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canvasX™

Evaluator's Guide

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Introducing Canvas X

Canvas X is the new version of ACD System's Canvas product line. Canvas X provides an optimized workflow for cost-effective creation, enhancement, presentation, and distribution of technical illustrations and graphics—all from within a single cross-platform product. For the first time ever, professionals in technical industries have a fully integrated graphics software solution designed with them in mind.

Designed to streamline the workflow of technical professionals, Canvas X saves organizations time and money. No other single technical illustration application on the market today can match the integrated functionality of Canvas at such a competitive price.

The fully integrated technical graphics solution

In today's global work environment, business professionals are continuously challenged by the increasing need to communicate and collaborate with colleagues and clients on very complex, mission critical projects. Canvas X contains literally hundreds of features and benefits that address the workflow of professionals in technical industries as well as the marketing and business communication specialist. No other technology product in today's market contains a more diverse and attractive set of content creation, workflow, or easy to use content delivery options.

In some industries, graphics projects may have to be managed across different time zones, using a variety of software applications, and even different operating systems. In such situations, professionals require an application that is not only reliable, accurate, and flexible but also cost effective. Being the only fully integrated, cross platform graphics application on the market that addresses the workflow of technical and business professionals, Canvas X is the technology solution.

To date, over 500,000 users have recognized the value of integrating Canvas technologies into their existing workflow. Data, images, or precision-driven files created from 80+ standard file formats can be easily leveraged for use within a Canvas X project. Business professionals can visualize and enhance graphics and images, exchange comments and ideas with markup, annotation and redlining technologies, and share their work in a variety of cost-effective formats including PDF, HTML, and various print options—all with micron level precision and within a single, cost-effective, cross-platform application.

What's New in Canvas X?

Expanded file support: Files created with specialized vertically targeted applications such as AutoCAD; more general products such as Microsoft Word, PowerPoint, and Excel; as well as legacy applications like Mac Paint can be imported, updated, enhanced, and published from within Canvas X. Today, Canvas X supports more than 100 file formats on Windows and 80 file formats on Macintosh. The expanded import/export engine eliminates the problem of purchasing, training, and supporting other graphics products (see *"Supported file formats"* on page 35).

Startup Dialog: From the moment you open Canvas X, the Startup Dialog provides instant, one-click access to working documents, new document options, and many of the support and help resources available to get you working faster and smarter (see *"Startup Dialog"* on page 23).

Canvas Assistant: The Canvas Assistant reduces both the learning curve and associated training costs by providing instant context-sensitive access to detailed information surrounding the functionality of all of the drawing, image, and text editing features within Canvas X (see *"Canvas Assistant"* on page 24).

Precise DXF/DWG import : Import your 2D and 3D drawings with pinpoint accuracy. Canvas X's enhanced engine eliminates the need for a high end CAD tool to edit DXF/ DWG files (see *"Enhanced DXF/ DWG import"* on page 8).

Enhanced CGM engine: The CGM engine is now compliant with both Aviation Transportation (ATA) and Petroleum Industry Protocol (PIP) standards to ensure the integrity of that vital CGM data (see *"Improved CGM support"* on page 8).

Markup tools: Use the Markup Pen, Mark-up Highlighter, Circle Redline, and Rectangle Redline tools to facilitate communication and collaboration by indicating revisions, tracking changes, and adding comments to objects that may require attention or correction (see *"Markup tools"* on page 17).

Trim to Path command: Create uniquely shaped images without needing to crop or use a clipping path (see *"Trimming images"* on page 14).

3D Emboss: Apply a raised or sunken appearance to any 2D illustration, image, or text object to create a 3D embossed image (see *"3D Emboss command"* on page 13).

Seismic Traces palette: Professionals in the oil and gas industries can now study seismic data in CGM files with this palette, which contains a control panel to allow customization of both wiggles and background images to enhance information (see *"Seismic Traces palette"* on page 15).

Scripted solution for Corel, Visio, and PowerPoint content: For users who have Corel (v11& 12), Microsoft Visio (v 2000, XP & 2003) or Microsoft PowerPoint (v 2000, XP & 2003), a new scripting utility (available on Windows only) allows you to open, view, and edit Visio, Corel and PowerPoint files within Canvas (see *"Scripted solution for Corel, Visio, and PowerPoint content (Windows only)"* on page 7).

Canvas Print Driver: Now, virtually anything that can be printed can also be brought into Canvas X for editing, enhancement, presentation, and distribution with the Canvas Print Driver* (available on Windows only). Everything from complex illustrations, brochures, photographs, or visually rich design projects can be "printed" into Canvas from other products by simply selecting the new Canvas Printer Driver from the Print dialog box within any application (see *"Canvas Print Driver (Windows only)"* on page 7).

ActiveX support: Support for ActiveX controls (available on Windows only) is unique to the graphics industry as it allows for the inclusion of custom ActiveX controls so that content can be created and controlled from within any Canvas project (see *"ActiveX Support"* on page 16).

Secure PDF export: Share PDFs of your projects with complete confidence. Canvas X's PDF export supports secure encryption and password protection, putting you in control of whether or not documents can be viewed, edited, or printed (see *"PDF export"* on page 19).

Key features

In addition to the new features available in Canvas X, you can also benefit from Canvas' intuitive interface with its Properties bar, Smart Toolbox, etc. You can then create, visualize and enhance stunning graphics with a wide array of image filters, transparency effects, as well as vector and text effects. Then share your illustrations and graphics projects in a wide variety of formats (see *"Supported file formats"* on page 35 for a complete list of file formats).

Properties bar: Displays the most relevant customization options at all times depending on selected object or tool. Also allows quick access to document setup (see *"Properties bar"* on page 25).

Smart Toolbox: Instantly displays all tools related to the current tool for easy access. Tool palettes can be resized and locked so they are readily available (see *"Smart Toolbox"* on page 26).

Customizable toolbar and keyboard commands: Work faster by assigning keyboard shortcuts and adding customizable menu icons to frequently used commands.

Document Layout palette: Lists and provides easy navigation to all of the various objects and pages that are within each project. New pages, layers and other content management options can be easily accessed at any time (see *"Document Layout palette"* on page 28).

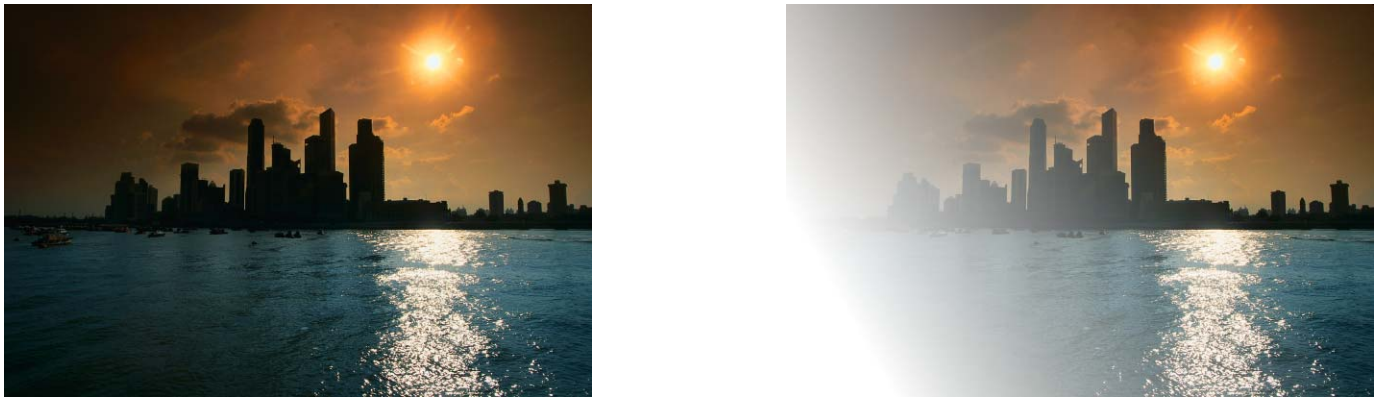
Docking bar: Provides easy access to palettes, without taking up valuable screen space and can be docked on the left, right, or top (see *"Docking bar"* on page 26).

Configuration Center: Handles various program preferences, tool and command settings from a central location.

Attributes palette: Provides one-stop access to all Fill and Stroke Inks (colors, gradients, hatches, textures, symbols and patterns); Pen styles (plain, calligraphic, neon, and parallel); Dash settings, and Arrow styles.

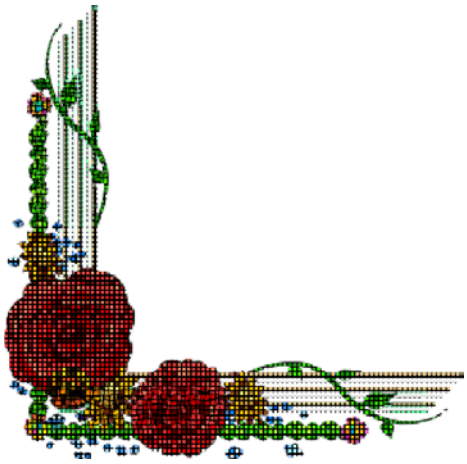
Presets palette: Makes it easy to access an extensive array of predefined Fill and Stroke Inks, Pen styles, Dashes, and Arrow styles with one click-or users can define, save, and share their own collections (see *"Presets & Attributes palettes"* on page 27).

SpriteLayers™: A proprietary technology that can be used to quickly apply transparency effects to create fully editable vignettes, ghosted text, or collages. Both the SpriteLayers effect as well as the original object can be edited at any time (see *"Sprite technology"* on page 10).



A transparency effect was created with the Directional Transparency tool. The effect can be modified or removed at any time without destroying the original object.

SpriteEffects™: A proprietary Canvas technology that allows users to apply layered image editing filters to text, images, and illustrations—without the need to render (see *"Sprite technology"* on page 10).

