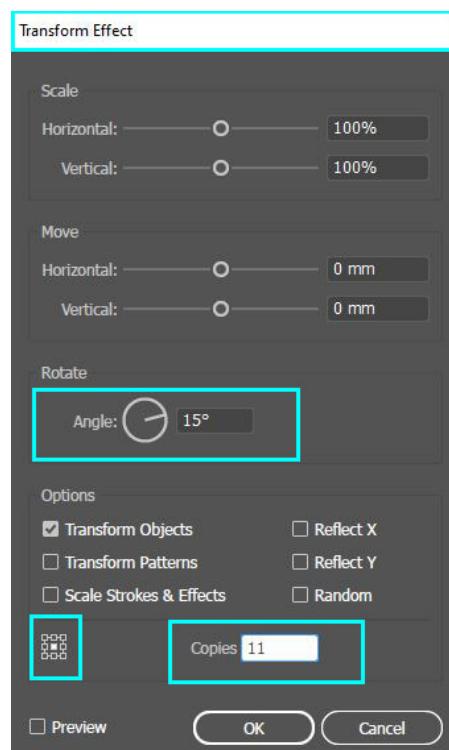
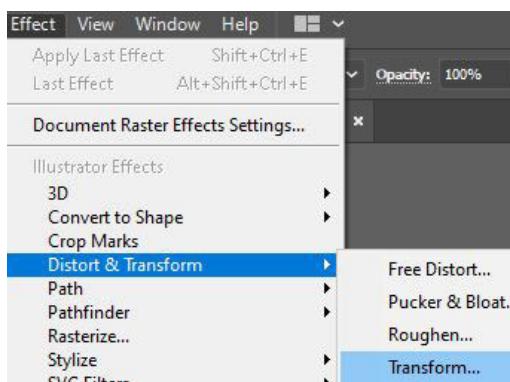


Create a geometric star with Illustrator

1. Create an ellipse using the Ellipse Tool (L). Make it long and thin, eg, 15 x 75 px. Give it a fill and stroke as these will make things easier later. Don't worry about colours as we'll be changing them further along.



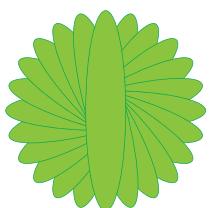
2. Go to Effect>Distort & Transform>Transform then apply the following settings:



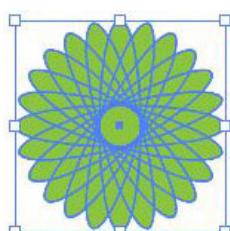
- * Angle 15°
- * Copies: 11
- * Select the central 'with reference to' button

OK

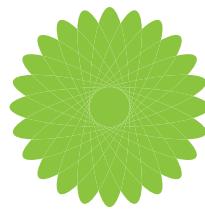
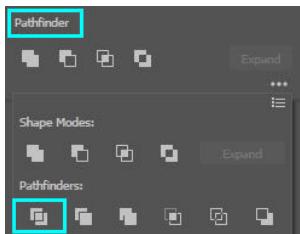
You'll get the following:



3. Go to Object>Expand Appearance then Ungroup, (Shift+Ctrl+G). Each copy of the ellipse is now separate and editable:

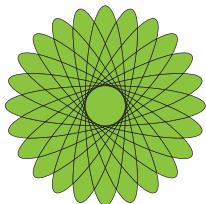


4. With all of the copies selected, go to Pathfinder>Divide (Shift+Ctrl+F9). You'll get what appears to be a scalloped circle:

