

Illustrator CS3 or later

# Master Inner Glow for vector shading

**Siggi Odds**

demonstrates how to create shadows and highlights using Illustrator's Effects

This image is created using only vectors, gradients and Illustrator's Inner Glow effect. I initially started using this technique – using only vectors and Illustrator Effects – so I would be able to scale the images to any size. This is very useful when you are making illustrations for something to be used in a broad range of sizes. I have used images made with this technique for everything from web banners to large-scale window decorations. For some reason, people seem to be afraid of using the Illustrator Effects, but I find it essential when making heavily shaded illustrations to be used in many sizes. Primarily I use the Inner Glow effect to make odd-shaped gradients, which is essential to this style and harder to do otherwise without using Gradient Mesh or taking it into Photoshop. I really enjoy the slick shading the effects make...



#### Siggi Odds

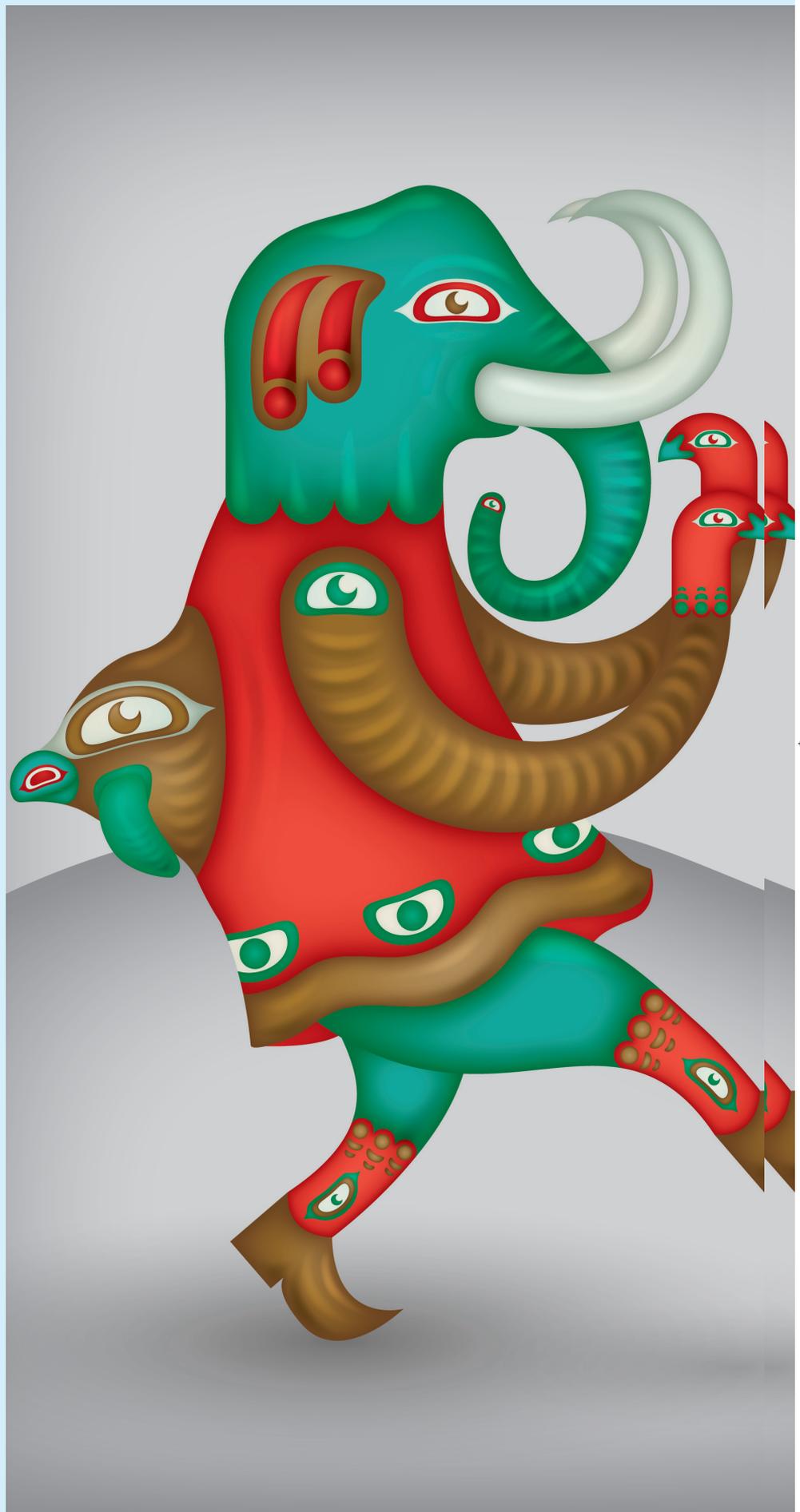
— Siggi Odds – the working moniker of Icelandic graphic designer and illustrator Sigurður Oddsson – is based in the heart of Reykjavík, from where he produces work for a wide range of both international and local clients. Check some of it out at [www.siggiiodds.com](http://www.siggiiodds.com)