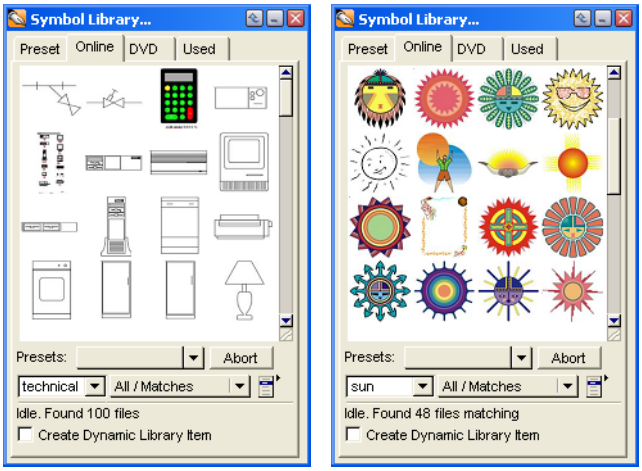


The Stained Glass effect was applied to a vector illustration. The illustration is not rendered after the effect.

The Lens Flare effect was applied to a text object. The text can be modified at any time

Microsoft Office compatibility: Seamlessly exchange information with Microsoft Office from the Clipboard via optimized Copy & Paste settings for Microsoft Word, Microsoft Excel, and Microsoft PowerPoint.

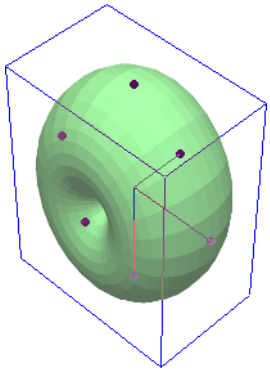
Symbol Library palette: Facilitates searching online or on the clipart DVD for a specific illustration idea. Also, if you frequently use a specific set of symbols, you can create and store these symbols as user-defined dynamic objects and dynamic library object sets (.MCR). Load the sets in the Symbol Library palette and easily reuse them at any time.



Annotation tools: Instant creation of four different styles of editable labels that can highlight specific areas of interest or concern (see *"Annotations tools"* on page 18).

Align command: Any object or selected group of illustrations, text, or images can be instantly aligned and positioned in relation to each other or the document itself.

Vector effects: Easily modify illustrations or vector objects with various effects, such as Combine, Fractalize, 3D Emboss, Perspective, Shadow, Envelope, Extrude, among others (see *"Enhancing your projects"* on page 10).



Use the Extrude command to create object that appear to be three dimensional

A Shadow effect can add visual appeal to text or illustrations

Page Crop tool: Cuts away all vector, image, and text content found outside a user-defined trimming area. The remaining objects are fully editable.

Professional image editing features: All of the tools, filters, and effects needed to create image compositions, retouch photos, or create custom images.

Importing project data and graphics

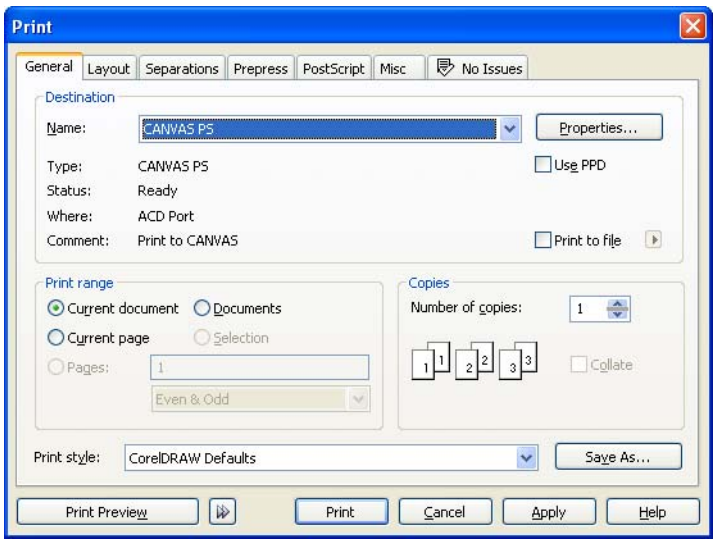
Canvas X features expanded file support for the widest range of industry standard file formats. Canvas X's ability to import **80+ file formats** solves a multitude of issues related to working within a variety of industries, sciences, and professions (see *"Supported file formats"* on page 35 for a complete of file formats).

Files created with specialized vertically targeted applications such as AutoCAD or more general products such as Excel—even legacy applications like Mac Paint—can be imported, enhanced, and shared from within Canvas X. In addition the expanded import/export engine within Canvas eliminates the problem of purchasing, training, or supporting other graphics products.

Canvas Print Driver (Windows only)

Canvas has always been an ideal tool for creating, enhancing, and sharing ideas. Now work created from within another application—including products not supported by Canvas X or older legacy applications—can be easily prepared for updating and enhancement. Everything from complex illustrations, brochures, photographs, or visually rich design projects can be directly "printed" from the original product simply by selecting the **Canvas Printer Driver** from within the Print dialog box of any other application. With a few clicks of the mouse the Canvas Printer Driver directly "prints" the contents of the file to Canvas X. The result is editable objects that you can modify with the vast range of Canvas tools, filters and effects.

Note: Canvas Print Driver supports TrueType, PostScript, and most OpenType fonts in the Latin character set.



Scripted solution for Corel, Visio, and PowerPoint content (Windows only)

Canvas can now be easily integrated into enterprise and business projects that necessitate the inclusion of files created with Corel, Visio, or PowerPoint. Canvas X can use this scripting utility to **open documents created in PowerPoint (2000, XP, 2003), Visio 2003, and CorelDraw (11, 12)**. This feature can only be activated if Corel, Visio, and PowerPoint are installed prior to beginning a Canvas X project.

In addition, if you need to export files to PowerPoint format, Canvas X features a scripting utility **to automate the export to PowerPoint (2000, XP, 2003)**. Again, both Canvas X and PowerPoint must be installed.

Enhanced DXF/ DWG import

Due to the high cost and complexity of high-end vertical CAD products engineering, precision manufacturing and architectural professionals sometimes lack a cost-effective solution that allows for the opening and editing of DXF or DWG files. The enhanced DXF/ DWG import engine allows for the **precision import of any 2D or 3D drawing**. The highest level of fidelity is preserved throughout virtually every supported entity of document. The 3D illustrations within DXF and DWG files will be accurately projected into the 2D design space of Canvas so that they can be quickly resized, repurposed, and deployed to waiting clients, customers, or colleagues.

Improved CGM support

Quite often the creation of many enterprise or business projects mandates the need to import CGM files, without altering the original CGM data. The inclusion of enhanced CGM import options meets the pressing need to merge precision-generated data from many industry-specific UNIX-based technologies that exist within leading enterprise, government, and other related fields.

Canvas X now boasts a CGM engine that is compliant with both the Aviation Transportation Authority (**ATA**) and Petroleum Industry Protocol (**PIP**) standards and offers the highest level of fidelity of the vital CGM data.

Creating stunning illustrations and graphics

Canvas X allows you to create designs that employ both bitmap and vector graphics in addition to text objects. You are not restricted to just importing these graphics since Canvas X has a variety of vector illustration, painting, and text tools.

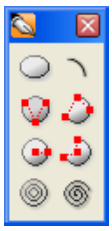
In addition to creating these entities, you can also enhance your artwork with SpriteEffects, transparency effects, vector effects, text effects, as well as image filters and effects (see *"Enhancing your projects"* on page 10).

Drawing tools

Canvas X has tools for drawing **lines**, **rectangles**, **ovals**, and **arcs** in addition to complex shapes like **grids**, **multigons**, **concentric circles**, **cubes**, and **spirals**. Its various **Curve tools** let you create and edit object paths of any shape as either open or closed paths. After creating your artwork, you can use SpriteEffects and vector effects to make it even more visually appealing (see *"Sprite technology"* on page 10 and *"Vector and Text effects"* on page 13).

Curve tools
Curve tool,
Polygon tool
Push tool
Reshape tool

Rectangle and Oval tools
Rounded Rectangle tool
Arc Radius tool
Circle 3 Points tool
Grid tool



Painting tools

Canvas provides a full palette of painting tools, including the digital equivalents of markers, airbrushes, and paintbrushes, plus tools for creating effects like neon and blends. The **Paint tools** palette also provides tools to select, retouch, color-correct, and clone images. When in image edit mode, you have full access to the various image filters and effects in the Properties bar or Image menu (see *"Image filters and effects"* on page 13).

Paint tools

Text tools

Canvas has **Text tools** that let you integrate text with illustrations and images. You can enter, format, edit, and arrange text in Canvas. You can also import text files and use Object Linking and Embedding (OLE) to place text in documents.

To help you edit and proof text, Canvas provides spell-checking and text-searching tools. When working with text, you have access to various text effects and formatting options to enhance your project (see *"Vector and Text effects"* on page 13).

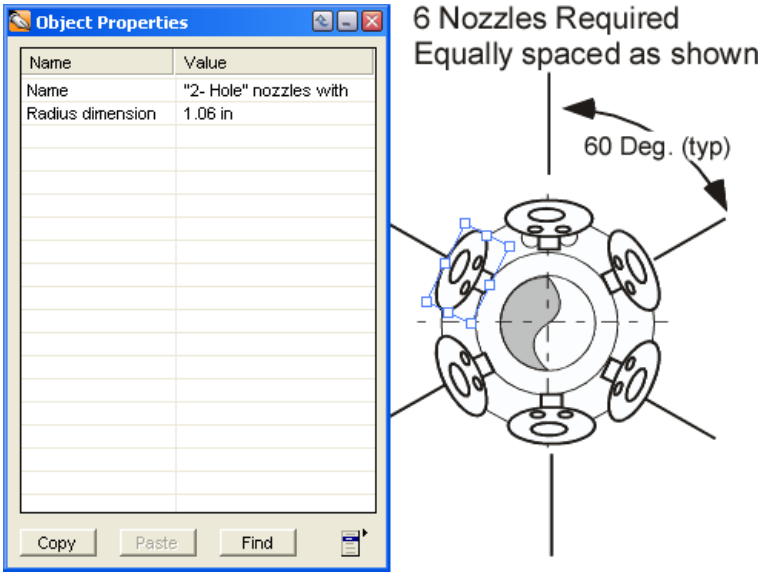
Text tools

Enhancing your projects

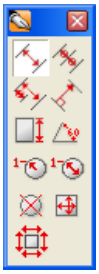
Professionals within technical industries do not have to only create schematics and illustrations. They may also need to repurpose their existing technical graphics by assigning object properties and adding callouts, ActiveX objects, annotations, dimensions, or magnification lenses, etc. If a review process is in place, workgroups can benefit from the Markup tools, which allow reviewers to *mark up* a document and attach comments to objects. You can even enhance projects with Canvas' various image filters, text effects, vector effects, or Sprite technology. All these enhancements can be easily done in Canvas X.

