



Corporate Flow



Illustration



Image Editing



Automation



Web



Text Effects

Canvas Tips and Techniques



**Deneba
Creative Department**

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Quick Illustration Techniques

Improve your speed in Canvas using many timesaving tricks and techniques.

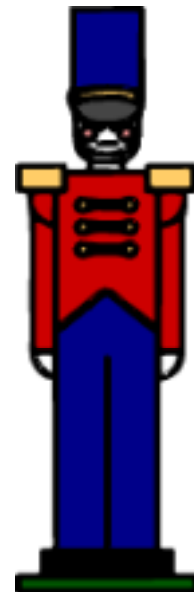
The following collection of techniques will show you several timesaving techniques employed by advanced Canvas users to cut down production time and increase accuracy. The examples are basic and easy to follow; however, once you've mastered them, you could use these skills in everyday illustrations when accuracy and symmetry are crucial.

Step 1

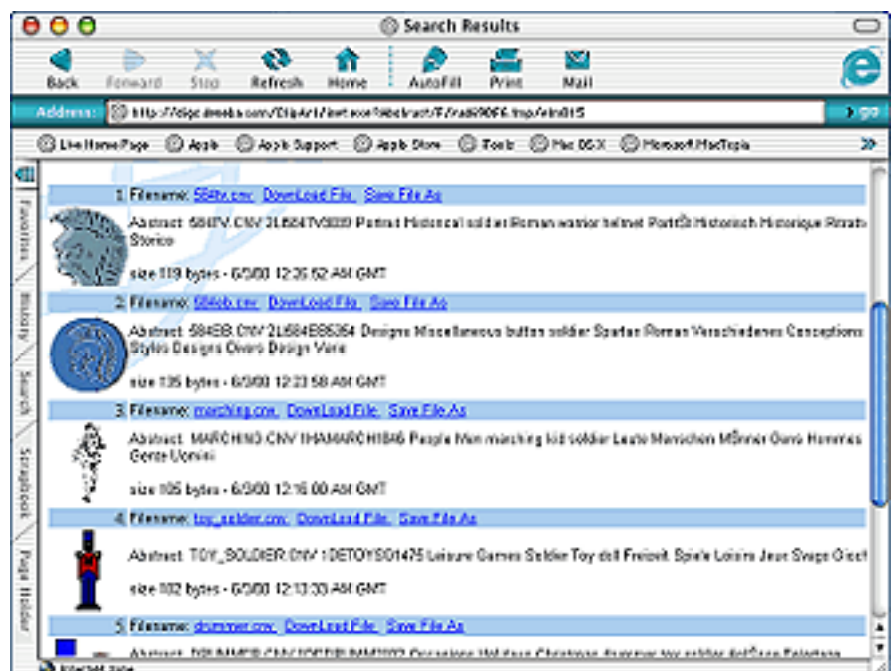
Acquiring Images

In this first exercise, we are going to acquire a clipart image of a toy soldier and quickly create a symmetrical marching army that will appear to taper off in the distance. Using the Canvas Clip Art Collection available on CD, online, or through DenebaShare, we can find the image we are looking for.

If you're using the Canvas Clip Art CD, choose File > Place and locate the Canvas image you wish to use and press OK.



Using the online clipart, we enter a keyword (e.g., soldier) and press Search. When you find a suitable image, choose "Download File" and save it to your computer. Then, choose File > Place and locate the Canvas file you just downloaded and press OK.

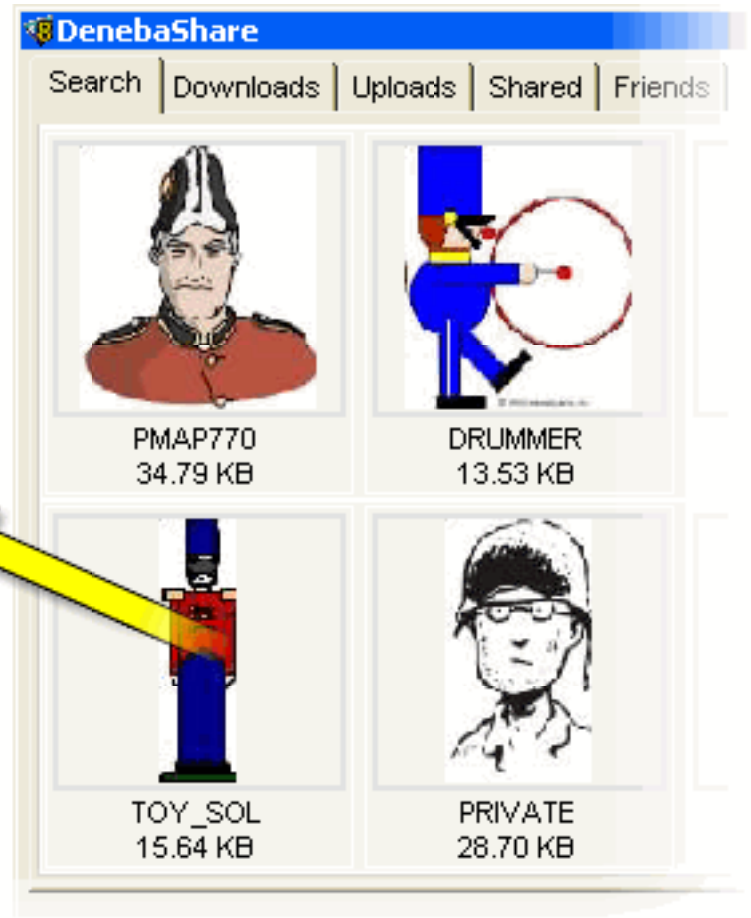
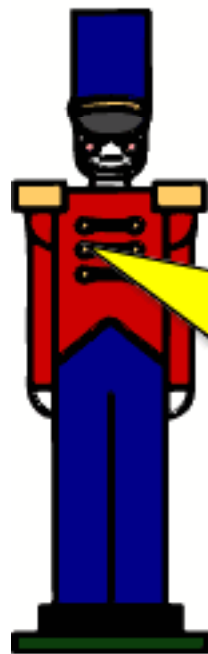


Quick Illustration Techniques (continued)

Using DenebaShare

(Windows only) open the DenebaShare palette (Windows > Palette > DenebaShare). Enter a keyword (e.g., soldier) and press Search. When you find an image you want, click on it, and drag it into your working area.

Note: Even though many of the steps in this tutorial will work on bit-mapped or rendered images, the focus of this tutorial is directed toward vector objects.

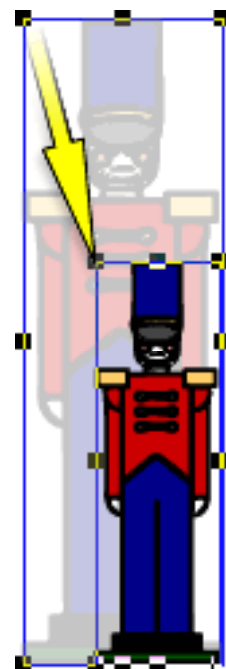


Step 2

Resizing Images

Next, we will resize the soldier by dragging one of the corner handles inward.

Note: To maintain the proportions of the soldier (or the group of objects that make up the soldier) when resizing it, hold the Shift key while dragging the handle.

