Contents

For Help on Help, Press F1

Blend Module

The Blend module is a tool for creating gradient fills in raster graphic frames. This module has only one command group which allows you to choose between the two types of blend: linear and circular. Within each type of blend there are a number of userdefinable options for creating various styles of blend. To use the Blend module you must create an empty raster graphic frame.

The Blend module will load when Calamus is launched. If it does not, select Modules on the File menu. Load BLEND.CXM in the Modules dialog box. The Blend module icon will appear in the Module Row. To use the Blend module, click its icon. To automatically load the Blend module when you launch Calamus, use Save System Setup in the Options menu. As with all modules, the Blend module can be deleted when not in use.

Blend Module Command Group

Blend Module Command Group

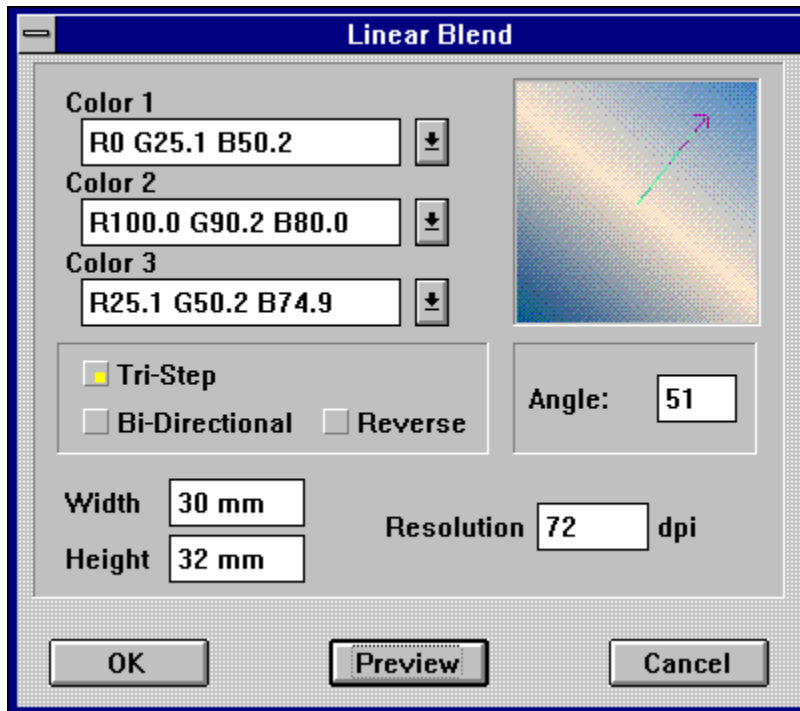The Blend Module has two items in its command group. For further information, click on the pertinent choice below:

Linear Blend
Circular Blend
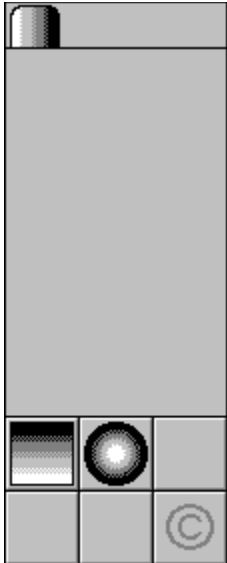
Linear Blend

Clicking the Linear Blend icon will activate this dialog box:

A wide range of linear blends can be created using the options available in this dialog box. The various options are explained below.

