# **Captain America Shield**



# 1. Create a New Document and Set Up a Grid

Hit **Control-N** to create a new document. Select **Pixels** from the **Units** drop-down menu, enter **600** in the width and height boxes then click on the **Advanced** button. Select **RGB**, **Screen** (**72ppi**) and make sure that the **Align New Objects to Pixel Grid** box is unchecked before you click **OK**.

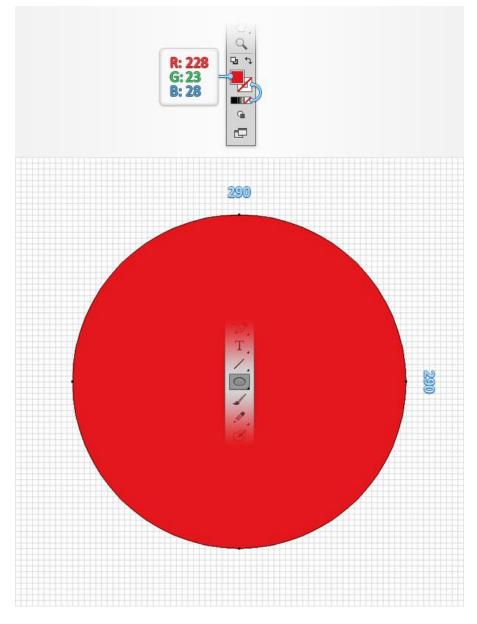
Enable the **Grid** (**View** > **Show Grid**) and the **Snap to Grid** (**View** > **Snap to Grid**). For starters you will need a grid every **5px**, so simply go to **Edit** > **Preferences** > **Guides** > **Grid**, enter **5** in the **Gridline every** box and **1** in the **Subdivisions** box. You should also open the **Info** panel (**Window** > **Info**) for a live preview with the size and position of your shapes. Do not forget to set the unit of measurement to pixels from **Edit** > **Preferences** > **Units** > **General**. All these options will significantly increase your work speed.

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# 2. Create the Main Shapes

### Step 1

Pick the **Ellipse Tool** (L) and focus on your Toolbar. Remove the color from the stroke then select the fill and set its color at R=228 G=23 B=28. Move to your Artboard and simply create a 290px circle.



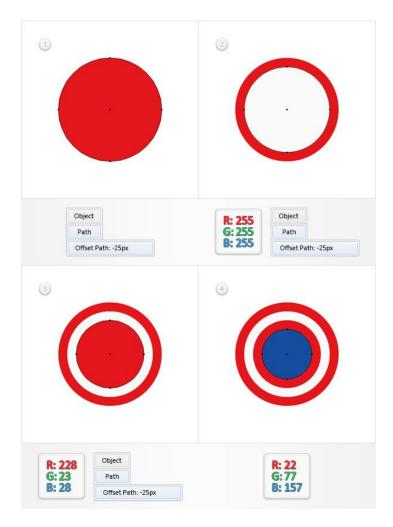
# Step 2

Disable the **Grid** (**View** > **Hide Grid**) and the **Snap to Grid** (**View** > **Snap to Grid**). In this step you need to center your red circle, so open the **Align** panel (**Window** > **Align**). Set the aligning to Artboard (open the fly out menu and go to **Show Options** if you can't see the **Align To** section as shown in the following image) then simply click the **Horizontal Align Center** and **Vertical Align Center** buttons. In the end things should look like in the following image.

Make sure that your red circle is selected and go to **Object** > **Path** > **Offset Path**. Enter a **-25px Offset** and click **OK**.

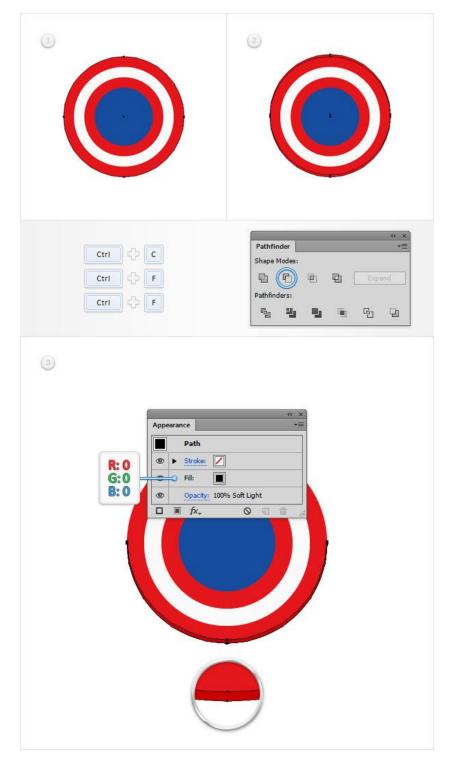
Select the resulting shape, replace the existing fill color with white (R=255 G=255 B=255) and go again to **Object > Path > Offset Path**. Enter a **-25px Offset** and click **OK**.

