

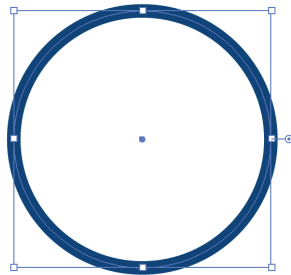


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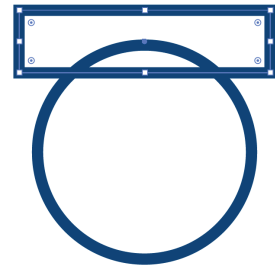
ILLUSTRATOR TUTORIALS

Gold Fish swimming in a Bowl

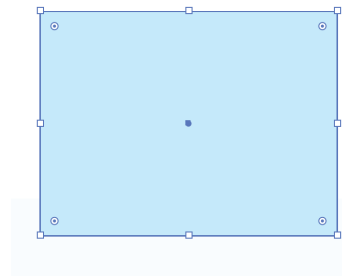
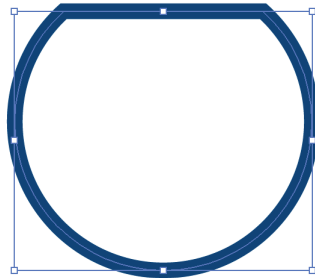
Icons that show motion are fun to look at and also great fun to make. Takes this happy fish, enjoying a swim in his fish bowl, jumping out and creating some bubbles.



Start the fishbowl with a circle, add a heavy stroke, no fill.



Draw a rectangle over the top of the circle, this will cut off the top and make it flat.



Select both the circle and the rectangle, use the Pathfinder Minus Front Mode to remove the rectangle and leave the flat top. Make a copy of this off to the side for later use.

Draw a rectangle, fill it with a light blue for the water.

LEARN:

Direct Selection Tool

Dashed Lines

Draw Inside

Duplicate

Outline Path

Pathfinder

Opacity

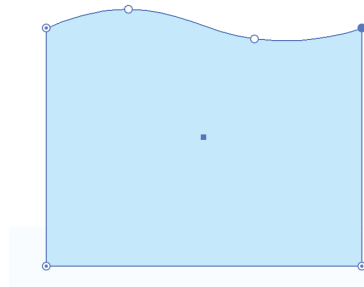
Convert Anchor Points

Layers

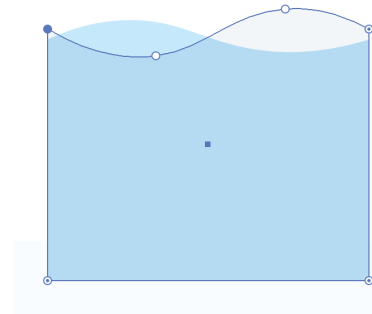
GOLD FISH IN A BOWL

SHORTCUTS:

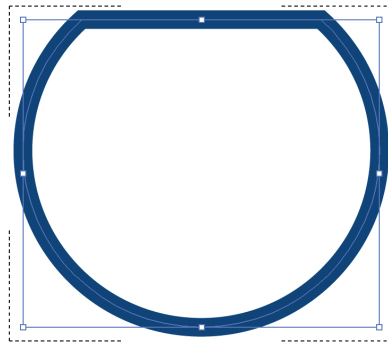
OPTION + CLICK
and drag to
duplicate an object



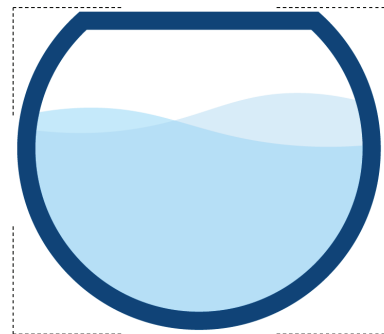
Use the Curvature Tool and click on the top of the rectangle and pull up or down to curve the top and create a wavy edge.



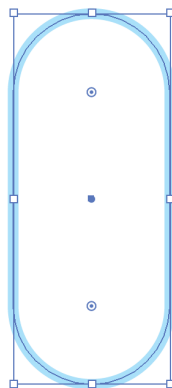
Copy the shape, flip it and fill it with a slightly different color and set the opacity to around 30-40% to show the other water through. Select both shapes and CUT (or copy) them.



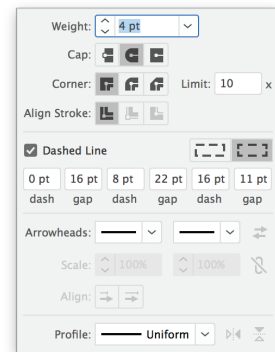
Select the fish bowl and click on the Draw Inside at the bottom of the Tool Bar.



Paste the wave shapes into the bowl and position them so the waves are in the upper third of the bowl.



Draw a rectangle, pull the Corner Widgets into the center to round the ends completely.

