

# Christmas Tree

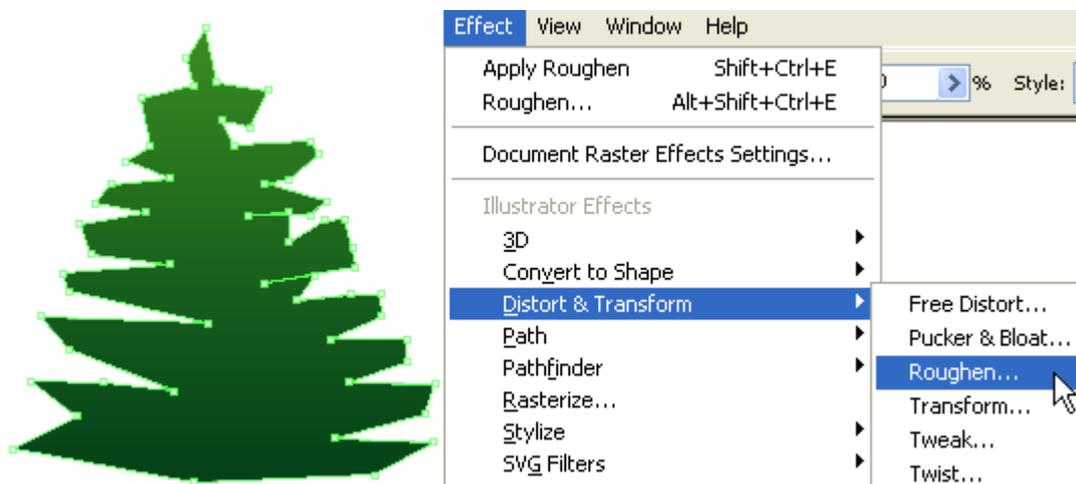
This tutorial shows you how to make a beautiful Christmas tree with Adobe Illustrator by using the Roughen effect and Art Brush.

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**Required:** Illustrator 9+

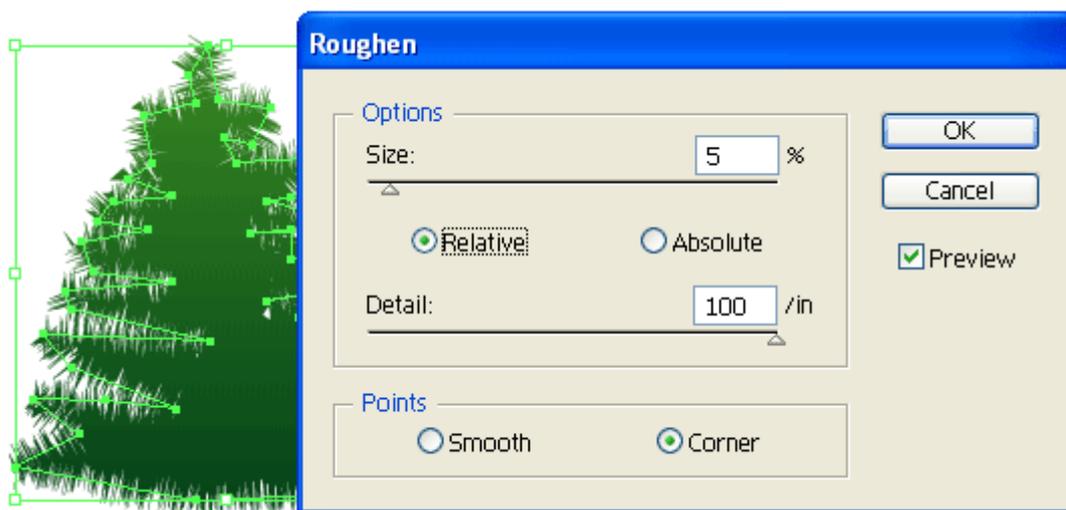
## 1. Create the Tree Foundation

First, roughly create the tree path with **Pen Tool** and fill it with (green-darker green) gradient. Go to **Effect > Distort & Transform > Roughen**



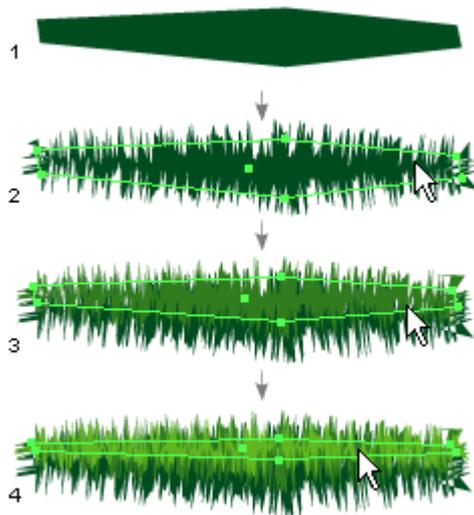
## Roughen Options

When the **Roughen** options window popup, enter the following values: **Size:** 5%, **Detail:** 100/in and select **Points=Corner**, then click OK.



