

Apply AI-based Effects to Bitmaps and Vectors

Looking for some amazing new effects for your artwork? With CorelDRAW 2020 comes a new set of Art Style effects, brought to you by artificial intelligence. These non-destructive effects use neural style transfer algorithms to produce a stylized version of an image or object. Each effect is based on the analyzed aesthetic of an artist or genre, and you can control the intensity and level of detail in order to produce stunning results.

Exploring the New Art Style Effects

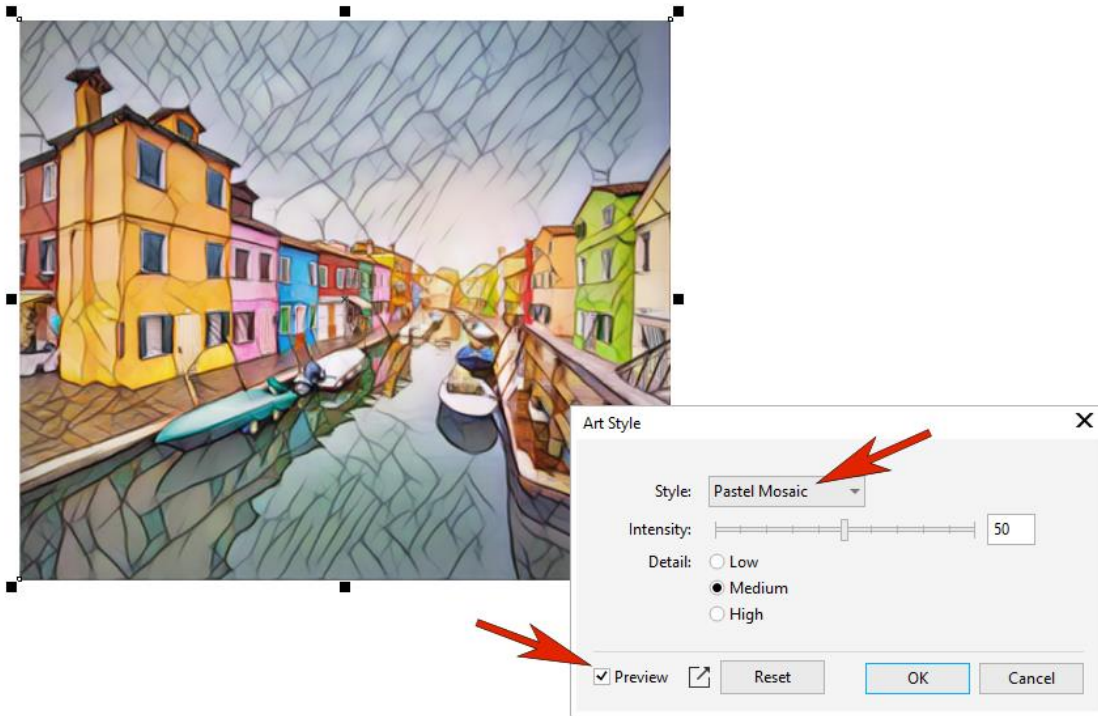
We'll start with this photo of colorful houses, imported into a new CorelDRAW document and demonstrate some of the new Art Style effects.



