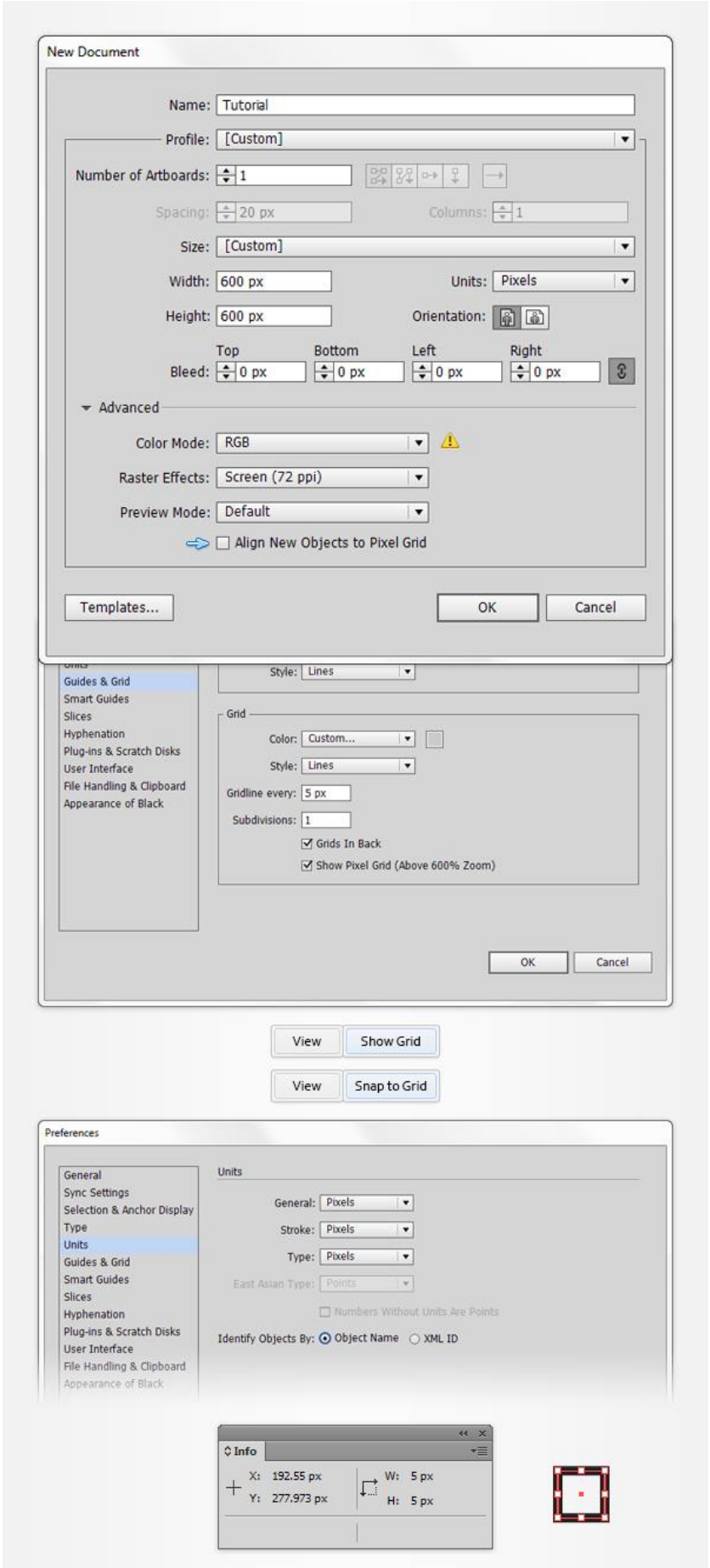
Captain America Shield

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**.

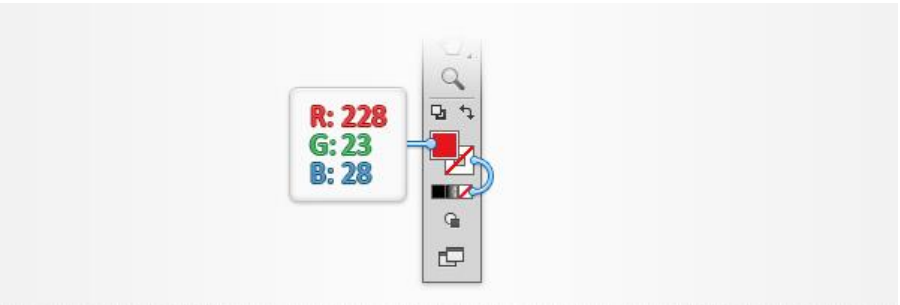
Enable the **Grid** (**View > Show Grid**) and the **Snap to Grid** (**View > Snap to Grid**). For starters you will need a grid every **5px**, so simply go to **Edit > Preferences > Guides > Grid**, enter **5** in the **Gridline every** box and **1** in the **Subdivisions** box. You should also open 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.

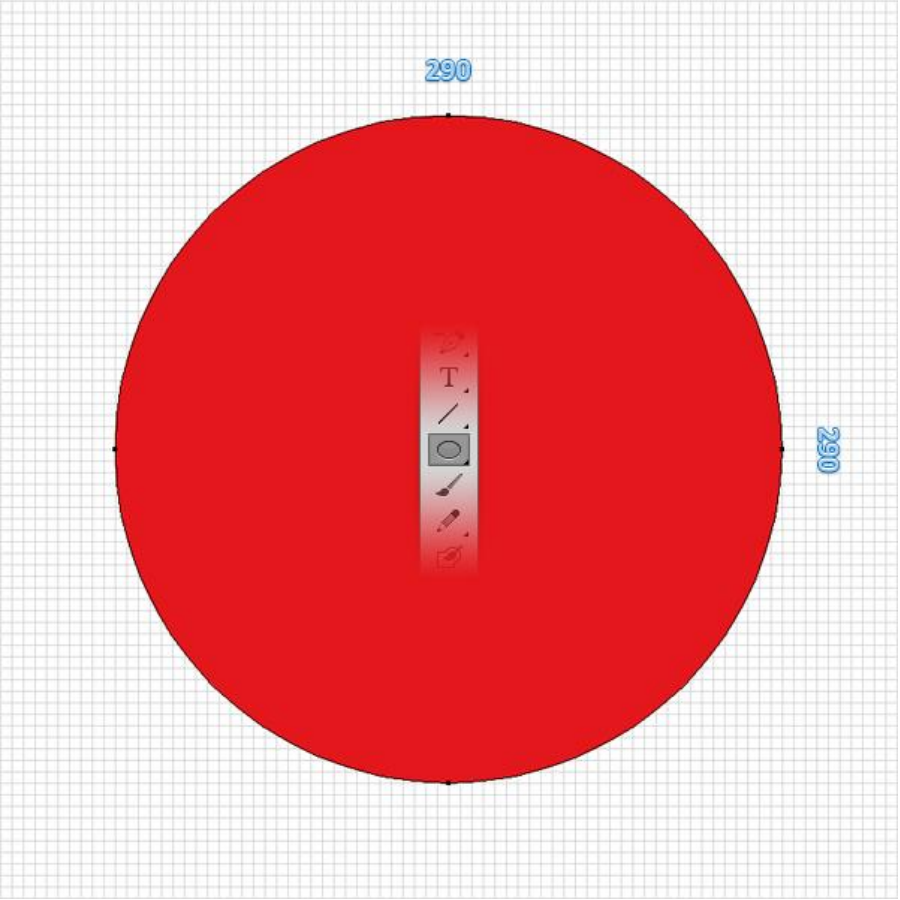

New Document
Name: Tutorial
Profile: [Custom]
Number of Artboards: 1
Spacing: 20 px
Columns: 1
Size: [Custom]
Width: 600 px
Units: Pixels
Height: 600 px
Orientation:
Top Bottom Left Right
Bleed: 0 px 0 px 0 px 0 px
Advanced
Color Mode: RGB
Raster Effects: Screen (72 ppi)
Preview Mode: Default
Align New Objects to Pixel Grid
Templates...
OK
Cancel
Guides & Grid
Smart Guides
Slices
Hyphenation
Plug-ins & Scratch Disks
User Interface
File Handling & Clipboard
Appearance of Black
Style: Lines
Grid
Color: Custom...
Style: Lines
Gridline every: 5 px
Subdivisions: 1
Grids In Back
Show Pixel Grid (Above 600% Zoom)
OK
Cancel
View
Show Grid
View
Snap to Grid
Preferences
General
Sync Settings
Selection & Anchor Display
Type
Units
Guides & Grid
Smart Guides
Slices
Hyphenation
Plug-ins & Scratch Disks
User Interface
File Handling & Clipboard
Appearance of Black
Units
General: Pixels
Stroke: Pixels
Type: Pixels
East Asian Type: Points
Numbers Without Units Are Points
Identify Objects By: Object Name XML ID
Info
X: 192.55 px
Y: 277.973 px
W: 5 px
H: 5 px

