



# Intermediate Graphics

in Serif DrawPlus X5

## Filter Effects

By the end of this task I should know how to...

- 1) open the filter effects window and adjust
- 2) use the bevel effect
- 3) use the emboss effect
- 4) use the 3D effect.

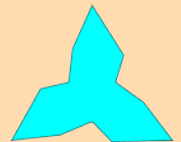
### Filter Effects

The *filter effects* option can be used to make your drawing more realistic. This can be done by adding depth to shapes (by making them look 3D) or by adding shading.



**Step 1** Open a new A4, portrait drawing.

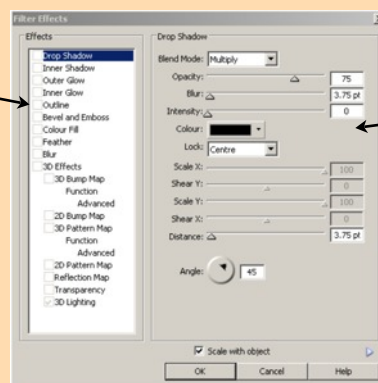
**Step 2** Draw a star shape and change the number of points to 3.  
Adjust the other nodes until your shape is similar to the one shown.  
Change the fill colour to a light blue.



**Step 3** Use the pointer to select the shape and then click on the filter effects tool. 

The Effects list shows the effects that can be added to each shape.

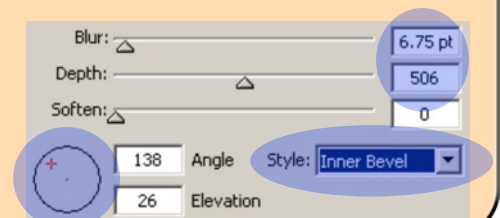
To use an effect tick the box.



The right hand side of the window is used to change the setting for each effect.

Select *Bevel* and *Emboss* and change the settings as highlighted on the right.

Try - Experiment with the *Shading* and *Shadow* option in the top right hand side of the window.





## Combining Filter Effects

Different techniques you have learned can be combined to create some very effective graphics.

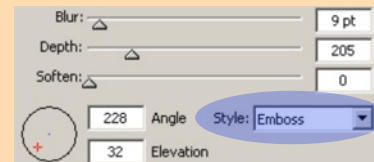
The shield on the right uses the bevel and emboss effects. Notice how embossing an object makes it look like it has been raised slightly from the surface of the other object.



**Step 1** Draw a long thin rectangle (like the one shown after step 2) across your page and fill it with a light colour of your choice. Add an Inner Bevel to the rectangle.

**Step 2** Now add some text to the page and drag it over the rectangle. You can choose what to type.

Add an Emboss effect to the text by selecting the option shown on the right.



Note - It's a good idea to move the Filter Effects window to the side so that you can see the object you are applying the effect to. This allows you to play with the settings until you are happy with what you can see.

**Embossed Heading**

## 3D Effects

Many graphics packages have built in textures which can be used to make objects look like metal, rock, water etc.

**Step 1** Use the pointer to select the rectangle you created above. Click on the Filter Effects icon.

**Step 2** Select 3D Effects and then select 2D Bump Map. Click on the *Pattern* button and choose a pattern from the window shown on the right. The heading below used foliage, bitmap 4.

**Fruit Tree Weekly**



Try - Create a heading for a magazine and use the filter effects to match the background to the text. For example, a gardening magazine could use the foliage effects shown above.