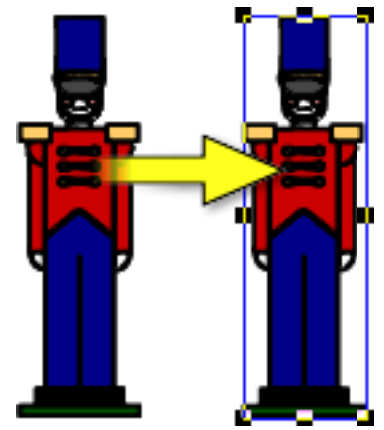


Quick Illustration Techniques (continued)

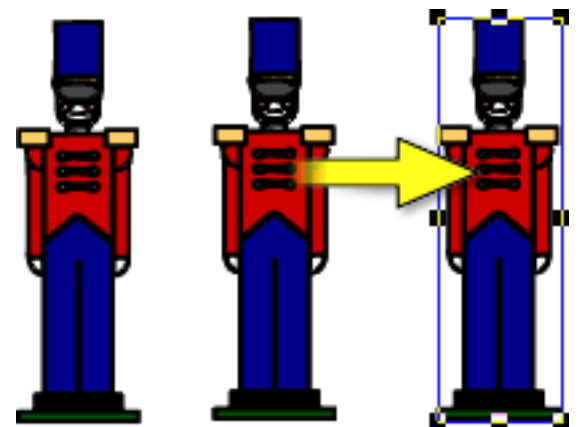
Step 3

Duplication Images

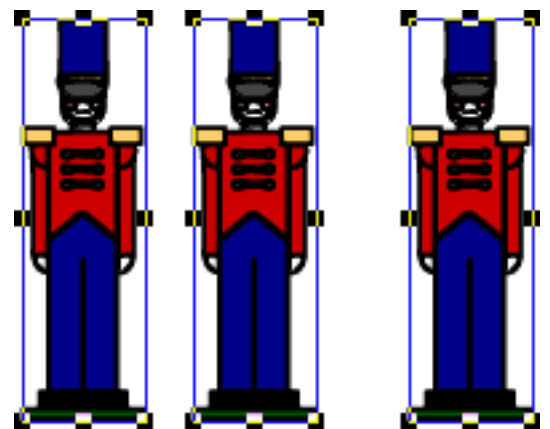
Now that we have resized the toy soldier, we need to duplicate it. One easy way to do this, while maintaining perfect horizontal alignment, is to click on the soldier, next, while holding down Ctrl + Shift (Windows) or Option + Shift (Mac) and drag a copy of the soldier out horizontally.



Repeat step 3 to create a third toy soldier.



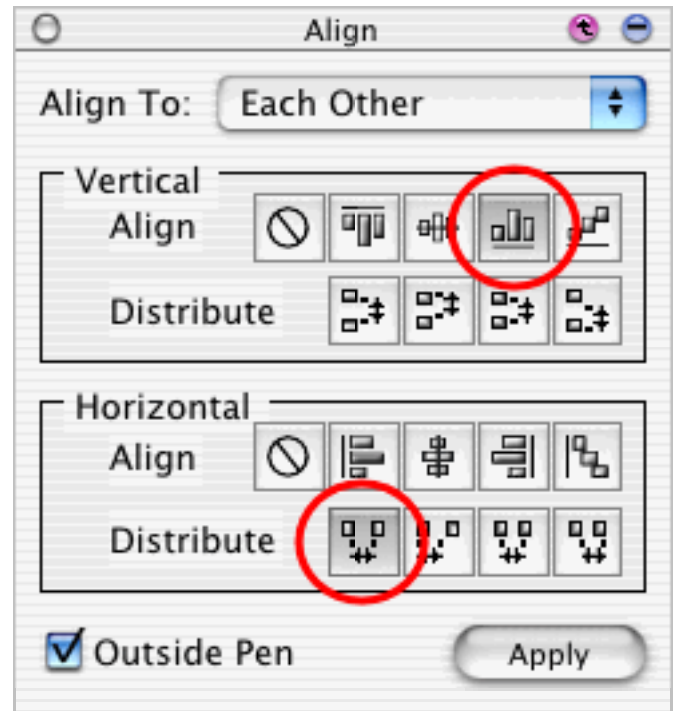
At this point, you may notice that your soldiers are not evenly spaced. To evenly space your soldiers, you must first select them all.



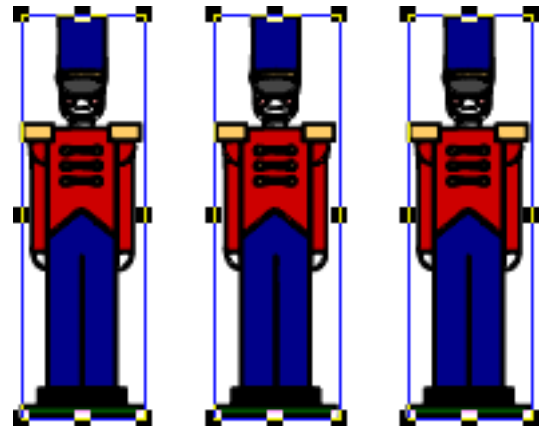
Quick Illustration Techniques (continued)

Then choose Object > Arrange > Show Palette to open the Align palette. This palette contains various alignment options. For our example, we'll choose vertical bottom alignment and even spacing for the horizontal objects. When you are finished making your selections, press Apply.

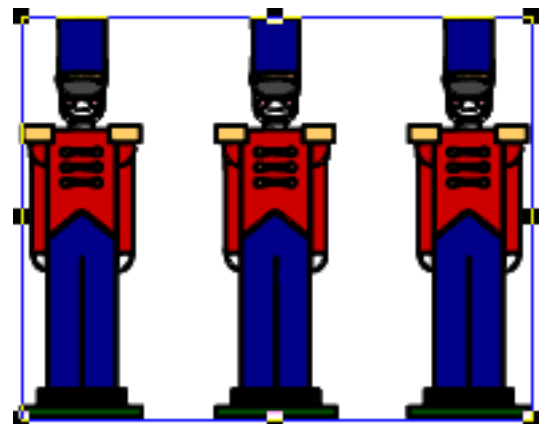
Note: In our example, the vertical bottom alignment is not necessary since our soldiers are already aligned vertically.



Your soldiers should look like the example on the right.



Next, we'll group the three soldiers together. Select them all and then press Ctrl + G (Windows) or Command + G (Mac).

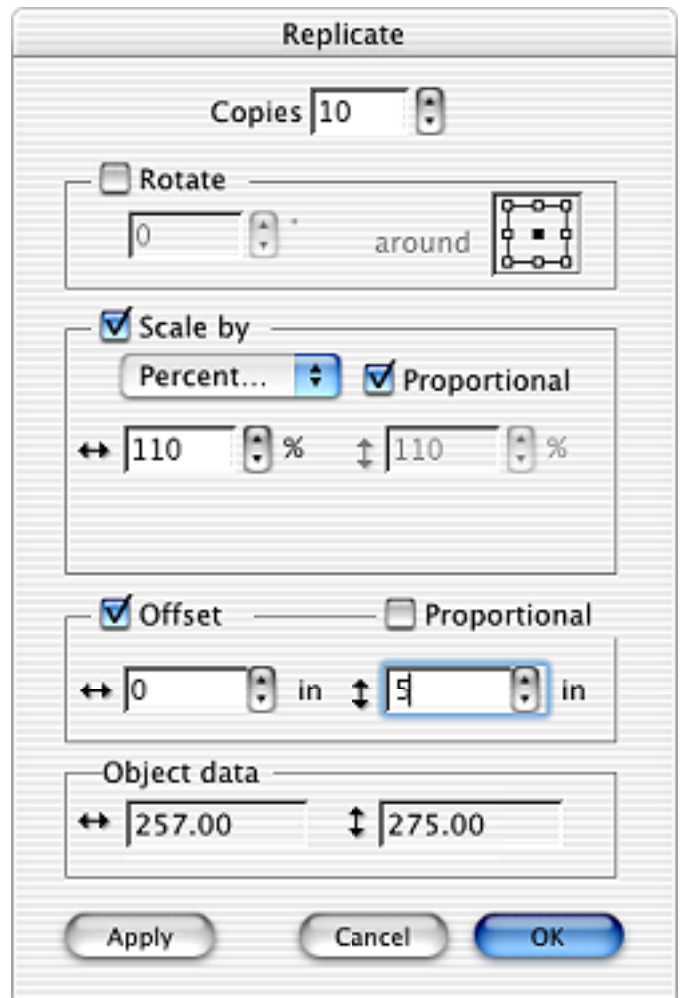


Quick Illustration Techniques (continued)

