

# Shadow Caster<sup>TM</sup>

*A Soft Shadow Creator for QuarkXPress®*

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## WHAT IS SHADOWCASTER?

The ShadowCaster XTension allows you to quickly create soft drop shadows for *any* item in a Quark XPress document. The XTension gives you a tremendous amount of control over the production and placement of these depth-enhancing effects.

All of the effects you can perform on shadows, such as combining them with other images, are accomplished within QuarkXPress and do not require the use of any image manipulation program. All the required tools are provided by the ShadowCaster XTension in one convenient and accessible palette.

Shadowcaster can use the outline of any Quark XPress item as the basis for a shadow. The shadow is automatically placed into a picture box below the XPress item. The shadow itself is saved as a TIFF file in the folder and drive you specify.

Here are just a few of the options ShadowCaster lets you specify.

- Resolution of the shadow (depending on the ultimate use for the shadow, such as high-resolution printing or a multimedia presentation)
- Blur of the shadow from crisp to diffused
- Color and shade of a shadow

ShadowCaster also lets you save frequently used shadow settings and apply them later in much the same way you apply style sheets to paragraphs of text.

## USING THIS MANUAL

The manual covers all commands and techniques for the ShadowCaster XTension. The material presented here assumes that you are already familiar with QuarkXPress and your Macintosh.

Menu commands and dialog box controls are set in bold type.

The notation **View > ShadowCaster** indicates that the ShadowCaster command can be found in the View menu.

The "Working with the ShadowCaster Palette" section beginning on page 4 describes each of the controls in the ShadowCaster palette. Subsequent sections provide step-by-step instructions about how to perform several common tasks.

## INSTALLING SHADOWCASTER

The ShadowCaster installer automatically places the XTension in the correct folder to be run by QuarkXPress.

1. From the Finder, hold down the Shift key as you choose Restart from the Special Menu; this will disable all extensions including any virus protection.
2. Insert the ShadowCaster disk and double-click the ShadowCaster Installer icon.
3. When the installation dialog appears, click to continue.
4. A dialog box asks for your name, organization, and serial number. Enter the required information and click OK.



When the installation process is complete, a message appears indicating that the installation was successful.

5. Click Quit to exit the installer and return to the Finder. Store your ShadowCaster disk in a safe place and enjoy.

## INSTALLING DEMONSTRATION VERSIONS

The dialog box displayed after you click Install provides a Demo button that allows you to install an unserialized, limited-function version of the XTension. We included this demo to provide a sense of the benefits available from ShadowCaster. Feel free to share the installation disk (for demos only!) with friends and co-workers.

## WHAT SHADOWCASTER ADDS TO QUARKXPRESS

ShadowCaster adds two commands to Quark XPress. One to the **View** Menu > **Show/Hide ShadowCaster**, and the other to the **Utilities** Menu > **Create TIFF...**

Choosing **View > Show ShadowCaster** displays a palette that lets you create shadows for any XPress item, save frequently used settings as shadow styles, and combine shadows with underlying images.



*The ShadowCaster palette, displayed via the **View > Show/Hide ShadowCaster** command. The ShadowCaster palette lets you specify the type of shadow you want to create. You define the attributes of the drop shadow with the controls in the Shadow tab. To access any other tab, simply click on it in the palette.*

## WORKING WITH THE SHADOWCASTER PALETTE

The ShadowCaster palette consists of several tabs that you can use to enter information about the shadows you create and obtain information about the images with which you are working. You can create a drop shadow whenever a QuarkXPress document is active.

To display the palette, choose **View > Show ShadowCaster**. When the ShadowCaster palette is open, the **View** menu displays **Hide ShadowCaster**. **Show/Hide ShadowCaster** is always available. You can move and close the ShadowCaster palette like most QuarkXPress palettes.

## THE SHADOW TAB

The Shadow tab allows you to specify the look of a drop shadow and save frequently used settings as styles that can be applied later with a click of the mouse.

The discussion of shadow styles follows the general Shadow tab controls on page 6.