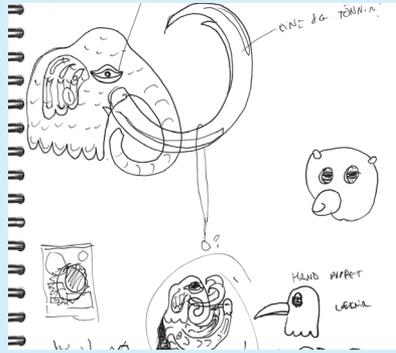
#### Time needed

5-10 hours

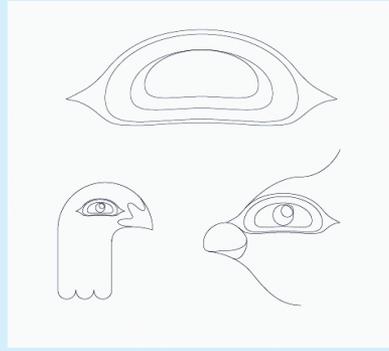
#### Skills

- Create rich scalable imagery
- Use Live Paint for colouring
- Use Inner Glow for shading

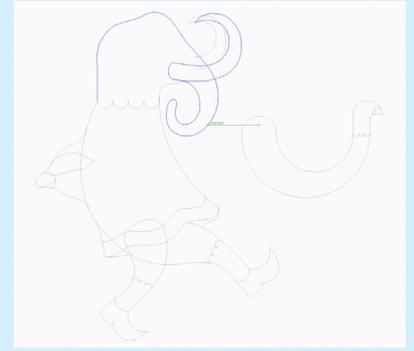




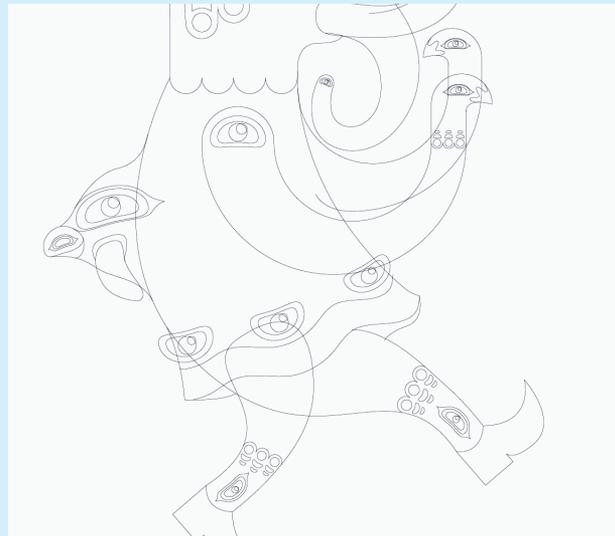
**01** I begin by making a very rough sketch on paper of what I am going to draw, gathering references and making a list of what I want to have in the illustration.



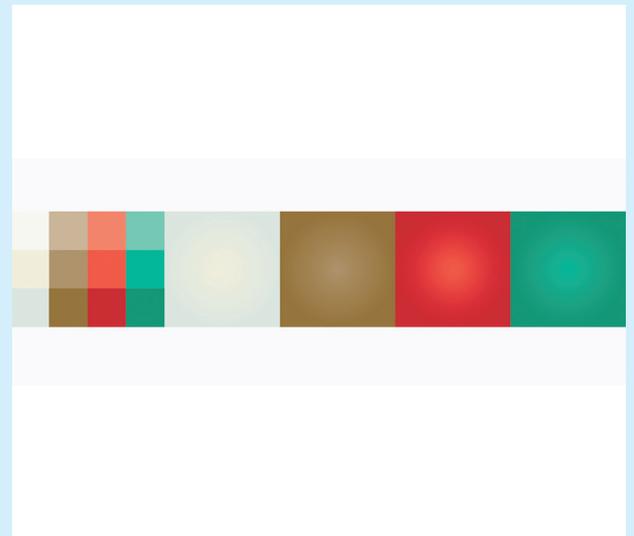
**02** I then go into Illustrator and begin drawing some of the elements of my design with a stroke outline. For this I use the Pen and Pencil tools with a graphics tablet.



