



Corporate Flow



Illustration



Image Editing



Automation



Web



Text Effects

Canvas Tips and Techniques



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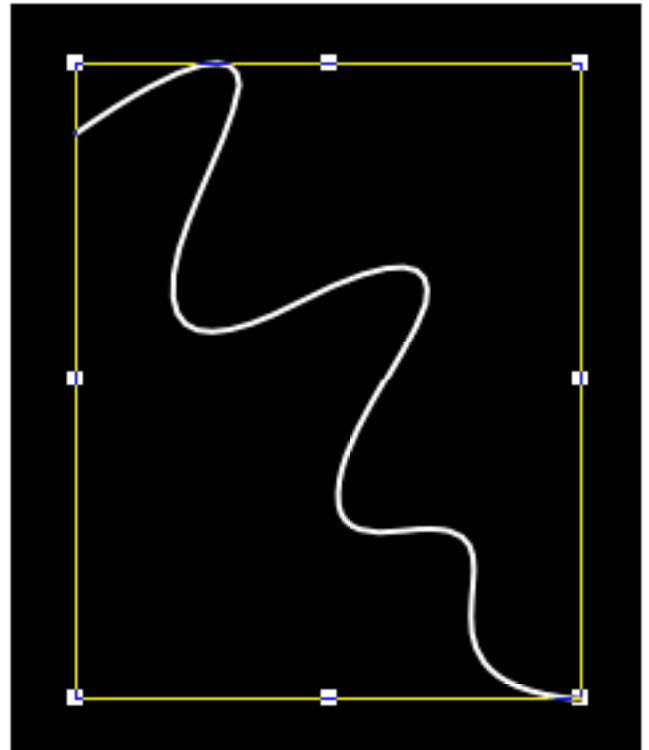
Chalk Effect

By combining SpriteEffects with some vector drawing features you can create some interesting texture.

Step 1

Drawing a Curved Stroke

In this example are we going to apply white chalky appearance to this curve.

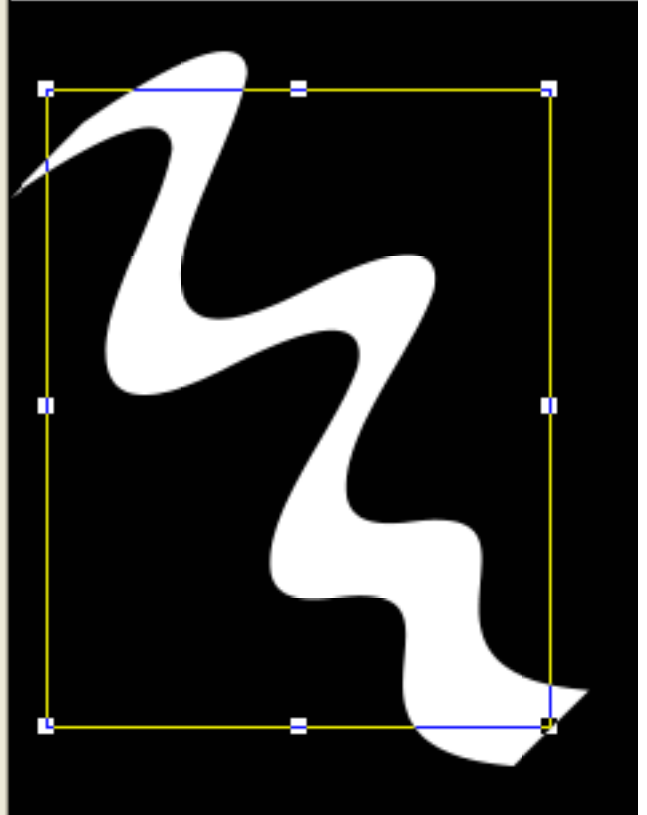
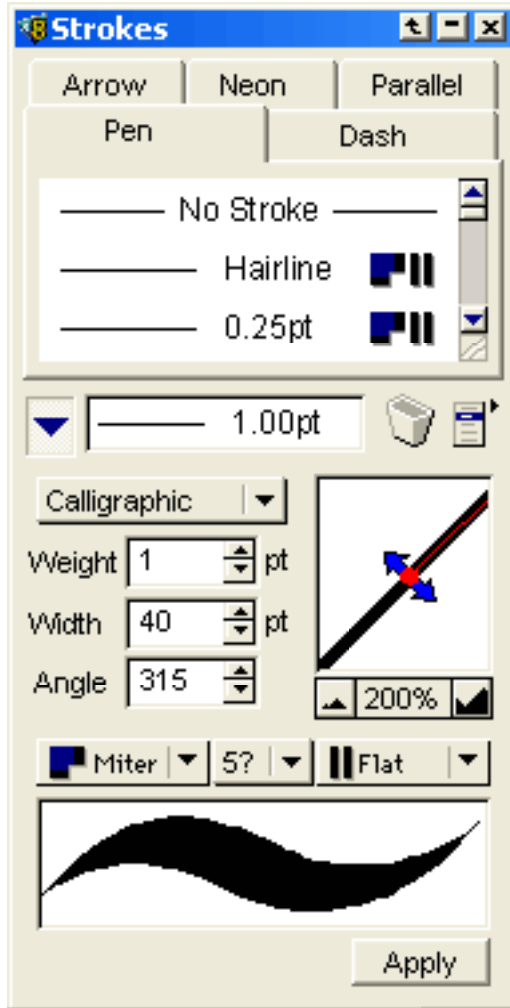


Step 2

Applying Calligraphic Pen Stroke

First apply a Calligraphic pen stroke to the curve. We will use the Stroke Manager (Window > Palettes > Strokes) to create a nice white calligraphic pen style.

