



Corporate Flow



Illustration



Image Editing



Automation



Web



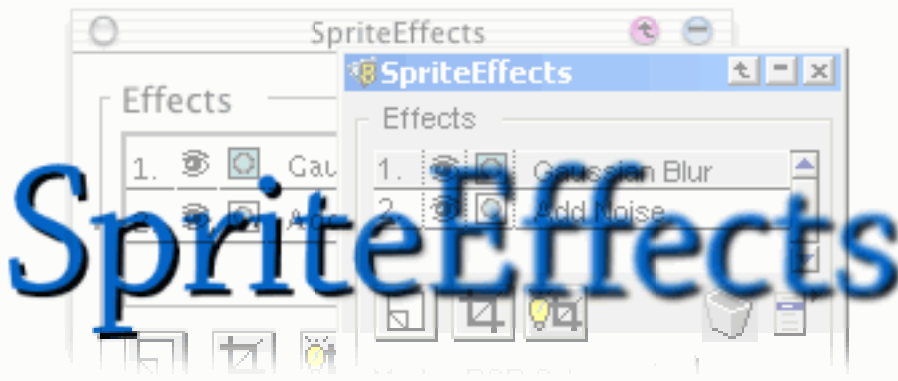
Text Effects

Canvas Tips and Techniques



**Deneba
Creative Department**

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Intro to SpriteEffects

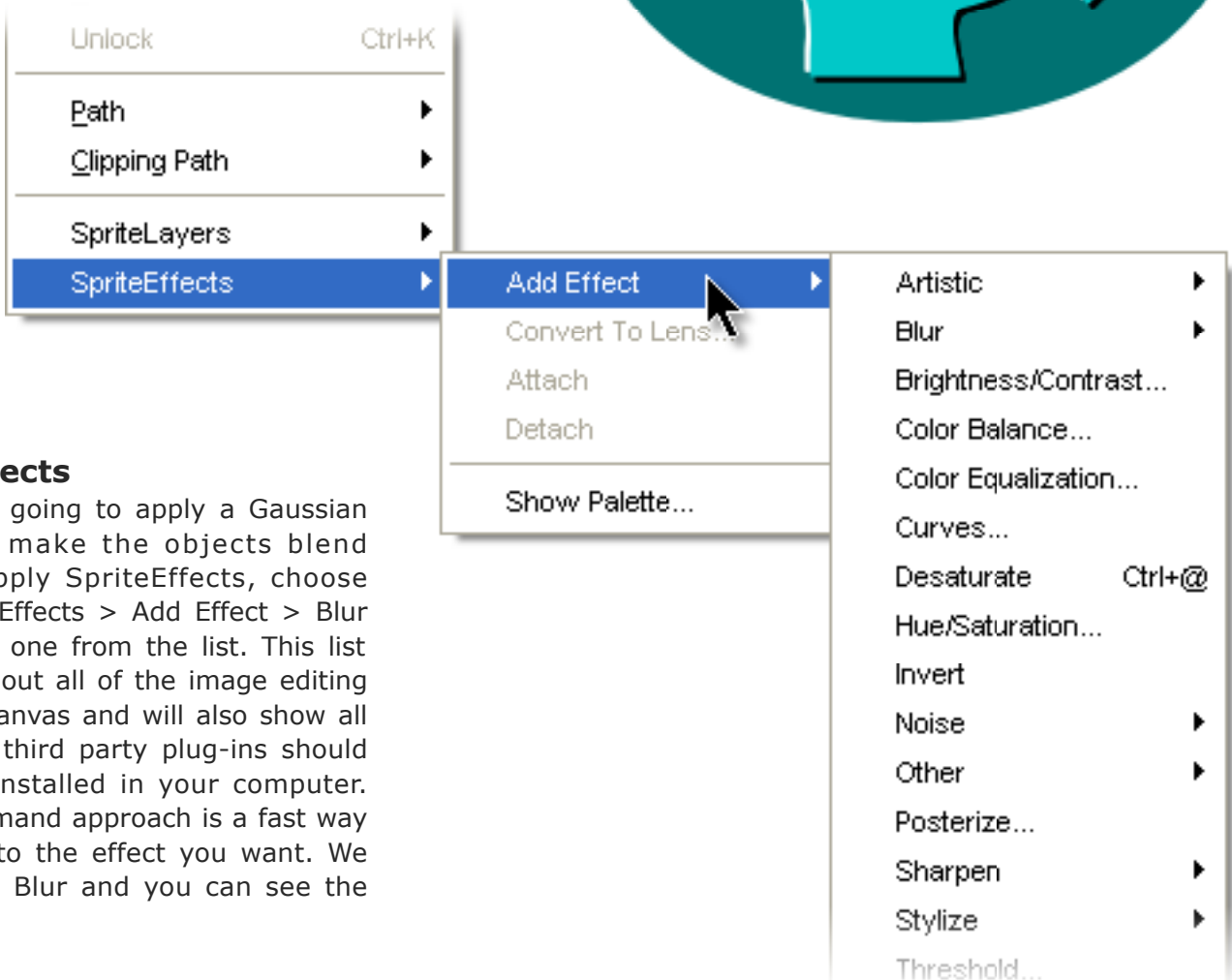
The SpriteEffects palette is the control center for applying effects, creating lenses, and editing effects on vector objects or images.

