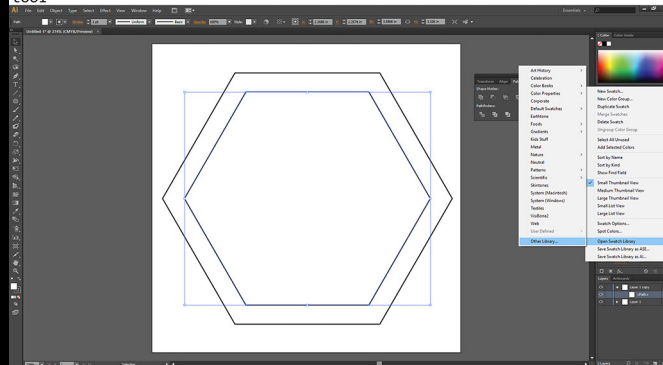


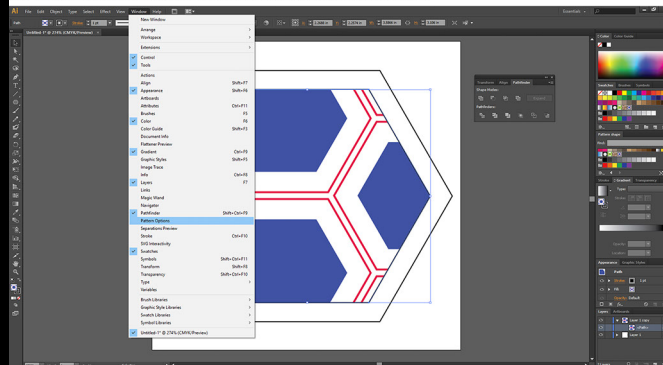
COASTER DESIGN CREATION IN ADOBE ILLUSTRATOR

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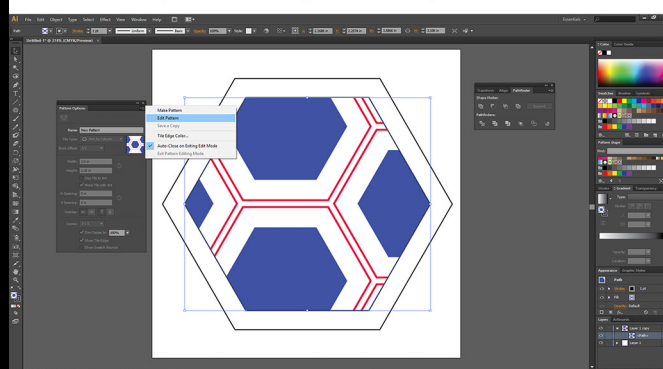
1. start with a 4.5x4.5 canvas and draw out two hexagons with the polygon tool