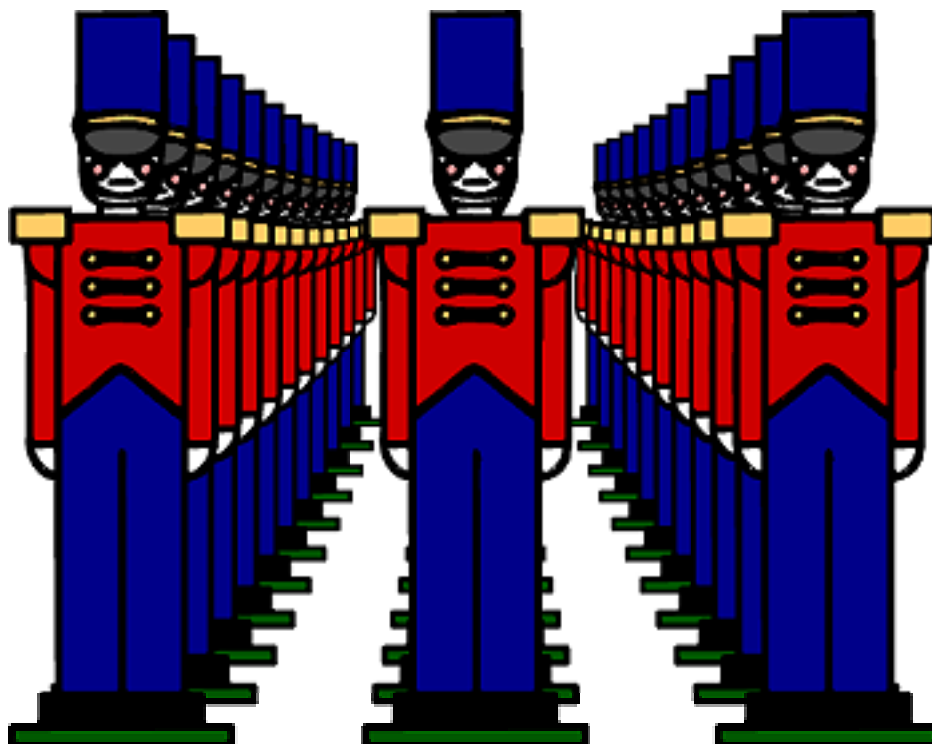
Step 4

Replicating Images

Finally, we are ready to create our army of toy soldiers. This is easily done by opening the Replicate dialog box (Edit > Replicate). In this dialog box, we'll choose the number of copies to create, as well as the scale and offset. For our example, we want 10 copies that grow progressively larger by 10% (enter 110) and that have a vertical offset of 5 pixels per copy. When you have made your adjustments, press OK.

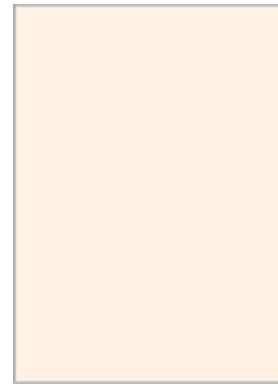


Below you can observe the resulting images. Notice that the placement and symmetry is perfect

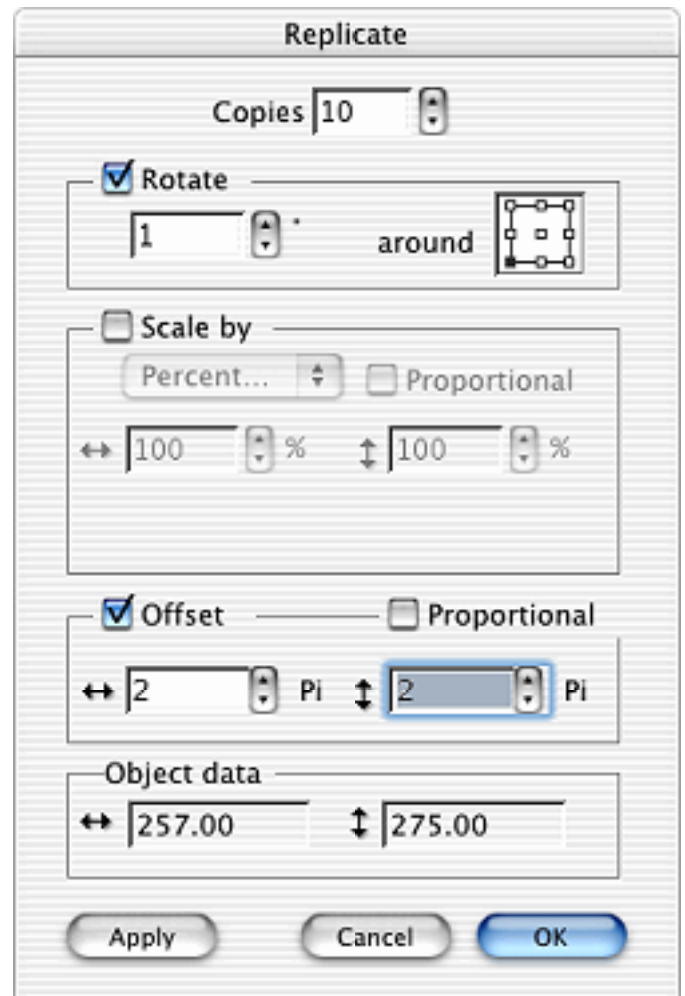


Quick Illustration Techniques (continued)

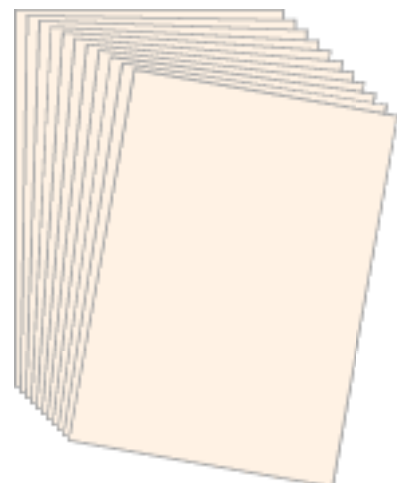
Using these same techniques, you could create all kinds of designs that require the repetitive use of an object. On the right is a rectangle that we will use to represent a sheet of paper.



Select the rectangle and open the Replicate dialog box. Make a few adjustments in the dialog box and then press OK.



The result will appear like a stack of paper.



