



Corporate Flow



Illustration



Image Editing



Automation



Web



Text Effects

Canvas Tips and Techniques



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Depth of Field Illusion

One way to make your vector drawings appear more realistic is to use SpriteEffects to help you create depth-of-field illusions. This illusion places attention on the photograph's subject by purposely displaying the background slightly out of focus.

Step 1

Placing Vector Art

Here's an illustration of a beach chair and umbrella taken from the Canvas clipart collection.



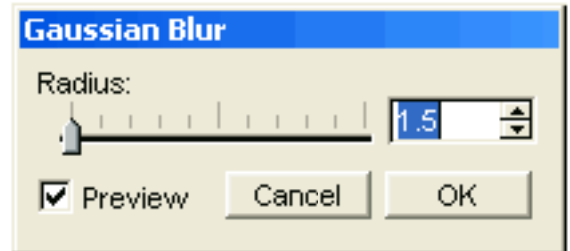
Step 2

Adding a Gaussian Blur

We can make the illustration appear more realistic by adding progressive amounts of Gaussian blur to objects in the background. In this example, we will blur the clouds to give them a soft, fluffy appearance. To do this, we simply select the cloud objects and apply a Gaussian blur using SpriteEffects (Object > SpriteEffects > Add Effect > Blur > Gaussian Blur).

When the Gaussian Blur dialog box appears, enter the amount of blur you want and press OK.



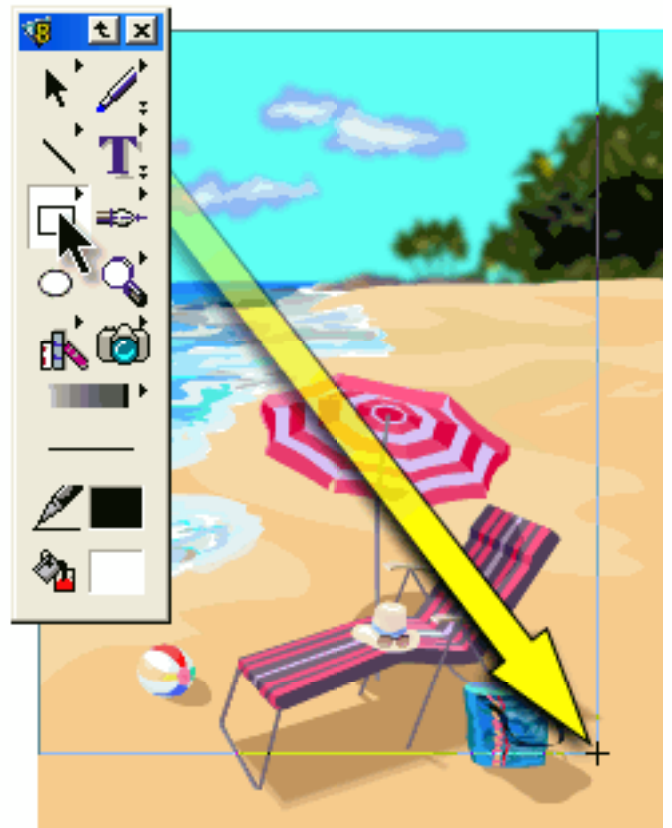


Step 3

Zoom Blur

We can achieve a slightly more dynamic version of this effect using lenses and a zoom blur.