2. Create the Main Shapes

Step 1

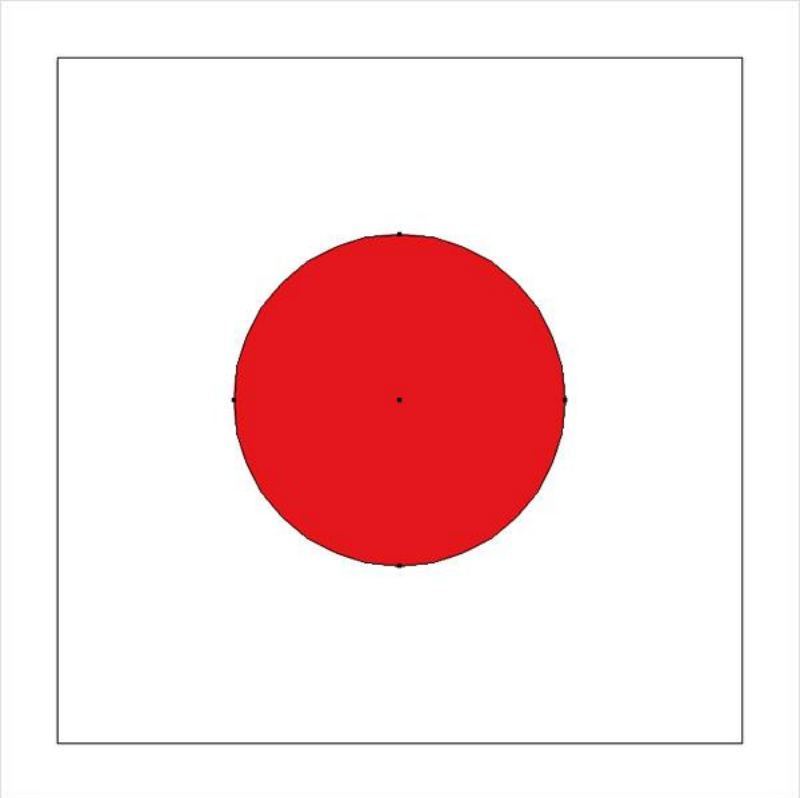
Pick the **Ellipse Tool (L)** and focus on your Toolbar. Remove the color from the stroke then select the fill and set its color at **R=228 G=23 B=28**. Move to your Artboard and simply create a **290px** circle.

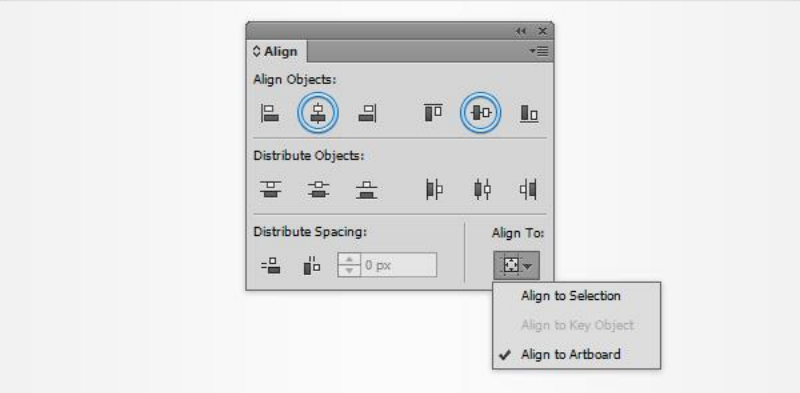




Step 2

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.



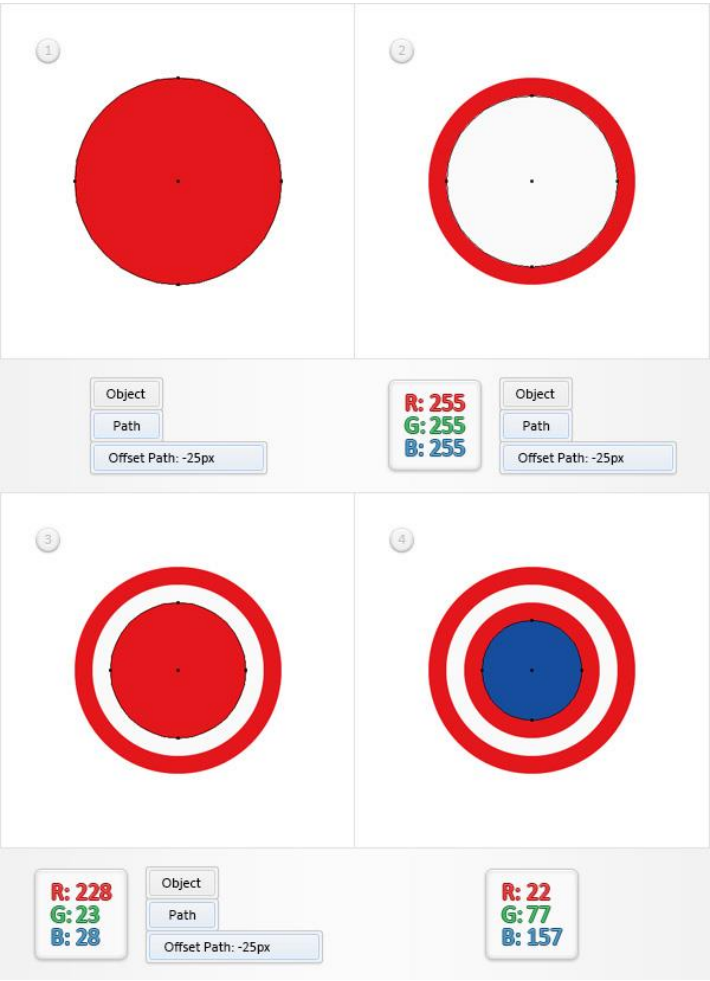


Step 3

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**.

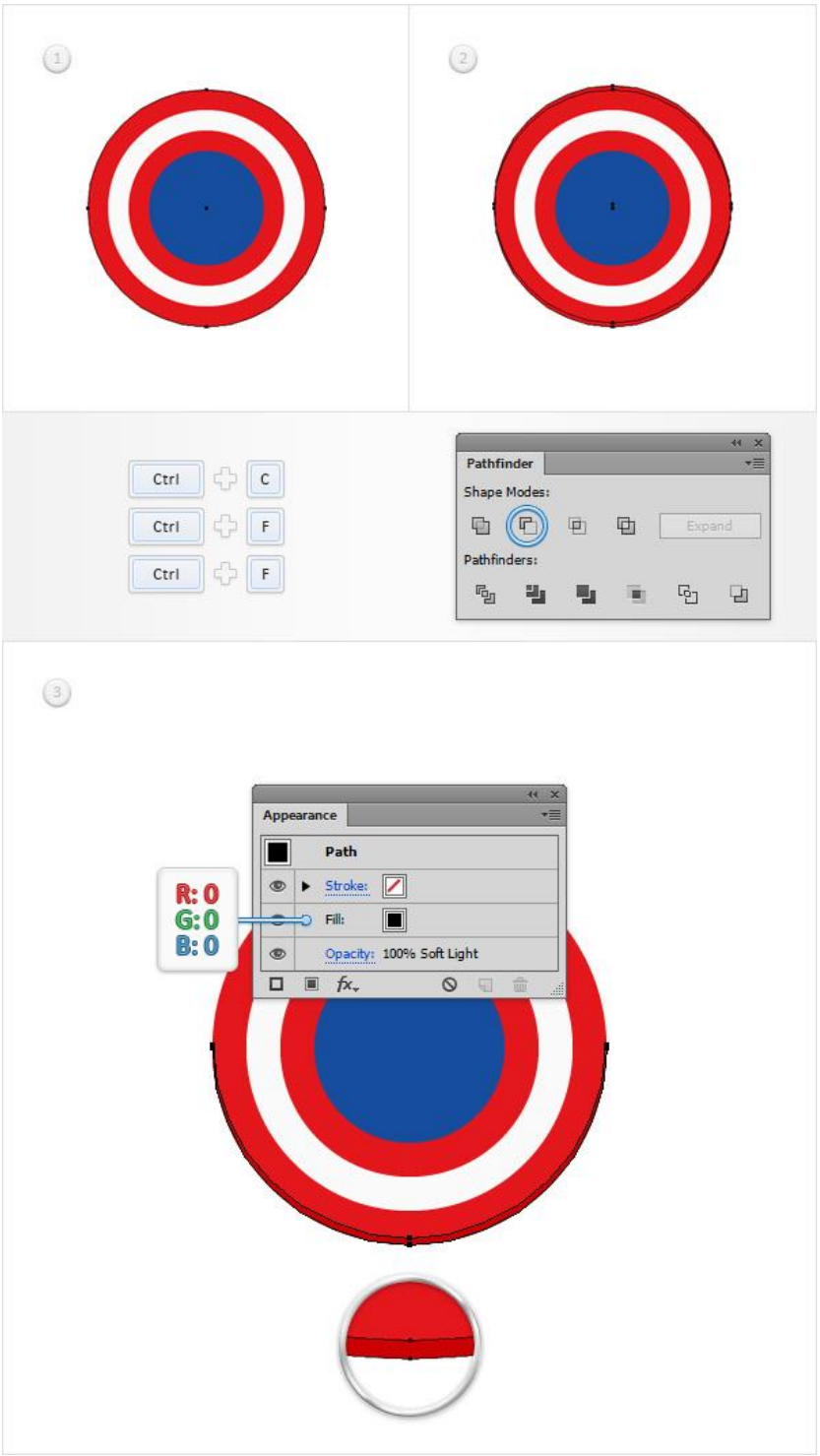
Make sure that the resulting shape is selected, replace the existing fill color with **R=228 G=23 B=28** and go one more time to **Object > Path > Offset Path**. Enter a **-25px Offset** and click **OK**. Select the newly created shape and replace the existing fill color with **R=22 G=77 B=157**.