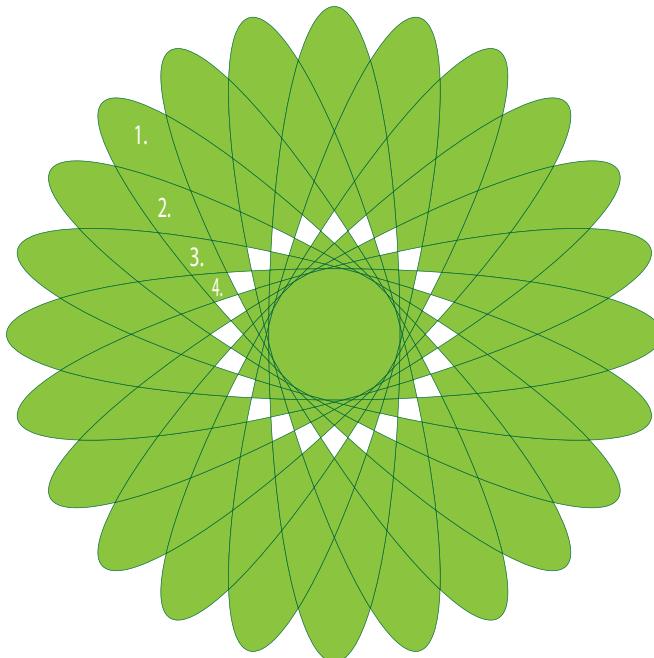


5. The Divide action has grouped the selection; go to Ungroup (Shift+Ctrl+G) to ungroup them again.

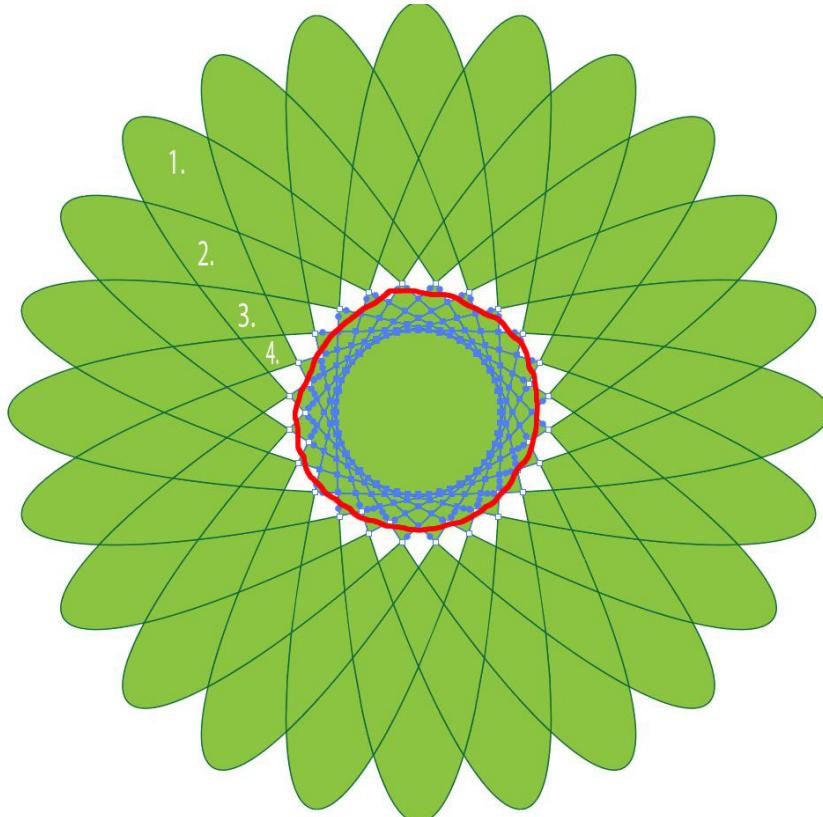
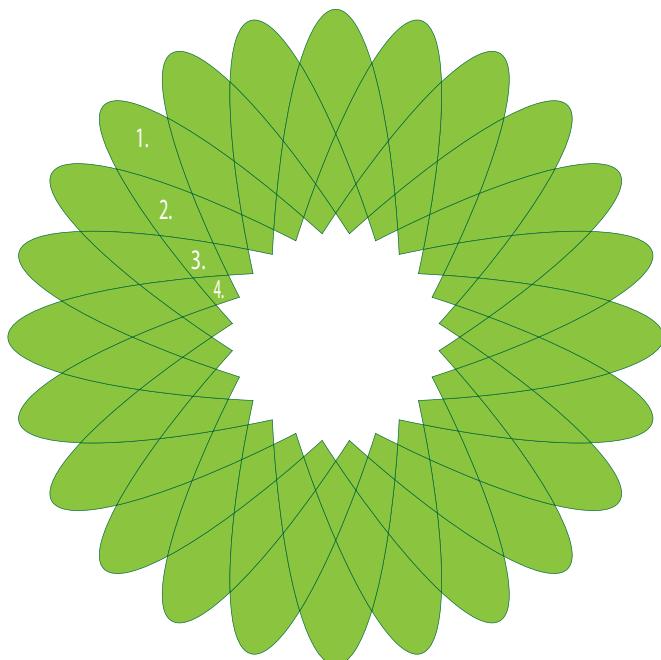
6. Select all and apply a stroke:



