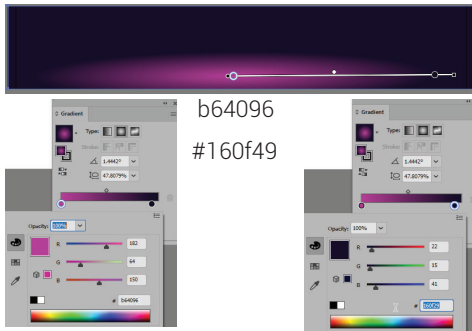# Create a Banner: Make with Mesh Adobe Illustrator

The image above is larger than the banner we create today but uses the same principles and elements as those described in the tutorial.

Today we're making a banner for a web page. It will include glowing particles and one or two other glowing elements; these always show up best against a dark background.

1. Create a new document: Custom 1920 x 347 px, select RGB.

2. Draw out a rectangle of the same size and fill with a gradient:
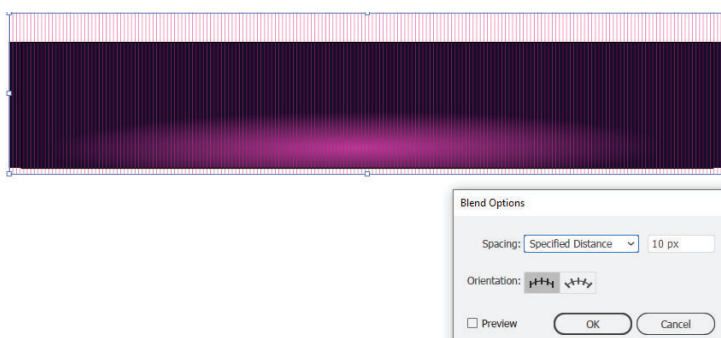

b64096

#160f49

3. Draw out a vertical line (\) on the left-hand side of the gradient rectangle,. I've used a 1 pt line stroke with the hot pink colour from the default swatches palette. Hold down Alt + Shift to create a copy of it and drag to the other end of the rectangle:

4. Go to Object>Blend>Blend Options and select Specified Distance>10px.
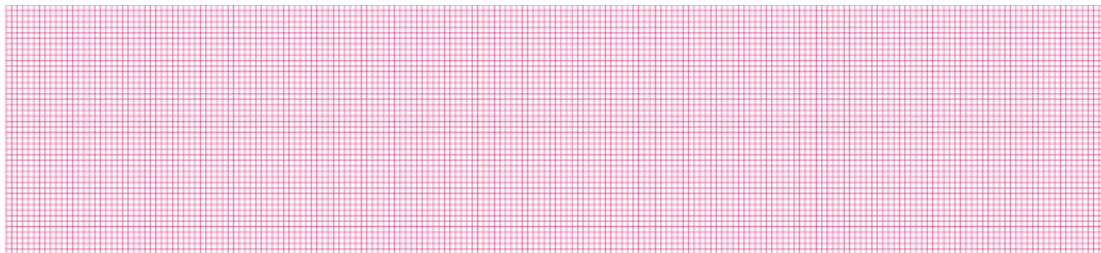
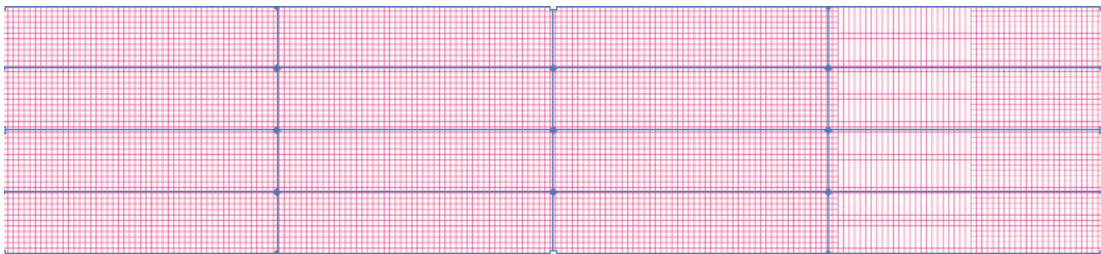5. Then go to Object>Blend>Blend Options>Make (Alt + Ctrl + B):

