



Create a Reflective Glassy Ball with Adobe Illustrator

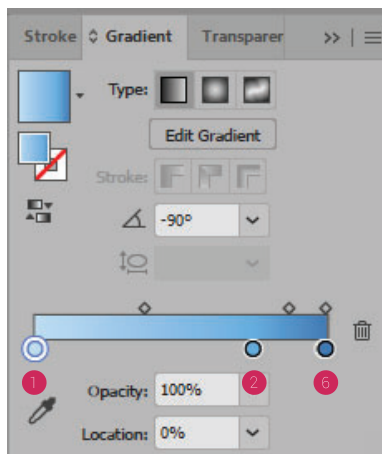
This tutorial is inspired by kdigits You Tube video : <https://www.youtube.com/watch?v=lwk29-syP3Kk&t=823s>

1. Set up a colour palette (File: Document Colour Mode RGB web / CMYK print)



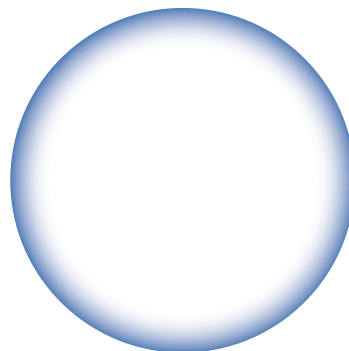
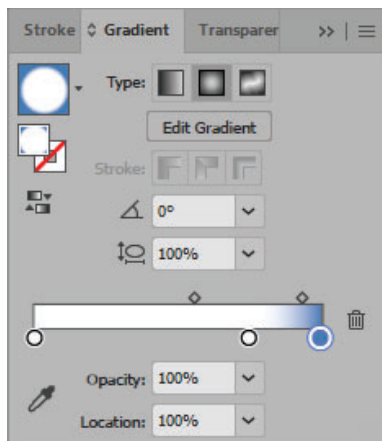
Background

1. Create a rectangle; mine is 185 x 100mm
2. Fill with the gradient below:



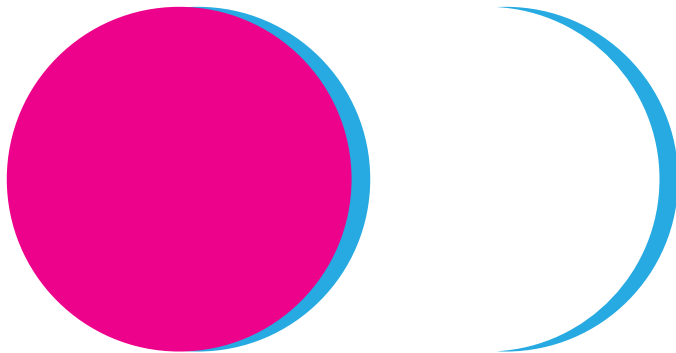
Glassy Sphere

1. Create a 50 x 50 mm ellipse: Fill = White, Stroke = None.
2. Set the Blend Mode to Multiply (Transparency Tab drop-down menu)
3. Fill it with the gradient below:

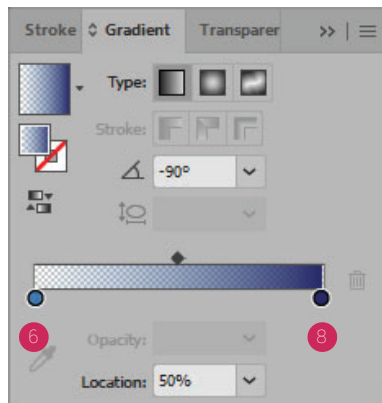


Glassy Ball - Crescent-Shaped Reflective bands

1. Copy the ellipse (colour changed here to make the instruction clearer but the colour has no other significance), paste then copy again and Paste in Place (Ctrl+F). Move the top ellipse to the left (Select and use the Left Arrow key).
2. Select them both then use Pathfinder>Minus Front to create a crescent:



3. Squash it down a little, vertically. Mine is approx. 28 mm x 45 mm.
4. Apply the following Linear gradient (Swatch No 6 is 0%, swatch No 8 is 100%).