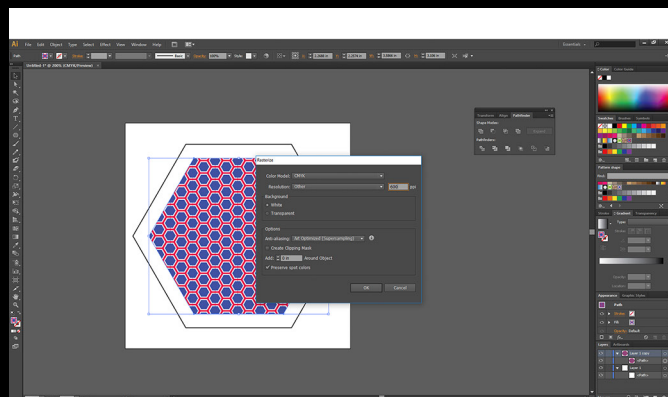
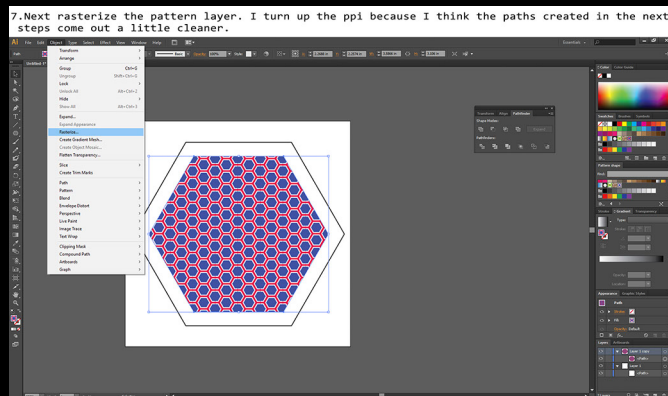
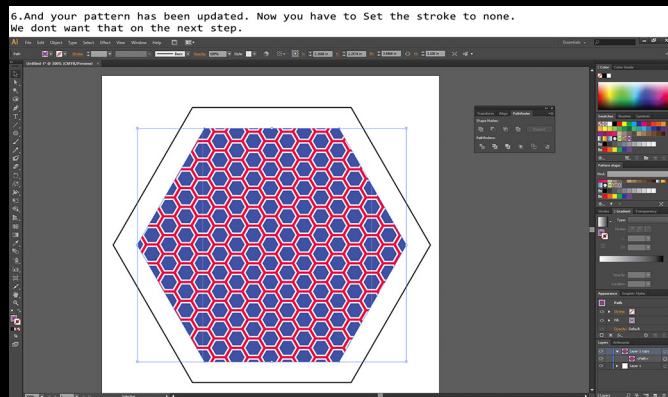
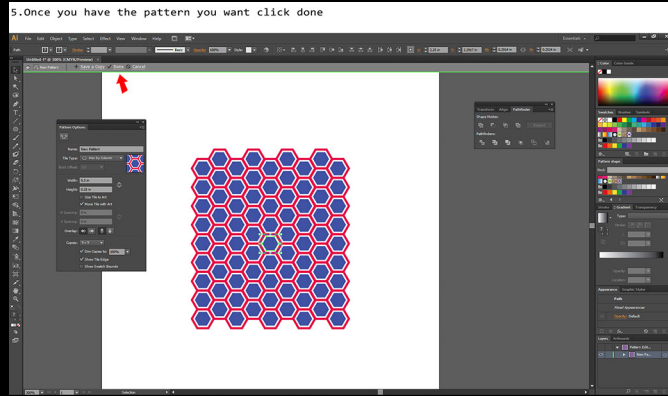


2. Next I set my fill layer on the small hexagon to the pattern I want to use, I don't like the size of the pattern so I need to adjust it, so I go into pattern options. Here is a great tutorial on how to create patterns: <https://www.youtube.com/watch?v=81spcag3vuc>

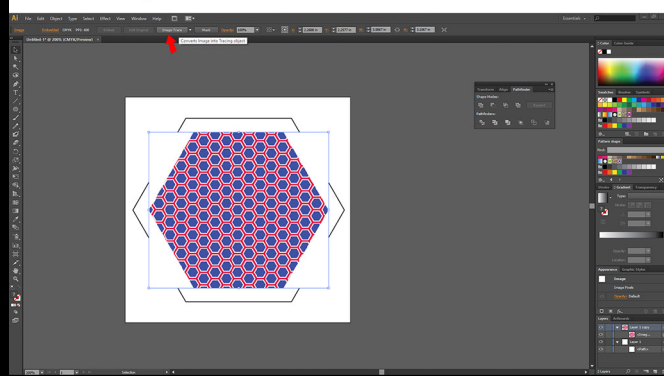


4. then click the edit pattern button to adjust it to something closer to what I had in mind.