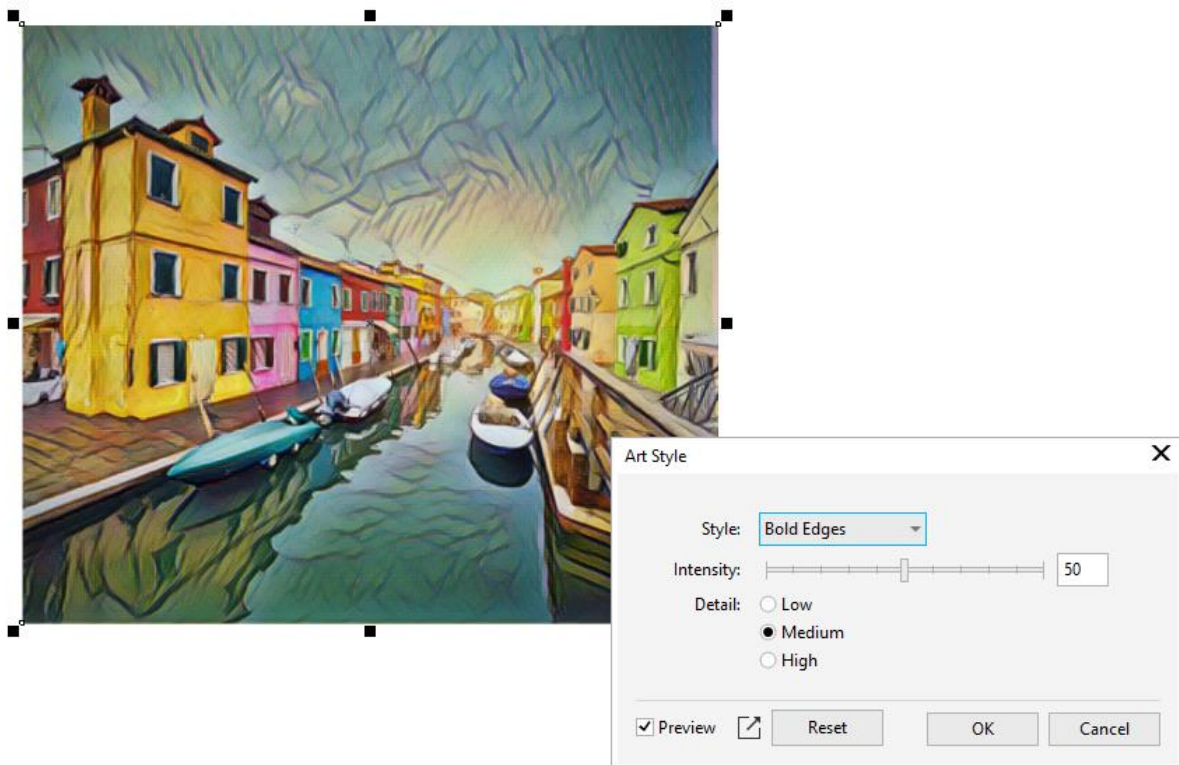
With the image selected, you can find the art effects in **Effects > Creative > Art Style**.

Move the **Art Style** window off to the side and keep **Preview** checked, so that you can see what the effects will do.