Object Properties

The **Object Properties** palette allows you to assign properties to an object, such as part numbers, labels, prices, etc. For those professionals in the GIS industry, map attributes are found in this palette (see *"GIS+ module"* on page 33).



Dimensioning tools



Along with the double-floating point, 64-bit coordinate system, Canvas X features 11 **Dimensioning tools** that support both metric and English units. You can create dimension objects that conform to industry standards, including ANSI, DIN, and JIS, or you can customize the standard settings.

Sprite technology

With Canvas' Sprite technology, illustrations and graphics can be enhanced with both image and transparency effects without affecting the original object. This technology consists of SpriteEffects and SpriteLayers.

SpriteEffects

Before **SpriteEffects**, **image effects** such as Blur, Hue/Saturation, Invert, Emboss, Twirl and many others could only be applied to image objects. With SpriteEffects, however, you are no longer limited to image objects. You can apply those very same effects to vector

objects, text, images, and grouped objects. This technology offers you extreme flexiblity for creative art, technical illustration, and graphics production.

In Canvas and other applications, you could always apply image-editing techniques to modify objects; however, the objects had to be converted to images first. Then, after applying filters and effects, the image would be permanently changed.

SpriteEffects eliminates these problems. You can apply effects temporarily, adjust effects settings, change the order of effects, and hide or remove effects individually.

The biggest benefit of SpriteEffects is that **objects remain editable**. After applying effects, you can edit object paths, modify text, as well as change inks and strokes. If working in edit mode, you see the object without effects. When you exit edit mode, Canvas reapplies the effects.

If you need to focus attention on a certain area of a graphic or illustration or create blowups of a certain area, you can define **Lens objects**. Simply make an object, define it as either absolute or relative, and adjust the magnification as needed. You can apply effects to a lens object the same as you apply effects to other objects.

A lens object was created to magnify the watch gears. The lens was defined as absolute, and magnfication was set at 200%.

SpriteLayers

SpriteLayers let you apply **transparency effects** to illustrations, text, and images without affecting the original object. At any point in the creation process, you can edit or remove a transparency effect to restore the original object.

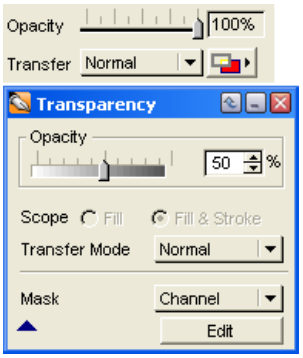
You also can control the scope of the transparency effect; i.e., you can decide whether the transparency affects the fill only or both the fill and stroke with the Transparency Scope controls in the Transparency palette and Properties bar.

Canvas has various methods of applying transparency effects:

- Transparency palette, which is the control center for SpriteLayers and contains controls and options for opacity, masks, transparency scope, and transfer modes.

Note: The Properties bar also contains the options and controls for opacity, transparency scope, and transfer modes.

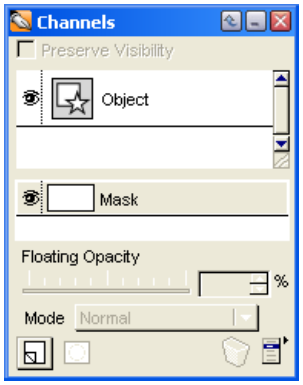
- Vector mask, which can be created by using a Vector Transparency tool or an object as a vector mask.
- Channel mask, which can be created by using the Sprite tool, Mask option in the Transparency palette or the Channels palette.



Tranparency palette and Properties bar with opacity options, scope controls, and transfer modes

Sprite tool and Vector Transparency tools

Channels palette (indicating a vector object with a channel mask)



Transparency effects were applied to this vector illustration with the Rectangular Transparency tool

Image filters and effects

Canvas X has commands like **Noise**, **Lens Flare**, **Crystallize**, **Hue/Saturation** among others, which you can use to transform images for a variety of effects. These commands can be used to alter entire images or only selected areas, as well as image channels.

Note: These filters and effects can be also applied to vector and text objects with the SpriteEffects palette (see *"Sprite technology"* on page 10).

Vector and Text effects

Canvas X has a variety of effects, like **Extrude**, **Envelope**, **Bind to Path** among others, which you can apply to both vector and text objects to add dimension and create striking designs. You can also use the Curve tools to mode the path of vector objects to create unusual shapes. In addition to transparency effects, Canvas' Sprite technology also lets you apply image filters and effects to both text and vector objects (see *"Sprite technology"* on page 10).

3D Emboss command

Eye-catching artwork can quickly be created with the new **3D Emboss** command. A raised or sunken appearance can be quickly applied to any 2D objects. Illustrations, images or selected text can be transformed into a 3D embossed image. Also, the 3D Emboss effect can be combined with other effects and filters from within Canvas.

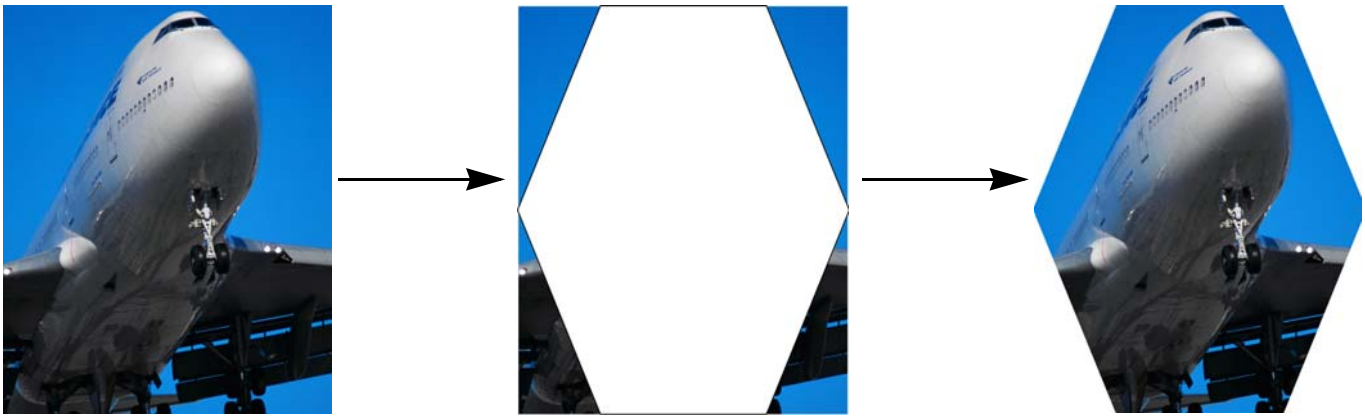
The 3D Emboss command was applied to the watch body. The numbers were converted to paths and added to the graphic for contrast.

A Bevel effect (SpriteEffects) was applied to the oval object. The 3D Emboss command was applied to a text object.

Trimming images

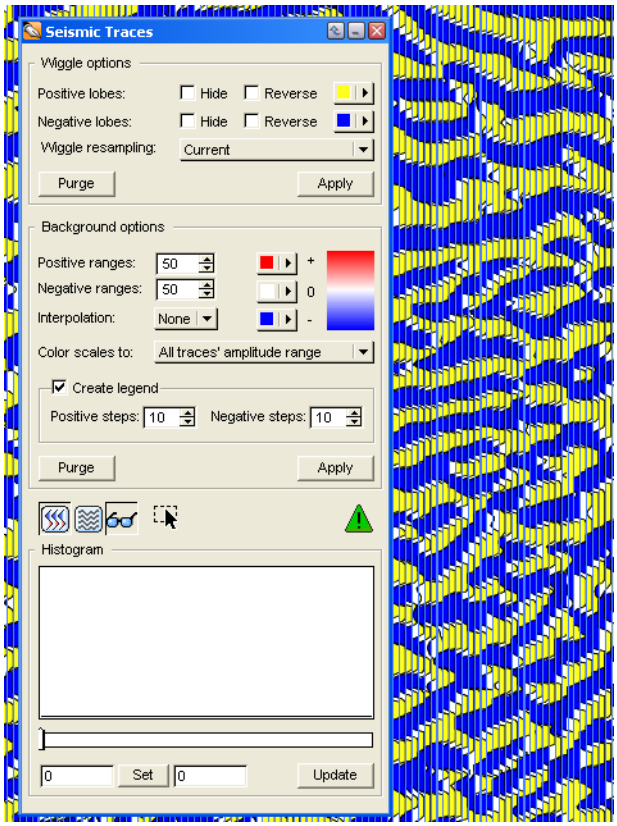
Now images can be quickly trimmed by vector objects so that the creation of stunning visuals can be easily created for use within a Canvas X project. The new **Trim to Path** command makes it easy to create uniquely shaped images. Unlike a clipping path, which "hides" anything outside the path, the Trim to Path command deletes only the part of the image that is outside the path. The result is a single image graphics rich object, rather than an image and vector object.

Note: This command is not to be confused with the Trim command, which lets you remove same-color pixels that are near the edge of the image area.



Seismic Traces palette

Geologists and earth scientists frequently use seismic files in their studies and various reports. These professionals can now not only import seismic data but also study it with the integrated Seismic Traces palette. Use the control panel to customize both wiggles and background images to enhance information.