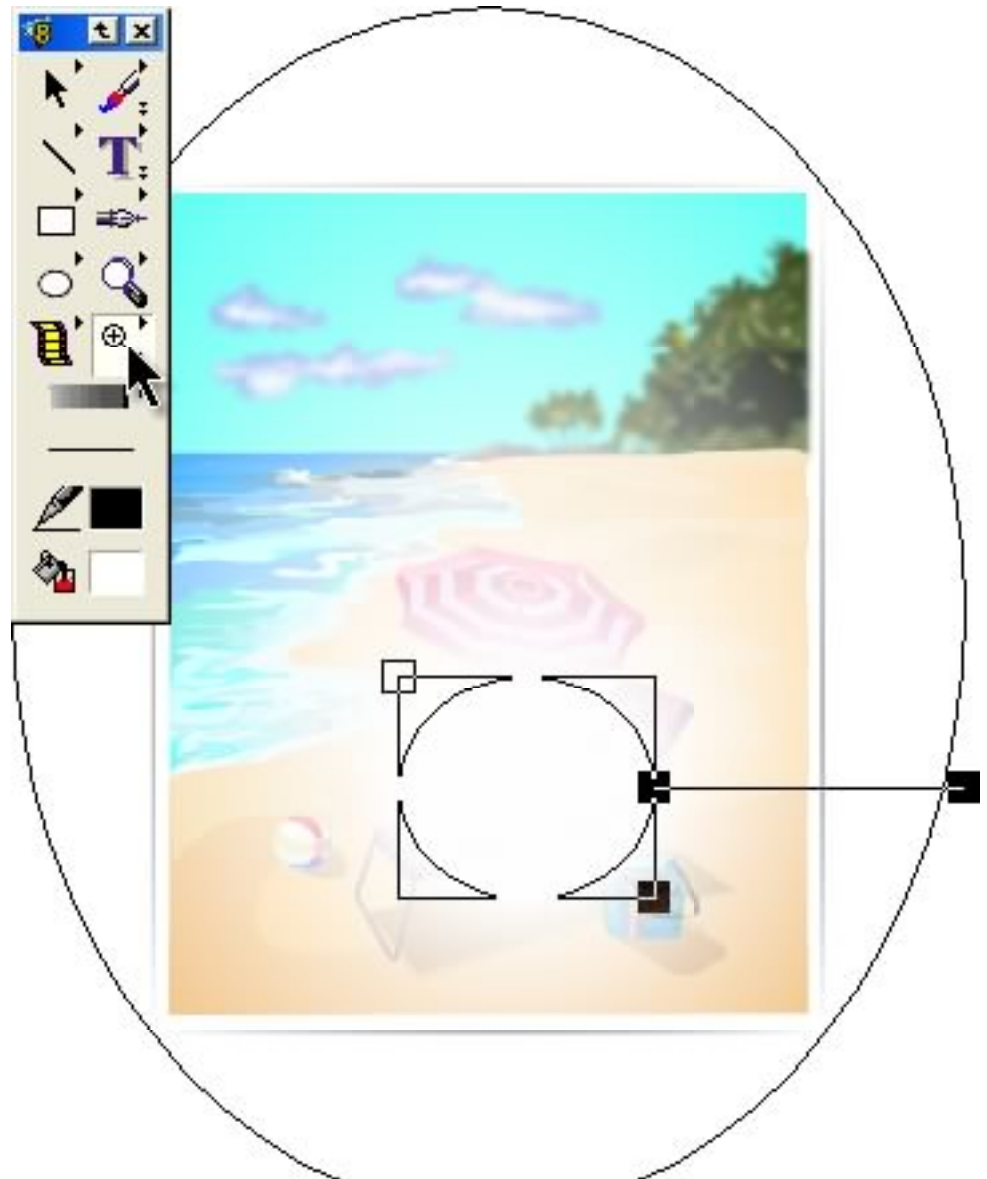
We will start with the same clipart and draw a rectangle in front of it using the Rectangle tool from the Toolbox. Make sure the rectangle completely covers the illustration.



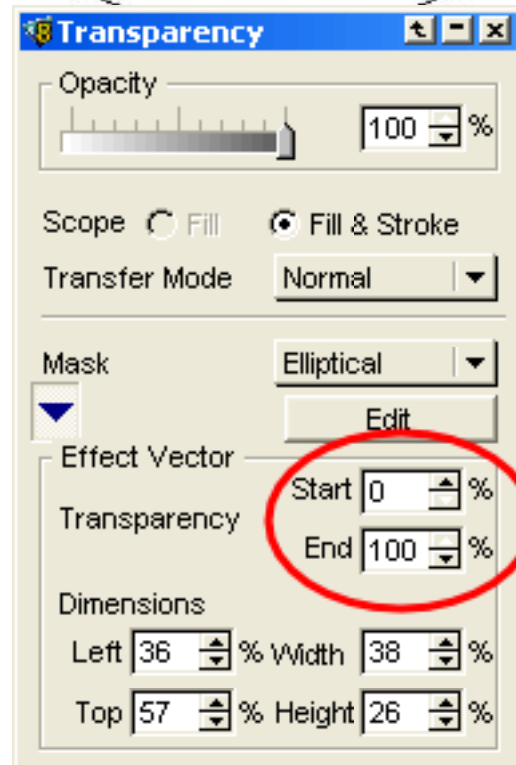
Depth of Field Illusion (Continued)

