

Working with The Perspective Grid in Illustrator

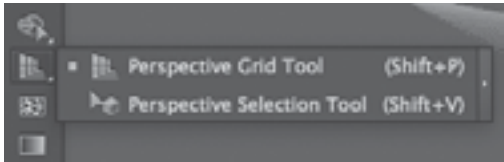
With The Perspective Grid any and all illustrations can be made to look 3D or at least angled properly to give that three dimensional look. Using the grid can get very interesting shapes and designs. We'll use this eye as an example.



Step 1: Click The Perspective Grid icon. (Between the Shape Builder and Mesh Tool)



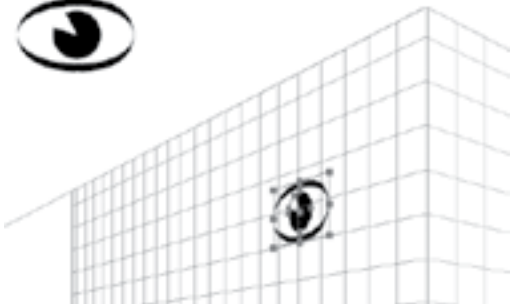
Step 2: With the grid now visible, click and hold The Perspective Grid icon and select The Perspective Selection Tool.



With this tool selected you are given complete control of everything involving The Perspective grid. This includes which plane you're working on, how far apart from each plane, and how large the max size of your grid can be.



Step 3: Hold Alt while clicking and dragging your subject in any direction. You'll notice it change and start to fall along the grid.



Step 4: When your done go to View - Perspective Grid - Hide Grid to remove it from the artboard.