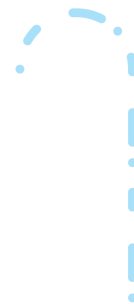


Select the Stroke Panel and click on the Dashed Line check box and put in random numbers to create a random dashed line. **Make sure to select the rounded cap (hot dog) the line ends.**

GOLD FISH IN A BOWL



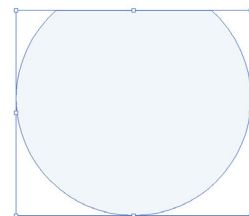
Control the spacing and the line length in the Stroke Panel until you get the right spacing.



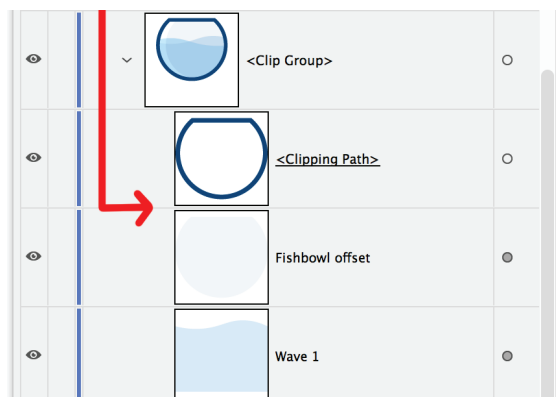
Use the Direct Selection Tool to delete the left side and lower left arc.



Place the "fish path" in position to show where the fish is jumping.
Add an arc to the side of the bowl for a reflection.
Set the opacity of the arc to 30%.



Use the copy of the fishbowl create earlier.
Fill it with a slightly different blue than the waves, set the opacity to 25% This will get pasted into the bowl but the waves are already pasted into it so using the Draw Inside mode is no longer available.



Open your Layers Panel.

Find the "Clip Group" that is your fishbowl and waves.

Open the group up by clicking on the "Twirly" (yes, really called a Twirly) on the left of the icon to open up the contents.

Find the layer you created in the last step and drag it INTO the layer order INSIDE the Clip Group, this is how you can add to a Clip Group that has been created with Draw Inside.

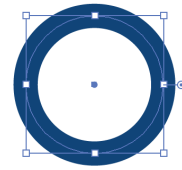
GOLD FISH IN A BOWL

SHORTCUTS:

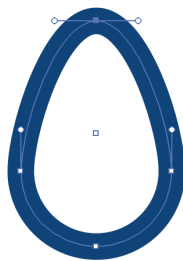
While drawing a Polygon, **up arrow** will add sides to the Polygon, **down arrow** will remove sides from the Polygon



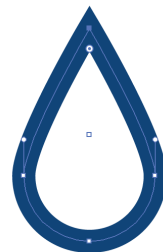
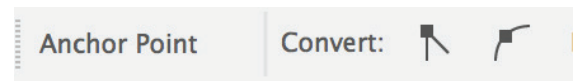
Here is the slip shadow in the bowl.



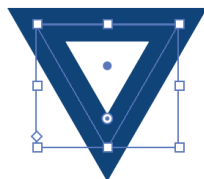
Create the body of the fish starting with a circle.



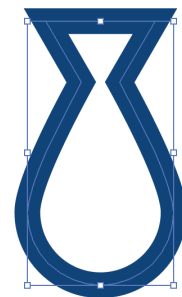
Use the Direct Selection Tool to select the upper point of the circle. Use the UP arrow on the key board to move the point straight up.



Convert the rounded top point to corner point in the Control Bar or the Properties Panel.



Use the polygon tool to draw a triangle. While drawing, use the down arrow to change the number of side to three.



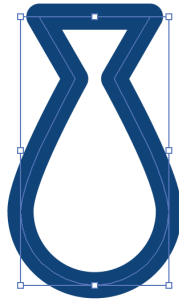
Place the triangle over the fish body, select both shapes and use the Pathfinder Unite Mode to combine the two shapes. COPY this final shape.

GOLD FISH IN A BOWL

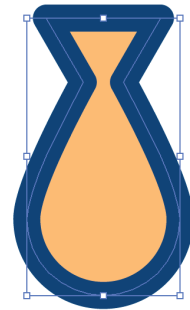
SHORTCUTS:

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

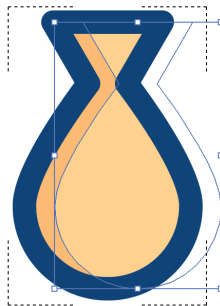
Use the **right arrow** to divide rings, **left arrow** to take them away.



Use the Stroke Panel to round the *corners* of the stroke.

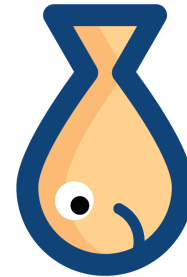


Fill the fish with a gold color.



Click on the Draw Inside mode and paste the fish shape into the body.

Remove the stroke and add a lighter color fill and move it to the side to create a slip shadow effect.



Add a few circles, one black, one white, for the eyes. Create an arc for the mouth.



Place the completed fish at the end of the dashed fish path. Add some circles, smaller as they get away from the bowl, to show bubbles.

Create four lines in a "plus" formation to show bubbles popping. You have just made a happy gold fish jumping in and out of the fishbowl.