## Shadow

To specify the kind of shadow affect you want to create, choose an option from the Shadow pop-up menu. ShadowCaster can create three types of shadows: **Silhouette**, **Outline**, and **Ghosted**.



Shadow Source



Silhouette

Outline

Ghosted

Choose **Silhouette** to replace every non-white pixel with the shade value specified in the Shading pop-up menu. Silhouetting is often used with type characters as it allows the enclosed sections of letters, such as O, B, and D, to remain hollow or white.

Choose **Outline** to render a shadow of an area defined by the outer edge of the selected item(s). This setting is often used with images and shapes that might contain white highlights yet need to cast solid shadows. When this setting is used with type characters, enclosed sections of letters such as O, B, and D, will be filled.

Choose **Ghosted** to render the contents of the selected item as a grayscale image. ShadowCaster ghosts by applying a brightness filter to the original image. The brightness value is controlled from the Shading pop-up menu.

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## Resolution

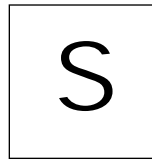
To set a resolution for a shadow, choose an option from the **Resolution** pop-up menu or enter a value in the field. ShadowCaster can create shadows with resolutions from 36 to 400 dots per inch (dpi). The resolution required for the shadow will depend upon its intended use. For example, if the shadow is to be used in a multi-media presentation or for laser printing only, a setting of 72 dpi may be fine. However, if your shadow will be printed at a higher line screen, such as 133 or 150 lines per inch (lpi), you'll want to use a higher resolution setting such as 180 to 300 dpi.

## Blur Radius

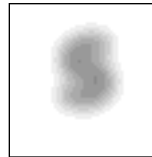
To specify the "fuzziness" of a shadow's edges, choose an option from the **Blur Radius** pop-up menu or enter a value in the field. ShadowCaster can create blurs with a blur radius from 0 to 250 pixels. ShadowCaster uses a Gaussian blur; the greater the blur radius the more pronounced the blur effect.

There is a close relationship between the **Blur Radius** and **Resolution** values. Remember that blur radius defines a range of pixels to blur. Resolution controls the size and number of the pixels in a given area: lower resolution values mean larger pixels. The upshot is that with big pixels, smaller blur values result in a blurrier shadow than at higher resolutions. You'll probably want to experiment with these two settings to get exactly the affect you are looking for.

An example of this relationship is shown below. Notice that even though the same blur value was used on each example, as the resolution of the shadow was increased the blur was (effectively) decreased.



*The Letter S  
will be used as the  
source of shadow*



*resolution 72 dpi  
blur radius 10 pixels  
shading 60%*



*resolution 144 dpi  
blur radius 10 pixels  
shading 60%*



*resolution 288 dpi  
blur radius 10 pixels  
shading 60%*

## Color

To set a color for a shadow, choose an option from the **Color** pop-up menu. This list contains all colors currently set up for your XPress document.

*Note:* QuarkXPress treats color shadows as colorized grayscale pictures.

## Shading

To set a shade for a shadow, choose an option from the **Shading** pop-up menu or enter a value from 0 to 100 percent in the field. A value of 100% will create a solid black shadow, while a value of 30% will create a 30% black shadow.

## Offset

To set a horizontal offset for a shadow, enter a value in the **Horizontal** field. To set a vertical offset for a shadow, enter a value in the **Vertical** field.

There are no offset restrictions other than that the resulting shadow must remain on the current spread.

*Note:* The offsets automatically take into account increased shadow size caused by the blur value so that the element and the shadow will maintain a true relative position.



*The shadow in the illustration was created with zero offsets, at a resolution of 72dpi and a blur radius of eight pixels. The picture box containing the drop shadow was automatically enlarged to compensate for the blur and offset so that the created shadow is lined up exactly with the original text.*

## Create

To start the shadow creating process, click **Create**. The **Create** button is available when one or more items are selected in the current document.

## WORKING WITH DROP SHADOW STYLES

ShadowCaster lets you save frequently used shadow settings and apply them quickly to items much in the way you apply style sheets to text.