SpriteEffects lets you apply image editing effects to any type of object even vector objects. In the following tutorial we will review the ways to apply these effects to objects.

Step 1

Placing Vector Objects

Let's start with a very basic example. Here we have a vector drawing. We have used an old illustration trick to create a 3-D effect. Basically, we made 3 copies of each object and then used 3 shades of the same color to color the objects. We then arrange the objects as shown to the right.



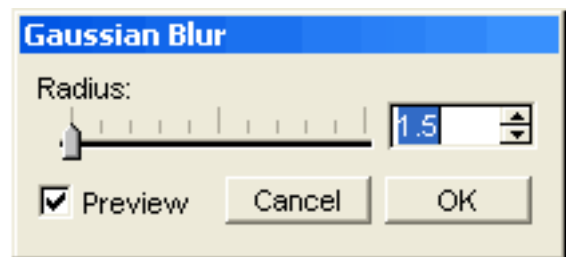
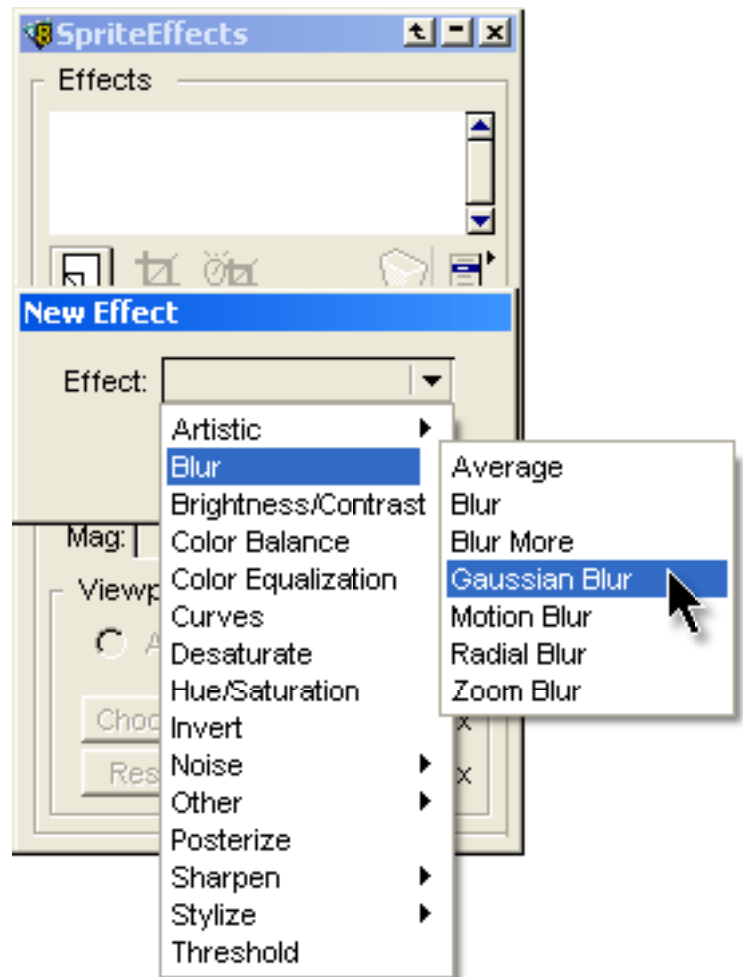
Step 2

