



Corporate Flow



Illustration



Image Editing



Automation



Web



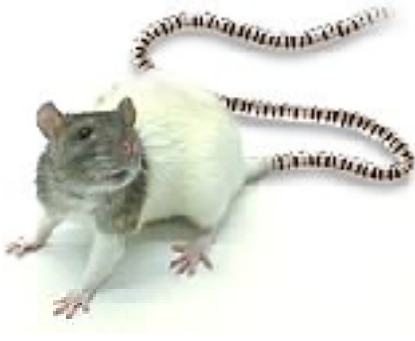
Text Effects

# Canvas Tips and Techniques



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## Combining Images

Learn how to combine two or more images in Canvas to create convincing special effects.

Whenever you talk to someone about image editing software, the first thing they usually ask you is, "Can you put my head on someone else's body?" It may seem like a tired old trick to experienced graphic artists, but few people can do it convincingly. In the following tutorial, we will give you some tips on how to combine two or more images and make it look natural.

We are going to use a very tame example but there really is no limit as to what you could create if you use your imagination. Man-beasts, androids, and X-ray vision are just some of the effects that you can create if you use these techniques.

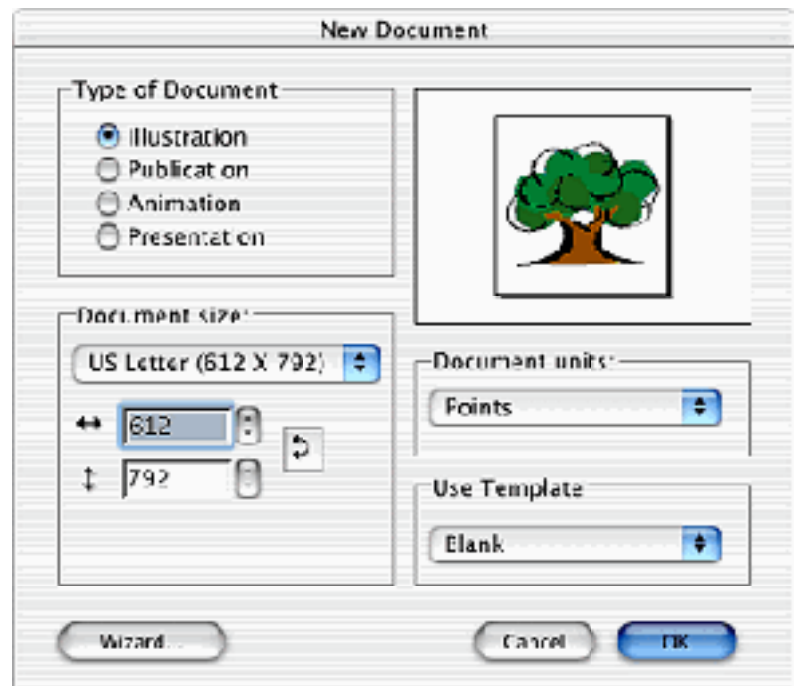
### Step 1

#### Preparing the Document

We begin by opening a new Canvas Illustration file. From within the New Document dialog box (File > New), choose Illustration as Type of Document. Note that you also have the options to select a different document size, unit of measurement or select from your template library.

Or you can click on the Wizard button. Doing so will activate the the Document Wizard engine which will walk you through the document creation process.

After you have made your selections, click OK.



## Combining Images (Continued)

### Step 2

#### Placing the Images

Next place (File > Place) the images you want to combine into your work area. The first image is that of Trevor.

**Scenario:** Trevor is going to e-mail a picture of himself to a friend he met on-line. He feels he looks a little dumpy in this picture but doesn't have anything else he could send to his new friend.



Trevor finds a picture of his older brother, Steve. The scenery is nice and he looks a little more sophisticated. Trevor has an idea, why not put his head on Steve's body!

So let's place Steve's picture into the same Canvas work area using the same technique (File > Place) so that we can begin the experiment.