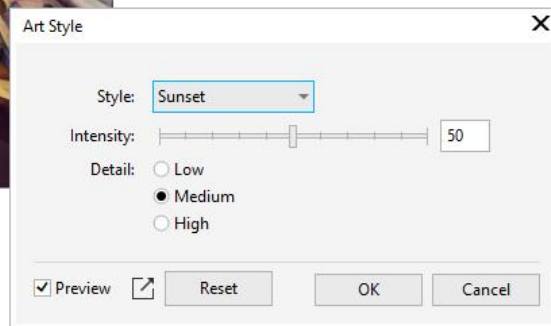
Pastel Mosaic



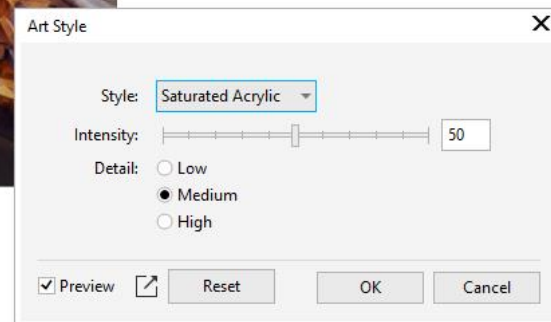
Bold Edges



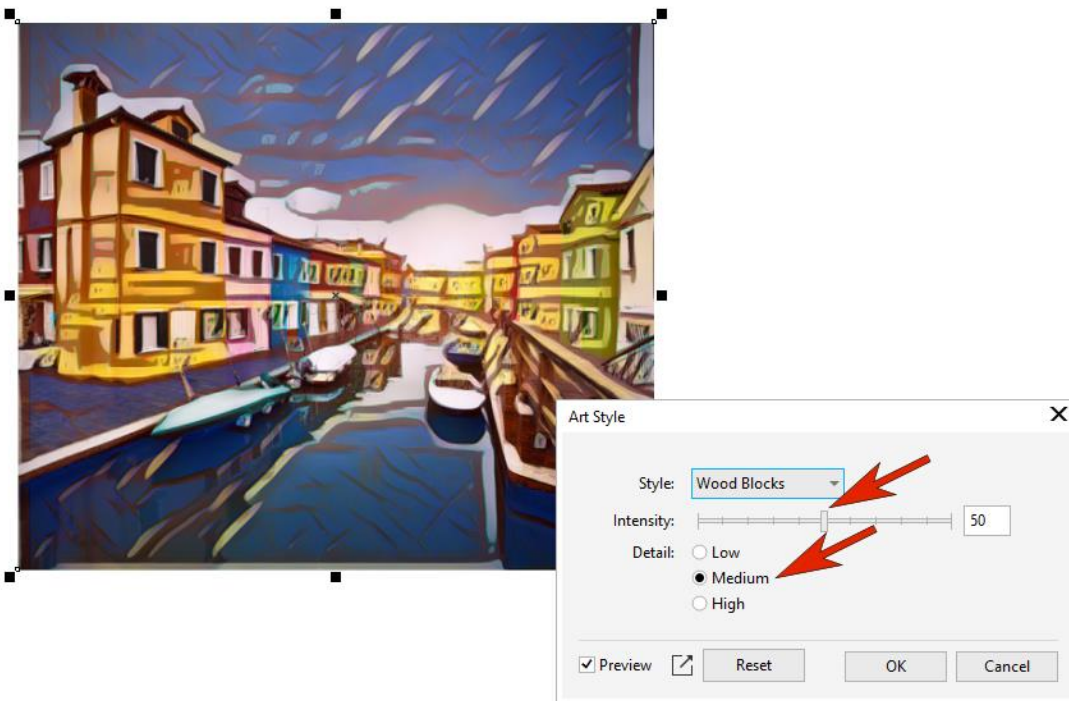
Sunset



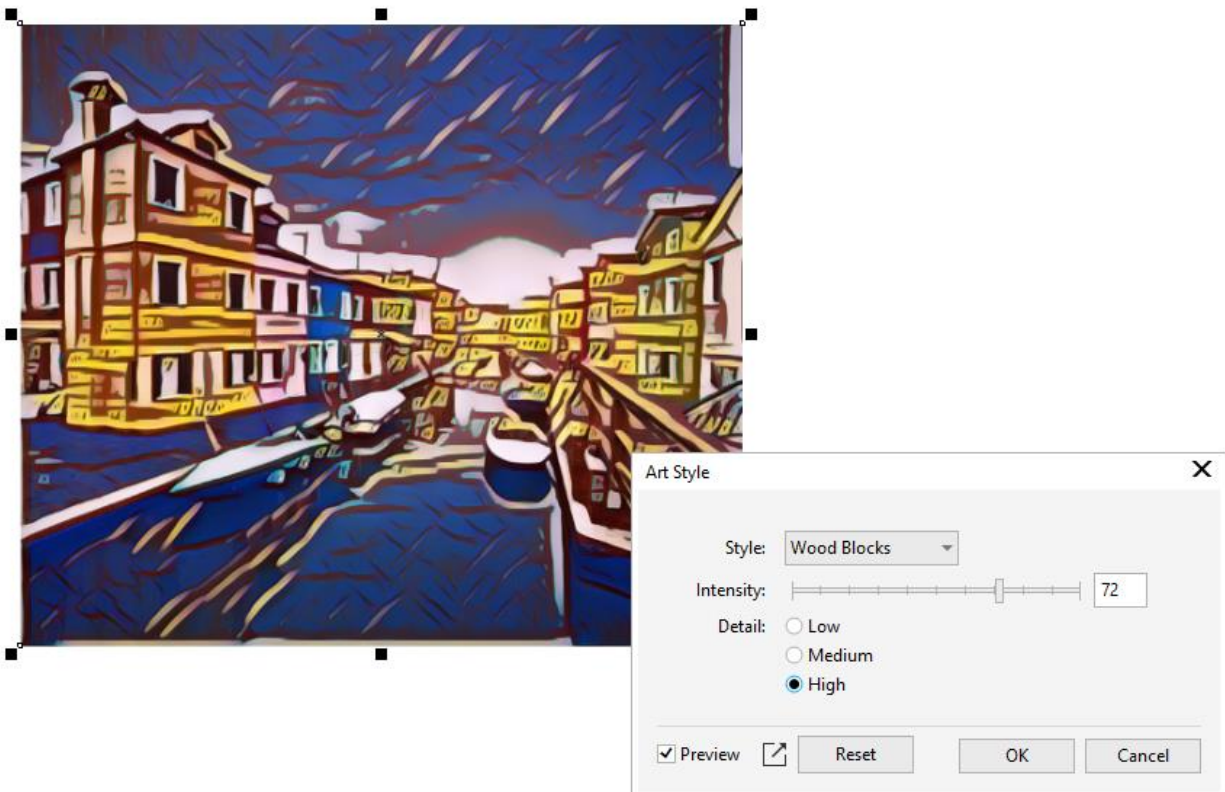
Saturated Acrylic



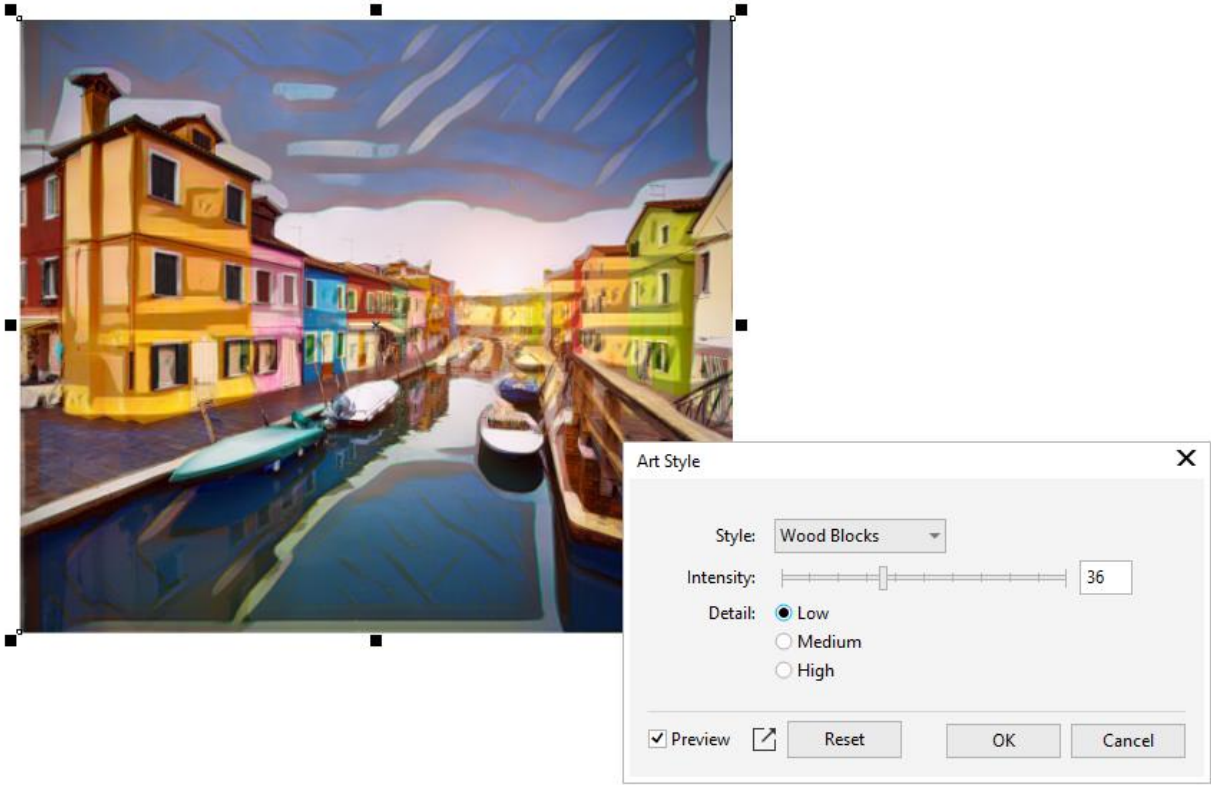
This is **Wood Blocks**, with the default settings of medium **Intensity** and medium **Detail**.



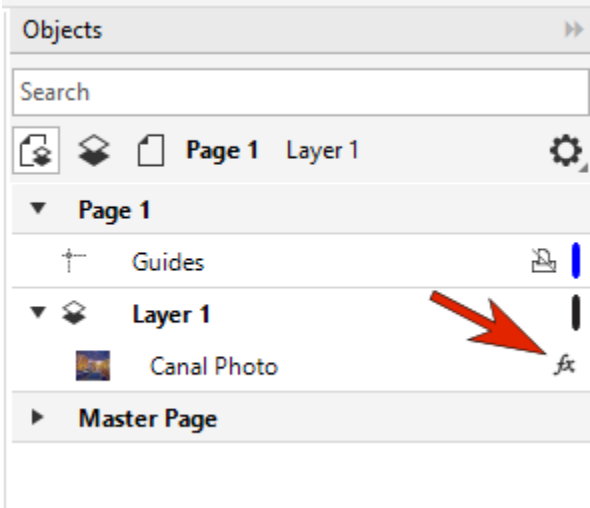
Increasing the **Intensity** really exaggerates the effect, and increasing the **Detail** increases the frequency of brush strokes.