Make sure that the resulting shape is selected, replace the existing fill color with R=228 G=23 B=28 and go one more time to Object > Path > Offset Path. Enter a -25px Offset and click OK. Select the newly created shape and replace the existing fill color with R=22 G=77 B=157.



Go to **Edit** > **Preferences** > **General** and make sure that the **Keyboard Increment** is set at **1px**. Select the largest, red circle and make two copies in front (**Control-C** > **Control-F** > **Control-F**). Select the top copy and move it **5px** up using the up arrow button from your keyboard. Reselect both copies made in this step, open the **Pathfinder** panel (**Window** > **Pathfinder**) and click the **Minus Front** button.

Make sure that the resulting shape stays selected and focus on the **Appearance** panel (**Window** > **Appearance**). Set the fill color at black (**R=0 G=0 B=0**) then simply click on the "*Opacity*" piece of text to open the **Transparency** fly-out panel. Focus on the **Blending Mode** drop-down menu and set it at **Soft Light**.



Reselect the largest, red circle and make another two copies in front (**Control-C** > **Control-F** > **Control-F**). Select the top copy and move it **10px** up using that same up arrow button from your keyboard. Reselect both copies made in this step and click the **Minus Front** button from the **Pathfinder** panel.

Make sure that the resulting shape stays selected, focus on the **Appearance** panel and set the **Blending Mode** at **Soft Light**.

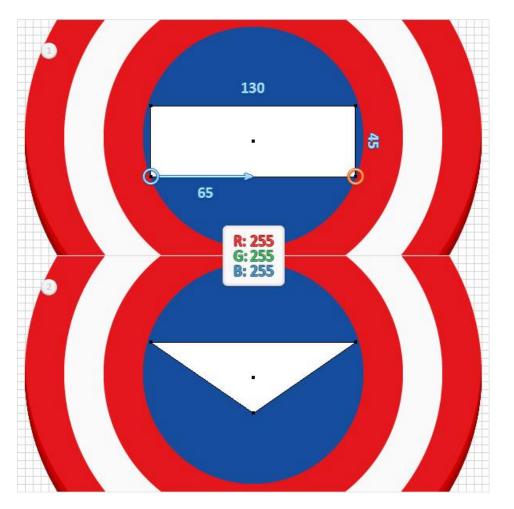
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# **3.** Create the Star Shape

# Step 1

Enable the **Grid** (**View** > **Show Grid**) and the **Snap to Grid** (**View** > **Snap to Grid**). Using the **Rectangle Tool** (**M**), create a **130 x 45px** shape, set the fill color at white and place it as shown in the first image.

Focus on the bottom side of this new rectangle, pick the **Delete Anchor Point Tool** (-) and simply click on the right anchor point to remove it. Keep focusing on the bottom side of your new shape, switch to the **Direct Selection Tool** (A), select the remaining anchor point and simply drag it **65px** to the right. In the end things should look like in the second image.



# Step 2

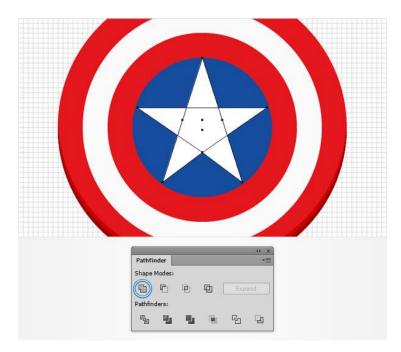
Using the **Rectangle Tool** (**M**), create an **80 x 125px** shape, set the fill color at white and place it as shown in the first image.

