



Corporate Flow



Illustration



Image Editing



Automation



Web



Text Effects

Canvas Tips and Techniques



**Deneba
Creative Department**

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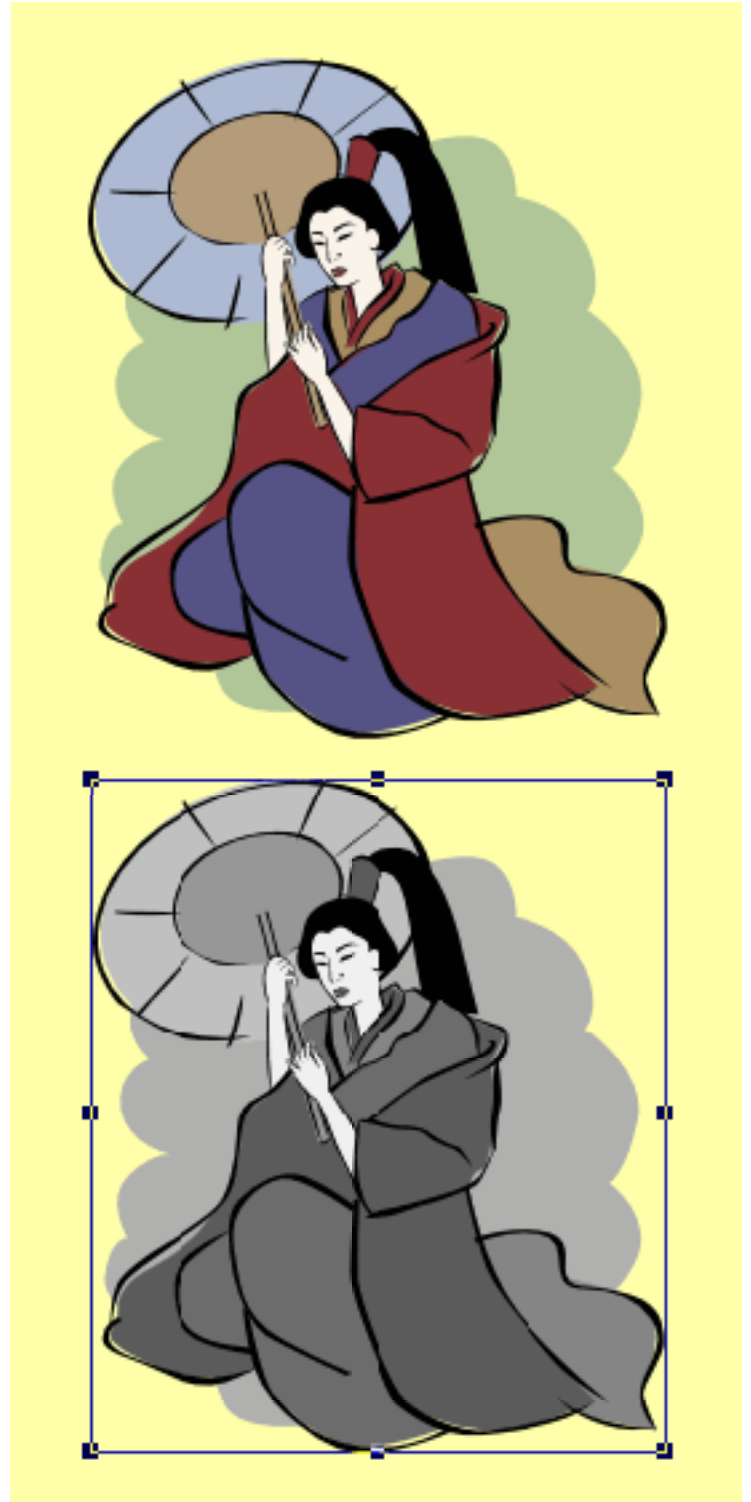
Mezzotint Effect on Vector Art

People have been creating Mezzotint effect images for a long time. But now with SpriteEffects, it can easily be applied to vector art too.

Step 1

Placing Vector Art

On the right is an ordinary drawing from the Canvas clipart collection.



