The Mesh Tool

in CoreIDRAW is a powerful feature for creating smooth, realistic gradients and adding depth to your designs. Here's a step-by-step guide on how to use it effectively:

1. Selecting the Mesh Tool

- Open CoreIDRAW and select the object you want to apply the Mesh Fill to.
- Go to the **Toolbox** and click on the **Mesh Fill Tool** (shortcut: M).

2. Adding a Mesh Grid

- After selecting the object, click anywhere on the object to create a default mesh grid.
- You can increase or decrease the number of grid lines:
 - Use the **Property Bar** to adjust the **Rows** and **Columns** of the mesh.

3. Editing the Mesh Grid

- Each intersection of the mesh grid creates a **node**.
- You can drag these nodes to modify the shape of the mesh.
- Adjust the curve of the mesh lines by dragging the handles of the nodes.

4. Applying Colors

- Click on a node to select it, then choose a color from the **Color Palette**.
- You can apply colors to individual nodes, entire grid cells, or rows/columns of the mesh.
- For more complex gradients, apply different colors to adjacent nodes.

5. Blending and Smooth Transitions

- The colors applied to nodes blend smoothly across the mesh.
- For sharper transitions, reduce the distance between nodes or adjust their placement.

6. Adding and Deleting Nodes

- To add a node: Click on a grid line where no node exists.
- To delete a node: Select it and press Delete.

7. Fine-Tuning with Transparency

- Adjust the transparency of the mesh fill using the **Transparency Tool** or the **Object Properties Docker**.
- This can create subtle effects like highlights or shadows.

8. Converting to Editable Curves (Optional)

- To convert the mesh object into editable curves, go to **Object > Convert to Curves**.
- This will allow further customization of the shape.

9. Best Practices

- Use fewer rows and columns for simple designs to keep the mesh manageable.
- Experiment with different colors and transparency for creative effects.
- Save your work frequently, as working with complex meshes can be resourceintensive.

Applications of the Mesh Tool

- Creating realistic shading for objects
- Adding depth and dimension to flat illustrations
- Designing intricate gradients for backgrounds and logos