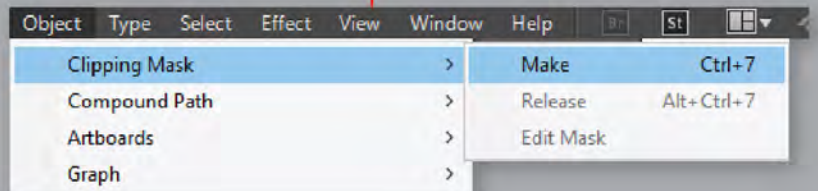
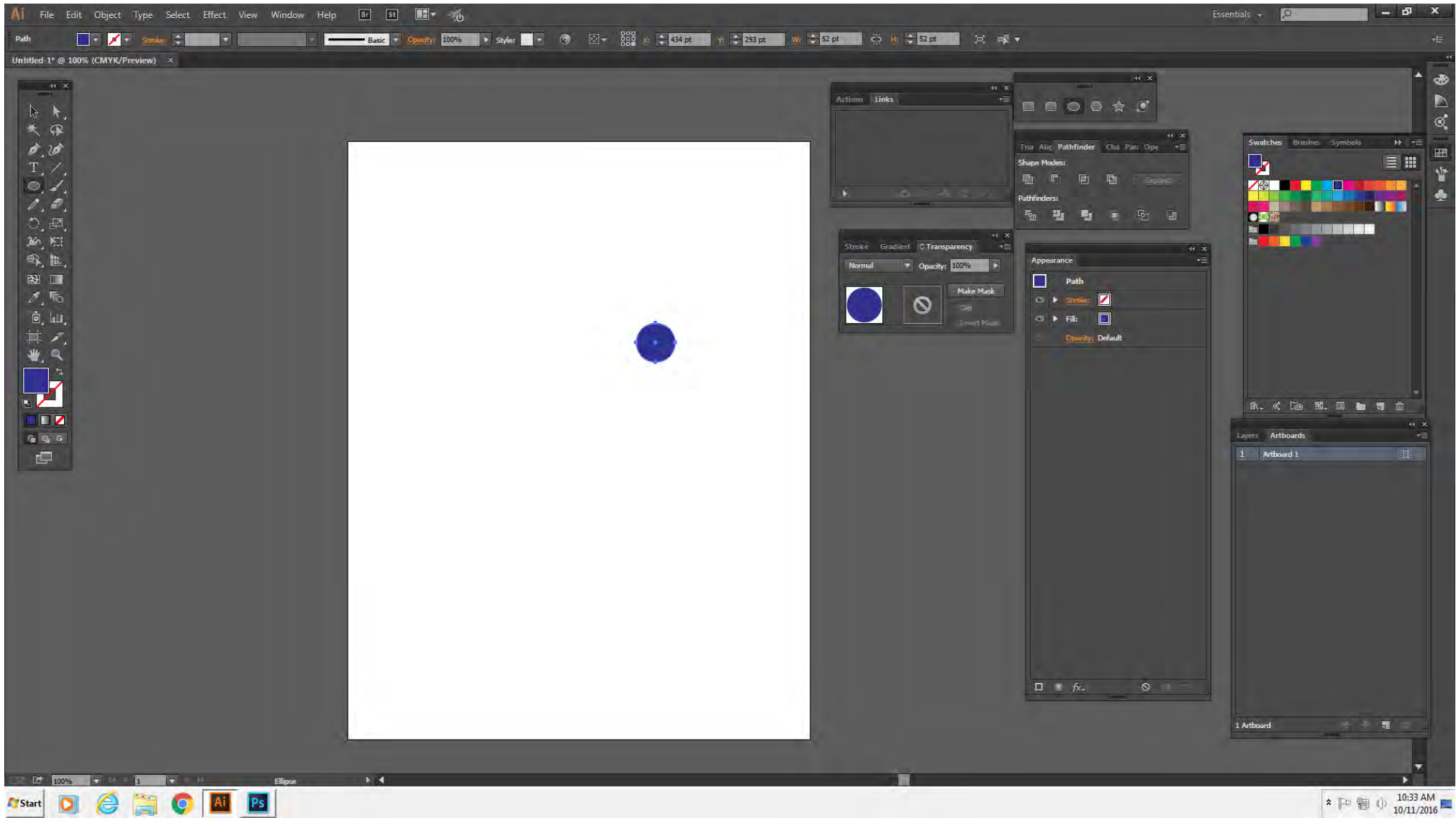


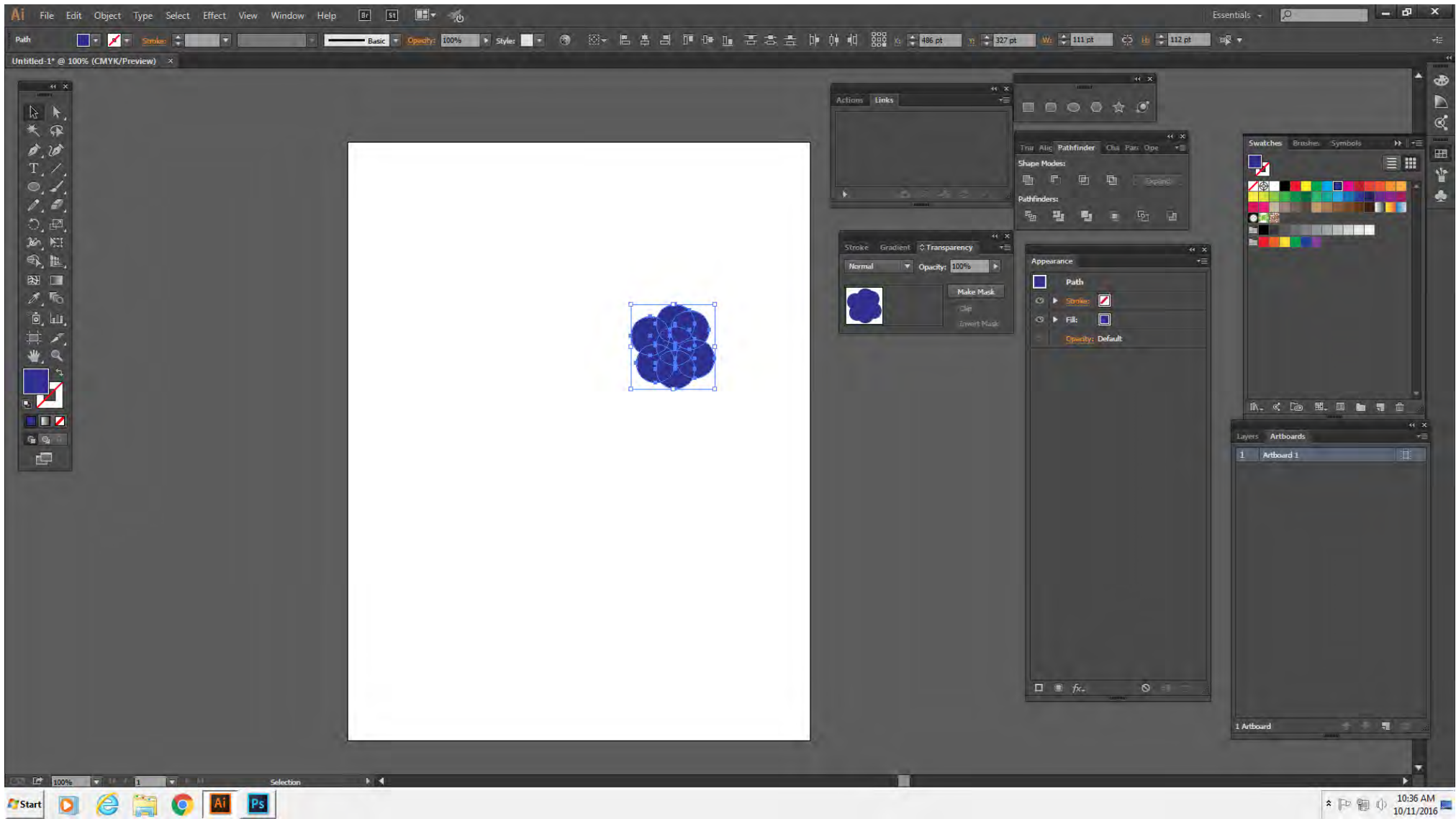
**Shortcuts:**

Select All	Ctrl + A
Copy	Ctrl + C
Paste	Ctrl + V
Paste in Front	Ctrl + F
Selection Tool	V
Direct Selection Tool	A
Rotate	E
Outline View	Ctrl + Y
Make Clipping Mask	Ctrl + 7
Send Backward	Ctrl + [
Send Forward	Ctrl + ]

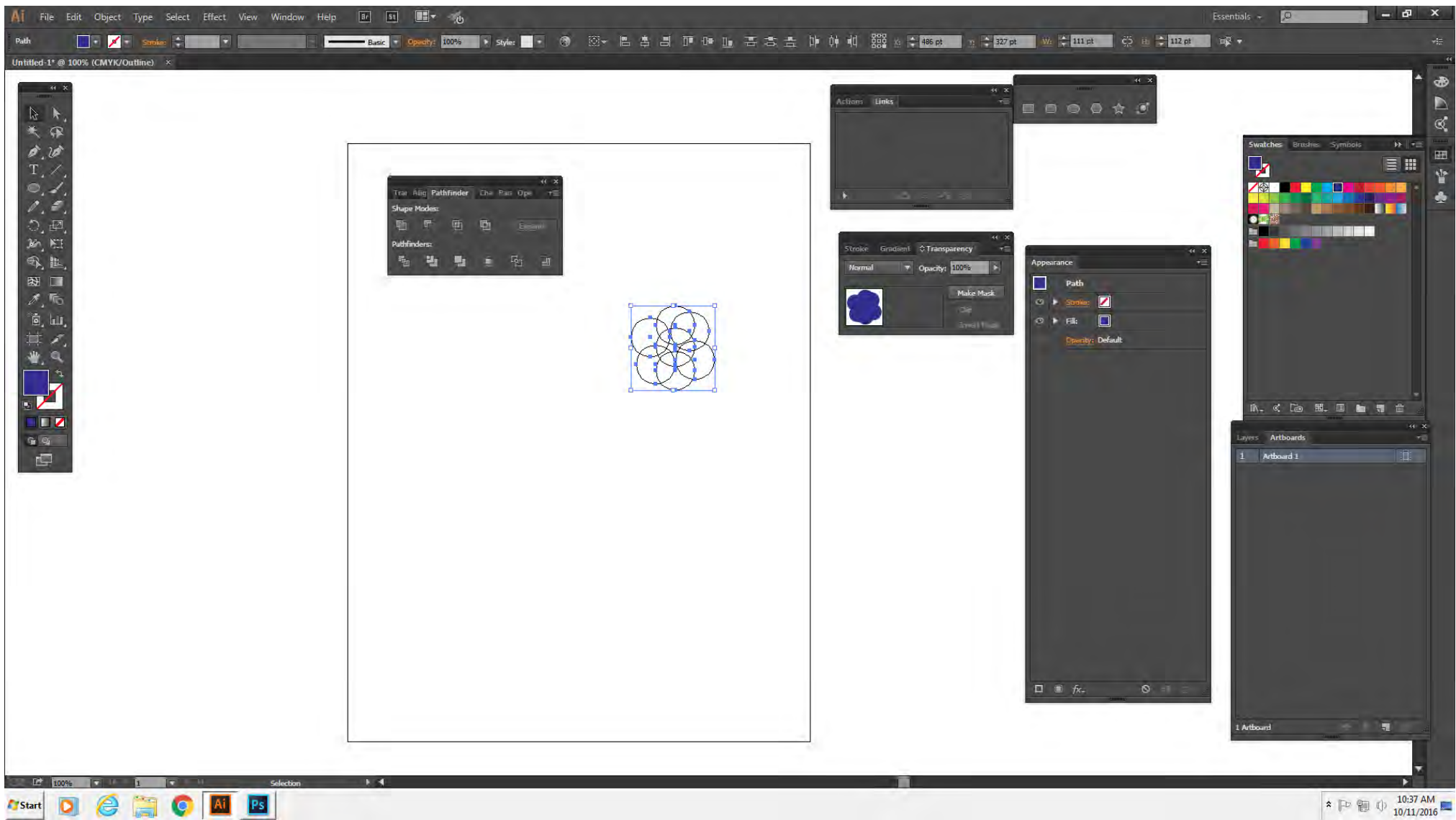




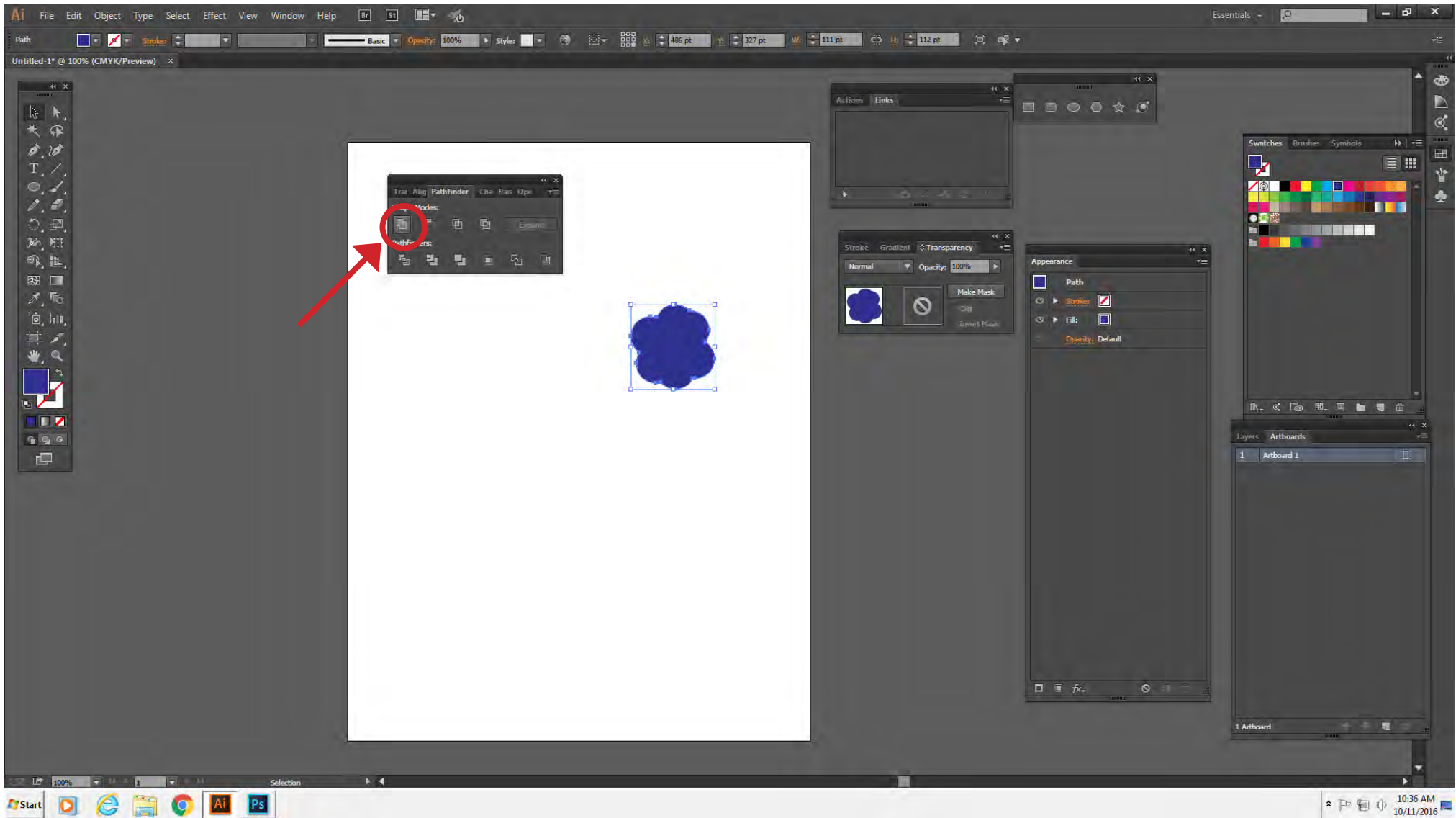
Create a Circle



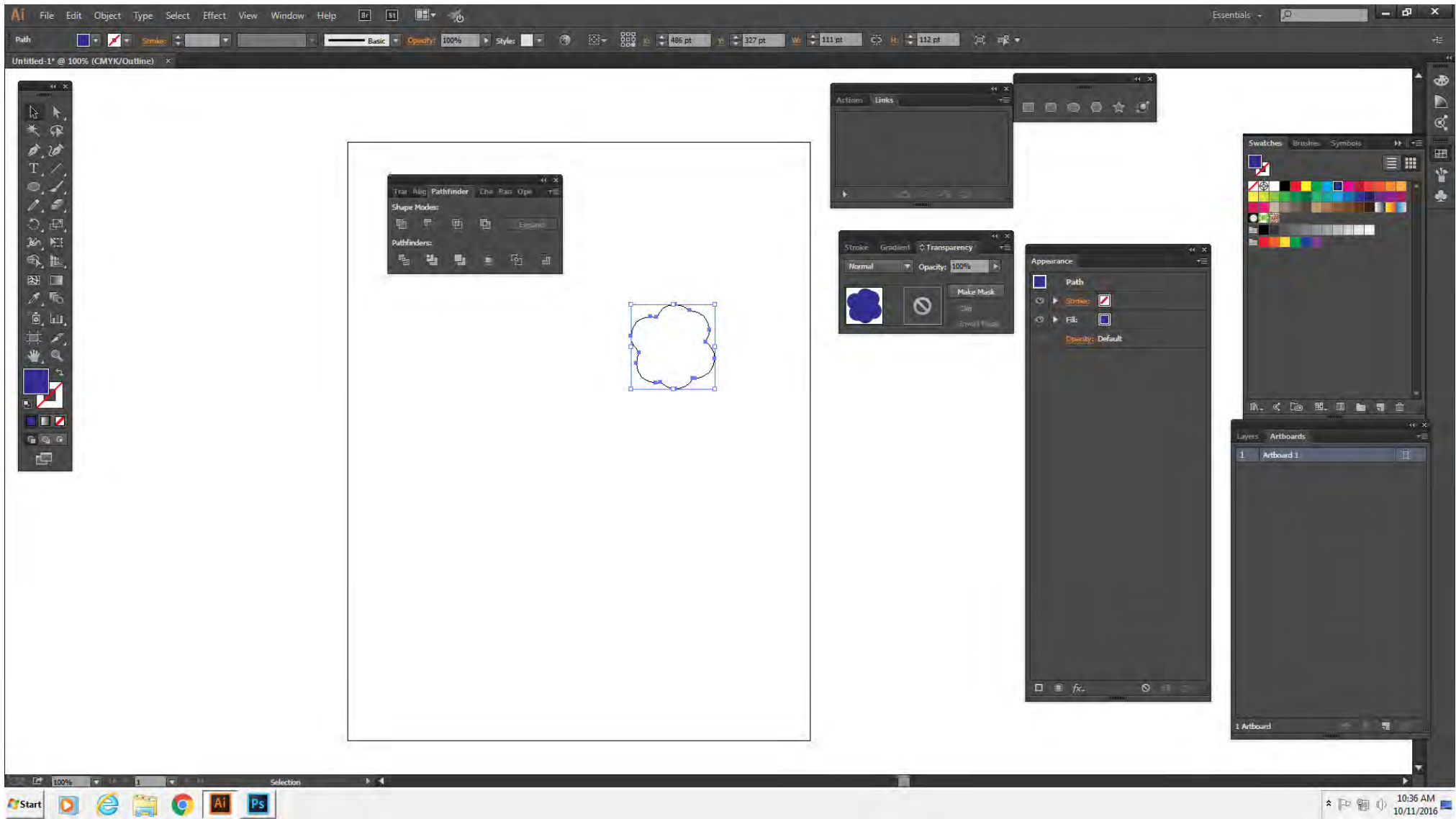
Holding “Alt”, click and drag the circle to create duplicates in a flower arrangement