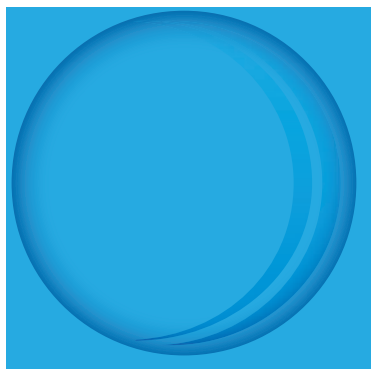


5. Duplicate the crescent and apply the same gradient except for the end colour - change that to colour swatch 9.

6. Select both crescent shapes and change the Blend Mode to Overlay.
7. Drop the opacity to about 80%

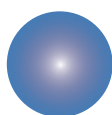
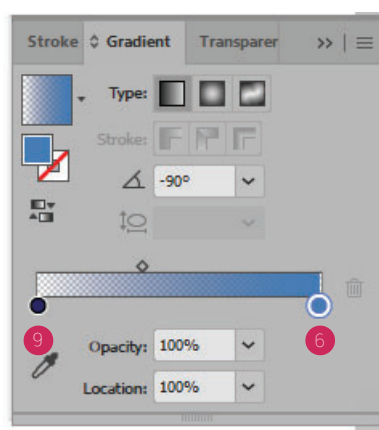


8. Position the reflective bands on the sphere as follows:



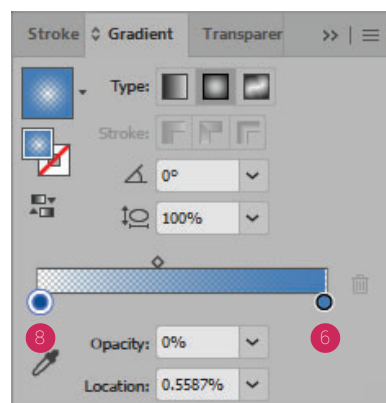
Sphere: Dark Spot

1. Create an ellipse, 4mm x 14mm.
2. Apply the following Radial gradient:

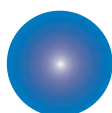


Colour swatch 9 is 100%, swatch 6 is 0%

3. Duplicate the ellipse but change the gradient to:



4. Change the Blend Mode to Overlay
5. Go to Object>Arrange>Bring to Front, then select the first ellipse and align them centrally and vertically:



4. Squish them into a small, thin oblong, rotate them and position them in the sphere at a sort of 8 'O clock position:



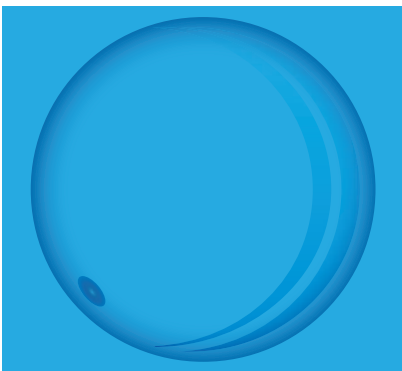
Twirly Bits

1. Create or select a couple of interesting shapes to place in your glassy ball.

Many fonts have fantastic glyph sets - take a look at Adobe Caslon Pro (make the letterforms editable: select text, Type>Make Outlines>Ungroup).

There are loads of free Illustrator brushes to make flourishes from <https://www.free-vectors.com/illustrator-free-brush-kit-swirl-rocks/>.

Or check out some You Tube videos on how to make your own like this one from Dagubi: How to draw florals - swirls - flourishes in Adobe Illustrator. <https://www.youtube.com/watch?v=DvCQw9Isb6s>

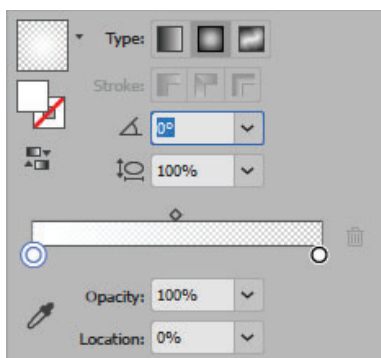


2. Fill the shapes with a colour, the ones below are swatches 8 and 9, respectively.
3. Change the Blend Mode from Normal to Overlay.
4. Arrange the shapes in your glassy ball.



Highlight Spots

1. Create a few small spots with the Ellipse tool ranging from a couple of mm to say, 4mm (Whatever looks/works best for your glassy ball. These will be little highlights to give the ball some depth and dimension.
2. Select them all and apply the following gradient:

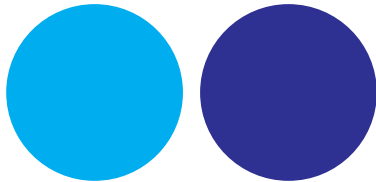


- Both colour swatches are White (FFFFFF)
The left-most colour pot is 100%, the one on the right is 0%.
3. Position them in the glass ball as shown on next page.
 4. Copy and paste-in-place if you want more intensity.



Crescent Shaped Highlights

1. Create 2 ellipses (same size, the colours below are just to show the step clearly and not part of the final design).



2. Arrange them as so then use the Pathfinder>Minus Front to create a crescent shape.



4. Duplicate the shape and fill them with the same gradient (select the crescent shapes and use the Eyedropper Tool [I] to pick the colour in the highlight spots to apply it to them).



