



Corporate Flow



Illustration



Image Editing



Automation



Web



Text Effects

Canvas Tips and Techniques



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Desaturation Lens

This is a fun image editing technique that is made all the easier by the combination of Sprite Layers and SpriteEffects.

Step 1

Placing Image

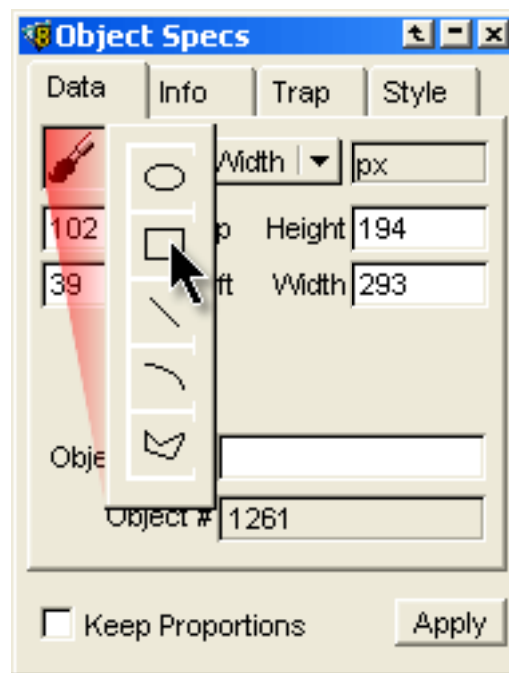
We are going to make this bobcat really stand out against this background by desaturating the background colors.



Step 2

Creating Rectangle Shape

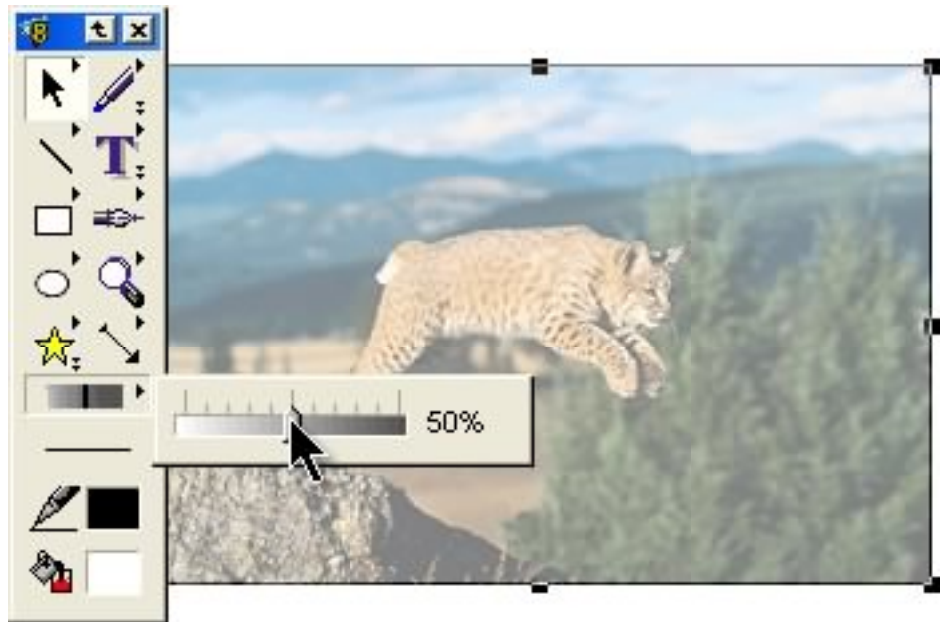
First we need to create a rectangle the exact size of our image for the lens we are going to create. To do this, we will select the image and open the Object Specs palette. By clicking this box here, we get a few options for creating new shapes. We will choose the rectangle icon and click the Create button.