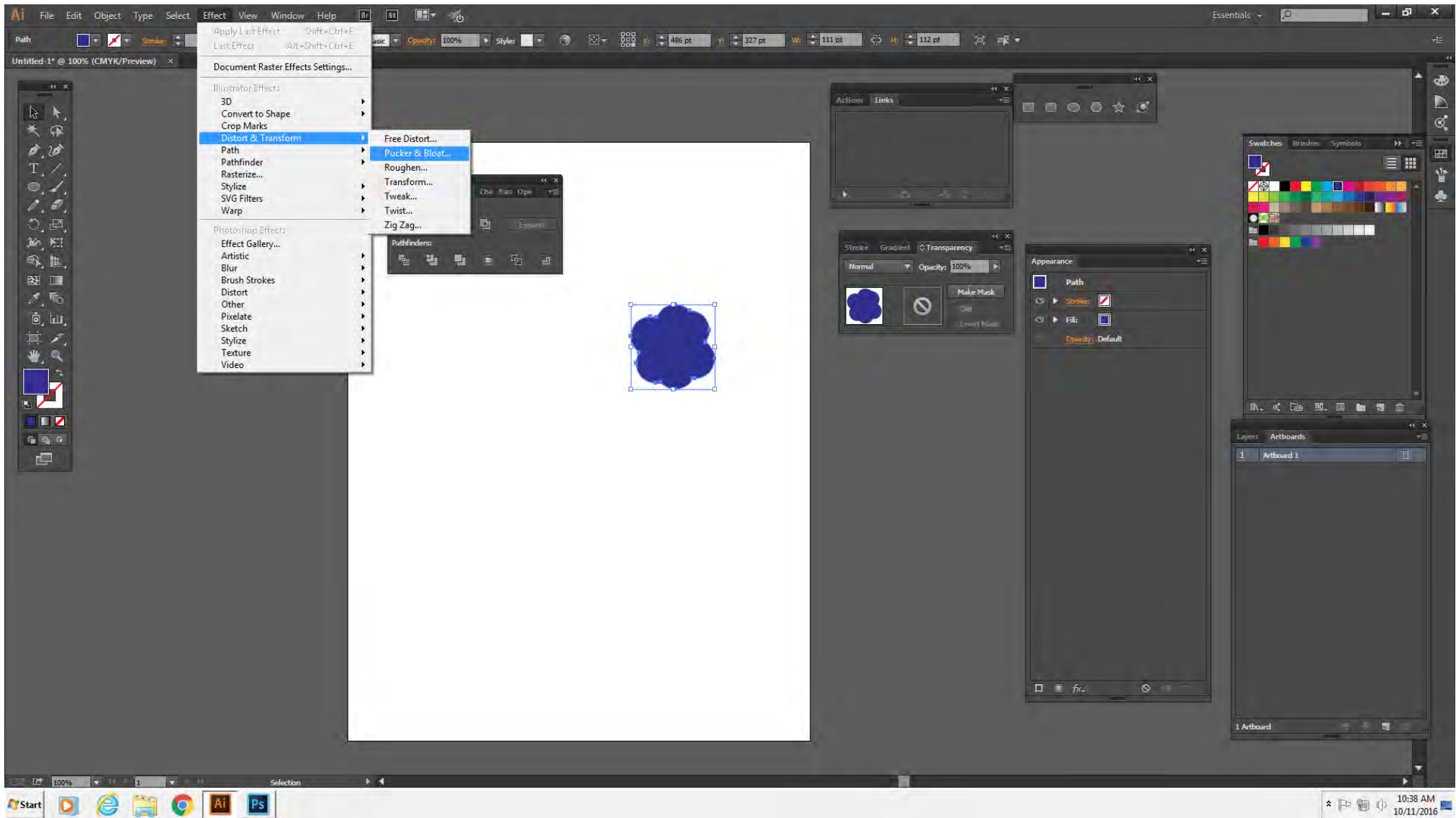
Hit Ctrl + "Y" to observe the outline view. Notice the distinct outline of each circle



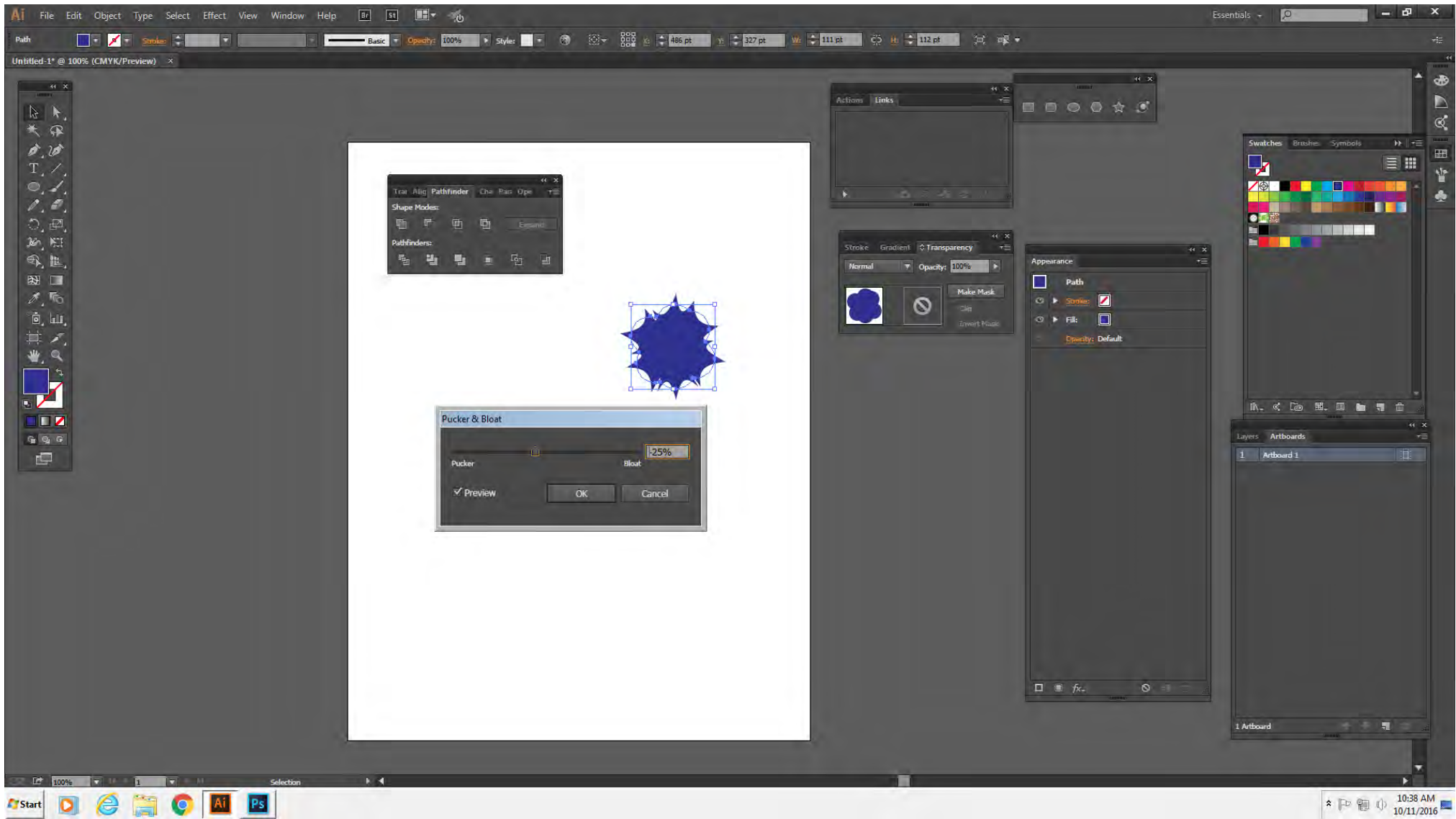
With the Pathfinder (window>pathfinder) tab open, select the first option under Shape Modes > unite



Hit Ctrl + "Y" to observe the outline view. Notice the united shape.

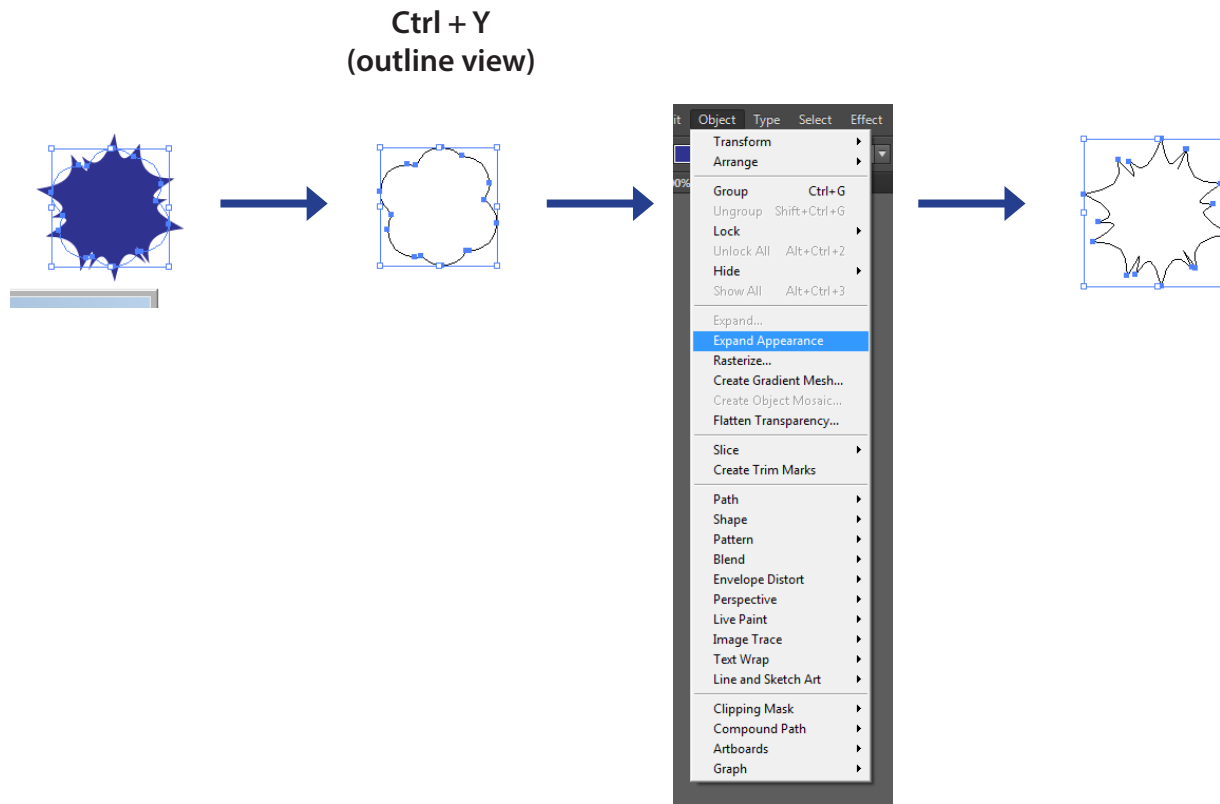


Effect> Distort & Transform> Pucker & Bloat

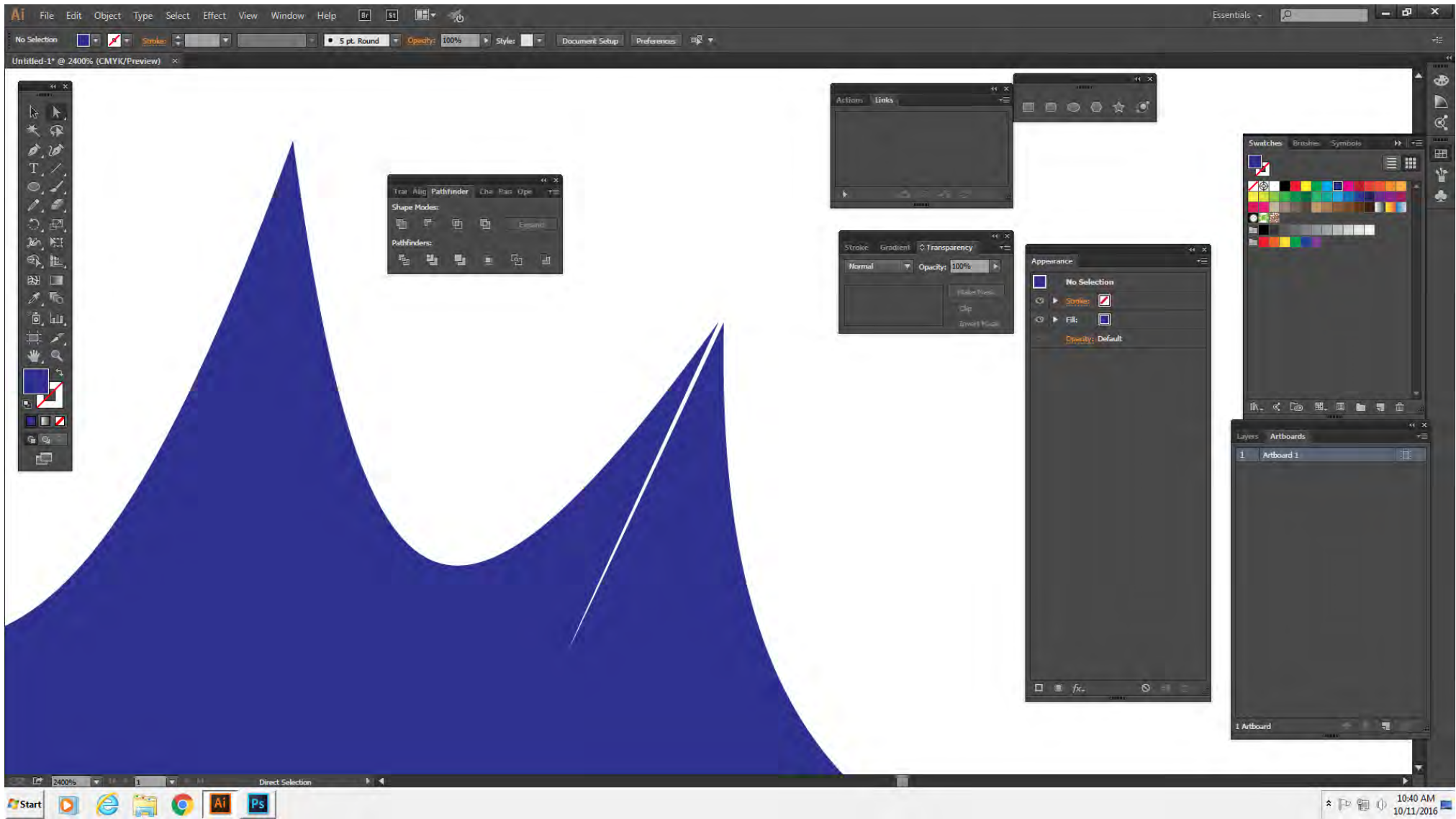


Slide to a negative value to “Pucker”