Step 4

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.

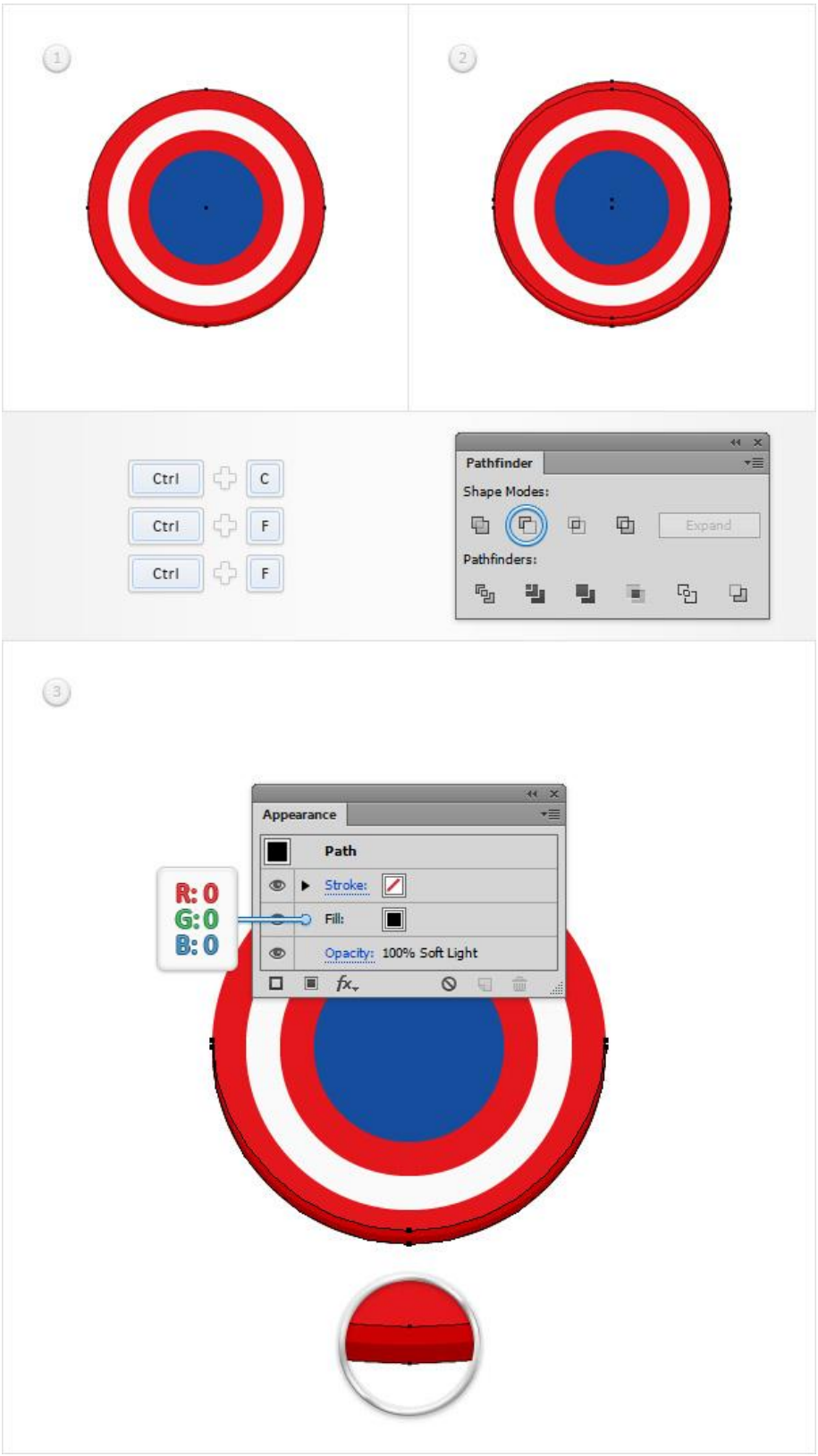
Make sure that the resulting shape stays selected and focus on the **Appearance** panel (**Window > Appearance**). Set the fill color at black (**R=0 G=0 B=0**) then simply click on the "*Opacity*" piece of text to open the **Transparency** fly-out panel. Focus on the **Blending Mode** drop-down menu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



Step 5

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**.