6. Select the line blend; go to Object>Transform>Rotate. Enter 90° and Copy:
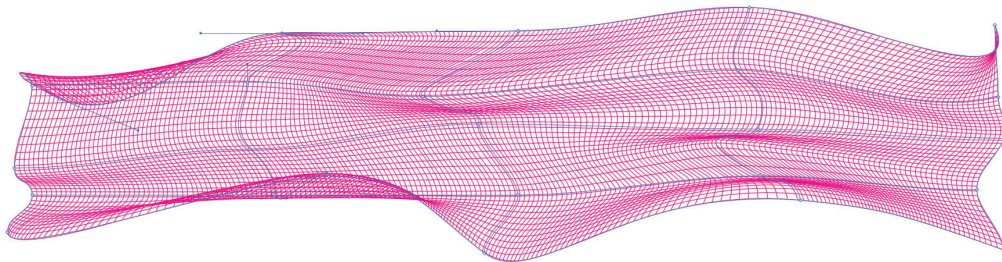

7. Drag the copy down and across so that it has the same dimensions as the rectangle and looks like a grid or a sheet of graph paper:
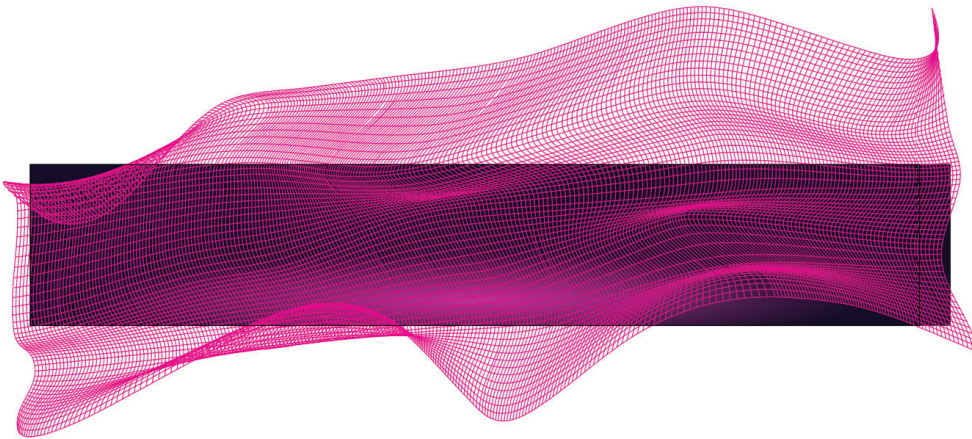

8. Select both sets of lines and go to Object>Envelope Distort>Make with Mesh. Select the number of rows and columns; mine is 4 x 4:
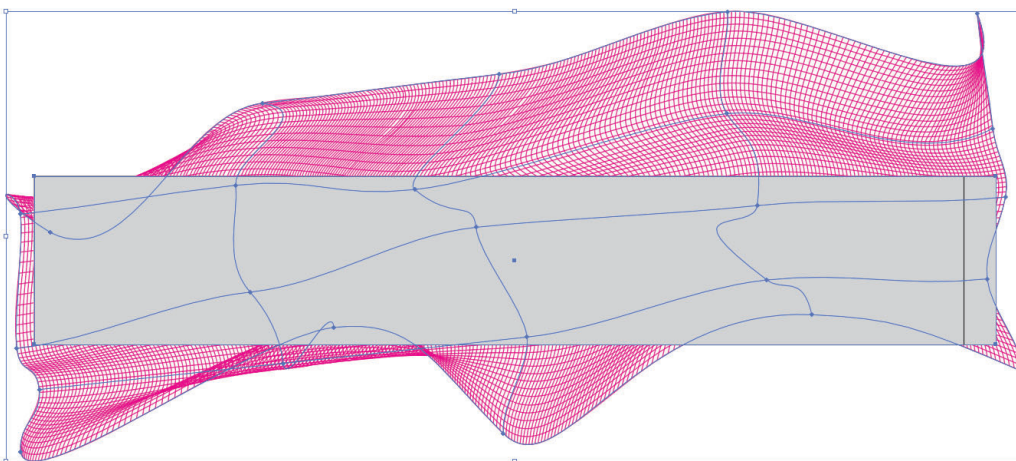
9.Select the Direct Selection Tool (A) and select the anchor points/bezier curve handles around the edges and row/column junctions to distort the mesh:

10. Place the mesh over the background and continue to distort or move the mesh until you're happy with how it looks:
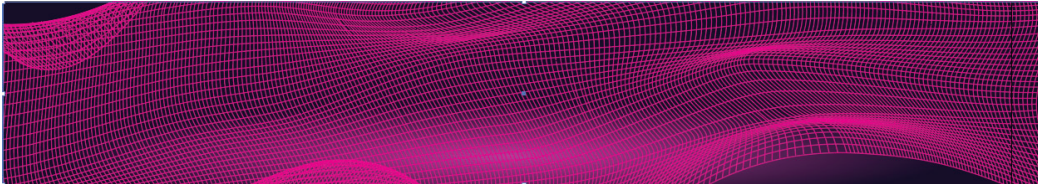

