A pattern tile may not always be exactly the way you want it. Sometimes you might want to change the size and position, or move it within a shape. Other times you may want a random textured look instead of a solid repeating pattern. To find out the best way to make these transformations check out this tip!
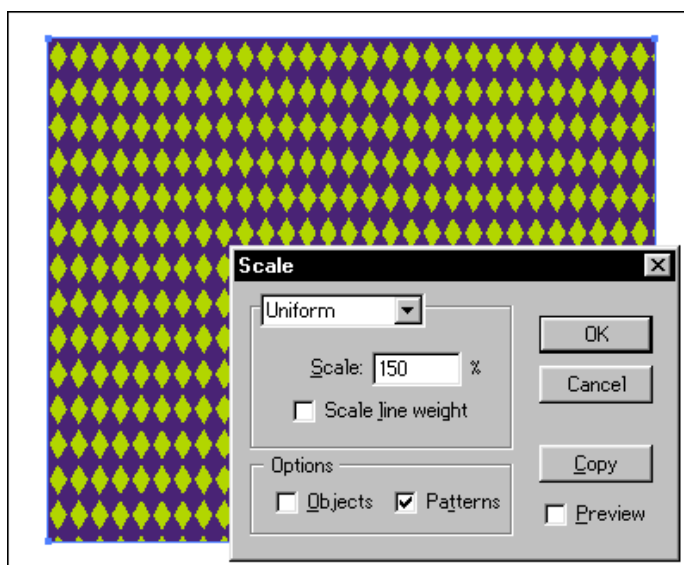
Luanne Seymour Cohen, Creative Director at Adobe Systems, shares some quick tips on using patterns in Adobe Illustrator® 7.0

INTERMEDIATE

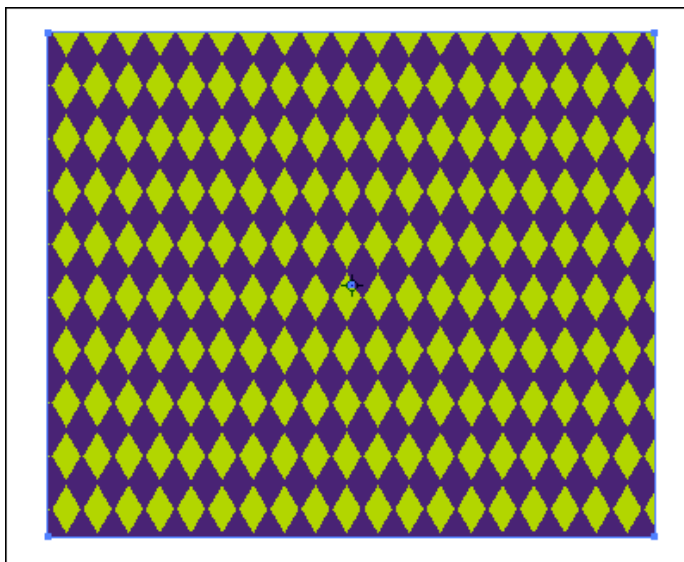# LUANNE'S HANDY PATTERN TIPS

1. Transforming The Pattern Within a Shape. Select the shape that you've filled with a pattern. Double click on the transformation tool (scale, rotate, reflect or shear) you wish to use. Deselect the Objects option and the Pattern tiles option will be selected. Enter the transformation amount. You can click the preview button if you would like to view the transformation before applying.
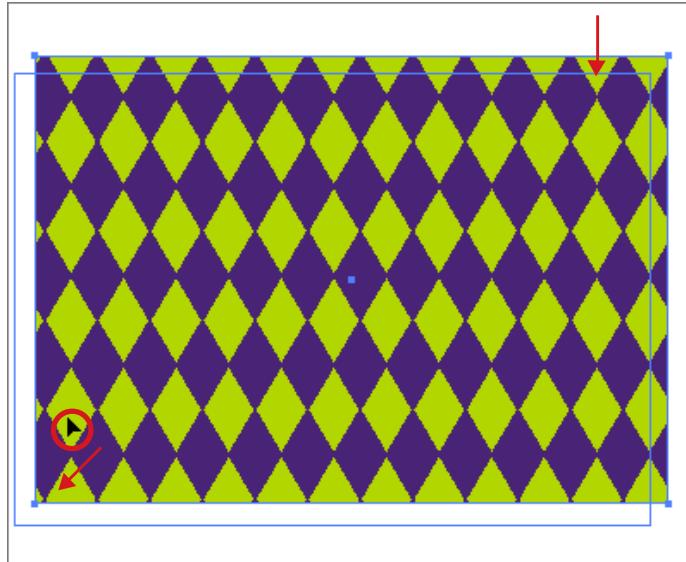
Scale

