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ILLUSTRATOR TUTORIALS

Watering Can

Learn how to create a watering can with a growing seedling. Create the can, add some water with a dashed line, create the small plant and create the ground to put it all together.

LEARN:

Direct Selection Tool

Dashed Lines

Draw Inside

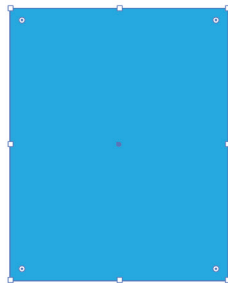
Duplicate

Outline Path

Polar Grid Tool

Opacity

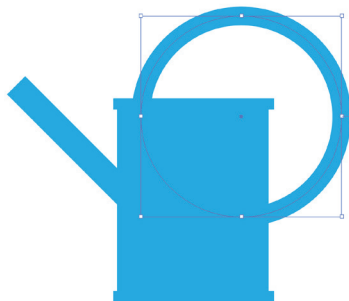
Blending Modes



Start the watering can with a rectangle, filled with a color, no stroke.



Add two rectangles, one top and one bottom to the can. Turn on your Smart Guides under View>Guides so that the shapes will snap to their edges easily.



Add a rectangle for the spout, rotate it 45° to get the angle. Create a large circle for the handle.

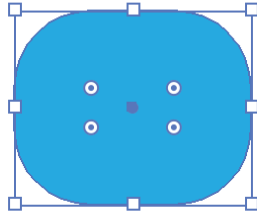


Use the Direct Selection Tool to select the base of the spout and pull the points further apart to make the spout taper. Add dark blue rectangles above the base and below the top to create a drop shadow effect.

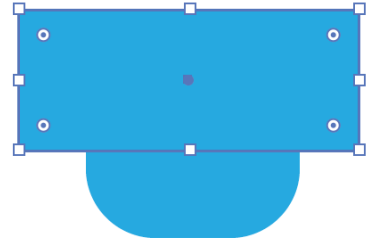
WATERING CAN

SHORTCUTS:

OPTION + CLICK
and drag to
duplicate an object



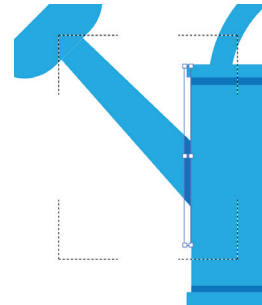
For the shower head, create a rectangle and pull the Corner Widgets into the center to create a rounded rectangle.



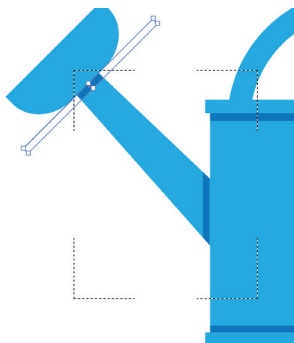
Draw a rectangle over the top of the shape and select both shapes.



Use the Pathfinder Minus Front command to remove the extra shape leaving the shower head. Place the head on the spout.



Select the spout and click on the Draw Inside Mode at the bottom of the Tool Bar. Draw darker rectangles and place them at the neck and the base to give a shadow effect.



Add a rectangle to the top of the neck as well while in the Draw Inside Mode. Click on the Draw Normal mode when complete.

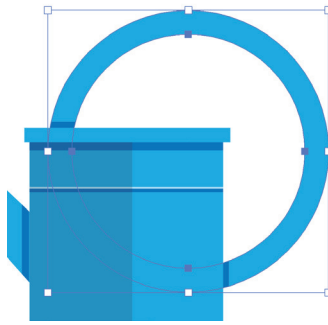


Create white lines across the ridges across the can with a dark line and a light line on top, this creates a highlight bump effect.