Step 2

Desaturating

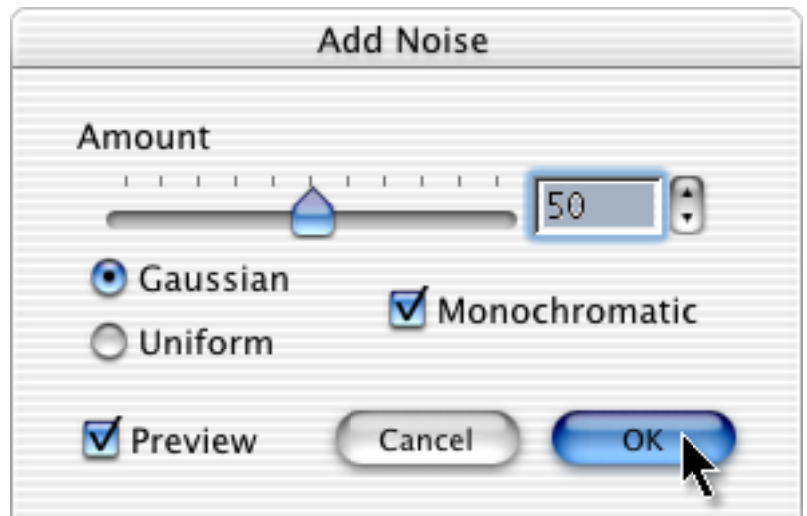
To create a Mezzotint effect, we must first desaturate the illustration and make it grayscale using SpriteEffects. For this to work properly, the objects that make up the illustration must be grouped. To group the objects, first select them all using the Selection tool and then press Ctrl + G (Windows) or Command + G (Mac).

Then, choose Object > SpriteEffects > Add Effect > Desaturate to remove the object's colors.

Step 3

Adding Noise

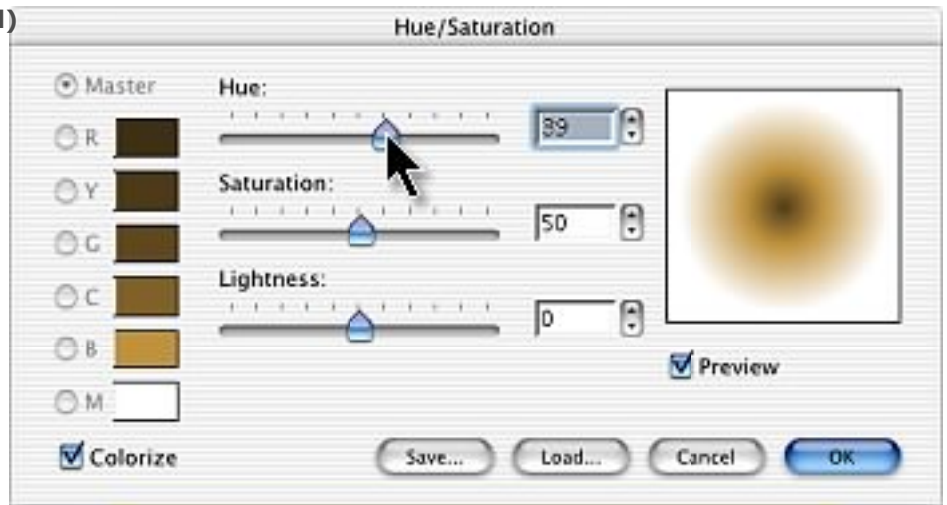
Next, we are going to add noise (Object > SpriteEffects > Add Effect > Noise > Add Noise) to give it a grainy look.