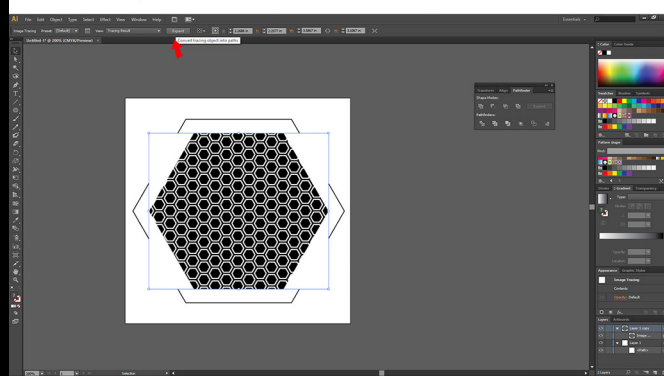




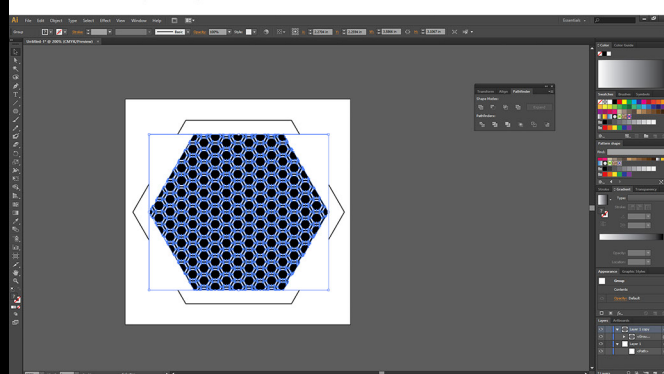
8. Next click the image trace button



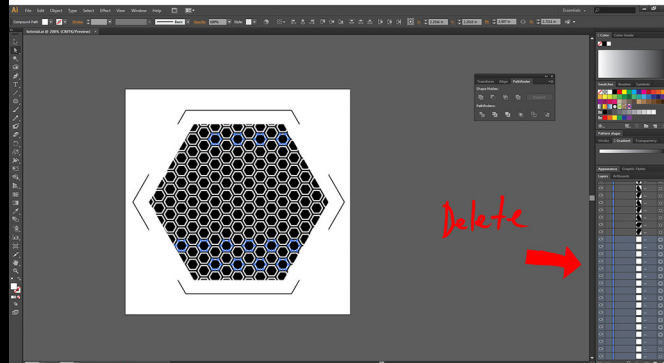
9. Then click the expand button

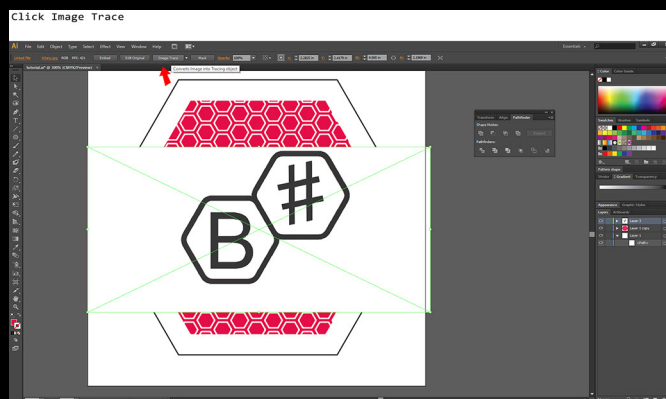
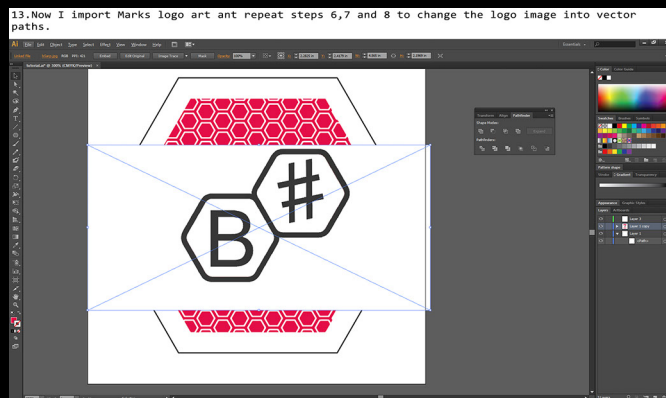
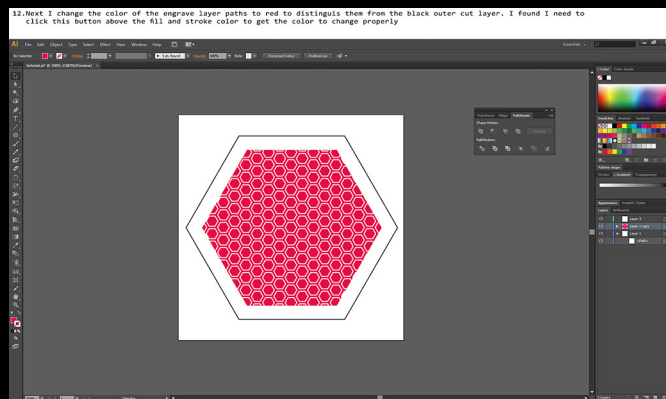
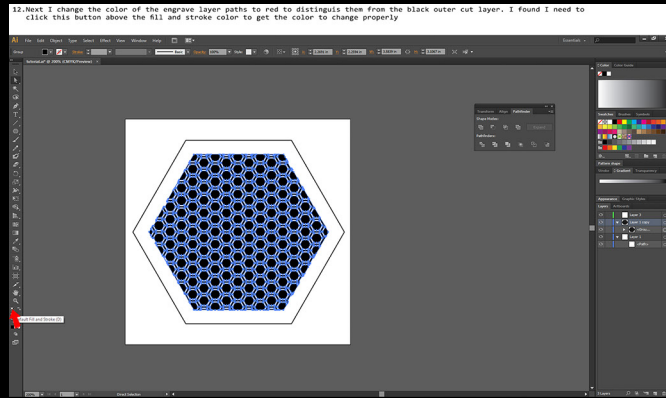