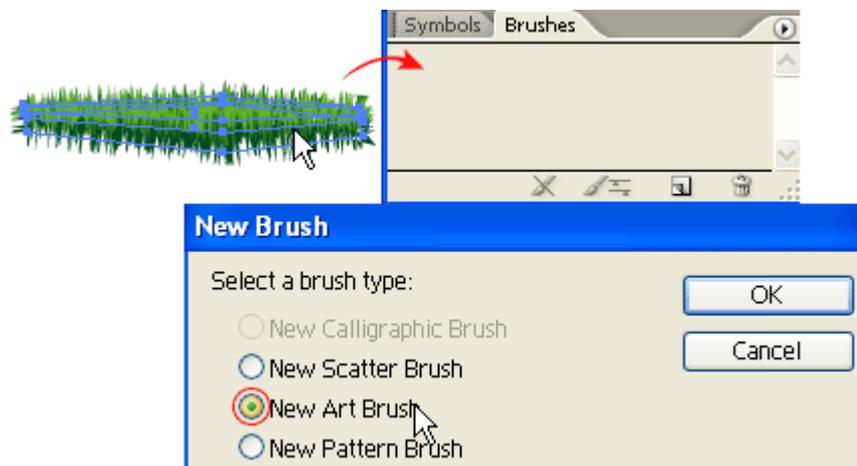
## 2. Create the Art Brush

Now we need to make a **New Art Brush** for the tree branches. With the **Pen Tool**, make a path as shown below(1), fill with dark green, and apply the same **Roughen** effect as the previous step. Your path now should look like path(2). Duplicate path(2) by **ALT+Drag** or **Copy & Paste**, vertically scale it down a bit, and change it to lighter tone of green(3). Repeat this step, duplicate one more path and fill it with a even lighter tone of green(4).



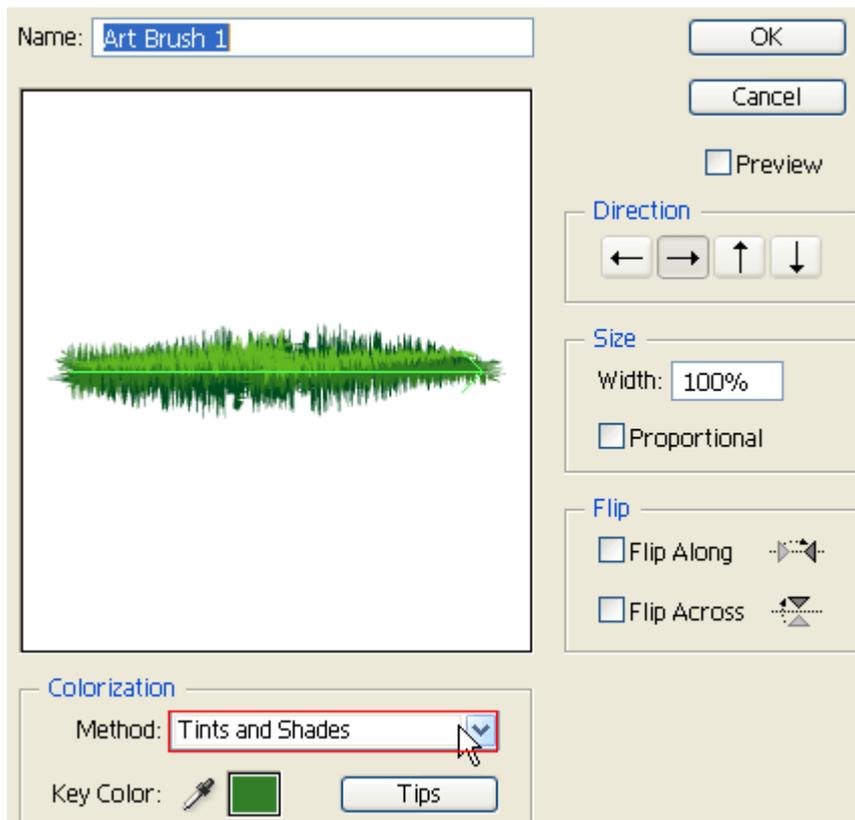
### New Art Brush

Select these 3 paths and drag it to the **Brushes Library** to make a **New Art Brush**.



