enhance your bouquet with other Effects
25. Feel free to add insects from the Illustrator default Symbol Library (Swatch Palette fly-out menu>Open Swatch Libraries>Nature)

Note: This lesson *used* to employ Filters instead of Effects because they are less processor hungry, being permanent, destructive editing. Many, if not all, of the same results can be achieved with the Effects menu, which has the added benefit of being easily and selectively editable in the Appearance Palette. As of CS4, the Filters menu has disappeared, so Effects are the only choice! But I kept the old name.

Other techniques to make flowers utilize the Rotate Tool and the Effects>Distort & Transform>Transform menu. These techniques will be demonstrated.

It might be fun to try non-uniform scaling (yes, skewing!) on some of those petal heads . . .