7. Zoom in and select the shape on the fifth layer down and delete it. Do this till you have a full circle deleted; it's easier to understand if you look at the example below:

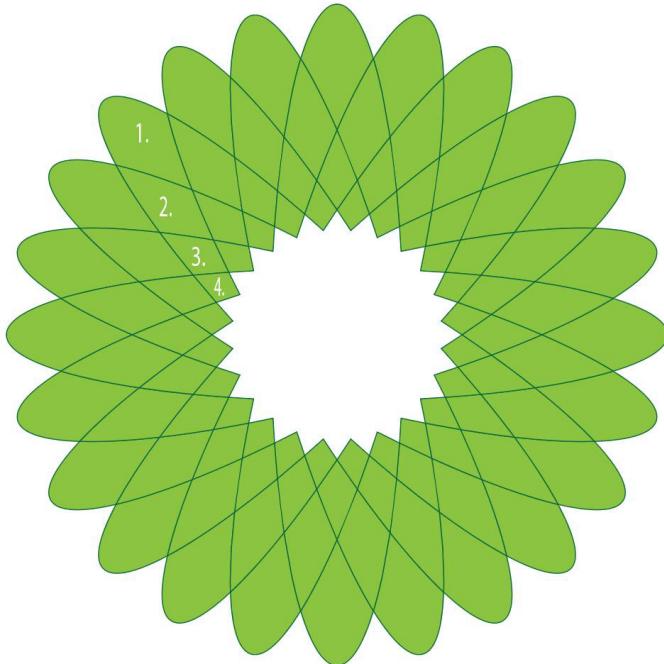


8. Go to the Lasoo Tool (Q) and select the points of the 'diamond' shapes to enclose the middle of the deleted circle; again a diagram helps to explain this more easily:

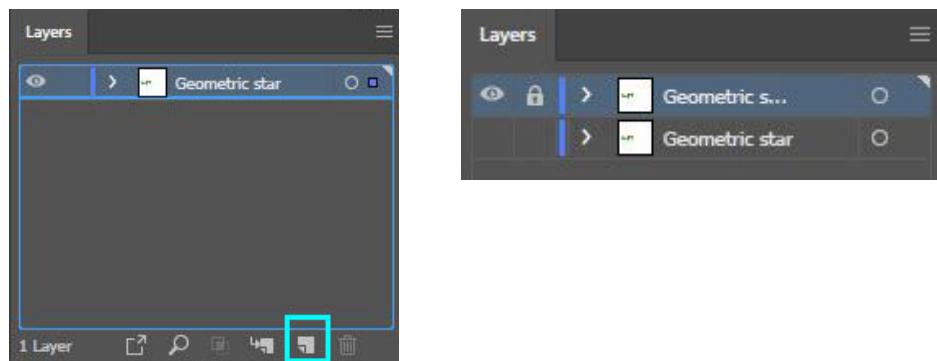


The red line shows you
where (roughly) to draw the
lasoo around the inner circle.

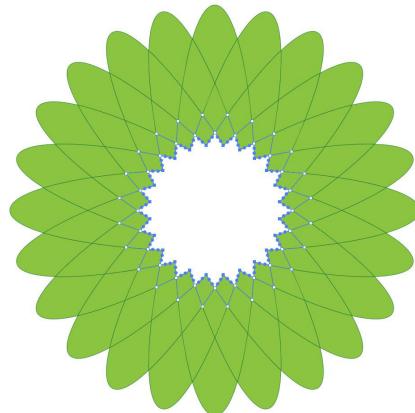
9. When the inner points have been selected, delete (you may have to press Delete a couple of times here) to remove the middle and residual points.