Applying Effects

So now we are going to apply a Gaussian Blur effect to make the objects blend together. To apply SpriteEffects, choose Object > SpriteEffects > Add Effect > Blur and then select one from the list. This list contains just about all of the image editing filters built in Canvas and will also show all the compatible third party plug-ins should you have any installed in your computer. This menu command approach is a fast way to get directly to the effect you want. We chose Gaussian Blur and you can see the effects.


Intro to SpriteEffects (Continued)

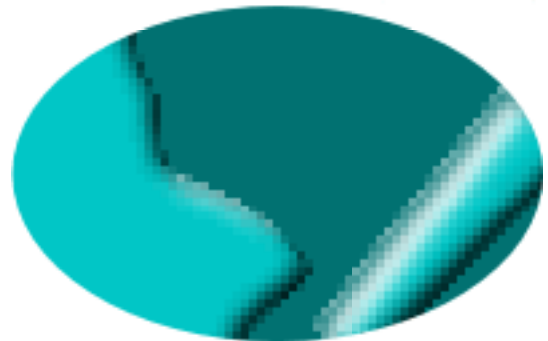
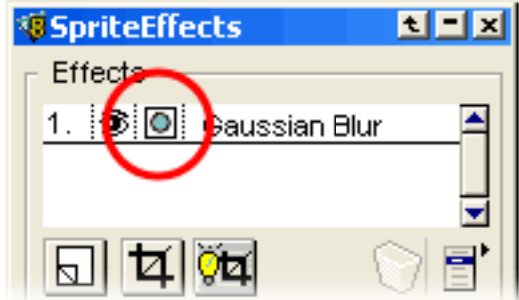
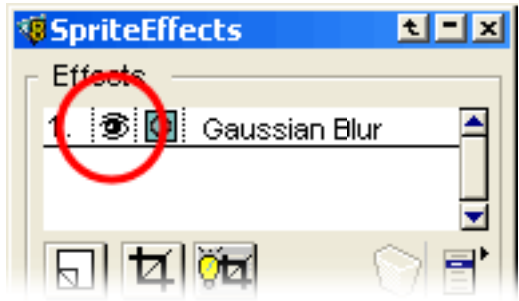
However, if you want more control and some more action to play with, choose Object > SpriteEffects > Show Palette. As you can see, this palette keeps a list of effects that you have applied and also has a few more settings to play with.