5. Place them in the glassy ball on the right-hand side, tweaking them to fit and sit appropriately.

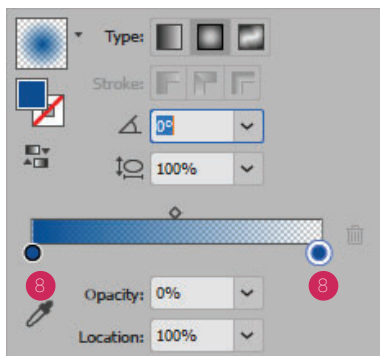


Use the Direct Selection Tool (A) for fine control if you really want to tweak them into shape.

You might want to reduce the opacity - the bigger highlight has 90% opacity, the smaller has 80%.

Diffuse Shade

1. Create an ellipse, approximately 14 x 14 mm.
2. Apply the following Radial gradient:

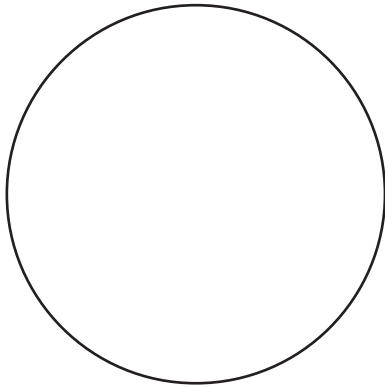


3. Select >Blur>Gaussian Blur with a radius of approx. 40 - feel free to increase or decrease the setting until you achieve a soft, diffuse shading.
4. Drop the opacity to around 45% - again, adjust the setting until you are happy with the result. The dashed white stroke in the image below is just to help show you where roughly to place it.

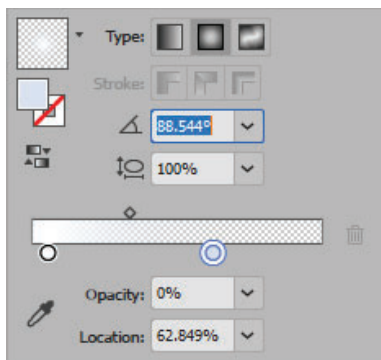


Bottom Glow

1. Create an ellipse the same size as the glassy ball: 50mm x 50mm, in my case.



2. Fill it with the following Radial gradient; the white on the left is 100%, the white on the right is 0%, the Blend Mode is Normal:

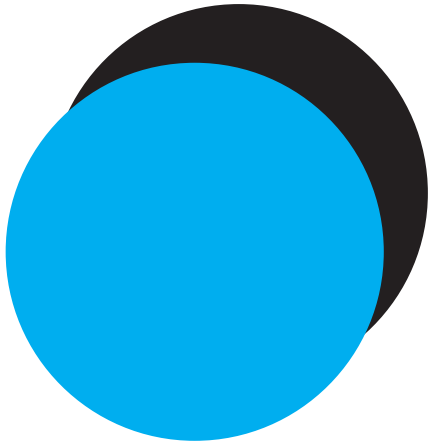


3. Select the Gradient Tool (G) and draw centrally upwards to concentrate the white in the lower part of the glassy ball:

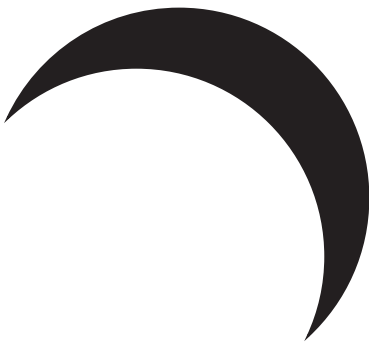


Large Highlight

1. Create 2 50 x 50mm ellipses (or the exact size of your large glassy ball) and overlay them as below:



2. Use Pathfinder>Minus Front to create a large crescent slice like the one below:



3. Fill it with the same gradient as the highlight spots and give it a Blend Mode of Overlay.



Reflection

The background image we created at the beginning has a darker 'stripe' at the bottom. This is where our reflection will fall.



1. Group the glassy ball and all of its elements (except the background) and position on the 'horizon'.
2. Select the glassy ball; go to Object>Transform>Reflect>Horizontal>Copy.



3. Reduce the opacity of the bottom copy down to about 65 - 70%.
4. Select both copies and use Pathfinder to Centre them vertically.



Clipping Mask

1. Draw or place a rectangle across the top of the lower glassy sphere:
2. Select the rectangle and the glassy ball reflection; go to Object>Clipping Mask > Make:



Done! Hope you followed along easily and love the end result!