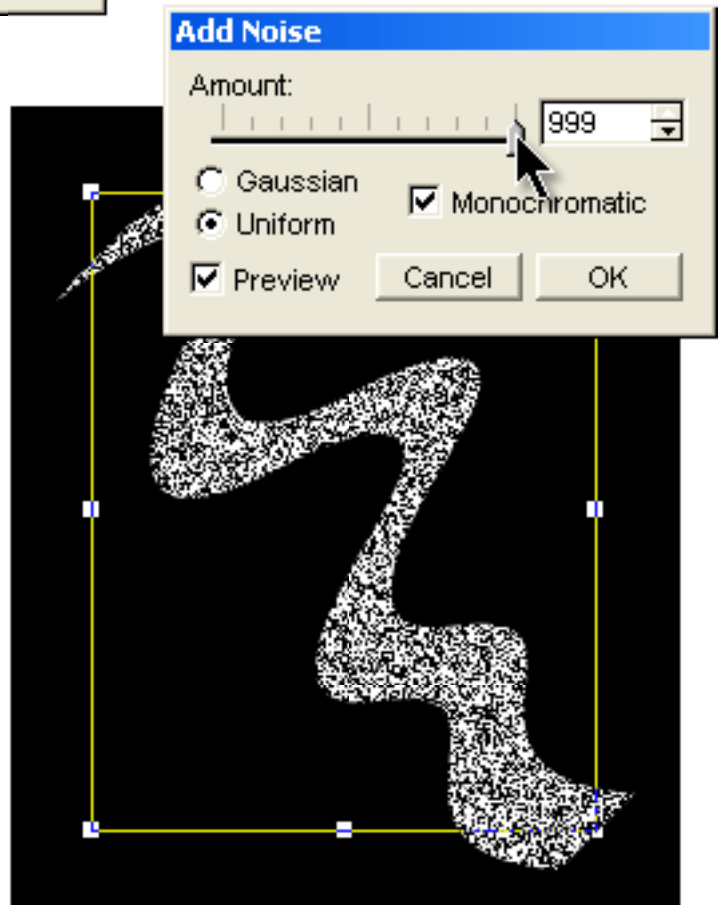
When you have adjusted the stroke press Apply. Your curve should look like the example on the right.



Step 3

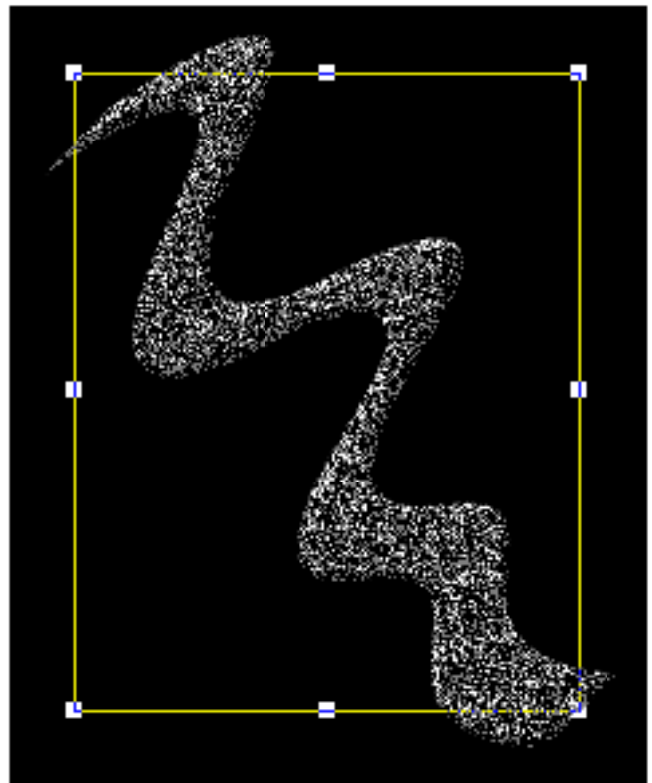
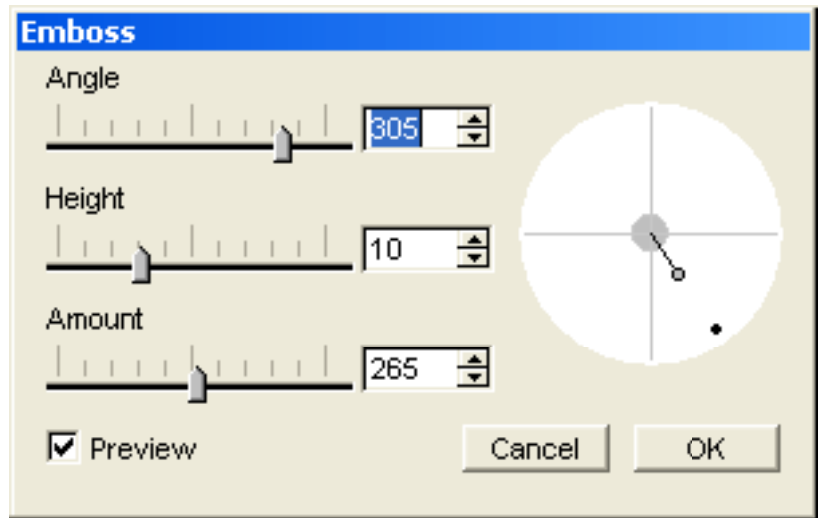
Applying Texture Effects