### Art Brush Options

Leave everything as default, but select **Tints and Shades** from the **Colorization Method** drop down menu.



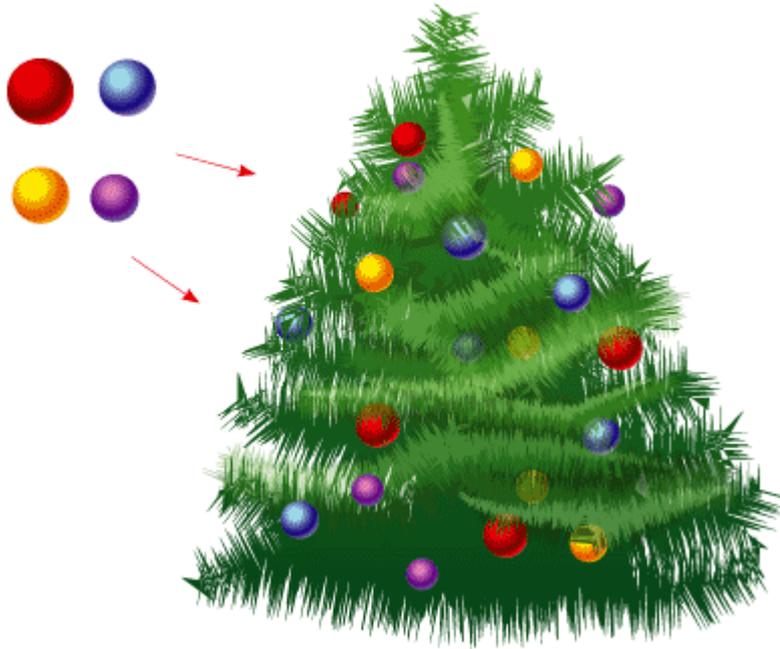
### 3. Tree Branches

With the **Pen Tool**, create some wavy stroke paths and fill stroke color with green. Then apply these paths with the **Art Brush** you've created in the previous step. Adjust the **Opacity** between 40-50% so it blends with the tree. If you want bigger tree branches, apply thicker stroke weight, thinner stroke = smaller branches. Play around with the **Opacity** and **Stroke Weight** and try to make the tree looks as natural as possible.



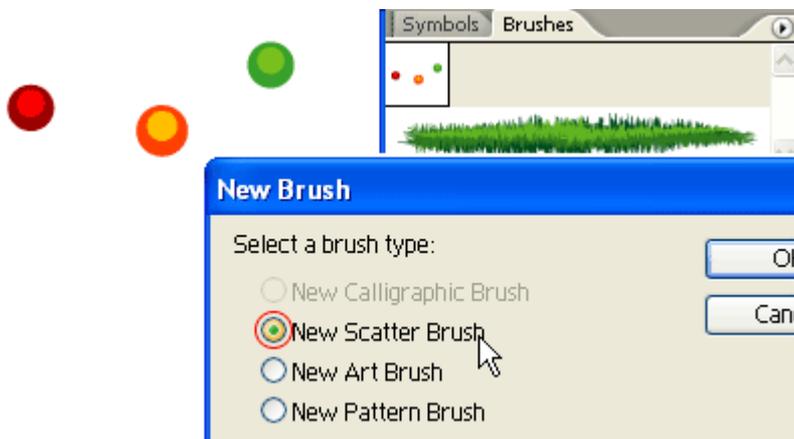
### 4. Christmas Balls

Create various size and gradient Christmas balls with the **Ellipse Tool**. Place some on top of the tree, send some to the back, and put some behind the branches.