Lowering the **Intensity** brings back more of the original photo and lowering the **Detail** results in wider spaces between brush strokes.

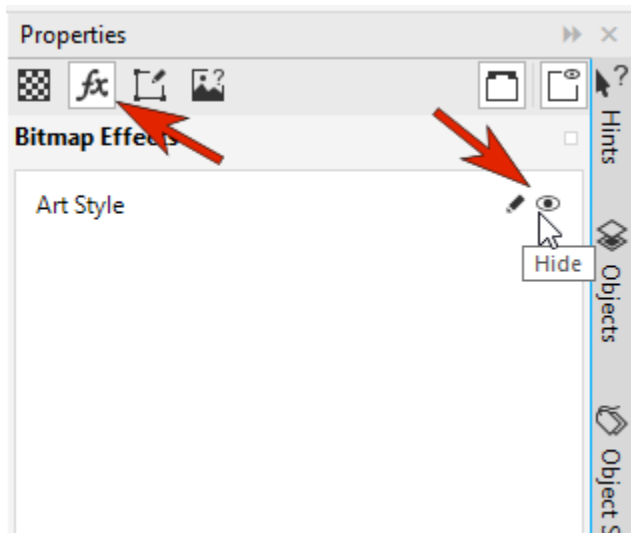


Like other effects in the **Effects** menu, art style effects are non-destructive, which means the original photo remains intact. In the **Objects** docker there is an **FX** icon next to the image, which you can click to toggle the effect off or back on.