Focus on the top side of this new rectangle, pick the **Delete Anchor Point Tool** (-) and simply remove the right anchor point. Keep focusing on the top side of your new, white shape and switch to the **Direct Selection Tool** (A). Select the remaining anchor point and simply drag it **40px** to the right. Reselect the shape made in this step and go to **Object > Path > Add Anchor Points**.

Make sure that the **Direct Selection Tool** (**A**) is still active, select the anchor point highlighted in the third image and simply drag it **30px** up. In the end things should look like in the fourth image.



Reselect the two, white shapes that make up your star and click the Unite button from the Pathfinder panel.



# Step 4

Make sure that your star shape stays selected, focus on the **Appearance** panel, select the existing stroke and set its color at black.

Keep focusing on your new stroke and simply click on the "*Stroke*" piece of text to open the **Stroke** fly-out panel. Set the **Weight** at **2px** and check the **Align Stroke to Inside** button. Make sure that your stroke is still selected, lower its **Opacity** to **3%**, change the **Blending Mode** to **Multiply** and go to **Effect > Path > Offset Path**. Enter a **-7px Ofset** and click **OK**. Return to the **Appearance** panel, select the entire path (simply click on

the "*Path*" piece of text from the top of the **Appearance** panel) and go to **Effect > Warp > Fisheye**. Enter the properties shown in the following image and click **OK**.

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# 4. Create a Radial Mesh

# Step 1

Using the **Ellipse Tool** (**L**), create a new **290px** circle and center it using the **Horizontal Align Center** and **Vertical Align Center** buttons from the **Align** panel. Make sure that this new shape stays selected, open the **Gradient** panel (**Window** > **Gradient**) and simply click on the gradient thumbnail to add the default black to white linear gradient.

Keep focusing on your **Gradient** panel, open the **Type** drop down menu and select **Radial**. In the end things should look like in the following image.

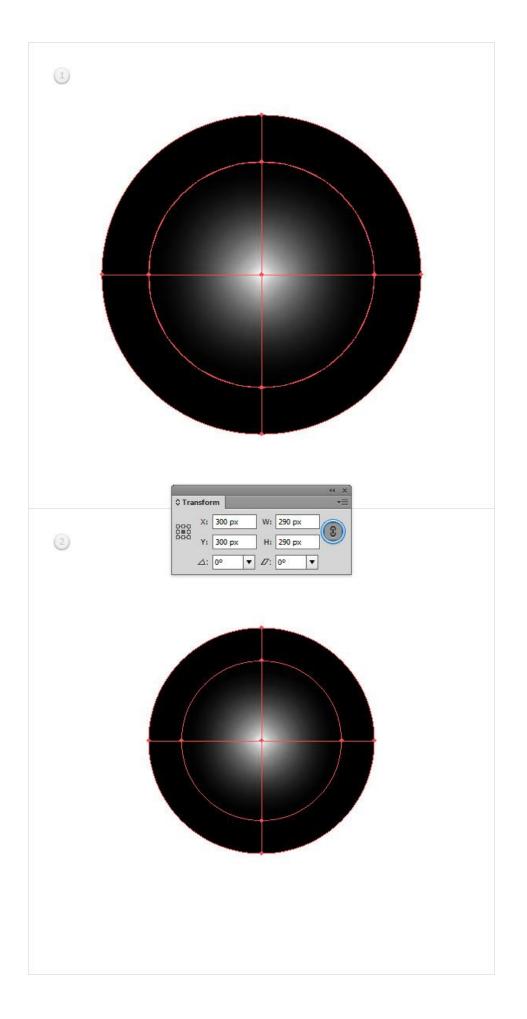
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Make sure that the circle with the radial gradient is still selected and go to **Object > Expand**. Check the **Gradient Mesh** box then click **OK**.

