



Corporate Flow



Illustration



Image Editing



Automation



Web



Text Effects

# Canvas Tips and Techniques



**Deneba  
Creative Department**

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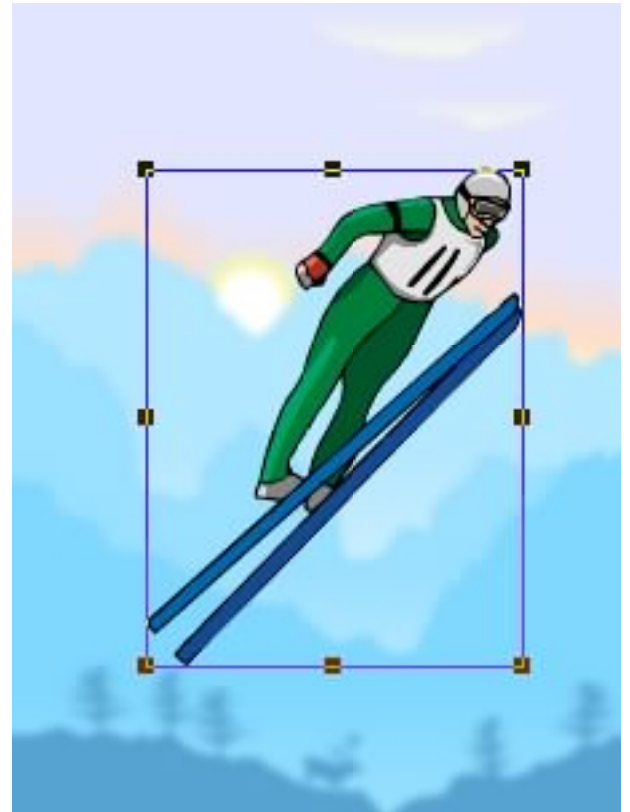
## Motion Effects

The technique we are going to show you has been used for a long time to create the illusion of motion in photographs. With Canvas, it is possible to apply these same techniques to vector graphics using SpriteEffects and Sprite Layers.

### Step 1

#### Placing Vector Art

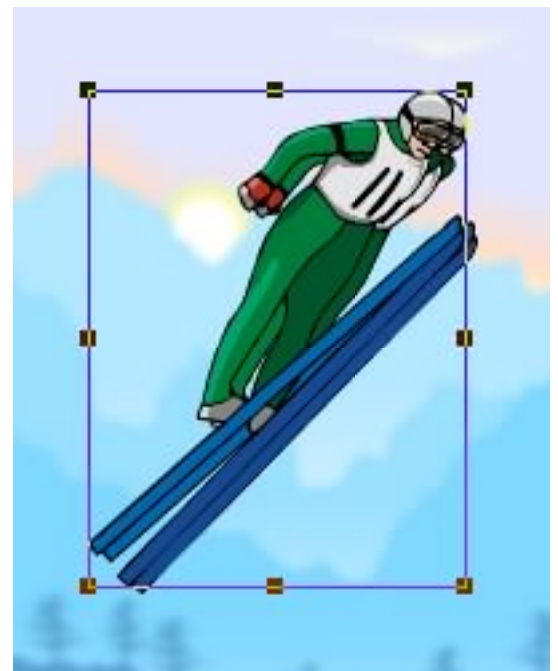
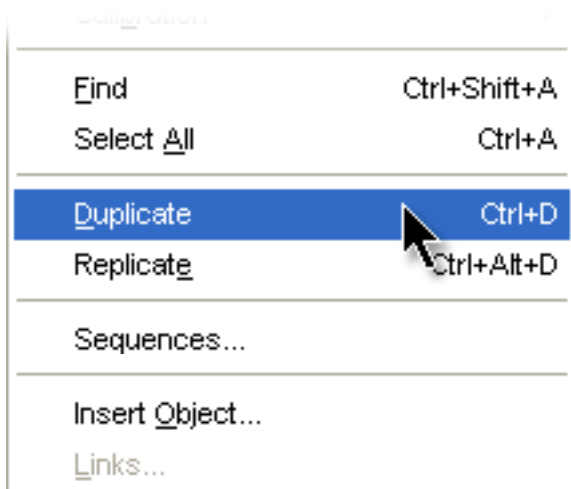
Here is a drawing of a skier soaring through the air. We want him to look like he is really moving fast.



