



Corporate Flow



Illustration



Image Editing



Automation



Web



Text Effects

Canvas Tips and Techniques



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Creative Department**

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Image Editing Tips

Discover some useful Canvas features that you may not be aware of. The features covered in this tutorial include creating and using custom brushes, image resampling and EXIF data.

In this tutorial, we will learn how to create custom brushes in Canvas. Custom brushes are very useful when you want to paint a pattern or design repeatedly on an image. In our example, we will create a star-shaped flare that you might see reflecting off a shining object. By saving this flare as a custom brush, you can access it anytime you need it.

Step 1

Preparing the Document

We begin by starting Canvas and opening a new Canvas Illustration file. Choose File > New.

When the New Document dialog box appears, choose Illustration as Type of Document. Note that from within this dialog box you also have the option to select a different document size and set the unit of measurement for your document.

After you have made your selections, click OK.

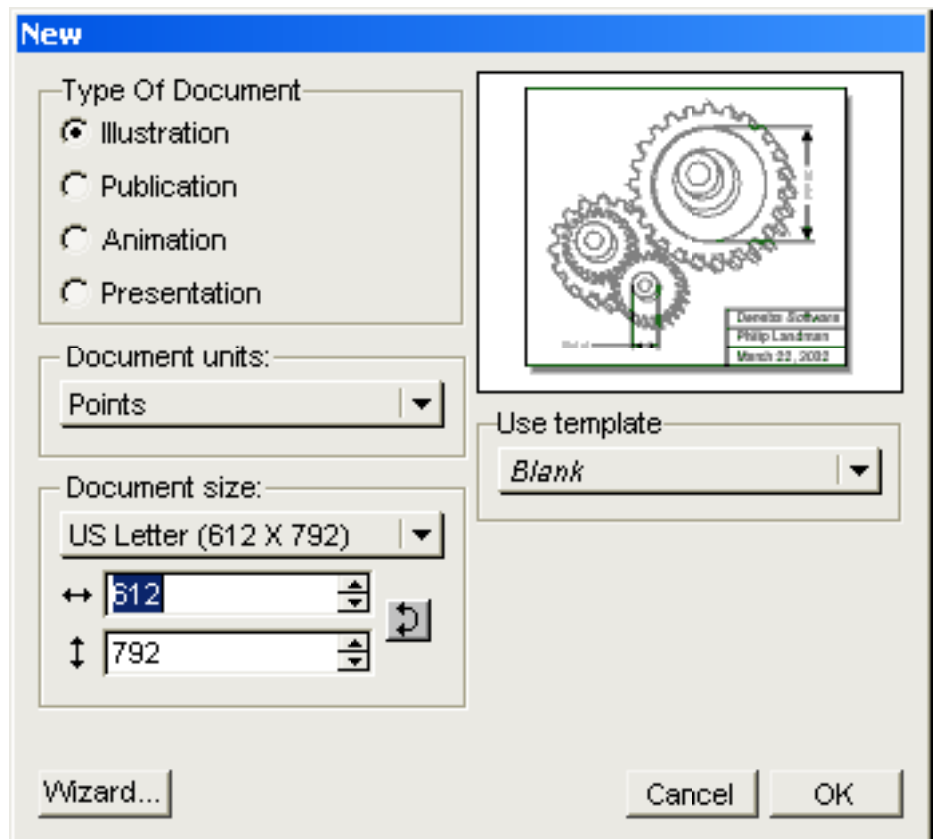
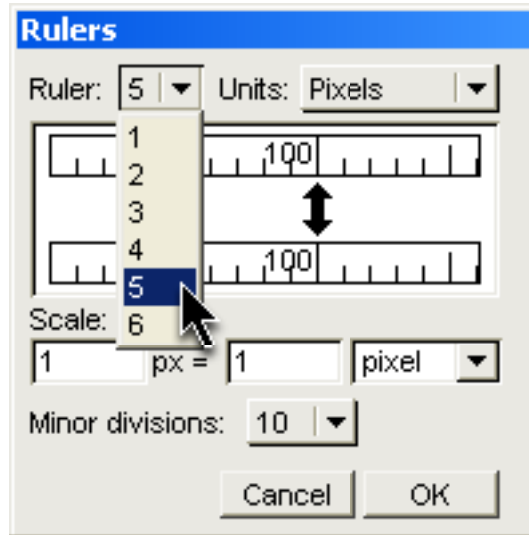
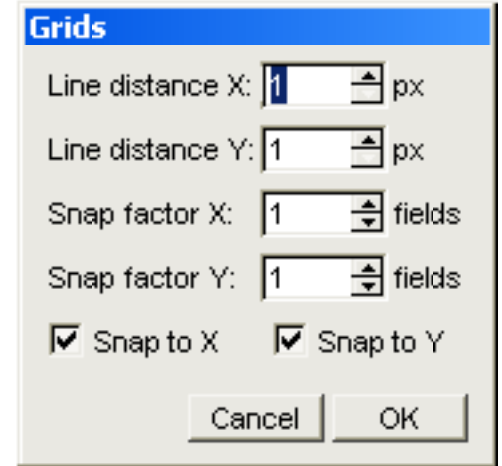


Image Editing Tips (continued)

Next, we will prepare the document to measure in pixels. To do this, choose Layout > Rulers. When the Rulers dialog box opens, pick Ruler 5 from the drop-down menu (see example) and press OK. Ruler 5 is preset to measure in pixels.