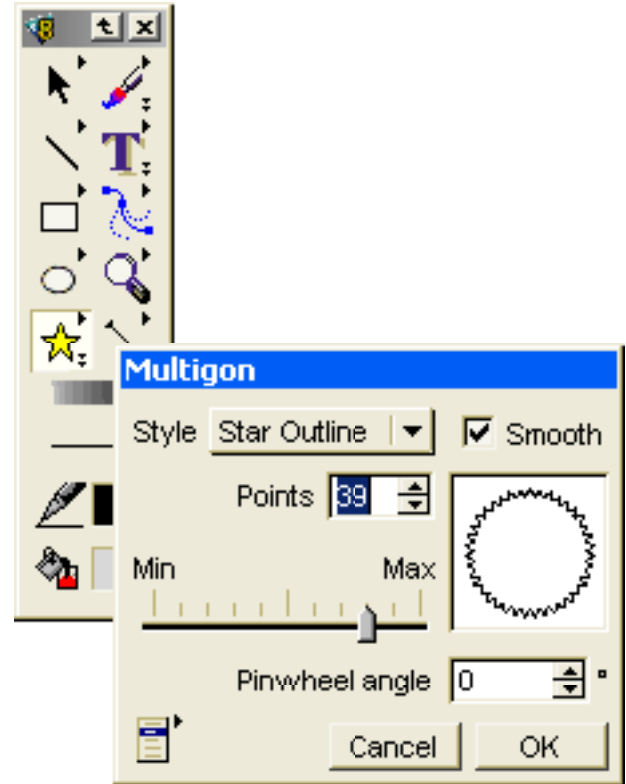
Quick Illustration Techniques (continued)

In this next exercise, we'll create an intricate illustration of a sprocket and chain set commonly found on modern day motorcycles. This section will familiarize you with the Bind to Path feature and Combine tool.

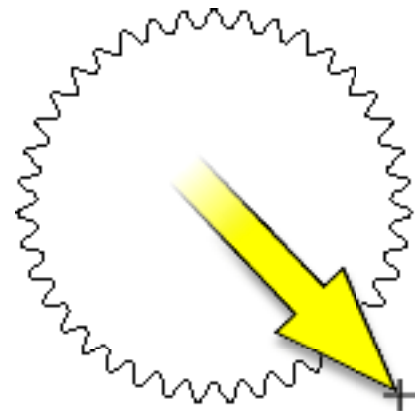
Step 1

Creating the Rear Sprocket

We start this section by double-clicking on the Multigon tool to open its dialog box. In this dialog box, we'll choose Star Outline as the multigon style. Then, we'll select Smooth to create a slightly rounded area between the points. Next, enter 39 as the number of Points for our multigon and adjust the slider to round out the area between points to your liking and press OK.



Now, with the Multigon tool selected, drag the cursor diagonally while holding the Shift key to keep the multigon (sprocket) symmetrical.



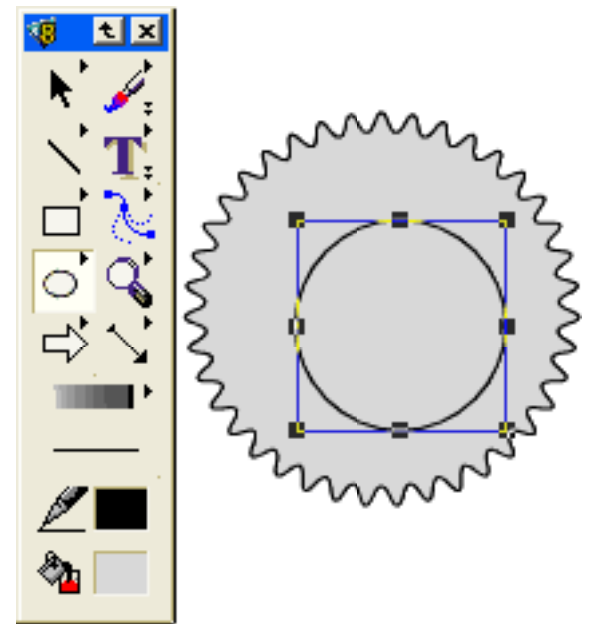
Quick Illustration Techniques (continued)

Step 2

Styling the Rear Sprocket

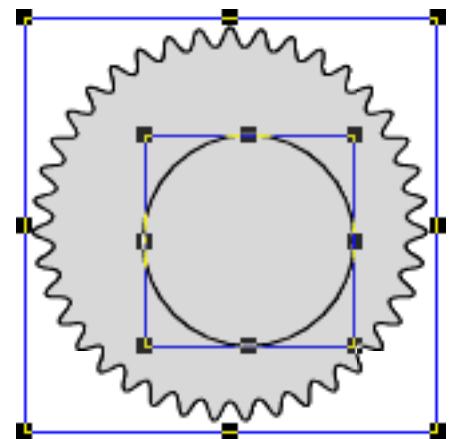
In this next step, we'll create cutouts in our multigon to make it resemble a rear sprocket. We do this by first creating a circle inside the sprocket using the Oval tool.

Tip: Make sure you hold down the Shift key while creating your circle to ensure symmetry.

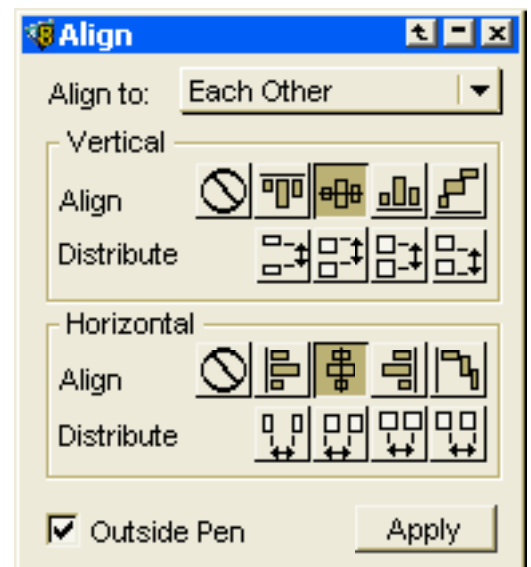


You might notice that the circle you just created may not be perfectly aligned with your sprocket.

To align them, you must first select them both.

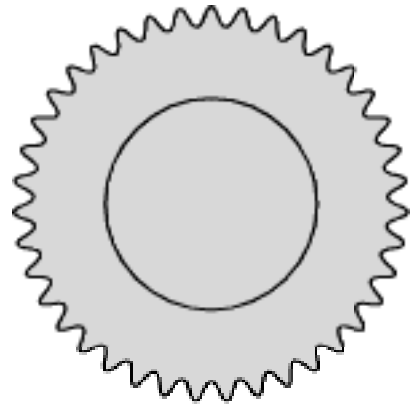


Then, open the Align palette (Object > Align) and choose to Vertically and Horizontally align the objects (see example). Press Apply.

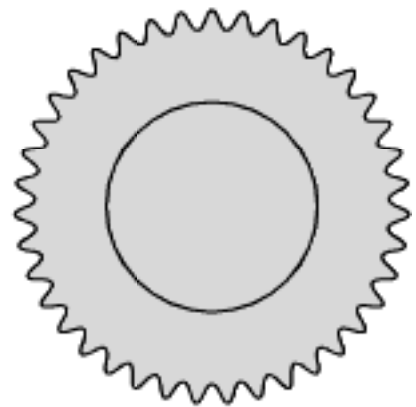
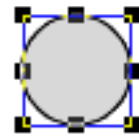


Quick Illustration Techniques (continued)

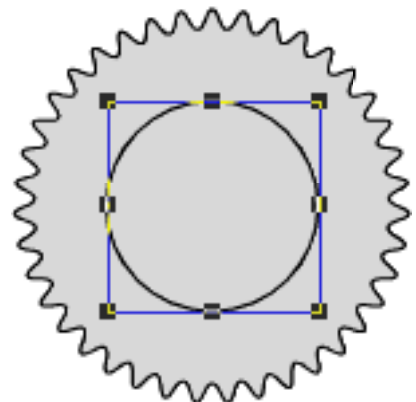
Now your objects should be perfectly centered.