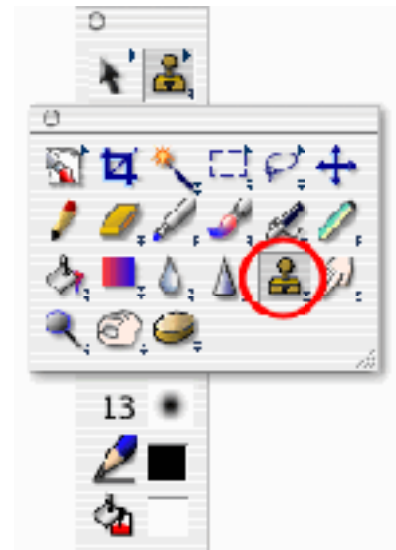


### Step 3

#### Making Some Head Room

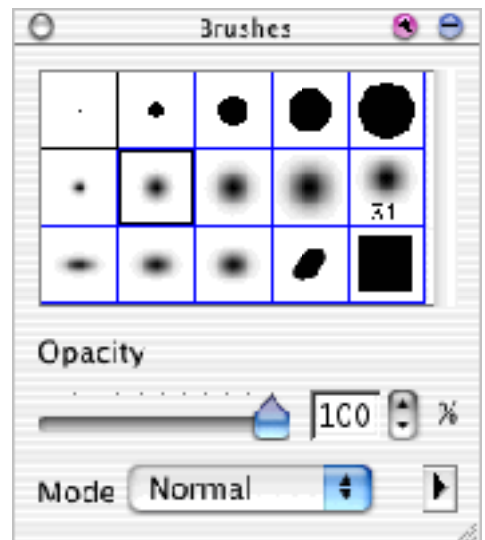
Next, we will take Steve's picture (the body portion of this image) and use the Rubber Stamp tool to delete the head. This procedure will ensure that if the new head is smaller, or angled differently, the unwanted background will not appear in our finished work.

Select the Rubber Stamp tool from the Painting tools palette.



## Combining Images (Continued)

After selecting the Rubber Stamp tool, open the Brushes palette by dragging it from the main Toolbox. From inside this palette, select a fairly large brush with soft edges and set the Opacity to 100%. Feel free to experiment with different brush settings. You can even create your own custom brush if you wish.



The Rubber Stamp tool is very easy to use. Begin this process by first clicking on Steve's image with the pointer, doing so will place the image into paint edit mode. Next, use the keyboard commands Option-click (Mac) or Alt-click (Windows) on the section of the image to set a reference point for the Rubber Stamp tool. At this point you are, in effect, telling Canvas that you wish to sample this section of an image area. In this case we want to sample the sky and stamp over parts of Steven's head.



Once you have established a reference point, you simply drag the Rubber Stamp tool over the section you wish to eliminate. The goal of this step is to remove some of the area around the subject's head and create room for the new head that we will paste into the image.



## Combining Images (Continued)

Continue to use the Rubber Stamp tool to remove the outer edges of Steve's head. Take care not to delete the section of the image below the neck. See the example to the right.



### Step 4

#### Cropping the Original Image

Now that the main body image is ready, let's prepare Trevor's head for placement.



The original is obviously too large and cumbersome. Therefore, we will have to trim it so that it will be easier to manage.

To trim the photograph, first select it by clicking on it once. You will notice the handles appear around the image. Now use the keyboard combination of Control + click while dragging the left center handle inward. This procedure will allow you to easily crop the image.



Use this easy technique to crop the image until only Trevor's head and neck remain.



## Combining Images (Continued)

### Step 5

#### Channel Masking

Although cropped, we are still left with a background that needs to be removed. Channel masking is an excellent way to accomplish this task.

This step demonstrates how to use a channel mask to isolate Trevor's head from the background; however, before we do this you must add a Visibility Mask to the image. To add the Visibility Mask, first select the image, then choose Image > Add Visibility Mask from the main menu.

When completed, double-click on the image. Doing so will place it into paint-edit mode.

