



Corporate Flow



Illustration



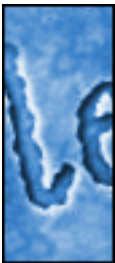
Image Editing



Automation



Web



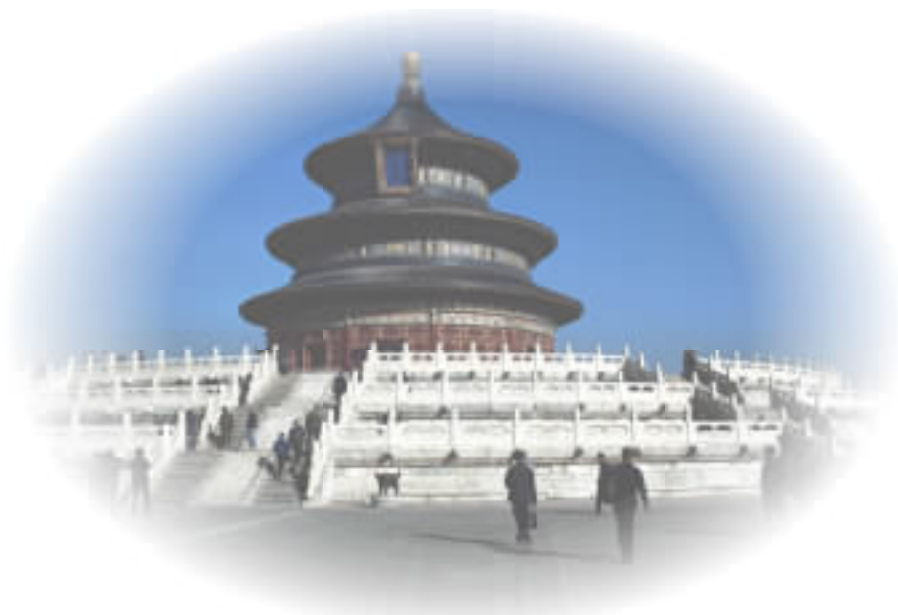
Text Effects

# Canvas Tips and Techniques



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Creative Department**

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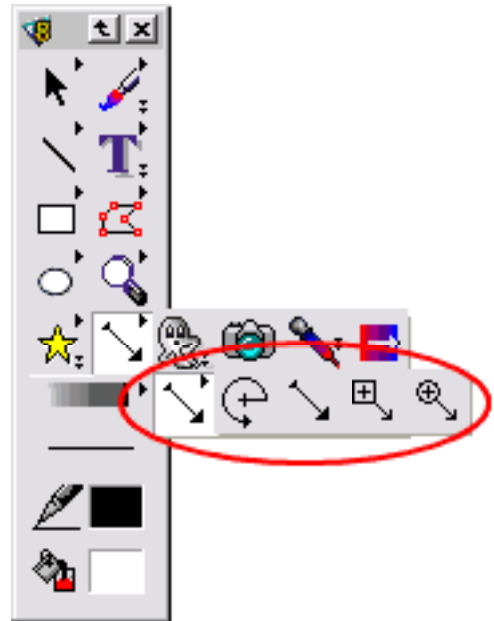
## SpriteLayer Intro

There are several little known enhancements to the features in Canvas that give you more options when working with transparencies. In the following exercise will examine a few of them.

### Step 1

#### Applying Transparency

All the transparency tools can have multiple control modes. Simply use one of these tools to apply transparency to an object.



This line on the effect controls the blend from transparency to opacity.



## Lighting Effect (Continued)

To add more control points, right-click (Windows) or Control-click (Mac) along this line. A little slider appears to set the amount of opacity you want. Repeat this process to add more control points.



It is easy to create a vignette with this feature. Just use the Rectangular Transparency tool and choose a point at which you want the fade to be complete and set the opacity at 0%.



## Step 2

### Detaching Effect

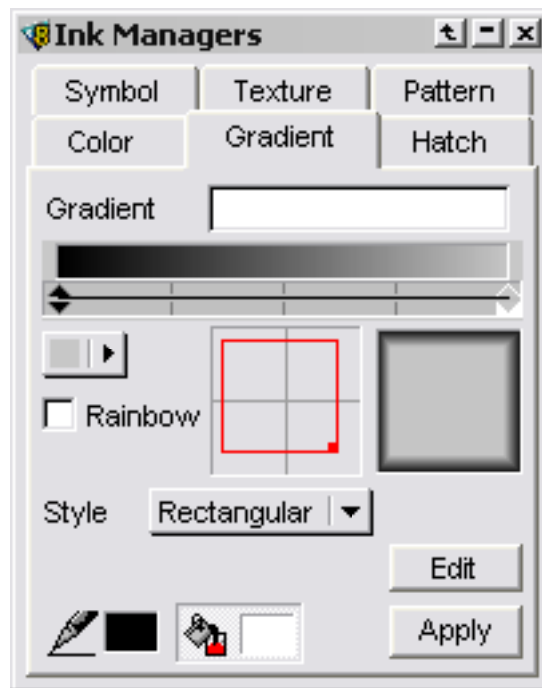
If you create a transparency that you would like to store, simply use the Object > SpriteLayer > Detach command to get the effect in a separate object.



## Step 3

### Saving Gradient

Then, open the Inks palette. Switch to the Gradient tab and open the manager portion of the palette. You will see that it shows up as a gradient. Just save that gradient.



## Step 4

### Attach Gradient

You could always apply the gradient to an object and attach the object to create the transparency effect again by selecting both and choosing Object > SpriteLayer > Attach Mask.

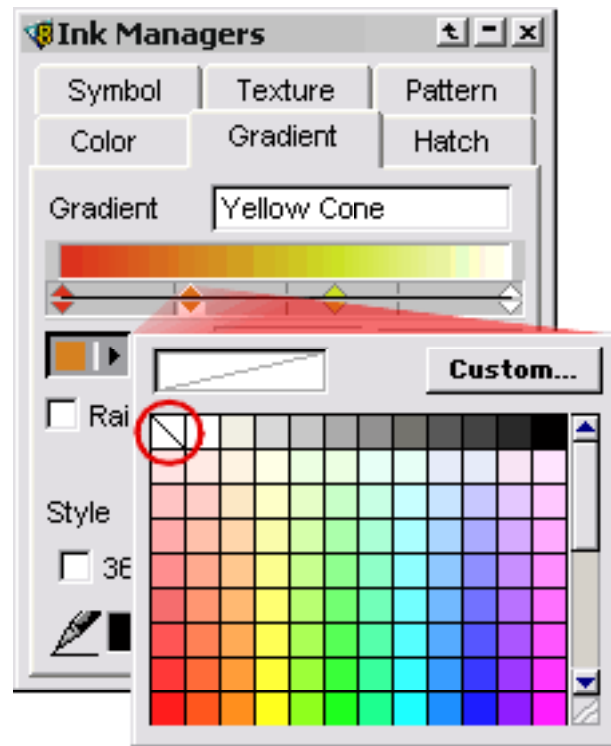


## Step 5

### Applying Other Enhancement

While we are looking at the Gradient manager, here is another enhancement to the transparency effects. In Canvas, you could have a multicolored gradient that contains transparency.

To add transparency to a blend, select one of the color indicators along the color bar in the Gradient Ink manager and choose the "no fill" tile in the pop-up color palette.



You could create some interesting patterns and effects this way.