Here are a series of SpriteEffects you could use to get chalky appearance. First open the the Add Noise palette (Object > SpriteEffects > Add Effect > Noise > Add Noise) and move the slider to the right to adjust the amount of noise. For this particular effect we will give our curve the maximum noise available 999. We will also check Uniform and Monochromatic. When you are done press OK.



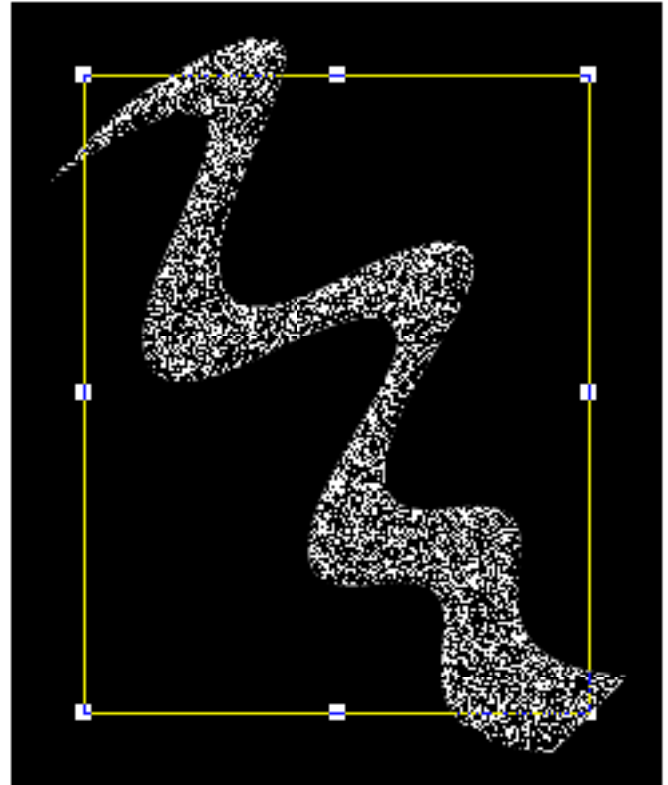
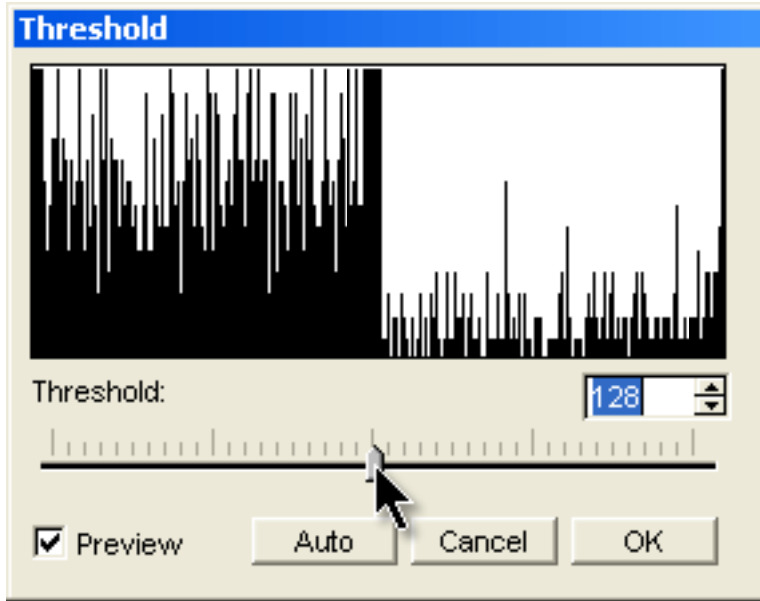
Chalk Effect (Continued)

Next, open the Emboss filter (Object > SpriteEffect > Add Effect > Stylize > Emboss) and set the angle to 305, the height to 10 and the Amount of emboss to 265 and press OK. This actually helps generate more grays and variation to the noise.



Chalk Effect (Continued)

Next, use the Threshold dialog box (Object > SpriteEffect > Add Effect > Threshold) to remove the greys created with the Emboss tool. This makes the texture appearance even more blotchy and grainy.



These techniques could be applied to all kinds of different objects and designs

In this simple illustration of two doves, the chalk effect makes an interesting effect.