The **Style** pop-up menu at the top of the Shadow tab lets you save the current settings, apply existing shadow styles, and delete shadow styles.



## Creating Shadow Styles

To save the current settings in the Shadow tab as a shadow style, click on the **Style** pop-up menu and choose **Add**. Enter a style name in the **Add Style** dialog box and click **OK**. The shadow style

will now be available from the pop-up menu.



## Deleting Shadow Styles

To remove a shadow style, click on the **Style** pop-up menu and choose **Remove**. The **Remove Style** dialog is displayed. Select the style(s) to remove and click **OK**. The selected shadow style(s) will be deleted.

## Renaming Shadow Styles

When the settings in the Shadow tab exactly match an existing style, the **Add** menu item is replaced by **Rename**.

To rename a shadow style, click on the **Style** pop-up menu and choose **Rename**. Enter a new name in the **Rename Style** dialog box and click **OK**. The renamed shadow style will now be available from the **Style** pop-up menu.



## Applying Shadow Styles

To apply a style to the currently selected item(s), choose a style from the pop-up menu. When you choose a style from the pop-up menu, each of the Shadow tab controls will reflect the shadow style settings. Click **Create**.

*Note:* If you alter any of the settings after choosing an existing style, the pop-up menu reverts to "No Style."



## THE BURN TAB

The Burn tab lets you burn, or merge, a shadow into an underlying image. This creates one new image from what was two separate images. Burning allows you to create a variety of special effects.



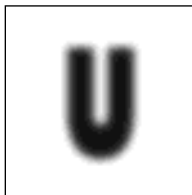
Note the warning message concerning a problem about the pending burn operation displayed at the bottom of the Burn tab. For information about the conditions that must be met to burn shadows, see "Are You Ready to Burn?" on page 14.

### Method

To specify the way in which the pixels in the shadow image are combined with those in the target image, choose an option from the **Method** pop-up menu.



To illustrate each of the burn filters we will combine the shadow of this U into the underlying mountains.



The Shadow of the "U" is a Grayscale TIFF saved at a resolution of 300 dpi, with a blur radius of 10 and shading of 90%.



The image of the mountain is a CMYK TIFF saved at a resolution of 300 dpi



When the two images are selected in QuarkXPress you are ready to burn.

### Darken



Regular Darken    Inverted Darken    50% Red Darken

Darken compares overlapping pixels of the shadow and target image and keeps the darker of the two.

### Multiply



Regular Multiply    Inverted Multiply    50% Red Multiply

Multiply multiplies the values of overlapping pixels and divides the result by 255. This always results in a darker color.

### Lighten



Regular Lighten    Inverted Lighten    50% Red Lighten



Shadow Shaded 70% Regular Lighten    Shadow Shaded 30% Regular Lighten    Shadow Shaded 50% Inverted Lighten

Lighten compares overlapping pixels of the shadow and target image and keeps the lighter of the two.

### Screen



Regular Screen      Inverted Screen      50% Red Screen



Shadow Shaded 70% Regular Screen      Shadow Shaded 30% Regular Screen      Shadow Shaded 50% Inverted Screen

Screen multiplies the inverse values of overlapping pixels and divides the result by 255. Similar to painting over an area with bleach, this always results in a lighter color.

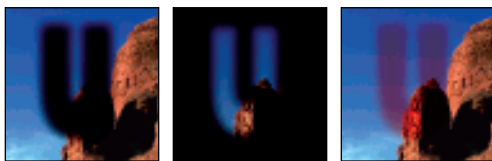
### Normal



Normal 100%      Normal 70%      Normal 30%

Normal combines the values of overlapping pixels. The shadow's shade is used as an Opacity control.

### Add



Regular Add      Inverted Add      50% Red Add

Add combines the values of overlapping pixels, up to 100%, always resulting in a darker color.

### Subtract



Regular Subtract      Inverted Subtract      50% Red Subtract

Subtract removes the shadow pixel values from the target pixel values, down to 0%, always resulting in a lighter color.

