

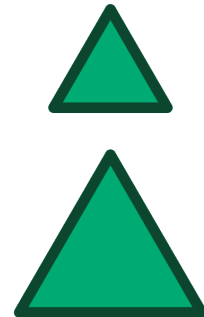
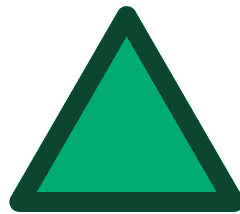


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# PINE TREE SYMBOLS

## Pine Trees

Pine Trees, snow, mountains and cold. This is a quick way to create an icon of a tree, turn it into a Symbol then use the Symbol Sprayer to create a whole forest full of trees. Enjoy!



## LEARN:

*Symbols*

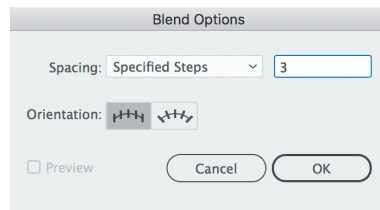
*Symbol Sprayer*

*Blend Tool*

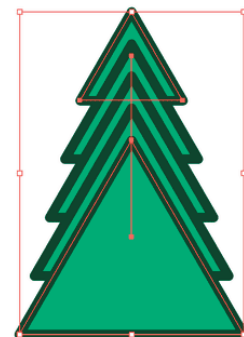
*Draw Inside*

Create a triangle by using the Polygon Tool. Fill with a lighter green, add a heavy stroke of a darker green. Use the Stroke Panel to round the corners of the Stroke.

Duplicate the first triangle, then increase the size and place it below the first triangle. Open the Transform Panel and make sure Scale Stroke and Effects is OFF before you scale.



Select both triangle and choose Object>Blend>Blend Options. Set the Blend Options to Specified Steps and choose 3 steps. Click OK.



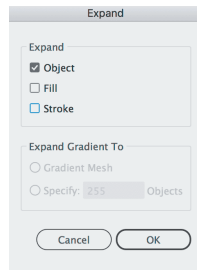
Choose Object>Blend>Make to blend the shapes together.

# PINE TREE SYMBOLS

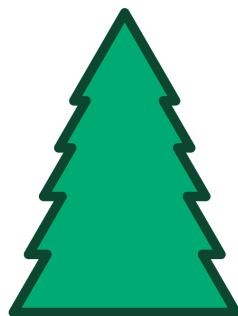
## SHORTCUTS:

**OPTION + CLICK**  
and drag to  
**duplicate** an object

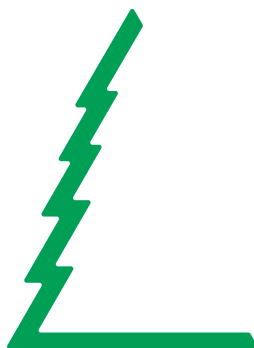
While drawing a  
Polygon, **up arrow**  
will add sides to  
the Polygon, **down**  
**arrow** will remove  
sides from the  
Polygon



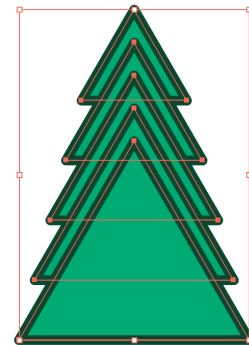
Choose Expand under the Object Menu.  
Check **ONLY** the Object button so it  
breaks it the triangles out of Blend Mode.  
Click OK.



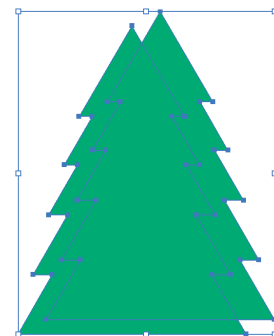
With all the triangles selected, use the  
Pathfinder Panel to Unite all the shapes  
into one tree.