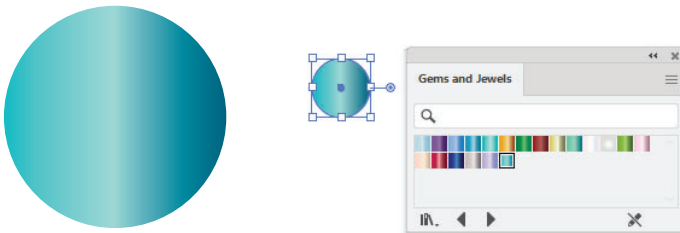11. Create another 1920 x 347 px rectangle and place over the top of the mesh and background.
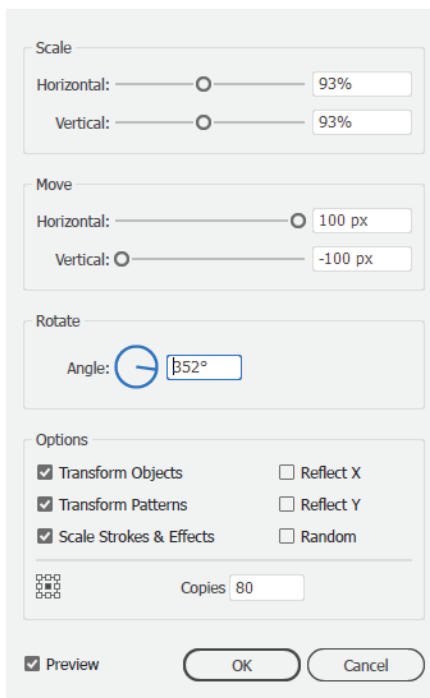
12. Go to: Object>Clipping Mask>Make:

13. Make an ellipse (L), 200 x 200 px and fill with any colour you wish but leave off the stroke. I opened the Gradient selection from the options in the Hamburger at the bottom of the Swatches palette:
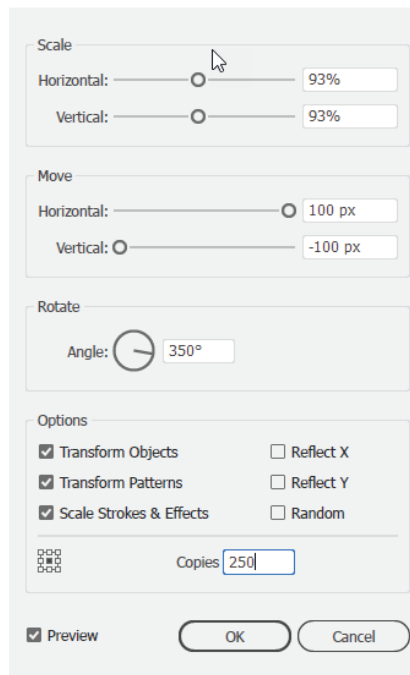

14. Select the ellipse then go to Effect> Distort & Transform>Transform and enter the following values and select Okay. With the ellipse still selected, go back to the Transform option; select Okay when the prompt displays that a new effect will be applied.
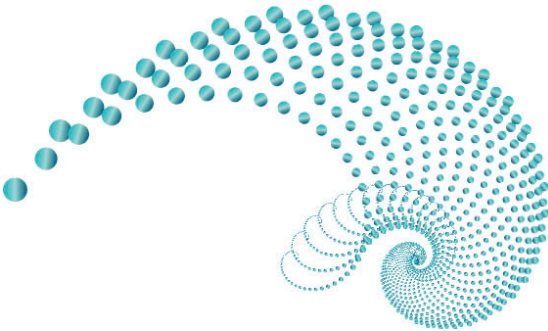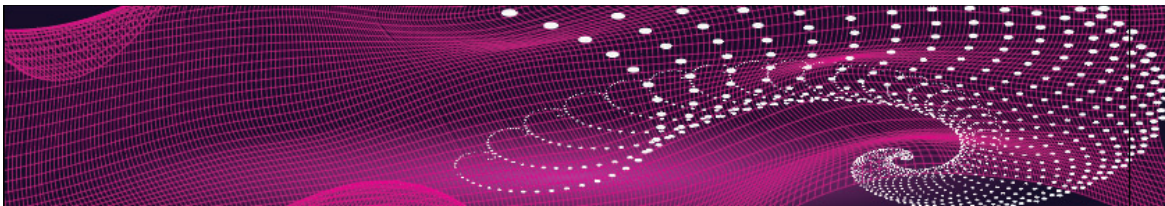