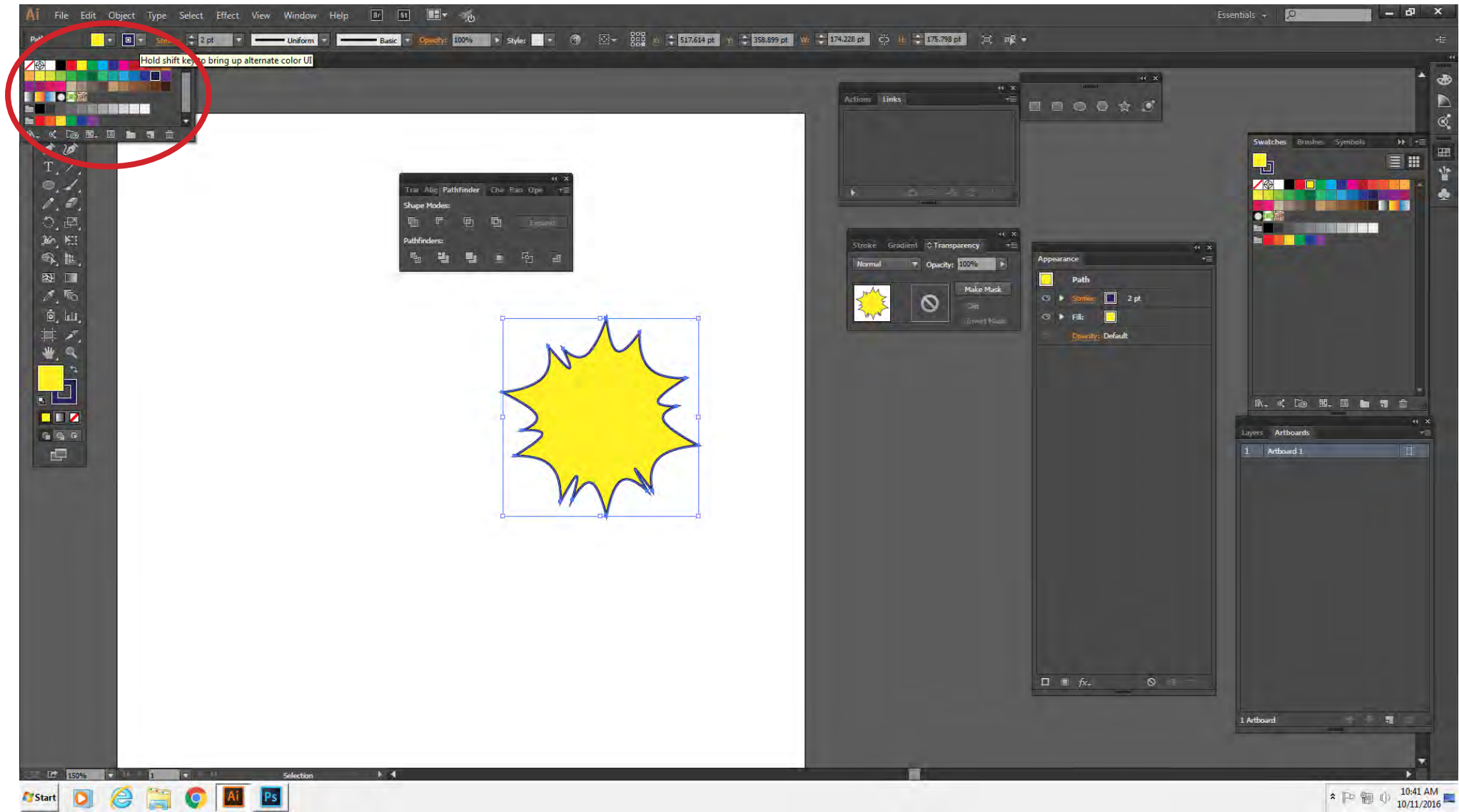




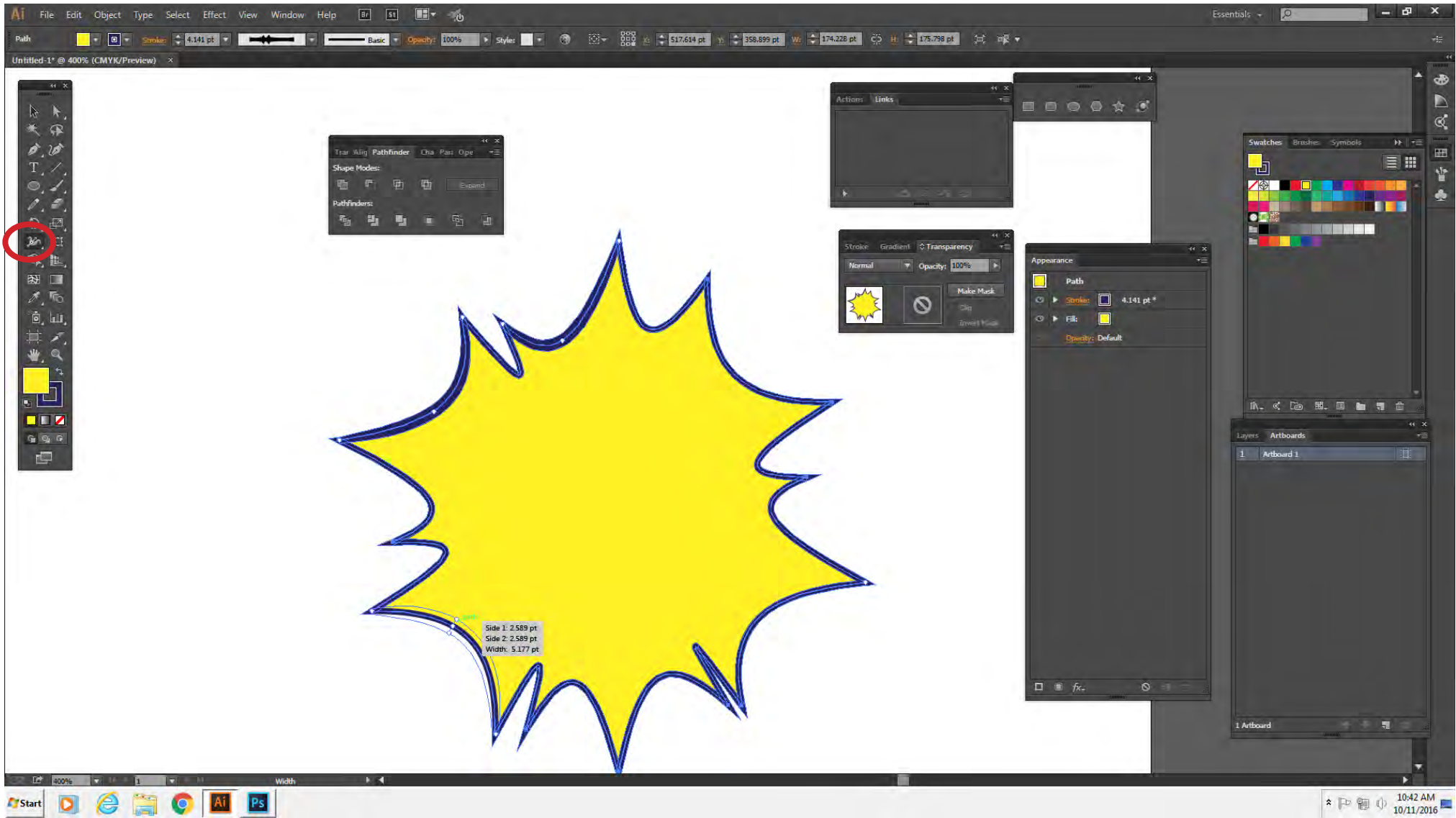
**Notice the Effect is stacked under the object's appearance (window > appearance).  
Select Object > Expand Appearance. Notice the object's outline and the inputs under appearance**



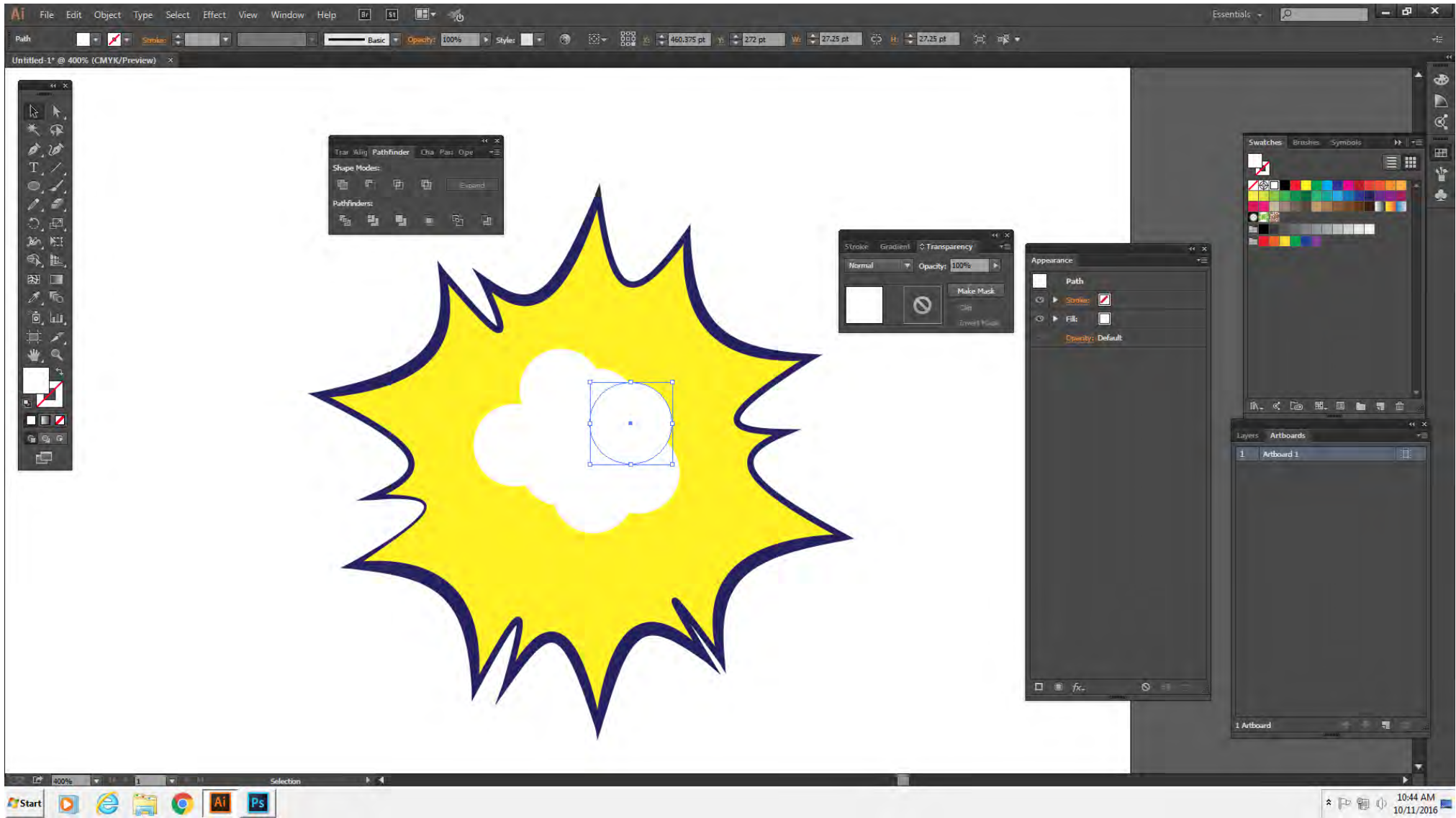
If there are any unnecessary point, simply click and drag one point onto its neighbor. Now, with Selection tool, select the shape and use "unite" from the pathfinder



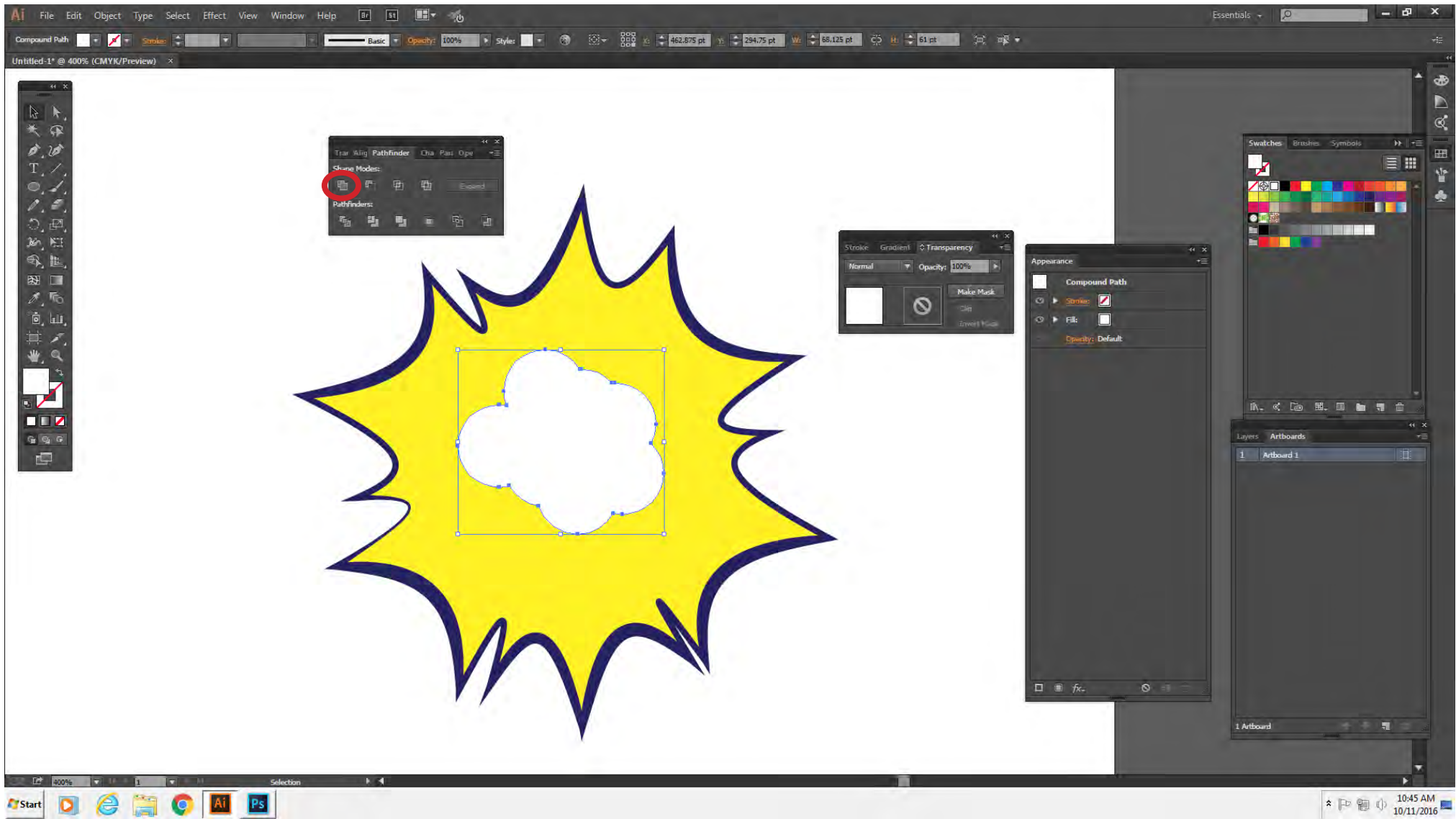
Change the object's fill and stroke from the top left



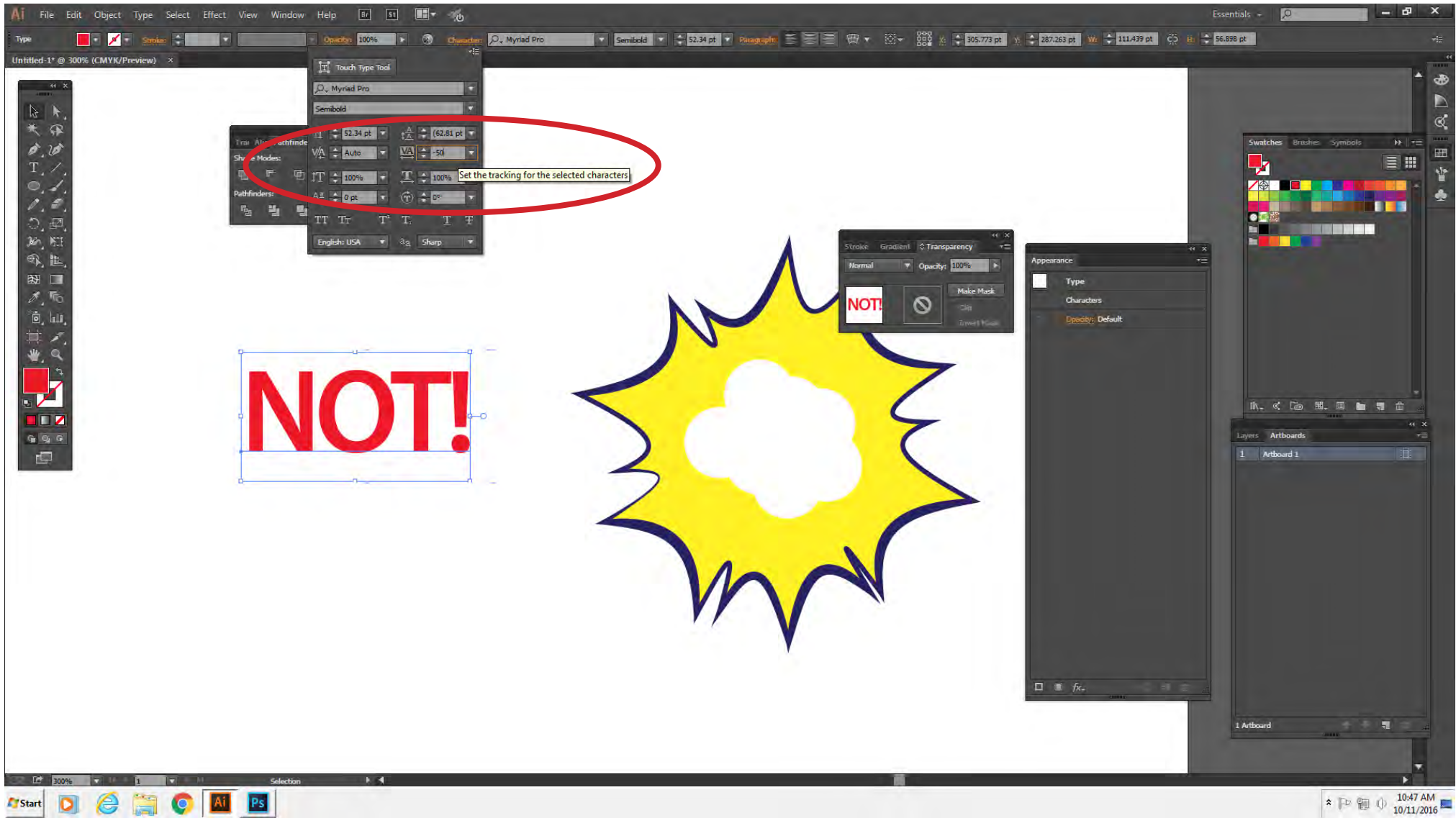
Using the Width tool. Drag sections from the center of each arch to widen the stroke