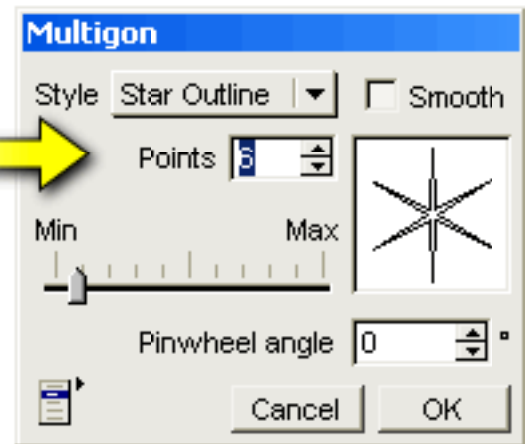
Now, we want to set our grids to snap to pixels. This will prevent objects from falling between pixels. To set your grids, choose Layout > Grids. In the Grids dialog box, change the Line Distance X and Y to 1 pixel. Then, check Snap to X and Snap to Y. Finally, click OK to save your choices and close the dialog box.



Step 2

Creating a Brush Design

Before we create the shape for our custom brush we will remove the Stroke color. First ensure that nothing is selected by pressing the Esc key 2 or more times. Then, click on the Strokes icon in the Toolbox and select No Color, which is represented by a white box with a diagonal slash.



Next, double-click on the Multigon tool to open its dialog box. In this dialog box, we'll choose Star Outline as the style. Enter 6 as the number of Points for our multigon and press OK.

Now to draw the star with the Multigon tool, hold down the Shift key and drag the cursor diagonally to keep the multigon proportions symmetrical.

Use this same technique to create three stars of varying sizes.

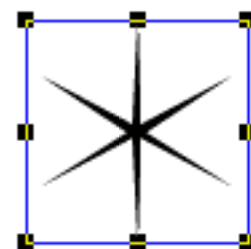
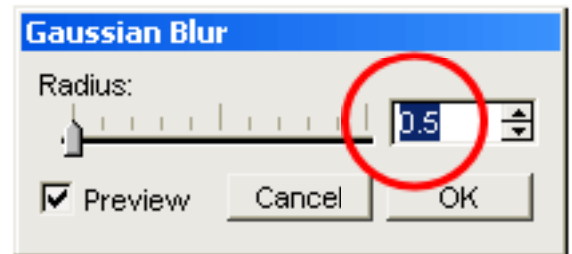
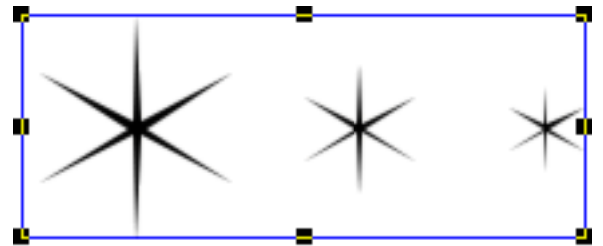
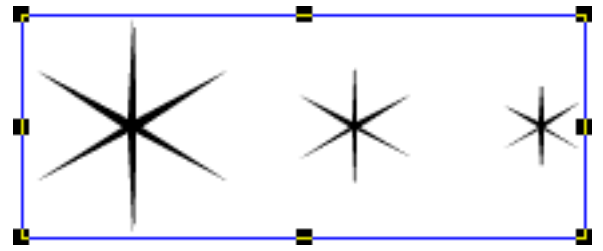


Image Editing Tips (continued)

Next, select all three star objects and group them by choosing Object > Group.

Softening the Edges

Select the grouped objects and add a Gaussian blur of 0.5 (Object > SpriteEffects > Add Effect > Blur) to help smooth out the flare brush.



Step 3

Rendering the Flare

Next, we will render the flare objects we just created.

To do this, first select the group of flares then choose Image > Area > Render.

The Render dialog box opens. In this dialog box, you will select the Resolution (72 for our example) and select the Anti-alias option to maintain the soft edges on the flares

When you have made your choices, press OK.

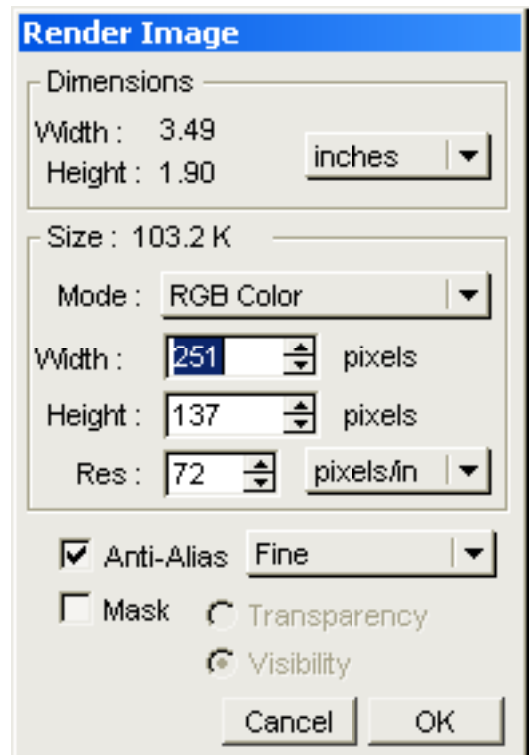
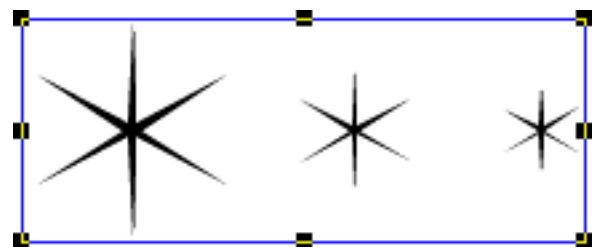