Step 3


Hiding Effects

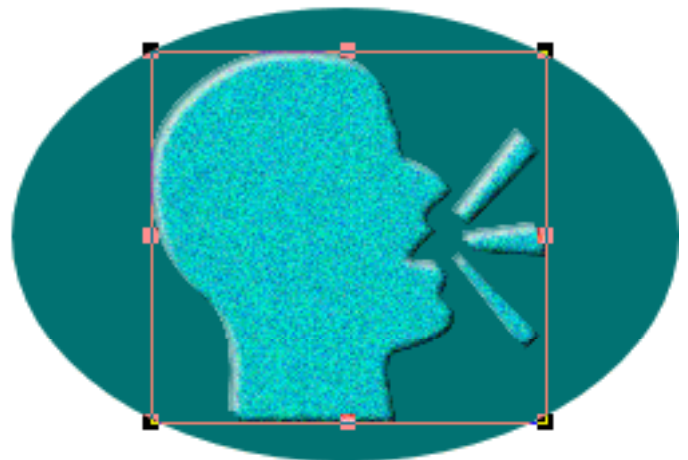
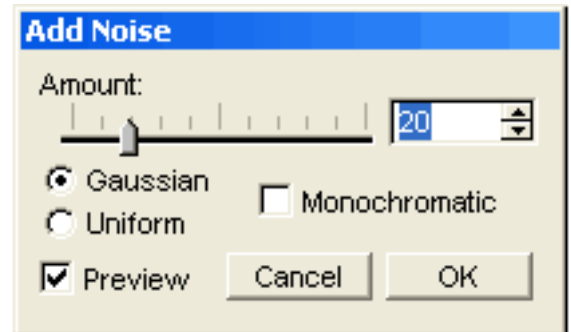
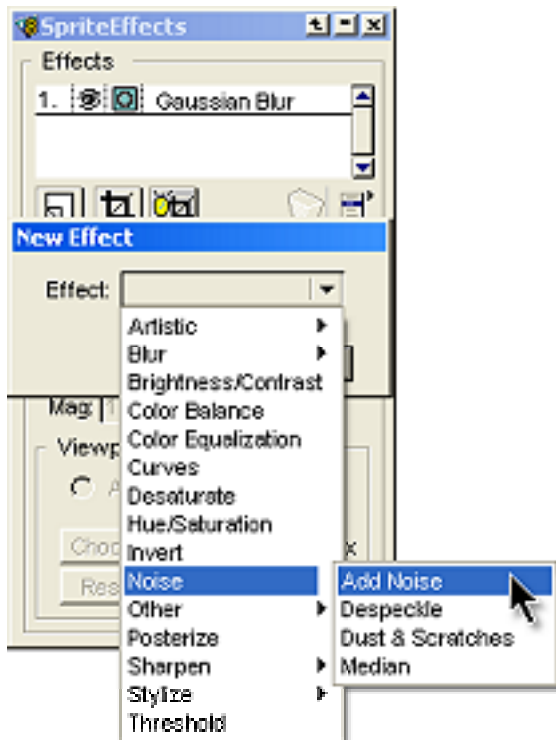
The eye icon lets you hide the effect without deleting it. The one next to it is the create mask setting. When it looks like this with white around the green dot, the effect is restricted to the shape of the object. You can see how create mask makes the blur effect stop at the edge of the drawing. To add another effect, just click the Apply New Effect icon () and add the effect from the dialog box.



Step 4

Adding New Effects

To add another effect, click the Apply New Effect icon () and select the effect from the dialog box.

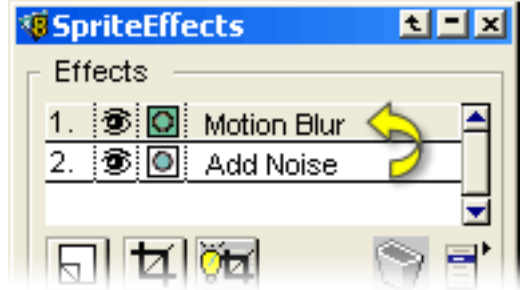
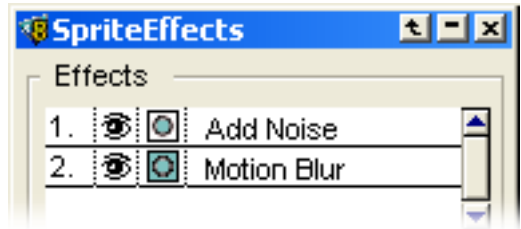


Step 5

Editing Effects

To edit an effect that has already been applied, double-click the name on the list. You can change the existing settings. You can also change the order of the effect by simply dragging it up or down.

And to delete effects, just drag the effect to the trash can.