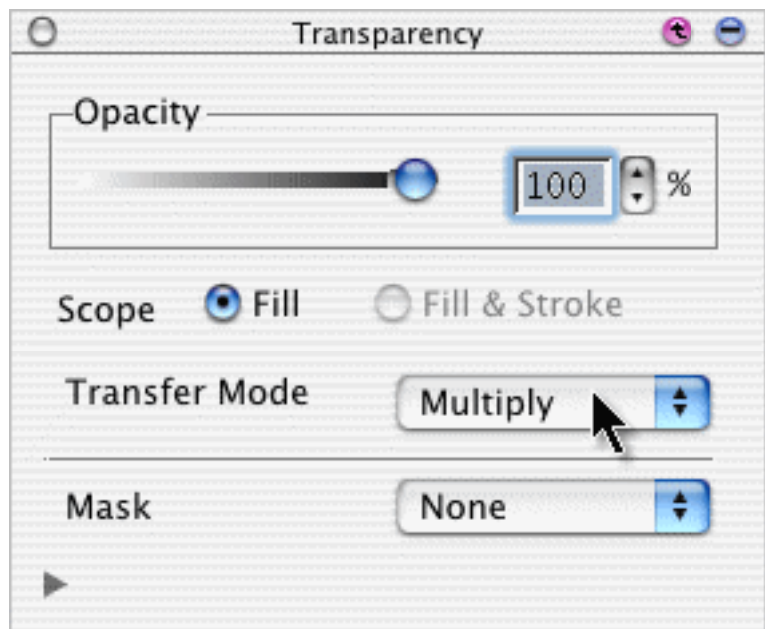
Step 4

Adjusting the Tint

Now, open the Hue/Saturation dialog box (Object > SpriteEffects > Add Effect > Hue/Saturation) and turn on the Colorize option. Set the Saturation back to 50 and use the Hue slider to select the color that you like.



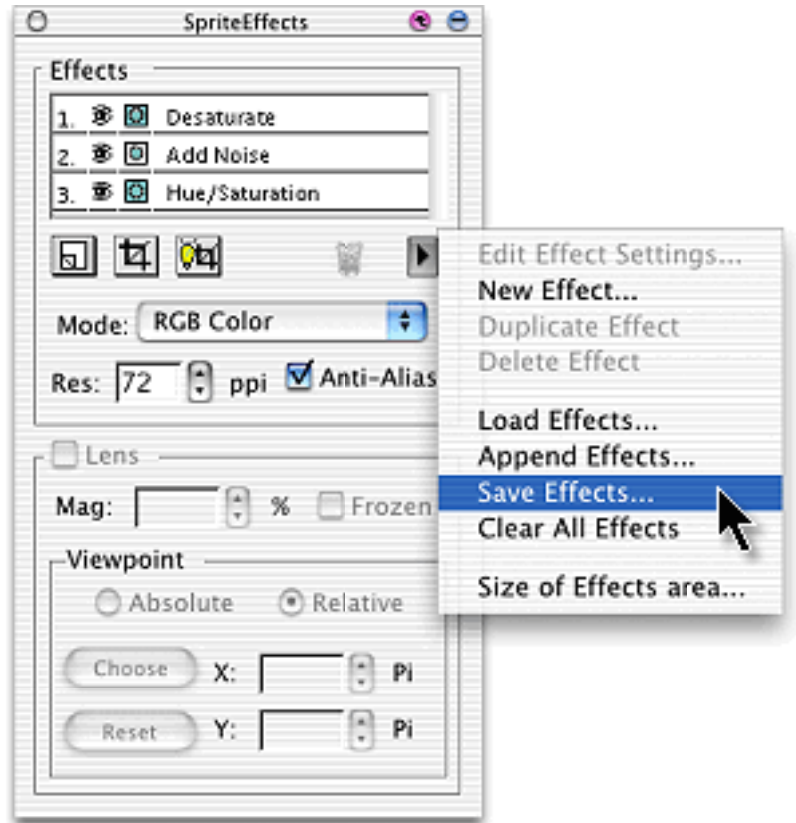
To make the image blend in with the background, we are going to open the Transparency palette (Window > Palettes > Transparency) and choose Multiply as the Transfer Mode.



Step 5

Saving SpriteEffects List

One last tip, series of effects like this are a prime candidate for saving. To save the effects for future use, choose Save Effects in the SpriteEffects palette menu (Window > Palette > SpriteEffect) and name it mezzotint effect.



Step 6

Loading SpriteEffects

Now, we can quickly load this effect for use on other graphics; e.g., let's say we wanted to apply the effects we used on the previous illustration to this drawing.



Mezzotint Effect on Vector Art (Continued)

This is easily done by selecting the drawing and choosing Load Effects in the SpriteEffects palette menu and selecting the mezzotint effect. If you want to change the color, just double-click the Hue/Saturation effect in the SpriteEffects palette and edit the color.