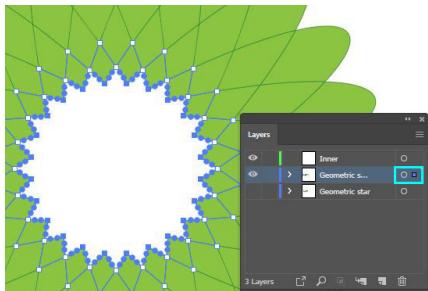
10. Duplicate the layer by dragging it down to the Duplicate Layer icon. Lock and hide it by clicking on the eye icon and clicking the empty space beside it:



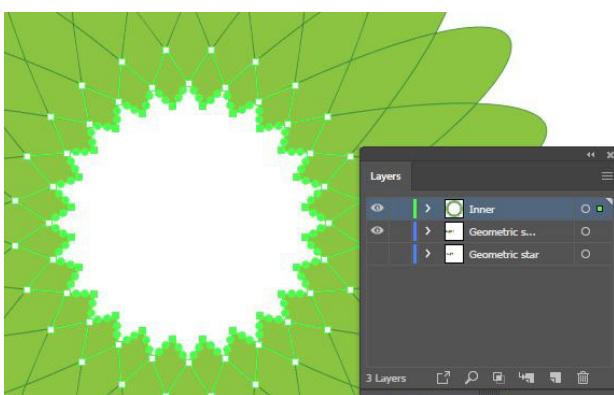
11. Get the Lasso Tool again and select the circle of points in the middle.



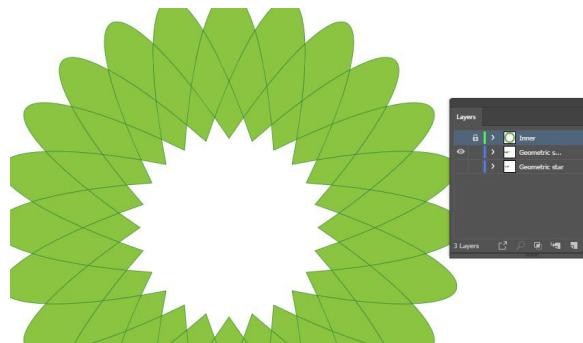
12. Create a new layer by clicking the New Layer icon, call it Inner.



13. Move the selected inner circle onto the new layer by dragging the coloured spot to the right of the layer onto the new layer you've just created:



If you lock and hide the new layer you'll see the effect:



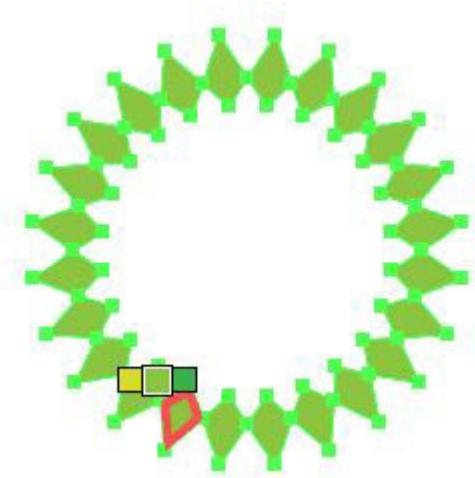
14. Do the same for the remaining two layers - create a new layer for each, get the lasoo, select the circle of points and move the selection onto the next new layer naming them Inner 2, Inner 3 and then renaming the Geometric Star layer to Outer. The screen below shows my layer stack:



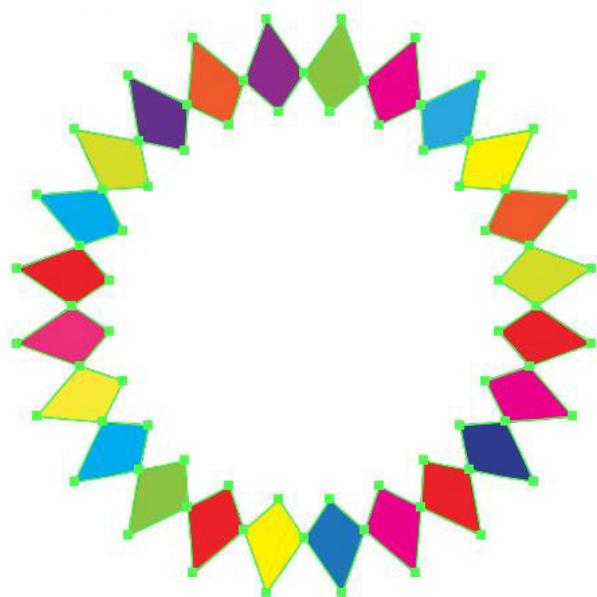
15. Delete the Outer layer (if you want to make a flower, keep it as the outer looks like a circle of petals).