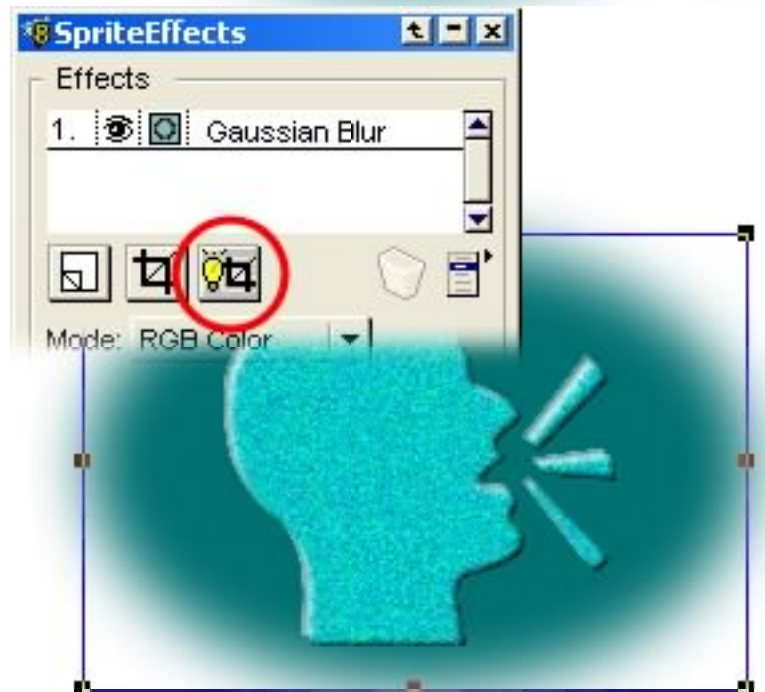
Step 6

Controlling Areas

Now let's take a look at these two buttons. One has the crop icon and the other has the crop with a lightbulb. These two buttons let you control the area of the SpriteEffects; e.g., when you apply a lot of Gaussian Blur to an object, Canvas lets the effect spread around the object. But to keep memory requirement down, it limits the spread to a default amount.

But if the effect does run up against the edge of the boundary, you can click this light bulb crop tool to start a smart crop. It automatically crops to the right size.

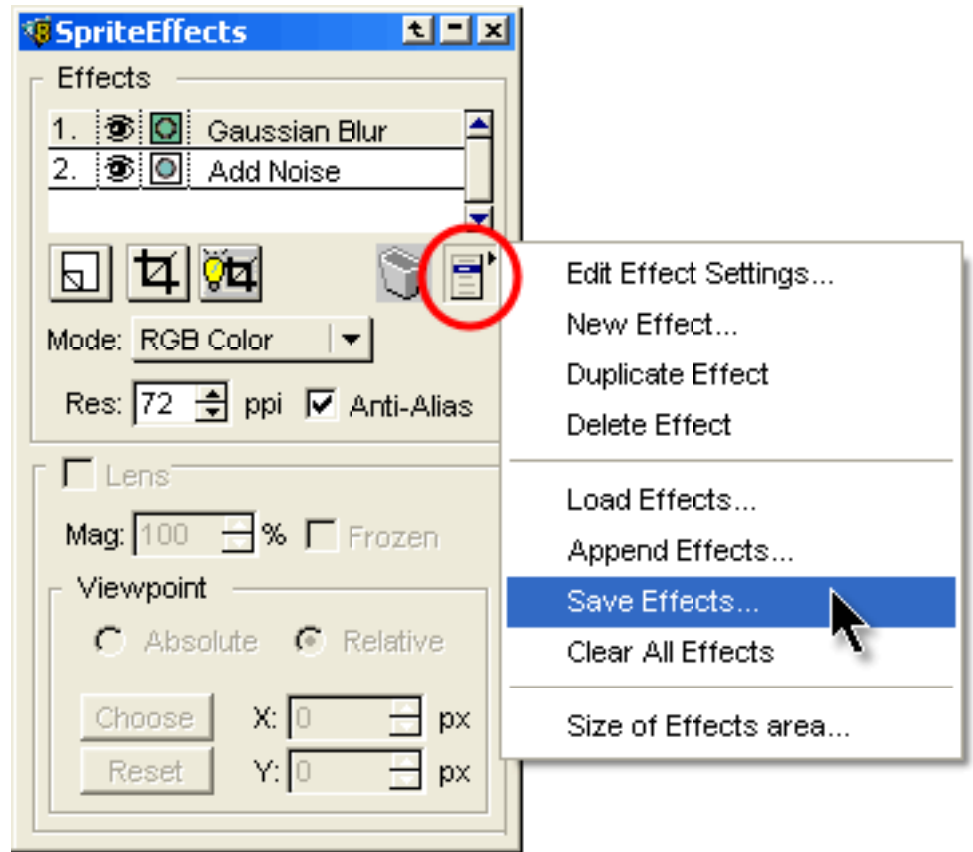
Or, you can control it by hand, by clicking the crop button and using the handles by themselves.