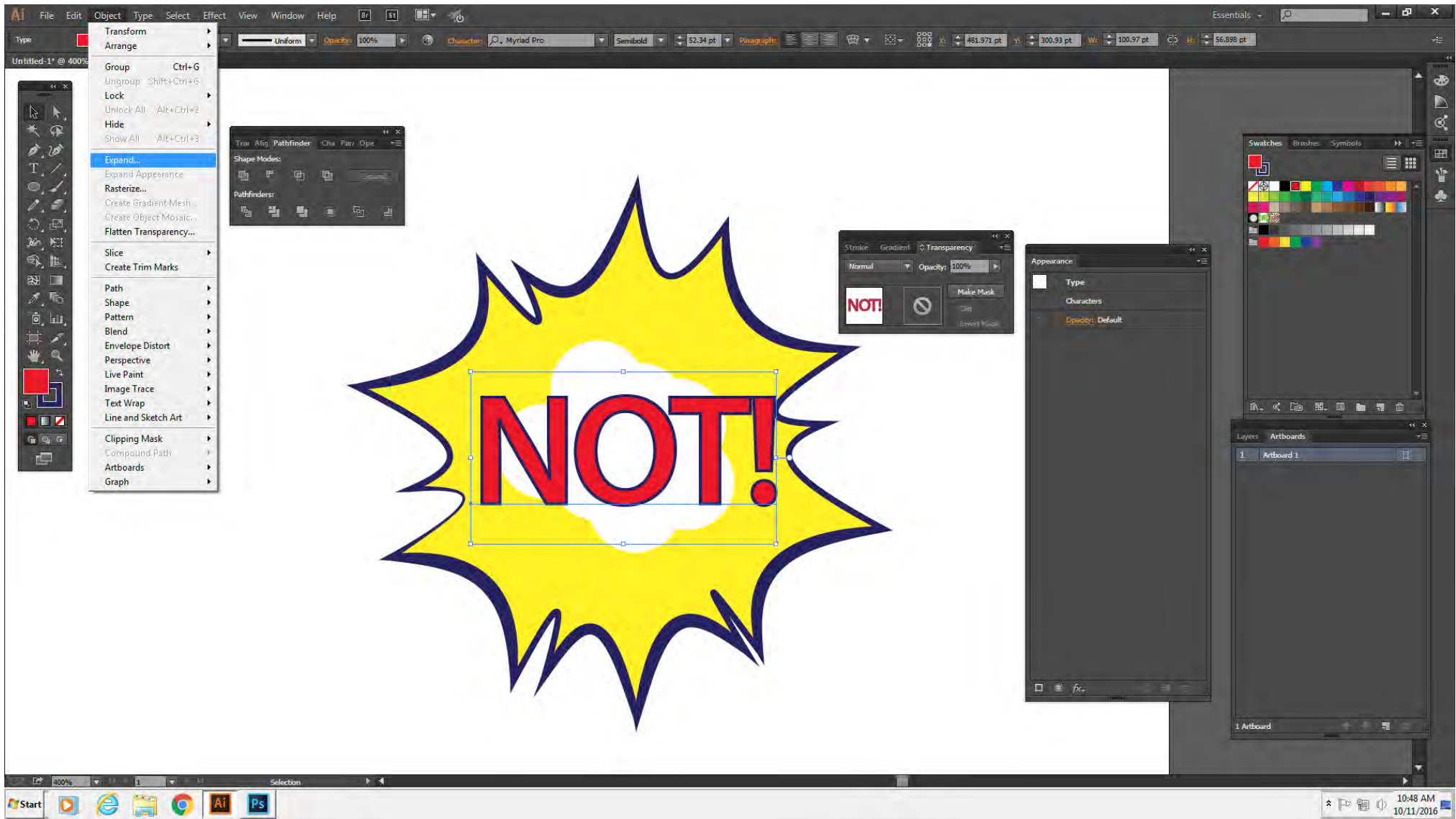
Like before. Create multiple circles for the center of the blast



Pathfinder> unite

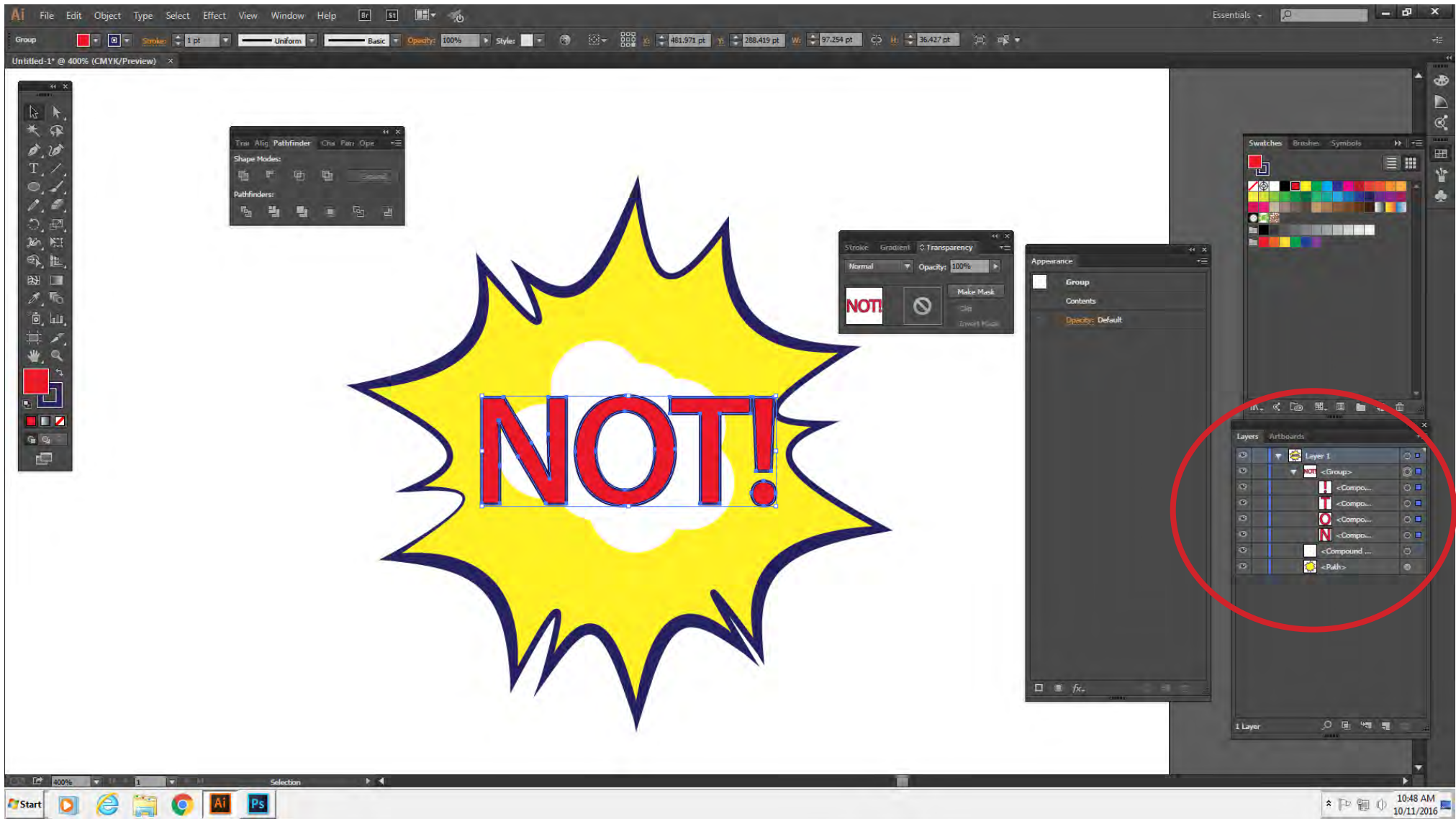


Create "NOT!" with the text tool and put a negative value under "tracking". Also, add a stroke to the text

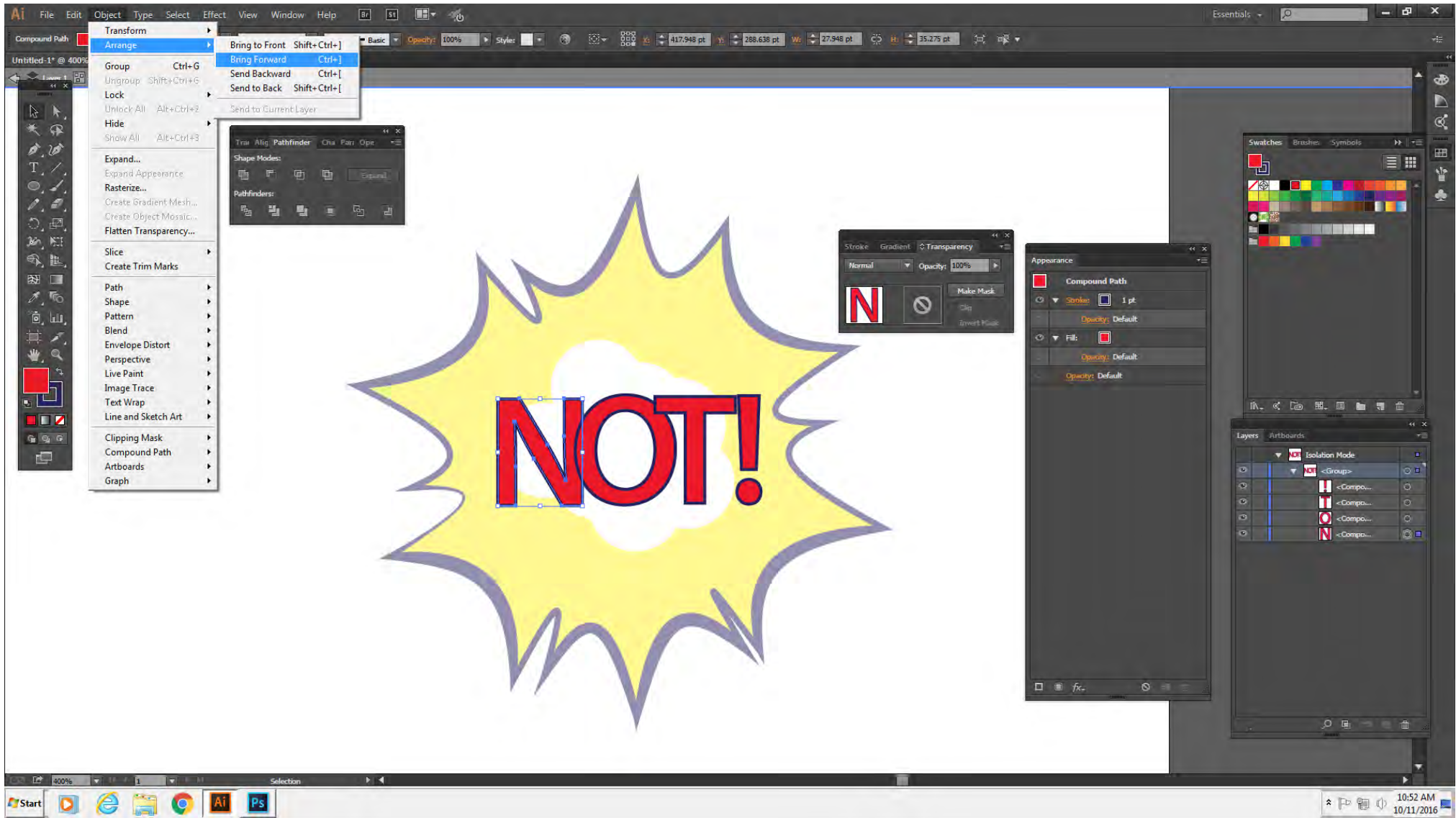


Use Object > Expand to create editable shapes from the text

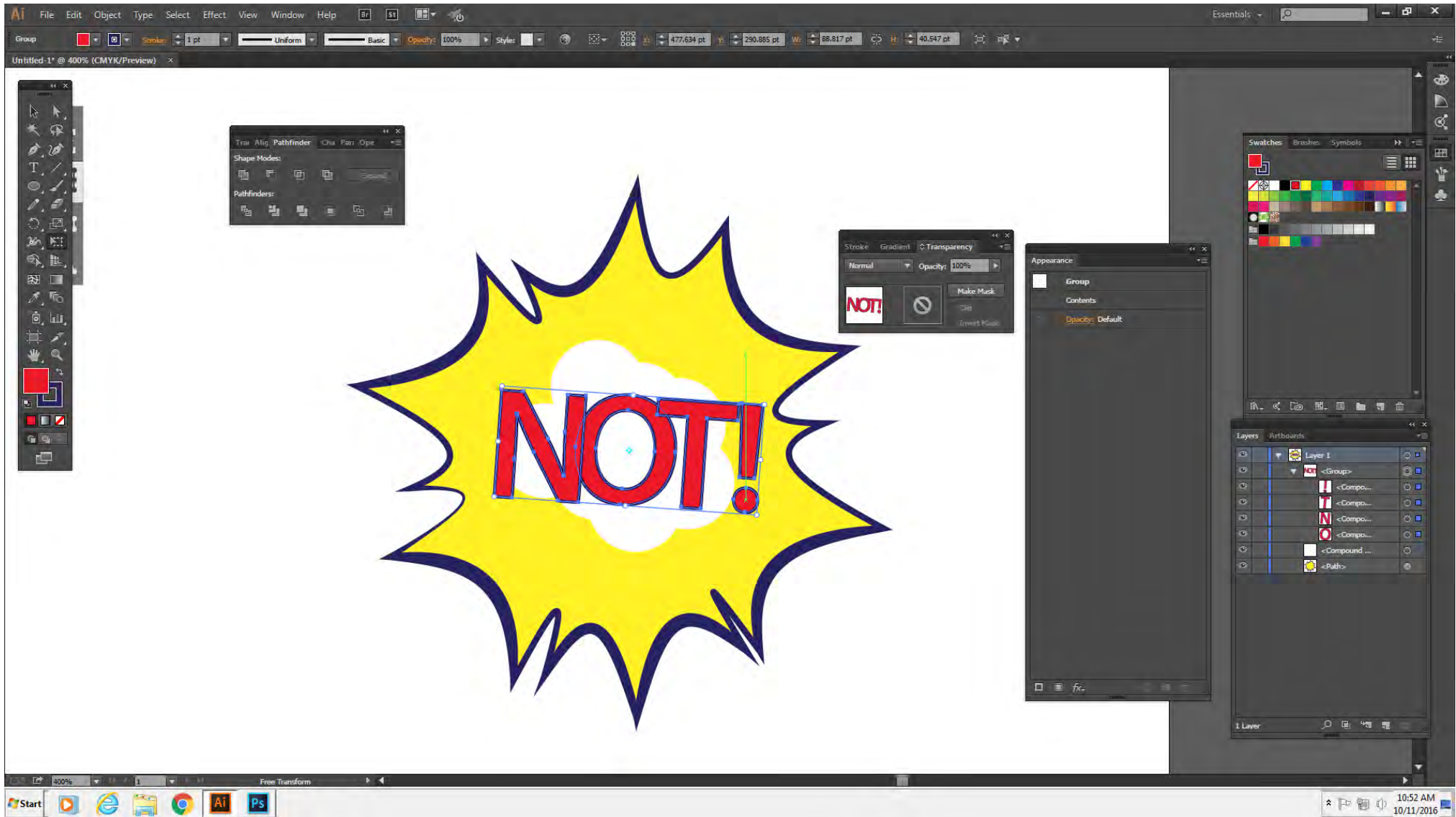




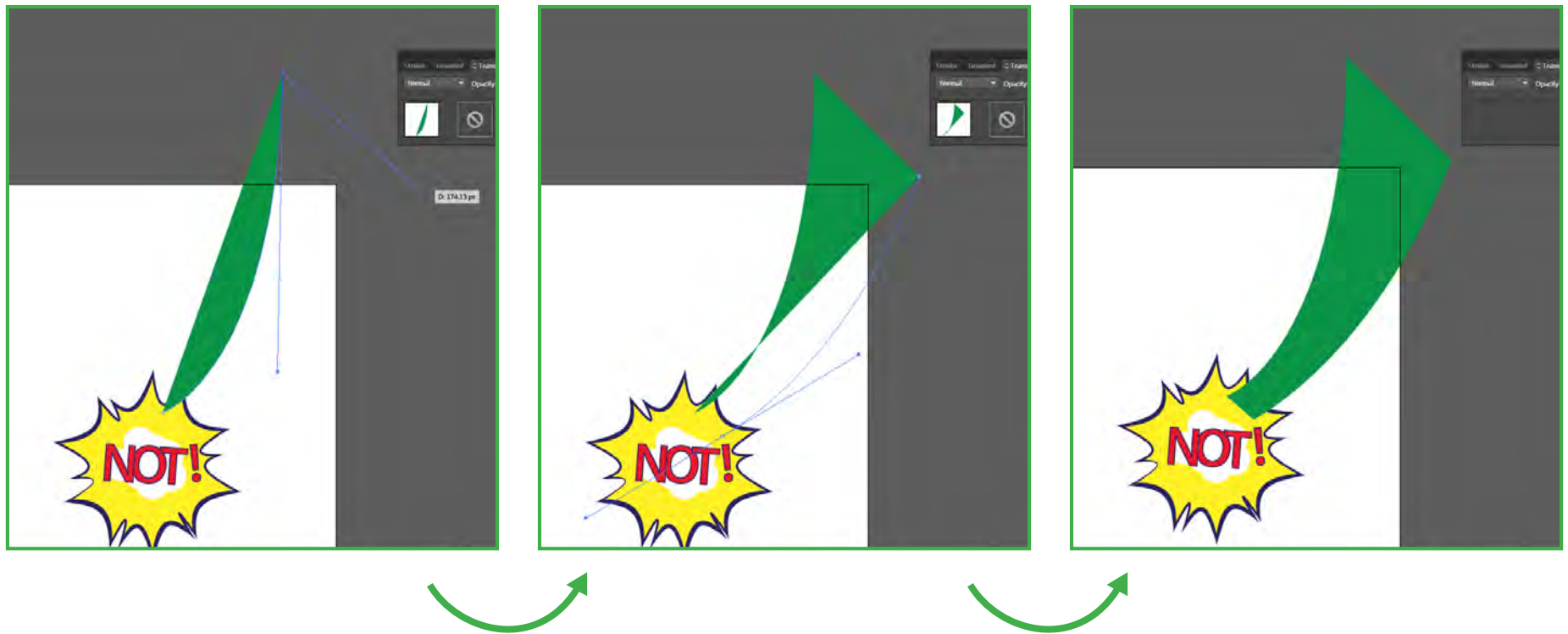
Notice the grouping of our letters



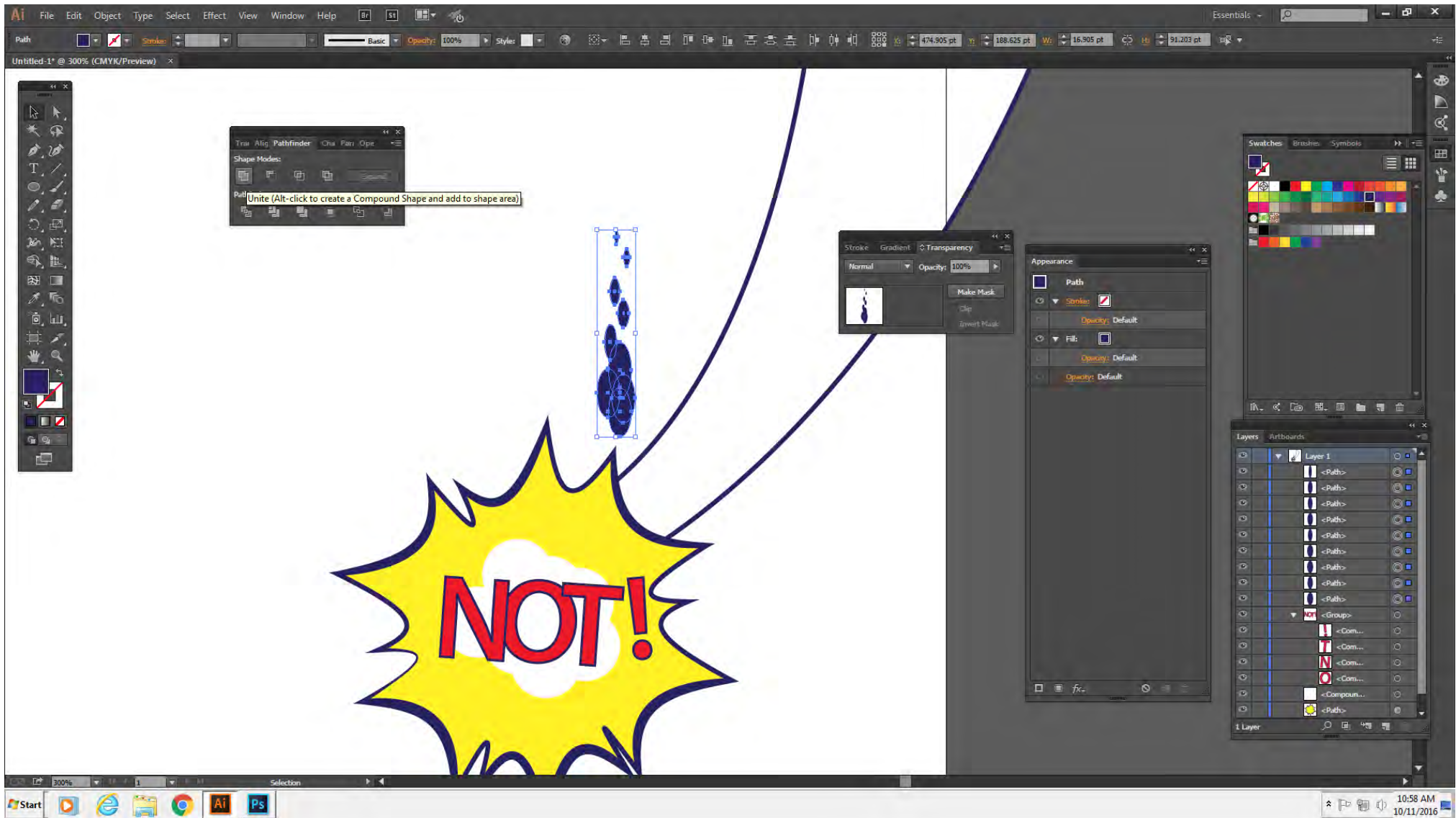
Using Object>Arrange> send backward or Ctrl + “[, send the “N” behind the “O”