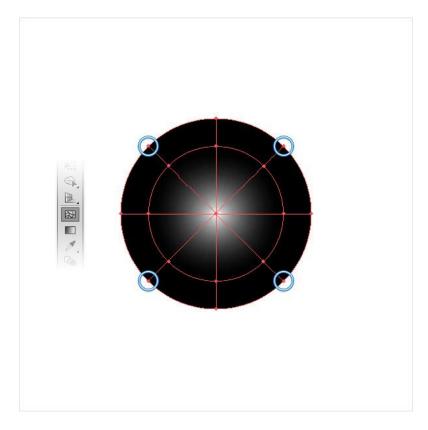
Focus on the **Layers** panel (**Window** > **Layers**), select the newly created group, **Ungroup** it (**Shift-Control-G**) then hit **Alt-Control-7** (or go to **Object** > **Clipping Mask** > **Release**) to release the existing clipping mask. Return to the **Layers** panel and simply delete the top **290px** circle (the former clipping path).

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Select your mesh and open the **Transform** panel (**Window > Transform**). Check the **Constrain Width and Height Proportions** button then simply enter **290** in the **Width** (or the **Height**) box.

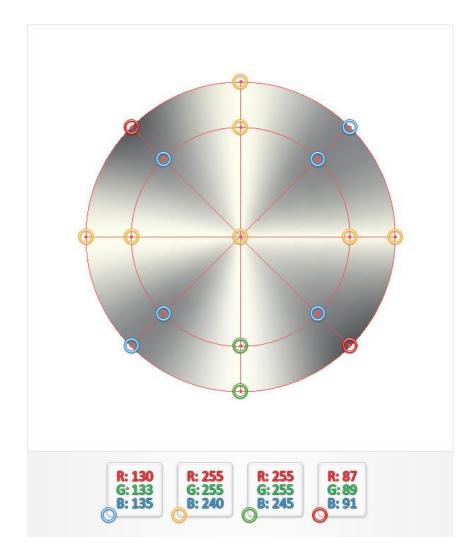


Disable the **Grid** (**View** > **Hide Grid**) and the **Snap to Grid** (**View** > **Snap to Grid**). Select your mesh, grab the **Mesh Tool** (**U**) and add four, new mesh points as shown in the following image.



# Step 5

Pick the **Direct Selection Tool** (**A**) and focus on your mesh. Select the mesh points one by one and replace the existing colors with the ones shown in the following image.



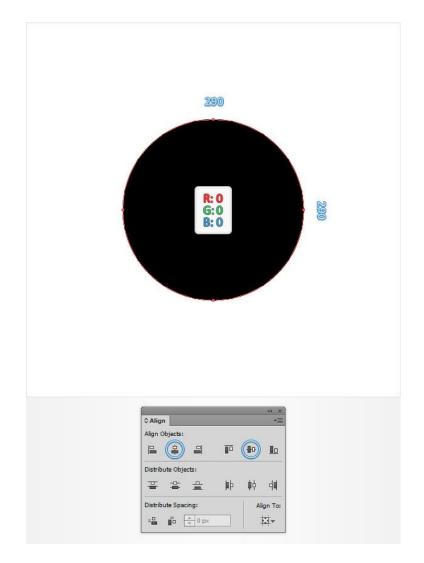
Make sure that your mesh is still selected, focus on the **Transparency** panel (**Window > Transparency**) and change the **Blending Mode** to **Multiply**.



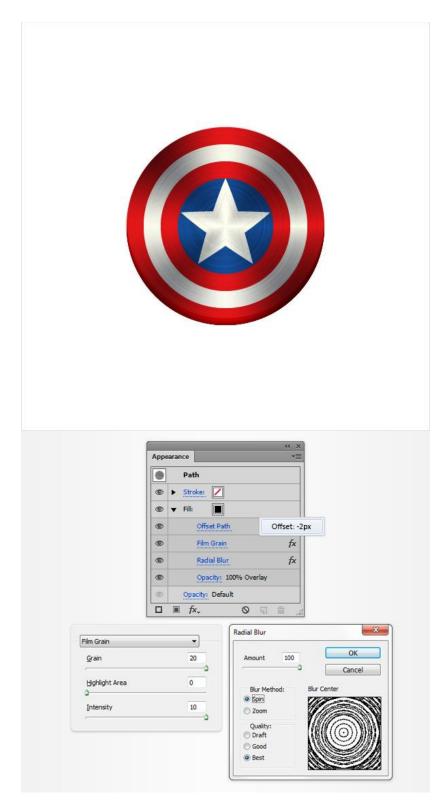
# 5. Add Subtle Shading and Texture

# Step 1

Using the **Ellipse Tool** (L), create a new **290px** circle, set the fill color at black and center it using the **Horizontal Align Center** and **Vertical Align Center** buttons from the **Align** panel.