ActiveX Support

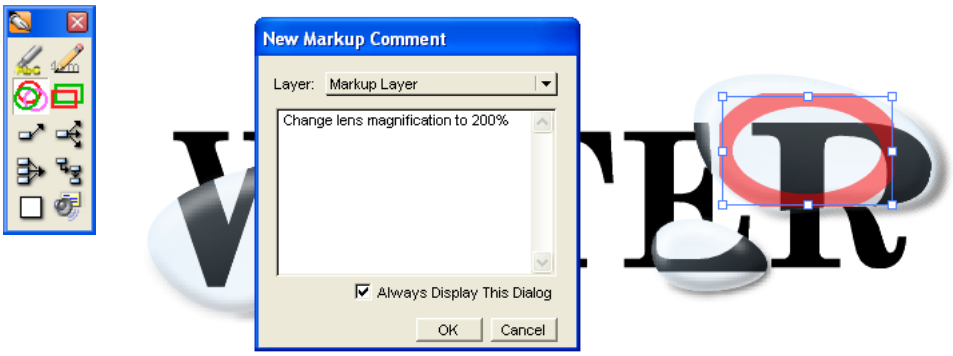
ActiveX technology within Canvas X significantly broadens the appeal to enterprise environments that use a diverse range of client and server technologies. ActiveX is a set of technologies from Microsoft™ that enables a Canvas document to become a friendly and interactive document that can be linked to external sources of data such as approval processes within complex manufacturing projects. Organizations needing to integrate external sources of data into a project workflow can turn to Canvas to deliver enterprise or precision manufacturing solutions that require a high level of workgroup collaboration. ActiveX support within Canvas X provides an ability unique to the graphics industry as it allows for the inclusion of custom ActiveX Controls so that content can be created and controlled from within any Canvas project. Developers can use now use programming languages such as Visual Basic®, Visual C++®, Java, and Java-enabled tools to create a number of industries or project specific solutions that can be quickly deployed for use—either as a Canvas or HTML document.

Collaborating with colleagues

If you work in a team or share documents with clients or colleagues, Canvas X is your solution. Not only can you share templates, ink palettes, stroke designs, arrow and dash styles among others, you can also add comments to projects during a review process with the Markup tools. Then complete your project by using the Annotations tools to add callouts or create flowcharts.

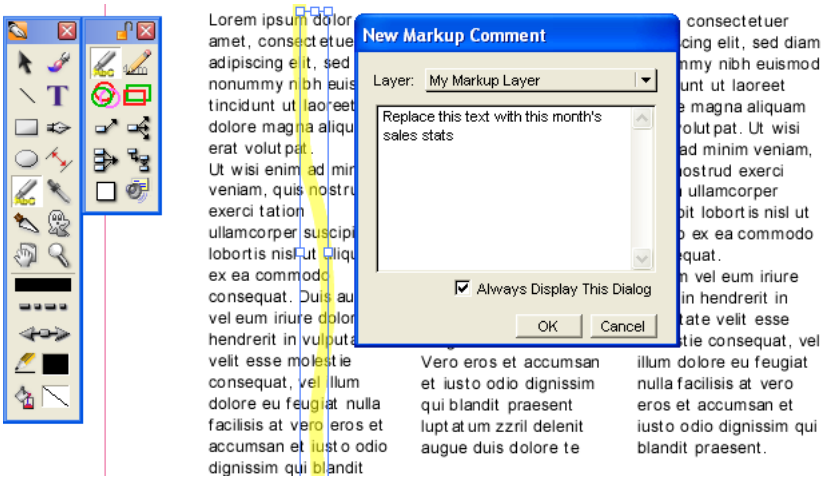
Markup tools

Canvas X contains the **Markup tools** that let you foster a collaborative environment where comments and ideas can be quickly added to projects and conveniently exchanged among colleagues. When using these tools, a new Comments dialog box automatically activates in which you can write specific notes that are attached to an object. Use the Comments & Markup palette to view any comments associated with the document. Markup objects can be located on a separate layer and also turned off/on for printing.

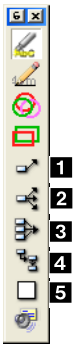


The Circle Redline tool is used to call attention to a part of graphic that needs to be modified. The note is available in the Comments & Markup palette.

The Markup Highlighter tool can be used to highlight or point out items that need correction.



Annotations tools

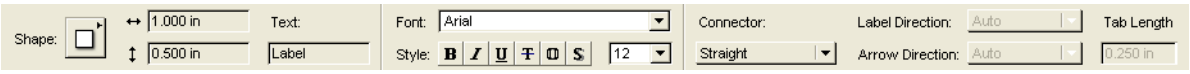


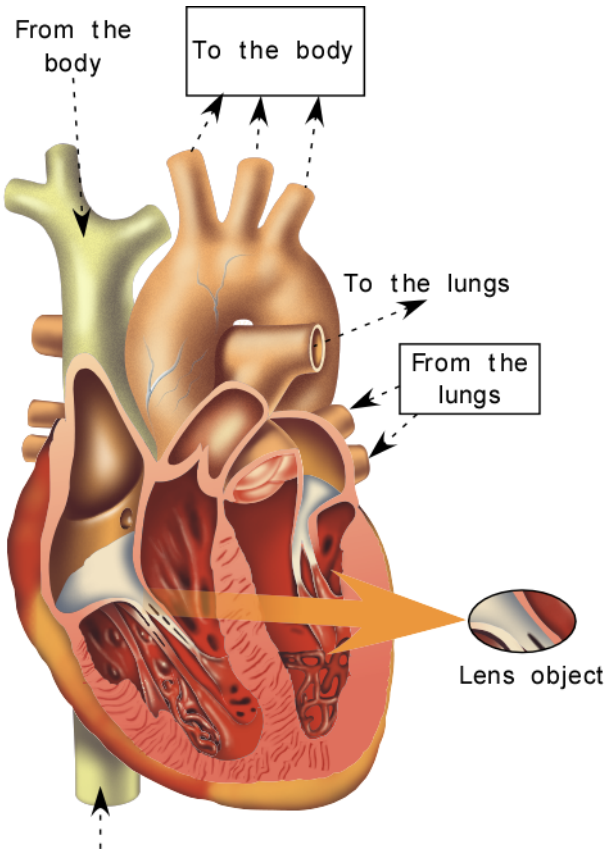
If you need to add annotations or callouts to your project and even create flowcharts or flow diagrams, look no further than the **Annotations tools**. When you click in the drawing area with these tools, Canvas creates an object shape complete with connector lines.

These tools provide you with four different styles of annotions objects as well as EasyShapes™ for precreated shapes like arrows, flow chart boxes, dialog balloons, symbols, and banners.

1. Basic
2. Multiple Sources
3. Multiple Notes
4. Flowchart
5. EasyShapes

When using the Annotations tools, you can easily select the shape, connector type, and text formatting in the Properties bar.





Annotations tools were used to enhance this heart illustration. An absolute lens object is magnifying a specific area.

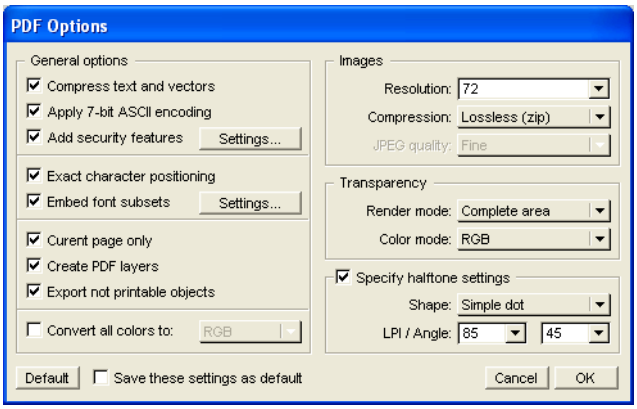
Sharing your work

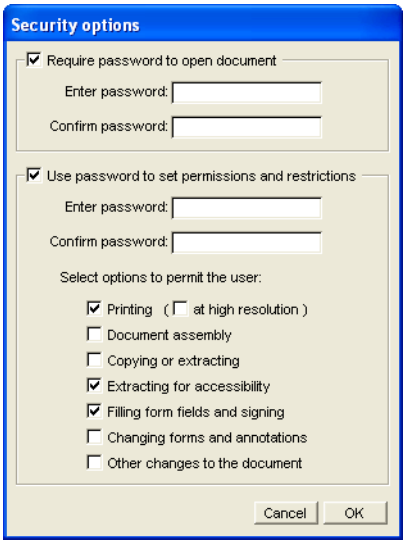
When exporting technical illustrations or schematics, precision is the key. Canvas supports accurate output to a variety of formats including **DXF**, **CGM**, **CDR**, **AI**, etc. You can even export your work to various image formats such as **TIFF**, **GIF**, **JPEG**, **PNG**, **PSD** among others (see *"Supported file formats"* on page 35).

If you need to share your work in a cost-effective format, you can export to **HTML**, **SWF**, **SVG**, or even as a **Canvas presentation** or have it printed. If you choose to save as **PDF**, you can also apply **security settings** and define the embedded fonts for optimal file size (see *"PDF export"* on page 19).

PDF export

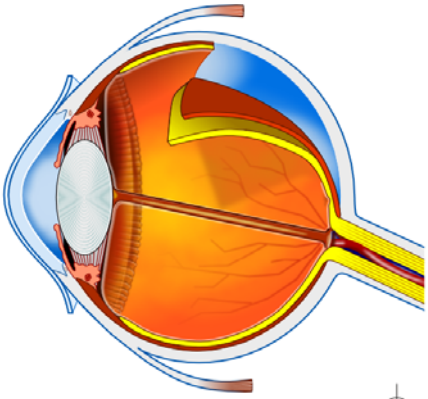
Today's leading business, enterprise, government, and education markets frequently turn to Canvas to provide cost-effective, efficient, and reliable electronic document distribution. The need to share documents accurately is a vital workflow and productivity asset to these ever-expanding markets. Ensuring the security while simultaneously retaining the same look and feel of original has always been a key focus of Canvas development. To meet this need Canvas X contains an enhanced PDF export engine that now supports secure encryption and password protection. Also options are included that allow for the embedding of selected fonts—a feature that drastically reduces file size during PDF export.





Printed documents

For printed documents, Canvas X also supports **CMYK** and **Pantone** color systems (*"Presets & Attributes palettes"* on page 27). To even further support the prepress process, Canvas X has the **Crop Marks** command and **Registration Mark** tool, which you can use when preparing illustrations and graphics for professional printing. Within the **Print Preview** window, you can verify the page setup as well as color separations.



