



Corporate Flow



Illustration



Image Editing



Automation



Web



Text Effects

# Canvas Tips and Techniques



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Creative Department**

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## Lighting Effects

In illustrating, the creation of lighting effects used to be one of the most difficult procedures because it involved meticulously drawing intricate duplicates of shapes and coloring them precisely. But with Sprite technology we could turn this into a really simple procedure.

### Step 1

#### Placing the Image

We will use a very simple illustration of a frame attached to a wall so we can concentrate on the technique.

First, you need to determine which areas will be in the shadows and which direction the light will be coming from.

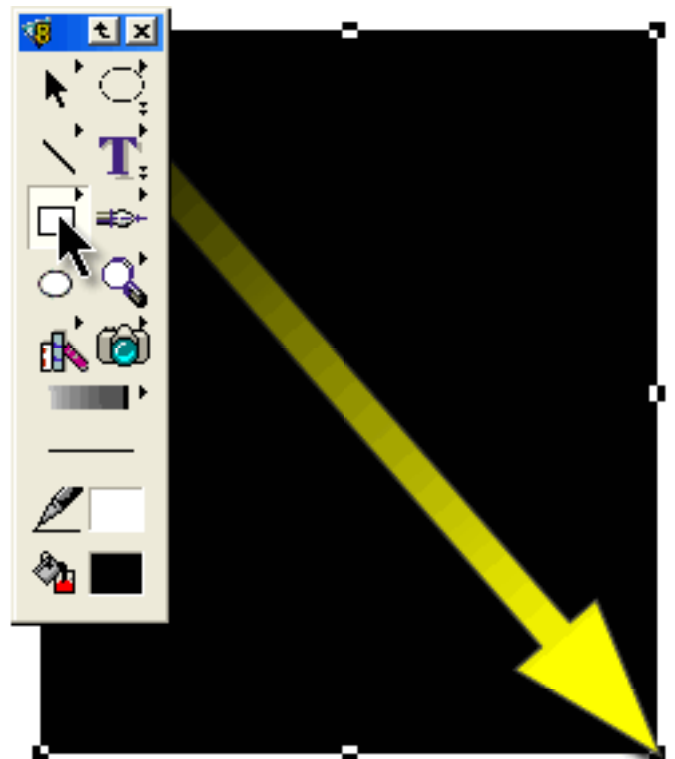
Obviously, we are going to want to focus on the paper in this drawing, so everything else should be darker. There are several ways to do this, but we will use a Sprite Layer trick.



### Step 2

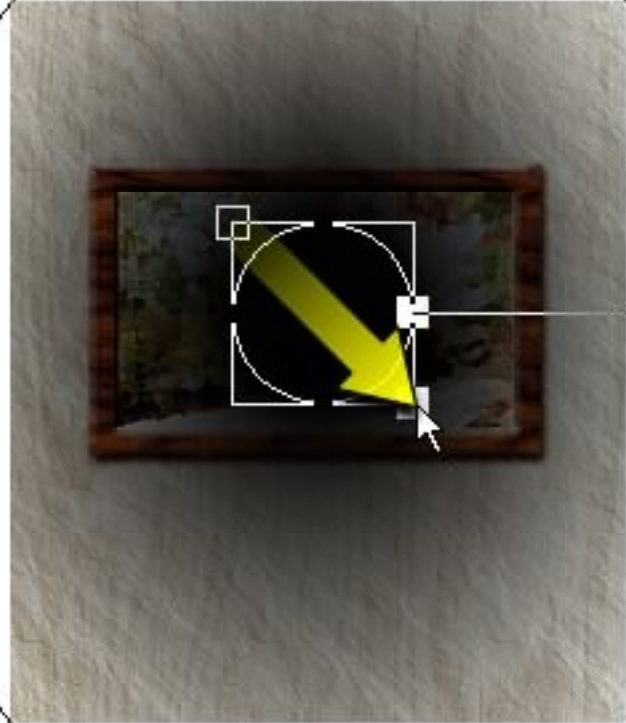
#### Applying Transparency Effects

First, we will draw a rectangle to cover the area using the Rectangle tool from the Toolbox and color it black using the Inks palette.



## Lighting Effect (Continued)

Next, we will apply an elliptical transparency by first selecting the rectangle and then dragging the Elliptical Transparency tool diagonally across the rectangle.



