



Corporate Flow



Illustration



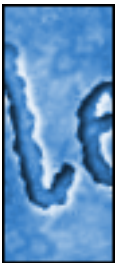
Image Editing



Automation



Web



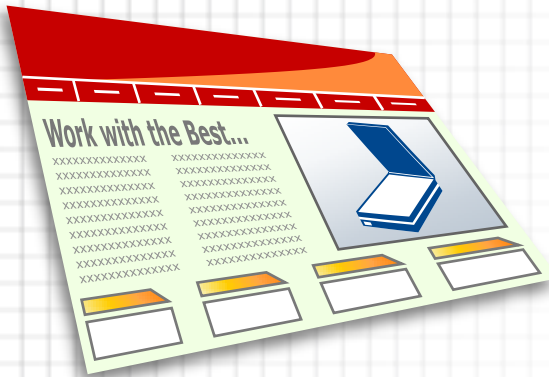
Text Effects

# Canvas Tips and Techniques



**Creative Department**

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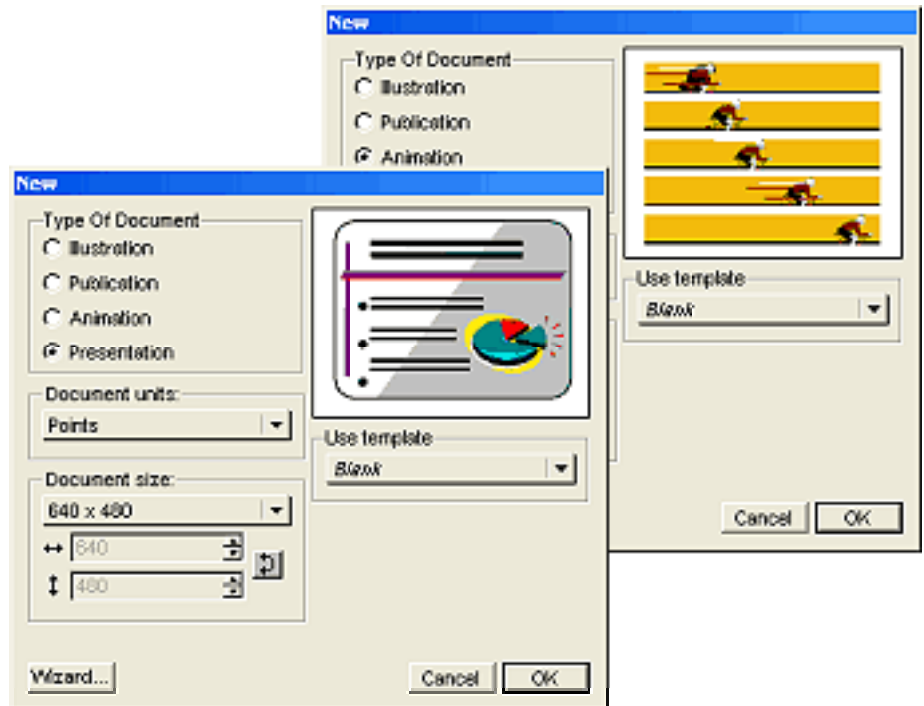
## Three Quick Tips for Web Design

Here are a few pointers to help you create your web graphics with more precision and more confidence in Canvas so that your intended design will translate correctly over the web. These are just a few basic steps to get you started; additional pointers on refining graphics will be covered later.

### Step 1

#### Use a Presentation or Animation Document

Start by choosing a presentation or animation document type in the New Document dialog box. These document types are specifically intended for creating graphics for onscreen display, and as such they are defined by “points” or “pixels” (terms that are basically interchangeable in Canvas) by default. There are a bunch of preset document sizes to choose from to make it easy for you. Also, be sure to choose “points” for the Document Units so that when you look at Object Specs, everything is defined in the appropriate units.

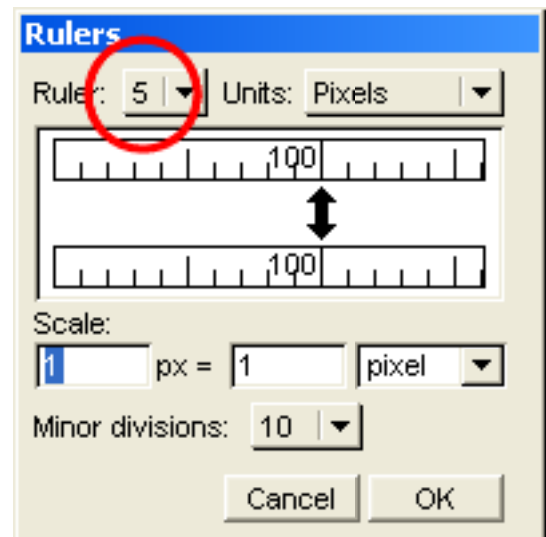


*Start by choosing a presentation or animation document type in the New Document dialog box.*

### Step 2

#### Set your Rulers to Pixels

Since all web graphics are defined in pixels, it makes sense to have your rulers in Canvas set to pixels instead of inches or picas. Choose Layout > Display > Show Rulers, then use the little down-arrow in the upper-left corner of the Rulers to choose “1 px = 1 pixel.” This sets the measurement size to pixels.



## Step 3

### Snap it!

Choose Layout > Grids and make all the settings "1" and turn on both Snap check boxes. This is a commonly overlooked step that really does help when it comes to making web graphics. The reason is that Canvas is a precision program but the web is a world of pixels only. In other words, Canvas can place lines at .234 of a pixel, but the web isn't designed to that level of precision. By putting a pixel-based grid of snaps down, you can make sure that your designs are falling on even pixels. Why does this matter, you might ask? Well, when you go to export your graphics, Canvas needs to 1.) fit your vectors and text to a whole pixel value and 2.) anti-alias (if you choose this option) the edges. By using the above tip, you can make the pixel sizes more precise and allow the anti-aliasing to be cleaner.

