040b73747265616d747970656481a203840163c48403737373810a0a810b0b815f5f8401258406 7f411b312d37Blend: Blend Editor

TMSVerlaufEditor.b.tiff ¬ **Blend Editor**

You can use the Blend Editor to create standard blends or those of your own design.

Blend Patterns
411108_paste.tiff ¬
Figure: The portion of the Blend panel containing different blend patterns.

Click on one of these switches to select the pattern, then click the <*Apply*> button to show the blend in your element. The pattern on the lower right can be modified by using the sliders shown below.

573168_paste.tiff ¬
Figure: The sliders for defining own blend patterns.

Moving these sliders will result in quite exceptional changes of the pattern, involving very complex calculations. Maybe you just want to experiment with them to find the patterns you like.

Verlauf;¬Blend Colors
paste.tiff ¬
Figure: Portion of the Blend Editor panel containing color selection and transition curve controls

Color Selection
In this portion of the Blend Editor you select the colors used in your blend. There are five color well icons. The first and the last of them specify the start and end colors of the blend. Activating one or all of the color wells between them by marking the option switches adds

intermediate colors to your blend.

Transition Curve
The curve well icon on the right of the color wells lets you manipulate the transition of the colors. The horizontal axis determines the course of the color from start to end. The vertical axis specifies which value the color has at a given position. The standard setting is a straight line, describing an even and continuous flow from the first color to the last. Pulling the curve down on the left, for example, will cause the starting color to be more persistent.
For detailed information about with curves, please refer to the <Curve Editor> (;../OneVision/WorkingIntro/TMSCurveWell.rtfd;Kurveneditor;¬) chapter.

Preview;¬Blend Preview Field
The color field below the curve well icon previews the specified blend.

Apply
After you've made the settings for your blend you have to click this command to transfer the blend to the blend element in your document. Also, if you have changed colors, the color model or the characteristic curve, you must click this command again.

Color Models
Before you create a blend, specify the color model you want to use. The pop-up list below the color well icons offers several options. If you switch form one color model to another, the colors will be converted accordingly.

Note: If a blend in RGB, HIS, or CMYK is selected, you cannot switch to the Channel option and vice versa, because such translations are not possible.

RGB
All colors will be interpreted as RGB colors.

648555_paste.tiff ¬
Figure: A blend created by using the RGB color model

HIS
The HIS color model differs from the RGB model in respect of the transitions from one color to another.

Note: As you can see from the example below, intermediate colors are involved in the blend, although the corresponding buttons are not checked.

129440_paste.tiff ¬
Figure: A blend created by using the HIS color model

Note: When converting a HIS blend with the Blend-to-Image Conversion tool, the result will be an RGB image.

CMYK
All colors will be interpreted as CMYK colors.

429463_paste.tiff ¬
Figure: A blend created by using the CMYK color model

Channel
This option is used for creating blends in grayscales or spot colors, i.e., a one-color image. An additional color well icon is displayed for specifying the hue. The standard color well icons will then define the intensity of the chosen ªcolorº (Black = 100% intensity).

379746_paste.tiff ¬

Figure: A blend created by using the Channel option for grayscales

Note: For technical reasons, you only can blend one single spot color at a time. It is not possible to create blends from one spot color to another one. If you want to blend different spot color you have to create them independently. Afterwards you can combine the blends elements. For printing you must activate the option <*Overprint*> (;../OneVision/WorkingIntro/ColorSpot.rtfd;Overprint;¬) for each spot color.

Resolutions
711384_paste.tiff ¬

Screen
The value you enter in this text field specifies the resolution of the blend as displayed on your monitor.

Printer
In this text field you enter the resolution with which you want the blend to be printed.

269967_paste.tiff ¬
Figure: Panel for calculating the print resolution.

Clicking on the <*Calculate*> button opens the panel shown above. Here you enter values for line screen and sampling rate (called factor, which should be in between 1.41 and 2.82). The print resolution will be calculated based on these values. The file size of the blend image is also displayed.

Click <*OK*> to accept the result of the calculation. <*Cancel*> will discard your entries.

Blend Direction Line
These parameters enable you to set the direction of the blend wihtin the element.
680059_paste.tiff ¬
If you have selected a blend element and are in ªEdit Elementº mode (;../OneVision/WorkingIntro/Cursorform.rtfd;Neues Element ðffnen;¬), you can use your mouse to draw a straight line within the element frame. This line will determine the direction of the blend. For example, if you create a blend radiating from two circles, the end points of the line will define the centers of the circles.

Anchor Points
This line can also be specified by entering numeric values in these entry fields. There are four text fields for entering the x and y coordinates of the start and end points of the line. When drawing the line with your mouse, the coordinates of the anchor points are automatically displayed in these fields.

Line Angle
You can specify the angle of the transition of the blend by entering a value in the <*Line Angle*> field. The blend will be rotated accordingly around the center of the blend direction line.

Next: **;../TMSVerlaufConverter/TMSVerlaufConverter.rtfd;;¬**
Blend-to-Image Conversion