16. Unlock the inner layer and click the eye icon to make it visible.

17. Go to the Live Paint Bucket Tool (K) and select any one of the shapes of your inner circle to create a live paint group:

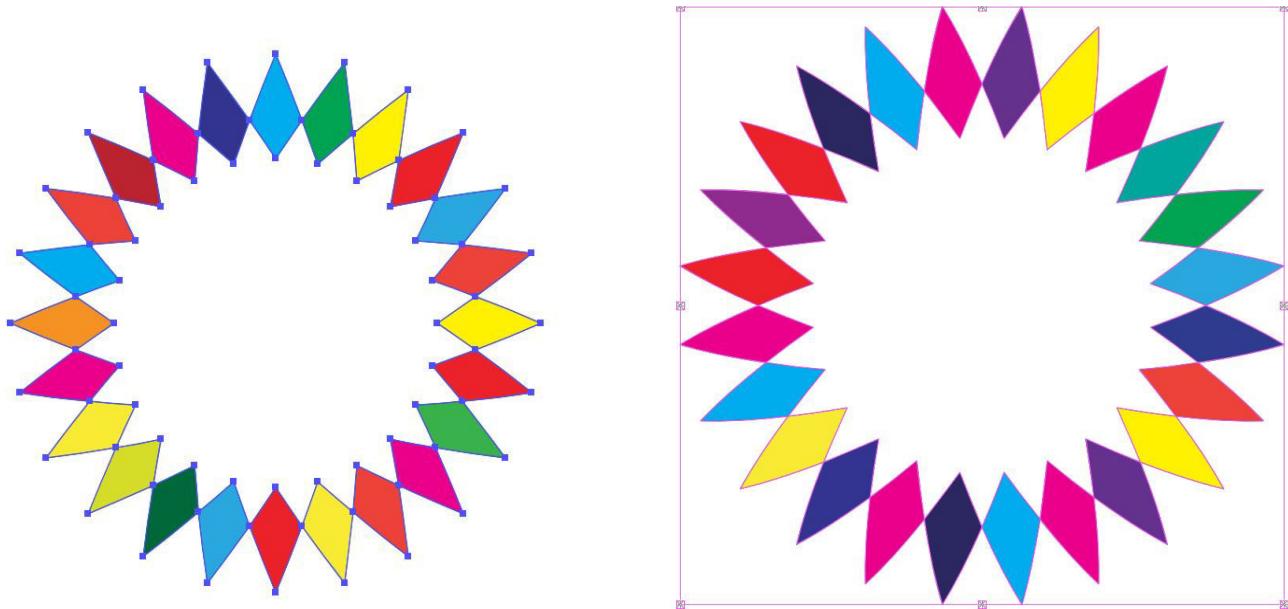


18. With the Live Bucket Tool still selected, click a colour from your Swatch palette then any diamond in the circle to apply the colour. Work around the shapes and colour them all.