Step 7

Saving Effects

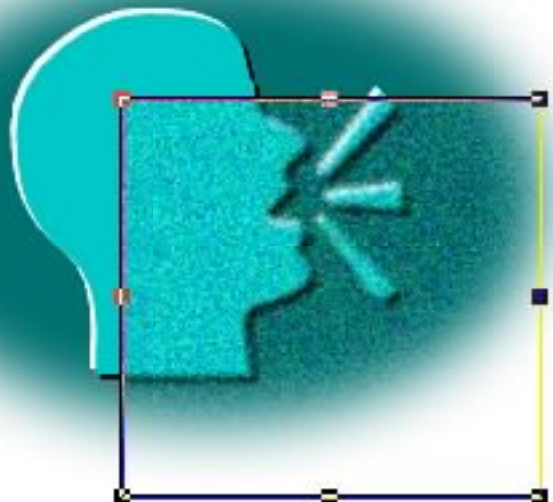
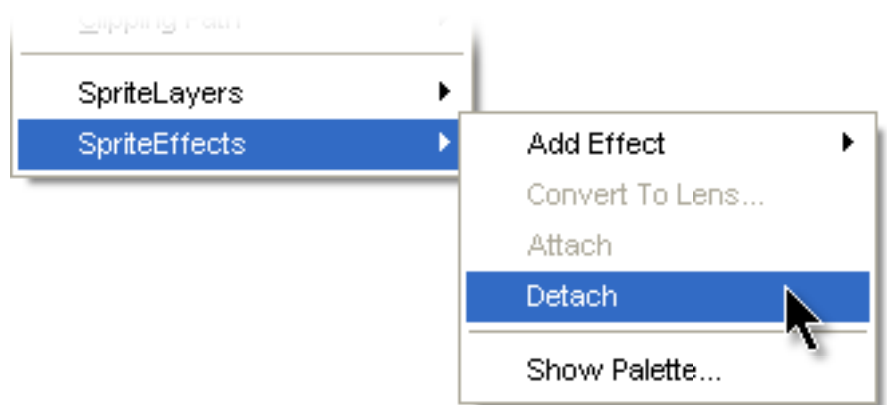
When you create a SpriteEffects combination that you like, you might want to save it for use later. There are a couple of ways to hang on to your favorite settings. One is to save in a file using a menu command.



Step 8

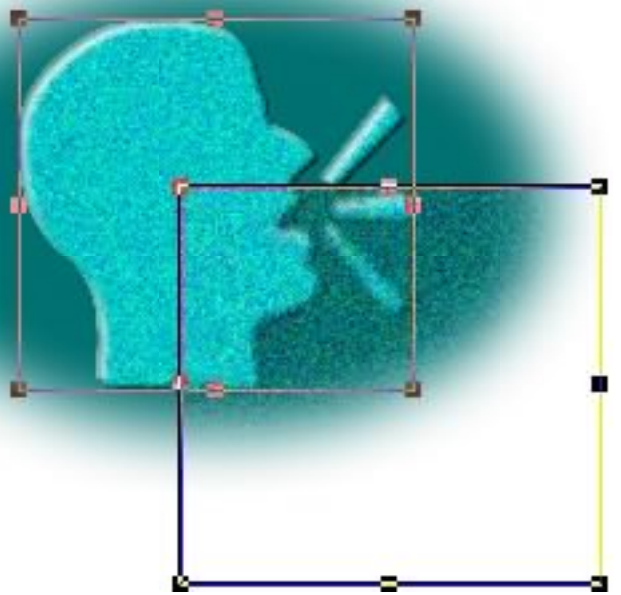
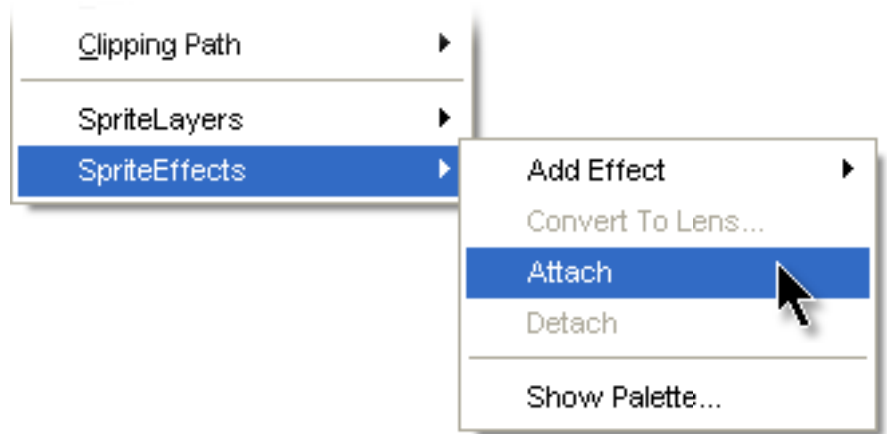
Detach Effects