Uniform

Scale: 150 %

☐ Scale line weight

Options
☐ Objects ☑ Patterns

OK
Cancel
Copy
☐ Preview

Pattern transformation shortcut
Select the transformation tool in the toolbox. Hold the "~" key down while transforming the selected object. Only the Pattern within the shape will be transformed, not the shape itself.

2. Click OK to view the results. If you wish to Transform the pattern again with the same values, choose Object > Transform > Transform Again.
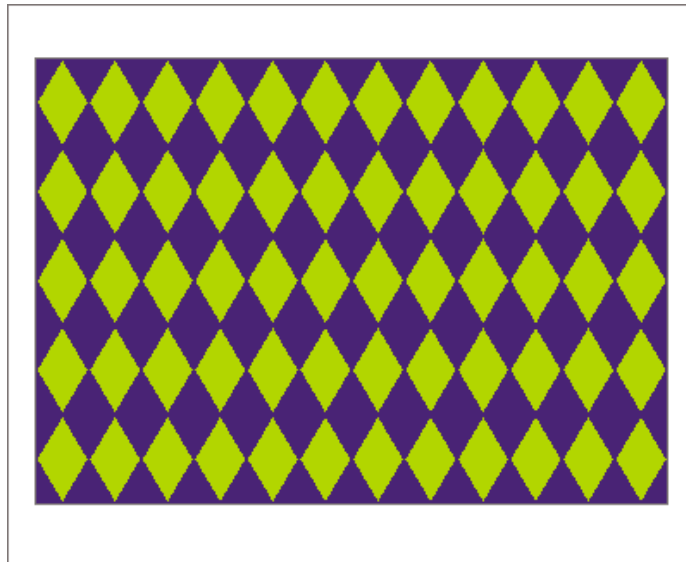
1. Moving Patterns Within a Shape. Select the shape filled with a pattern that needs repositioning. Choose the selection tool from the toolbox. Hold the "~" key down and move the pattern by clicking and dragging in the direction you want the pattern to move. It works best if you click on a specific point in the pattern and drag it to the place where you want it to move.
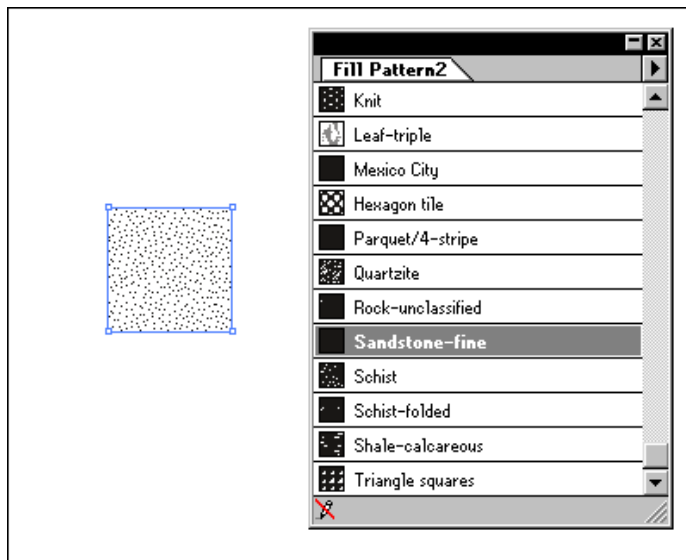
Securing the pattern position
Once you've moved a pattern within a shape, you'll want it to stay in that position. If you need to move the shape, select the Transform Pattern Tiles option in the Preferences dialog. It will ensure that if you move the shape, the pattern will move with it.
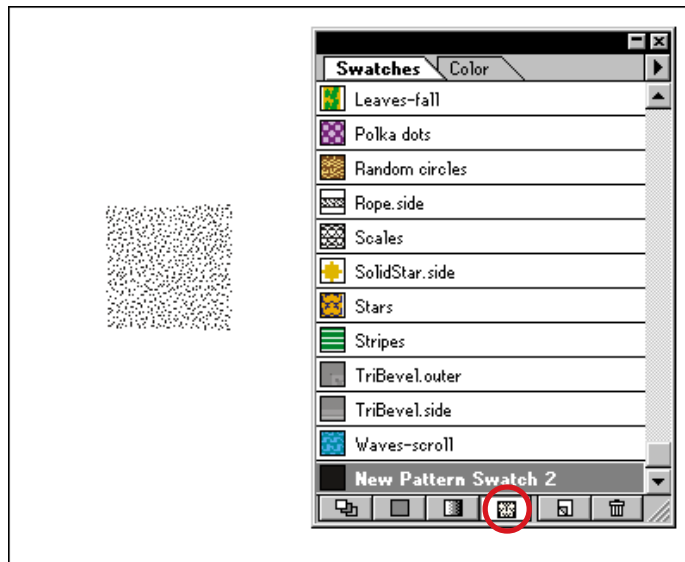
2. Once you release the mouse, the pattern preview refreshes and it has been repositioned.