### Revert

If an image that has been burned by Shadow Caster is selected, and the original image is still available, the **Revert** button is displayed. Click **Revert** to replace the burned image with its original image. There is no time constraint on the Revert feature — it will remain available as long as the original image exists.

### Burn

To burn the contents of two selected overlapping boxes into one new image, click **Burn**. **Burn** is available when two (and only two) QuarkXPress picture boxes are selected.

For information about the conditions that must be met to burn shadows, see "Burning Prerequisites" on page 13.

### Invert Shadow

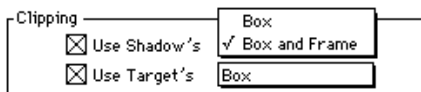
To burn an inverted shadow into the underlying image, check **Invert Shadow**. For example, if the shadow is 100% black, checking this box will burn in a white shadow to the image. If the shadow is 30% gray, the inverse will be 70%. When you invert a color shadow, each channel value is inverted.

### Use Shadow Color

To apply the current shadow color to the final burned image, check **Use Shadow Color**. To add the shadow pixel values to only the black channel of the target image, uncheck **Use Shadow Color**.

## Clipping

Clipping limits the area of a final burn image to the pixels in the box containing the shadow image and/or the box containing the target image. When you do not specify any clipping, burning will include entire shadow and target images, regardless of any cropping you might have done by changing offsets or by scaling. (The upshot is that the final burn image will not match your screen display.) If you have cropped either shadow or target images prior to creating a burn, to obtain a burn image that is WYSIWYG, you need to specify clipping.



When combined with polygonal boxes, clipping is a powerful technique for creating a burn mask.



*The shadow U is clipped by a polygonal picture box*



*The U has been burned in behind the mountain*



*A shadow has been generated from a polygon box that was created to match the shape of the mountains.*



*This shadow was then burned into the mountain image with the screening method, causing the sky to washout a bleaching effect.*

To clip shadow images by their picture box, check **Use Shadow's** and choose **Box** from the pop-up menu. When this option is selected, no pixels beyond the shadow image picture box will be included in the final burn image.

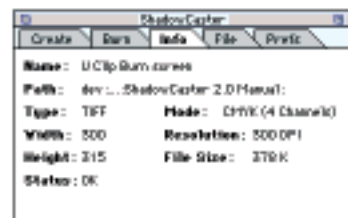
To clip shadow images by their picture box and the width of any applied frame, check **Use Shadow's** and choose **Box and Frame** from the pop-up menu. For example, if you have a 4" by 4" box with a half-inch frame, the total clipping area with this option selected would be 3" by 3".

To clip target images by their picture box, check **Use Target's** and choose **Box** from the pop-up menu. When this option is selected, no pixels beyond the target image picture box will be included in the final burn image.

To clip target images by their picture box, including the width of the frame, check **Use Target's** and choose **Box and Frame** from the pop-up menu. For example, if you have a 4" by 4" box with a half-inch frame, the total clipping area with this option selected would be 3" by 3".

## THE INFO TAB

The Info tab displays a variety of information about the image in the selected box. This information is essential for tracking files and determining whether ShadowCaster can work with a certain file type.



File formats currently supported by ShadowCaster are TIFFs, and Scitex CTs. These files may be in grayscale, RGB or CMYK format. Future versions of ShadowCaster may support additional file formats, be sure to consult your installation disk for any "Read Me" files.

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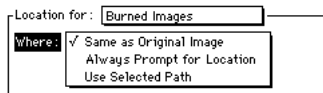
## THE FILE TAB

The File tab allows you to specify the disk and folder in which shadows and burn files are stored. You can also specify the default application to be used for editing these files. (This is optional, you might never need to edit a shadow or burn, but it's nice to keep your options open.)



### Location for

The **Location for** pop-up menu lets you specify the file location settings for all created drop shadow or burned image files.