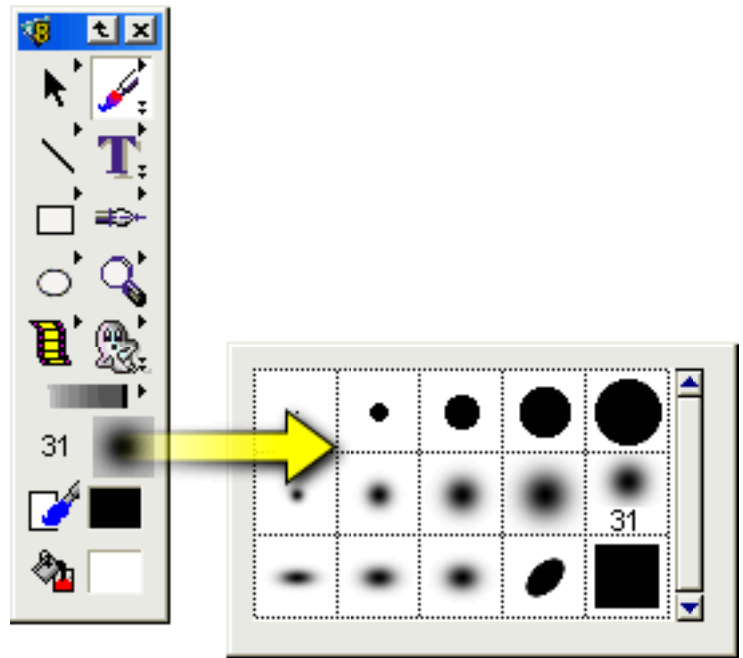
Image Editing Tips (continued)

Step 4

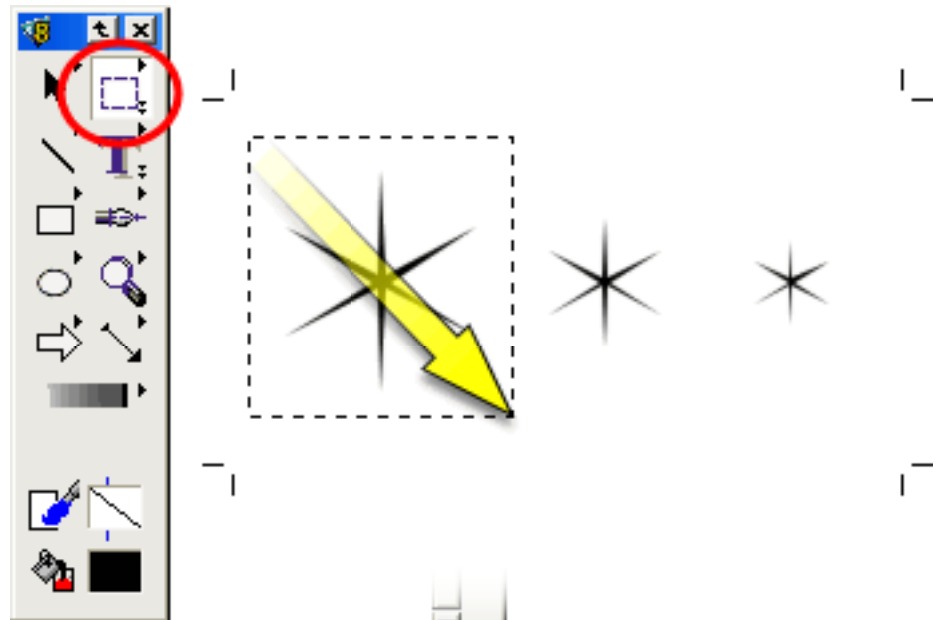
Defining the Brushes

Before you define a brush, you must open the Brushes palette. Tear this palette off the Toolbox and reposition it so it doesn't obstruct your view.

Now, put the Brushes palette to the side. We will get back to it shortly.



Next, open the Painting tools and select the Marquee tool. We'll drag this tool diagonally so we can select the part of the image that will become the new custom brush.



Now, with the flare still selected, open the Brushes palette menu and choose Define Brush. Choosing this option will define the area, selected with the Marquee tool, as a brush in the Brushes Palette. Canvas uses the shape and lightness values of the selection to define the brush.



Note: Brush shapes do not contain color information.

