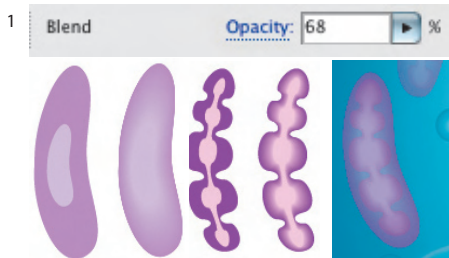


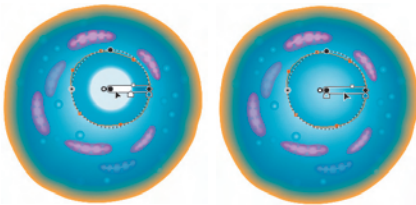
# Adding Highlights

Using Transparency to Create Highlights

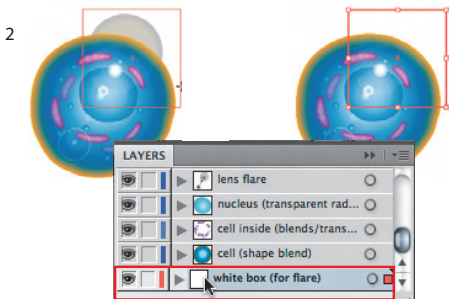
Overview: Create highlights in objects for the interior of the cell using the Blend tool; stack them and lower Opacity; create highlights with gradients for other objects and reduce opacity; create a bright lens flare.



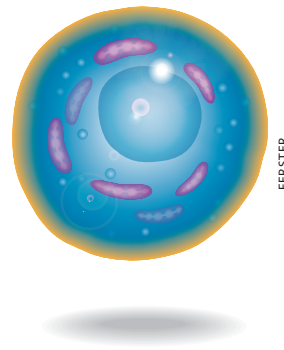
After creating an object by blending a light object with a darker, same-shaped object to represent a highlight, transparency further blends the "lit" object (mitochondrion) into its surroundings



Adjusting the radial gradient adjusts the size and edge of the highlight, while transparency settings adjust the final blend into another object



The Lens Flare tool needs a non-transparent background to reach maximum brightness



Adding transparency to blended or gradient-filled objects, or conversely, eliminating transparency beneath a lens flare, gives you a great deal of versatility when constructing believable highlights.

1 Using multiple techniques for blending colors in order to simulate natural highlighting. When Gary Ferster wanted to illustrate a living cell, he chose various methods for constructing blended highlights. For the mitochondrion (pinkish objects), he used the Blend tool to create two initial shapes, one very light, and one the "local" color. When blended smoothly, this method created soft highlights. He then stacked one blended object over the other and reduced the opacity in each, in order to make them appear to be part of the cell. For the small bubbles (lysosomes) and nucleus in the cell, however, Ferster used simple radial gradients with a very light center gradating to the local color of the object. By adjusting the gradient stops, he could make highlights bigger or smaller, with sharper or more feathered edges, and then adjust Opacity to blend these objects into the cell.

2 Using the Lens Flare tool for maximum highlighting. Nothing suggests a powerful light source quite like a lens flare, but Ferster had observed that using the Lens Flare tool over a transparent background creates a dulled, gray flare. A simple solution was to draw a solid white rectangle, at least as big as the flare, behind all the objects. The part of the lens flare that extended beyond the cell became white, disappearing into the background entirely.