

Working with the Mesh Fill tool

The Mesh Fill tool is one of the most powerful features in CorelDRAW®. It lets you design multi-colored filled objects with fluid transitions and unique effects. You can adjust single node transparency to create smooth, rich color transitions for any mesh filled object.

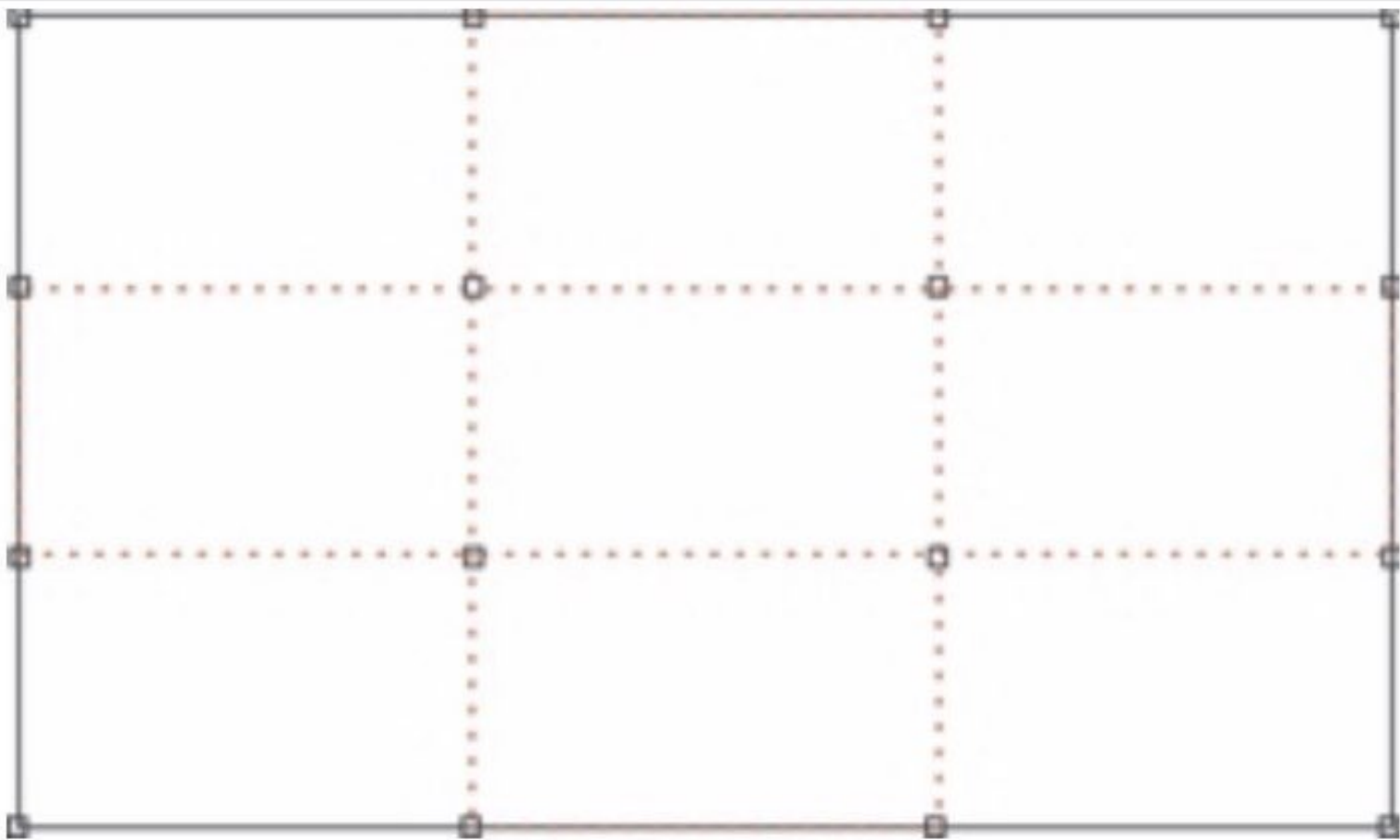
Unlike traditional fills, mesh fills can be molded, like clay. This allows you to create objects with a special form, similar to how a sculptor gives shape to his work. You can adapt and shape the fill to suit the object you're creating, and to achieve a realistic colored appearance. And best of all, mesh fills are vector objects which means that you can enlarge or reduce at any time without substantially increasing file size.

The logo for 'Mesh Fill' features a stylized, multi-colored arc on the left, composed of segments in green, blue, yellow, orange, and purple. To the right of this arc, the words 'Mesh Fill' are written in a flowing, cursive script font.

Mesh Fill



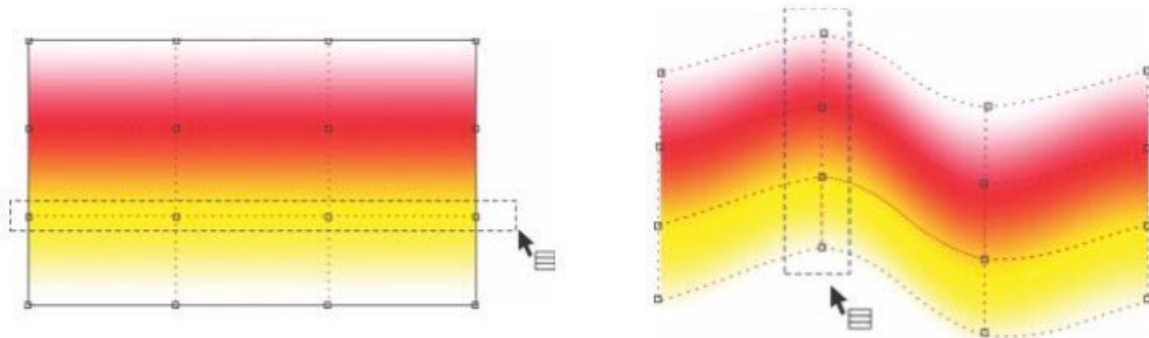
Let's start by creating a simple rectangle and then clicking the **Mesh Fill** tool. You can also press **M** on your keyboard to access the tool quickly. With CorelDRAW X5, your rectangle will have one central point, which creates a grid with 2 rows and 2 columns. You can add additional, equidistant rows or columns by using the **Grid size** box on the property bar. You can add a single row or column without affecting the other rows and columns by double-clicking the dotted line at the desired point.



Adding color

Now, we can add color by selecting a node or several nodes. You can select nodes individually by using the **Mesh Fill** tool (M) or the **Shape** tool (F10). To select several nodes, press and hold **Shift** while clicking each node. If you want to select an irregular collection of nodes, choose **Freehand** from the **Selection mode** list box on the property bar. This lets you draw an irregular selection area.

At this point, we have a custom gradient fill, which we can achieve by using other tools or effects, such as the Blend or Contour tools. So what's so magical about a mesh fill? We can deform the mesh grid and add unlimited colors. For example, we can select a couple of nodes and move them together in the same direction.



One of the most fantastic features of the Mesh Fill tool is the ability to add new colors to any node. You simply select the desired node(s), and choose a color from one of the color palettes. With a mesh fill, the best part is that we don't need a complex drawing to produce good results. Often, the more simple the object, the better the resultant mesh fill.

