



Corporate Flow



Illustration



Image Editing



Automation



Web



Text Effects

# Canvas Tips and Techniques



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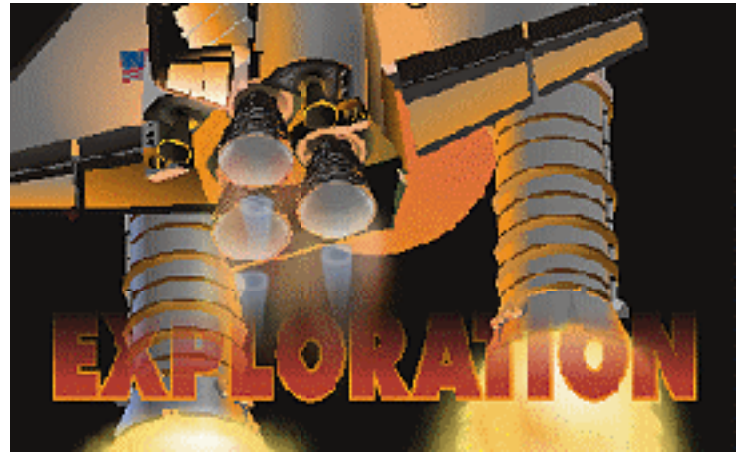
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## SpriteLayers Effects: Exploring Transparency in Type

**You can mix all kinds of objects in Canvas documents, and the new features in Canvas provided by Deneba's SpriteLayer technology work with anything you create in Canvas.**

You can apply SpriteLayer transparency effects to vector objects, paint objects (images), and text.

The Vector Transparency tools are very handy for enhancing type with transparency. With just a few clicks, you can apply several types of fades to text objects, using the same techniques you would with vector or paint objects.



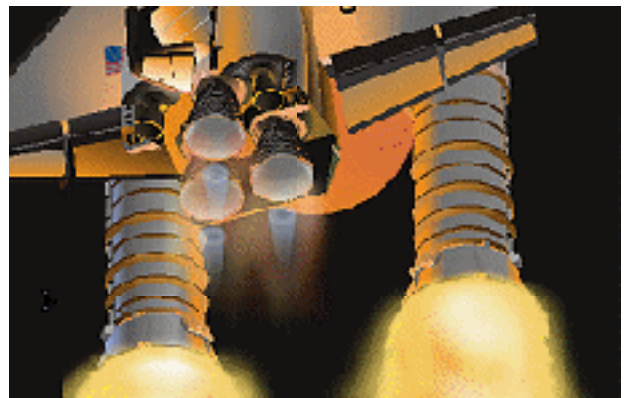
In this example of SpriteLayer effects, we focus on a particular effect with type. This procedure is also covered in a tutorial included in the Canvas 6 Getting Started Guide.

Deneba artist Cesar Santalo created the colorful vector-based illustration of the space shuttle in Canvas 6. For a headline, he set the word "Exploration" in large, bold type. Then, he used a Vector Transparency tool to apply the gradual fade effect seen in the final illustration. The great thing about this effect is that Cesar can edit the text at any time without losing the fade or having to do it over.

### **Step 1**

To create a text object, you just click in the document with the Text tool and then type. You can set the font, type size, and other properties before you type or after. When you finish typing, press Escape to end edit mode.

The sub menus in the Type menu let you select text attributes, which you can also access in the Type palette and the Text Ruler. To display the palette, press Command+T (Mac) or Ctrl+T (Windows). To show the Text Ruler, choose Layout > Display > Show Text Ruler, or press the shortcut keys shown in the menu.



## SpriteLayers Effects: Exploring Transparency in Type (Continued)

For the space shuttle headline, Cesar used a heavy sans serif font, one of the 2,450 fonts included with Canvas. He selected a type size of about 100 points. Then, he applied a bright red fill ink to the text characters, and gave them a bright orange stroke to complement the flames from the shuttle engines. He set the stroke pen size at about 5 points.

