Exercise

# Laying in the Flats

Start by opening the Laying in the Flats - Exercise.ai file and then open the Swatches Panel. From here, click on the hamburger menu in the top right of the panel to reveal a dropdown menu. From the menu select ‘Open Swatch Library’ and navigate to User Defined > Mascot\_Logo\_Custom\_Palettes or the name that you gave to your custom colors. You should now have your colors in a new panel.

Make sure each of your pass layers is unlocked and select the largest shape in the illustration which should be the upper chest/neck area. Try some of your custom colors and make sure that they are set to a solid fill with none for the stroke. Once you have a color that you like you can toggle between a fill and stroke by using the keyboard shortcut Shift+X. When you do this you will notice that when your shape is filled it’s covering up some of the other shapes behind it. In order to fix this, select your large shape with the solid fill and go to the Object Menu. From the dropdown choose Arrange > Send to Back and your shape will be sent all the way to the back, behind all of the other shapes.

Select the main head shape and use the Eyedropper Tool (I) to sample the same fill color you choose for your first large shape. This time we want to send the shape backwards, but not all the way to the back. You can do this through the Arrange > Send Backward command or simply by pressing Command/Ctrl+[ on your keyboard. Do this until all of your original black shapes and strokes are visible.

Repeat this process for both of the ears and if you notice any of your shapes disappearing, try sending the shape backwards until it become visible again. We don’t want to lose any of the shapes that we took the time to trace!

Fill in both of the horns using a different color and make sure that the stroke is set to none as well. Then, use the same color from the horns to fill in the main nose and mouth area before saving your work.