When the **Location for** pop-up menu is set for **Burned Images**, the first **Where** pop-up menu entry is **Same as Original Image**. When you choose this option, burned images will be saved in the same location as the original target image (the image into which you burn a shadow). Burned images will be duplicated from the originals and will automatically have a file name generated. The burned image file name will consist of the original file name plus a ".BRN" suffix. With this option selected, you don't have to do anything to generate and save the burn file when you perform a burn.

When the **Location for** pop-up menu is set for **Created Drop Shadows**, the first **Where** pop-up menu entry is **Same as QuarkXPress Document**. When you choose this option, all created drop shadow images will be saved in the same location as the current QuarkXPress document. All created drop shadows will automatically have a file name generated.

The drop shadow file name will consist of "Drop Shadow" plus a numeric suffix. With this option selected, you don't have to do anything to generate and save the shadow file when you create a shadow.

When you choose **Always Prompt for Location**, a standard file dialog box will be displayed each time you create a shadow or burn an image. You can then save the shadow in any desired location. You may also choose to replace the original target image by entering the same name as the original file name.

Note: **Always Prompt for Location** is the only setting that allows you to replace original target images. You will not be able to use the Revert feature for burns when the original target image is replaced.

To set a default folder location for newly created shadows or burned images choose **Use Selected Path**. Click **Select** to display a standard directory dialog box prompting you for the folder location in which all images will be saved. As with **Same as Original File** or **Same as QuarkXPress Document**, this option will automatically name each newly created shadow or burned image.



### Application for Created Images

To choose the application that will be launched when you double-click on (i.e. open) created drop shadows or burned images, click **Select**. A standard open dialog box will display prompting you to locate and select the desired application. Though any application may be chosen, you probably want to choose one capable of working with images (preferably TIFFs). ShadowCaster will then save all created images with the chosen application's creator type and icon.



## THE PREFS TAB

The Prefs tab allows you to set certain preferences for the way shadows are handled.



### Replace Shadow if Modified

When you modify a created shadow TIFF in QuarkXPress — such as by resizing, or cropping — ShadowCaster must create a temporary drop shadow file when you attempt to burn the altered shadow onto a target image. To replace your original drop shadow file with the temporary image of the modified shadow, check **Replace Shadow if Modified**.

*Note:* The creation of a temporary image is determined by either (1) whether a shadow or target image needs to be clipped or (2) whether ShadowCaster needs to interpolate between shadow and target images with differing resolutions or scaling.

When **Replace Shadow if Modified** is unchecked, the temporary shadow file created is discarded after the burn is complete.

### Add White Border for Outline Shadows

To have ShadowCaster place an imaginary, one-pixel-wide white border around the selected object(s), resulting in outline drop-shadows that correctly find the outline of the item being shadowed, check **Add White Border for Outline Shadows**. ShadowCaster creates outline drop shadows based upon the color of the first pixel it encounters; it continues to create the shadow in a manner analogous to using a paint bucket fill tool in an image-editing program.

To create outlined shadows without the imaginary white border, uncheck **Add White Border for Outline Shadows**.



Original  
QuarkXPress Box

Shadow created  
with Add White  
Border for Outline  
Shadows checked.

Shadow created  
with Add White  
Border for Outline  
Shadows  
unchecked.

*The above example illustrates the difference between having Add White Border for Outline Shadows checked and unchecked when creating a drop shadow.*

## CREATING SHADOWS

Creating a soft drop shadow for text, graphics, or QuarkXPress items is easy with ShadowCaster, requiring only a few steps, and minimal input on your part. This brief how-to steps you through the creation process. For a detailed description of each of the shadow-related controls, see page 4.

Shadows can be created for either single or multiple selected QuarkXPress elements. For example, you may choose to select two or more text boxes, or a text box and a picture box, or any combination of elements — including lines. Regardless of the number or combination of elements, ShadowCaster will create a single composite shadow based on the selected elements.

*Note:* To create a shadow of text or an imported picture, the background of the containing box must be set to “White,” “None,” or 0% of any color. If any background color or shade is applied, the shadow will reflect the shape of the box only.