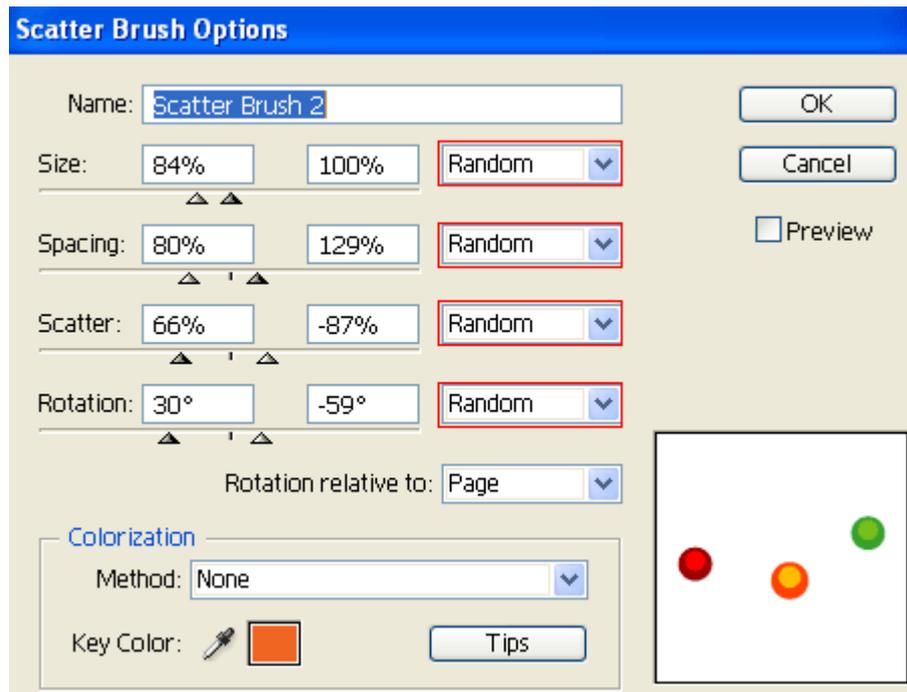
## 5. Light Bulbs

The tree still looks too plain, we need some more decorative lights. Create some light bulbs as shown on the left, drag it to the **Brushes Library** to make a **New Scatter Brush**.



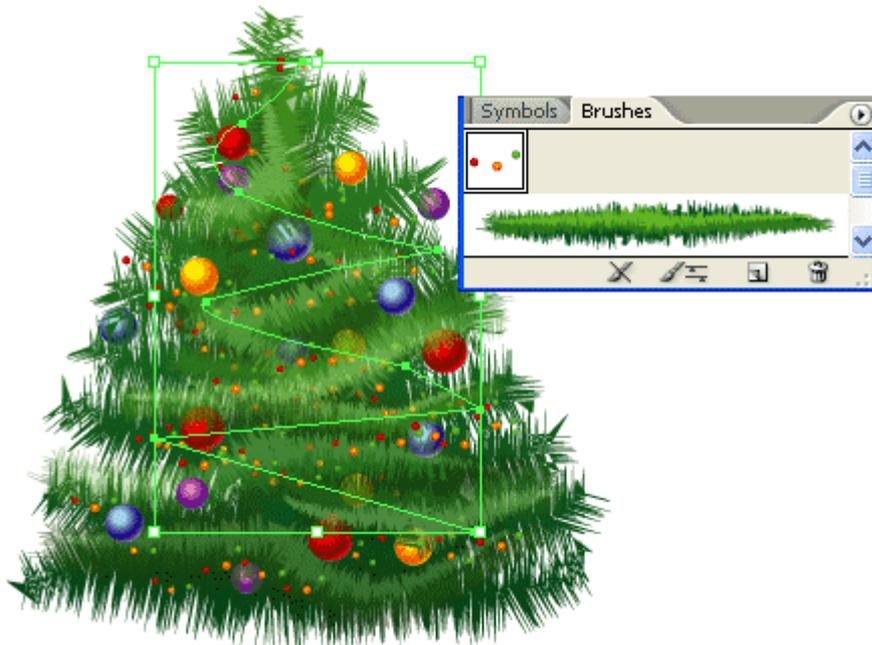
### Scatter Brush Options

When the **Scatter Brush Options** window popup, select Random for all options and enter the range values as shown below.



## 6. Tree Lights

With the **Pen Tool**, roughly draw a zig zag path from the top to bottom, and apply the **Scatter Brush** you've created in the previous step. Notice how the light bulbs are randomly rendered based on the range values you've entered in the **Scatter Brush Options**, and you can change these settings at any time by double click on the Library object. If you want to have more lights, create another path and apply the same **Scatter Brush**.



## Final

Download the [source file](#) now and see how it is done!