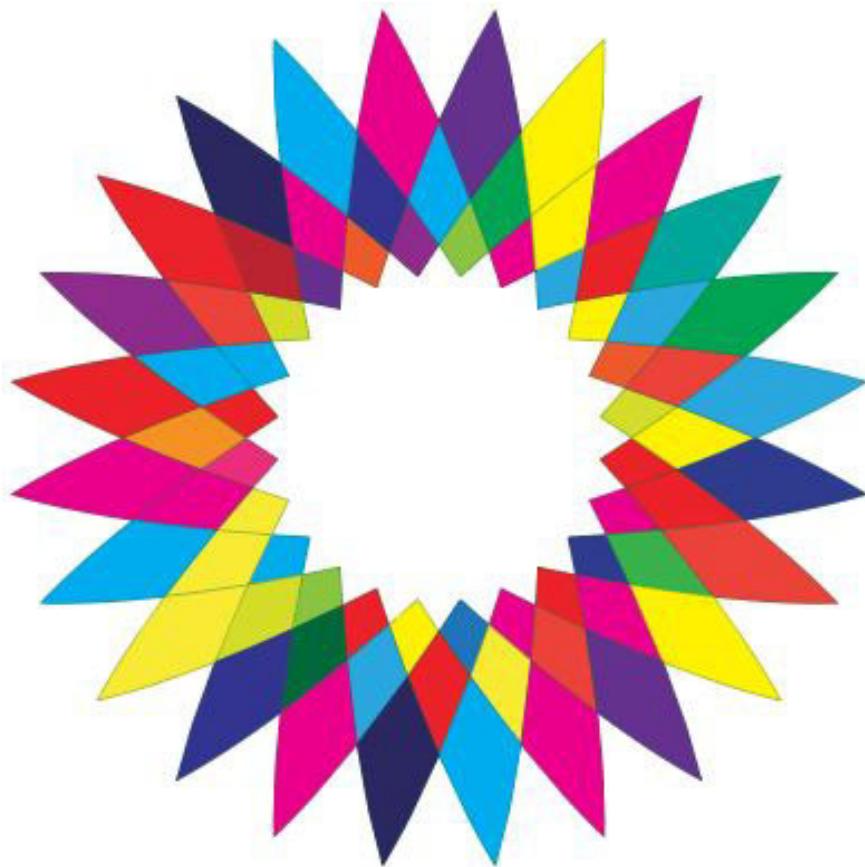


19. Lock and hide the layer again then unlock and display Inner 2 layer and do the same on that

layer then repeat again for the last layer.



Here's what all inner layers visible now looks like; obviously, yours will look different depending on the colour palette you chose:



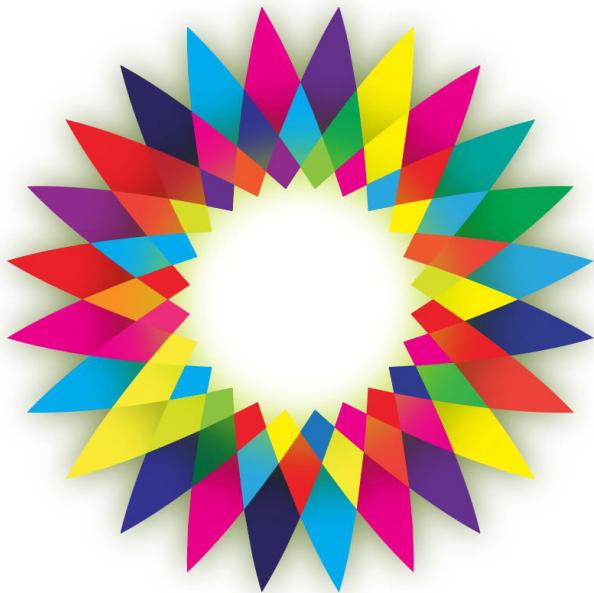
20. Select All (Ctrl+A) and delete the stroke from all the shapes.

21. To give it some depth, we'll add an outer glow effect. You can unlock and make all layers visible and place an Outer Glow effect on them in one go or unlock and display each layer in turn and apply an effect that way.

Go to Effect>Stylize>Outer Glow. The settings I used were:

- * Blend Mode: Multiply
- * Blur Radius: 1.5mm
- Opacity: 75%

Feel free to experiment. There's a Preview option to check the effect.