Next, we will use the Elliptical Transparency tool to create a soft edge hole in the rectangle.

To do this, first select the rectangle that we created and drag the Elliptical Transparency tool over the beach chair.

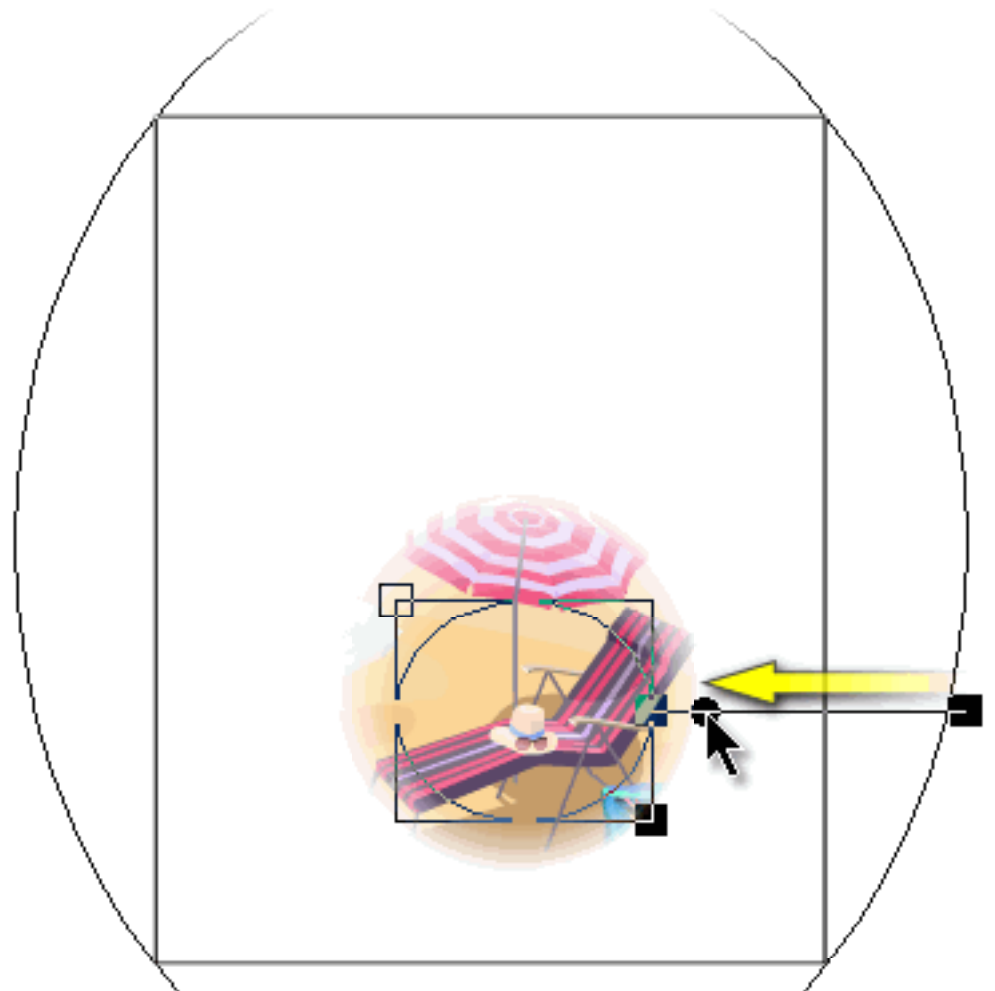


Now, we will invert the effect by using the Transparency palette. For this to work properly, you must first deselect the masked rectangle (press the Esc Key) and then reselect it. Now, open the Transparency palette (Window > Palettes > Transparency). When the palette appears, expand the Mask Manager by clicking on the icon. With the Mask Manager visible, you could now reverse the Transparency Effect Start to 0% and the End to 100%.