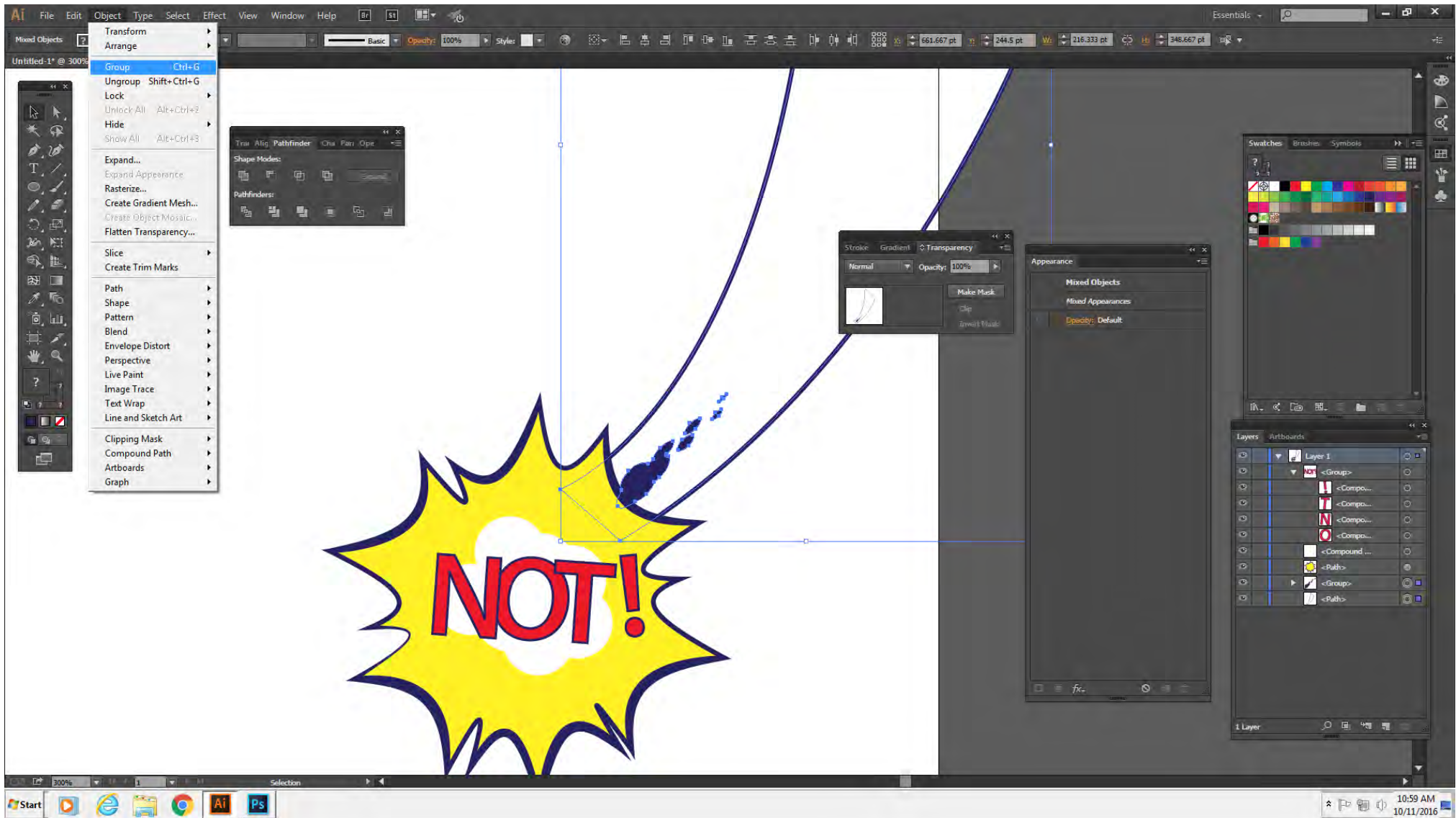
With the entire "NOT!" group selected with the selection tool, rotate (shortcut "e") the group



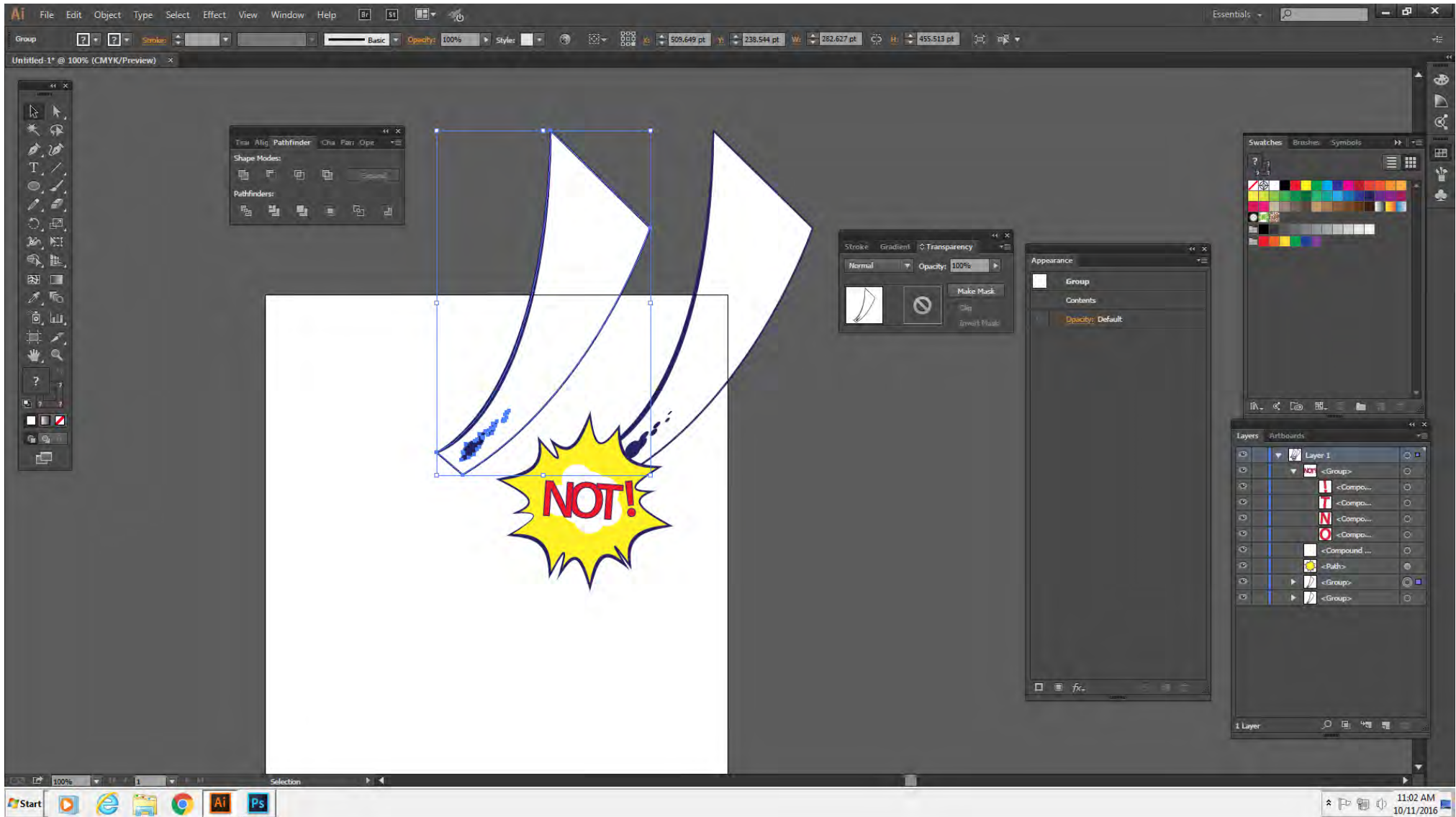
With the pen tool, use bezier curves to click and drag out a directional blast shape. Use Ctrl + left click on a point to erase tangents



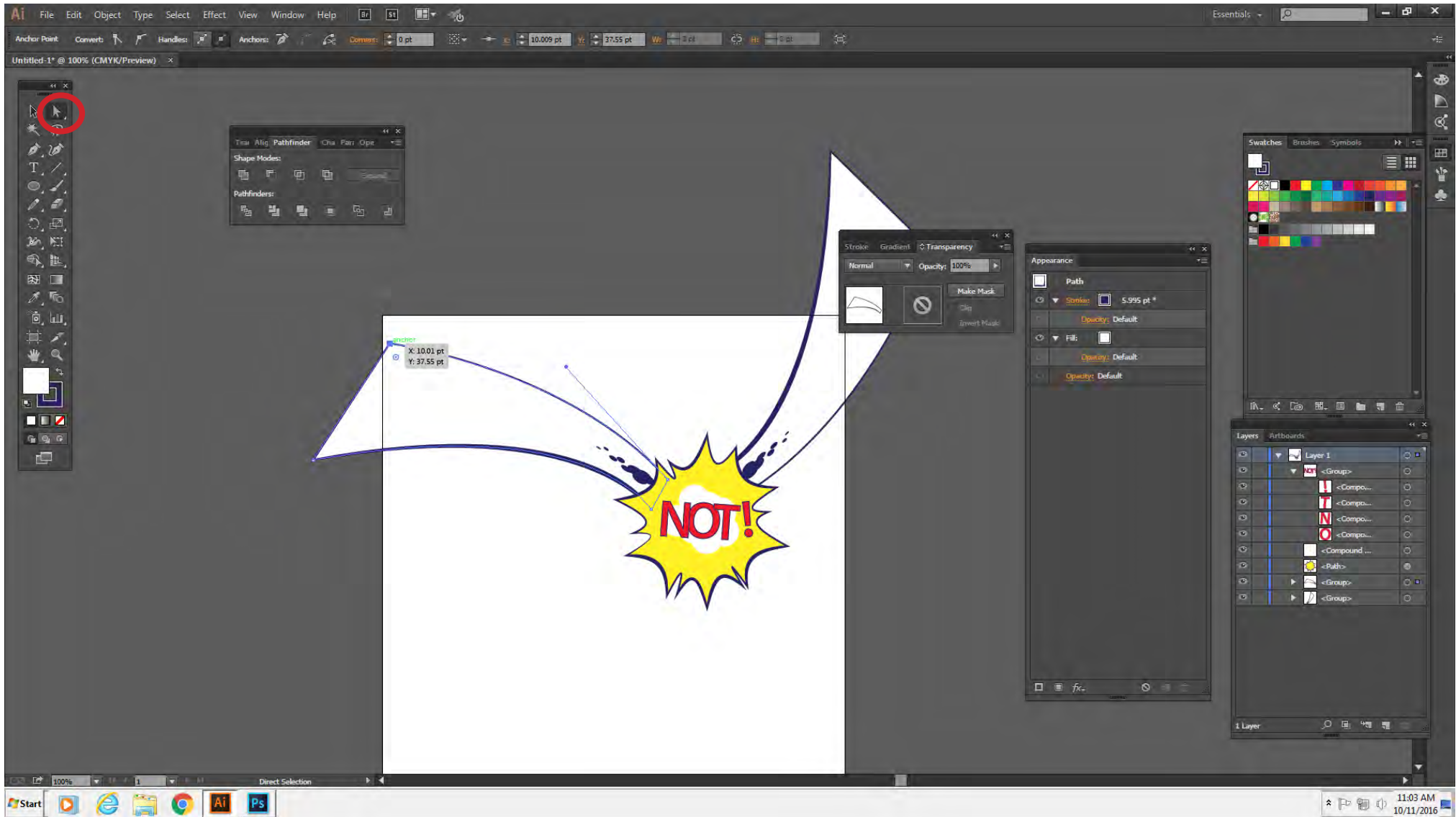
Like before, create multiple shapes, resize and “unite” with pathfinder



Select both the new circular form and the directional blast and use object> "group" to group the objects. Once grouped use Ctrl + "[" to send the group behind the yellow blast