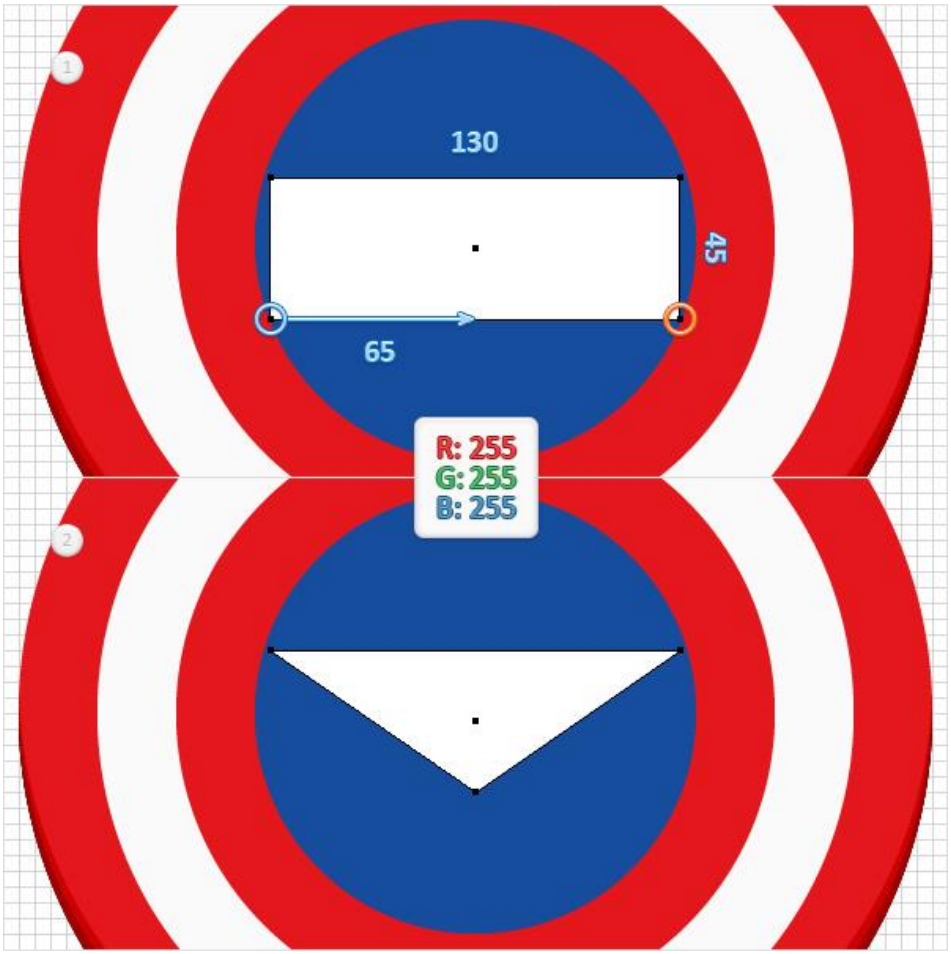


3. Create the Star Shape

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

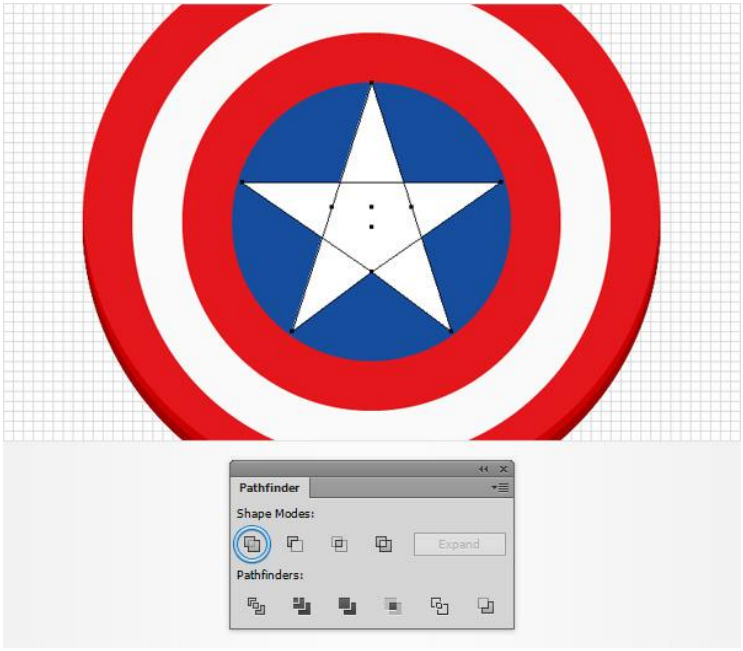
Using the **Rectangle Tool (M)**, create an **80 x 125px** shape, set the fill color at white and place it as shown in the first image.

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.

Step 3

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

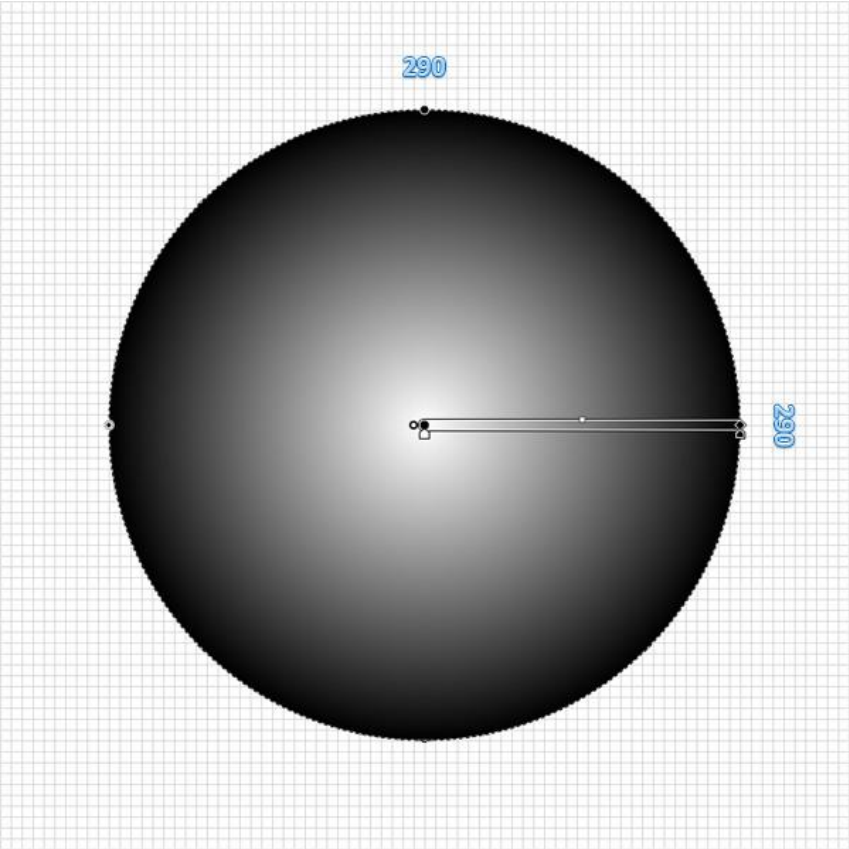
the "*Path*" piece of text from the top of the **Appearance** panel) and go to **Effect > Warp > Fisheye**. Enter the properties shown in the following image and click **OK**.

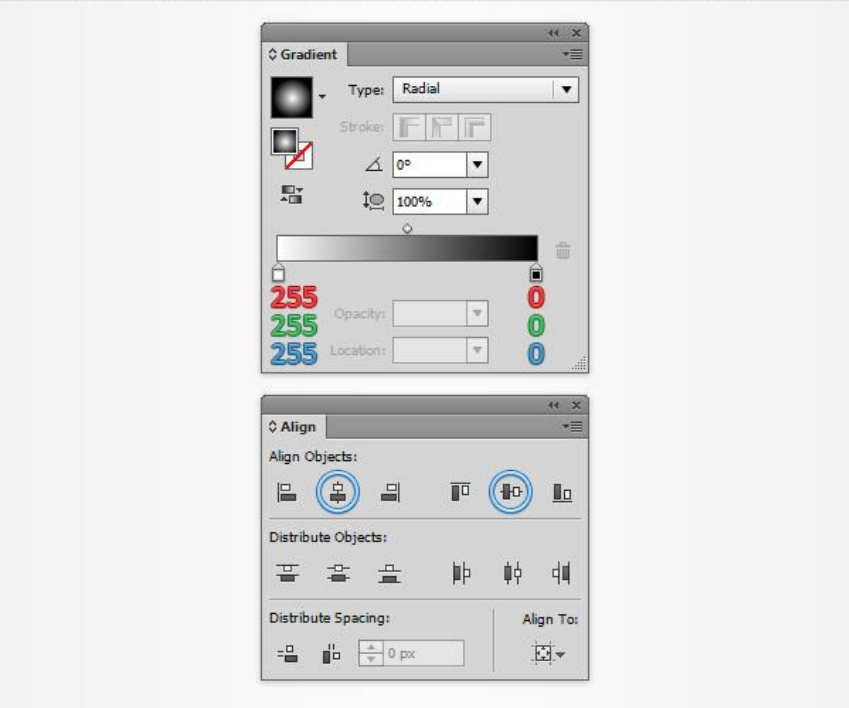
4. Create a Radial Mesh

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.

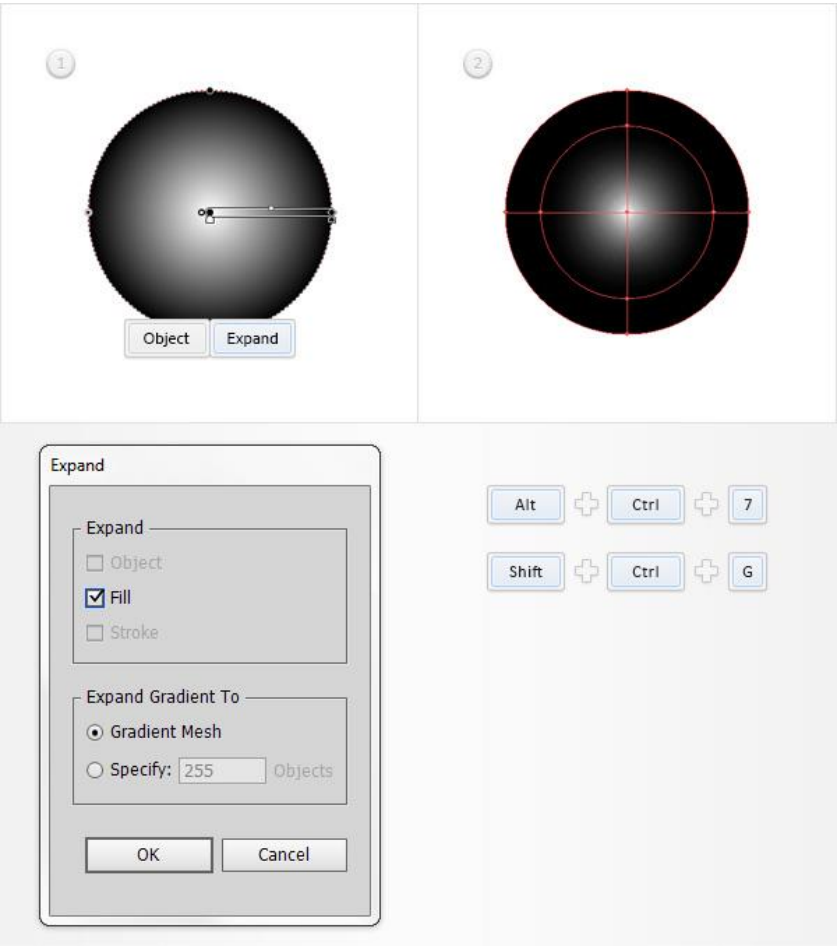




Step 2

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**.