Step 3

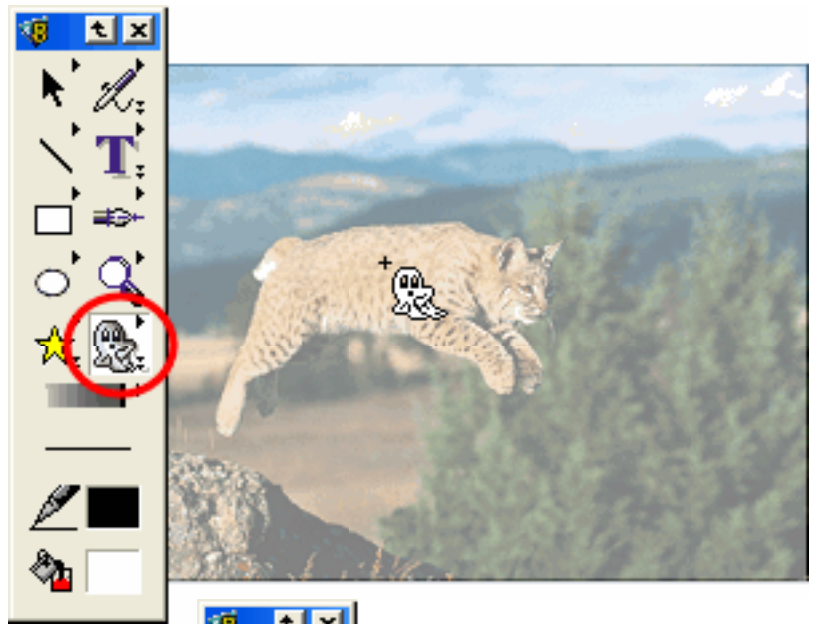
Applying a Transparency

Next, we will use the Transparency Palette (Window > Palettes > Transparency) to reveal the bobcat. By moving the slider, we can reduce the opacity so we could see through the rectangle.

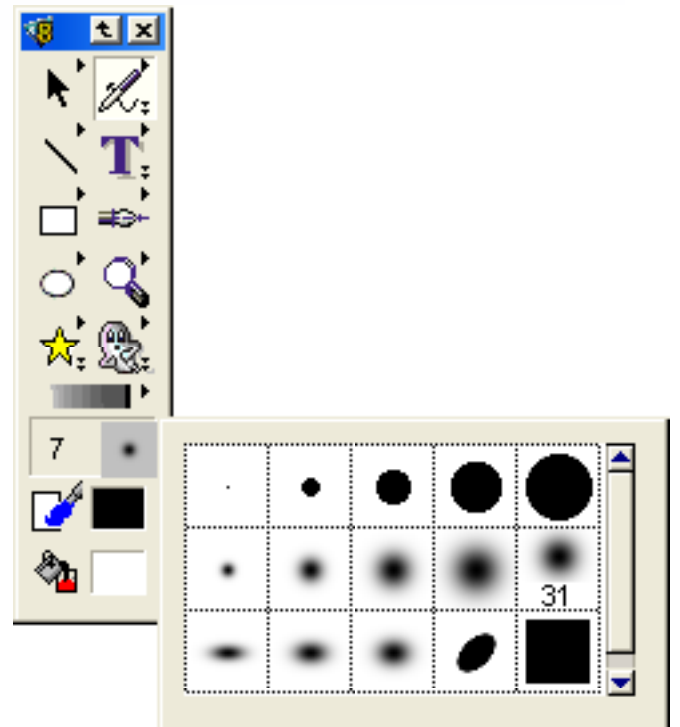


Then, we will use the Sprite tool located in the Toolbox to apply a transparency mask and use the Paintbrush tool with black as our foreground color to paint away the area of the bobcat.

Remember, when using the Sprite tool anything painted black will become transparent and anything painted white will become visible.



With Painting tool selected, we can call up this pop up window with a right-click (Windows) or a Control-click (Mac) to select the brush size pointer.



Desaturation Lens (Continued)

Now, we could see more precisely what we are painting away.

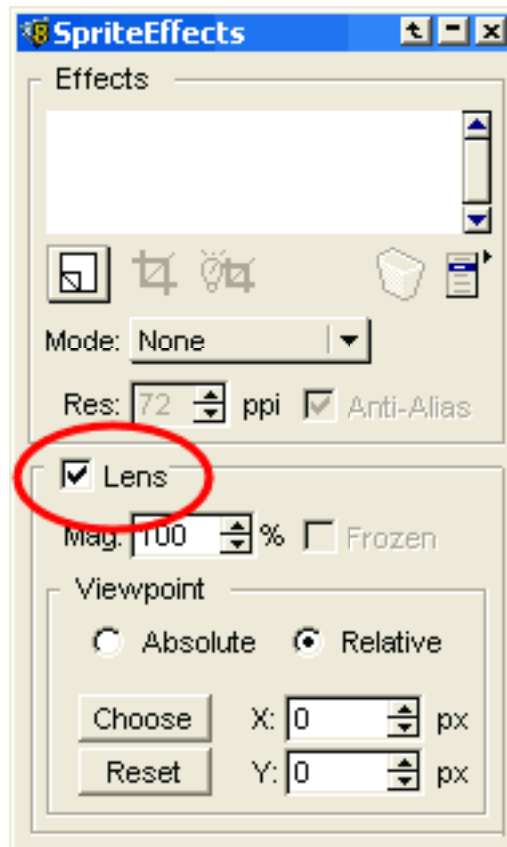
If you make a mistake on the transparency mask, you can always reverse the background and foreground colors by pressing the X key and painting white over the mistake.