### To Create a Shadow

- 1 Choose **View > Show ShadowCaster**, if the palette is not already displayed.
- 2 Select the QuarkXPress item(s) to be shadowed. For example, a picture in a picture box, text in a text box, or some combination of multiple items.
- 3 From the **Shadow** pop-up menu, select the type of shadow to create: silhouette, outline, or ghosted.
- 4 Specify the required **Resolution**.
- 5 Enter the desired **Blur Radius** setting. Higher numbers give a greater blur.
- 6 Specify any **Offset**, **Color**, and **Shade** you want.
- 7 Click **Create**.

Depending on your File tab settings, you may be asked to specify a folder in which to store the new shadow file. Otherwise, a progress bar will display.

The completed shadow will be placed in a picture box one layer behind the bottommost item selected.



Two elements selected: a text box containing the letter "B" and a picture box containing an image of a butterfly. The butterfly image is an EPS file with a clipping path and is placed above the text box.



Even though two elements were selected, Shadow Caster created a single composite shadow for the selected elements and placed it underneath the bottommost element, in this case the text box.

*Tip:* The background color of the picture box containing the newly created shadow will always be set to "White." However, if you hold down the Option key when you click the Shadow button, the background color of the box from which the shadow was created will be set to "None."

### CLIPPING PATHS

In order to be able to see through and around an EPS image to its underlying shadow, it is essential to use EPS images containing proper clipping paths. If you use an image without a clipping path to generate a shadow, and set the background of its containing picture box to "None," jagged areas of white will appear around the image and the printed result will be serrated and uneven.



In the above examples, note the white jaggies around the butterfly's head and right wing of the left image. This behavior is exhibited when a QuarkXPress box color is set to "None" and contains an imported picture without a clipping path. When a clipping path is applied the result will look like the butterfly in the right box.

This effect is not an error, but is caused by QuarkXPress trying to create a clipping path around the image. The QuarkXPress background color "None" should only be used for line art and EPS images containing clipping paths. For information concerning clipping paths and their creation, please refer to the manual of your image editing application.

### ROTATED ELEMENTS

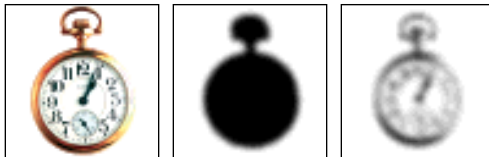
Rotated or skewed elements may be used to generate shadows. However, the shadows that get created, because they are based purely on the outline of the selected item, are not rotated or skewed.

*Note:* Rotated or skewed shadows cannot be burned into underlying images. Therefore, if you are planning to burn a shadow, it is best to rotate or skew the source of the shadow first. Afterwards, you can use ShadowCaster to create the shadow which will appear to be rotated or skewed.



## CUSTOM MASKS

Consider the image of a watch. This image poses a particular problem in that we want its shadow to be solid but maintain a see-through of the watch stem at the top. If we use the **Outline** setting, the shadow will be solid but the area at the top of the shadow under the watch stem will be filled in. If we instead use the **Silhouette** setting, the area at the top of the shadow under the watch stem will be see-through but the watch face will not be solid. What to do?

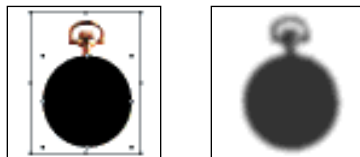


*Notice the white area of the watch face and the inside of the watch stem.*

*Using the outline setting will fill the inside of the watch stem.*

*Using the silhouette setting will leave the watch face hollow.*

The solution. Draw a filled circular picture box over the watch face, select both the circle and the picture box containing the watch, and create the shadow using the **Silhouette** shadow type!



*Draw a circle over the face of the watch. Select both watch and circle.*

*Finished shadow with see-through stem and solid face.*

Remember, even though multiple items are selected they produce a single continuous shadow. You can always use this technique to add to an image's finished shadow.