### Step 2

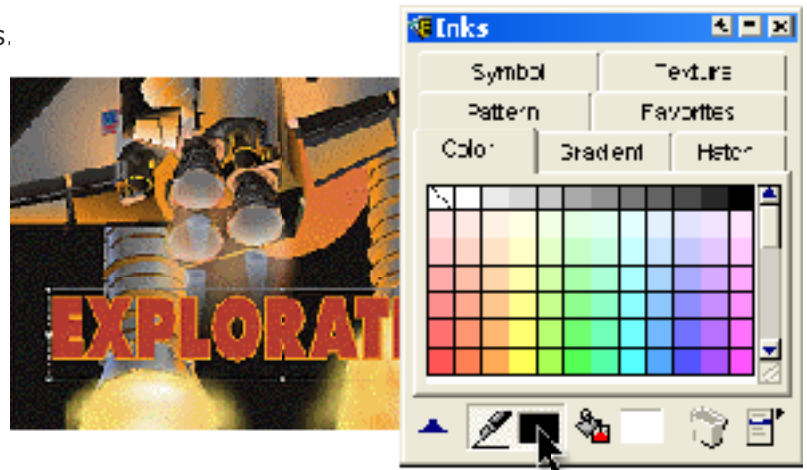
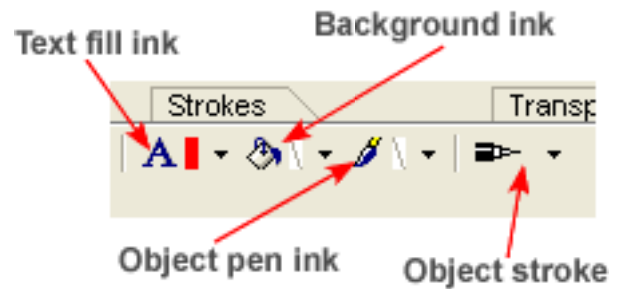
To change the fill color of your type, select the text object, and then select a color from the fill 310

ink palette. Use the fill ink icon in the toolbox or the Text Ruler to open the palette. You can also dock the Inks palette on the docking bar. And, you can put ink buttons on the tool bar; these let you apply colors with one click.

To change the stroke, select a pen size from the Strokes palette. Then, select the pen ink (stroke color) from the Inks palette.

**Power Tip:** To set the pen ink using a color button on

the tool bar, press Option (Mac) or Ctrl (Windows) and click the color button. You can also use the Text Ruler to set the fill ink of text, and to apply inks, strokes, and background inks to the boxes around text objects.



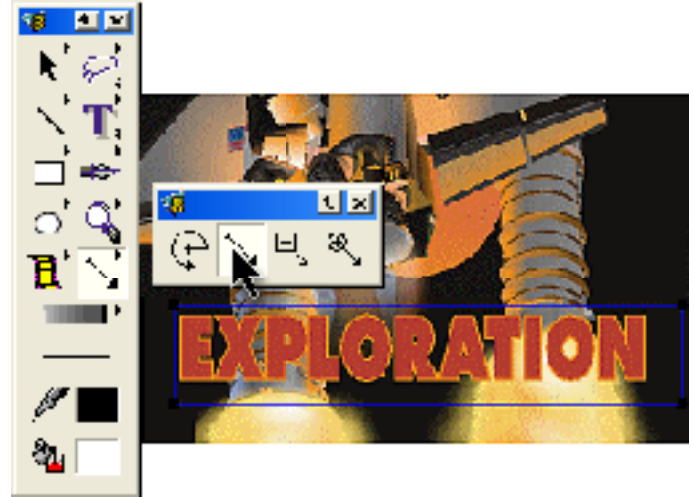
## SpriteLayers Effects: Exploring Transparency in Type (Continued)

### Step 3

After setting up the "Exploration" type, Cesar used one of four Vector Transparency tools in Canvas to make the type semitransparent.

Cesar wanted the type to fade from top to bottom, so he selected the Directional tool from the Vector Transparency toolbar. This toolbar pops out from the Effects toolbar in the toolbox. You can also dock the entire toolbar, and place individual tools from it on the toolbar above the document.

The icon of the Directional tool is a line with an arrow.



### Step 4

After you apply inks and strokes to your type, the text object should still be selected. To create the fade effect, select the Vector Transparency tool, and drag upward from just below the bottom of the text object to the top of the text.

When you release the mouse button, you see that the text fades from opaque at the bottom to semitransparent at the top. A line shows you the direction of the fade, and the handles show the start and end points. Notice that the solid handle indicates the opaque beginning of the fade, and the hollow handle indicates the transparent end of the fade.



### Step 5

To adjust the fade effect, simply drag the handles and view the results.

You can even drag the top handle to the bottom, or drag a handle to the side to change the direction and orientation of the fade effect. When you finish, press Esc to end edit mode.



## SpriteLayers Effects: Exploring Transparency in Type (Continued)

### Step 6

When you create a fade effect, don't worry if the effect isn't perfect at first. You can go back at any time and adjust it. Just select the text object, then select the Vector Transparency tool. The fade handles will reappear on the object and you can continue to reposition them to achieve exactly the right effect.