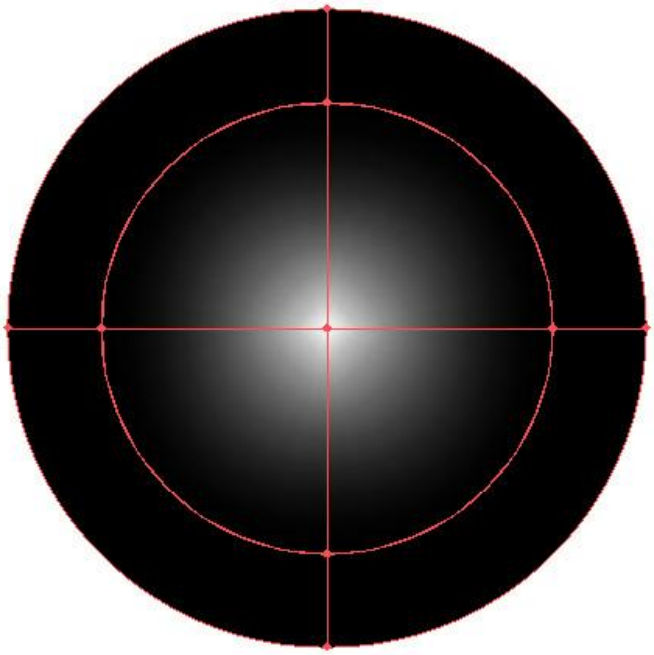
Focus on the **Layers** panel (**Window > Layers**), select the newly created group, **Ungroup** it (**Shift-Control-G**) then hit **Alt-Control-7** (or go to **Object > Clipping Mask > Release**) to release the existing clipping mask. Return to the **Layers** panel and simply delete the top **290px**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

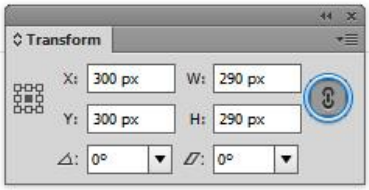


Step 3

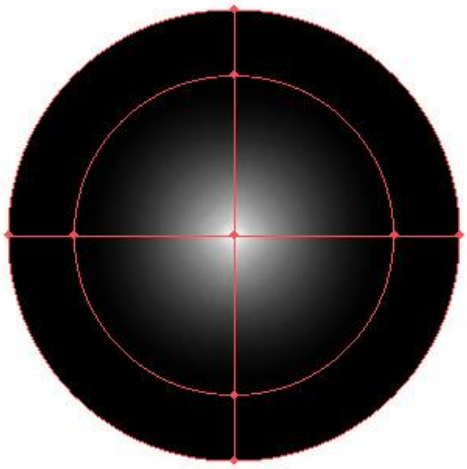
Select your mesh and open the **Transform** panel (**Window > Transform**). Check the **Constrain Width and Height Proportions** button then simply enter **290** in the **Width** (or the **Height**) box.

1



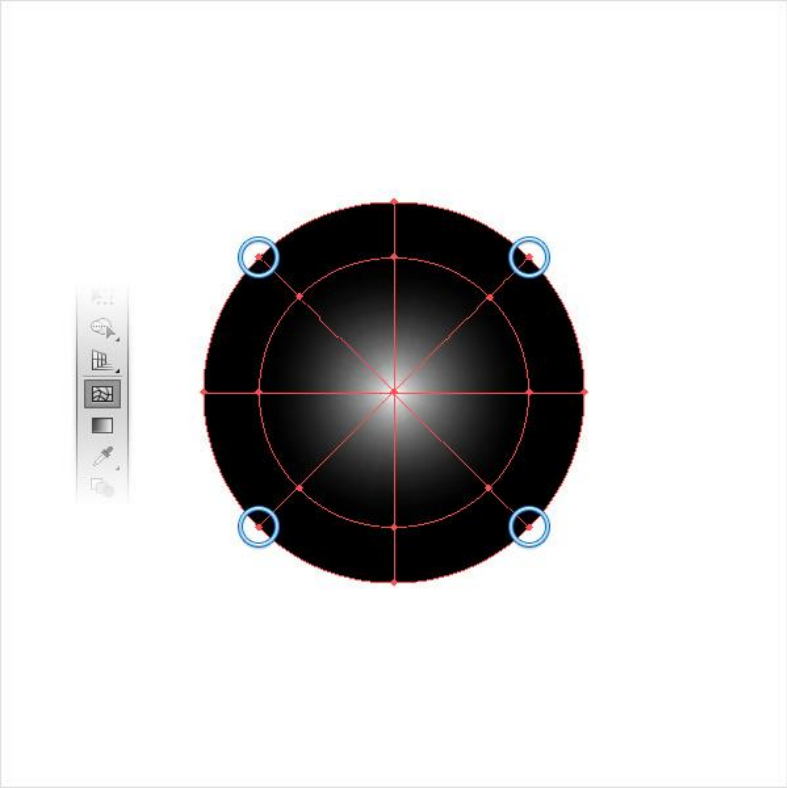


2



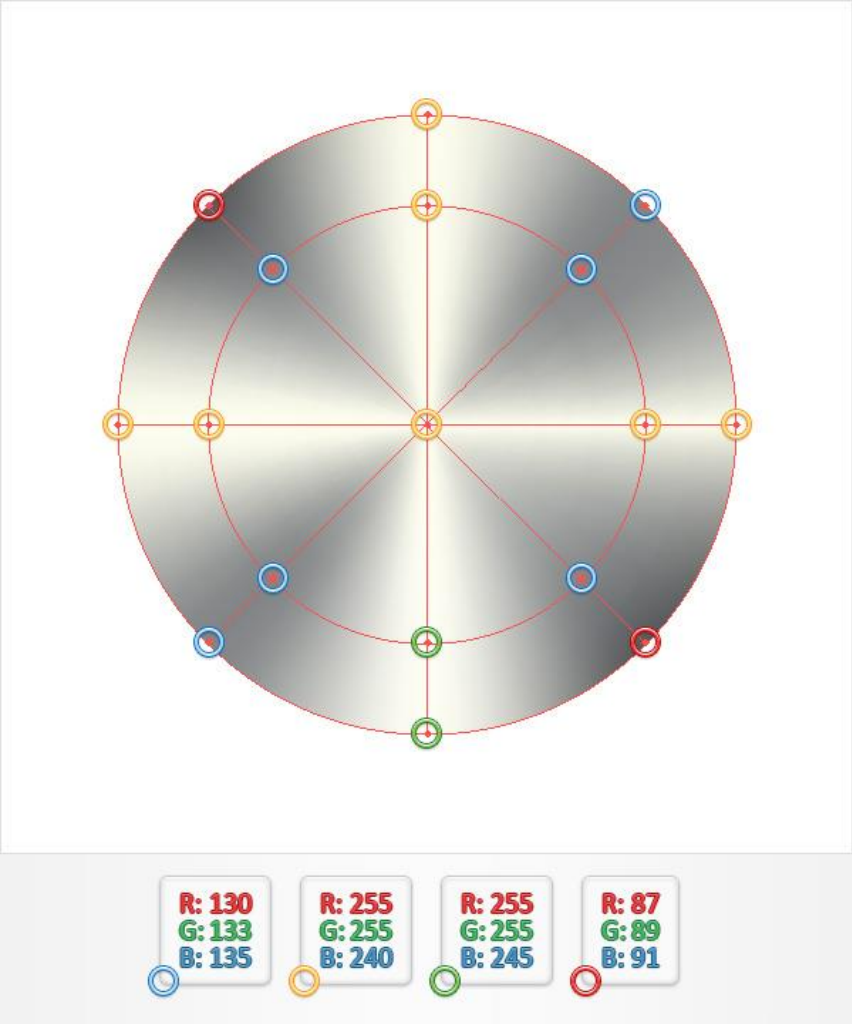
Step 4

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.