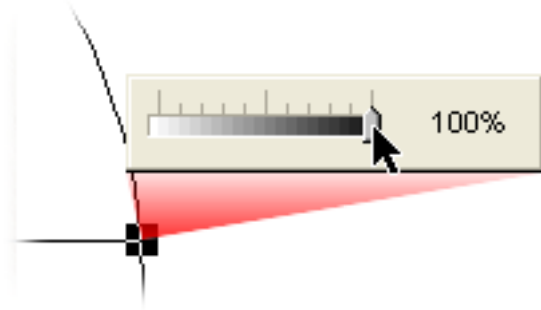
Once transparency is applied, we will invert it by right-clicking (Windows) or Control + clicking (Mac) on this clear handle and setting the opacity to 1%.



## Lighting Effect (Continued)

Do the same to the solid handle and make it 100% opaque

We can also adjust the handles to center the effect on the paper illustration.

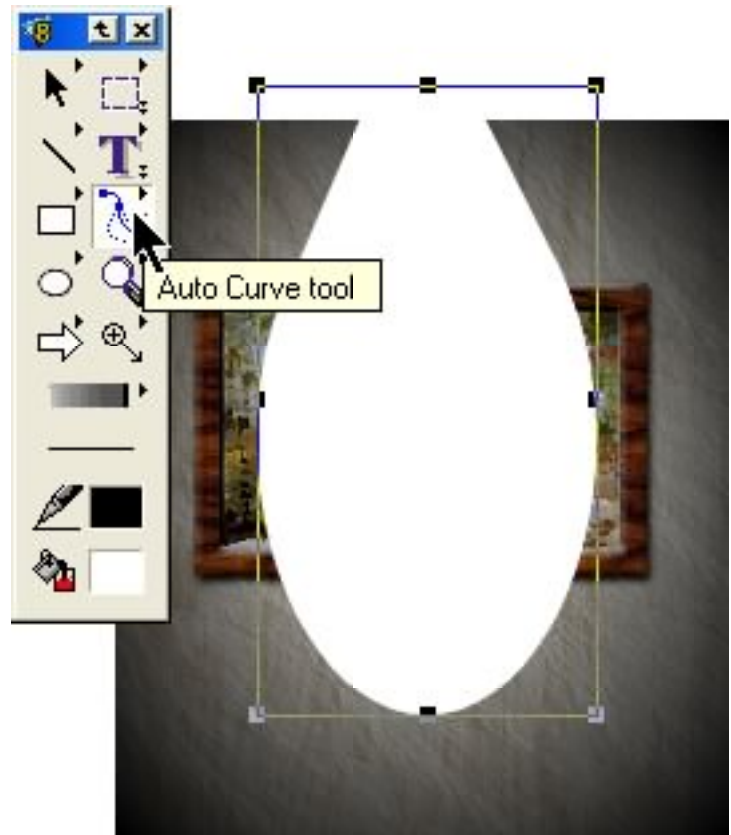


## Step 3

### Creating Lights Effects

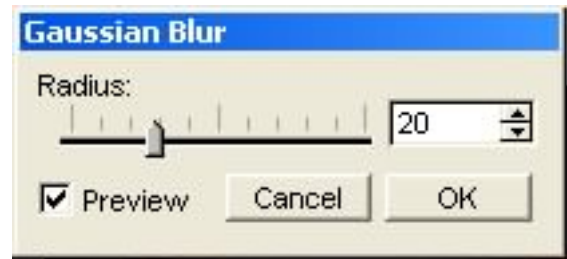
To create the beam of light, we simply draw a shape. We will use the Auto Curve tool to do this because it is convenient for drawing freeform shapes.

Make sure the fill is white with no stroke.

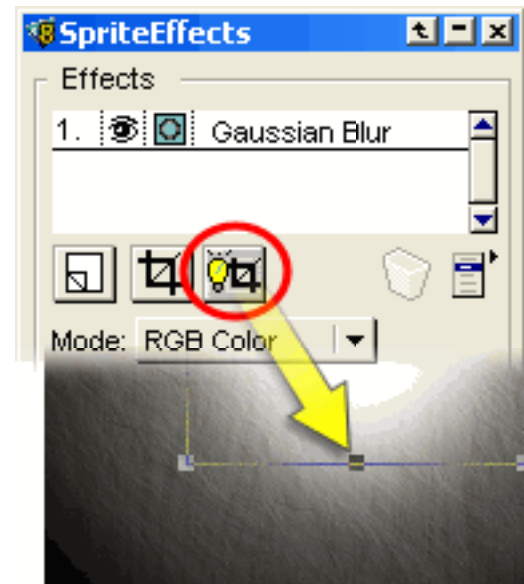


## Lighting Effect (Continued)

Of course the edges are too sharp so we will use SpriteEffects to apply a Gaussian blur.