Step 4

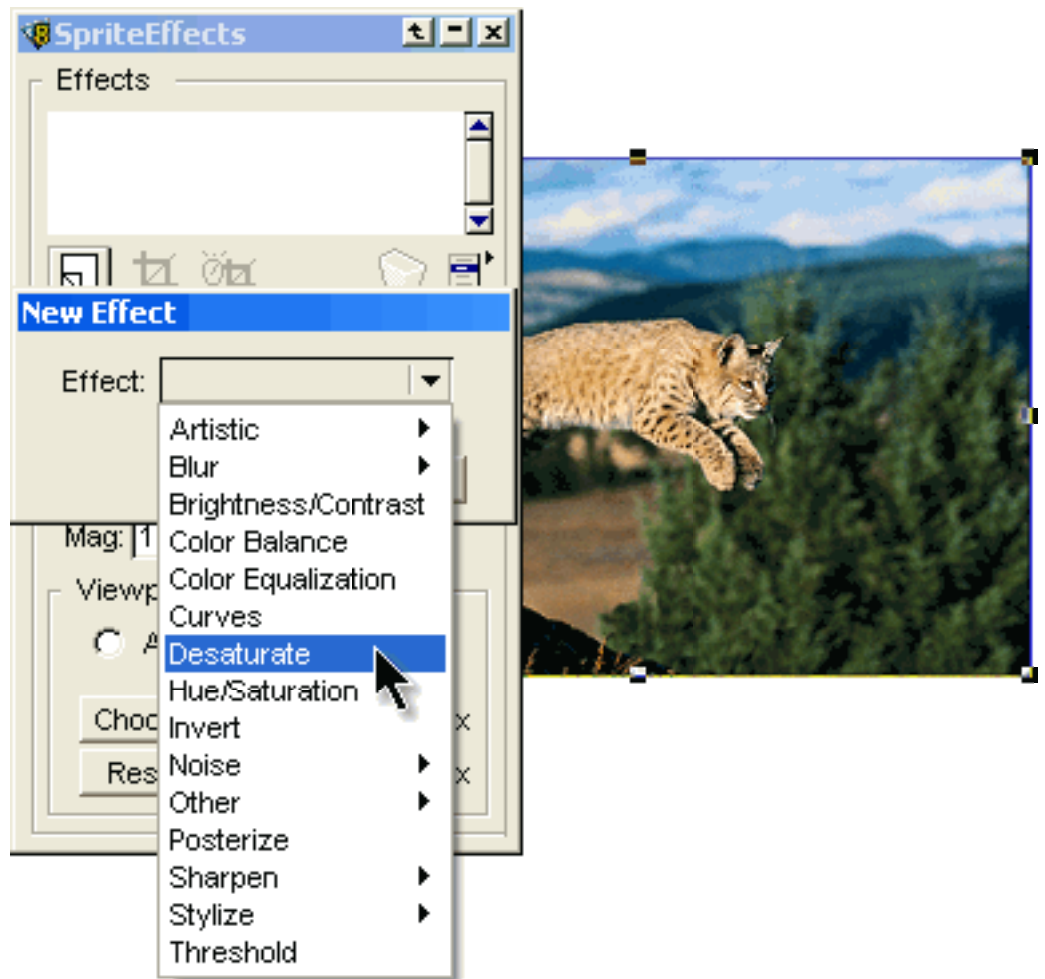
Applying Lens and SpriteEffects

Now that we have the bobcat revealed and we will open the SpriteEffects palette (Window > Palettes > SpriteEffects) and select the lens checkbox.

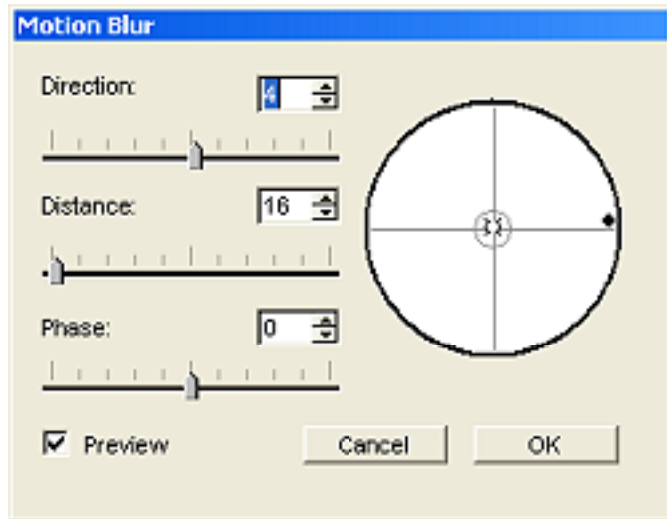


Desaturation Lens (Continued)

We will apply the Desaturate effect (Object > SpriteEffects > Add Effect > Desaturate) to the image to remove the color from the background.



Then, we will add a Motion Blur (Object > SpriteEffects > Add Effect > Blur > Motion Blur) to add speed and depth to the image.



Desaturation Lens (Continued)

Once we have that all set up, we could vary the opacity of the lens using the Transparency palette to control the amount of desaturation and blur.