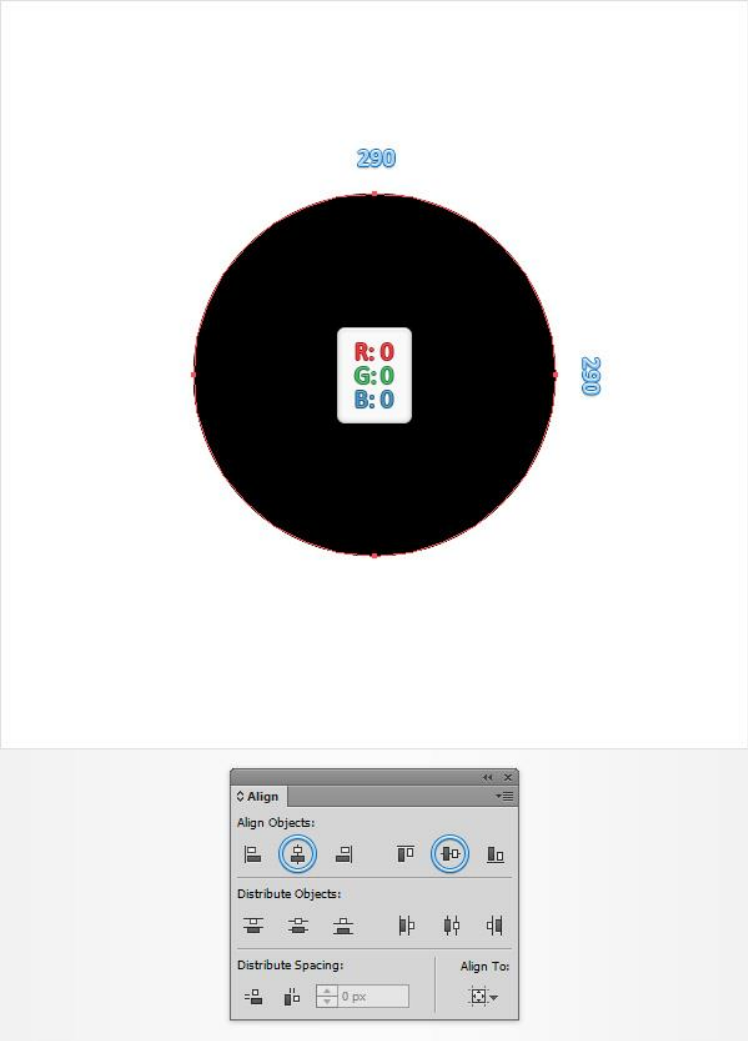
Step 6

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

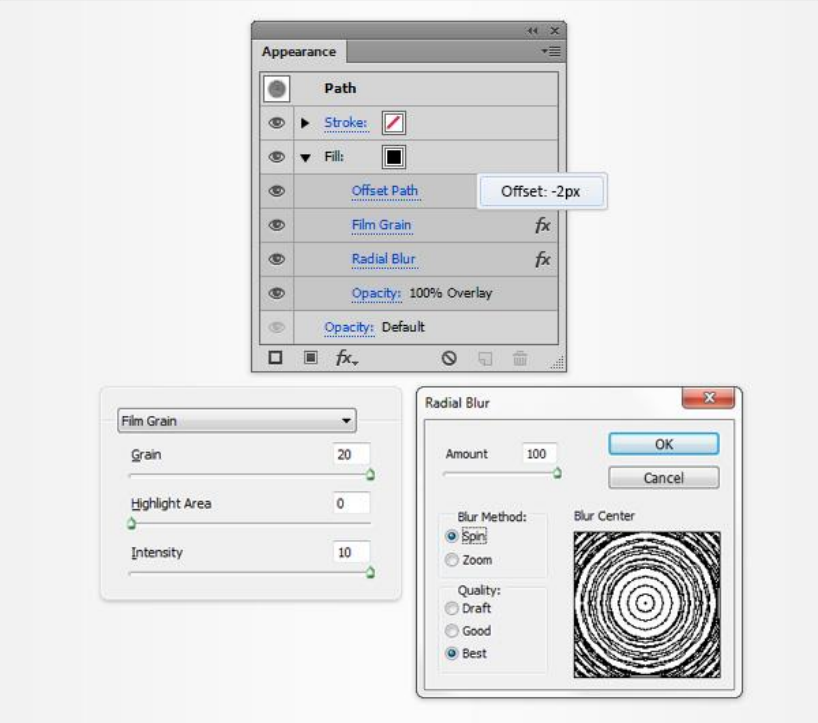
Step 1

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.



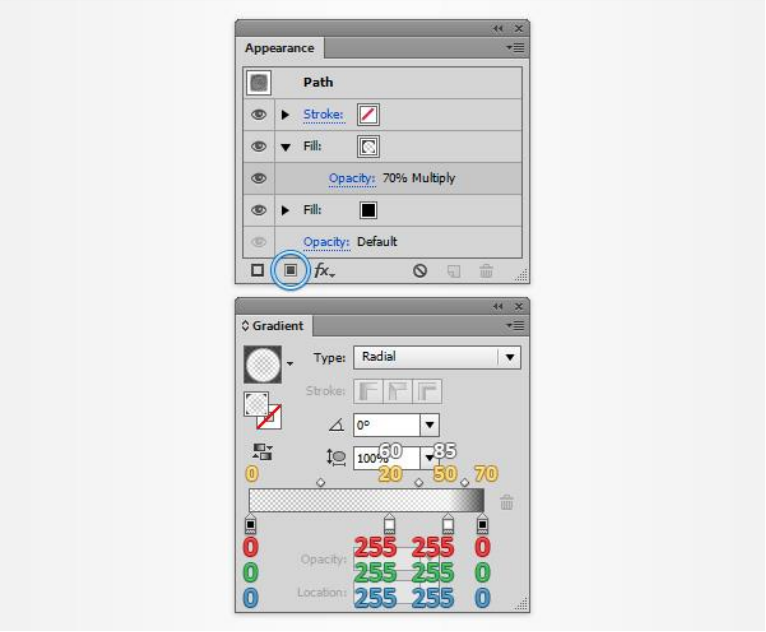
Step 2

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**.



Step 3

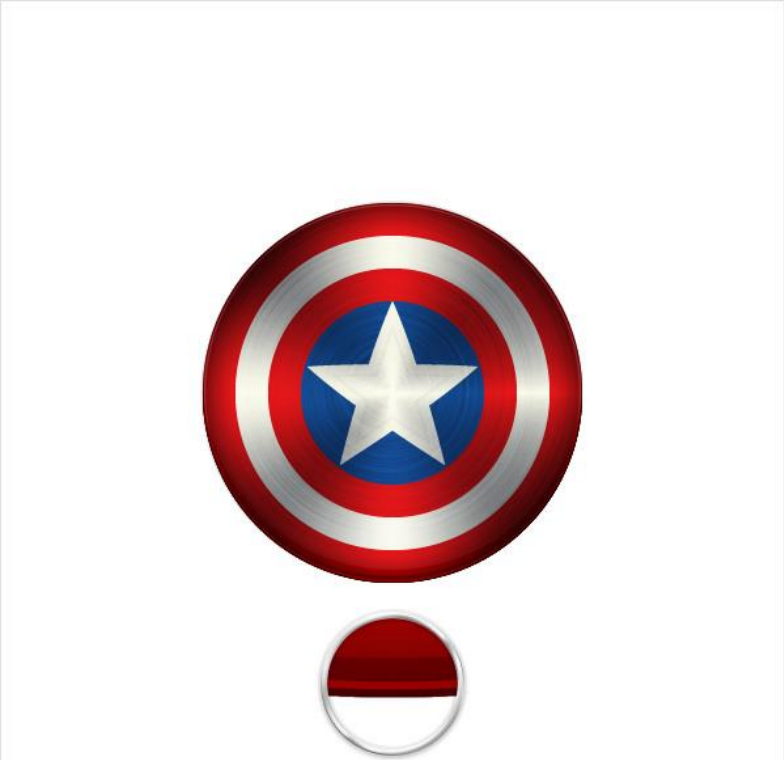
Reselect your front circle, focus on the **Appearance** panel and add a second fill using the **Add New Fill** button (pointed by the blue circle in the following image). Select this new fill, lower its **Opacity** to **70%**, change the **Blending Mode** to **Multiply** and add the radial gradient shown 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.

