

Adobe Illustrator 10

Reshape your artwork with live enveloping

Stretch your creativity with the new enveloping feature in Adobe® Illustrator® 10. You can distort text or artwork at will, and then edit the envelope easily if you want to fine-tune the effect or revise the contents. Follow along to learn how to create an envelope, how to apply it to an object, and how to manipulate the shape of the envelope or edit the object inside.



1. Create an envelope.

Draw a path to use as an envelope. You can use any Illustrator path as an envelope to reshape graphics, text, or placed bitmap images. For our example, we used a fish shape as our envelope.



2. Use the envelope to reshape another object.

Place the envelope path on top of the object you want to distort. With the selection tool, Shift-click to select the envelope and the other object, and choose Objects > Envelope Distort > Make with Top Object.

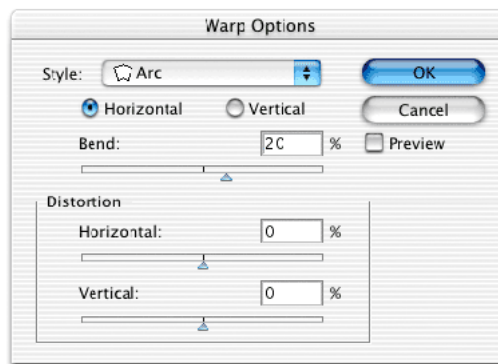
Enveloping is a quick way to create logotypes, develop complex designs, or simulate 3D effects such as labels on bottles and cans. In the next steps, we'll show you another approach to enveloping—to make type match the shape of an object on an underlying layer.



3. Use a preset warp shape as an envelope.

Select the object you want to distort, and choose Object > Envelope Distort > Make with Warp. Then select a warp shape from the Style menu in the Warp Options dialog box.

When you select the Preview option, you can use the Bend or Distortion sliders interactively to get precisely the effect you want. We applied the Arc style with a 20% horizontal bend.



4. Edit the contents of the envelope.

Select the envelope, and choose Object > Envelope Distort > Edit Contents. For text, use the text tool to make your edits. If the object is a multi-part vector graphic, click the arrow at the left of the <Envelope> label in the Layers palette to expand the contents and access the item you want. We added *10.0* to our text.



5. Edit the shape of the envelope.

To adjust the envelope shape, choose Object > Envelope Distort > Edit Envelope. Mesh points appear on the envelope object, and you can use the direct selection tool to reposition individual mesh points, or Shift-click to reposition several points at once. For more precise control, use the mesh tool to add points.

You can also reshape an envelope by choosing Object > Envelope Distort > Reset with Mesh or Reset with Warp to specify the number of rows and columns you want in the mesh.



6. Experiment with enveloping.

You can apply envelopes to vector images, bitmap art, or text. To reshape the car, we chose Object > Envelope Distort > Make with Warp, and then selected Wave as the style in the Warp Options dialog box.