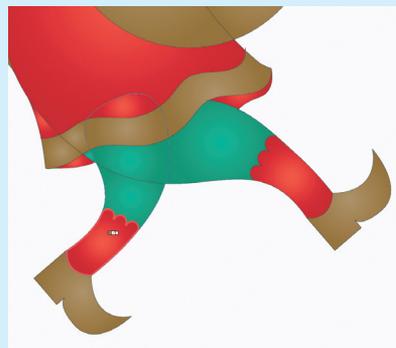
**03** Now I start drawing the main elements of the design, still using only the stroke and Pen/Pencil tools as well as some geometric elements, and compose the main image.



**04** Next, I make a new layer with some details that I want to keep separate from the basic outline for the time being, so it doesn't interfere with the later steps.



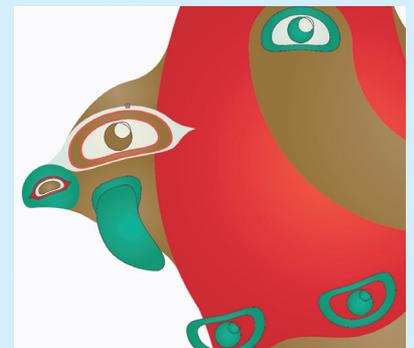
**05** Before colouring, I make my basic palette. I choose just three main colours for this illustration, and make shades of those colours, as well as gradients, for later use.



**06** Next, I hide the detail layer, select the main outline and start colouring the shapes with Live Paint. With the Eyedropper tool, I drop the gradients and colours from my palette to colour the whole layer.



**07** After colouring this layer, I delete the stroke outlines, expand the Live Paint group and merge/unite the various shapes that need to be merged, using the options in the Pathfinder panel.



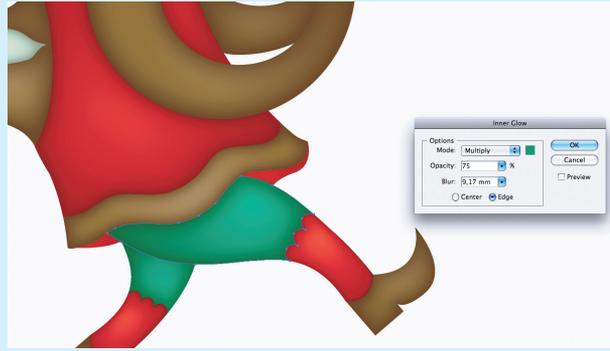
**08** Now I make the detail layer visible and repeat Step 7 for the main outline layer: Live Paint, delete strokes, expand and merge the shapes necessary using the Pathfinder panel options. →