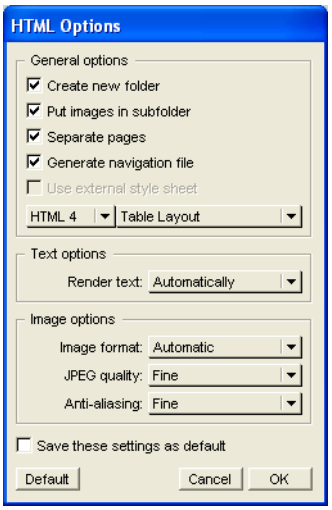
Registration marks can be added to individual objects, not just the entire document.

For print production, you can place crop marks around specific objects in your document.

HTML export

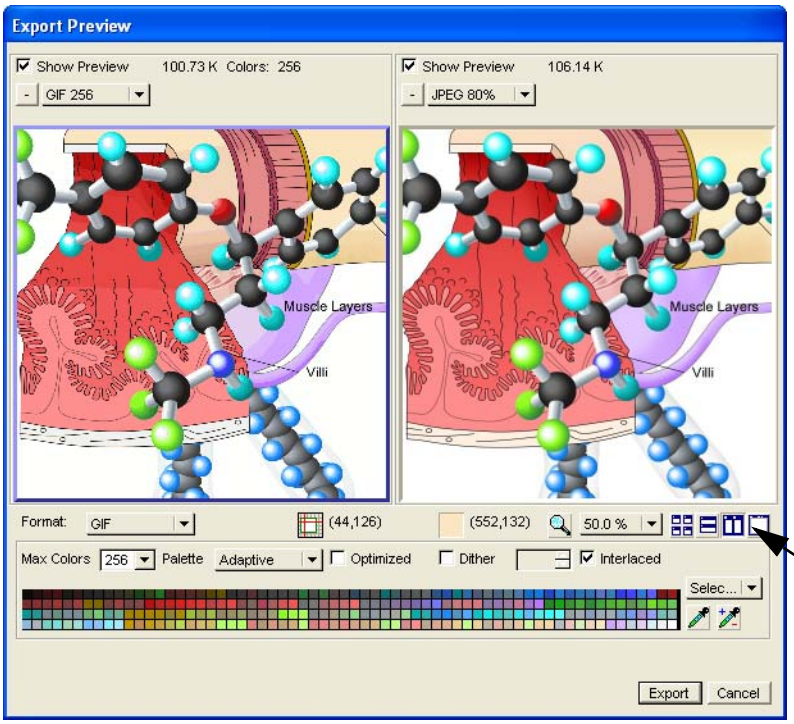
Any document that you create in Canvas can be exported for the Web in a matter of seconds. To export a document as one or more Web pages, save the document in HTML format. If you wish to include metatags in your export, you can define them in the Document Properties dialog box.

When exporting as HTML, you can control a variety of options: HTML or XHTML, Table layout, CSS driven, text rendering, and image options



Use **Web Images** preview panes to compare GIF and JPEG images side by side to decide optimal format prior to exporting as individual images or upon HTML export.

Digital photographs retain project-related EXIF data during export as JPEG.



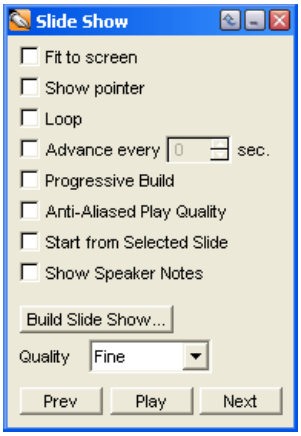
You can preview up to four panes

Canvas X has other tools to complement its HTML export capabilities:

- **Slicing tools**—optimize download time by slicing large Web images into small, faster-loading pieces.
- **Web Button tool**—remove the guesswork from creating visually pleasing interactive Dynamic Web buttons.
- **Animated GIF tool**—insert animated GIF files into projects that you plan to export as HTML.
- **Animation document**—specialized document format that smoothes the process of creating animated GIFs and Web banners.
- **Onion-skinning**—allows you to display more than one frame at a time as if the frames are on tracing paper.
- **Link Manager**—assign hyperlinks or protocols to page elements. You can also define anchors and assign hyperlinks to them.
- **Pixel Mode**—view graphics at 72 DPI, thereby assuring that graphics created for Web content are being properly viewed during the creation process.
- **Flash export**—create Web content to be used in a Flash®-enabled Web site.

Canvas presentations

If you need to create stunning presentations, Canvas has full **slide show** capabilities including Presentation document, speaker notes, transitions, looping, among others.



Use the Slide Show palette to select commands such as Fit to Screen, Loop, Show Pointer, Auto Play Quick Time movies, Timing of Slide Advance, Progressive Builds and more.

When creating a presentation in Canvas for Windows, you can save the presentation in two ways:

Canvas file (.CVX): If you save it as a .CVX file, the presentation can be opened in Canvas on both Windows and Mac.

Canvas Slide Show (.EXE): An .EXE file is a self-running application that can only be executed on a Windows platform. You don't need Canvas to run this file.

Note: If you prefer, you can also create PDF presentations or simply export your necessary graphics from Canvas to PowerPoint.

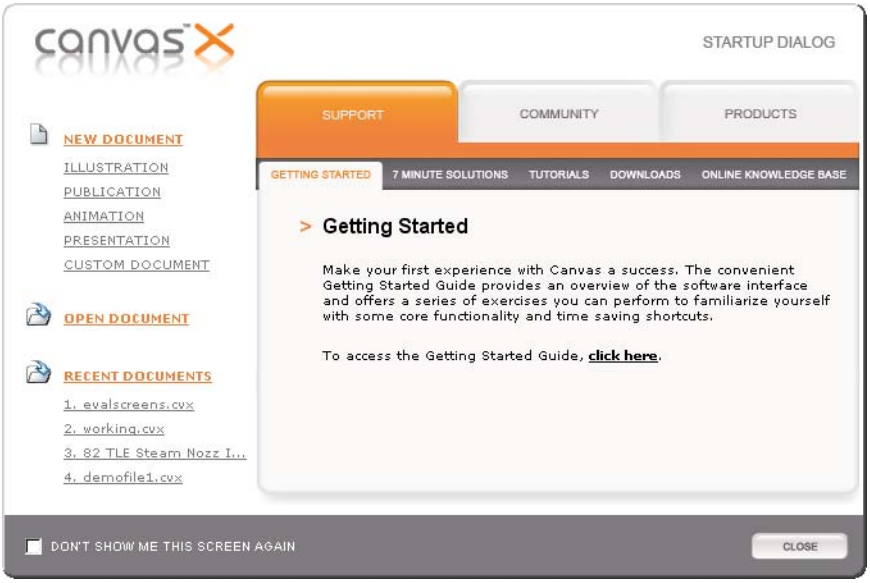
Using Canvas X's User Friendly, Dynamic, and Customizable Interface

The Canvas X design environment was created with increased productivity in mind. Unlike other technical graphics applications, you do not have to search for settings and options in menus and hidden dialog boxes. Canvas X gives you those options from the moment you launch the application.

Startup Dialog

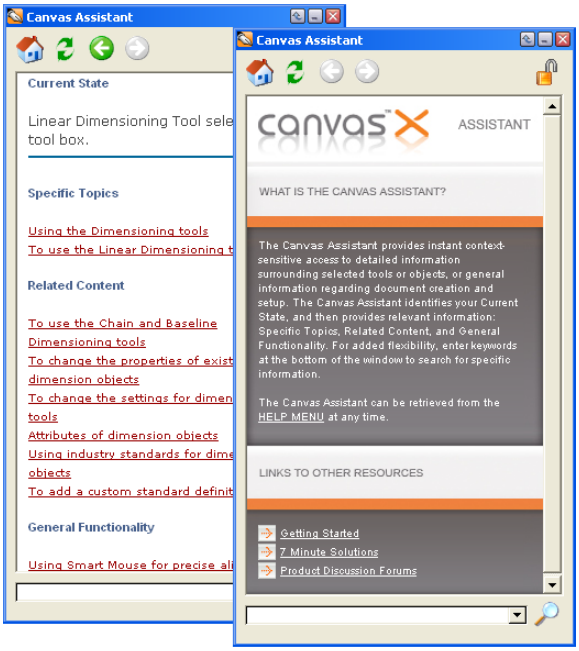
A **Startup Dialog** provides access to assets and features that makes it easy to get started with Canvas X. The Canvas Startup dialog grants instant access to numerous document creation options and other help-related assets. The full range of document types, a listing of most recent Canvas files as well as the ability to search for and open a previously created Canvas document, are viewable.

Links to Support, Getting Started, 7 Minute Solutions, tutorials, the Online Knowledgebase and the complete listing of available Canvas Downloads are presented quickly to shorten the search for important Canvas information. Instant access to the full list of Canvas Forums is located also within the Community section of the Startup Dialog.



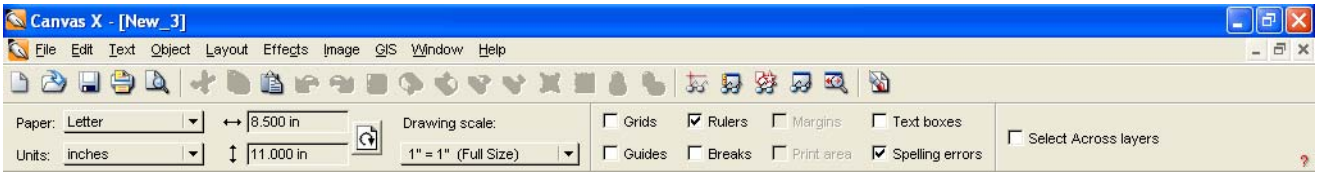
Canvas Assistant

The **Canvas Assistant** provides instant and context-sensitive information surrounding the complete functionality of all of the drawing, image and text editing features within Canvas X. The Canvas Assistant can guide you through a project as you work within Canvas X and offers information when a tool or feature is being used in addition to describing the current working environment. An integrated keyword search engine is available to provide information relating to any feature or tool during the creation process. In addition the Canvas Assistant can be docked to free up work space.

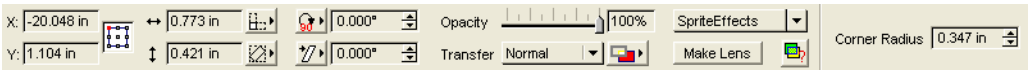


Properties bar

The **Properties bar** eliminates the need to search for controls and settings as it automatically displays the most relevant drawing, image, and text editing options at all times.