Next, use the Oval tool to create a smaller circle above the object you just created.

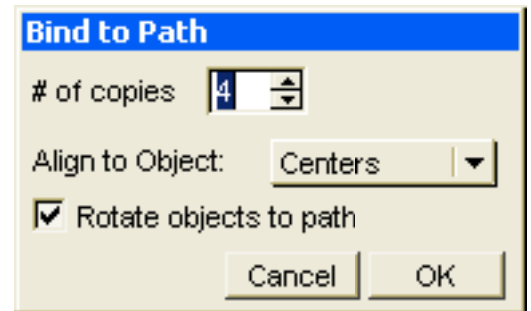


Select both the circles.

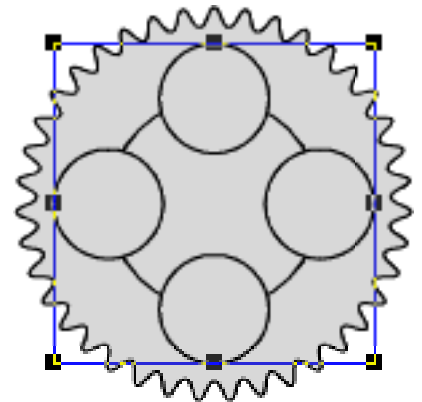


Quick Illustration Techniques (continued)

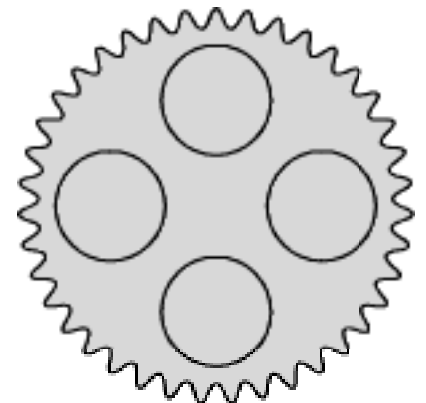
Now, open the Bind to Path dialog box (Effects > Bind to Path). In this dialog box, select 4 copies and have them align to the center and press OK.



The result should look like our example. Your illustration should have 4 perfectly placed circles inside the sprocket.

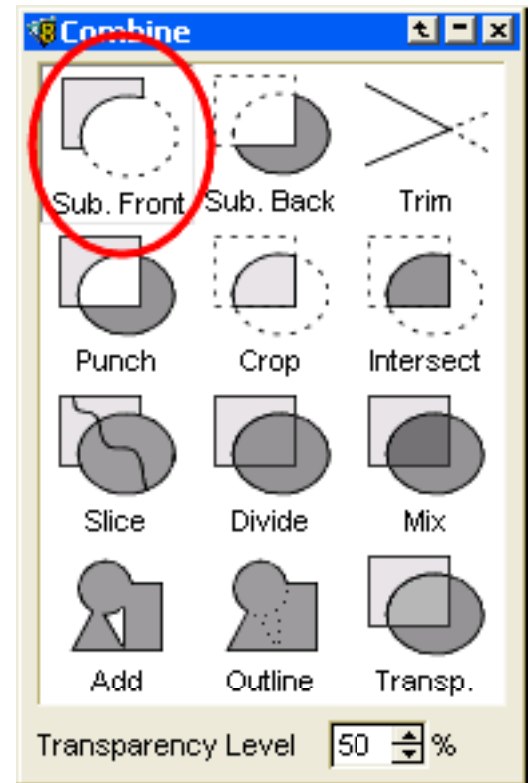


Next, select the center circle we created earlier as a path and delete it. You should be left with a sprocket with four circles inside.

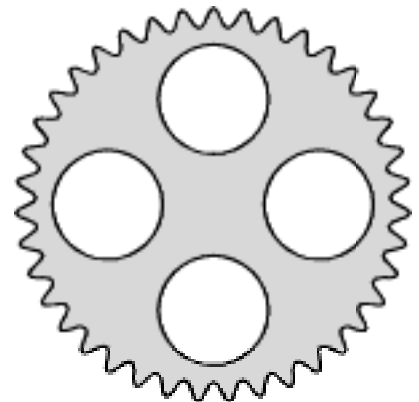


Quick Illustration Techniques (continued)

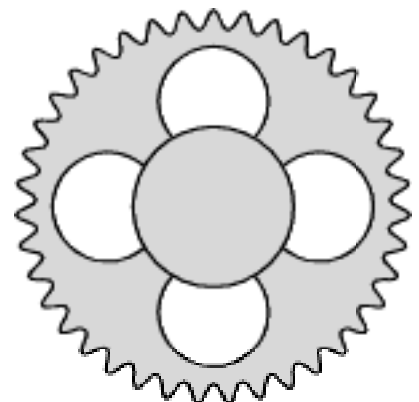
Next, choose Effects > Combine to open the Combine palette and select Subtract Front.



Now the sprocket is starting to take shape.

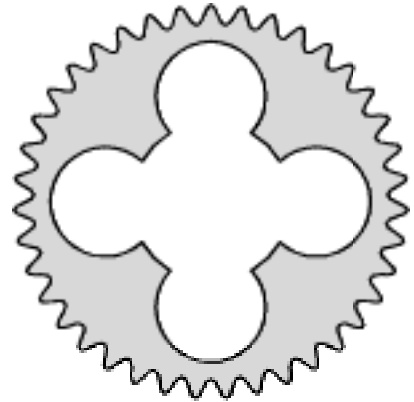


Using the Oval tool, create another circle and align it perfectly inside using the techniques shown earlier in this exercise.

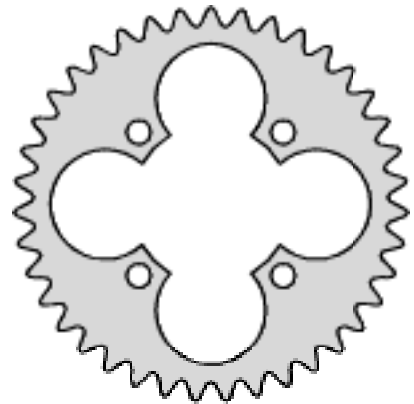


Quick Illustration Techniques (continued)

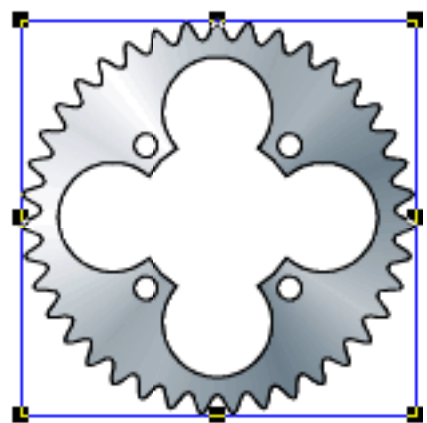
Using the Combine tool, choose Subtract Front to remove a circle from the center of the sprocket.



Then, create four even smaller circles and place them on the remaining inside tabs. Once again, use the Combine tool to create mounting holes for our sprocket.



Finally, use the Fill Inks palette to color your sprocket. We chose a chrome-like gradient for our sprocket.