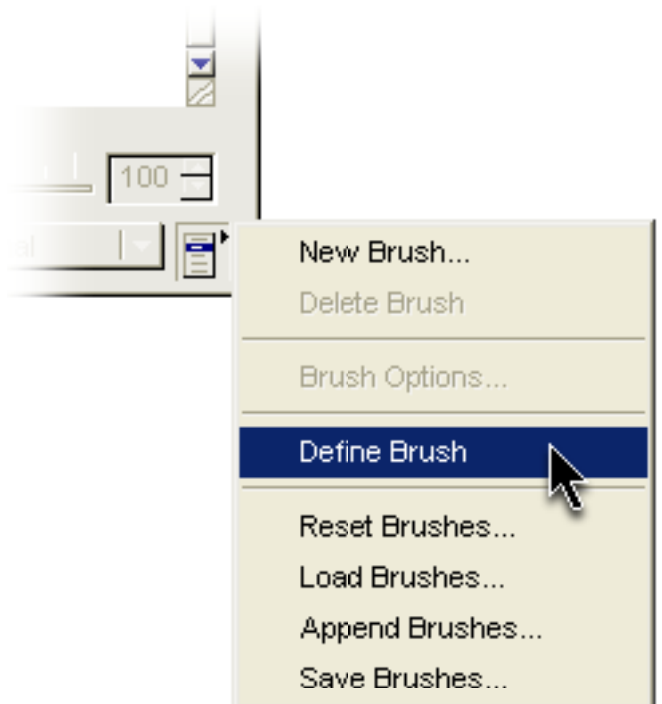
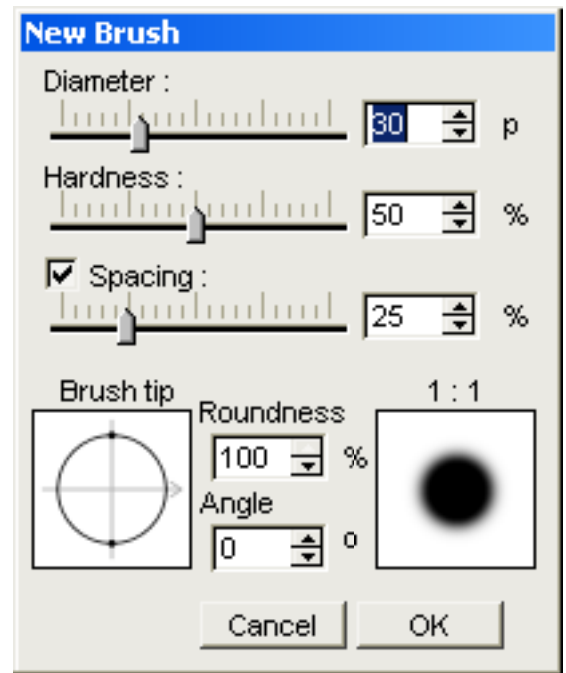


Image Editing Tips (continued)



Note: Define Brush is not the same as New Brush. Select New Brush to create brush shapes by specifying diameter, hardness, spacing, roundness, and angle. These same options are available in the Brush Options dialog box.



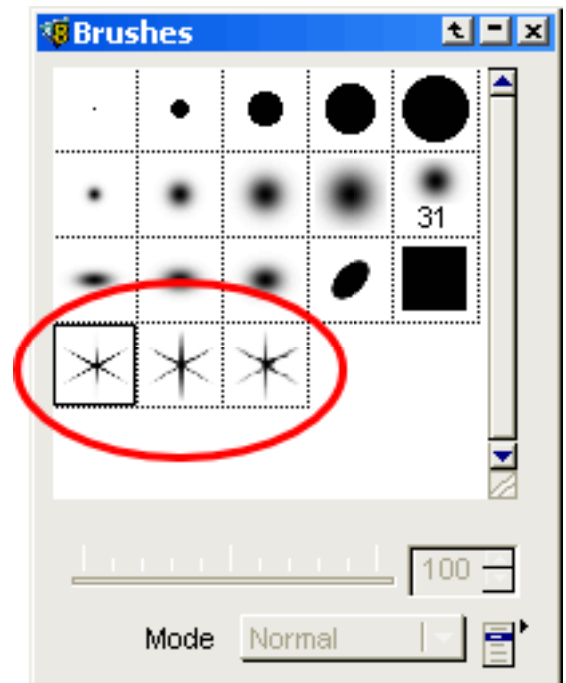
New Brush dialog box

The newly defined brushes should now appear on the Brushes palette.



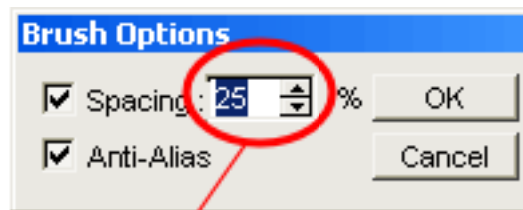
You may download these new Canvas custom brushes with the links provided below:

- [Shape brushes \(file size 191 KB\)](#)
- [Square brushes \(file size 8 KB\)](#)
- [Texture brushes \(file size 37 KB\)](#)



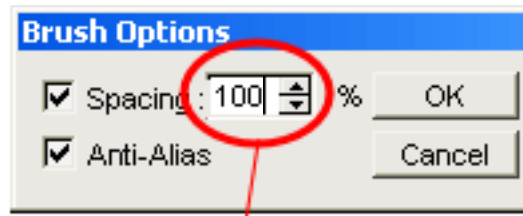
Brush Options

You may also edit a brush's spacing and anti-alias. To do this, double-click on the brush you wish to modify. When the Brush Options dialog box appears, you can adjust the spacing amount (brush overlap) and whether your brush is anti-aliased or not.



Brush Option dialog box at 25% of spacing

Image Editing Tips (continued)



Brush Option dialog box at 100% of spacing.

Step 5

Putting our New Brushes to Use

Now we are going to use the custom brush we just created. It will be used in an abstract image to add a sense of splendor and brilliance.

The first thing we need to do is place the image that we are going to use in the work area. To do this, choose File > Place.