The other way is to detach the SpriteEffects. When you use the Detach command, Canvas generates the special rectangular object called the lens, which contains all the SpriteEffects. Now, you have an object that filters the view of the objects behind it. This could be a powerful feature in its own right. Lenses will be discussed later.



Intro to SpriteEffects (Continued)

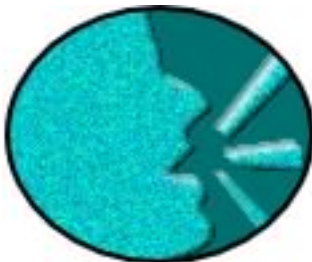
In addition, any lens can be attached again to another object. So those are the basics of using SpriteEffects.



Step 9

Resolution

Here are a few finer points that you should be aware of. The resolution affects the way any effect you apply will look, in the same way resolution affects any bitmap image; e.g., at a low resolution, a low setting of Gaussian Blur produces a much more visible effect. If the resolution is higher, the effect will be less at the same setting, but it'll have a cleaner, smoother transition. So if the final output is print, you want to make sure you have an appropriate resolution set, usually 300 ppi or higher. For electronic media, 72 ppi is usually fine.



72 ppi



150 ppi

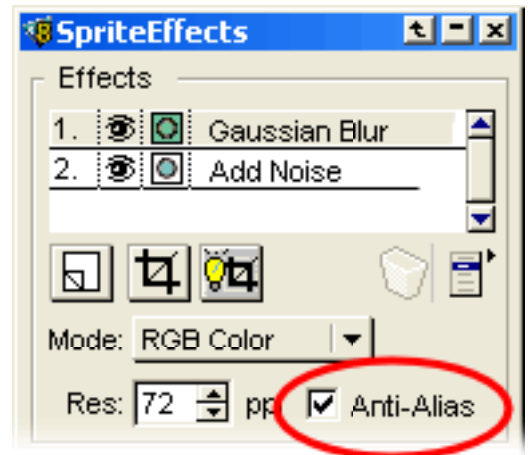


300 ppi

Step 10

Anti-alias

Anti-alias is very useful to help smooth the edges of a vector or text object with a SpriteEffects applied. It helps get rid of the jaggies. It is not necessary when applying SpriteEffects to bitmap images. Also, you should note that it doesn't usually have much visible effect when using effects that blur or distort the edges a lot.



Step 11

Brush Metal

As mentioned before, you can change the order of effects, and this can really change the results that you get.

Here we have a Motion Blur followed by Noise. Let's put the noise first and you can see the effect is completely different. The result is a brushed metal appearance.

When using SpriteEffects, you should keep in mind that they require a similar amount of system resources as editing images. In other words, if you plan on using a lot of SpriteEffects, you should make sure you have the hardware to handle a similar number and resolution of bitmap images.