## BURNING SHADOWS INTO UNDERLYING IMAGES

Once you've discovered how easy it is to create soft drop shadows with ShadowCaster, you'll certainly want to place these shadows so they overlap background images. You may also want to burn, or merge, the shadows into underlying images, thereby creating one image instead of two separate images. ShadowCaster lets you burn a shadow into an underlying image easily, without using an image editing program or ever leaving QuarkXPress!

### Burning Prerequisites

The following conditions must be met in order to burn a shadow to an underlying image:

- Two (and only two) picture boxes must be selected, each of which must contain an image.
- The shadow image (the top image) must be a grayscale image.
- The target image (the image to burn into) must be a grayscale, RGB, or CMYK TIFF or Scitex CT image.
- Neither the shadow nor the target image can be rotated, skewed, flipped or have any QuarkXPress-applied contrast adjustments.
- Both the shadow and the target image disk files must be available.

When these conditions are met, the **Apply** button in the Burn tab of the ShadowCaster palette will be enabled.

**Important Note:** ShadowCaster does not support OPI-type images. Shadows burned into low-res OPI placement images will not be transferred to the high-res originals.

### About Resolutions

Although we strongly recommend that you create shadows with resolutions that match the target's resolution, it is not necessary to have the resolutions match. Should the resolution of the two images differ, ShadowCaster will interpolate the resolution of the shadow to match the resolution of the target image. Note that scaling either the shadow or the target image within QuarkXPress

can effectively change the image's resolution thereby forcing ShadowCaster to interpolate.

When ShadowCaster interpolates between two resolutions, the XTension is forced to create a temporary file for the new resolution image. These burns take a little longer and may not look as good.

#### Are You Ready to Burn?

After familiarizing yourself with all of the criteria listed on the previous page, the first step in burning a shadow is to check the target image's resolution and confirm that it is a grayscale, RGB, or CMYK TIFF or Scitex CT image. To do so, select the picture box containing the target image and check the Info tab of the ShadowCaster palette.

*Note:* If there is any kind of problem, messages will be signaled by a small yellow alert icon at the bottom of the Burn tab. The absence of such an alert, and the availability of the **Burn** button, means you're good to go.

#### To Burn a Shadow

1 Place the shadow over the target image in any desired position. Select the picture box containing the shadow and the picture box containing the target. Make sure these are the only two items selected.



*This illustration shows a text box with a shadow placed over a TIFF. The picture box containing the shadow is active. A shadow picture box with a background color set to "None" will allow for easier alignment with the target image. Notice QuarkXPress' attempt to create a clipping path around the shadow.*

- 2 Choose the **Method** of burn you want from the Burn tab of the ShadowCaster palette.
- 3 If you have resized or cropped the images, make the appropriate **Clipping** selections.

4 Click **Burn**.

5 If your File tab setting for **Burned Images** is set to **Always Prompt...**, you will be prompted to select a name and a location for the burned image. Enter the file name to use and choose the location for the saved file.

During the burn process, a progress bar will indicate the various steps of the burn process. When the burn is completed, the original target image is replaced by the new .BRN image.



*The image above displays a completed burn. There are still three items involved. Notice that the single original shadow was used to create several effects at once. Because the burn places the shadow only onto the bounding area of the target image, the original shadow is still required. By simply sending the original shadow behind the TIFF, we now have a shadow which is burned into the underlying image yet overlays our page.*

#### CREATING HARD-EDGE SHADOWS

By combining QuarkXPress's Invert setting with a shadow burn, it is possible to create a hard-edge blur.



Original Image

An inverted shadow of a rectangular box

50% Red Screen

- 1 Create a box to generate a shadow from on top of your image, in our case we used a rounded corner box.
- 2 Fill the newly created picture box with a shade.



3 Select the box and create a soft drop shadow with a shade setting of 100% and a substantial blur, possibly 10 pixels or more depending on the resolution used.

4 Delete the duplicate box and invert the shadow by choosing **Style > Negative**.

5 Select both the inverted shadow and target image. With **Darken** selected in the **Method** pop-up menu, click **Burn**. When the burn process has been completed, delete the shadow box overlaying the target image.