Apply the values from the second screenshot.
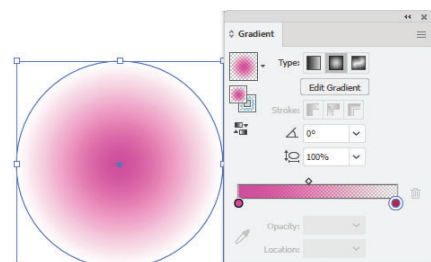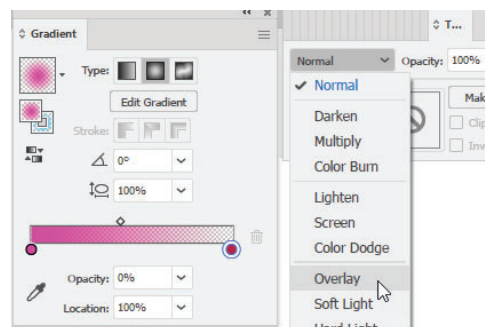
15. You will get the following result:

16. Select the 'spiral' and go to Object>Expand Appearance.

17. Place the graphic on your mesh. Select the spiral and go to Object>Ungroup to change the colour, transparency, size, shrink or stretch, etc and delete as many instances of the circles (with the Direct Selection Tool (A)) as you wish to better fit the graphic into your composition:

18. Create an ellipse, any size, and fill it with a Radial gradient in colours to suit your composition:
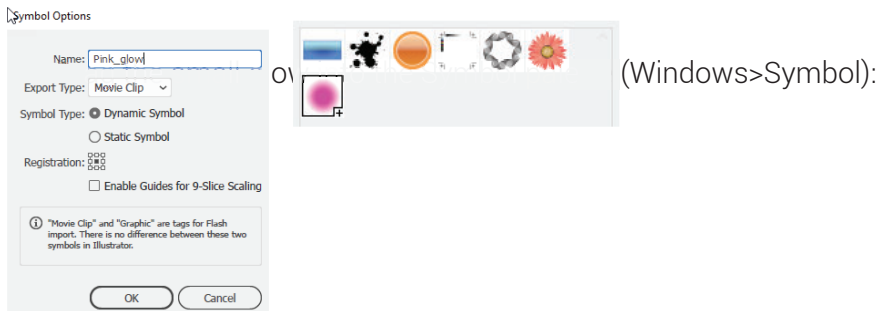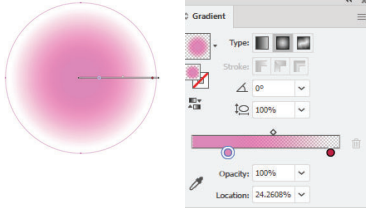

#ff2ad6

#bf0040 (opacity 0%)

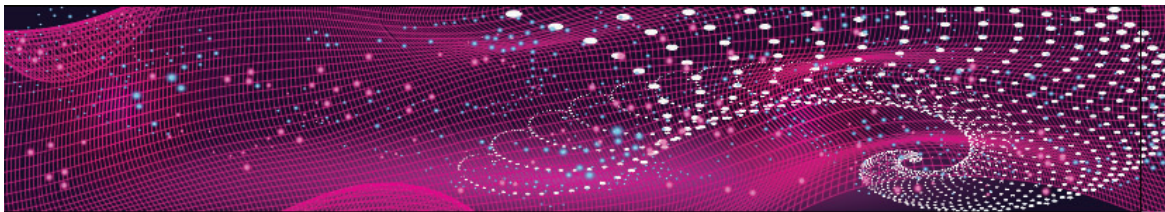Duplicate and resize to enhance your graphic.

19. Duplicate the glow again and shrink it down to about 21px. Adjust the gradient as so (I

adjusted the pink to #ff7fe6 -100% and the end pot remained the same but set to 0% opacity):

Ov (Windows>Symbol):

21. Select the Symbol Sprayer Tool to draw a spray of symbols around your composition:

22. Use the Sizer Tool to make them larger (Hold down Alt to make them smaller); use the Shifter Tool to move them around.

And that's it. All done. Hope you stuck with this to the end - lots of elements you can pick out and use on other projects.