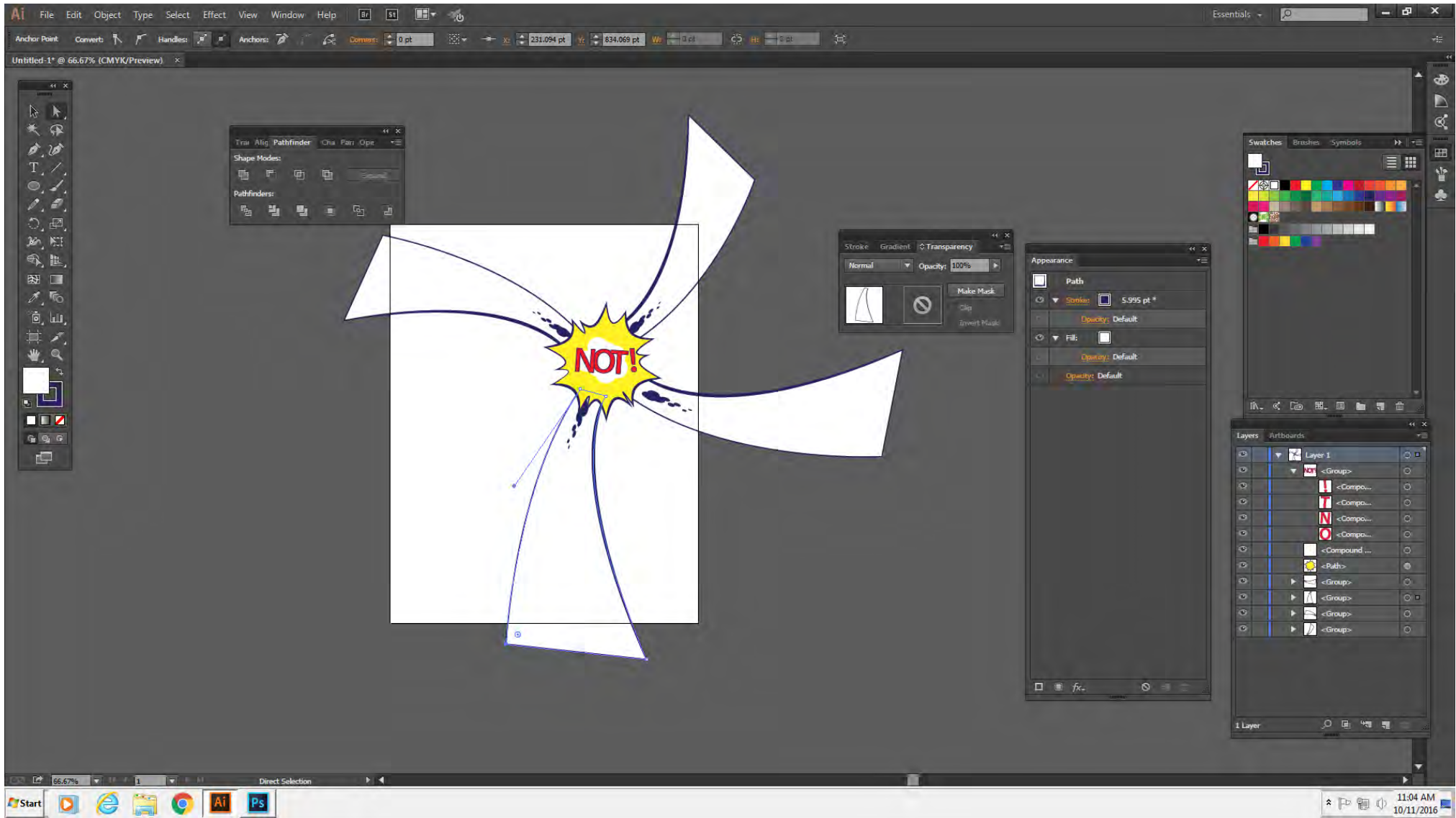


Holding Alt, click and drag the group to duplicate

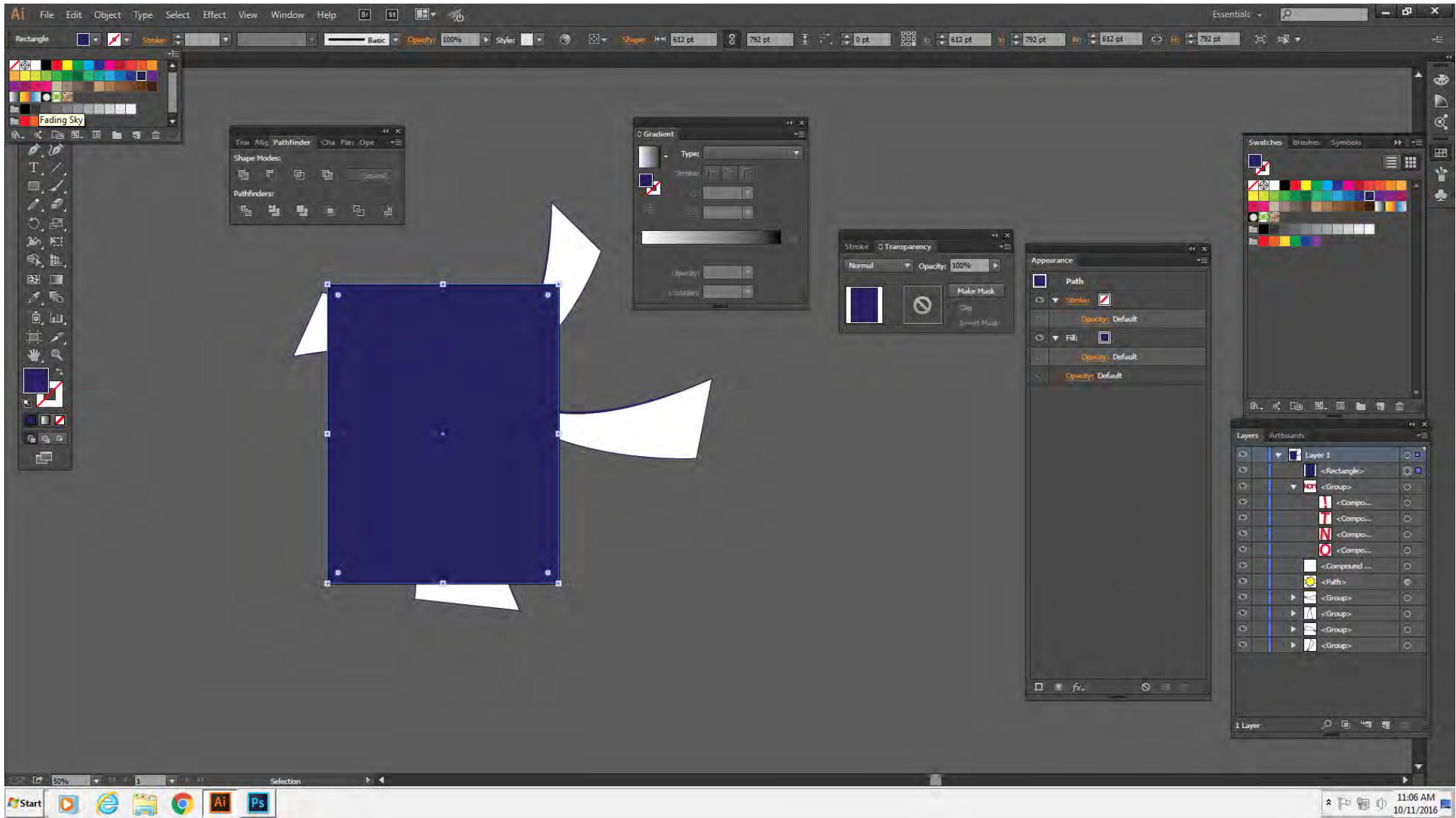


Using “e” rotate the duplicate and move in place. To access a single point nested in a group, use the “direct selection” tool to select points.

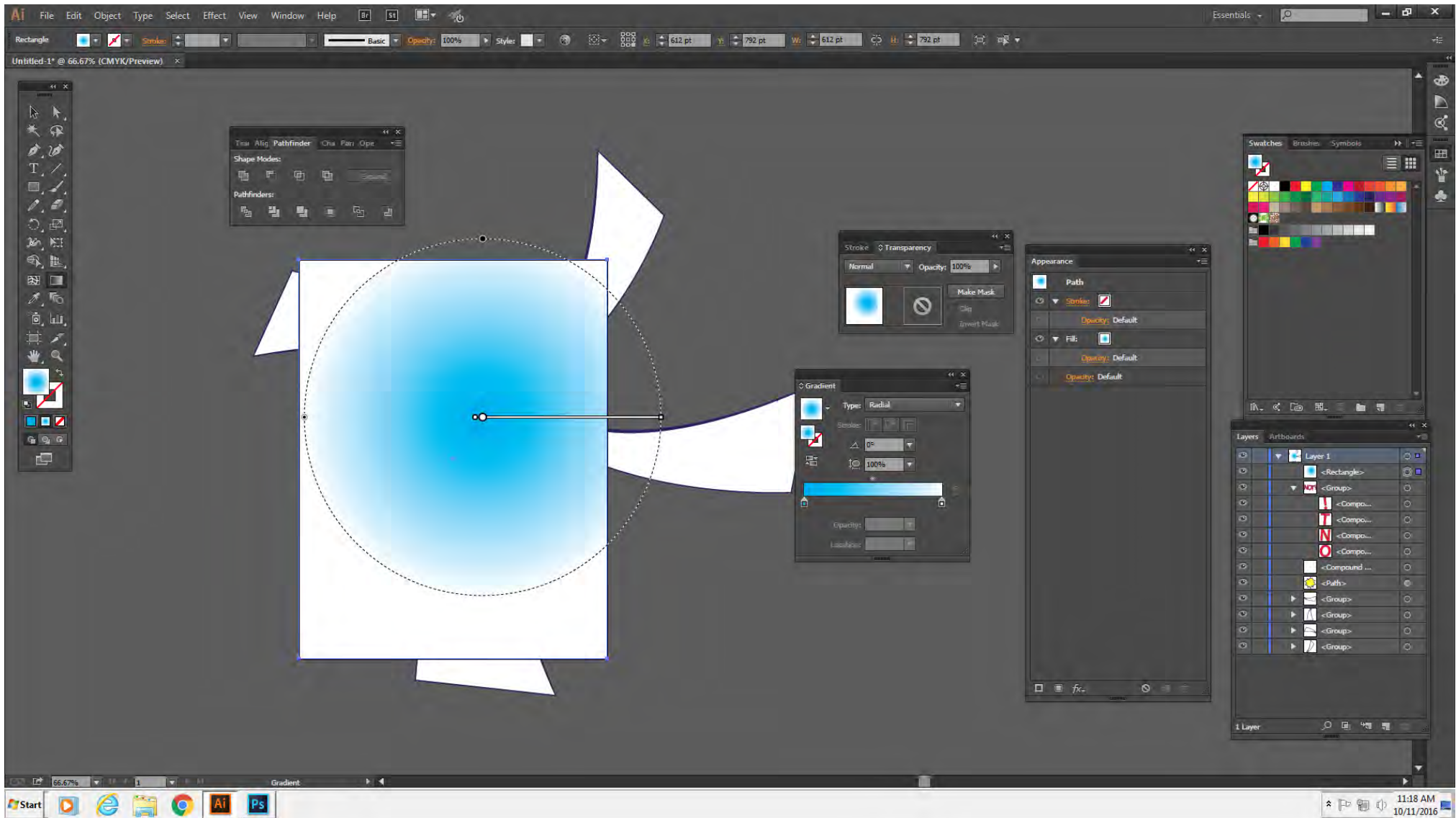




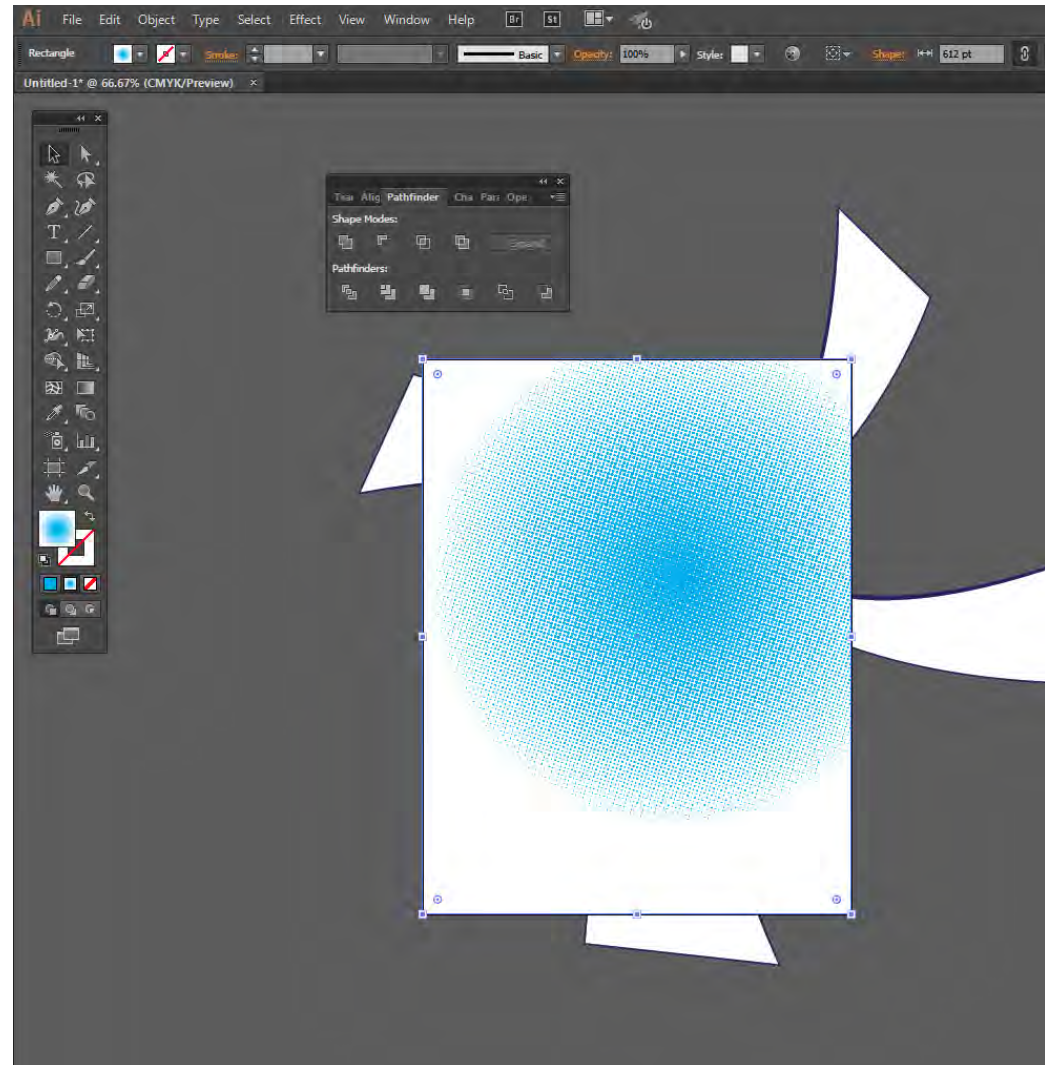
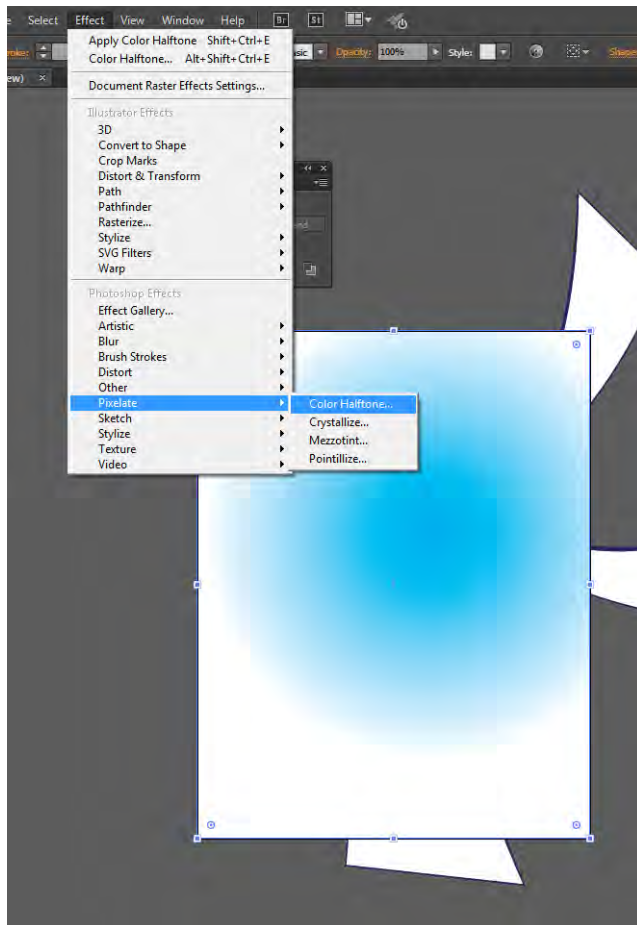
Repeat the previous 2 steps to create more duplicates



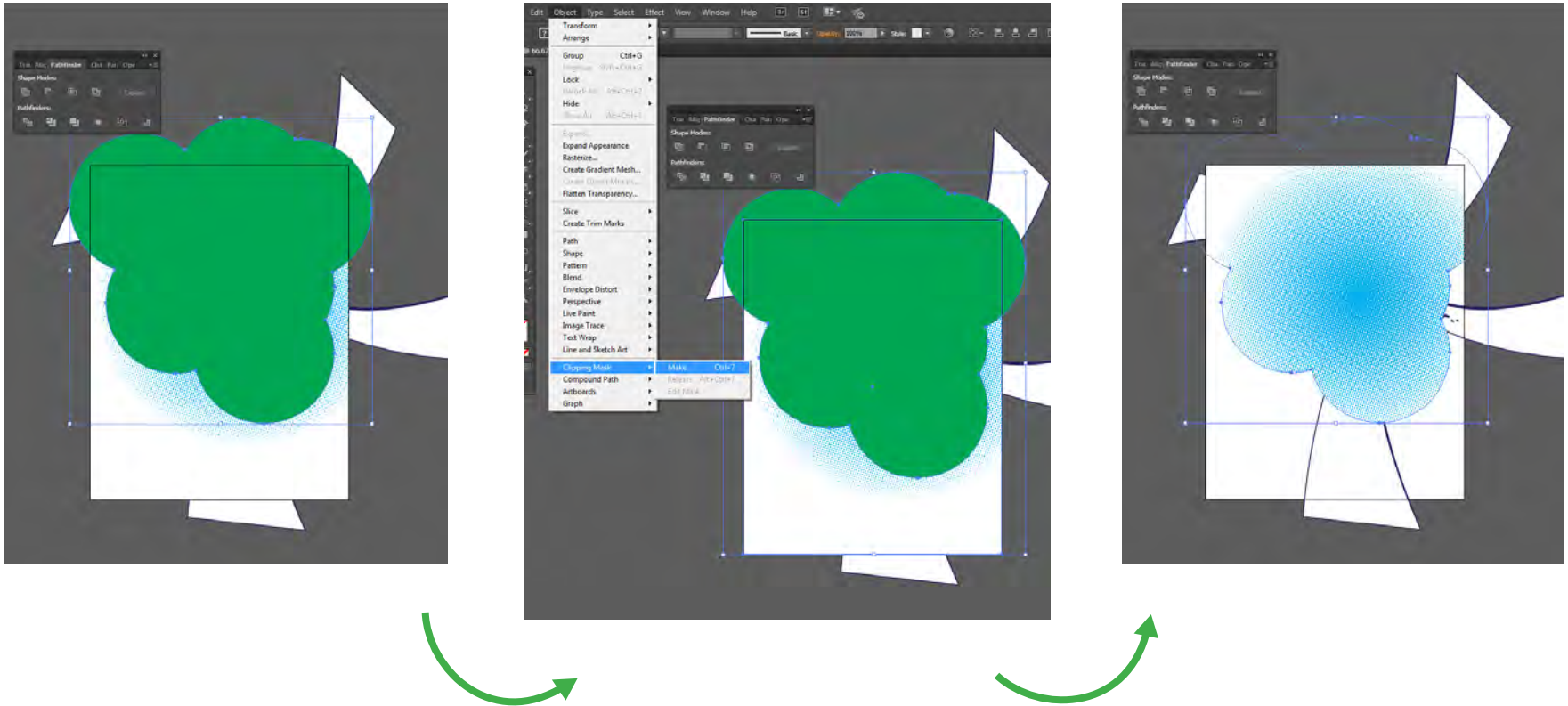
Create a solid rectangle the size of the artboard



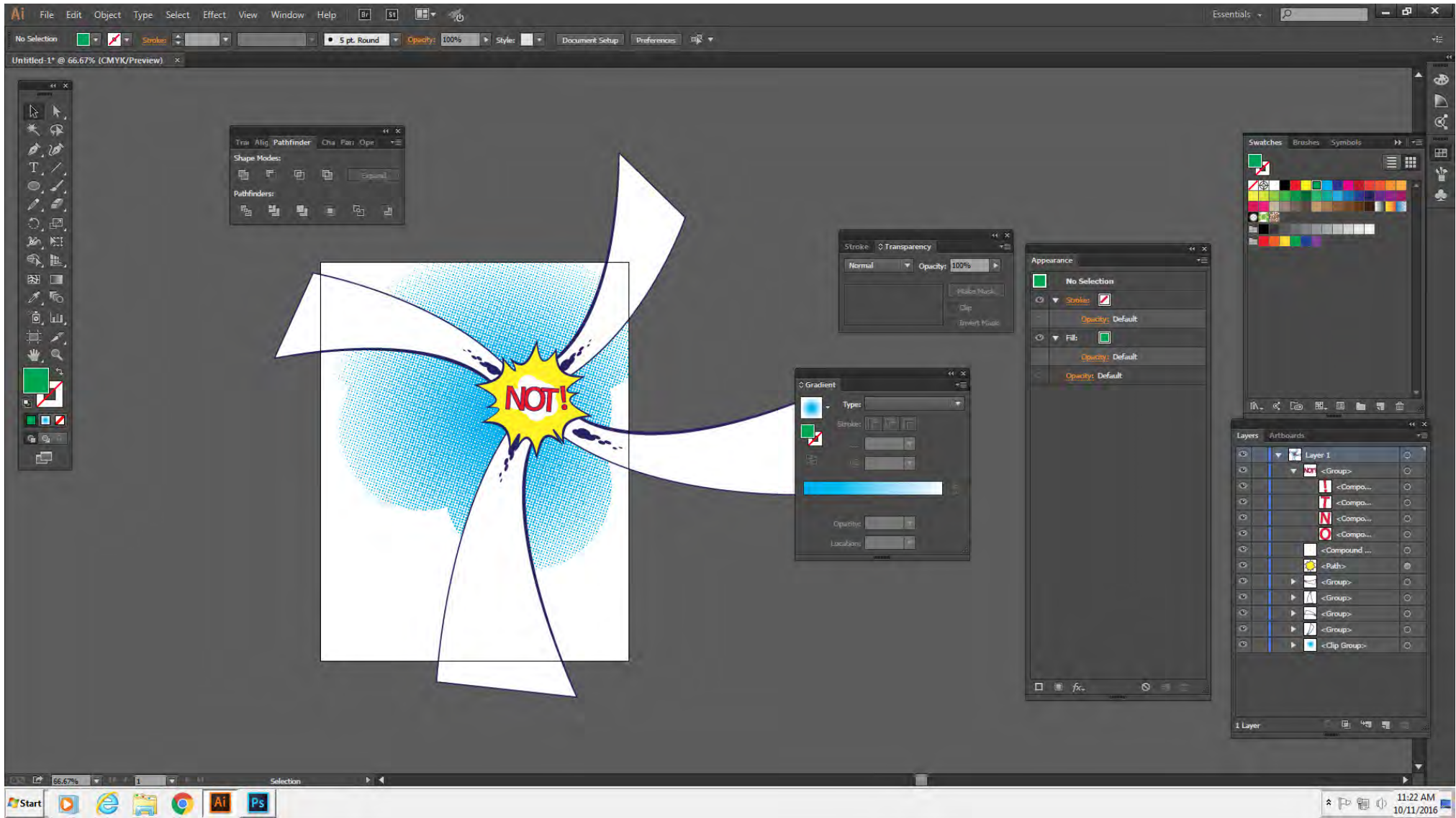
Select a blue (100% opacity) to white (100% opacity) gradient for the new shape