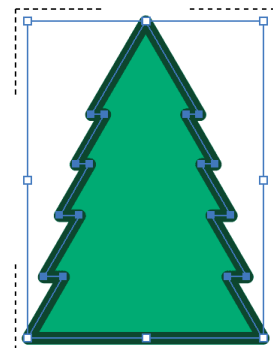
Use the Pathfinder Panel Minus Front to  
leave just a sliver of the tree shape. Fill  
it with a slightly darker green. **COPY** this  
final shape.



Expand makes all the actual shapes  
instead of a blend appearance.



Duplicate the tree, turn off the stroke then  
duplicate it over itself in a slight offset as  
show.



Select the tree, and Select the Draw Inside  
Mode at the very bottom of the Tool  
bar. **PASTE** the sliver of the tree you just  
copied into the tree and set the opacity of  
the sliver to 50%

# PINE TREE SYMBOLS

## SHORTCUTS:

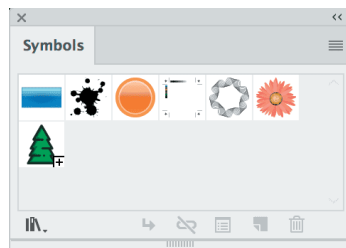
Access the Symbol  
Sprayer tool  
**SHIFT + S**



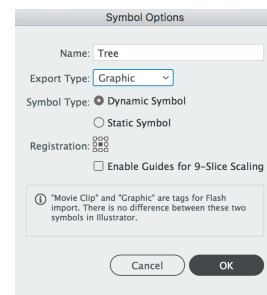
Click back on the Draw Normal mode in the Tool bar to go back to normal drawing.



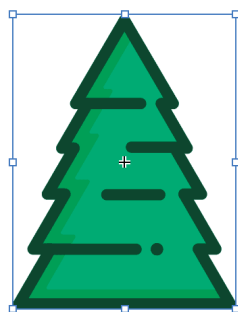
Add some horizontal lines with rounded (hot dogged) ends and throw in a circle or two for some character. Select the entire tree with the Selection Tool.



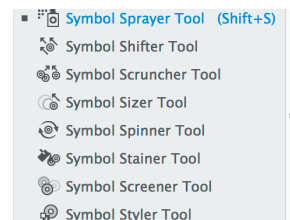
Open the Symbols Panel from the Window Menu. Drag the Tree into a free space in the Symbols Panel.



This will open the Symbol Options dialog box. Select the Type as Graphic from the drop down window. Set the Type as Dynamic, click OK.

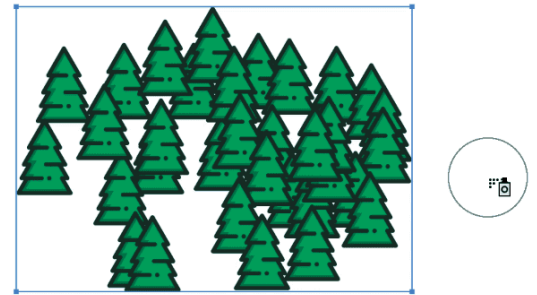
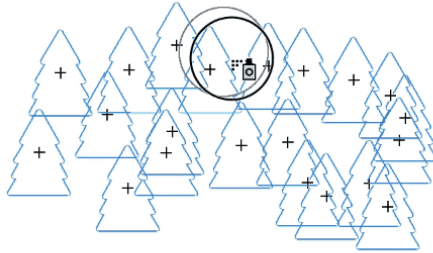


A + in the selected tree will indicate that the tree is now a Symbol.



You can use the Symbol Tools to Spray the symbol and play with the other Symbol Tools.

# PINE TREE SYMBOLS



Select the Symbol Sprayer and click and move the mouse around, "spraying" trees while you drag the mouse OR just click each time you want a tree to appear instead of holding the mouse down and dragging.

This is what the bunch of symbols will look like when you are done.



Add the trees to any scene you create and you now have a winter wonderland! The mountains can be created using the same steps as the trees starting with triangles and adding slip shadows like the tree has. Add lines and dots for texture.