# Technique

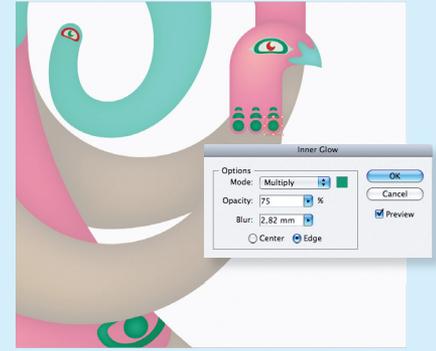
## Inner Glow for vector shading



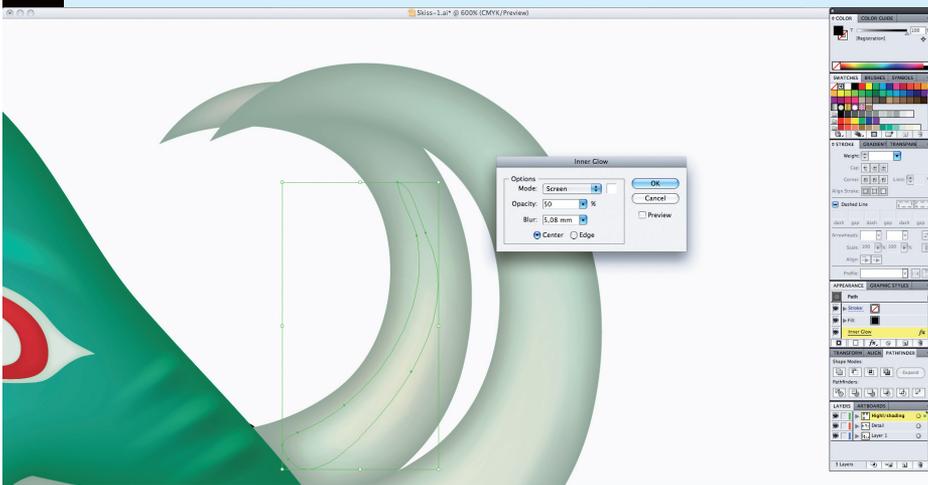
**09** At this stage, the basic shape and colouring work is done, although it can always be polished a bit in the later stages. Now I begin to work on the shading.



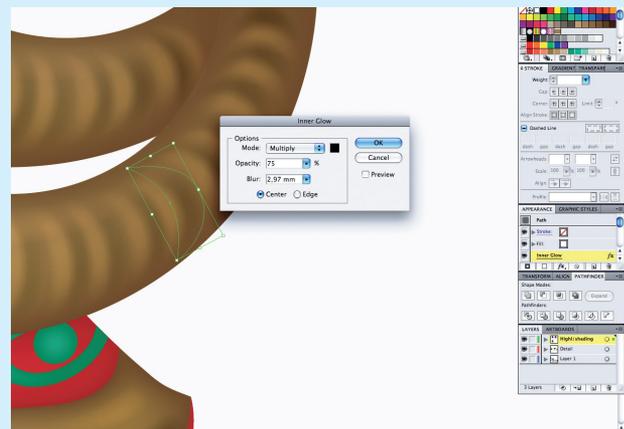
**10** I begin shading the basic shape layer and hide the detail layer. I use Effect>Stylize>Inner Glow for the shading, with Mode set to Multiply and Opacity set to 75%, and choose a darker colour from my original palette as the shading colour. I then adjust the blur until I'm satisfied.



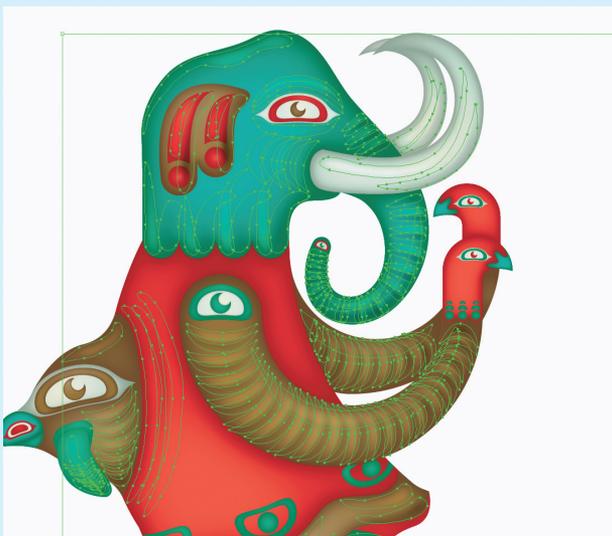
**11** I repeat this process for all the colours, as well as in the detail layer, until all the coloured shapes I want to be shaded with the Inner Glow effect.



**12** Now I create a new layer for highlights and shading. For highlights, I draw the shapes with the Pencil tool and colour them. I then select the Screen blending mode for the white Inner Glow from the centre, and adjust the Blur level until the highlight looks smooth.



**13** For shading, I draw the shapes the same way as earlier in the tutorial, and colour them white. I add a black Inner Glow from the centre and adjust the levels until it looks right. I then select Multiply mode, multiply this on top of the image then repeat. For the highlights and shading I copy and paste a lot of shapes, so I don't have to repeat this too many times.



**14** After a good session of drawing, and copying and pasting the shading and highlights, the image is almost complete. Some minor adjustments to colour are made and the details are polished. Now all it needs is a subtle background.



**15** For the background I use Inner Glow with a mid-range grey. I draw a subtle landscape to give a sense of space, and add some shadow with a radial gradient multiplied on the background. Voila! The image is complete.