1. Making a Textured Gradation. Import a swatch pattern file from one of Illustrator's Library folders. Choose Window > Swatch Libraries > Other Libraries. Navigate to the Illustrator folder into Other Libraries > Path Patterns. Pick a file to open. This will open up a separate palette. Once you have this palette open drag a swatch onto the background to edit. In this example we used the file "Fill Pattern 2" and *Sandstone-Fine*. Select the bounding box and change the background fill color to None.
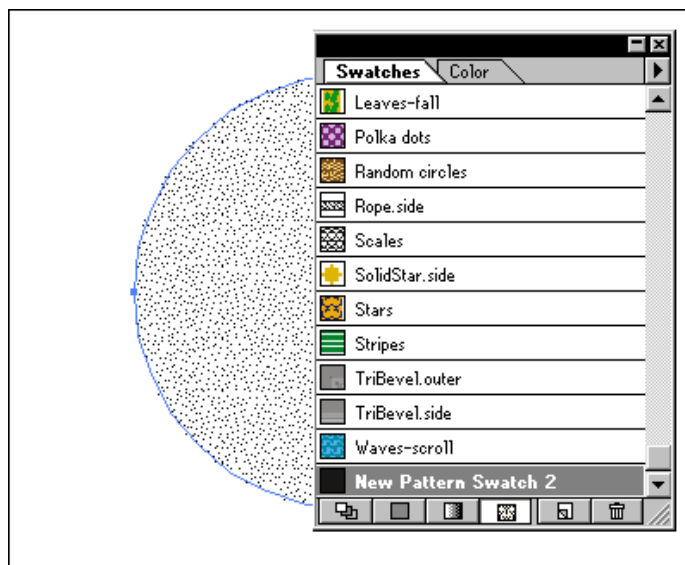
Fill Pattern2
Knit
Leaf-triple
Mexico City
Hexagon tile
Parquet/4-stripe
Quartzite
Rock-unclassified
Sandstone-fine
Schist
Schist-folded
Shale-calcareous
Triangle squares

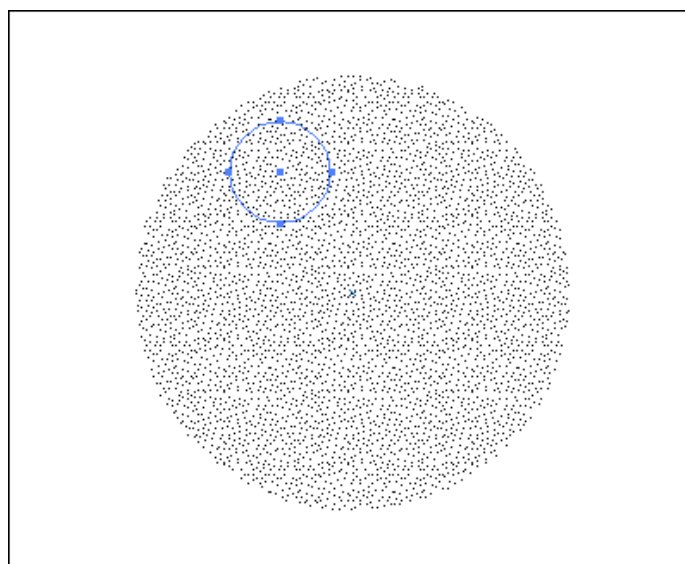**2.** Select the whole tile and create new pattern by dragging it into the Swatches palette.