Document setup options



Vector object selected

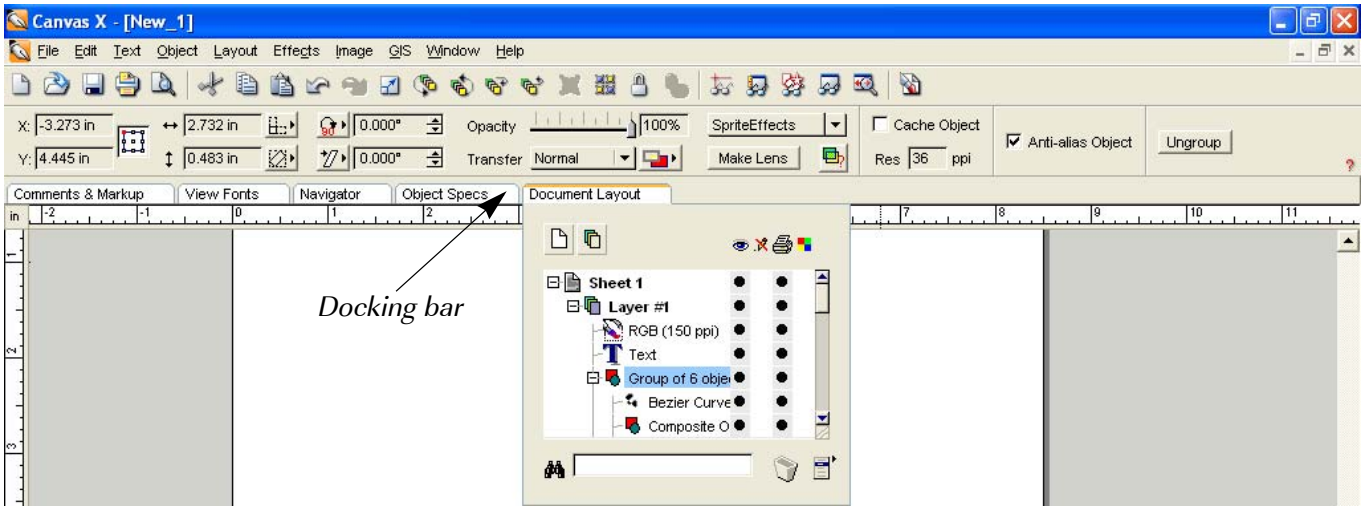
Paint object selected

Path edit mode options

Text settings

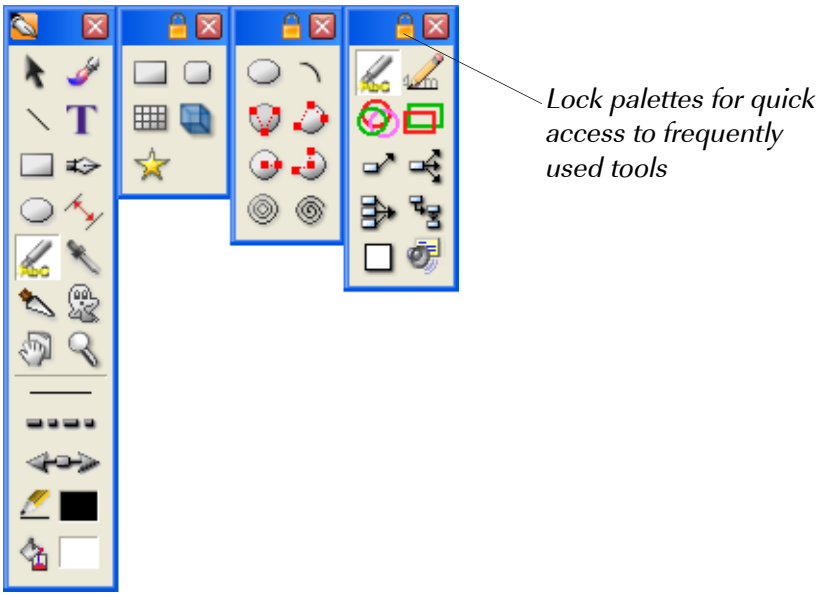
Docking bar

The relocatable **Docking bar** maximizes the Canvas X design environment by letting you dock all palettes. The docking bar can be moved to the right, left, or top. After being docked, a palette can be easily accessed and used at any time during the design process.



Smart Toolbox

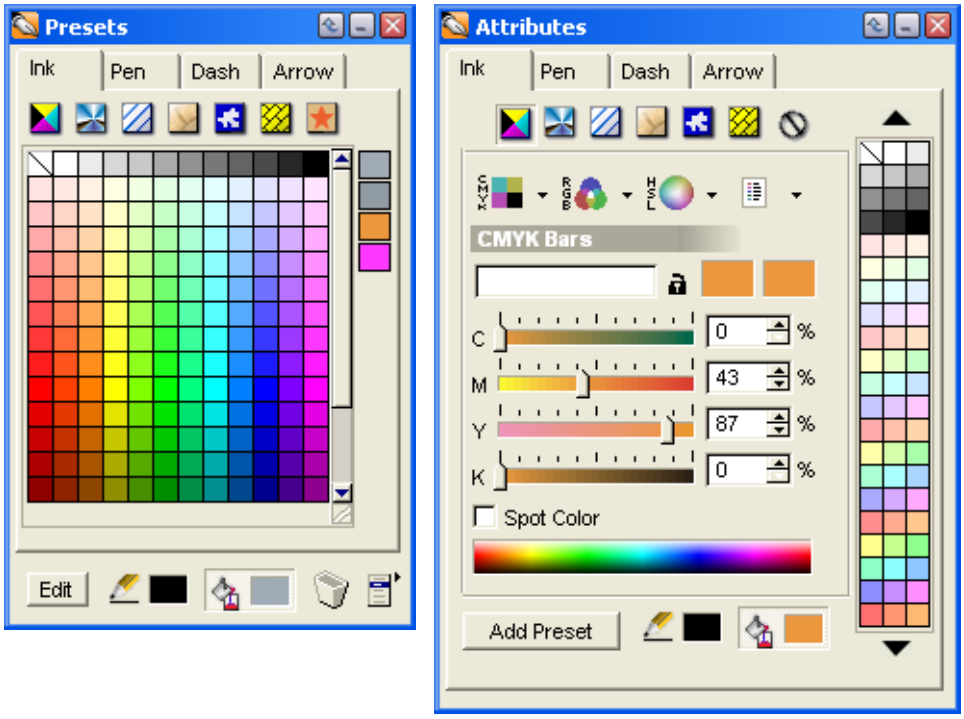
With the **Smart Toolbox**, you no longer have to search for related tools when working on a project. Select a tool and the Smart Toolbox instantly displays all tools related to the current tool for easy access. Tool palettes can be resized and locked so they are readily available.



Presets & Attributes palettes

Accessible from the Smart Toolbox, the **Presets palette** makes the creative process a breeze by allowing one-stop access to all predefined Fill and Pen Inks, Pen styles, Dashes, and Arrows. Within this palette, you can load, define, and save your own collections. For project consistency, share these collections with colleagues.

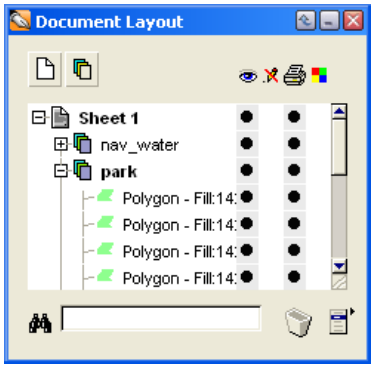
The **Attributes palette** is the center for creating Fill and Pen Inks (colors, gradients, hatches, textures, symbols, and patterns); Pen styles (plain, calligraphic, neon, and parallel); Dash styles; and Arrowheads. Once you create an ink, pen stroke, dash, or arrow, click the Add Presets button to start defining your collection.



Document Layout palette

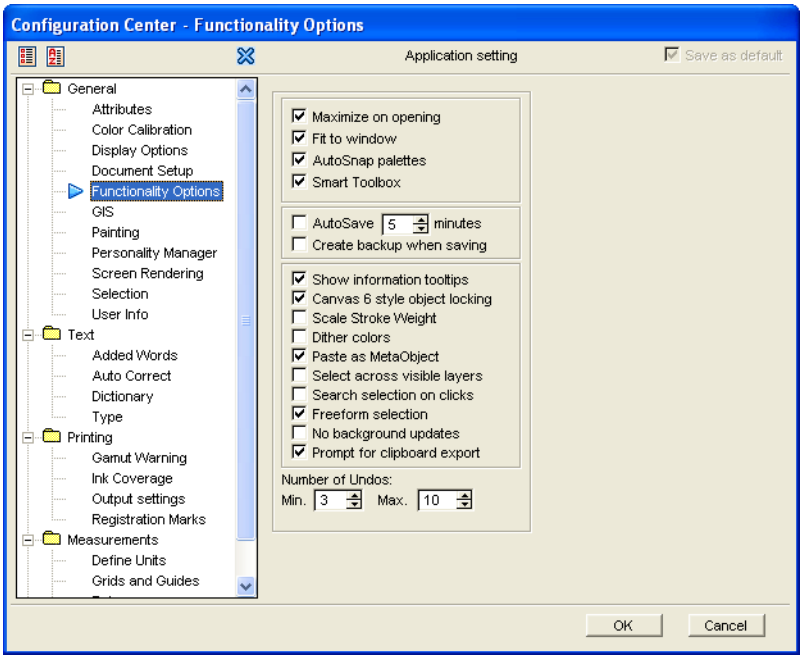
New pages, layers and other content management options can be easily accessed at any time via the **Document Layout** palette. This palette contains a hierarchal list of all the pages, layers, and objects contained in the document. By using the list, you can easily select any text, illustration or image objects. You can also

Use the Document Layout palette to add pages and layers to your project. If working on an animation, you can even apply the onion-skinning technique so you can position objects across multiple frames.



Configuration Center

The **Configuration Center** handles all program preferences, various tool and command settings from a central location.