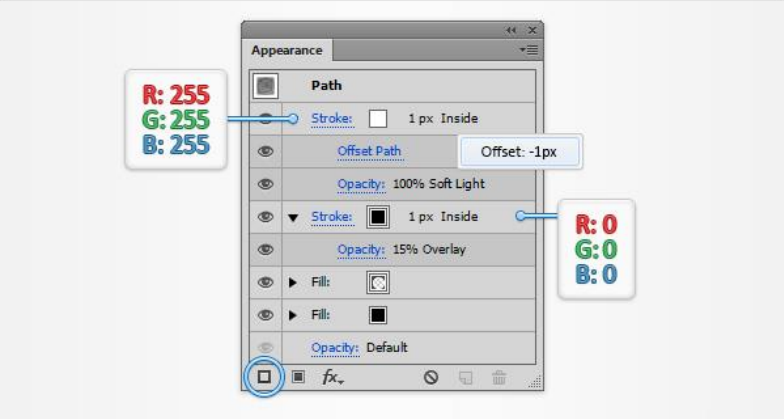


Step 4

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**.

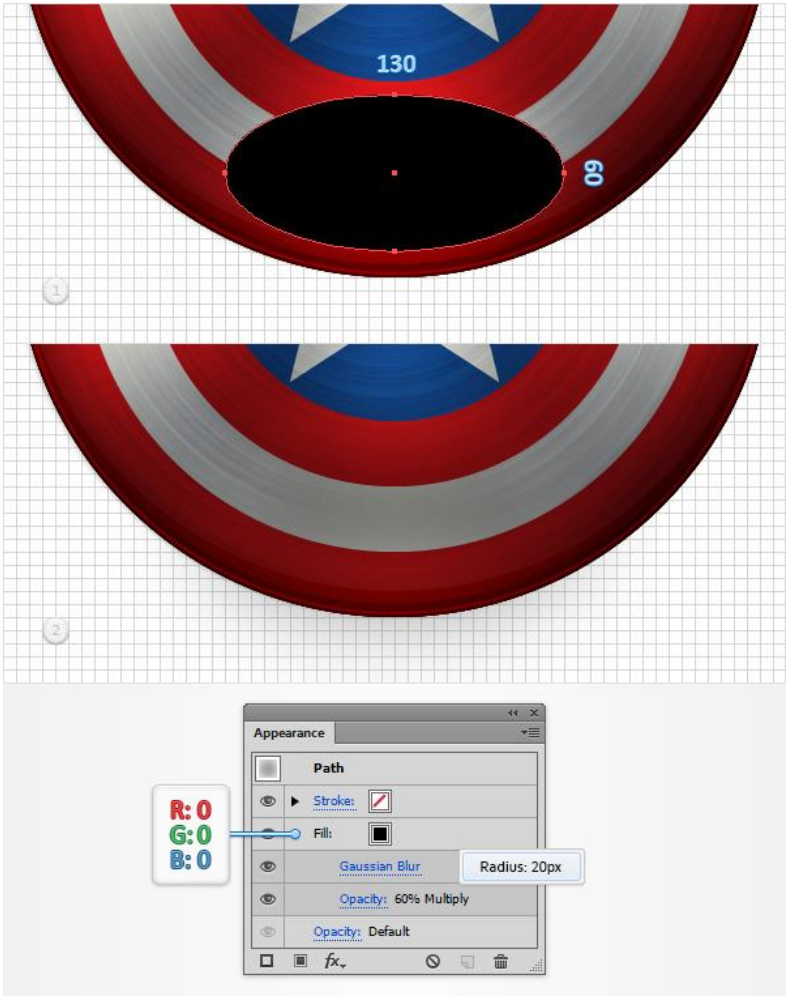
Make sure that your front circle stays selected, keep focusing on the **Appearance** panel and add a second stroke using the **Add New Stroke** button (pointed by the blue circle in the following image). Select this new stroke, set the color at white and the **Weight** at **1px**, align it to inside,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





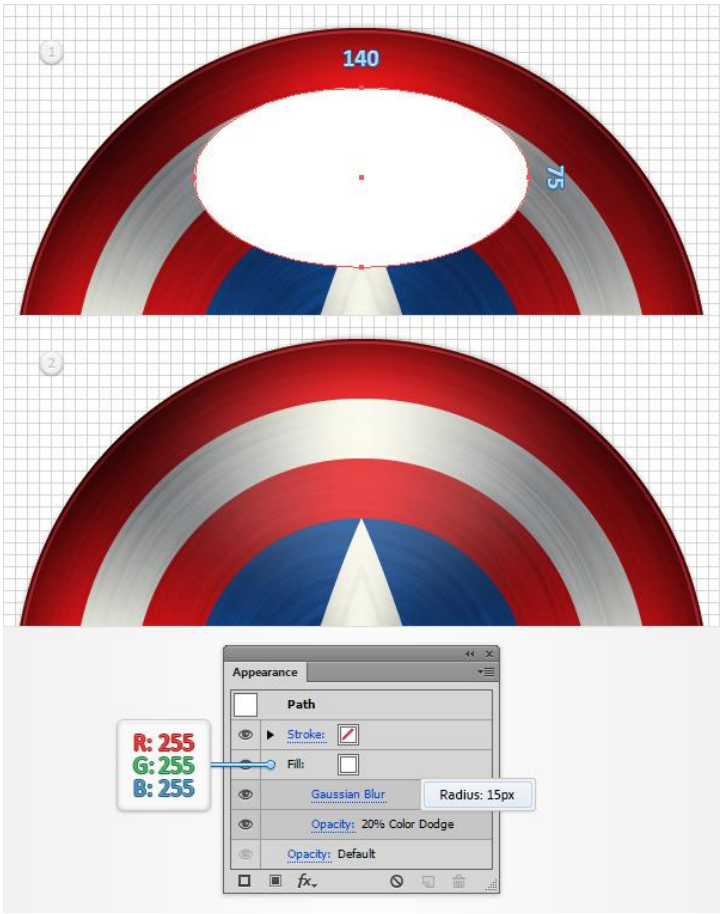
Step 5

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**.



Step 6

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**.