Views
You can select how to view your swactches by clicking on the icons below or using the pull down menu. In our case we are viewing all the palettes in by name.
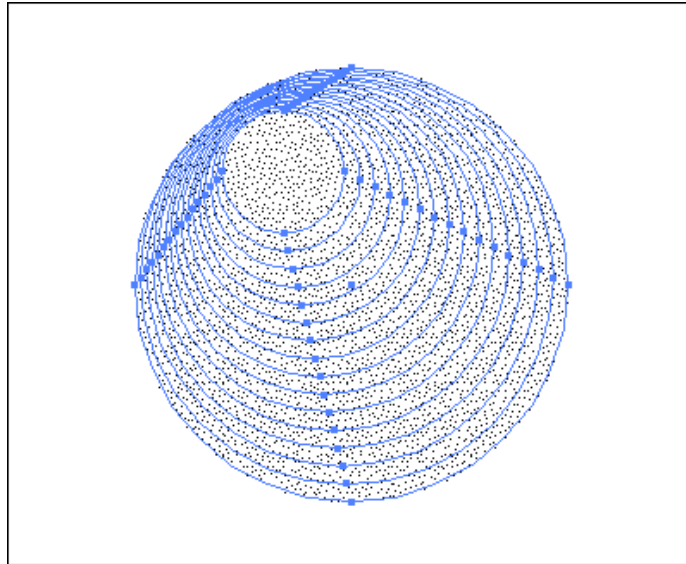
3. Select a shape that you want to be filled with a texture gradation. Fill it with the new pattern you just created.

4. Now create a small shape that will define the most dense area of texture. Sometimes it works well just to scale a copy of the larger shape.
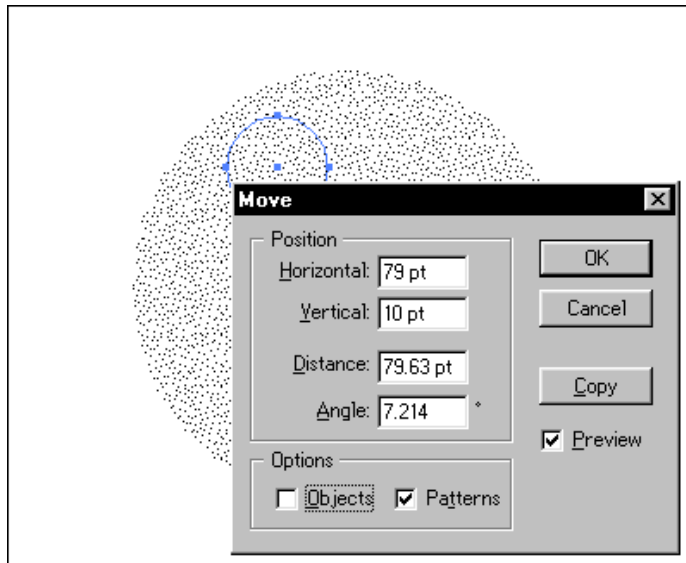
5. Create a gradation of shapes by selecting both the original shape and the small shape and blending between them. Use the blend tool to create the in between shapes.

Blend Tool
Use this tool to create a blend between the color and shape of two selected objects.