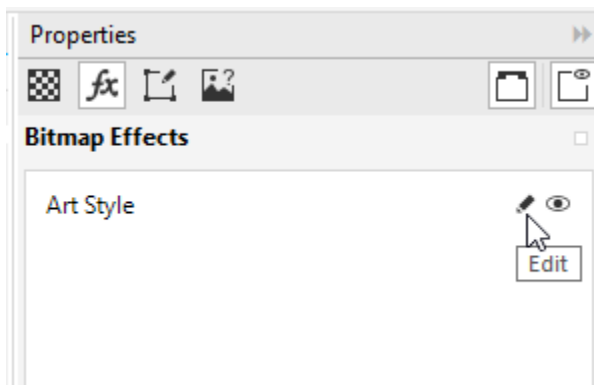


If you return to the Art Styles menu and choose a different effect, you would be replacing the effect, not adding a new effect on top of the existing one.

You can also see the effect in the **FX** tab of the **Properties** docker. Here it's the **Visibility** (eye) icon that toggles the effect on and off.

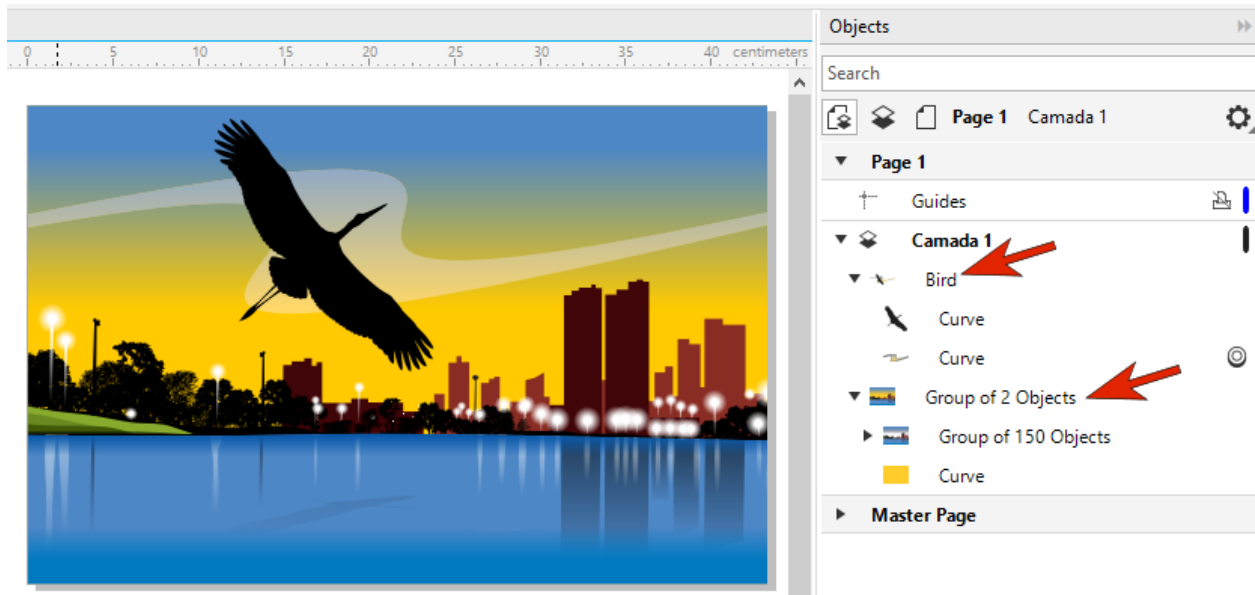


If you double-click the effect, or click its **Edit** icon, you can adjust settings or switch to a different style.