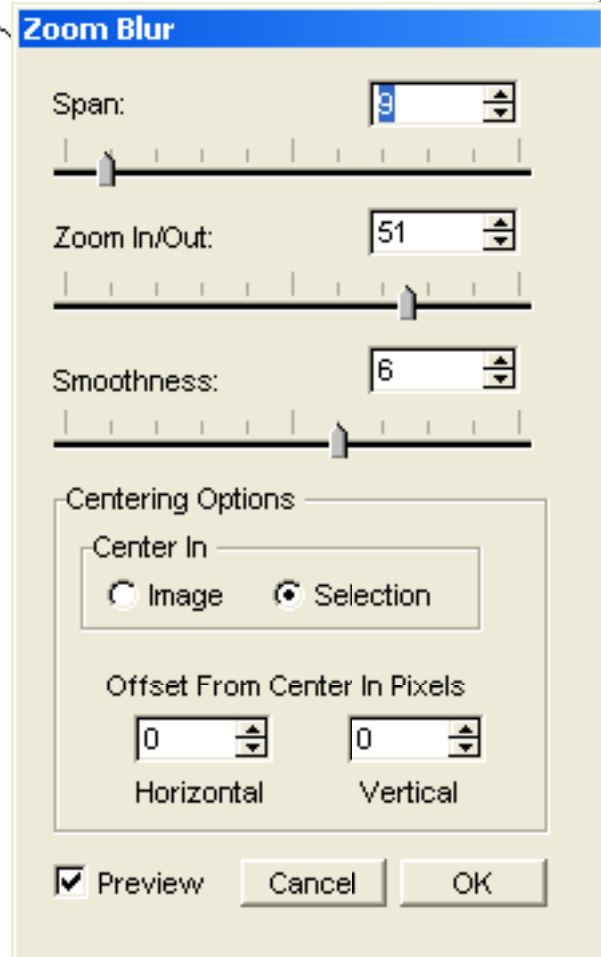


Depth of Field Illusion (Continued)

You could now go back and focus on the beach chair by selecting the masked rectangle and then selecting the Elliptical Transparency tool again.



Now with the masked rectangle still selected, we are going to add a Zoom Blur (Object > SpriteEffects > Add Effect > Blur > Zoom Blur). Match the setting in our example and press OK.



Depth of Field Illusion (Continued)

Your beach chair will now appear to be the central object in the illustration.

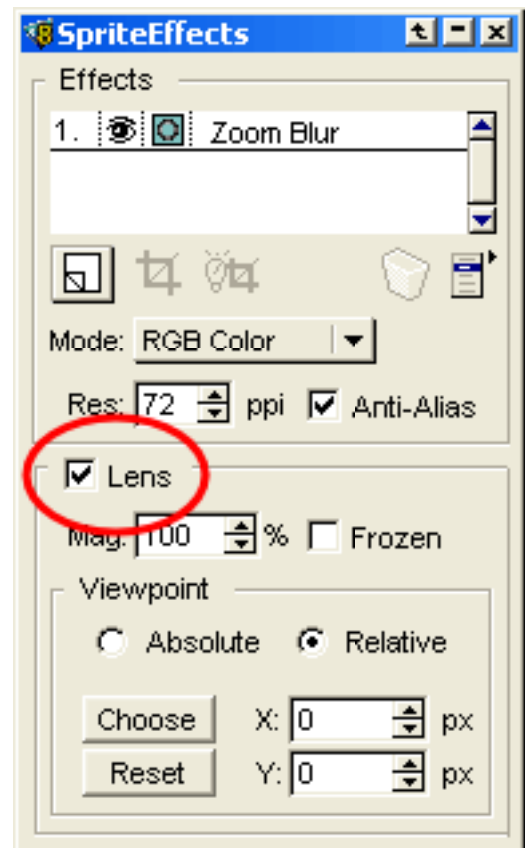


Step 4

Using Lens

Next we will convert the rectangle to a lens by opening the SpriteEffects palette (Window > Palettes > SpriteEffects) and selecting the Lens checkbox. Canvas will warn us that this can convert the rectangle to paths, which is fine.