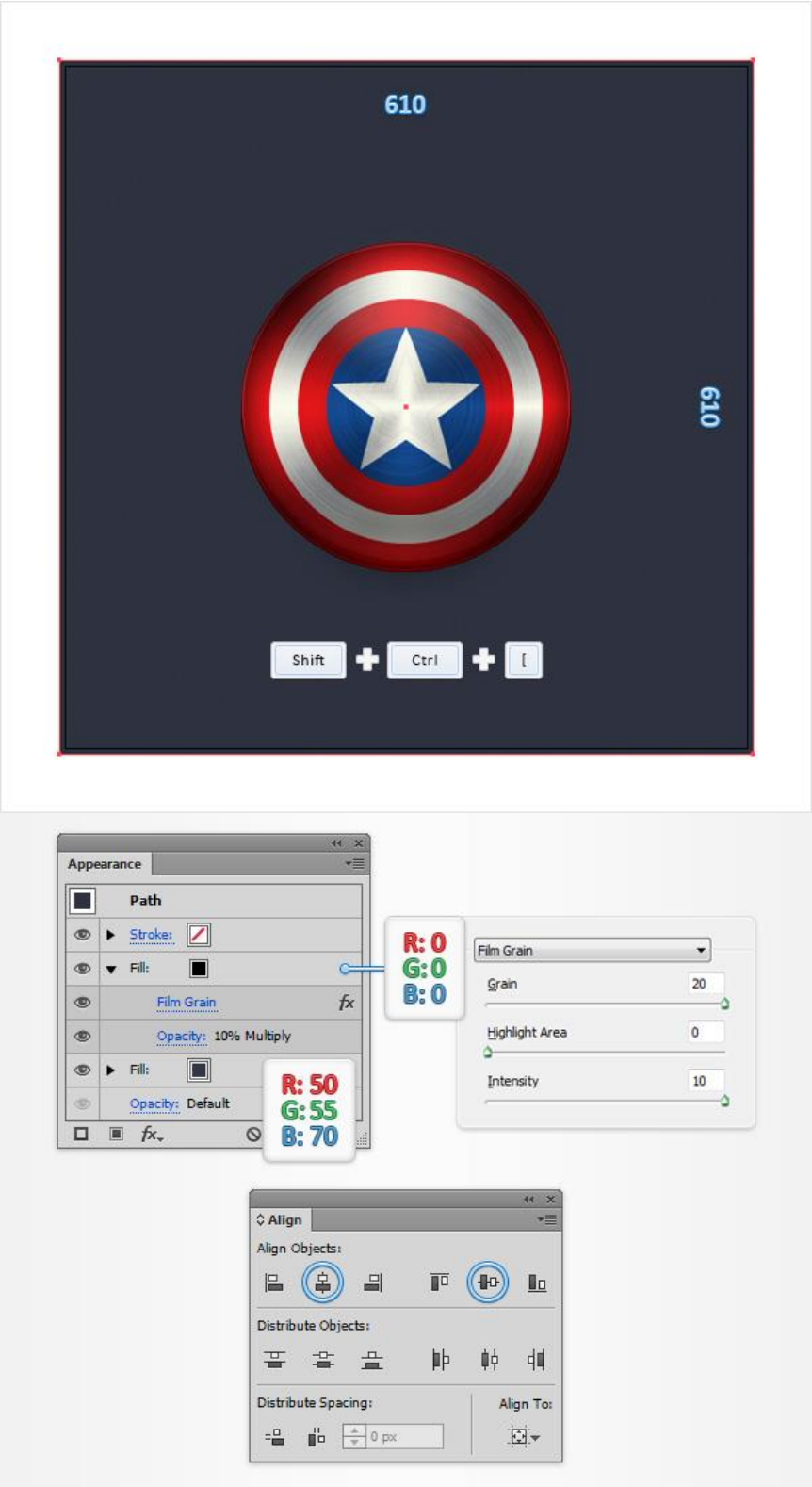


6. Add the Background and a Long Shadow

Step 1

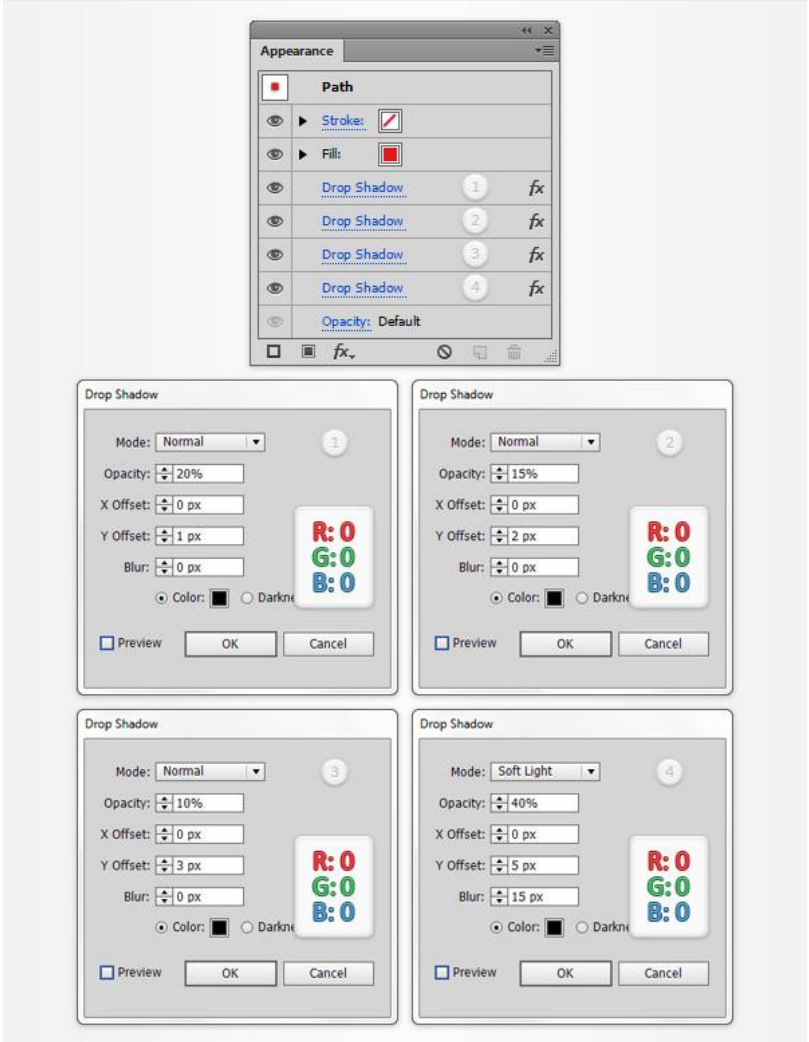
Using the **Rectangle Tool (M)**, create a new **610px** square, set the fill color at **R=50 G=55 B=70** and center it using the **Horizontal Align Center** and **Vertical Align Center** buttons from the **Align** panel.

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**.



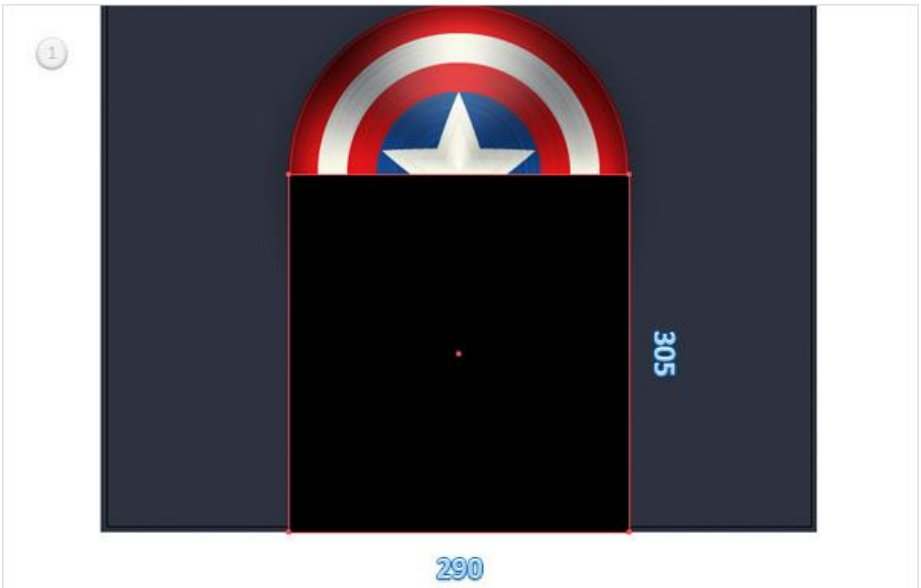
Step 2

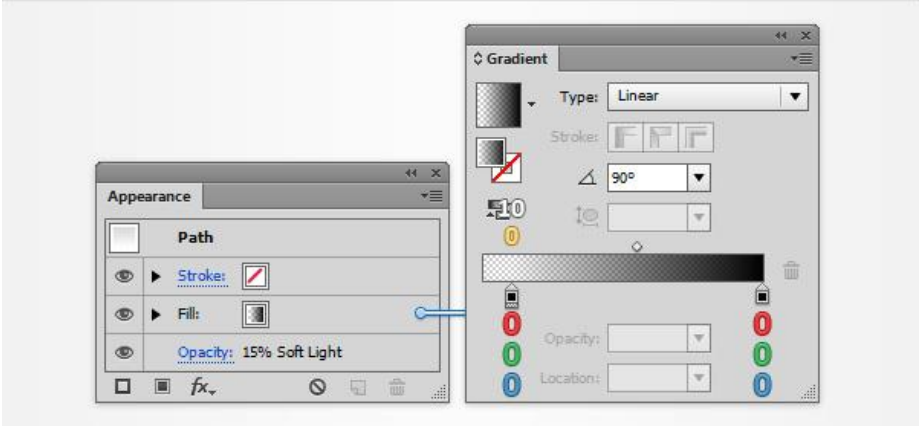
Reselect the largest, red circle and go to **Effect > Stylize > Drop Shadow**. Enter the properties shown in the top, left window (in the following image), click **OK** and go again to **Effect > Stylize > Drop Shadow**. Enter the properties shown in the top, right window, click **OK** and go once again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


Appearance
Path
Stroke:
Fill:
Drop Shadow
Drop Shadow
Drop Shadow
Drop Shadow
Opacity: Default
Drop Shadow
Mode: Normal
Opacity: 20%
X Offset: 0 px
Y Offset: 1 px
Blur: 0 px
Color:
Preview
OK
Cancel
R: 0
G: 0
B: 0
Drop Shadow
Mode: Normal
Opacity: 15%
X Offset: 0 px
Y Offset: 2 px
Blur: 0 px
Color:
Preview
OK
Cancel
R: 0
G: 0
B: 0
Drop Shadow
Mode: Normal
Opacity: 10%
X Offset: 0 px
Y Offset: 3 px
Blur: 0 px
Color:
Preview
OK
Cancel
R: 0
G: 0
B: 0
Drop Shadow
Mode: Soft Light
Opacity: 40%
X Offset: 0 px
Y Offset: 5 px
Blur: 15 px
Color:
Preview
OK
Cancel
R: 0
G: 0
B: 0

Step 3

Using the **Rectangle Tool (M)**, create a 2**90 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.