Original Canvas Image(rendered illustration)

Step 6

Selecting the Brush

Now, double-click the image to get it into edit mode. Next, we will add star-like flares to the image. We do this by first making sure that we have selected white as the brush color. Then, we select the Airbrush tool from the Painting tools. Finally, we return to the Brushes palette that we put aside earlier and choose one of the newly created brushes. In this palette, we will also change the Pressure to 50%.

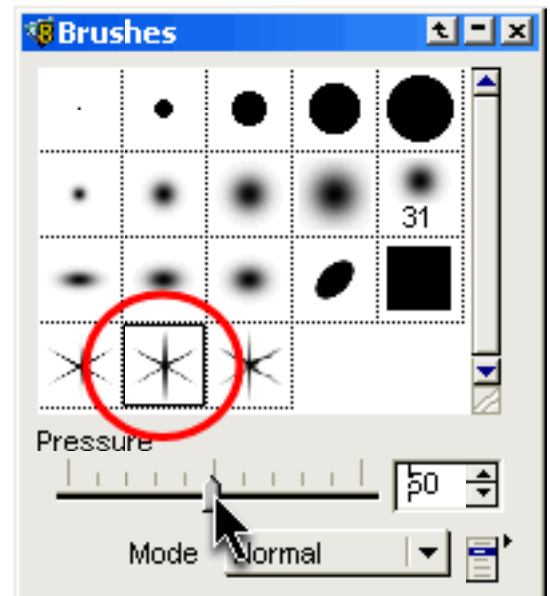
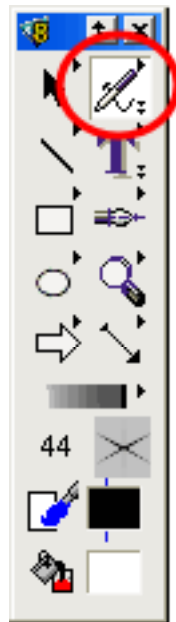


Image Editing Tips (continued)

Now, click the Airbrush tool on the image to add the flares to some of the corners of the text in the image.



The resulting image should look like the example below. The reflections are accomplished by lowering the pressure on the Brushes palette before airbrushing the flares.



Image Editing Tips (continued)

Downsampling Images

In this next exercise we are going to learn how to downsample images in Canvas.

Step 1

Placing a Image

Next, place the images you want to use in Canvas by choosing File > Place.

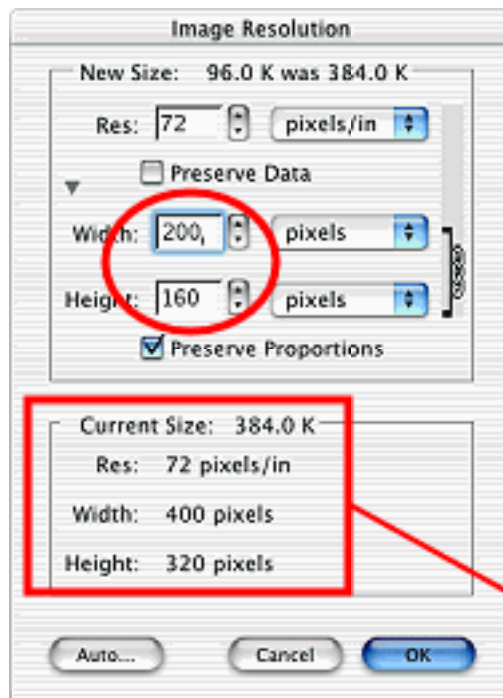


Original image size 400 x 320

Step 2

Downsampling the image

To downsample the image, open the Image Resolution dialog box (Image > Area > Resolution). In this dialog box, we will first enter the resolution we want to use. Since these images are destined for the Web, we will use a resolution of 72 dpi. Make sure you do not have Preserve Data selected. Having this option selected will prevent resampling when the resolution of size is changed.



200 x 160

Original image size

Image Editing Tips (continued)

Downsampling Images

Next, enter the width in pixels that you want your images to be after the downsampling. Select Preserve Proportions to maintain the image's proportions. Deselecting this option will allow you to change the width, for example, without changing the height, which results in a distorted image.



Note: You could view the Images current file size and dimensions in the Image Resolution dialog box.

Step 3

Changing Image Width

If you deselect the Preserve Proportions and enter a width of 250 pixels, your image will become thinner but retain the original height, which results in a distorted image.

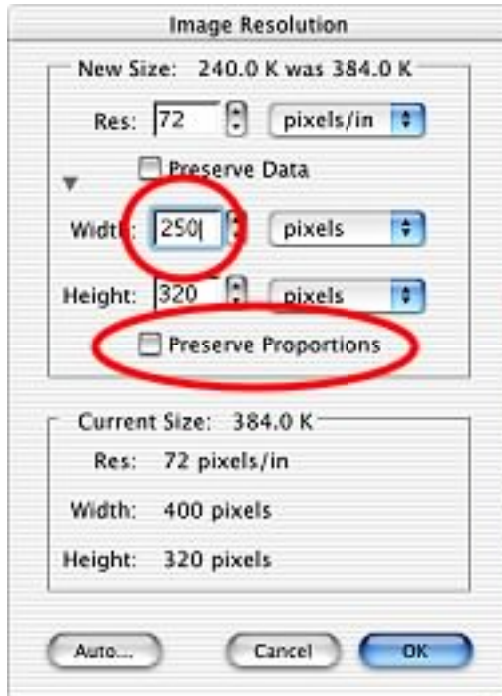


Image size: 250 x 320

Image Editing Tips (continued)

Downsampling Images

Step 4

Changing Image Height

Deselecting the Preserve Proportions and entering a height of 150 will result in a wide looking image with the width remaining the same.