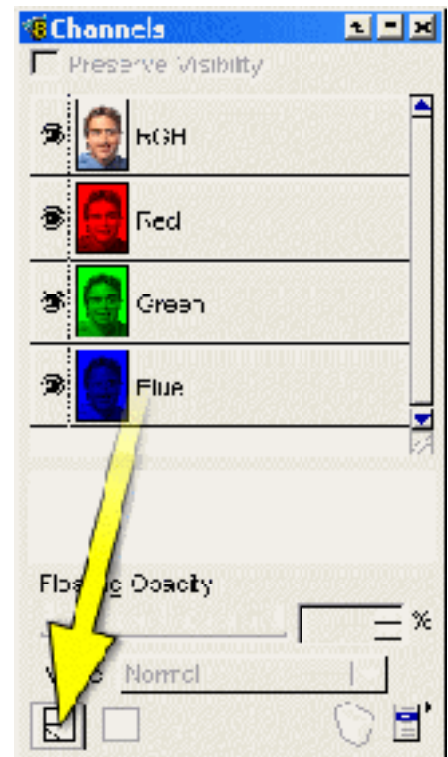


**Note:** you must make sure the image is in RGB color mode (Image > Mode > RGB Color) for this step to work.



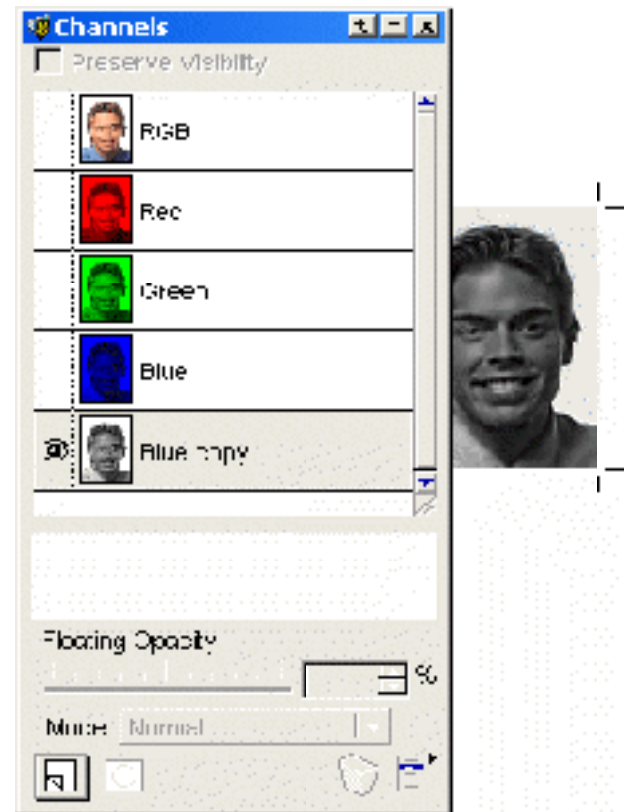
Now, choose Image > Show Channels to open the Channels palette. Look at each of the color channels (Red, Green, and Blue) to see which of them reveals the greatest contrast between the subject and background. As you can see, the Blue channel seems to provide the greatest level of contrast between the background and Trevor's head. Therefore, we will use the Blue channel.

Now create a channel mask, based on the blue channel, by simply dragging the blue channel into the New Channel icon.



## Combining Images (Continued)

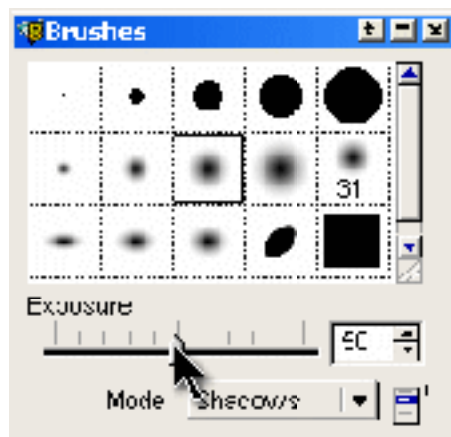
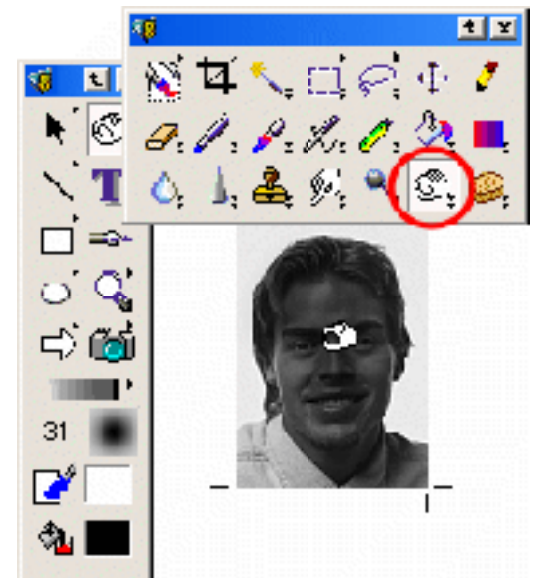
Now you will notice that a new Channel has been created. Canvas automatically named it "Blue copy." Continue by clicking once on the newly created Blue copy channel. You will notice that the image will appear to be black and white. Now we must increase the contrast between the head and background.



The easiest way to do this is to apply the "Burn" effect to this Channel. To begin, choose the Burn tool from the Painting tools palette. Next, open the Brushes palette and choose an appropriate brush size and adjust the Exposure settings. Also remember to set the Mode to burn "Shadows".

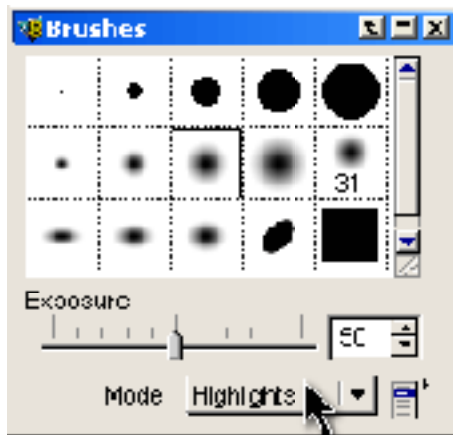
Now go back to the image and drag the burn tool over the image until the head is solid black.

Feel free to experiment with different brush settings. Doing so will allow you to become familiar with these powerful effects and, therefore, apply them to images in other projects.



