



Corporate Flow



Illustration



Image Editing



Automation



Web



Text Effects

# Canvas Tips and Techniques



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## Photo Corners



Adding realistic photo corners to your pictures to give the illusion of an old fashioned photo album page. These look great in presentations and add a nice touch to an Online Photo Album (see [Photo Album How To](#)).

### Step 1

Start with a rectangle, while in edit mode (double click to enter edit mode), delete one handle. Now you're left with a triangle.

Duplicate the triangle and position same as in example. Open the Combine palette and select Subtract Front. You'll be left with a notched triangle for the photo corner.



### Step 2

Next add a color or texture. In this example, I chose a wood grain pattern from the Canvas Textures default palette. Using the Combine>Subtract Front once again, create two thin strips for the highlight and shadows. Make the larger one white for the highlight and the smaller one black for the inside shadow.



## Photo Corners (Continued)

### Step 3

Select the highlight shape and apply a SpriteEffect from the Object menu. Choose Gaussian Blur... to the desired effect (I used 2.5 for a 72 resolution). Be sure to check the Anti-aliased check box for a smoother blur. Repeat for the black shadow shape. To complete the photo corner, select the original corner shape (the one you applied the texture to) and select Effects>Shadow... and apply a black image shadow. I apply the shadow to the right and down. Now adjust the opacity with the transparency slider from the toolbox. To make the shadow more realistic, I also apply "Multiply", a Transfer Mode in the SpriteEffects palette.

Now just duplicate the final photo corner and place at all 4 corners of your image and voilà!

**Check out some other types of photo corners on the next page**

Here's some more photo corners to decorate your images or your Online Photo Album with:



(L) Add SpriteEffects>Gaussian Blur and shadow.

(R) Apply soft drop shadow to triangle and Multiply



## Photo Corners (Continued)



### For method A:

Duplicate the entire corner shape twice and make them black and white respectively. Apply a SpriteLayer channel mask to each shape and use the airbrush image editing tool to brush away the area as in the examples. This will leave you with a "button" look to your photo corners.



### For method B:

Add a dark gray to light gray Directional gradient. Next select Offset Path from the Effects menu and use a setting of 2-3 for 1 copy and click OK. Change the direction of the gradient on the newly created larger triangle and adjust the gradient ramp so that there is less light gray showing. To finish, apply a SpriteEffect to the top most triangle and select Blur>Gaussian Blur. Use a low setting as you only want to create a more abrupt edge. Notice that Offset Path adds a bit of a curve to the copy, you can adjust this by editing the path. I leave it as is, I think it gives the photo corner a "pressed" appearance.



## Photo Corners (Continued)



### For method C:

This one is similar to method A. Instead of a plain color applied to the photo corner, add a gray and then apply Noise (SpriteEffects>Noise>Add Noise). I use Uniform, Gaussian and a high setting such as 73. Use Offset Path as in method B, only make the color a gray with no Noise applied. Next Duplicate the triangle once and add a white SpriteLayer channel mask as in method A. Airbrush the highlight area as in the example. Now apply a thin dark gray stroke to both triangles. Realign the Additional items can be added to your photos. For example, paper clips can hold notes as a clever option to photo captions. For details, see [Paper Clips & Pushpins](#) in the How To section of the website.