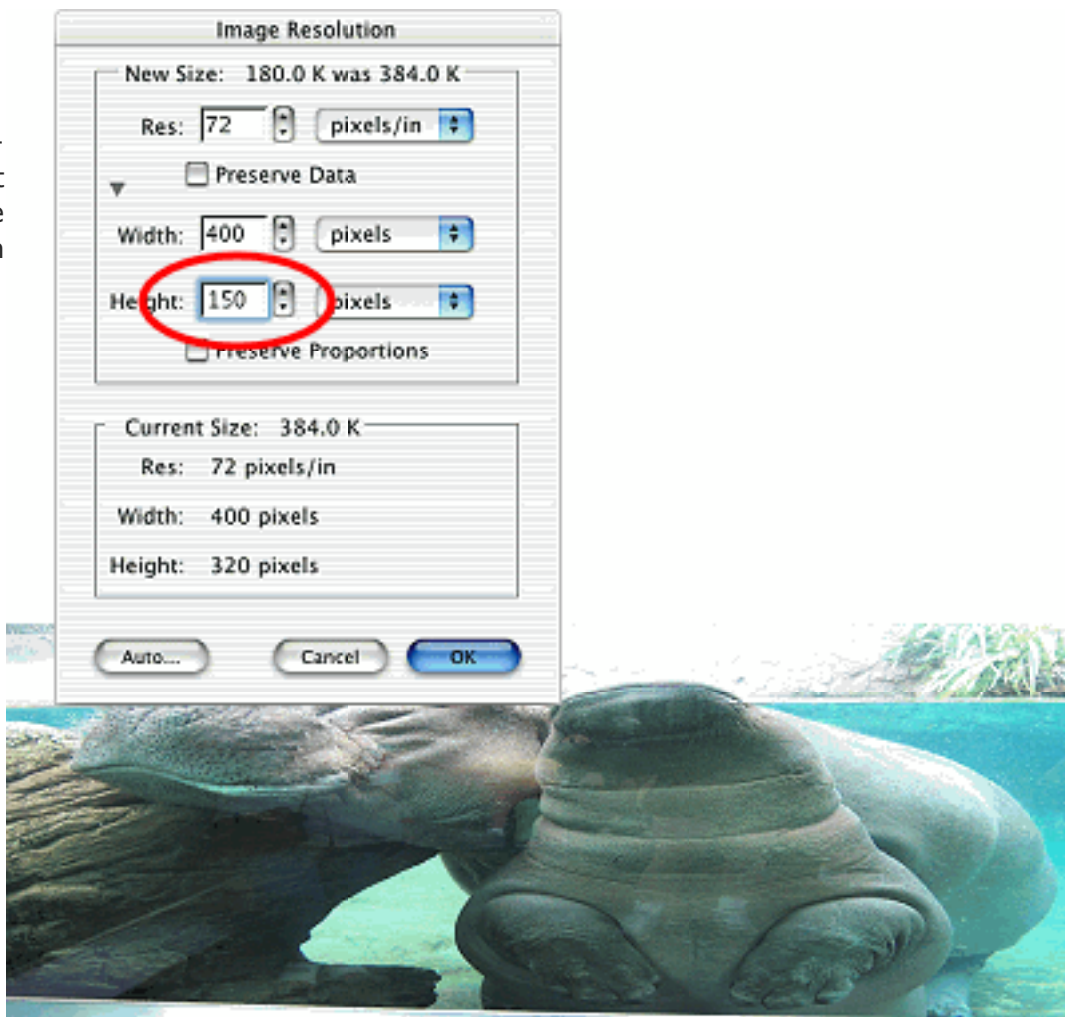


Image size: 400 x 150

Image Editing Tips (continued)

DSC Information

In this last section, we will cover EXIF data. The EXIF (Exchangeable Image File) data is used by most current digital cameras to store images using EXIF compressed files. EXIF compressed files use the baseline JPEG DCT format specified in ISO/IEC 10918-1. This means the image data can be read by any application that supports "JPEG", including most Web browsers as well as image editing and desktop publishing applications such as Canvas.

In addition, EXIF/JPEG stores metadata within application segments at the beginning of the file. This provides EXIF information on the photos taken with the digital camera, such as date/time, distance, shutter speed, exposure time, and much more.

Step 1

Placing a Image

Find the photo (taken by your digital camera) you want to insert into the document by choosing File > Place.



Step 2

Selecting DSC Information (EXIF)

After being imported into Canvas, the attached data may be viewed via a context menu (right-click on Windows or Ctrl+mouse on the Mac) or by choosing Image > Acquire > JPEG. Both menus will have a command named DCS information (EXIF). This command will not appear if the JPEG file does not contain EXIF data. An option to include or remove EXIF data when exporting JPEG images has also been included in the JPEG/GIF Export Preview.

