

# Mastering Gradients in Illustrator

## TABLE OF CONTENTS

### Introduction & Class Overview

### Your Class Project & 2021 Giveaway

#### UNIT 1: UNDERSTANDING DIGITAL GRADIENTS

### Part 1.1: What Makes Good Gradients

- 01:17 — Rule #1: Gradients are Created by Averaging Numeric Values of the Colour Components
- 04:06 — Rule #2: Don't Create Direct Gradients Between Complementary Colours
- 05:00 — Rule #3: Add More Colour Stops
- 05:33 — Rule #4: Avoid Colour Banding
- 07:30 — Rule #5: Use a Colour Mode & Model Appropriate for the Intended Use
- 08:41 — Rule #6: Start with Beautiful Colours

#### UNIT 2: GETTING STARTED

### Part 2.1: Recommended Document Settings

### Part 2.2: Approaches to Creating Colours for Your Gradients

- 00:34 — Colour Guide Panel Setup
- 02:00 — Complementary & Pentagram Colours
- 05:38 — Analogous Colours
- 07:06 — Monochromatic Colours
- 07:55 — Custom Vibrant Colours

### Part 2.3: Creating Global Colour Swatches

### Part 3.1: Setting Up Gradients Using the Gradient Panel

- 00:41 — Applying a Fill Gradient to an Object
- 02:21 — Types of Fill Gradients
- 03:10 — Properties of the Linear & Radial Fill Gradients
- 03:55 — Working With the Gradient Slider
- 07:44 — Using the Colour Picker to Set the Colours of the Colour Stops
- 08:23 — Creating Reflected Symmetrical Linear Gradients

### Part 3.2: Adjusting Gradients Using the Gradient Tool

- 01:46 — Adjusting Linear Gradients Using the Gradient Tool
- 02:38 — Adjusting Radial Gradients Using the Gradient Tool

### Part 3.3: Creating Freeform Gradients

- 00:29 — Getting Started with Freeform Gradients
- 01:29 — Using the Points Mode
- 03:23 — Using the Lines Mode
- 06:14 — Tips & Ideas for Using Freeform Gradients

### Part 3.4: Creating Multiple Gradients Within One Object

- 01:04 — Getting Started with the Appearance Panel
- 02:23 — Creating & Working with Multiple Gradient Fills
- 05:41 — Using Blending Modes of Separate Gradient Fills

### Part 3.5: Applying Gradients to Editable Type

### Part 3.6: Applying Gradients Across Multiple Objects

- 00:22 — Applying Continuous Gradients to Grouped Objects
- 03:03 — Applying Continuous Gradients to Ungrouped Objects
- 04:59 — Applying Continuous Gradients to Filled Objects and Editable Type

**Part 4.1: Applying Gradients to Strokes: Introduction**

01:07 — Getting Started with Stroke Gradients

**Part 4.2: Using Gradients Within Strokes**

00:17 — Linear vs Radial Gradients within Strokes

02:32 — Applying a Continuous Gradient within Multiple Strokes

04:36 — Stacking Two Gradient Strokes

**Part 4.3: Using Gradients Along Strokes**

01:01 — Linear vs Radial Gradients Along Strokes Applied to Open Paths

01:52 — Relocating End Points in Closed Paths

03:59 — Creating Looped Gradients

05:37 — Creating Circular Gradients

06:58 — Creating Fading Out Stroke Gradients

**Part 4.4: Using Gradients Across Strokes**

01:01 — Creating Shadow &amp; Glow Effects Using Gradients Across Strokes

03:55 — Advantages of Using Gradients Across Strokes vs Illustrator Glow Effects

**Part 4.5: Shading Strokes with Gradients**

00:45 — Creating an Inner Shadow Effect within Strokes

03:40 — Creating an Inner Glow Effect within Strokes

04:31 — Creating Highlights within Strokes

06:24 — Linear vs Radial Gradients Across Strokes

**Part 5.1: Creating Gradients Using the Gradient Mesh Tool**

00:30 — Creating Gradient Meshes

02:40 — Working with Gradient Meshes

**Part 5.2: Distorting Gradient Meshes to Create Experimental Designs**

01:17 — Distortion Tools Settings

06:36 — Distorting Selected Mesh Areas

07:19 — Manually Adjusting Your Distorted Mesh

07:52 — Considering the Shape of Your Mesh Object

**Part 5.3: Creating Gradients Using the Blend Tool**

00:34 — Getting Started with the Blend Tool

03:40 — Adjusting Blends Using the Blend Options

05:23 — Customising Blend Spines

**Part 5.4: Using Gradients in Opacity Masks**

00:28 — Applying an Opacity Mask

01:44 — Editing Your Opacity Mask &amp; Masked Object

03:36 — Opacity Mask Settings

05:56 — Creating an Opacity Mask from Multiple Objects

07:20 — Ideas for Using Opacity Masks

**Part 6.1: Recolouring Gradients & Designs**

- 00:29 — Adjusting Colours Using Global Colours
- 02:02 — Replacing Colours Using the Recolour Artwork Tool
- 04:11 — Changing Colours Using the Colour Wheel
- 07:18 — Managing & Replacing Colour Swatches in Your Recoloured Artwork

**Part 6.2: Modifying Colours Using Blending Modes**

- 00:20 — Using a Modifier Object to Change Colours Over the Entire Artboard
- 02:59 — Blending Multiple Copies of the Same Objects

**Part 6.3: Adding Selective Colouring Effects****Part 6.4: Creating Complex Colouring Effects****Part 6.5: Blurring Gradients**

- 00:29 — Applying the Blur Effect
- 02:46 — Fixing Hard Edges

**Part 6.6: Texturing Gradients & Designs**

- 00:39 — Applying Texture to the Whole Design
- 03:45 — Controlling the Grain Size
- 04:58 — Texturing the Whole Design with a Separate Grain Layer
- 08:15 — Texturing Individual Design Elements

**Part 7.1: Gradient Assets: Introduction****Part 7.2: Creating & Managing Gradient Swatches**

- 00:28 — Creating Gradient Swatches
- 02:14 — Creating New Gradient Swatches with the Recolour Artwork Tool
- 03:25 — Managing Gradient Swatches

**Part 7.3: Creating Graphic Styles**

- 00:33 — Creating Graphic Styles
- 01:12 — Applying Graphic Styles
- 02:01 — Creating Different Colour Versions of the Graphic Styles
- 02:38 — Managing Graphic Styles

**Part 7.4: Creating Gradient Brushes**

- 00:36 — Creating Brushes with Gradients Along the Stroke
- 03:40 — Creating Brushes with Gradients Across the Stroke
- 04:39 — Recolouring Your Gradient Brushes
- 05:17 — Limitations & Workarounds
- 07:18 — Applying Gradient Brushes to Closed Paths
- 08:50 — Recommended Use
- 10:02 — Saving Brush Libraries

UNIT 8: EXPORTING YOUR WORK

**Part 8.1: Preparing Your Work for Output**

**Part 8.2: Saving Your Work in RGB**

**Part 8.3: Converting to CMYK & Saving Your Work for Print**

**Final Thoughts & Conclusion**