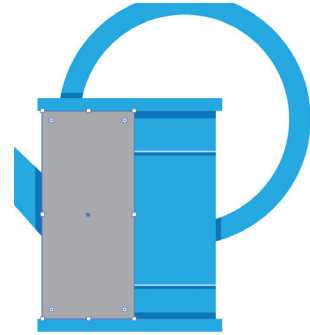
WATERING CAN

SHORTCUTS:

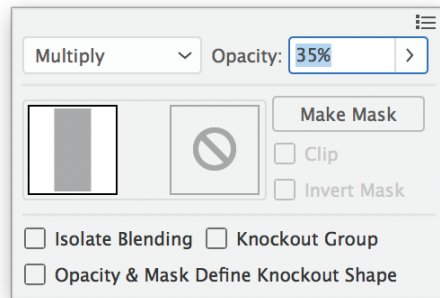
COMMAND + U
turns on the **Smart Guides**



Select the handle, then choose Object > Path > Outline stroke to turn the handle into a shape. Click on the Draw Inside Mode. Draw darker rectangles at the top and the side to give a shadow effect. Click on the Draw Normal mode when done.



Draw a gray rectangle over 1/2 of the can.



Set the opacity to 35% and change the blend more to MULTIPLY.



This gives a shadow effect over the side of the can.



To finish off the can, draw a rounded rectangle. Place this on the spout head. Darken the color to give it contrast.



Add white strokes with rounded ends (hot dog the ends). Add them for highlights on the can and head.

WATERING CAN

SHORTCUTS:

COMMAND + J

will join two or more open lines

COMMAND + Y

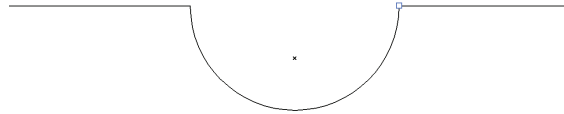
show outline mode



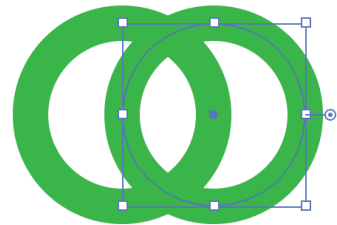
Create a patch of dirt with 2 lines and a circle.



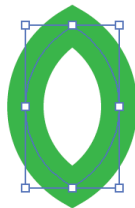
Remove half the circle by using the Direct Selection Tool to select the top point and delete it.



Line up the circle ends with the lines. Outline Mode (COMMAND + Y) will help you see how to line up the ends of the circle and line. Select the lines and half circle and join them together under Object>Path>Join.



For the leaf, create 2 circles and overlap them. Use the Pathfinder Intersect Mode.



Intersect Mode will create a leaf.



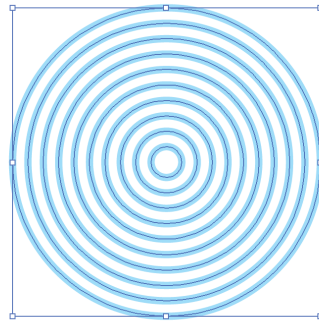
Draw a line and copy the leaves on the line, rotate and scale the leaves and fill them with a lighter color.

WATERING CAN

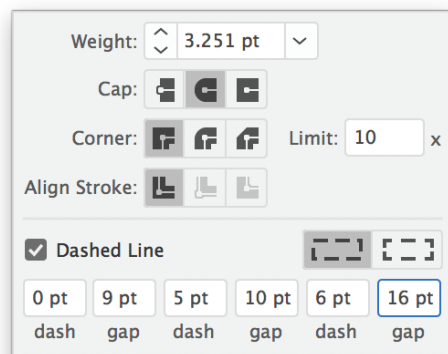
SHORTCUTS:

When drawing the Polar Grid, use the **up arrow** to add rings, **down arrow** to take them away.

Use the **right arrow** to divide rings, **left arrow** to take them away.



Use the Polar Grid Tool (nested with the line tool) to create several concentric circles for the watering drops. Double click on the Polar Grid tool to get the options for the settings.



Select each line individually and click the Dashed Line box in the Stroke Panel to create long and short drops of water.



Use the Direct Selection Tool to remove 3/4 of the circles leaving just the 1/4 arc.



Mix up the lengths of the lines and dashes to create a random watering effect.