6. All the shapes are filled with the same transparent pattern, so you can't see a change in density. To correct this we'll move the patterns within the shapes. Select the second shape from the outside. Choose Object > Transform > Move and enter two random numbers for the Horizontal and Vertical values. Select only the Pattern tiles option. Click OK.
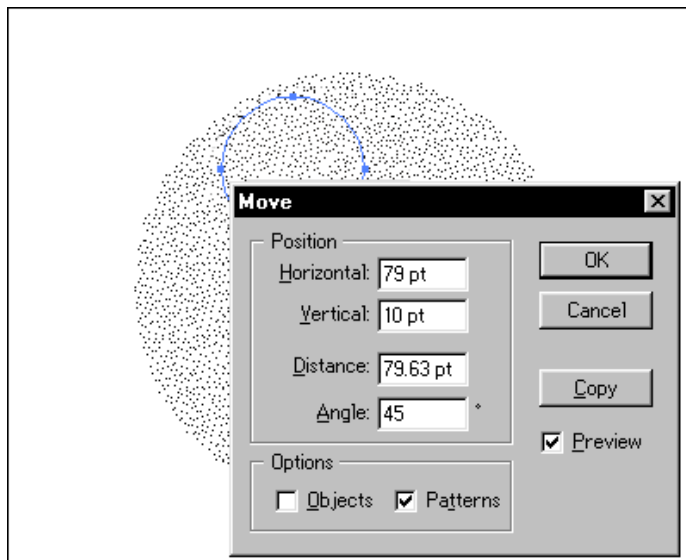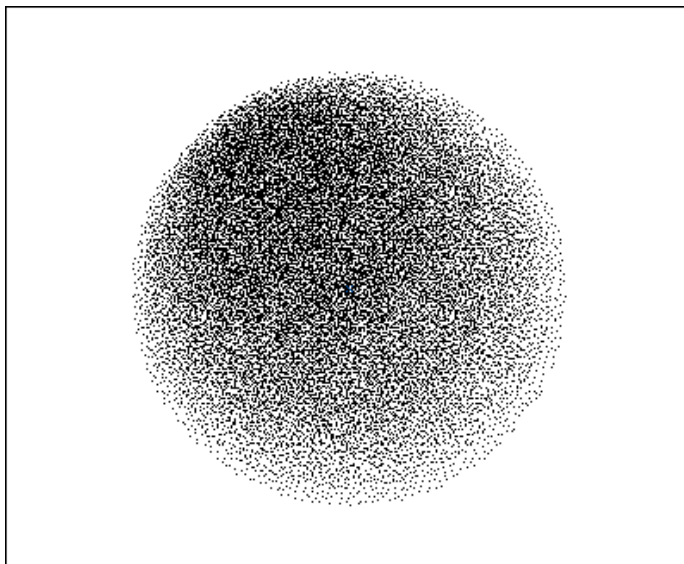

Making smooth gradations
If you find that your textured gradation is banded, try one of these two solutions. 1) Use more steps in the creation of the shape gradation. 2) Scale the texture to make the transitions seem smoother.
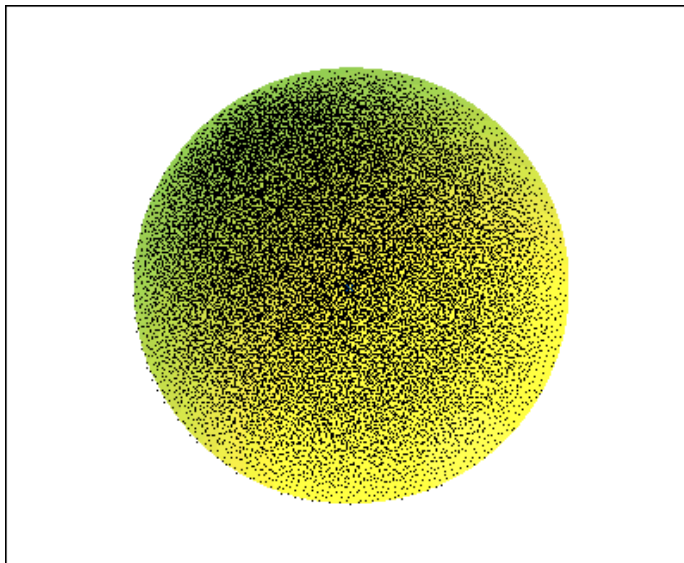
7. Select the next smallest shape and choose Object > Move again. This time select the Angle and change it to something different. Be sure to select only the Pattern tiles option.

8. Continue selecting the shapes and moving the patterns within the shapes until all the rest of the shapes have been adjusted.

9. If you want the shape to have a solid background color as well as the texture color, select the original shape and copy it. Choose Edit > Paste in Back. Change the paint style to a solid color. For less density in the texture gradation, use the scale tool to enlarge the pattern within the shapes. For more density, reduce them.

Enhancing gradations
Try using a gradient instead of a flat color behind the texture gradation. Be sure to match the angle of the gradation with the gradient tool.

Radial
For a different effect try using a radial gradient.