



Corporate Flow



Illustration



Image Editing



Automation



Web



Text Effects

Canvas Tips and Techniques



**Deneba
Creative Department**

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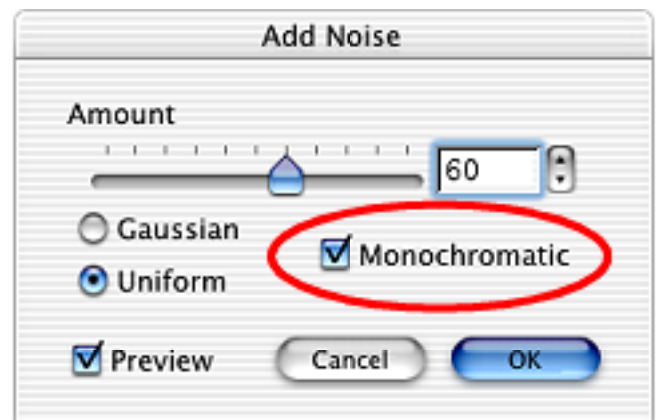
Impressionistic Effects

You can combine SpriteEffects with gradients to create new effects. One common effect is stippling, which looks great on vector art and especially looks good on gradient inks.

Step 1

Adding Noise

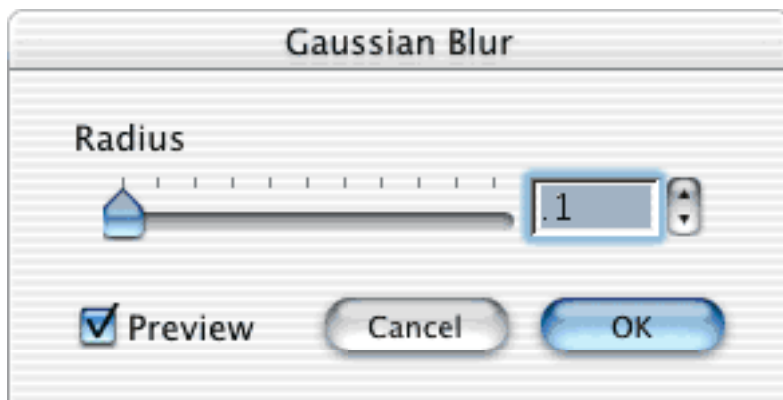
Simply add a little noise (Object > SpriteEffects > Add Effect > Noise > Add Noise) and select the Monochromatic checkbox. The noise adds a little bit of texture to the color making it a bit more interesting.



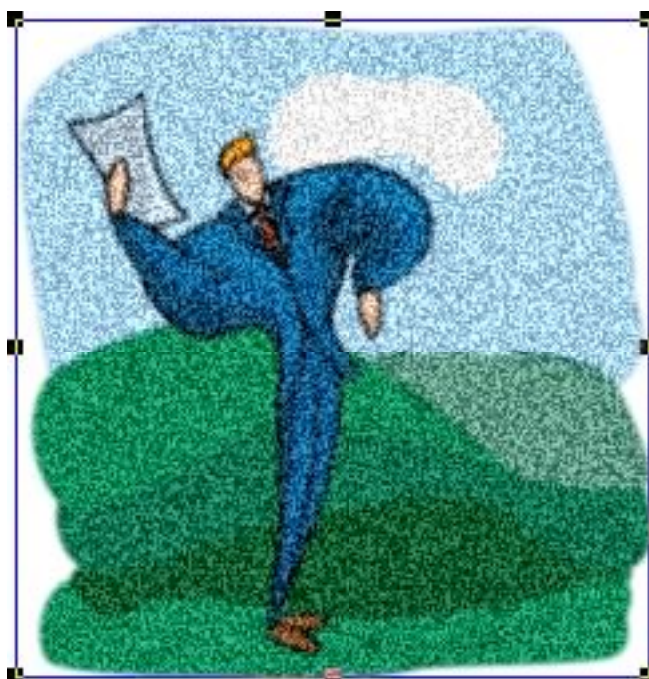
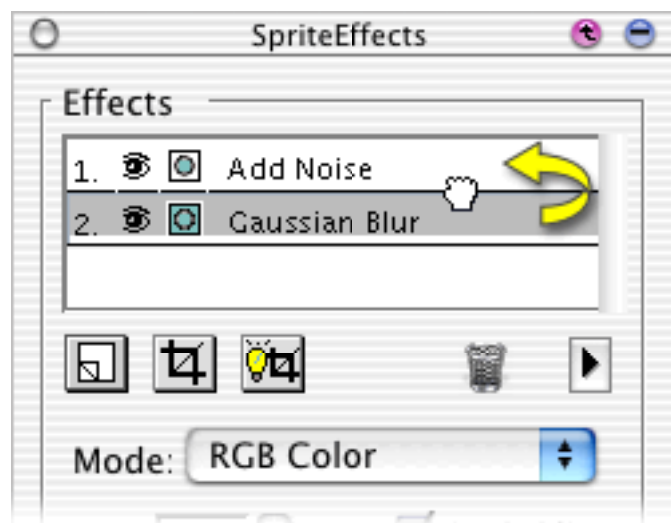
Step 2