## Combining Images (Continued)

After the mask has been darkened, we will need to lighten the background. To do this, select the Dodge tool from the Painting tools palette. Then choose your brush and set the Mode to dodge "Highlights". Drag the Dodge tool around the background of the image to make it completely white.



Now you will need to load the channel mask that you have created. Go back to the Channels palette and select the RGB channel. Your image will return to full color. Next, with the image still in paint edit mode and the Channels palette still open, hold down the Option key (Mac) or Alt key (Windows) and click on the Blue copy channel. At this point the masked area will be selected. If successful, the image will now appear to be surrounded by dancing ants.



To remove the selected background, you merely press the delete key.



## Combining Images (Continued)

### Step 6

#### Matching Colors

Next, we will drag the image of Trevor's freshly edited head and place it next to the image of Steve's body. After doing so we notice that the brightness and contrast of the two images do not match. Obviously we will need to adjust Trevor's face so that it will visually match its new location.



With the Trevor's head selected, choose Image > Adjust > Brightness/Contrast. After the Brightness/Contrast dialog box appears you may use the sliders or scrollboxes to adjust the appearance of the new head. This step will allow you to apply adjustments to the image so that it closely matches the old one.



**Tip:** you could also match skin tones by using the Hue and Saturation adjustments (Image > Adjust > Hue/Saturation).



## Combining Images (Continued)

### Step 7

#### Matching Angles

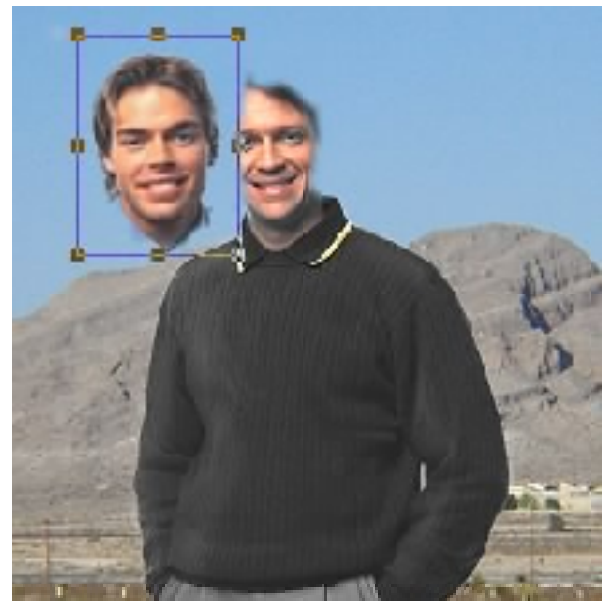
We have also noticed that the original head of Steve is slightly tilted to the left. To ensure a life-like appearance it will be necessary to tilt the new head. To begin, select Trevor's head and choose Effects > Rotate Left > Other to open the Rotate dialog box. Use the Angle scrollbox to enter an angle which will slightly rotate the head to an angle. When completed, select the Hard Rotate and Anti-alias image checkboxes. Press Apply to test the rotation angle. When you are satisfied with the results, click OK.



### Step 8

#### Resizing the Image

Now that we have adjusted the color and angle of the head, you will notice that the size of the Trevor's head is a bit off. Therefore, we need to resize it in order to achieve an aesthetic look. To begin, select the head and choose Image > Area > Resolution. The Image Resolution dialog box opens. Enter the appropriate size and press OK.



Now place Trevor's head over Steve's. Remember, with the image of the head selected, you may use the arrow keys to fine-tune the placement of the image of the new head onto the body. The arrow keys will nudge a selected object horizontally, or vertically, one pixel at a time.



## Combining Images (Continued)

### Step 9

#### Using the Sprite Tool

Ha! We are not quite there yet. After placing the new head, we see that some of Trevor's shirt and a portion of the neck need to be removed. This effort can be easily accomplished with the Sprite tool.

The Sprite tool allows you to apply transparency effects to any object in Canvas. Text, vector illustrations, or images can be edited to become transparent if you apply a black color setting with this tool.

To begin, select the Sprite tool from the Toolbox. Next, click on the head to put it into paint edit mode.



Before you begin using the Sprite tool, you will need to choose a tool that will be used. For this project you can choose the Airbrush tool from the Painting tools palette. As we did in many of the previous steps, select a small brush from the Brushes palette. Now, start airbrushing away the unwanted areas.



**Note:** Remember that when using the Sprite tool any area that is painted black will become transparent.

Should you make a mistake you may go back and paint the area white to make it visible again. For precision work we recommend that you magnify the area.



## Combining Images (Continued)

Using the Sprite tool with the Airbrush tool and a proper brush setting lets you create a soft and very natural transition or fade from the head to the body. If done properly, it will be undetectable.



If you followed the steps correctly, your final image will look completely natural.



Below are a few more examples of how you could combine two or more images to create a believable illusion.

## Combining Images (Continued)



Before



After



Before



After



