

Bottles (molding mesh)

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Task:

Design 6 different bottles of varying shapes and colors using the techniques below. Take the time to see and reproduce the cast of light falling upon bottle contours.

Take one of your flowers and insert the stem into your bottle(s). Do one, some or all.

Finish with a 25% drop-shadow.

When you have completed the assignment, post to your site: Save a backup copy! Please label it *Bottles*.

Techniques:

1. Make a vertical rectangle and fill it with a color, stroke to none.
2. With Gradient Mesh Tool, click along one edge of rectangle to create basic horizontal mesh lines, four total: 2 @ lip, 1 @ shoulder, 1 @ base.
3. >>**Order of selection is important here, so please follow instructions carefully**<< Select (with Direct Select Tool) the anchor points at the top of the rectangle (6); with these points selected, switch to Scale Tool.
4. Grab one of the selected points and, while holding the shift key, drag towards the center of the bottle to narrow the neck symmetrically.
5. Do the same to mesh line/points at shoulder and base.
6. Using Direct Select Tool (and Convert Anchor Tool), select anchor points and manipulate handles to modify the *corner points* along the edge into curves (you may wish to “Show Grid” and/or use guides to maintain symmetry).
7. Use Direct Select tool to modify the mesh lines within the bottle to mimic the effects of light. >>>**Toggle between Preview and Outline modes to make things easier to see and select**<<<
 - A) Select points and groups of points to adjust their position.
 - B) Click on anchor points to activate their direction handles so you can modify the length and angle of curves.
8. *Feel free to look at bottles in real light to see how light really falls . . . we’re going for realism here.*
9. **To make stem in a bottle:** Start with the line tool; convert one anchor point to curves; tweak to form organic curve; fatten stroke, then Object>Path>Outline Stroke; arrange to back. Select bottle and apply luminosity filter. Adjust length, position and color; top with a flower(s) you made.

Tips on Mesh

- Each click of Mesh Tool adds more gridlines and color
- To delete individual “nodal” points, hold down the “option” key while clicking with Mesh Tool.
- Use Direct Select Tool to select individual points to change color and to pull handles to change shape
- Clicking in the center of a “patch” with Direct Select Tool selects points in adjacent area
- Use Lasso Tool to select groups of points
- Any object can be made into a “mesh object” by simply selecting it and Object>Create Gradient Mesh. This brings up a dialog box allowing you to choose the number of rows and columns. More means gives the potential of rendering greater detail, the division of the object in smaller parts, each of which can be shaded separately.