Adding a Gaussian Blur

Here are some other techniques to experiment with:
add a little Gaussian blur after the noise (Object > SpriteEffects > Add Effect > Blur > Gaussian Blur).

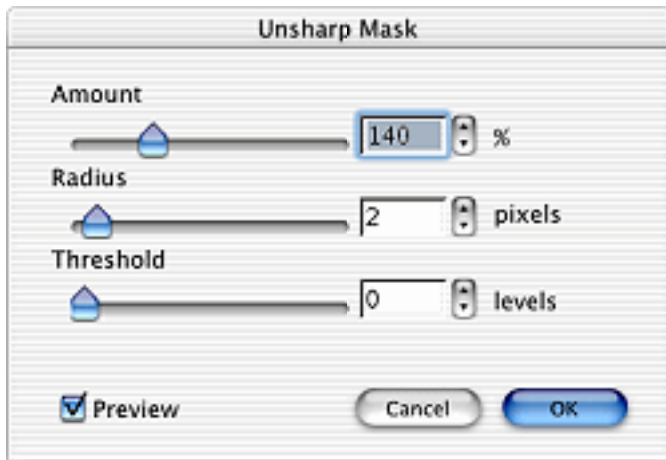


You can also try it before the noise. You will get two different results, both equally nice.



Impressionistic Effects (Continued)

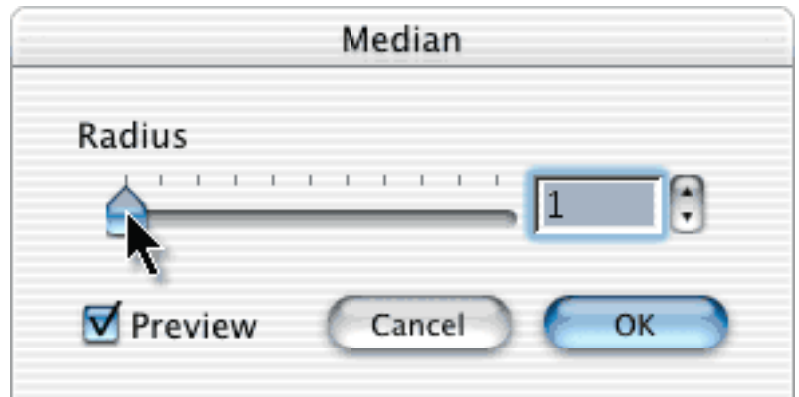
Also try using a little Unsharp Mask after applying the blur to increase the contrast (Object > SpriteEffects > Add Effect > Sharpen > Unsharp Mask).



Step 3

Using the Median Filter

Finally, try using noise then applying the Median filter (Object > SpriteEffects > Add Effect > Noise > Median). This filter groups similar colors with a specified radius to form a more splotchy, dabbled effect.



Impressionistic Effects (Continued)

You can even apply more noise on top of this to get another nice variation.

