The background of the entire page is a vibrant rainbow gradient, transitioning from yellow on the left to blue on the right. Overlaid on this gradient is a dense pattern of semi-transparent, overlapping circles of various sizes and colors, creating a mesh-like effect. A white rectangular box is positioned in the upper left quadrant, containing the title text.

Create a Rainbow Mesh with  
Random Transparent  
Circles

### Step 1

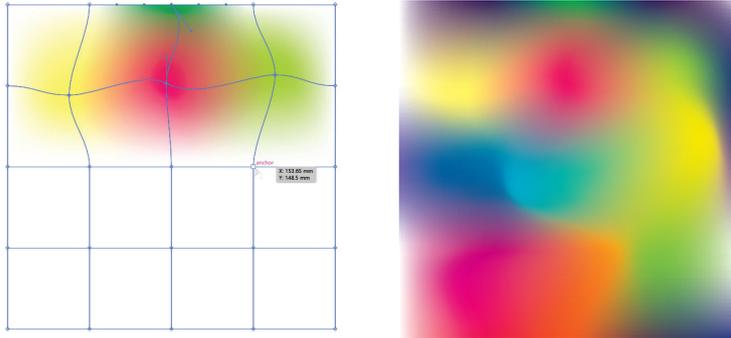
Create a square with the Rectangle Tool (M).

### Step 2

Go to Object>Create Gradient Mesh and set the number of rows and columns to be rendered into the mesh. I used Flat 4 x 4.

### Step 3

Use the Direct Selection Tool (A) to select a point on the grid then select a colour from the Swatches palette. Distort the grid by moving the point or using the handles.



### Step 4

Lock the Mesh layer.

### Step 5

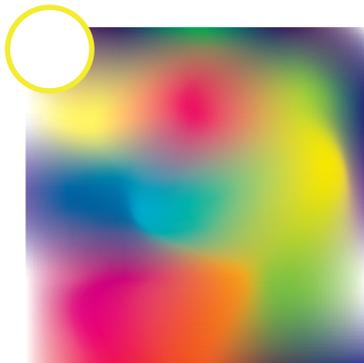
Create a New Layer.

### Step 6

Create a white circle (no stroke) with the Ellipse Tool. The size is up to you. I worked with an A4 artboard and circle of 40 mm.

### Step 7

Place your first circle slightly above and off the edge of your background mesh area (your circle won't have a stroke - mine has here so you can see it better).



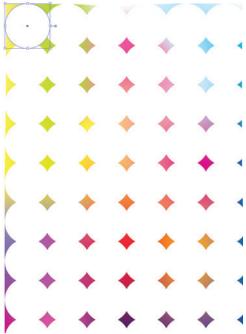
### Step 8

Select your circle and go to Effect>Distort & Transform.

Enter 35mm in the Move Horizontal field (this makes the circles overlap) and enter 9 in the Copies field. (You can obviously change this value to suit yourself).

### Step 9

Select your original circle again and repeat Step 8 but this time enter 35mm offset in the Vertical field and make 14 copies. Again, change the numbers to something appropriate to your design. Yours should look something like mine here:



### Step 10

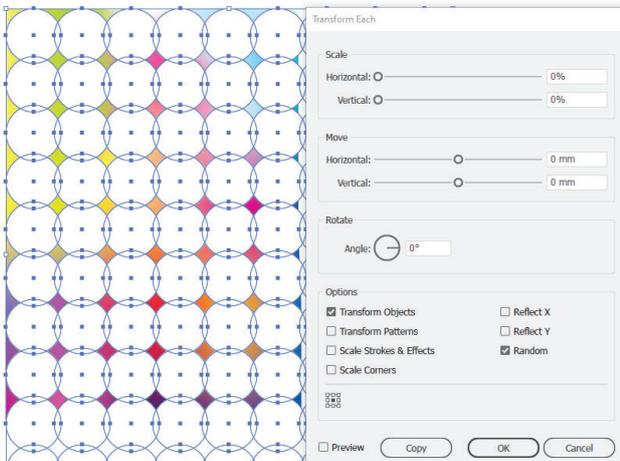
Select All (Ctrl+A) (the mesh layer is still locked so won't be selected) and go to Object>Expand Appearance then Ungroup (Ctrl+Shift+G) - do this three times to ensure all the circles are ungrouped.

### Step 11

Duplicate the circles layer and hide/lock the original circles layer.

### Step 12

Select All (not the mesh layer) and go to Object>Transform>Transform Each.



Enter Zero in the Scale Horizontal and Vertical Fields and Check Random in the Options panel.

Select Okay to get a result something like this:



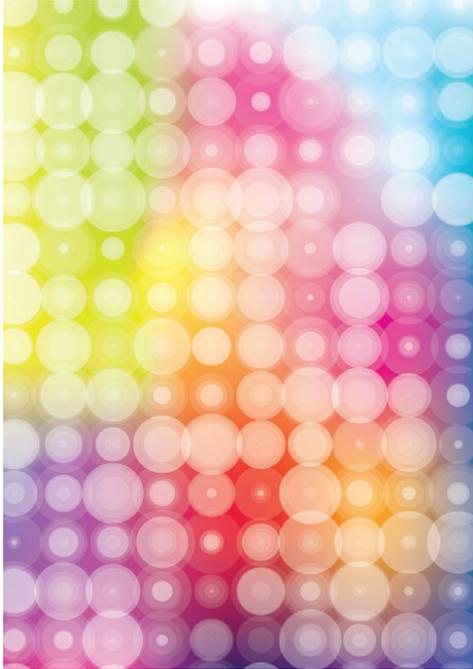
### Step 13

Select all the circles in the duplicate layer and reduce the opacity to 30% - find the Opacity setting on the left-hand side of the top menu:



## Step 14

Repeat steps 12 - 13 . The end result will be circles of different sizes (the Random effect from the Transform Each panel). Change the opacity for each layer as you go.



All done! A quick and easy workflow to create a colourful background with complexity and depth.