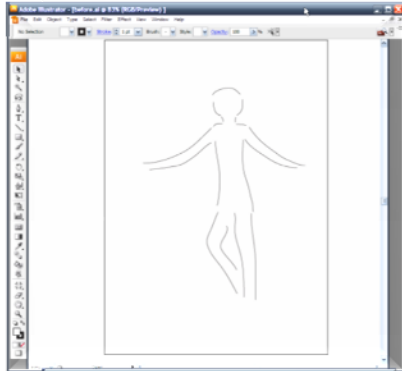


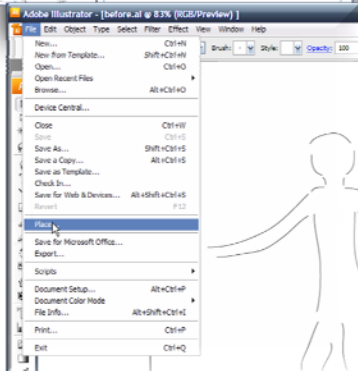
# Creating “Dress-Up” Mannequins in Adobe Illustrator



## Step 1: Draw your mannequin

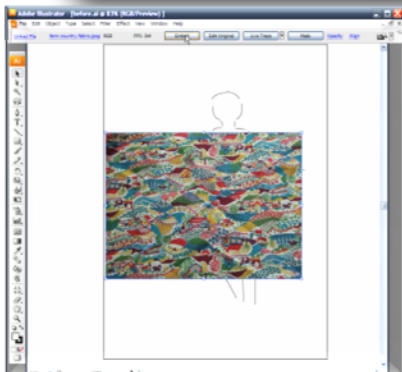
Use the pencil and pen tools to draw the outline of your figure. You don't have to join all the lines up.

Group all the parts together by selecting them all and then pressing CTRL-G (CMD-G on a Mac) or choosing Group from the Object menu.

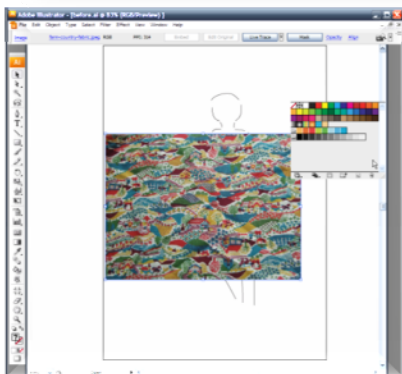


## Step 2: Import the clothing material

On the File menu, click “Place...” and load in your material image. You may have obtained this by scanning some material, or found it on the internet.

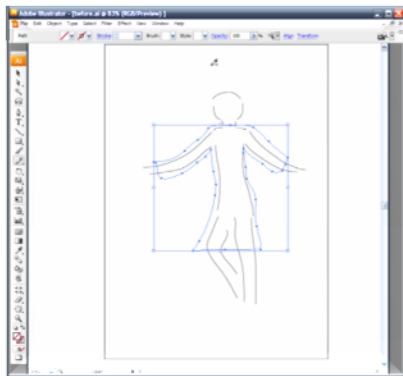


This will add the material to the page. You now need to “Embed” the image by selecting it and clicking “Embed”.



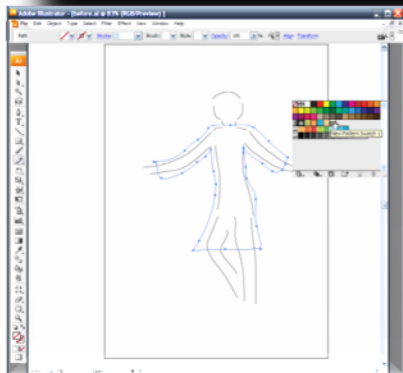
## Step 3: Create a fill from your material

Open the swatches flyout from the right, and drag the material image from the page into the swatch. It will then become a selectable fill, and you can delete the original image from the page.



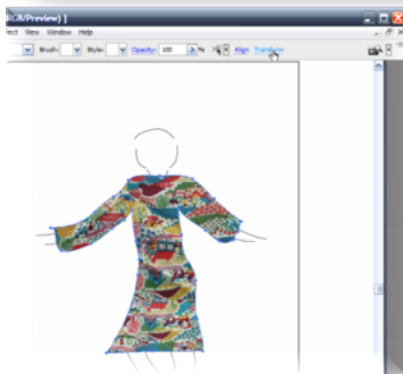
#### Step 4: Draw the clothing outline

Using the pencil tool, draw the outline of the clothing. You may need to group the parts of the clothing again (as before) if you don't draw it in one continuous line.



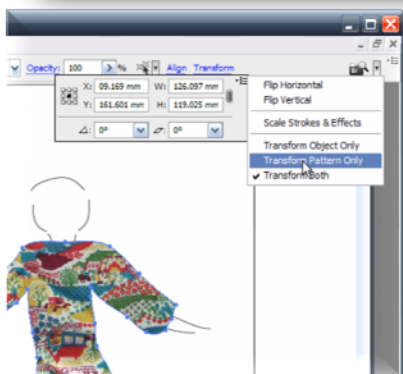
#### Step 5: Fill the clothes with your material

Select the clothing, then open the swatches and click on the material you imported. This will fill the clothing object with the material image.



#### Step 6: Tweak how the image fills the clothes

With the clothing selected, you can now tweak the orientation, size, and position of the fill. Click "Transform" on the top bar.



On the Transform options there's a little menu flyout in the top-right. Click this and tick "Transform Pattern Only" to ensure any changes are made only to the fill pattern, not to the clothes themselves.