### Step 2

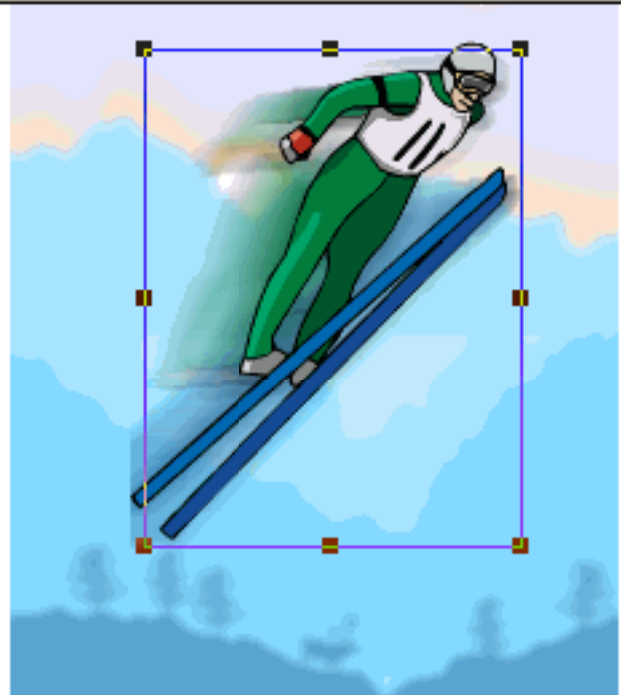
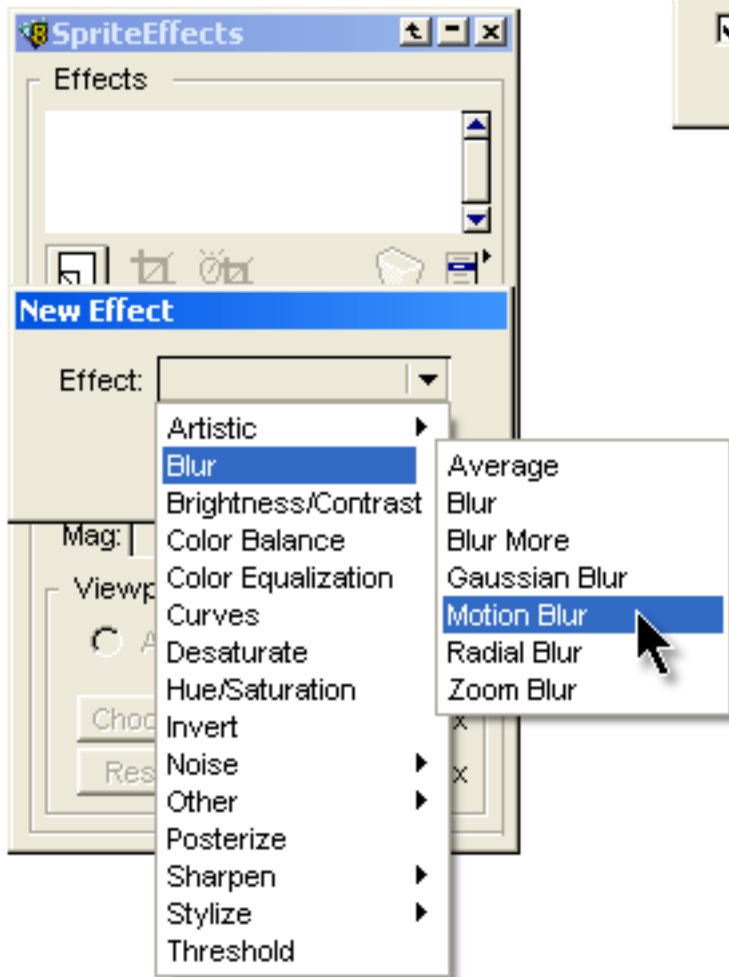
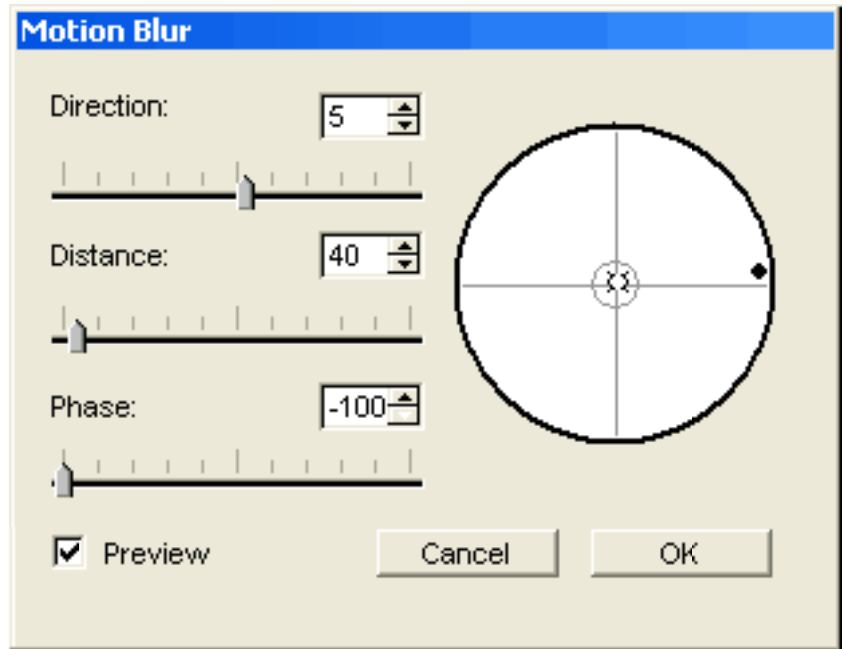
#### Creating Motion Effect