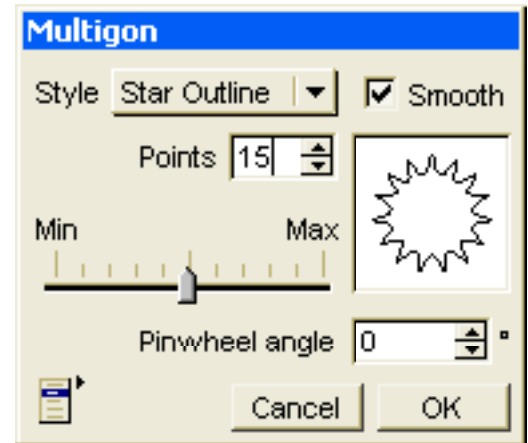


Quick Illustration Techniques (continued)

Step 3

Creating the Front Sprocket

Now, we are going to use the Multigon tool, just like we did with the rear sprocket, to create a matching front sprocket. This front sprocket will have 15 points, or teeth.



Drag the Multigon tool to create a sprocket like this.



Next, we'll change the fill color as well as add a circle and bolt on the inside to make it look realistic. It is a good idea at this point to group these objects to keep them from accidentally coming apart.



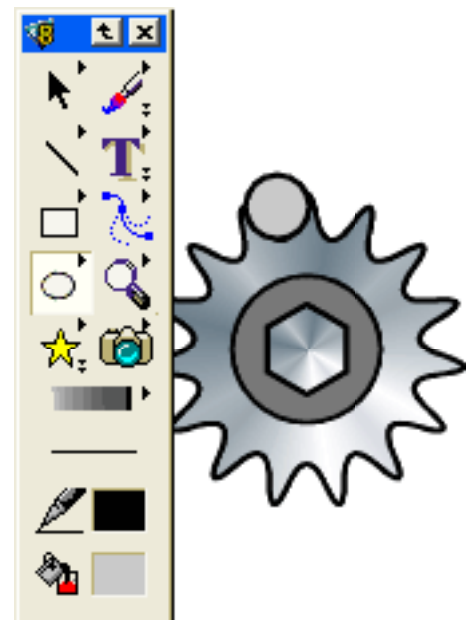
Step 4

Creating Chain Links

Now that we have both sprockets completed, we are ready to work on our chain. To make the drive chain, we first need to create the individual links.

We start by creating a small symmetrical circle using the Oval tool. Make sure that the circle is just slightly bigger than the space between the teeth of the front sprocket.

Tip: It is a good idea to work at a higher zoom level to ensure better sizing of the chain links.

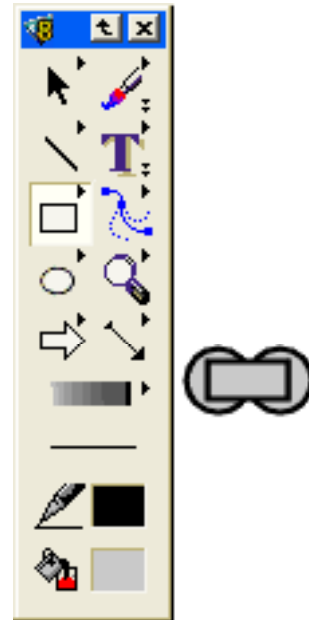


Quick Illustration Techniques (continued)

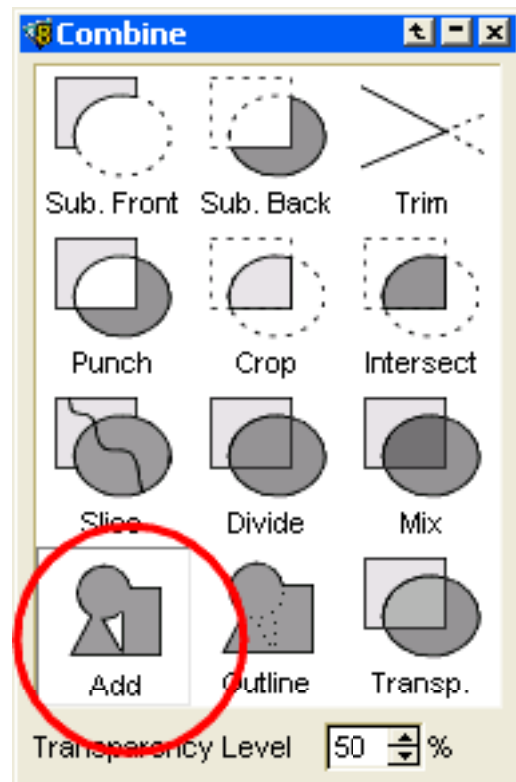
Next, select the circle you just created. Hold down Ctrl + Shift (Windows) or Option + Shift (Mac) and drag the circle to the right to create a perfect, horizontally aligned duplicate.



Now, using the Rectangle tool, create and center a small rectangle between the two circles you just created. Then, with the Selection tool, select both circles and the rectangle.



Open the Combine Palette (Effects > Combine) and select Add.



Quick Illustration Techniques (continued)

Your resulting object (chain link) will look like this example.



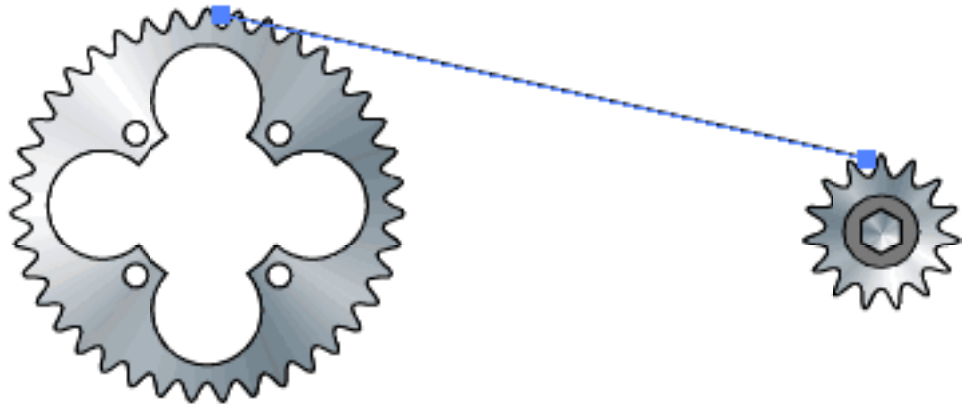
Add two more small circles to your link to give it more detail. It is a good idea to group all the chain link objects at this time.



Step 5

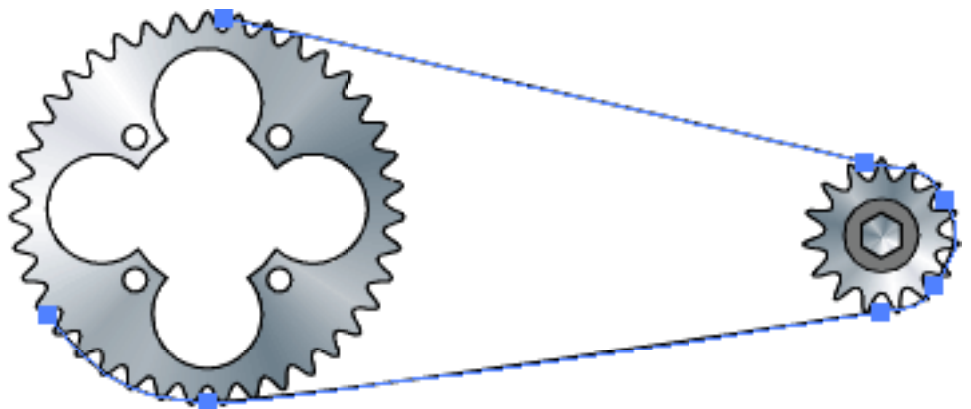
Drawing a Path

Next, with the Auto Curve tool, we'll start to plot out a vector path around the two sprockets. The Auto Curve tool makes it easy to draw smooth curves by automatically curving the path segments as you click the cursor along the desired shape.