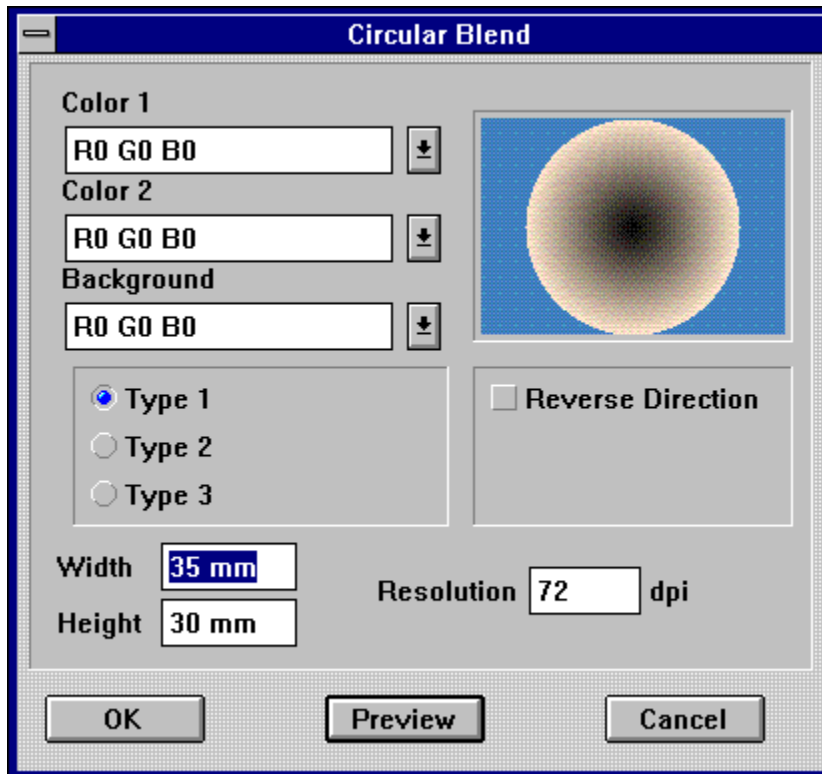Linear Blends - Color
Linear Blends - Type
Linear Blends - Angle
Linear Blends - Size and Resolution
Linear Blends - Preview

Circular Blend

Clicking the Circular Blend icon will activate this dialog box:

Using the various options available in the dialog box, a number of circular blends can be created. The various options are discussed below.

Circular Blends - Color
Circular Blends - Pattern
Circular Blends - Size, Resolution and Preview

Linear Blends - Color

For each Linear blend, three colors can be specified: the start color, the transition color and the end color. These colors are selected from the dropdown color list. The color list contains the same colors used by other modules. To access the other colors, click the down arrow button beside the color name. This is the same color list used by other modules within Calamus. Color 1 is the start color; Color 2 is the transition color; Color 3 is the end color.

Linear Blends - Type

There are three blend types. A TriStep blend uses all three colors: color 1 blends to color 2 and then to color 3. A BiDirectional blend uses the first two colors: color 1 blends to color 2 and then back to color 1. If neither TriStep nor BiDirectional is selected, the blend will be uni-directional with color 1 blending into color 2. The direction of a blend can be reversed by selecting the Reverse button.

Linear Blends - Angle

The angle of any blend can be set by dragging the arrow that appears in the preview window or by entering the desired angle in the Angle input field. The arrow in the preview window is similar to a clock where 3:00 represents 0 degrees, 12:00 is 90 degrees and 6:00 is 270 degrees, etc. To change the angle by using the arrow, click the arrow and drag the cross hair pointer until the desired angle appears in the Angle input field.

Linear Blends - Size and Resolution

The optimum size of a blend is established by entering the appropriate values in the Width and Height fields. This will not affect the size of the raster graphic frame created. By entering greater values in these fields, the bands of color making up the blend will be narrower producing a smoother blend. It is not necessary to enter the unit of measure. The resolution will also affect the smoothness of the blend. Entering a higher resolution will produce a smoother gradient in the blend, but will use more memory.

Linear Blends - Preview

Selecting the Preview button will display the blend in the Preview window using the current settings.

Circular Blends - Color

For each circular blend, two colors and a background color can be chosen. Color 1 represents the inner portion of the circle, while Color 2 is the outer portion. The background color is the third color. The dropdown color list contains the same colors used by other modules. To access the other colors, click the down arrow beside the color name.

Circular Blends - Pattern

There are three styles of circular blend. In the Type 1 style, the circle is the full height of the raster graphic frame with the background color showing through on the sides. In the Type 2 style, the circle is the full width of the raster graphic frame with little of the background color showing in the corners. The Type 2 style actually appears as a closeup of Type 1. The last style, Type 3, is an extreme closeup of the center of the circle and no background color showing. As with Linear Blends, it is possible to reverse the order of the blend by clicking the Reverse Direction button.

Circular Blends - Size, Resolution and Preview

The Size, Resolution and Preview functions are identical to those described above for Linear Blend. Refer to the respective section for information.