To do this, first, we are going to duplicate the skier.



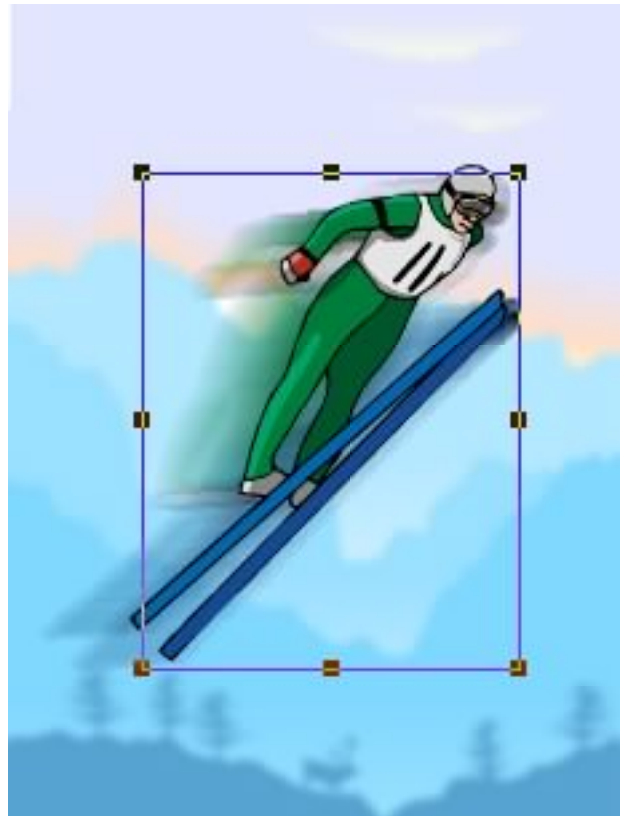
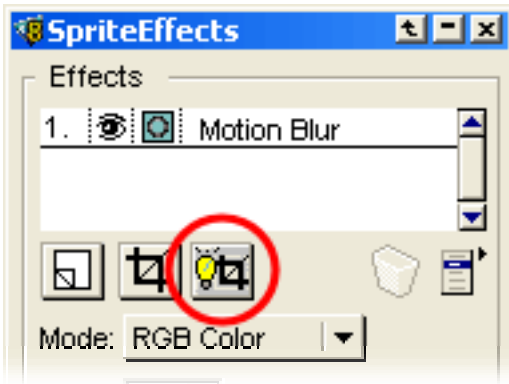
## Motion Effects (Continued)

Then we will apply a Motion Blur using SpriteEffects (Object > SpriteEffects > Add Effect > Blur > Motion Blur) making sure the direction of the blur looks right.



## Motion Effects (Continued)

You could see that the motion blur is getting chopped off a bit on the edges, so we will use the smart crop button to adjust the area for the SpriteEffect.



## Step 3

### Blending with Sprite

The remaining task is to blend the skier into the motion blur. We will use the Sprite Tool located in the Toolbox. Click the skier to add a channel mask transparency and use a wide, soft brush to paint away the back edge of the drawing.



## Motion Effects (Continued)

Now, he looks like he is flying through the air.



## Step 4

### Motion with Radial Blur

Radial blur works really well to create a spinning motion, like the spinning propeller on the right. Just make a duplicate of the propeller and apply a Radial Blur using SpriteEffects (Object > SpriteEffects > Add Effect > Blur > Radial Blur).



