SUMMARY CHAPTER 4

Key Points in Chapter 4:

In Chapter 4 you have learned how to apply the knowledge from earlier chapters in a more realistic way to a final story board.

To summarise:

1. You have learned how to create pattern swatches from a plain scanned fabric and change the colour
2. We elaborated on brush strokes and looked at the centre of a brush stroke as in the Diamanté trim brush
3. We looked at two-colour brushstrokes and how to work the corner tiles
4. We explored the Gradient panel and applied it to buttons
5. We looked at simple offset pattern repeats and explored the Distort and Transform function
6. We included a scanned fabric in a vector pattern swatch
7. We scanned a printed fabric and applied it to an expanded brush stroke
8. We experimented with a colour change on that fabric
9. We scanned in denim and explored the Mesh Tool
10. We looked at the Transparency panel and applied that to the denim to emulate a wash
11. We created a broderie repeat and used it as a brush stroke
12. All the styles were collated on a story board
13. We created a simple logo and used Type On a Path to add the lettering to the logo
14. We used a masked bitmap image to add the final touches