How to **gradient**

1. To add a gradient fill:
Select the object, and go to the Gradient panel.
To start, simply click the gradient fill box at the top left.
This will apply a simple white-to-black gradient to the object.

2. To change the origin of the gradient:
Move the sliders (shaped like little houses) to the right or left. You can also move the diamond icon above the gradient bar to change the progression of the gradient.
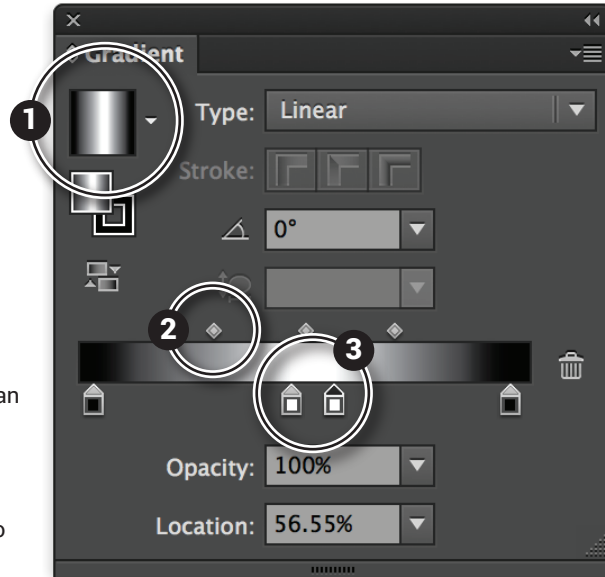
3. To add another color:
Option-drag one of the sliders to make a copy, or simply click on the gradient bar in the panel to add a color stop. You must have at least two colors in a gradient, but you can have many more if you wish.

4. To change a color:
It is best to have the Gradient panel and Color panel both visible. Click a slider to select it, and use the color panel to change its color.

5. Other options:
Using the Gradient panel, you can apply a gradient to a stroke, choose between a linear gradient or a radial one, specify the gradient location or rotation, flip the gradient, or even go from opaque to transparent. You can also use the Gradient Tool to apply gradient bar changes, including direction, directly on screen.
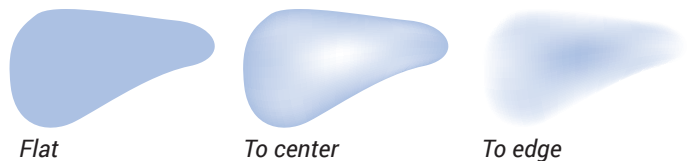
MORE REFERENCE ONLINE:
https://helpx.adobe.com/illustrator/using/apply-or-edit-gradient.html
http://www.lynda.com/Illustrator-tutorials/Gradients/123524/131696-4.html

Gradient panel:
Type: Linear
Stroke:
0°
Opacity: 100%
Location: 56.55%

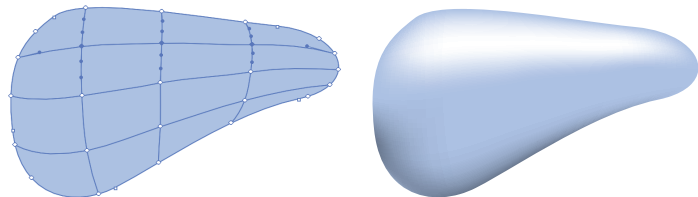**1. To create a gradient mesh:**
Select object and go to Object > Create Gradient Mesh. Choose the number of rows and columns, and whether you want the color to be flat, to be white in the center or white on the edges. You can also set the desired level of highlight.

Flat   *To center*   *To edge*

2. To alter color:
Use the white arrow to select one or more intersections between the rows and columns. With those points selected, change the fill color on the Color panel. To lasso select several points, switch to Outline mode (Command-Y).

3. To add or remove mesh points:
Choose the Mesh Select Tool (Shift-V) and click on the mesh object where you want to add a mesh point. (The current fill color will apply to this point.)
To remove a point, option-click that point with the same tool.

MORE REFERENCE ONLINE:
https://helpx.adobe.com/illustrator/using/meshes.html
https://helpx.adobe.com/illustrator/how-to/illustrator-growing-gradient-mesh-tomato.html
http://www.lynda.com/Illustrator-tutorials/Creating-Gradient-Meshes-Illustrator/191955-2.html