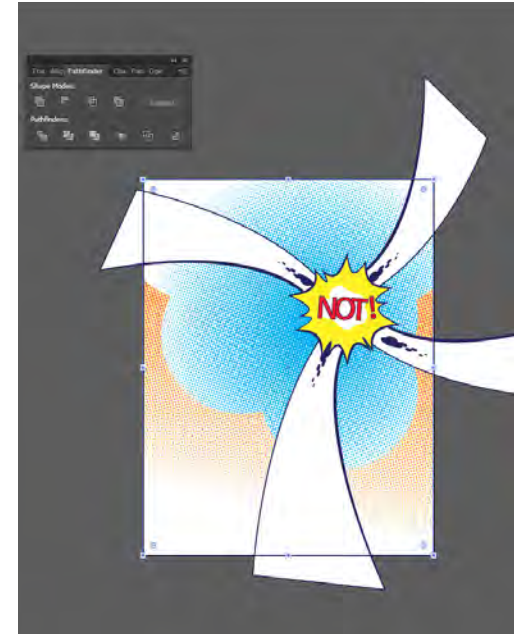
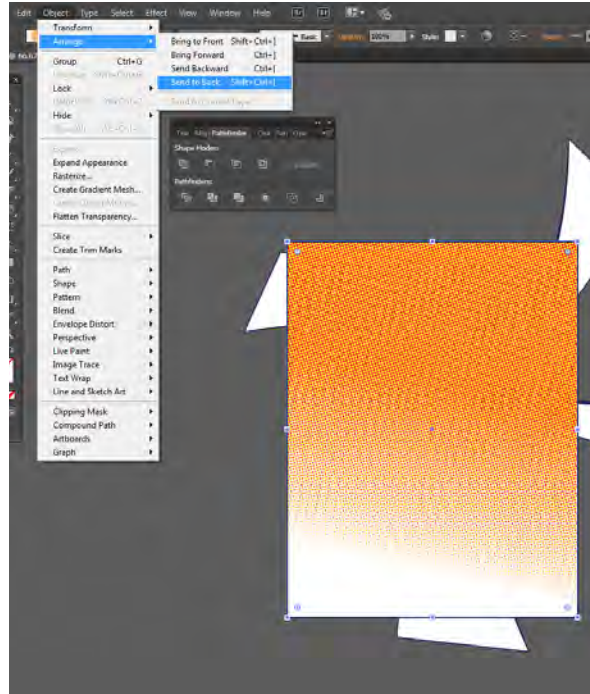
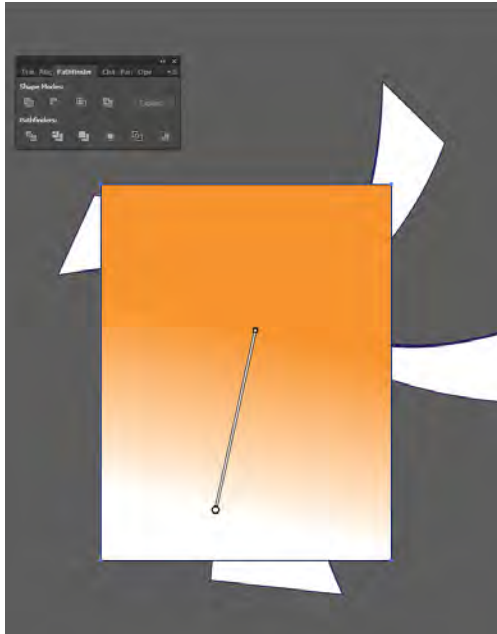
Select Effect> (Photoshop Effects) pixelate> color halftone. With a size of 16 for radius



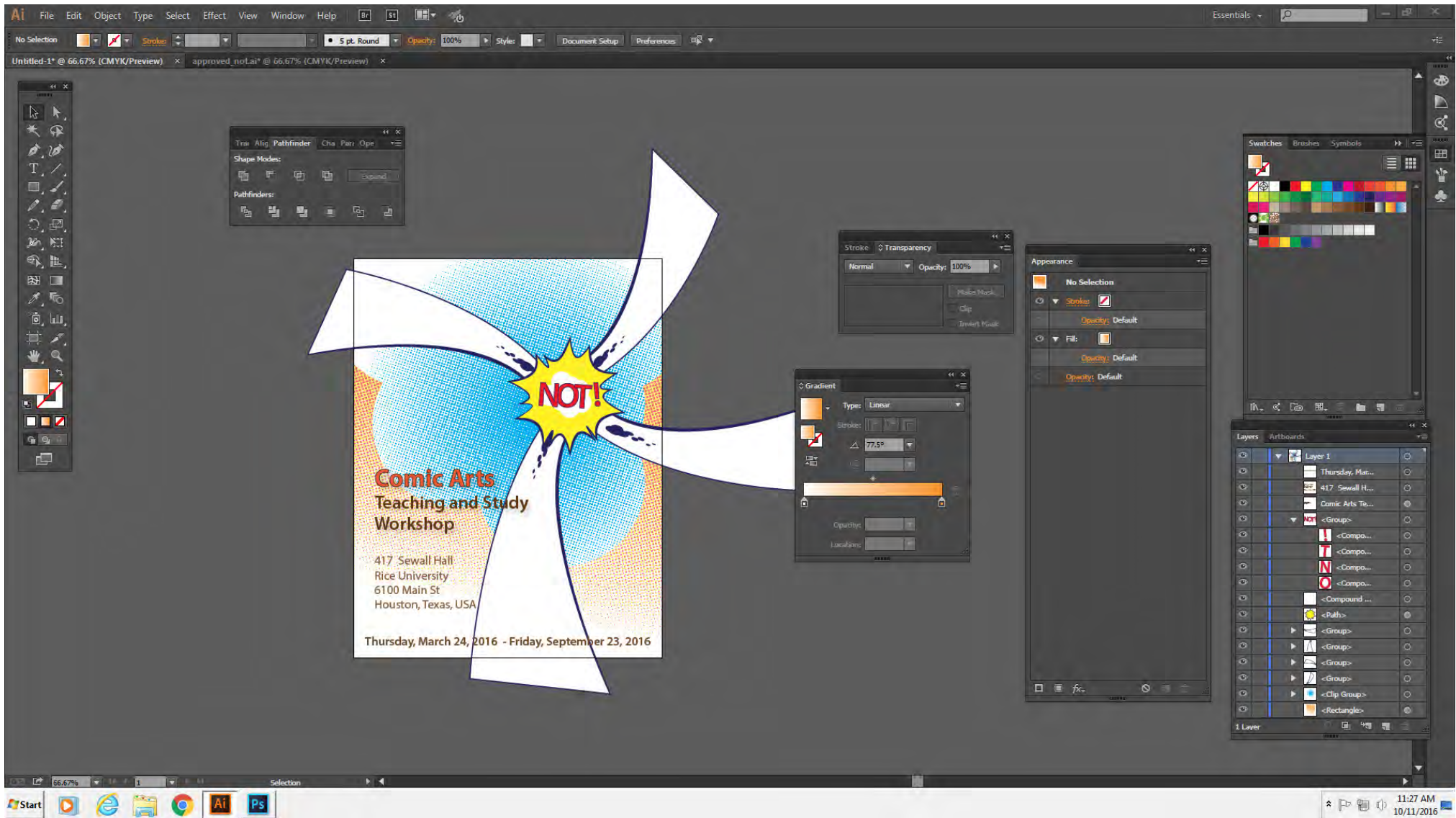
As before, create a circular united shape on top, then Ctrl click the new shape and the blue gradient. Lastly, Select Object> clipping mask or use the Ctrl + 7 shortcut.



With newly masked shape selected, select Object> Arrange> send to back.

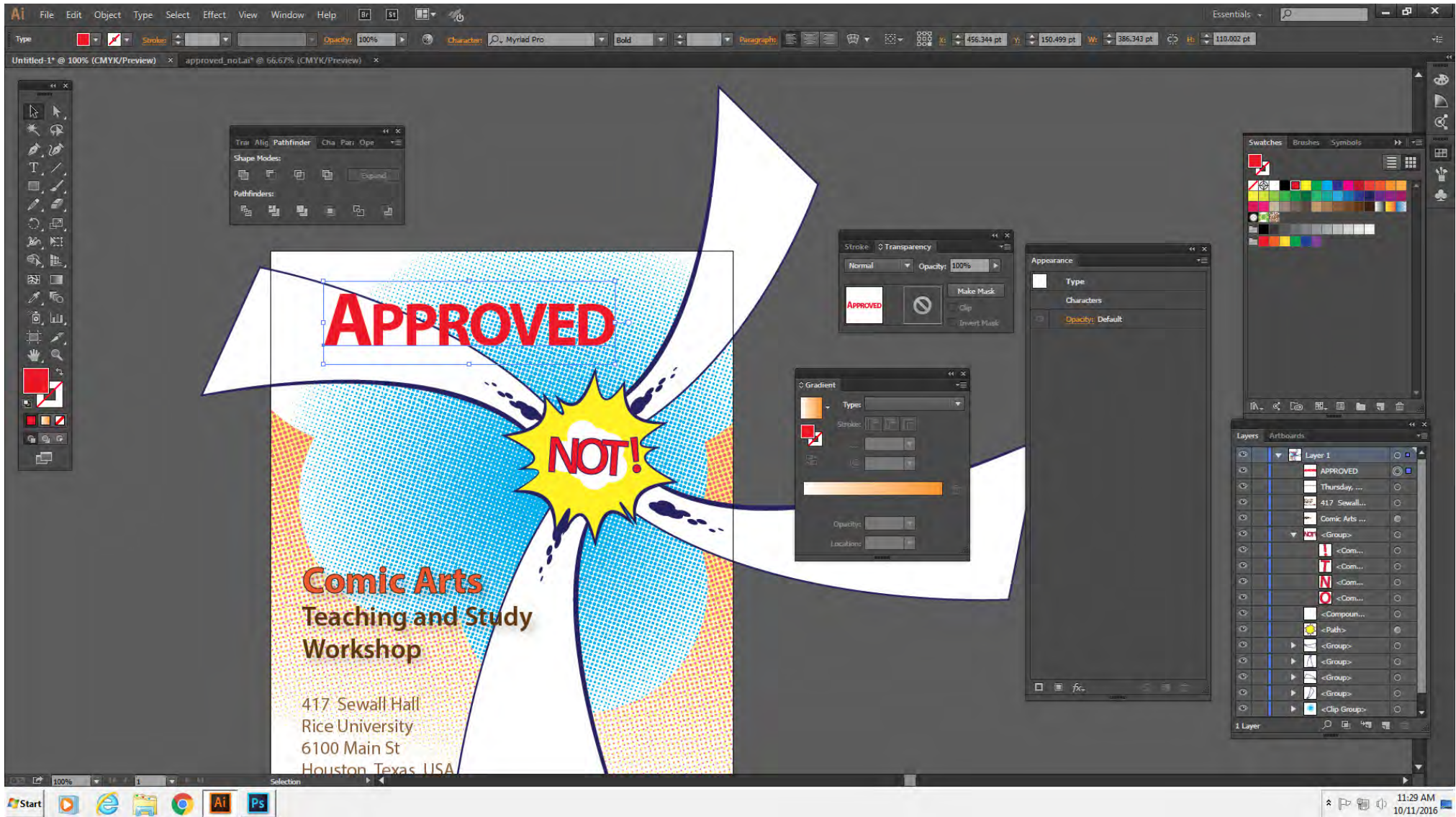


Repeat the previous steps to make an orange gradient with color halftone and send to back

