Creating Tiled Murals in Illustrator®

The first step in created a tiled mural in Adobe Illustrator is to create the grid that the image will be placed into.

Go to File/New. In the dialog box the number of artboards will be equal to the number of tiles that make up the mural.

For Spacing, enter, as a negative number, the size of the bleed edge. This will create the overlap which allows for the gap between tiles.
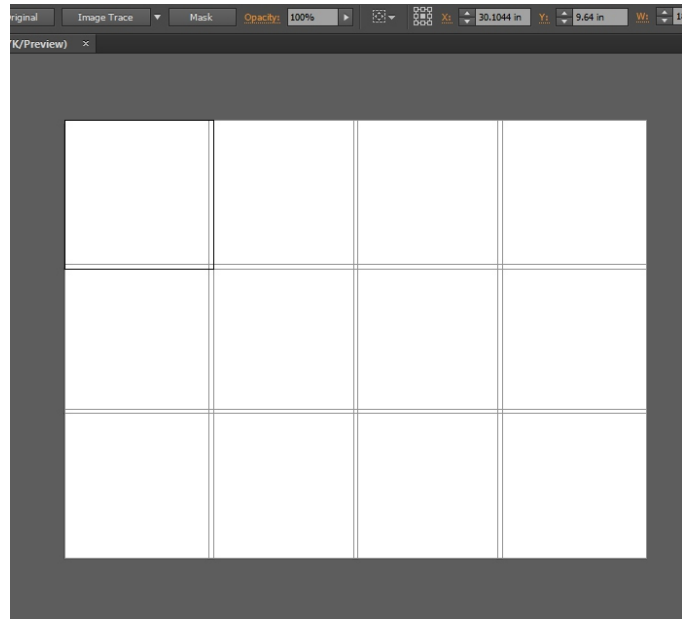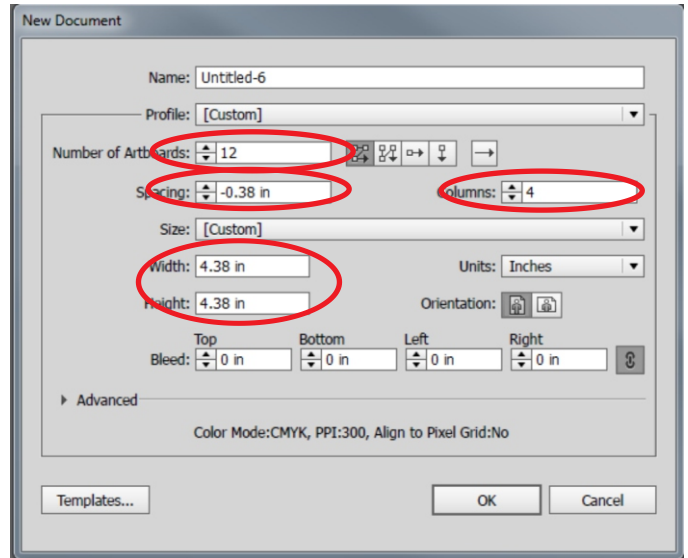
The number of columns will depend on how many tiles across will be laid out.

The width and height will equal the actual size of the tile plus a bleed edge of either 1/8 or 1/4 inch.

Click OK

Your grid is now laid out. If you click on one of the artboards, you can see how they overlap.

Now you are ready to place your photo. When choosing a photo to use in a mural, make sure that it is a high resolution photo. It should be at 300dpi at the size of the completed mural. Murals do not look as good if you bring a photo in and have to size it up considerably. It could end up looking blurry or pixelated.

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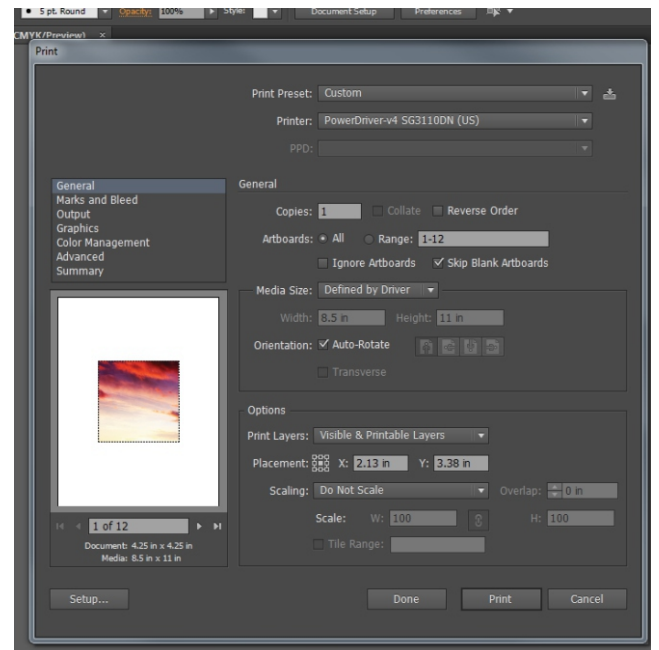Go to File/Place or Shift+Ctrl+P to import the photo into Illustrator.

Once placed, you can move the photo around until it is set where you want it on the grid. If your mural includes people, make sure that their facial features do not fall into the gap between tiles.

No masking or clipping is necessary when creating a mural in Illustrator.

You are now ready to print. Go to File/Print. You can see on the preview that each page will have one tile. Print the pages as you normally would.

Press the tiles per our instructions, making sure that each tile is centered on the image.

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