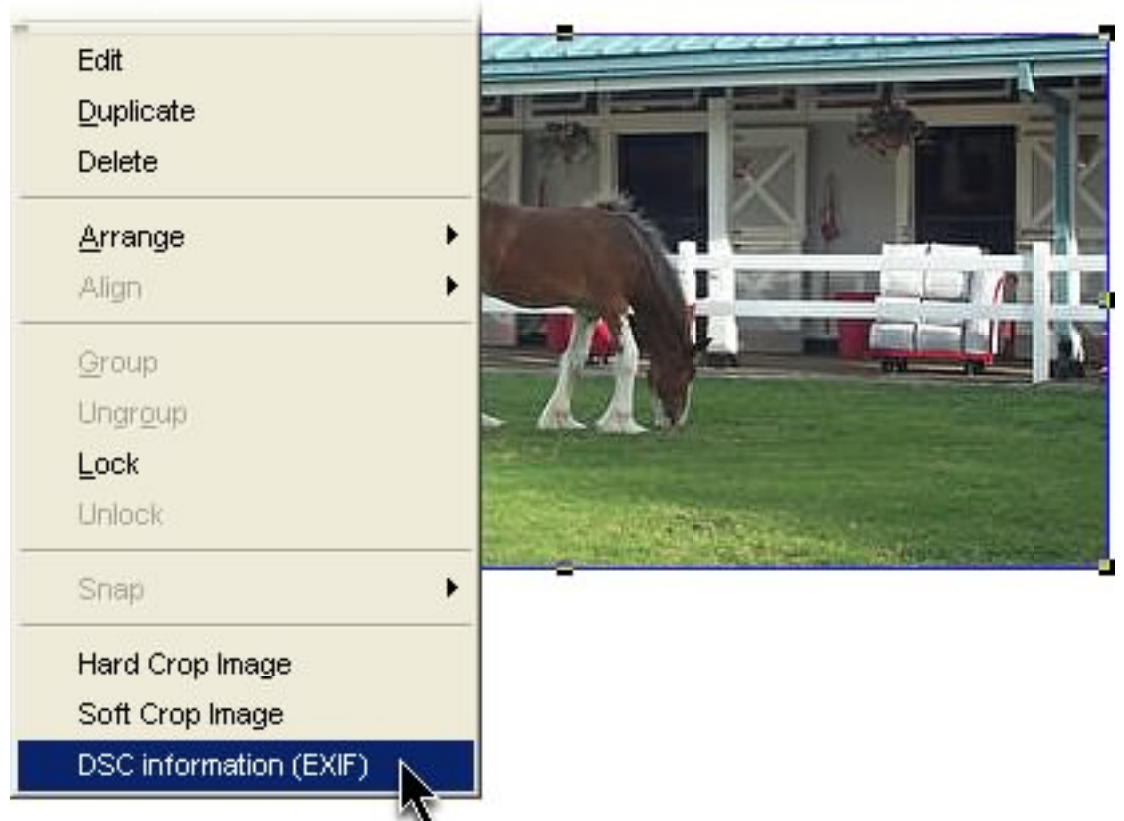


Image Editing Tips (continued)

