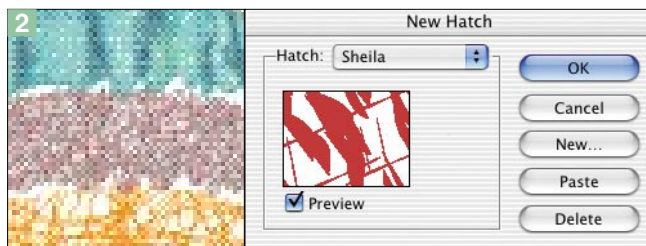
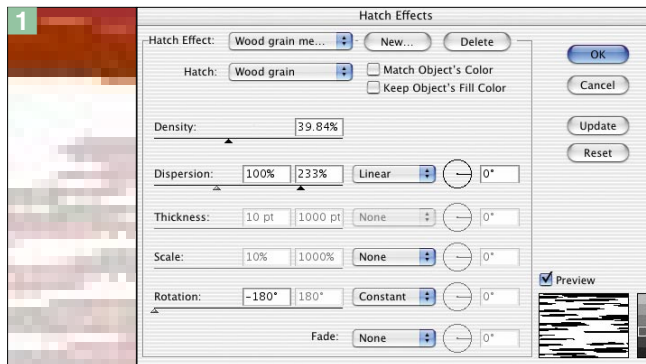


HATCH A PLAN

Give vector drawings a boost by adding textures with Illustrator's Hatch Effects filter. Huan Tran (Toronto) combined the filter's presets with his own custom styles.



ILLUSTRATOR

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1 Tran drew a headboard shape and added subtle gradients. He duplicated it, changed its color slightly, and chose Filter > Pen & Ink > Hatch Effects, using Wood Grain Medium from 26 presets. He checked Match Object's Color to match the hatches to the Fill color; then tweaked settings like Density, Scale, and Dispersion (controls spacing). The result created streaked lines in a headboard shape. He placed it on top of the original and set the blending mode to Screen in the Transparency palette.

2 The filter can only be applied to path objects (no brush strokes, patterns, or meshes), so Tran duplicated the bed canopy shapes before applying a gradient mesh to the original. He applied three custom hatch styles to the duplicates on separate layers above each other and set their blending modes to Overlay at lowered opacities.

To create a custom hatch:
a. Select your object and choose Filter > Pen & Ink > New Hatch.
b. Click New, type a name, check Preview, and click OK.

c. Open the Hatch Effects dialog box and choose your custom style.
d. Further tweak your custom style using options like Linear, Reflect, and Symmetry to add a gradient-like effect. You can also fade your hatch style across the shape. (Be sure to choose Use Gradient if your shape contains one.) Click Update when done.

3 Tran added four hatch effects to the floor for texture, using the Hard Light blending mode for two layers. To enhance the texture's lighting, he added wavy shapes set to Soft Light, then made feathered circles set to Overlay.