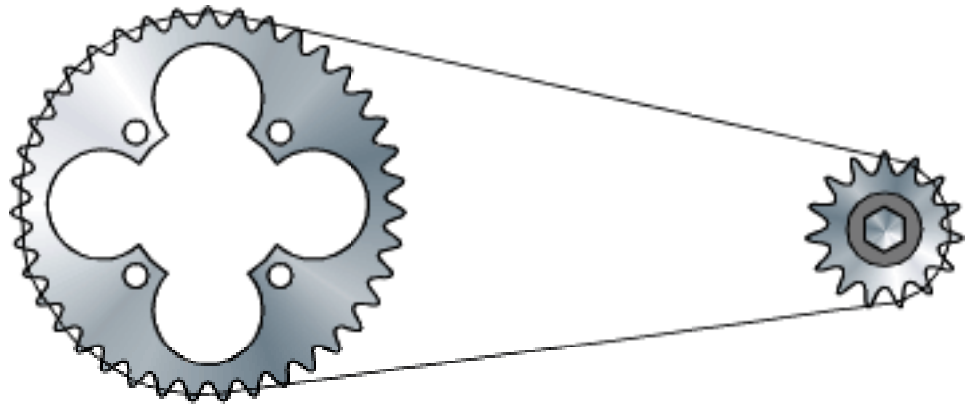
Tip: You should remove the Fill Ink color before you start drawing the path.

Continue to click along the edge of the sprockets.



Quick Illustration Techniques (continued)

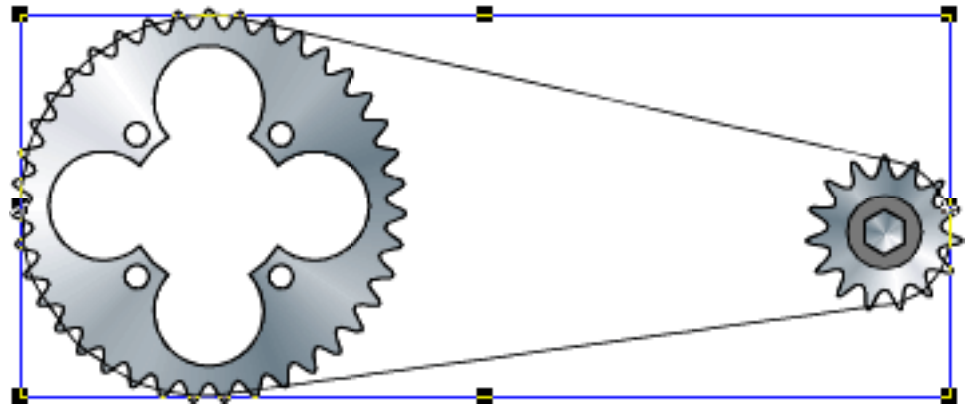
Complete your path by clicking on the starting point. The finished path will look like the example on the right.



Step 6

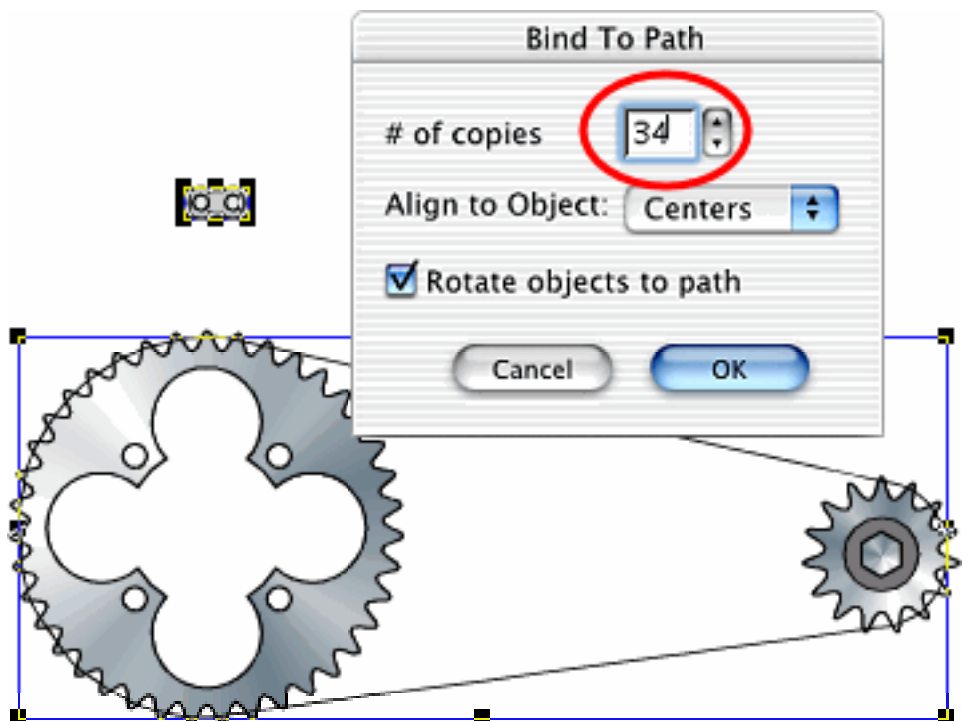
Bind to Path

In this final step, we'll use the Bind to Path feature to create a linked chain. To do this, first select both the path and chain link.



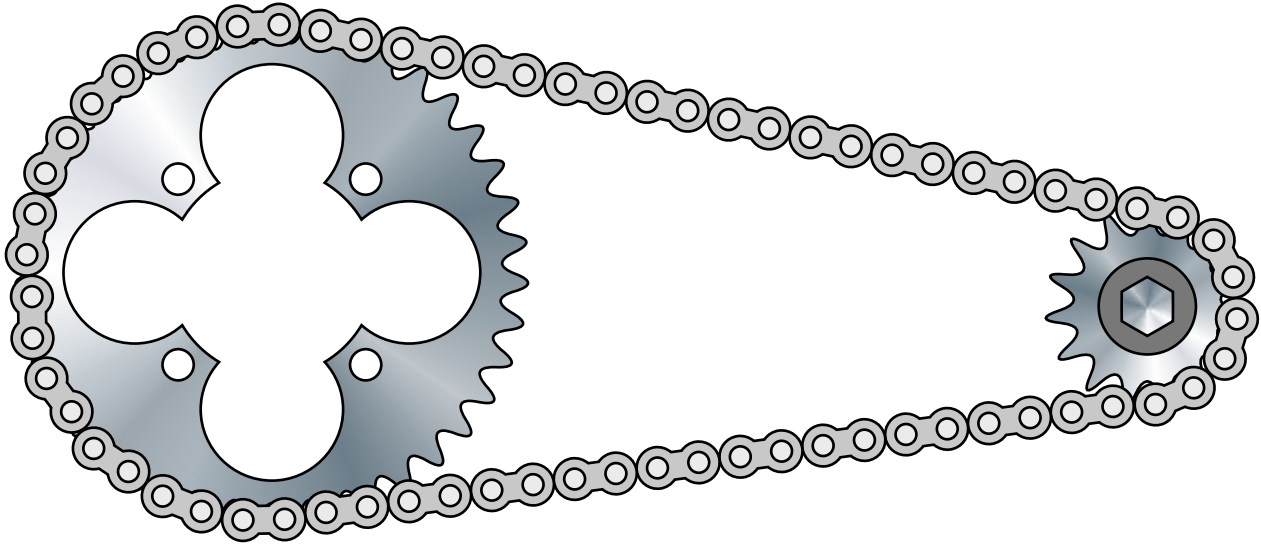
Now choose Effect > Bind to Path bring up its dialog box. In this dialog box, you will select the number of copies you want placed along the path. Then, choose Center as the alignment for the path and select Rotate objects to path. Press OK when you have made your adjustments.