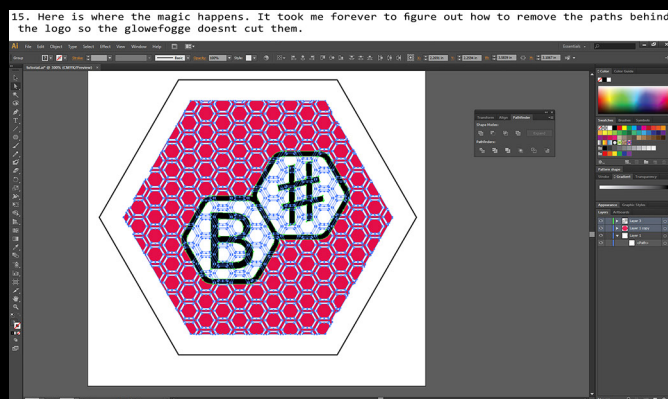
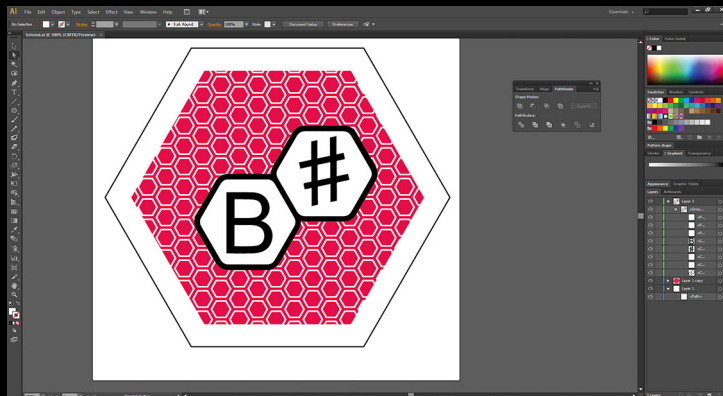
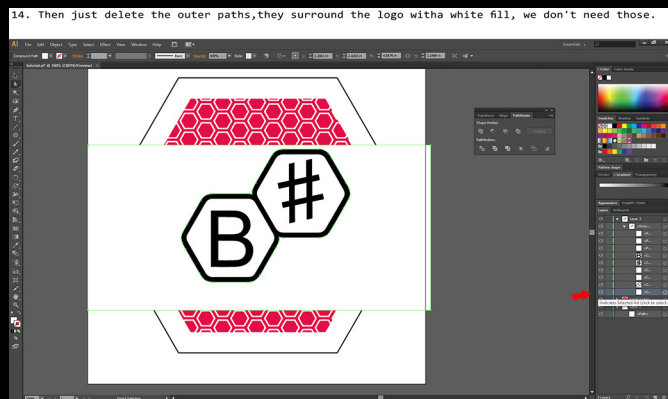
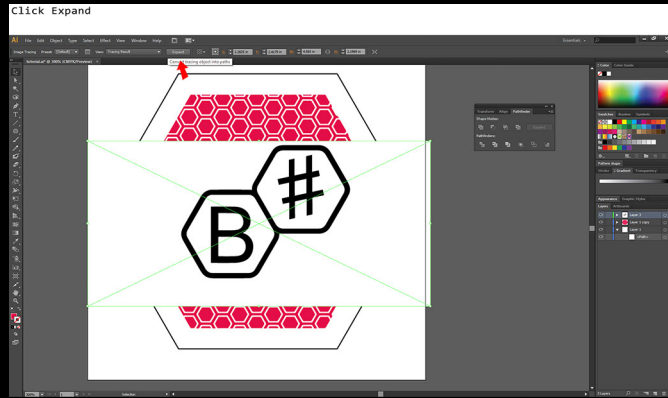
10. Now we have our pattern paths.