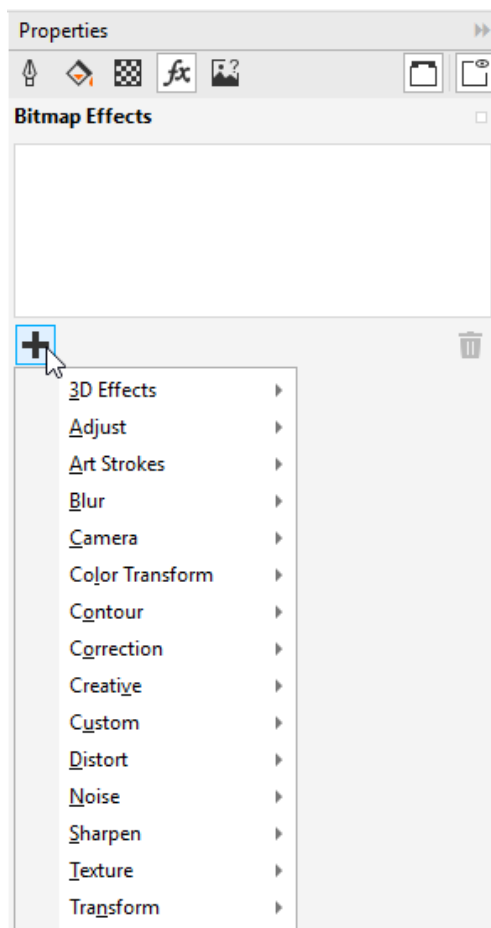


Applying Art Style Effects to Objects or Groups

Art style effects can be applied to vector objects as well. In this artwork by Raul Cabral Mera, there is one group for the bird and wavy curve across the sky, and another group for the sky, water, and buildings.



We select everything and open the **Properties** docker to the **FX** tab. Clicking the **Plus** sign in this docker opens same menu of effects available in the **Effects** menu.

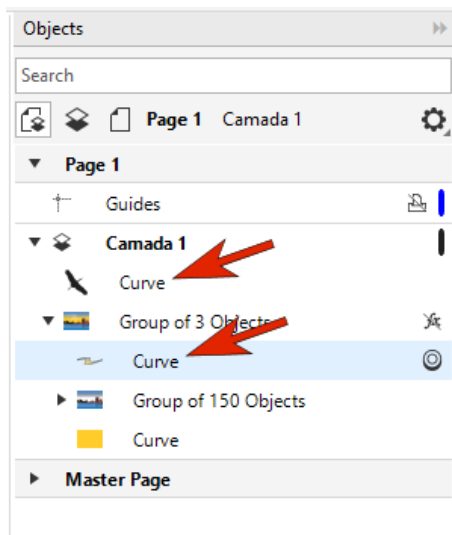


In this example, the **Lava Lamp** art style was applied, with medium intensity and detail.



Note that this effect is most pronounced around the curves where objects overlap with other objects, like around the bird and buildings. The effects stay within their groups however - there are no wavy effects along where the two groups overlap.

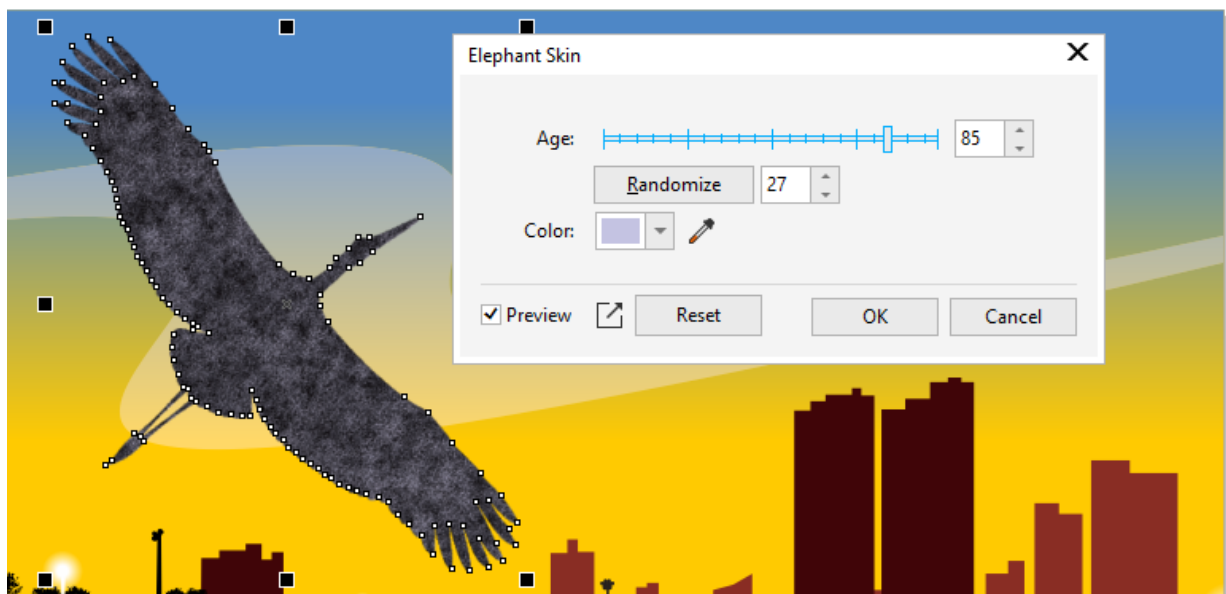
Now say you want to apply this effect to everything but the bird. With the bird group ungrouped, the bird curve is now a separate object. And the sky curve was moved into the background group so that its edges will be part of the background.



