



Corporate Flow



Illustration



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Canvas Tips and Techniques



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Create Water Droplets

Canvas™ introduced lenses that allow affects to be applied to objects. Any object can be defined as a lens then placed on top of other objects. Effects such as magnification can be used to create interesting illustrations such as drops of water over text. Any effect or combination of effects can be used on a lens object. Here are the steps to create the water droplets. Future tutorials will cover other uses for lens objects in Canvas.

Step 1

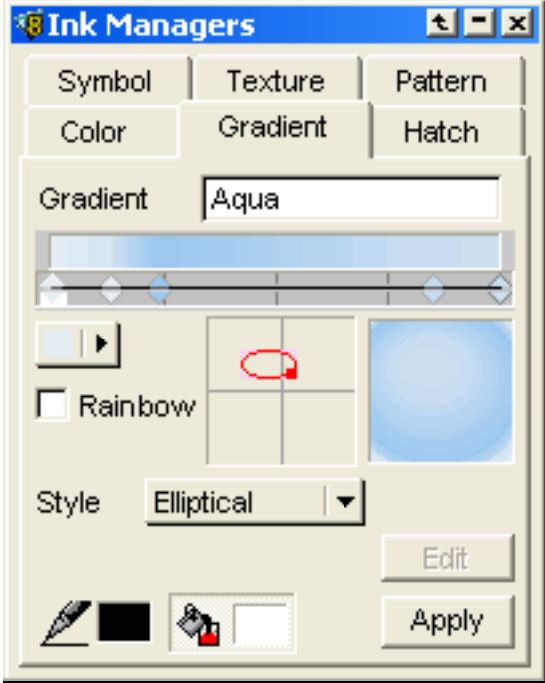
Start by drawing an oval and while in edit mode, move the handles until you get a freeform shape. Next drag a copy of the shape as you will need it later.

Now add a gradient to the shape. I used blues for an Elliptical gradient (See the gradient I used on the right). Next I applied a directional vector transparency starting from the bottom right to the top left to end up with the example at the far right.

Set aside the shape to work on the shadows and highlights.



Create the water droplet shape and make a copy to apply the lens later. Next add a gradient. To complete, apply a directional transparency.



Step 2

Make an additional two copies of the remaining shape and place them close as shown to create the droplet shadow detail. This will give the water drop a 3D effect. Now select the Combine palette from the Effects menu and choose Subtract Front. The remaining shape should be similar to the black sliver as shown in the middle example. To soften the shadow, add a SpriteEffect and apply a light Gaussian Blur (I used a setting of 2). Be sure to check the Anti-alias checkbox in the SpriteEffects palette. The final sliver should look like the example at the far right.



(L to R) Make two copies of the shape and offset them as shown on the left. (One is yellow to better illustrate this step). Use Subtract Front to cut the shape into the sliver as shown in the middle. To finish, apply a Gaussian Blur as a SpriteEffect.



Repeat for the highlight.

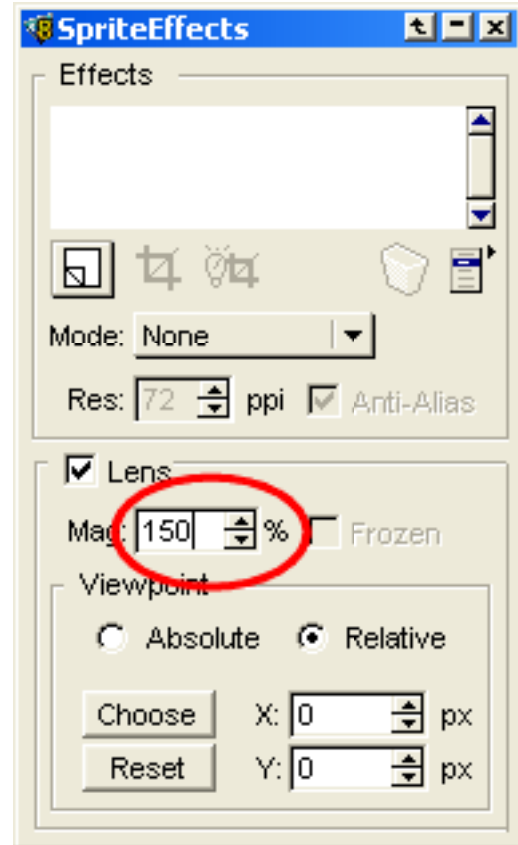
Repeat the process for the highlight but this time make the shape from the top left. Depending on the shape, reducing the shape a bit may produce a better sliver for the highlight. Make the shape white and add the Gaussian Blur same as above.

Step 3

Now it's time to put the parts together to form the droplet. Take the shape you've been saving and with the object selected, check the Lens checkbox in the SpriteEffects menu. This converts the object into a lens that can apply multiple effects. Next type in the amount of magnification. For this example I used 150. Dragging the new lens over another object affects the area under the object with the effect as seen in the example below.



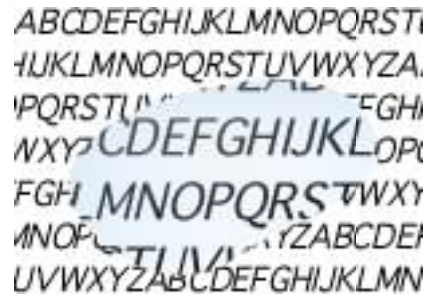
The water droplet shape, which was converted to a lens with magnification applied, distorts the text beneath it.



Convert the object to a Lens and apply magnification.

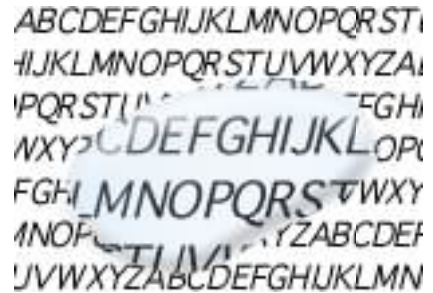
Step 4

With the lens object created, place the blue water drop shape on top of it.



Move the blue shape on top of the lens to add color to the water drop.

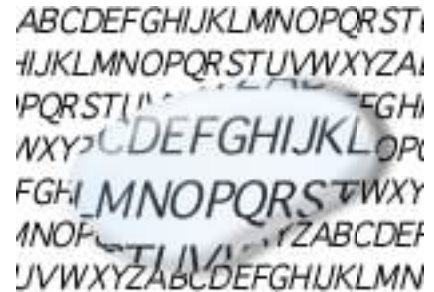
Now move the shadow and highlight slivers, created earlier, on top of the water drop. Place the highlight towards the top left and the shadow to the bottom right. Keep the shapes slightly from the edge for a 3D effect. The water drop should really start to jump off the page.



Add the highlight and shadow shapes to the water droplet.

Step 5

The final step is the addition of a soft shadow to the water drop. I used the same sliver method and added a soft shadow to the bottom right then applied the Multiply Mode (Objects>SpriteLayer>Show Palette.. then select Multiply from the pop-up menu at right).



Add the highlight and shadow shapes to the water droplet.



Tip: Create several different size water droplets and archive them for future use along with other custom objects in a Macros Palette. This way, they are available when you need them by simply loading the Macros Palette and placing the object into your document. This also allows easy sharing of logos, motifs or even web buttons and animations.