Make sure that your black circle stays selected and focus on the **Appearance** panel. Select the existing fill, change the **Blending Mode** to **Overlay** and go to **Effect > Path > Offset Path**. Enter a **-2px Offset**, click **OK** and go to **Effect > Artistic > Film Grain**. Enter the properties shown in the following image, click **OK** and go to **Effect > Blur > Radial Blur**. Enter the attributes shown below and click **OK**.



Reselect your front circle, focus on the **Appearance** panel and add a second fill using the **Add New Fill** button (pointed by the blue circle in the following image). Select this new fill, lower its **Opacity** to **70%**, change the **Blending Mode** to **Multiply** and add the radial gradient shown in the following image. Keep in mind that the yellow numbers from the **Gradient** image stand for **Opacity** percentage while the white numbers stand for **Location** percentage. This simply means that you have to select each gradient slider, focus on the **Opacity & Location** boxes from the **Gradient** panel and enter the numbers pointed below.

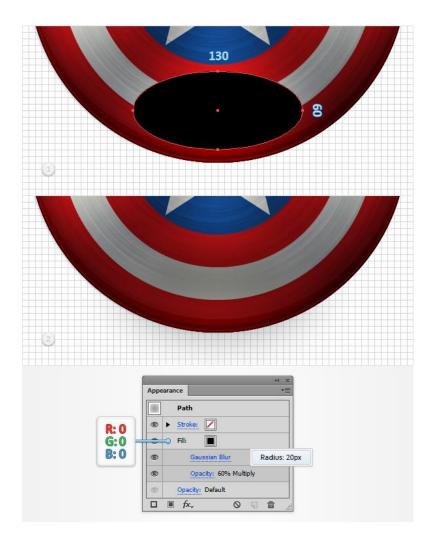
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Reselect your front circle, focus on the **Appearance** panel and add a **1px**, black stroke. Select this subtle stroke, align it to inside, lower the **Opacity** to **15%** and change the **Blending Mode** to **Overlay**.

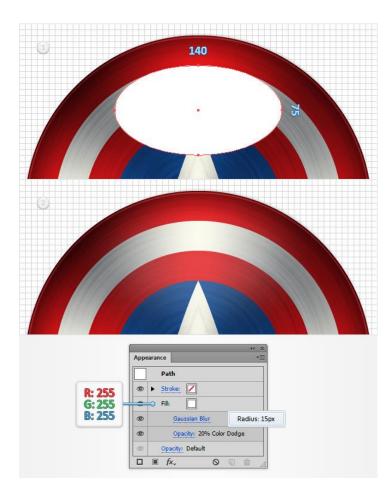
Make sure that your front circle stays selected, keep focusing on the **Appearance** panel and add a second stroke using the **Add New Stroke** button (pointed by the blue circle in the following image). Select this new stroke, set the color at white and the **Weight** at **1px**, align it to inside, change the **Blending Mode** to **Soft Light** and go to **Effect > Path > Offset Path**. Enter a **-1px Offset** and click **OK**.

<b>R: 255</b> G: 255 B: 255	Appearance     ************************************

Enable the **Grid** (**View** > **Show Grid**) and the **Snap to Grid** (**View** > **Snap to Grid**). Using the **Ellipse Tool** (**L**), create a **130 x 60px** shape, set the fill color at black and place it as shown in the first image. Make sure that this new shape stays selected, lower its **Opacity** to **60%**, change the **Blending Mode** to **Multiply** and go to **Effect** > **Blur** > **Gaussian Blur**. Enter a **20px Radius** and click **OK**.



Using the **Ellipse Tool** (**L**), create a **140 x 75px** shape, set the fill color at white and place it as shown in the first image. Make sure that this new shape stays selected, lower its **Opacity** to **20%**, change the **Blending Mode** to **Color Dodge** and go to **Effect > Blur > Gaussian Blur**. Enter a **15px Radius** and click **OK**.



# 6. Add the Background and a Long Shadow

#### Step 1

Using the **Rectangle Tool** (**M**), create a new **610px** square, set the fill color at **R=50 G=55 B=70** and center it using the **Horizontal Align Center** and **Vertical Align Center** buttons from the **Align** panel.