As you can see the possibilities for creatively altering images in QuarkXPress are numerous! We're sure you'll find your own favorite techniques and uses involving ShadowCaster. We would definitely be very interested hearing about them.

## CREATING A TIFF

A commonly used effect involves burning a shadow into a background color. Because you cannot burn a shadow into a colorized text or picture box, ShadowCaster lets you quickly create a TIFF into which you can burn a shadow.

The **Create TIFF** command in the **Utilities** menu displays the **Create TIFF** dialog box. **Create TIFF** is always available.



### Width/Height

To specify the dimensions of the TIFF, enter values in the **Width** and **Height** fields. If an XPress item was selected as you chose **Create TIFF**, the fields are preset with the dimensions of the selected item(s).

### Resolution

To set a resolution for the TIFF, choose an option from the **Resolution** pop-up menu or enter a value in the field. ShadowCaster can create TIFFs

with resolutions from 36 to 400 dots per inch (dpi). The resolution required for the TIFF will depend upon its intended use. For example, if the TIFF is to be used in a multi-media presentation or for laser printing only, a setting of 72 dpi may be fine. However, if your TIFF will be printed at a higher line screen, such as 133 or 150 lines per inch (lpi), you'll want to use a higher resolution setting such as 180 to 300 dpi.

### Type

To specify the format of the TIFF, choose Gray (grayscale), RGB, or CMYK from the **Type** pop-up menu.

### Color

To set a color for a TIFF, choose an option from the **Color** pop-up menu. This list contains all colors currently set up for your XPress document.

### Shading

To set a shade for a TIFF, choose an option from the **Shading** pop-up menu or enter a value from 0 to 100 percent in the field. A value of 100% will create a solid-color TIFF; a value of 30% will create a 30%-color TIFF.

### Automatic Import

If an XPress item is selected when you display the **Create TIFF** File dialog box, the **Automatic Import** check box will be available. Check this box to import the newly created file into the active picture box when you click Save. Any picture currently in the box is replaced. If the selected XPress item is not a single picture box, a new picture box will be created.

### Save

To create a TIFF with the attributes currently displayed in the dialog box, click **Save**. ShadowCaster displays a standard file dialog box that you can use to select the folder and drive to which you want to save the file.

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## ANSWERS TO FREQUENTLY ASKED QUESTIONS

- Q. My shadows print with rough edges around the shadow.
- A. Make sure the background of the picture box containing the shadow is not set to "None." Try a background color of "White" instead.
- Q. Why aren't the shadows transparent? I placed them over the background image, set the background of their picture boxes to none, and still can't see through them.
- A. For shadows to be transparent, they must be burned into underlying images. For an explanation of how to burn shadows to underlying images, please see the section entitled "Burning Shadows into Underlying Images" on page 13. For an explanation of clipping paths, please see the section entitled "Clipping Paths" on page 12.
- Q. When I use the Outline shadow setting, it doesn't fill the entire shape of the object I'm shadowing.
- A. Is the object completely drawn around all its edges? If not, you might want to alter the image or use another QuarkXPress element, such as a picture box or line. Cover part of the object and select both elements before creating the shadow. For an example of this masking technique, please see the section entitled "Custom Masks" on page 13.
- Q. The Revert button is not available for my burned image.
- A. The Revert button is only displayed for burned images for which the original image it was created from is still available.
- Q. Why doesn't the Apply button (for burns) become active when I've selected two images?
- A. In order for the Burn feature to be available certain prerequisites must be met. For a complete explanation, please see the section entitled "Burning Prerequisites" on page 13.
- Q. Can I burn shadows into OPI images?
- A. Yes you can. However, the shadows will not be transferred to the high-res versions of the images during the printing process.

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Also, if you encounter a problem with the software, please let us know what you did and what the XTension did — only the problems we know about can be fixed.

And finally, please be sure to send in your registration card so we can keep you informed about what we are doing.

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