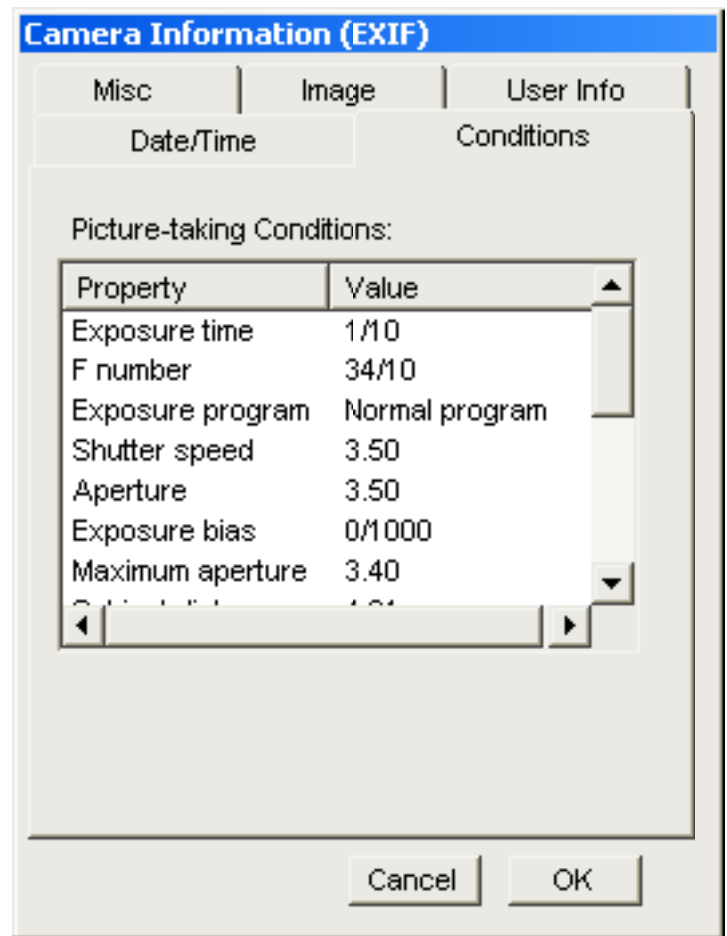
DSC Information

Picture Information

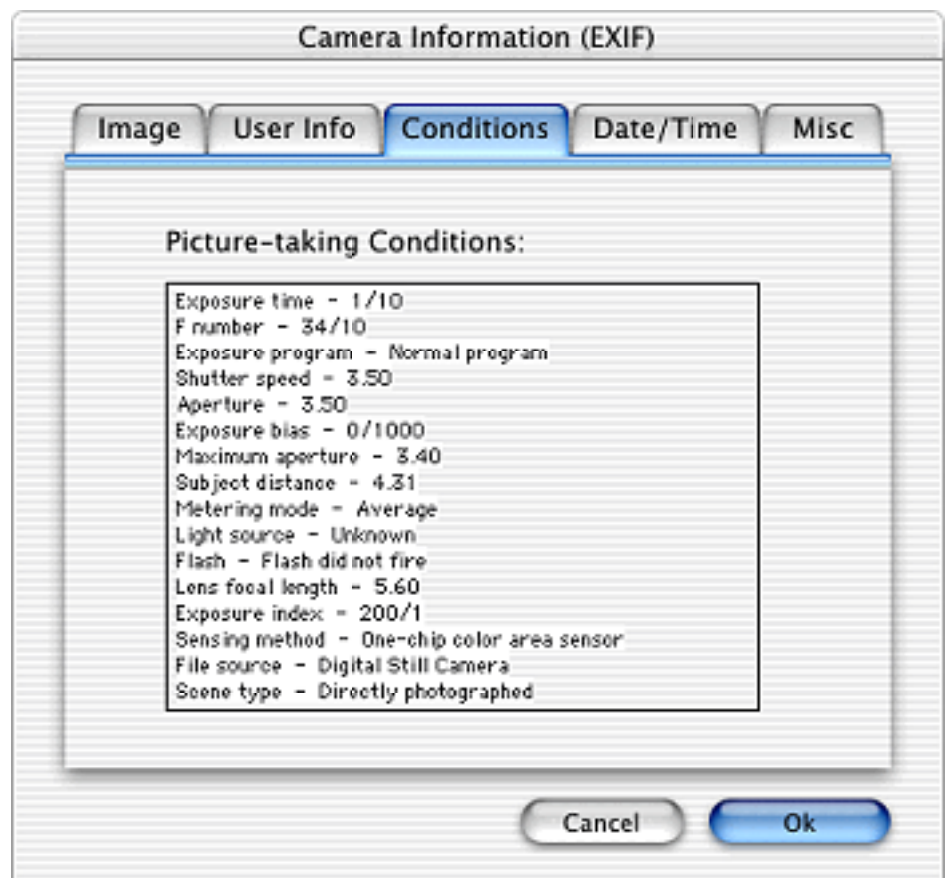
EXIF is a format that is a standard for storing interchange information in digital image files using JPEG compression. Almost all new digital cameras use the EXIF annotation, storing information on the image, such as

- Shutter speed
- Exposure compensation
- F number
- What metering system was used,
- If a flash was used
- ISO number
- Date and time the image was taken
- Whitebalance
- Auxiliary lenses that were used
- Resolution

Canvas allows digital photographers quick and easy access to most of the information that is attached to these images.



Camera Information - Conditions (Windows)



Camera Information - Conditions (Mac OS X)

Image Editing Tips (continued)
DSC Information

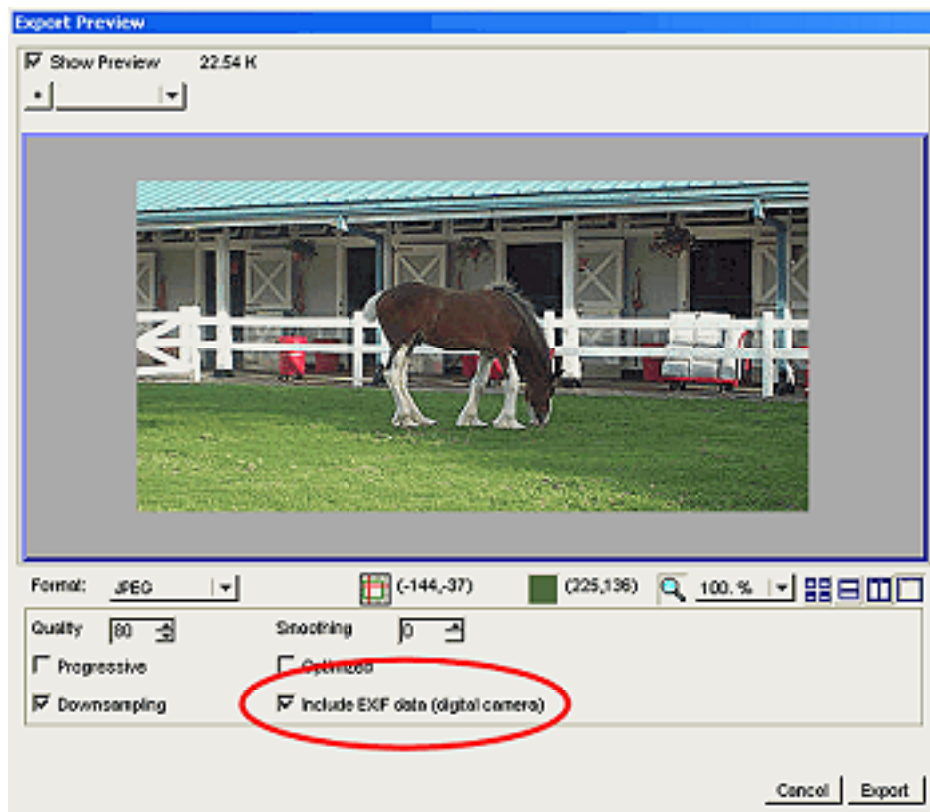


Camera Information - User Info

Step 3

Exporting JPEG images

The JPEG EXIF option is available from the JPEG/GIF Export Preview window. If an image does not contain EXIF data, then the option is grayed out.



Export Preview dialog box with EXIF option available