



Corporate Flow



Illustration



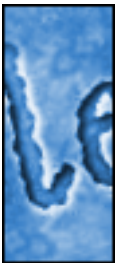
Image Editing



Automation



Web



Text Effects

Canvas Tips and Techniques



Creative Department

Copyright © 1995-2003
ACD Systems of America, Inc.
(Formerly Deneba Software)
Protected by the copyright laws
of United States and Canada
and by international treaties.

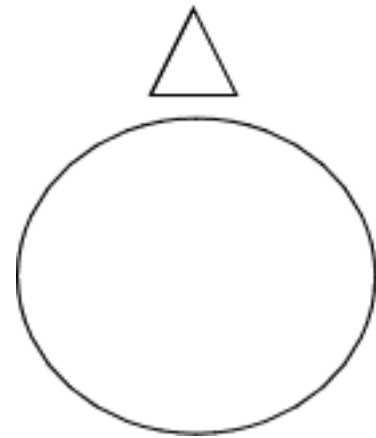


Binding a Group of Objects to a Path

Binding a group of objects to a path can be a shortcut to creating more complex shapes. By using Canvas' Replicate and Bind group to Path commands, drawing complex objects is easy.

Step 1

This basic example of a sun and its rays illustrates the use of Replicate... and Bind Group for quickly adding a set of objects to an existing path. Start by drawing a circle (constrain the circle by selecting Shift as you draw for a perfect circle) and a triangle. I used an EasyShape from the Tool Box for the triangle.



Step 2

Select the triangle and make several copies. I used the Replicate command, which is very powerful. It allows you to make several copies of an object and affect the offset and rotation of the objects as they are duplicated. For this example, I selected 20 copies and used a horizontal offset.

The screenshot shows the 'Replicate' dialog box with the following settings:

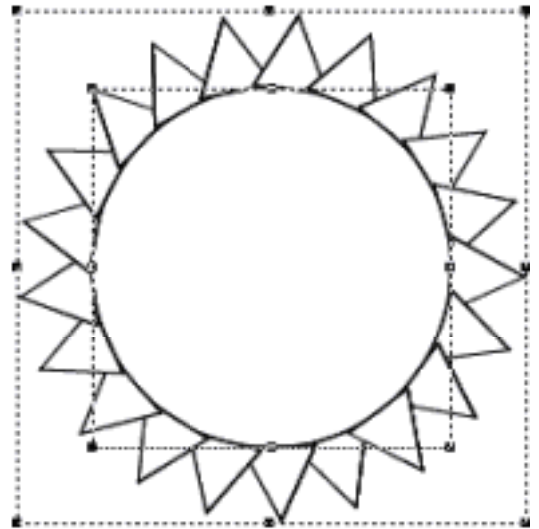
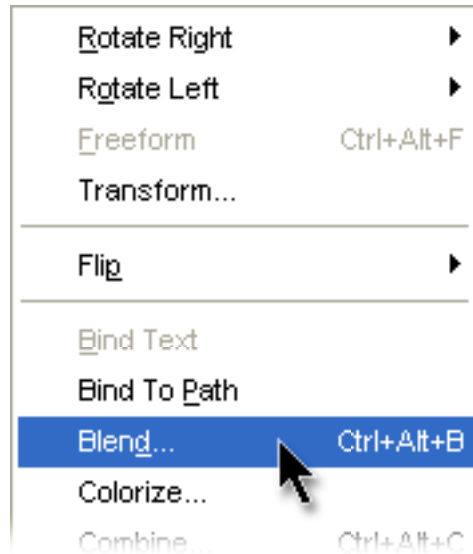
- Copies: 20
- Rotate: (unchecked)
- Scale by: Percent... (dropdown), Proportional (unchecked)
- Offset: (checked), Proportional (unchecked)
- Horizontal offset: 5 px
- Vertical offset: 0 px
- Object data: Horizontal 132.000 px, Vertical 32.000 px

The 'Replicate' dialog box has 'Apply', 'Cancel', and 'OK' buttons at the bottom. A menu is also visible, with 'Replicate' highlighted.

Step 3

Method A

Now select the group of triangles and the circle. Now choose Effects>Bind Group. Notice that the triangles are bound to the path from the bottom side.



That's it. Just add color and you have perfect sun with emanating rays. Apply this technique whenever your project calls for objects along a path.



Step 4

Method B

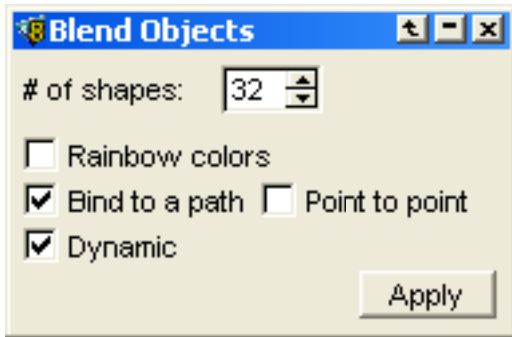
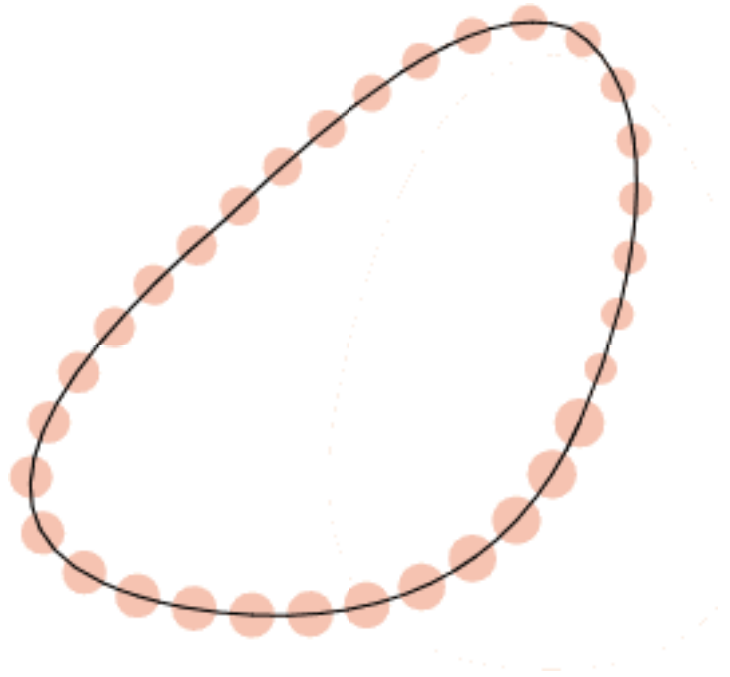
To bind the objects along the MIDDLE instead of the BOTTOM side, try using the Blend command from the Effects menu. For the string of pearls example, I started with 2 circles in two sizes, with fill but no stroke. Next I used the Pen tool to draw a path (the "string") for the pearls. Select the pearls and choose the Blend command Effects>Blend...



Step 2

Now that you have your pushpin, you can make it a little less “cartoony” by adding some metallic gradients. First ungroup the push pin, several times if necessary until you have only single objects. Next remove the stroke from all the objects and begin adding the gradients for a metallic effect.

In the Blend dialog, select the total number of pearls (I used 32), and make sure both “Bind to path” and “Dynamic” are selected and click OK. Next, Canvas prompts you to select the “path” so click on the path.



To complete the string of pearls, I added a gradient and removed the path.



You can choose which ever method is best, depending on whether you need your objects to bind to the path from the baseline or from the middle of the object.