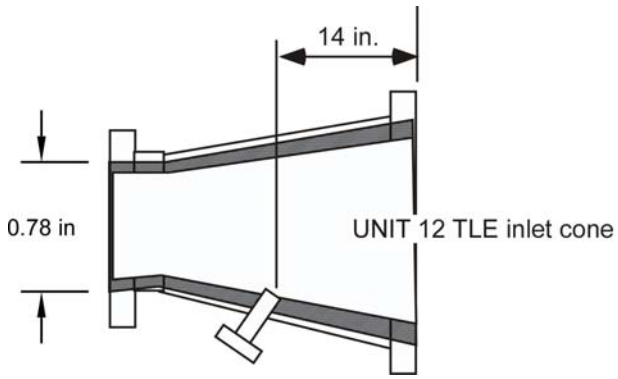


Working in a precise environment

No other graphics application in today's market combines a full range of professional graphics content creation features with a robust 64-bit floating point drawing engine that provides accuracy from the beginning to end of a project.

Precision design environments can confidently turn to Canvas to create technical schematics, micron-level engineering designs, or other related documents. A Canvas project can represent a nearly unlimited design space of up to 2000 square miles. Or a customized unit of measurement can be used to create a very small micro-circuit design space. Complex drawings within either the largest or smallest work area can also be quickly viewed using the +/- 114,000% zoom controls. These and other CAD-like dimensioning features create a workflow that is both familiar and much needed by the scientist, engineer, or architect.

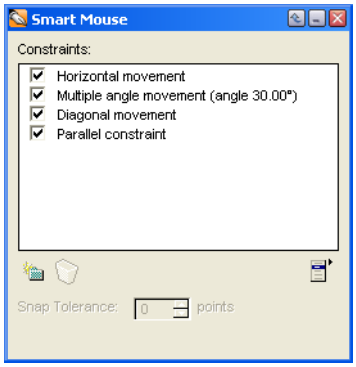
Canvas' enhanced DXF/DWG import engine imports 2D and 3D drawings with pinpoint precision. 3D illustrations within DXF and DWG files are accurately projected onto the 2D design space of Canvas so they can be resized and repurposed quickly. Technical professionals can create and view drawings of practically any size, within a user friendly and familiar design environment—and without opening AutoCAD to do it.



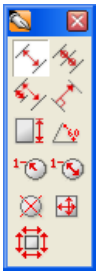
Canvas X is the perfect complement to a CAD environment. This application offers professionals in technical industries the following precision-oriented benefits:

- **Double-floating point, 64-bit coordinate system** that provides micron-level content creation and placement
- Document sizes: **2000 by 2000 miles**
- Virtually **unlimited zoom** to +/- 114,000%
- Up to **2 billion objects** per document
- **Define Unit** command for adding units of measurements or modifying the definitions of existing ones.
- Precision creation of complex objects—up to **2 billion control points** per polygon or Bézier curve.
- Support for data within **8 and 16 bit TIFF images** (import and export)
- Support for **80+ file formats**, including DXF, DWG, CGM, CDR, AI, EPS, PDF, PSD, TIFF, HTML, among others
- **ATA- and PIP-compliant CGM** engine
- Import of **Canvas files versions 3.5 through 9**; export to **versions 6 through 9**

- Unlimited drawing options—**21 angular units** (radian, degree, arc-minute, etc) and **45 linear units** (miles, feet, meters, etc., or custom defined)
- Various **Document Scale methods**, such as Fit All Objects to Sheet, Fit Selection to Sheet, Crop & Fit to Sheet, as well as Set Document Scale
- Easy access **Ruler manager** to control document units, document scale settings, page distance to world distance settings, number systems and formats
- **Snap to Grids/Guides**, **Smart Mouse**, and **Snap Object options** for precise alignment

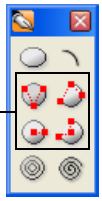


- **Perspective effects** to make objects appear as though they were created in perspective views
- **Dimensioning tools** that are accurate to 0.5 microns and can be created in both metric and English units



- Technical creation tools like **Circle Radius tool**, **Circle 3 Points tool**, **Arc Radius tool**, and **Arc 3 Points tool**

Technical creation tools



- Support for **hatch and pattern inks**
- Object **transformation options** for maintaining an object's original dimensions or allowing the object to be altered after a transformation
- Tools for designing **custom dash styles and arrowheads**
- **Object Path Editor** to view or edit the linear or angular coordinates of each individual point of a basic vector object, polygon, or Bézier curve
- **Scale Bar command** to create a labeled scale bar to include in a variety of illustrations and images

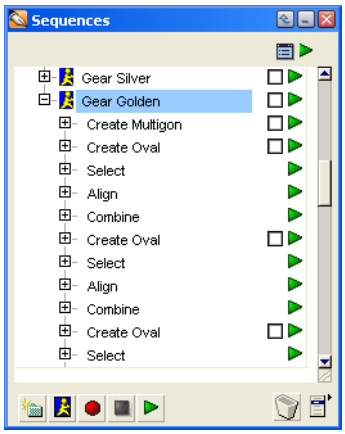
Saving time through automation

When illustrating or designing, you may find yourself spending an immeasurable amount of time recreating the same object or performing the same procedure on various files. With Canvas X' **Sequences technology** and scripting engine, time that normally would be wasted doing those tasks is now time gained.

The Sequences feature allows you to build and efficiently maintain a complete library of your Canvas-created design effects. A Sequence consists of a group of Canvas operations, which can be easily applied to a selected object or group of objects. A Sequence is a very versatile and easy-to-use feature that allows you to:

- Record and reuse the process of creating a design effect.
- Apply a design effect to another object or group of objects.
- Save the set of commands as a separate file and then share it with co-workers.
- Selectively enable or disable any effect during playback.
- View or modify the process at anytime, even during playback.
- Precisely recreate a recorded object.

Various commands are included in the Gear Golden sequence.



Scripting, on the other hand, is a programmable feature that can execute tasks that are too difficult or time consuming to do manually.

Designers and technical illustrators can activate a script to automatically create a complex piece of line art from a combination of other Canvas objects. Photographers can create a script to apply a specific imaging or resizing function to a set of images. An engineer can easily create a drawing of an often-used engine component by executing a script.

In short, any repetitive task is a good candidate to become a scriptable function. Once created, a script will perform any task without the need for manual intervention. **Canvas X supports scripting for both the Mac and Windows.**

Additional application utilities

Ink palettes

Canvas X comes with a variety of ink palettes, which you can load into the Presets palette. The various palettes are as follows:

- 8 RGB color ink palettes
- 8 CMYK color ink palettes
- 5 Pantone ink palettes
- 1 Registration ink palette
- 5 Gradient ink palette
- 4 Hatch ink palettes
- 4 Texture ink palettes
- 2 Symbol ink palettes
- 1 Pattern ink palette

Sequences

When first installed, the Sequences palette contains one defined Sequence set. Inside this set, there are 23 different pre-defined Sequences that you can readily use to create or quickly apply effects to objects—without intervening.

Canvas Clipart

The Canvas Clipart Collection is available on DVD in the Media Kit or online via the Symbol Library palette.

Library Object Sets

Canvas comes with a variety of Library Object Sets. Dynamic Library Objects are designed to help you create illustrations quickly, uniformly, and precisely. They are especially useful for technical drawings, diagrams, and other frequently used illustrations; e.g., a landscape designer can create a set of Dynamic Library Objects for trees, shrubs and structures. An electrical engineer may want to create Dynamic Library Objects for gates, resistors, and other circuit components. Use the Symbol Library palette to work with Dynamic Library Objects and Library Object Sets.

Canvas Print Driver (Windows)

The Canvas Printer Driver lets you maximize your editing options. Virtually anything that can be printed can also be brought into Canvas X for editing, enhancement, presentation, and distribution with the new Canvas Print Driver. Everything from complex illustrations, brochures, photographs, or visually rich design projects can be “printed” into Canvas from other products by simply selecting the new Canvas Printer Driver from within any application. The driver creates a visual representation of the original document composed of editable objects that you can modify or enhance as needed.

Note: Canvas Print Driver supports TrueType, PostScript, and most OpenType fonts in the Latin character set.

Add-on modules

Canvas X has two add-on modules that are also available for purchase from ACD Systems of America.

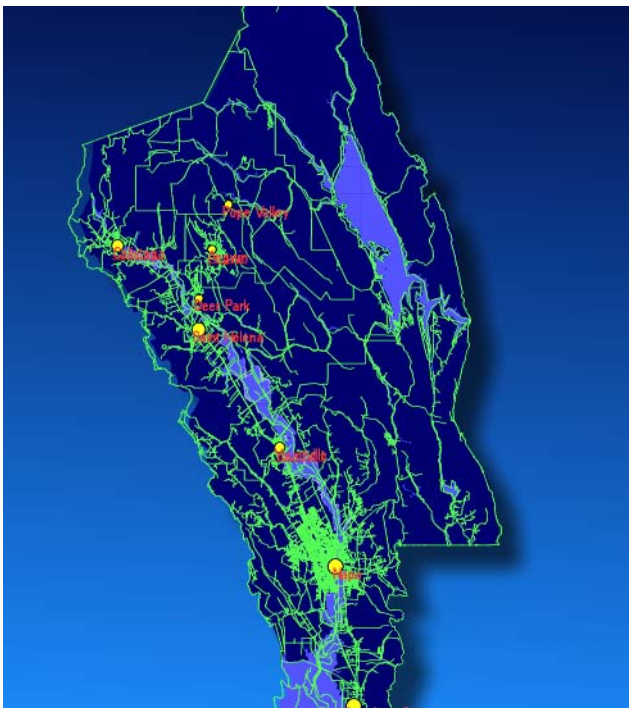
GIS+ module

Projects that rely on GIS data can be easily created from within Canvas by adding the GIS+ module, which allows you to visualize, present, and share GIS data and projects—all within a georeferenced environment.

Canvas X with GIS+ is the only GIS data visualization solution in today's market that addresses the need of GIS professionals to communicate the results of their research analysis—quickly, accurately, and effectively—inside a true graphics application. Over 18 import/export filters can be used to import GIS data files for use during the development of a GIS project. Simply import GIS project information and then use Canvas' image editing, illustration, and page-layout features to create, assemble, montage, and annotate, and enhance project data.