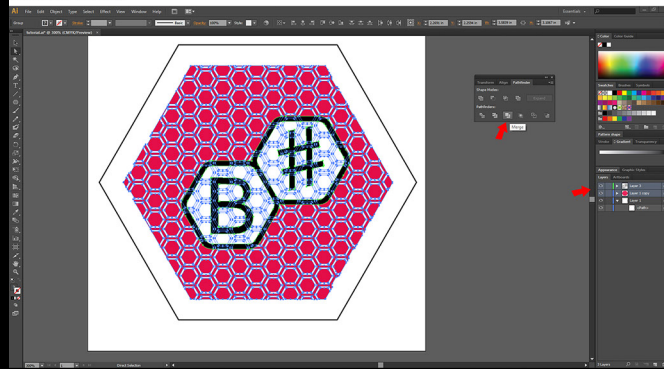
11. We don't need any of the white paths since they will be the top surface of the coaster. We are only going to cut the black parts, so I just delete all the white layers. You could change them to a different color if you wanted to engrave them at a different depth than the black pieces.



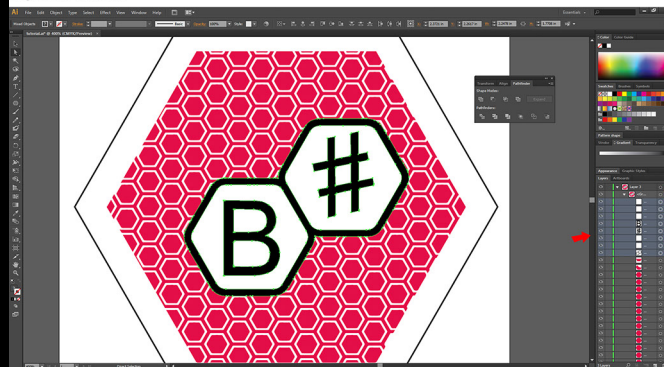




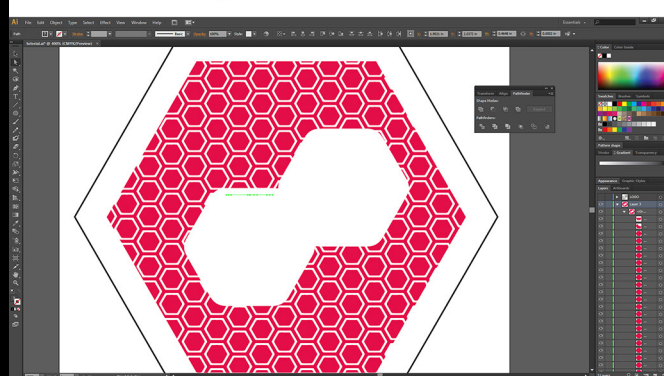
16. All you have to do is select both layers and paths, and click the merge button in the pathfinder window.



17. Once that's done I just have to separate the logo paths back out onto a new layer so it's organized better.



18. Then clean up the weird stray paths.



19. Now you are good to go. Just change the fill layers to the appropriate colors for cutting. I did red for the engrave and set the rest to no fill so the no fill wouldn't be cut. And did a green stroke around the edge in case mark wanted to cut that at a different depth to have a nice clean edge around the logo.