Lenses are special objects that apply effects such as filters and magnification to an area in a document.

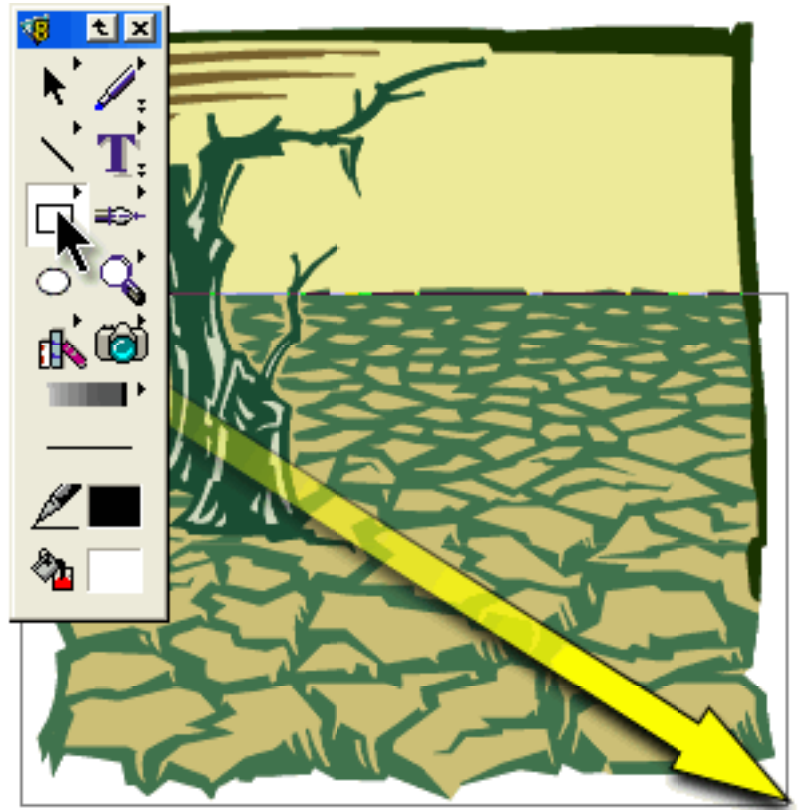


Step 5

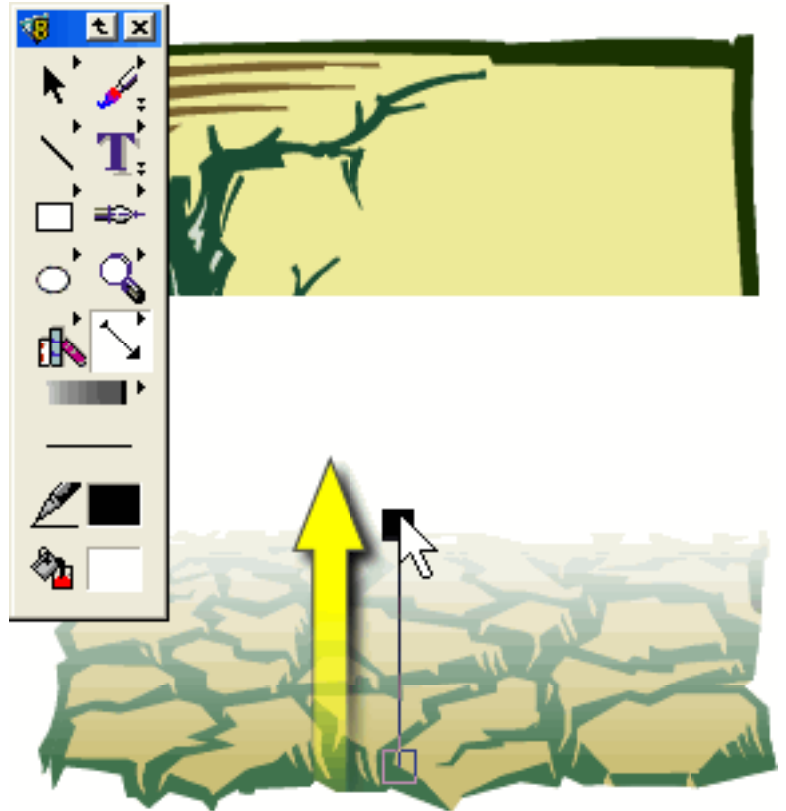
Using SpriteLayers

In this next example, we will again use lenses, blur, and transparency to create depth fields.

We begin by creating a rectangle to cover the ground object.



Next, we apply a directional transparency to the rectangle, so it fades up to the center on this graphic. Notice that we apply the transparency before creating the lens.

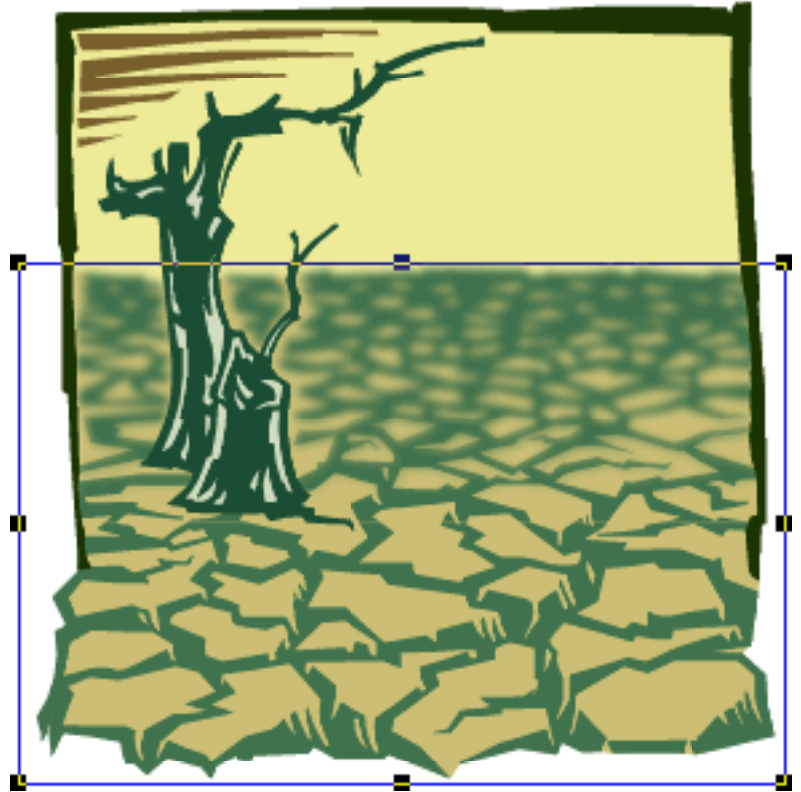
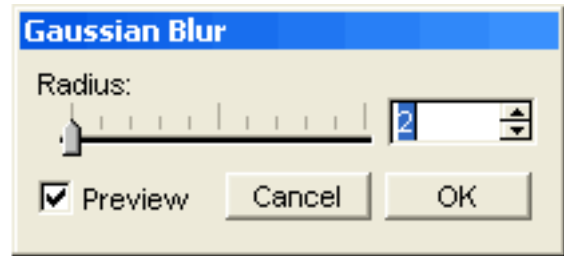


Step 6

Adding a Gaussian Blur

Now we apply a Gaussian blur to the rectangle we just created (Object > SpriteEffects > Add Effect > Blur > Gaussian Blur). We will also bring the tree to the front so that it is not affected by the blur. This is done by selecting the tree and pressing Ctrl + F (Windows) or Command + F in (Mac OS).

In this example, you can see that the blur gets increasingly more pronounced toward the top of the lens, because of the transparency effect.



Converting to Lens

Now we will convert the object to a lens by selecting the Lens checkbox in the SpriteEffects palette (Window > Palettes > SpriteEffects).