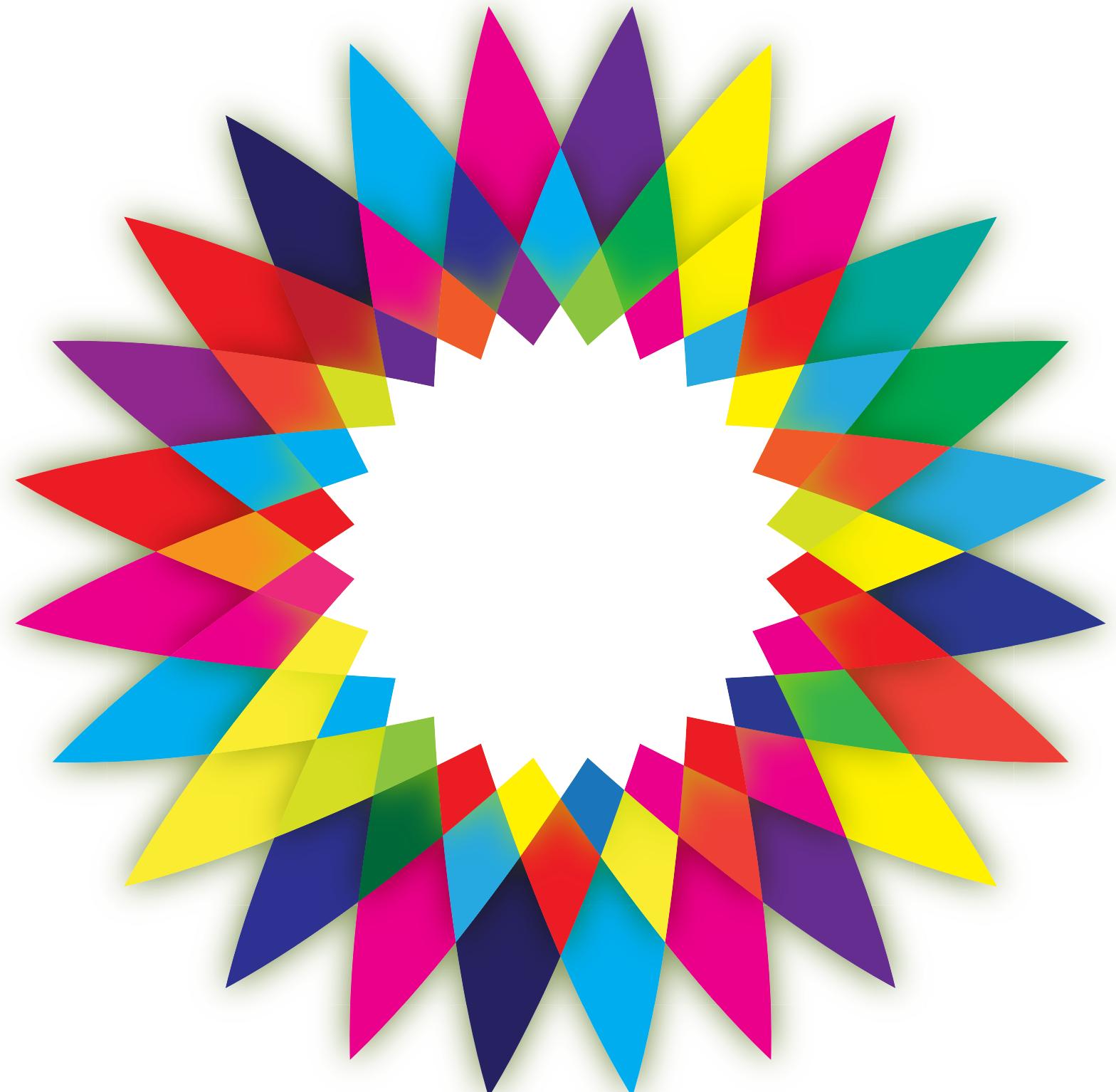
22. The outer glow also applies to the inner white area. If you want yours pure white again then lock and hide the coloured circles. Open the duplicated layer we made earlier (if you forgot, you can just duplicate the inner layer and remove the fx from the Appearance Panel).

Go to Object>Live Paint Release.

Create a white rectangle or shape larger than the circle and place it behind the circle; (Object>Arrange>Send to Back).

Select the rectangle and circle of diamonds and go to Pathfinder>Divide.

Ungroup them (Shift+Ctrl+G). Create a new layer and move the white middle onto the new layer.



All done. Over to you to experiment with blend modes, transparencies, colours, etc.
:)