Tip: If you enter a certain amount of copies and they are too tight or loose fitting, you can press Ctrl + Z (Windows) or Command + Z (Mac) to undo the bind to path and enter a different number. You may have to experiment to get it right.



Quick Illustration Techniques (continued)

The finished product will look like the example below.



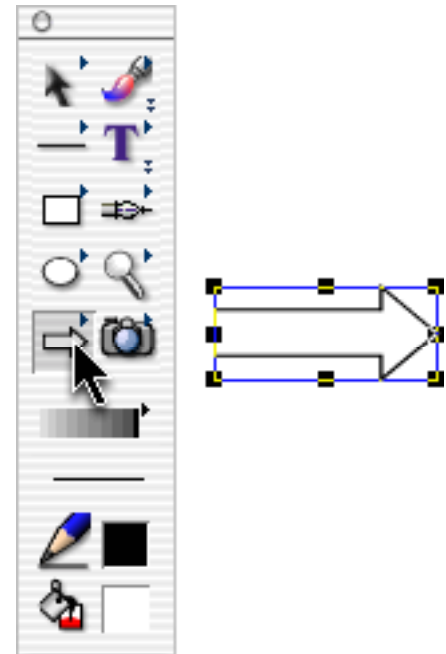
Quick Illustration Techniques (continued)

In this final example, we will introduce you to the little-known, but very useful, Paste Attribute feature in Canvas. Using Paste Attributes, you could transfer or copy attributes from one object to another.

Step 1

Creating an Object

We start by creating a small arrow with the Arrow Easy Shape tool located in the Toolbox.



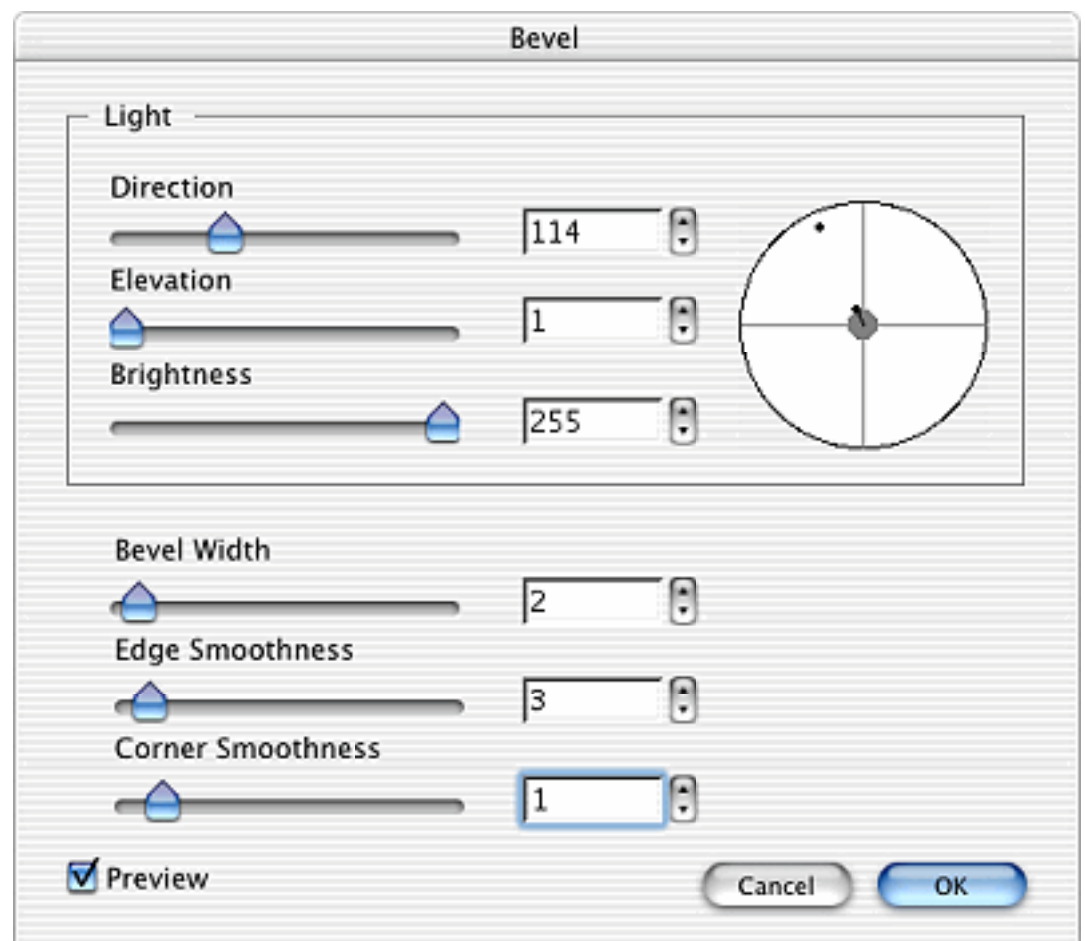
Next, using the Fill Inks palette, we'll change the arrow's color to red.



Step 2

Adding Effects

To make the arrow look a little more interesting, we'll add a bevel to it (Object > SpriteEffects > Add Effect > Stylize > Bevel).



Quick Illustration Techniques (continued)

The example on the right shows how the red arrow should appear with the bevel applied.



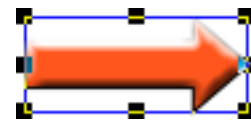
Now, put the arrow aside for a moment and create a rectangle with the Rectangle tool. The next objective is to copy the attributes from the red, beveled arrow to our newly created rectangle.



Step 3

Copying Attributes

To copy the arrow's attributes, you must first select it. Then, copy it by pressing Ctrl + C (Windows) or Command + C (Mac).



Step 4

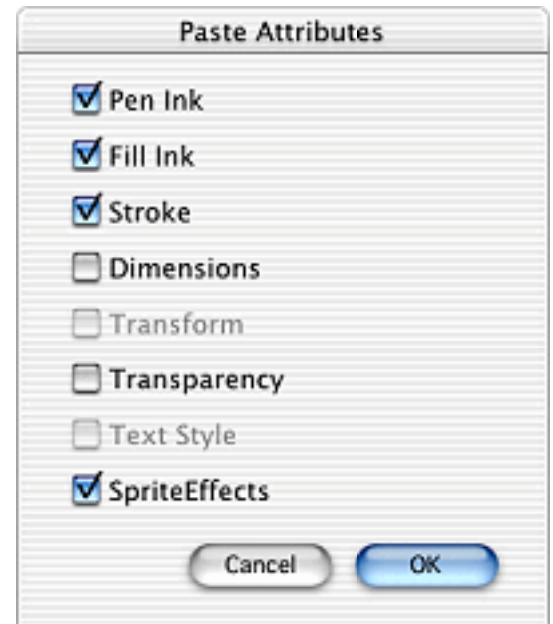
Pasting Attributes

To paste the arrow's attributes, you must go back to the rectangle and select it. Then choose Edit > Paste Attributes.



Quick Illustration Techniques (continued)

The Paste Attributes dialog box opens. In this dialog box, select the specific attributes that you want to paste to the rectangle. After you have made your choices, press OK.



Your rectangle should now have the attributes you added to the arrow in Steps 1 and 2.



We hope you found the techniques learned in this tutorial helpful in improving your familiarity with Canvas and ultimately accelerating your production speed.