



Corporate Flow



Illustration



Image Editing



Automation



Web



Text Effects

Canvas Tips and Techniques



**Deneba
Creative Department**

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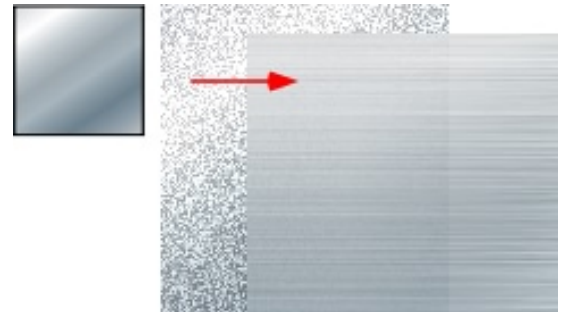
Hot Metal Interface Design



Because Canvas permits working with text, vector and images all in the same document, creating interface designs is a piece of cake. Sprite technology makes shortcuts of otherwise complex effects that can really make the difference between blasé and stunning designs. Using Canvas' default gradient Inks and SpriteEffects create a metallic surface with the sheen of brushed steel for a hot web site navigation.

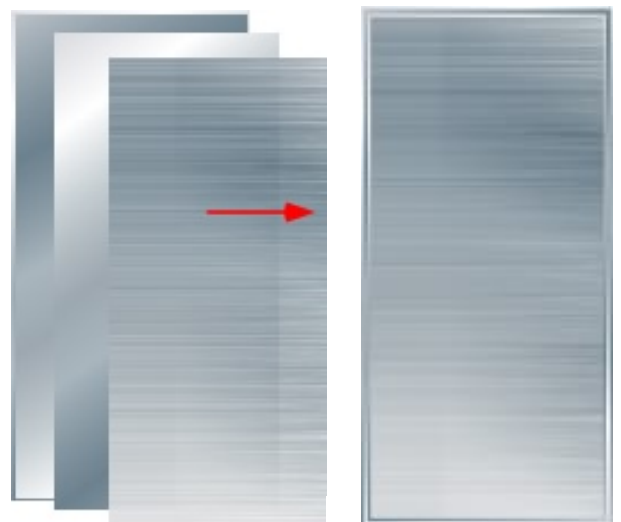
Step 1

Start with a rectangle and apply a metallic gradient (I used Silver from the default gradient Inks tab). Next apply a SpriteEffect and choose Add Noise... Make sure you add plenty of noise so the metallic finish will look good. My settings were: 53 amount, Uniform and Monochromatic. Add another SpriteEffect, this time Blur>Motion Blur. This will produce the cool brushed metal look.



Step 2

To get the stacked appearance of the panel, I duplicated the original rectangle (without the SpriteEffects applied) and then chose Effects>Offset Path with a setting of 1 copy, 2 pixels. Then I applied the same Silver directional gradient but reversed the angle from 145 to about 320 degrees. I did the same for the larger back rectangle and reversed the gradient angle again. To add a bit more definition, I added a .5 stroke to the outer most rectangle and again applied the opposite gradient.



Hot Metal Interface Design (Continued)

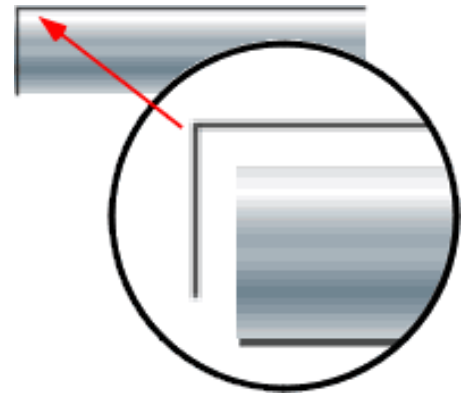
Step 3

To create the buttons, start with a rectangle for the button and apply the "Silver Plate" directional gradient (also part of the default gradient Inks). Next, I added a drop shadow, using the Effects>Shadow tool and applied a dark gray color and offset it just a bit from the button.



A Stipple effect is created simply by applying Noise as a SpriteEffect.

A slight soft drop shadow was added to the top and left sides to emphasize the button area against the background panel. To do this, I made a copy of the rectangle and cut the opposite sides off. Then I applied a Gaussian Blur with a SpriteEffect. Keep the radius value minimal as these represent hard edges and will only produce slight shadows (I used a .7 radius).



Step 4

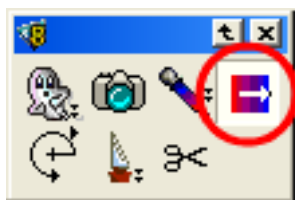
Once all the button copies have been placed and the text added, I used the Align tool from the Object menu to make sure that everything is perfectly aligned. Group all the button names.



Make a copy of the button names and apply the Silver gradient and offset the bottom to the right.

Step 5

In order to give the illusion of a sharp highlight, I rotated the angle of the gradient so that the shine was coming off the right by selecting the Vector Gradient tool from the Toolbox (as shown by the red arrow at right). To edit the gradient this way, select the shadow and Convert to Paths (Object>Path>Convert to Path) first.



Hot Metal Interface Design (Continued)

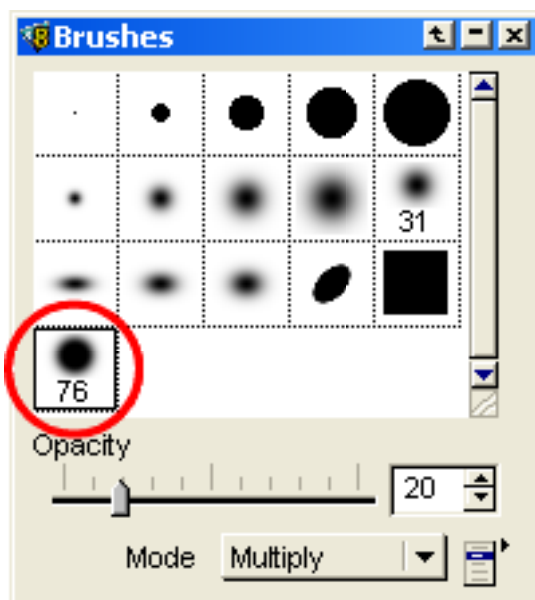
Step 6

To complete the text, make one final copy in a dark gray and offset it to the left and top a bit. Then apply a 50% Opacity using the slider from the Toolbox. Then use the Screen Transfer Mode from the Transparency Palette (access the Transparency palette by tearing away the Opacity slider from the Toolbox). Carefully group all the button objects before going on.



Step 7

Make a new white rectangle, the size of the top most panel, and place it behind the button group. Apply a 72 resolution SpriteLayer channel mask to the new rectangle (Object>SpriteLayers>New Channel mask). Using a brush, create additional highlights for the metal surface. I used a 76 pt custom brush with 44% Opacity to create the mask seen at right. The finished panel is ready to be added to a website. Rollover buttons can be created and saved for use on a Canvas-exported website. The final navigation can be saved out as individual parts to be used with your favorite html editor.



Hot Metal Interface Design (Continued)

The completed interface

The flat screw details are added here for the finishing metal-on-metal look.

The screws shown here are are really easy to make. Check out the Tutorial on [Flat Screw Tops](#) from the main How To page to learn how easy it is.



Tip:

To make rollover buttons for your Canvas-exported web site, create the up, down and rollover states of the button, then using the Web Buttons palette, add each state, test the button and save it to the top of the palette for later use. Repeat for each button. Then all you need to do is select the button you want to use and place it on your Canvas document.