Make sure that this new shape stays selected, focus on the **Appearance** panel and add a second fill using that same **Add New Fill** button. Select this new fill, set the color at black, lower its **Opacity** to **10%**, change the **Blending Mode** to **Multiply** and go to **Effect > Artistic > Film Grain**. Enter the properties shown in the following image and click **OK**.

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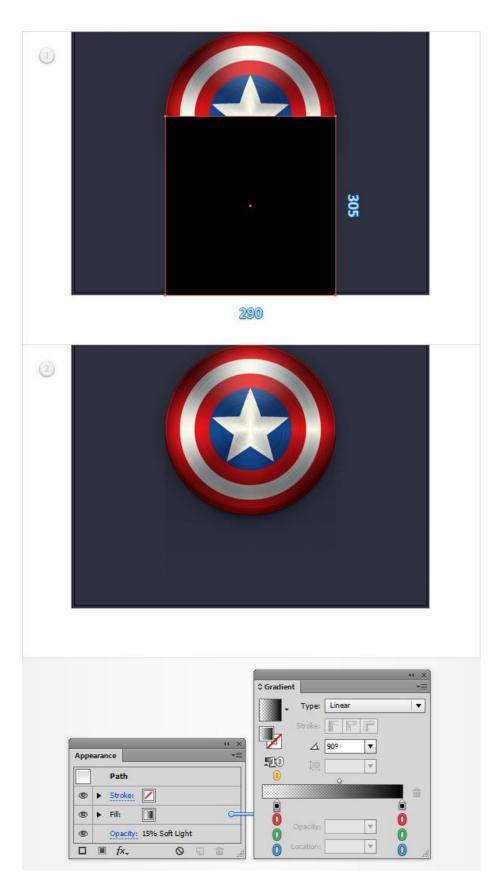
Reselect the largest, red circle and go to **Effect > Stylize > Drop Shadow**. Enter the properties shown in the top, left window (in the following image), click **OK** and go again to **Effect > Stylize > Drop Shadow**. Enter the properties shown in the top, right window, click **OK** and go once again to **Effect > Stylize > Drop Shadow**. Enter the properties shown in the bottom, left window, click **OK** and go one more time to **Effect > Stylize > Drop Shadow**. Enter the properties shown in the bottom, left window, click **OK** and go one more time to **Effect > Stylize > Drop Shadow**.



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Mode: Normal 🔹	Mode: Normal 🔹 2
Opacity: 🗘 20%	Opacity: + 15%
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Mode: Normal V	Mode: Soft Light
Mode: Normal ▼ 3 Opacity: ‡10% X Offset: ‡0 px Y Offset: ‡3 px <b>R: C</b>	Mode: Soft Light Opacity: 40% X Offset: 0 px Y Offset: 5 px R: 0
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Mode:         Normal         ▼         3           Opacity:         \$10%         10%         3           X Offset:         \$0 px         9         7         9           Y Offset:         \$3 px         C 6         6	Mode:         Soft Light         ↓         4           Opacity:         +         40%         4           X Offset:         +         0 px         Y           Y Offset:         +         5 px         R: 0         0           Blur:         +         15 px         G: 0         0
Mode:         Normal         ▼         3           Opacity:         ‡ 10%         3           X Offset:         ‡ 0 px         9           Y Offset:         ‡ 3 px         8           Blur:         ‡ 0 px         8	Mode:         Soft Light         ▼         4           Opacity:         \$40%         40%         4           X Offset:         \$0 px         7         7           Y Offset:         \$5 px         \$6:0         \$6:0           Blur:         \$15 px         \$6:0         \$6:0

Using the **Rectangle Tool** (**M**), create a 290 x 305px shape, set the fill color at black and place it as shown in the first image. Make sure that this new shape stays selected and focus on the **Appearance** panel. Lower its **Opacity** to 15%, change the **Blending Mode** to **Soft Light** and replace the flat color used for the fill with the linear gradient shown in the following image. Don't forget that the white zero from the **Gradient** image stands for **Opacity** percentage.



# **Congratulations! You're Done!**

Here is how it should look. I hope you've enjoyed this tutorial and can apply these techniques in your future projects.