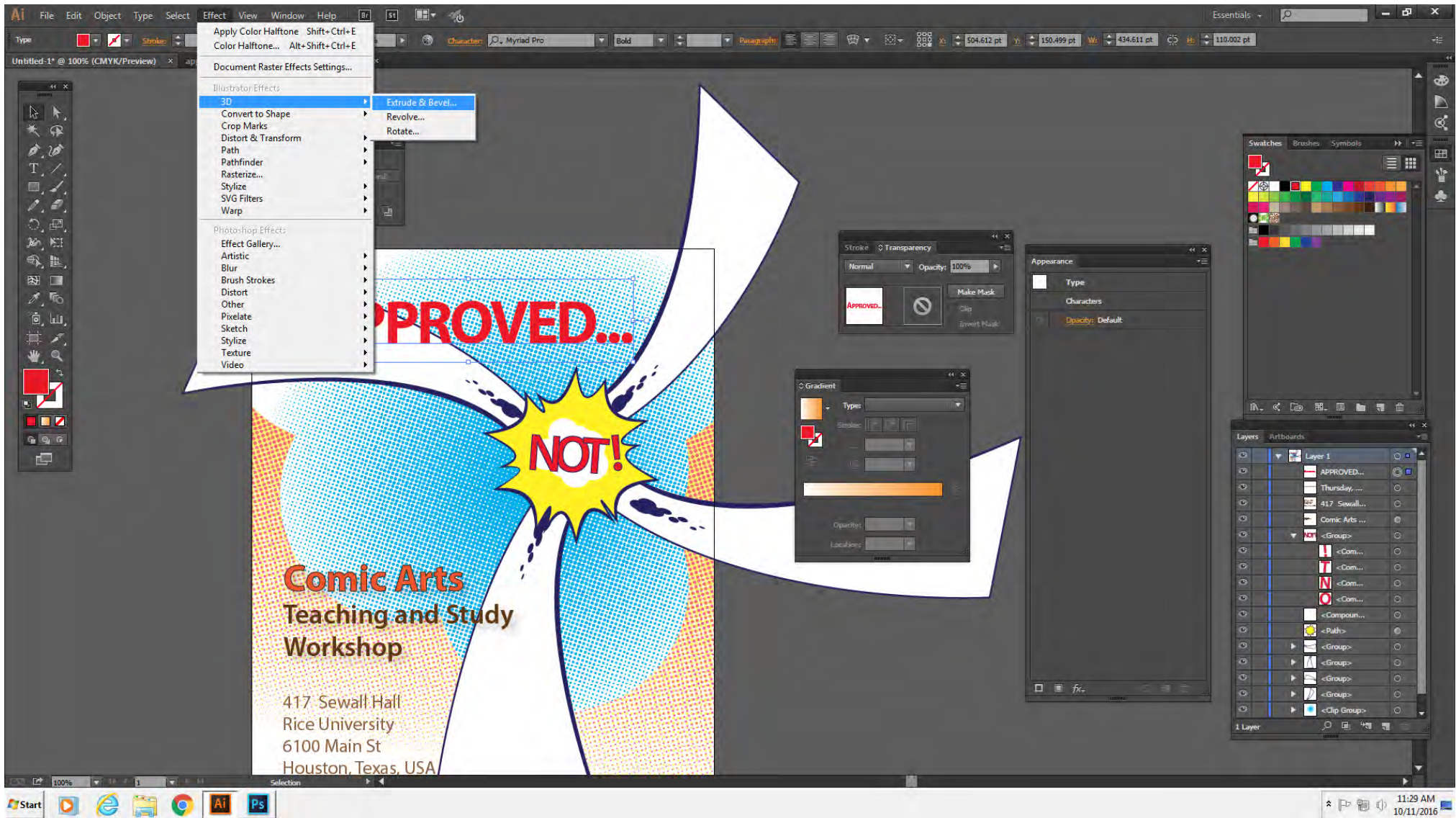


Create Text





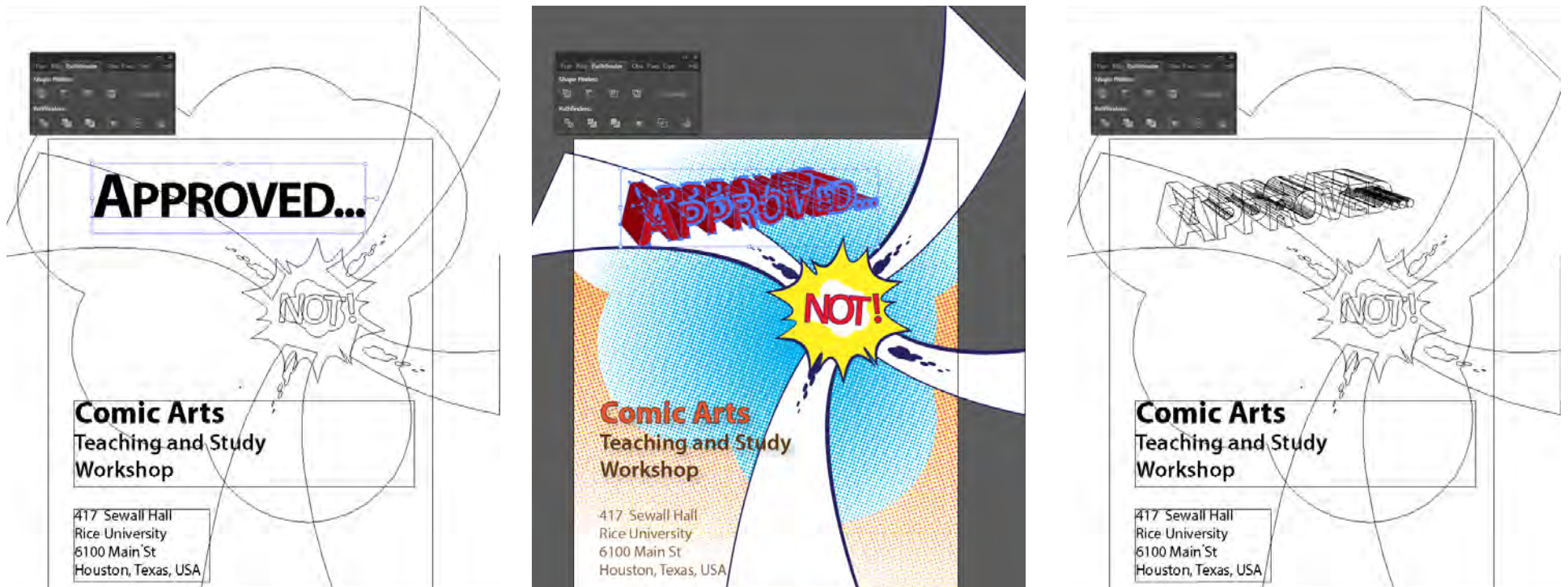
Add a large "APPROVED" text



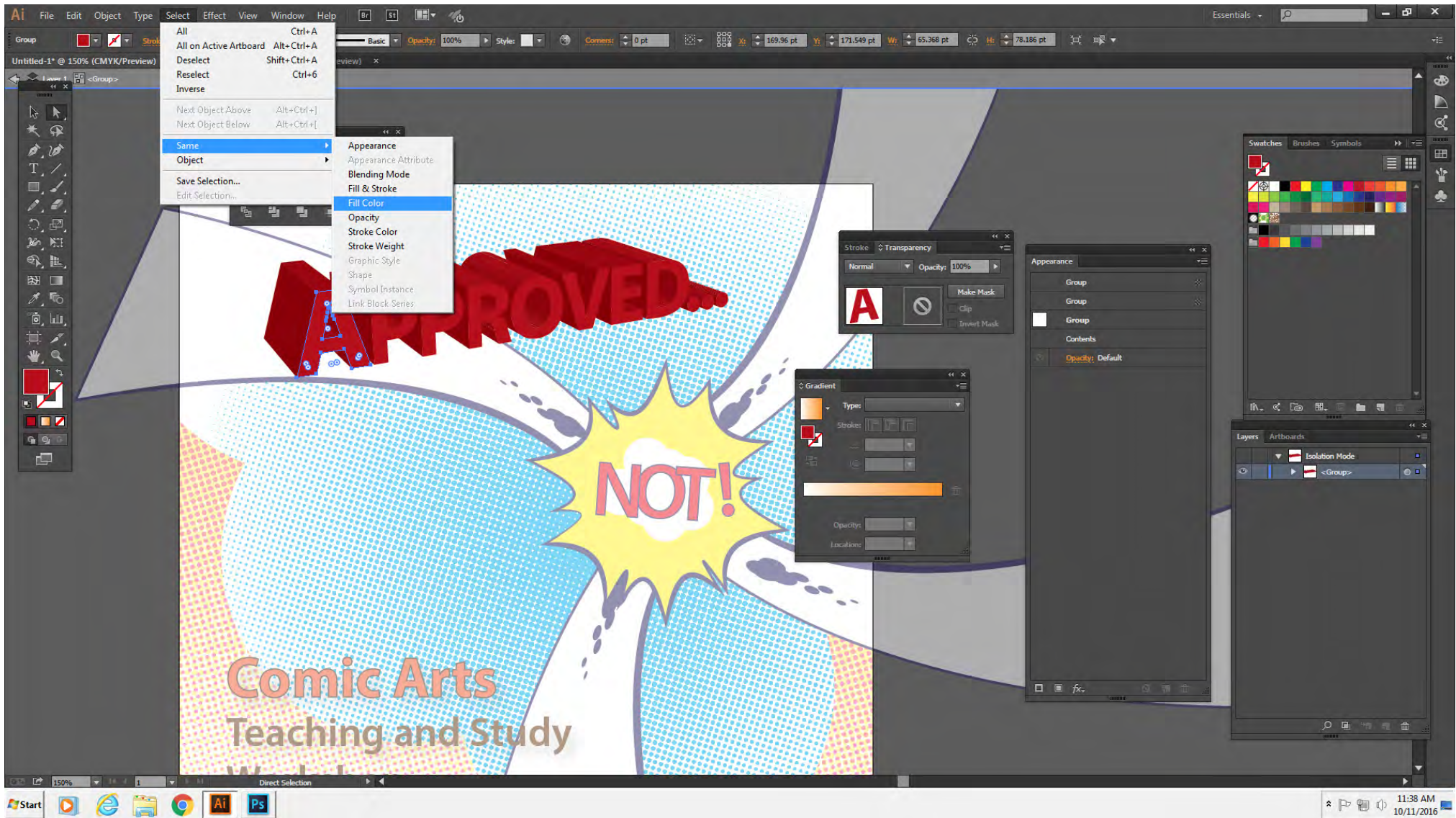
Select Effect> 3D> Extrude and Bevel



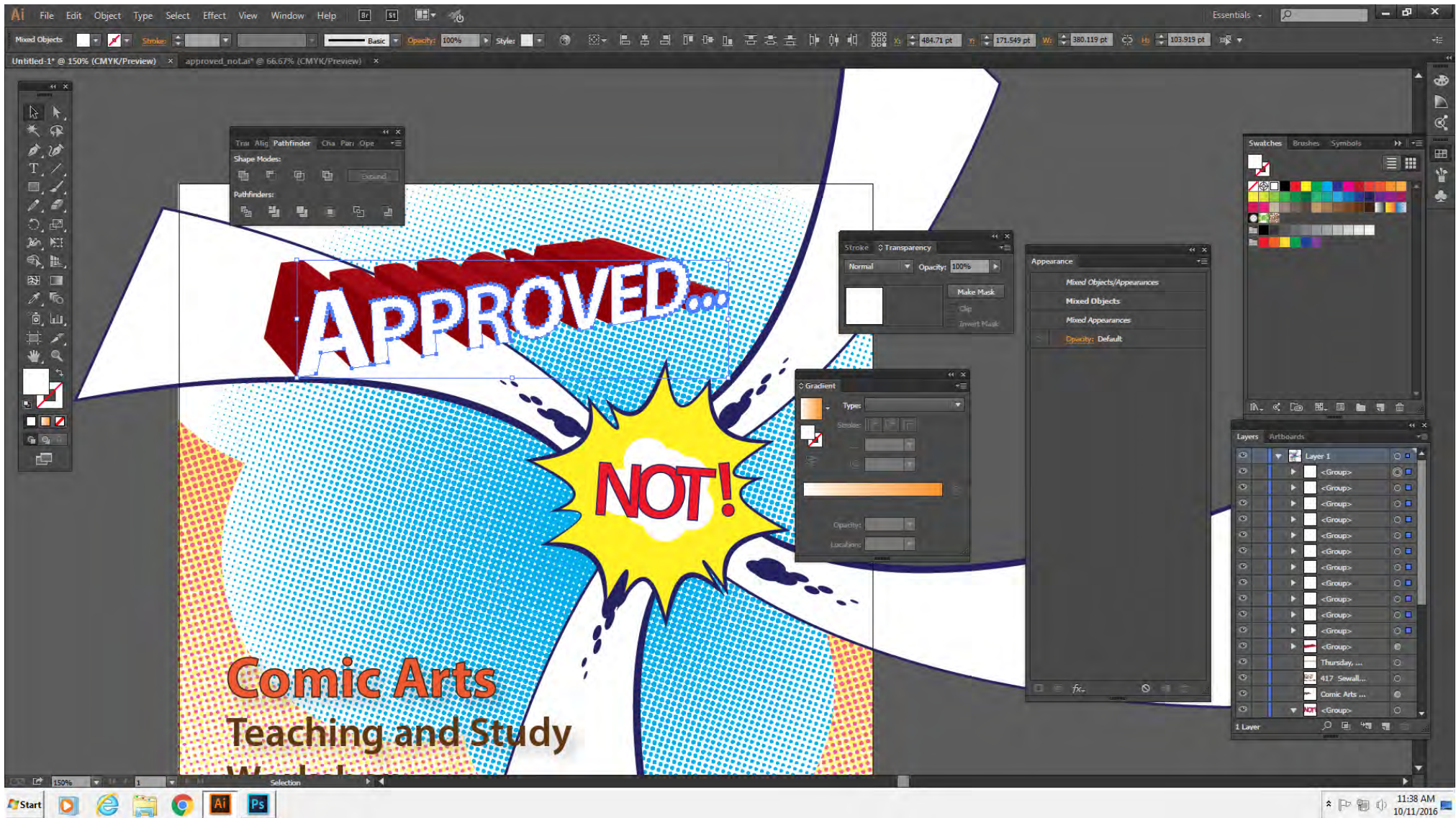
Use above settings



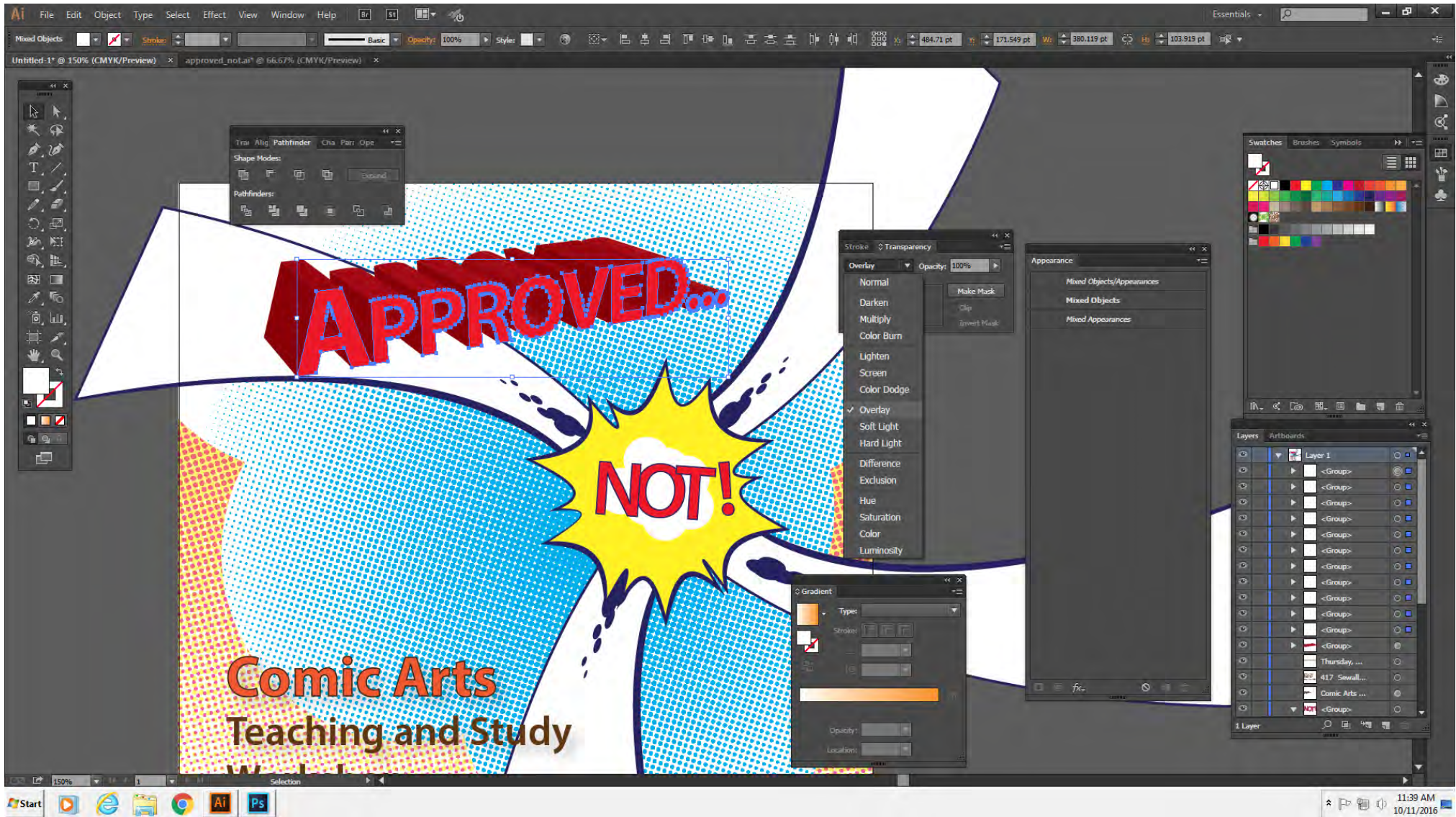
Notice the Effect is stacked under the object's appearance (window > appearance).  
Select Object > Expand Appearance. Notice the object's outline and the inputs under appearance



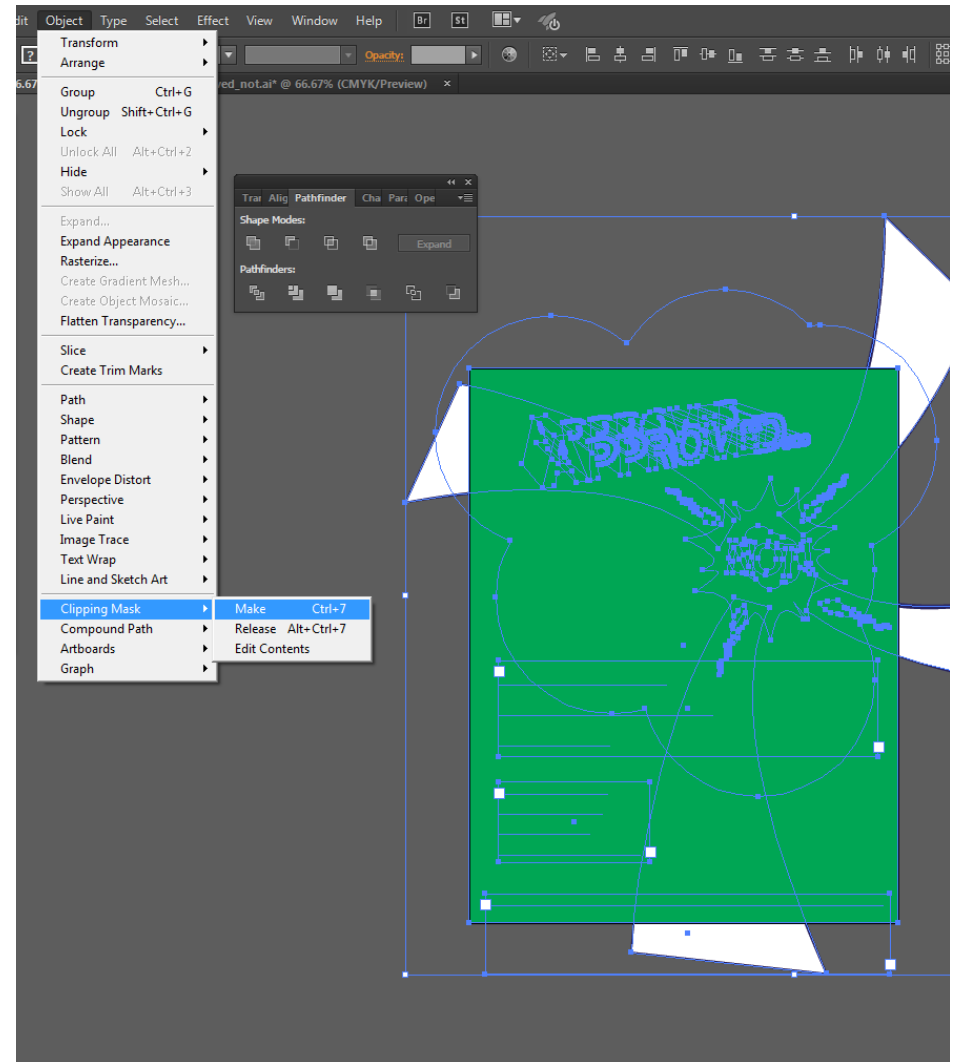
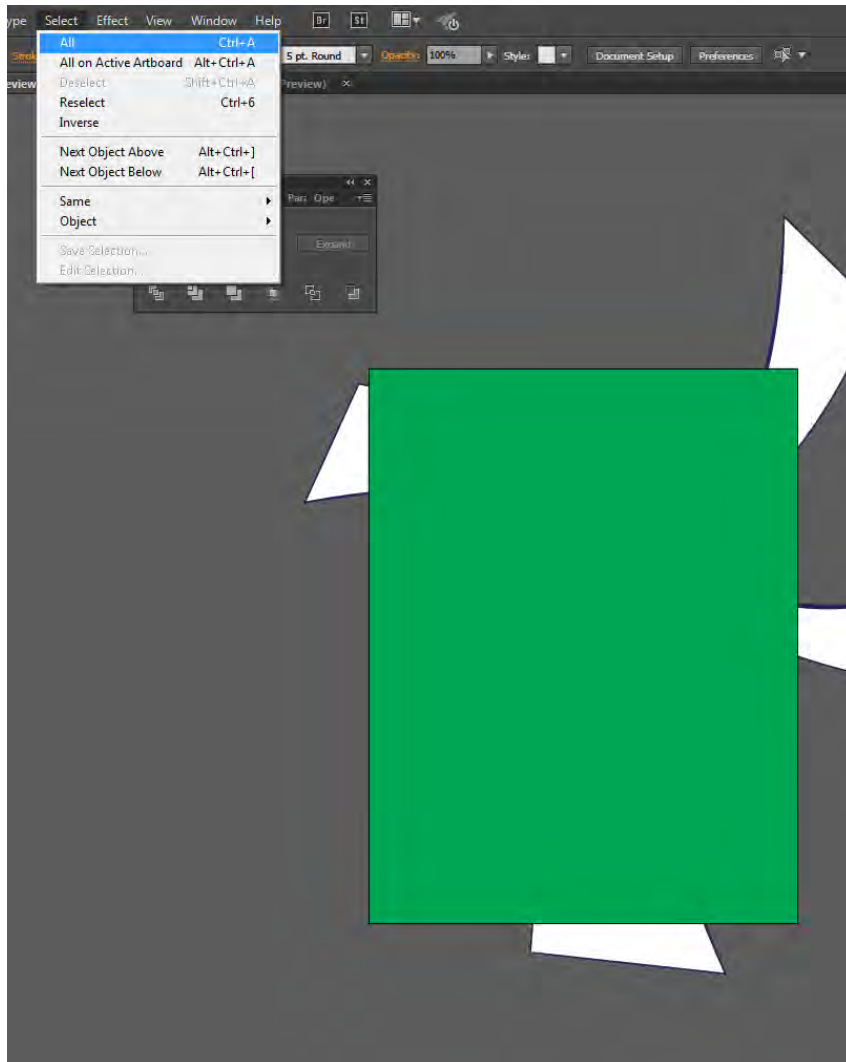
Double click the expanded “Approved” object. Select the “A” with the Direct Selection tool. Then, click Select> Same> Fill Color



Select Ctrl + C to copy. Deselect to leave the "Approved" group. Ctrl + F to copy the geometry on top of the "Approved" object. Then select Object > Group. Change the color to white



Change the blend mode under "Transparency" to "Overlay".



Like before. Create a rectangle the size and place of the artboard. Select all the Object> Clipping Mask> Make