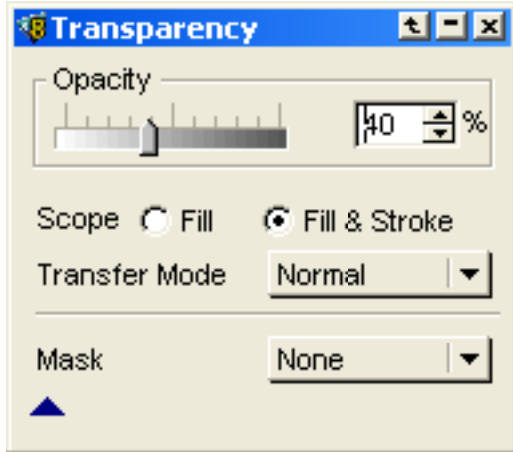


You may notice that the Gaussian blur effect ends abruptly. If this is the case simply click the Smart Crop button from the SpriteEffects palette to smooth out the effect.



## Lighting Effect (Continued)

Next, we will reduce the opacity to about half using the Transparency palette (Window > Palettes > Transparency) so you could see through it.



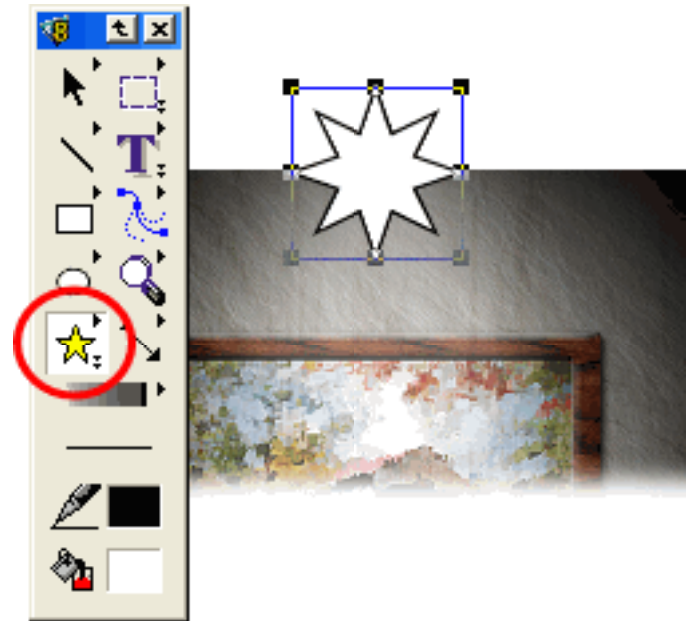
We want this light to diffuse as it gets farther from the source, so we will apply a directional transparency. To do this, first select the light object and then select the Directional Transparency tool and click and drag from the area you want to be transparent to the area you want to remain solid.



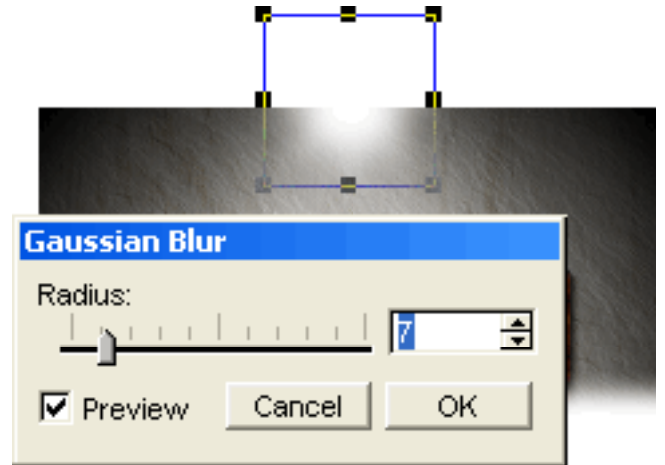
## Lighting Effect (Continued)

Another touch we could add is few rays emanating from the bulb itself. For this effect, the Multigon tool works great.

To use the Multigon tool, double-click on the tool icon to open up the manager and create a star with several points. Then, hold down the Shift key as you draw to make a perfect star.



Then blur it using a Gaussian blur (Object > SpriteEffects > Add Effect > Blur Gaussian Blur)



And finally position the objects to get the look you want.