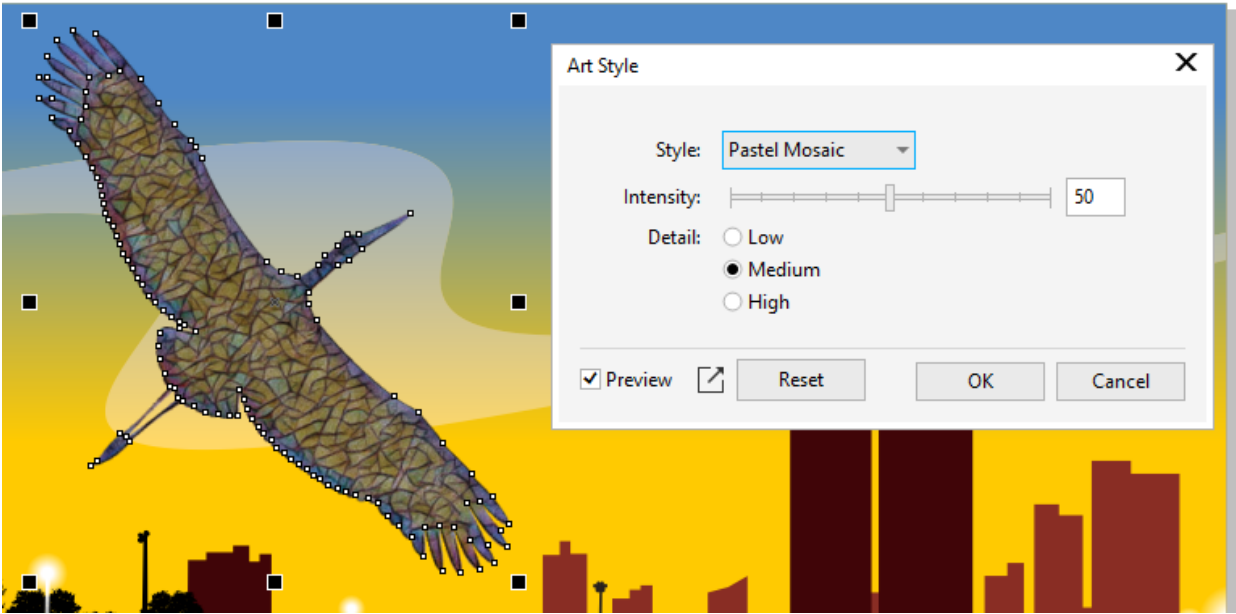
With everything but the bird selected, we apply the same effect. The entire background gets the effect uniformly, and the bird stands out above it all.



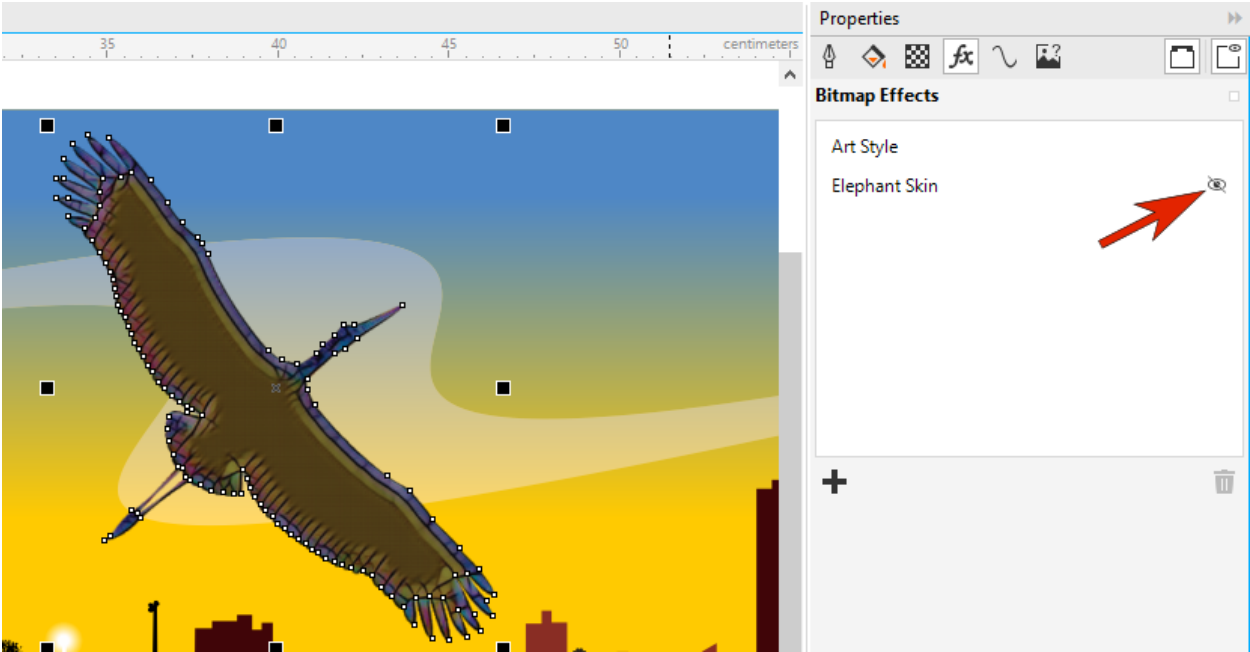
Now let's apply effects only to the bird. Although you can't apply multiple art effects to the same object, you can combine art effects with other types of effects. With just the bird selected, add a **Texture > Elephant Skin** effect.