Once created, Canvas X with GIS+ projects can be printed or shared as cost-effective Web pages, PDF documents, and wide format printouts. No other graphics application delivers the comprehensive set of features and toolsets needed to make the most of your GIS investment.

For more information regarding this module, visit http://www.acdamerica.com/products-x/gis/default.html.



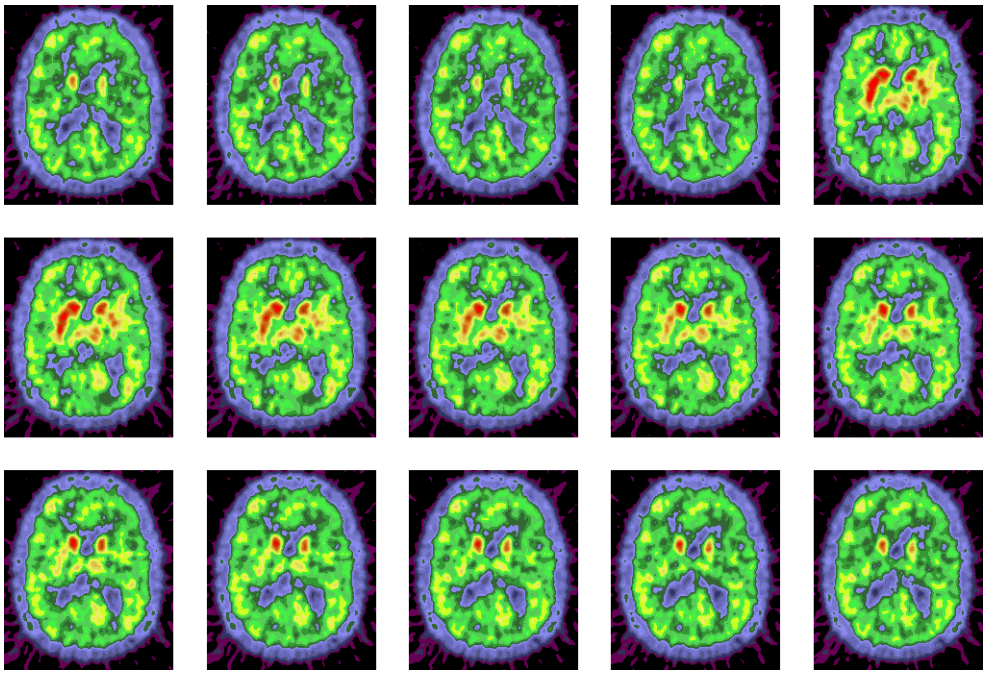
Canvas X with GIS + provides not only true GIS support but also a wide array of tools, filters, and effects to create stunning GIS visuals.

Scientific Imaging module

Add the Scientific Imaging module to Canvas X to have the first product of its kind to accurately import, measure, analyze, and export digital images with up to 32 bits of floating point pixel data per channel. This module opens up a world of possibilities for life scientists, researchers, engineers, students, astronomers, and other professionals who regularly gather and analyze data from scientific imagers, scanners, and custom data collection instruments.

Designed to support industry-standard file formats like DICOM and RAW, Canvas X with Scientific Imaging is an ideal single-source solution that has been designed to provide a targeted list of solutions that meet the demands of the scientific imaging community.

For more information regarding this module, visit http://www.acdamerica.com/products-x/si/default.html.



Canvas X with Scientific Imaging can easily create a spread sheet view from multi-image DICOM files for visual comparison

Supported file formats

In the following table, Windows only functionality is indicated with one asterisk (*), whereas Macintosh only is indicated with two asterisks (**).

Description	Extension	Import	Export
Adobe Illustrator	AI	x	x
Movie Format*	AVI		x
Windows bitmap	BMP/RLE	x	x
Brooktrout Fax	BRK	x	
Support Raster Format	CAL/CALS	x	x
CorelDraw	CDR	x (scripting utility*)	
CorelDraw Template	CDT	x	
Computer Graphics Metafile[1]	CGM	x	x
Harvard Graphics Chart	CH3	x	
Corel Exchange	CMX	x	
Clear Text CGM	CTM	x	
Halo Image	CUT	x	
Canvas Image Format	CVI	x	x
Canvas 3.5 and ArtWorks	CVS	x	
Canvas 5	CV5	x	
Canvas 6,7,8	CNV	x	x
Canvas 9	CVX	x	x
Graphics	DCX	x	x
Micrografx Draw	DRW	x	x
WHIP! Internet Drawing	DWF	x	
AutoCAD Native File	DWG	x	
Drawing Exchange Format	DXF	x	x
Enhanced Windows Metafile	EMF	x	x
Encapsulated Postscript	EPS	x	x
Canvas Slide Show*	EXE		x
Frame Vector Metafile	FMV	x	
Kodak FlashPix	FPX	x	
HP Graphics Gallery	GAL	x	
IBM Graphics	GDF	x	
Digital Research Graphics	GEM	x	
Graphic Interchange Format Graphics	GIF	x	x

Description	Extension	Import	Export
Multi Frame Graphic Interchange Format	GIF Animated	x	x
Hewlett Packard Format	HGL/HPGL/HPP	x	x
Hypertext Markup Language	HTM/HTML	x*	x
Image Object	ICA	x	
Icon File	ICO	x	x
Amiga Image Format	IFF	x	x
IGES Drawing	IGES/IGS	x	x
GEM Image	IMG	x	
JPEG Graphics	JPG/JPE/JPEG	x	x
MacPaint Image Format	MAC/MPT	x	
OS/2 PM Metafile	MET	x	
QuickTime Movie	MOV	x	x**
Microsoft Paint*	MSP	x	
Kodak PhotoCD	PCD	x	
Paintbrush Image	PCX	x	x
Adobe Acrobat	PDF	x	x
Macintosh Picture	PIC	x	x**
Portable Network Graphics	PNG	x	x
Microsoft Power Point	PPT	x (scripting utility*)	x* (scripting utility)
Lotus Freelance	PRE	x	
Printer (PS) Files*	PRN	x	
Harvard Graphics*	PRS	x	
Postscript® Files	PS/EPS	x	x**
Photoshop Image	PSD/PDD	x	x
Sun Raster	RAS	x	
Autoshade	RND	x	
Rich Text Format	RTF	x	
Spatial's ACIS Data*	SAT	x	
Harvard Graphics Show*	SH3	x	
Scalable Vector Graphics	SVG		x
Macromedia® Flash	SWF		x
Harvard Graphics Symbol*	SY3	x	
Targa Bitmap formats	TGA/VDA/ICB/VST	x	x
Tagged Image Format	TIF/TIFF	x	x
Canvas Template	TPL	x	x

Description	Extension	Import	Export
Plain Text	TXT	x	
Microsoft Metafile (early version)	WMF	x	x
WordPerfect Graphic	WPG	x	x
Micrografx Designer*	DSF	x	
Freelance for Windows*	FLW	x	
JFIF JPEG not in Tiff Format*	JPG	x	
Just Write II*	JW	x	
Lotus AMI/ AMI Pro*	SAM	x	
Lotus 1-2-3 Version 5*	WK4	x	
Lotus 1-2-3 Version 97*	123	x	
Lotus PIC*	PIC	x	
Lotus Smart Suite*	SMF	x	
Mac Write II*	MCW	x	
Microsoft Excel Charts*	XLC	x	
Microsoft Excel*	XLS	x	
Microsoft Works For Windows	WKS	x	
MIF Adobe FrameMaker Text only*	MIF	x	
Microsoft Multiplan*	MP	x	
OS / 2 Bit map*	BMP	x	
Paint Shop Pro*	PSP	x	
PIF IBM Picture Interchange*	PIF	x	
Portable BITMAP PBMP*	PBM	x	
Portable PIX MAP*	PPM	x	
Quatro pro for Windows*	QPW	x	
SRS Sun RASTER*	SRS	x	
Visio (versions 5, 2000, 2002)*	VSD	x	
WordPerfect*	WPD	x	

1. Now compliant with Petroleum Industry Protocol (PIP) and Aviation Transportation Authority (ATA) standards

Documentation

Canvas User's Guide: Available in print in the Retail box and in PDF for the Electronic Software Distribution (ESD) purchase, this guide documents how to do everything in Canvas, including drawing, text editing, page layout, painting, image editing, presentations and web page design.

Electronic Manual: Canvas includes an electronic version of the User's Guide that lets you refer to the documentation while you work. The Electronic Manual also contains supplementary information that is not included in the printed User's Guide. To access this feature, choose Help > Electronic Manual.

Color Printing Guide: Available in PDF for both the Retail and ESD, this guide explains how to use Canvas when you produce documents for commercial printing, with information about printing issues and producing color separations.

Quick Reference Guide: Available in PDF for both the Retail and ESD, this guide indicates the tool palettes, menu commands, and various key shortcuts for both platforms.

Scripting Reference Guide: Available in PDF on the *www.acdamerica.com* site, this document contains the AppleScript and Visual Basic references you need to take advantage of the awesome power of Canvas' scripting engine. Detailed examples are provided in both AppleScript and Visual Basic so you can copy and paste the scripts from the PDF to your scripting system.

System Requirements

Windows	
Processor	Pentium III-class
Operating System	Windows 2000 or XP (Home or Professional editions)
Memory	128 MB RAM installed (256 MB recommended)
Hard Disk	100 MB free hard disk space
Display	16-bit color or higher (True color recommended) 1024x768 or higher screen resolution recommended
Input Device	Mouse and keyboard; Scanner optional for importing and editing graphics
Output Device	Host of industry standard devices supported
Other	CD-ROM drive. DVD drive or Internet connection to access Clipart library

Macintosh	
Processor	PowerPC (G3 or better)
Operating System	Mac OS X only (version OS 10.2.6 or above and Panther)
Memory	128 MB RAM installed (256 MB recommended)
Hard Disk	100 MB free hard disk space
Display	16-bit color or higher (True color recommended) 1024x768 or higher screen resolution recommended
Input Device	Mouse and keyboard; Scanner optional for importing and editing graphics.
Output Device	Host of industry standard devices supported
Other	CD-ROM drive; DVD drive or Internet connection to access Clipart library

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