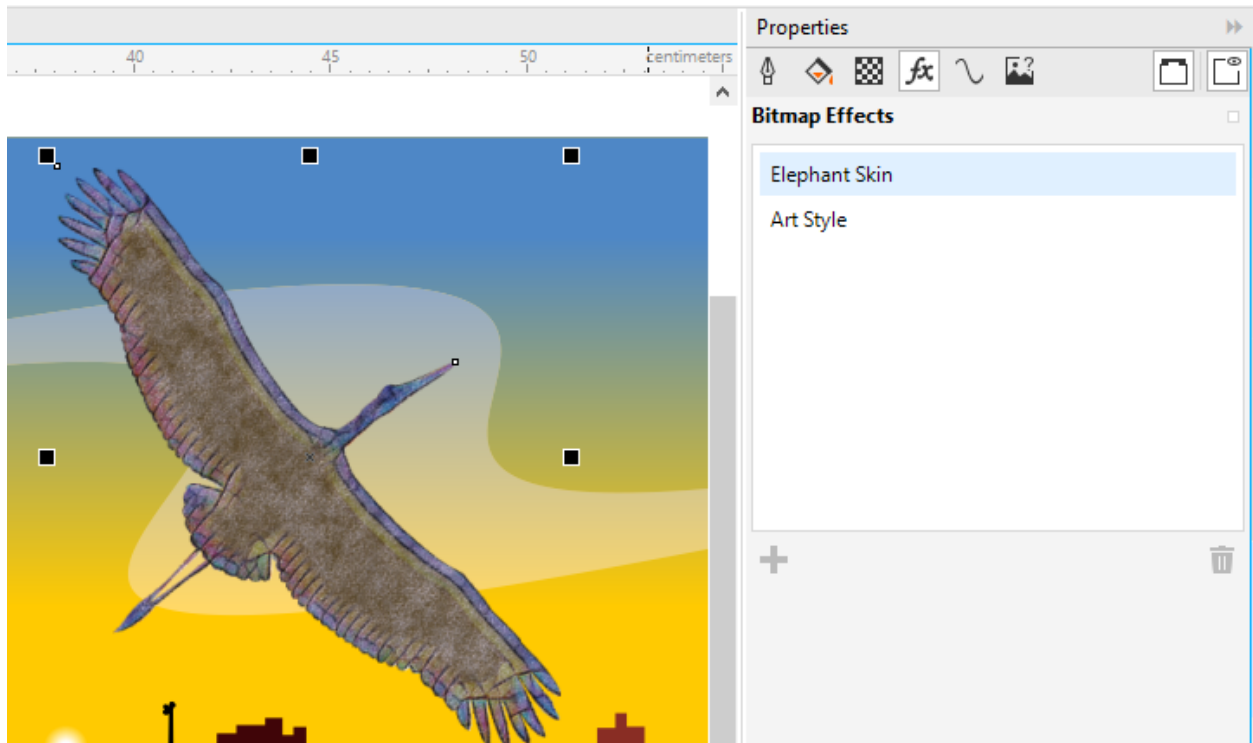
On top of this, we can add an art style, such as **Pastel Mosaic**.



You can toggle off the texture effect to see how different the art effect looks without it.



After turning the texture effect back on, you can also drag effects to reorder, to see what happens if the art style had been applied first.



Finally, you can apply these styles to other objects. With both effects selected, drag them onto another object - the tall buildings in this example.

