How to Use the Transparency Tool in CorelDRAW

In this tutorial you will learn how to utilize the various functions of the **Transparency** tool to create unique effects in your designs.

Step 1: Select the Transparency Tool

From the bottom of the toolbar on the left, select the **Transparency** tool, which appears as a black and white checkerboard.

When you select it, your **Properties** bar at the top of the screen will change to show five **Transparency** types. Selecting different **Transparency** types will cause the **Properties** bar to display different adjustment options.
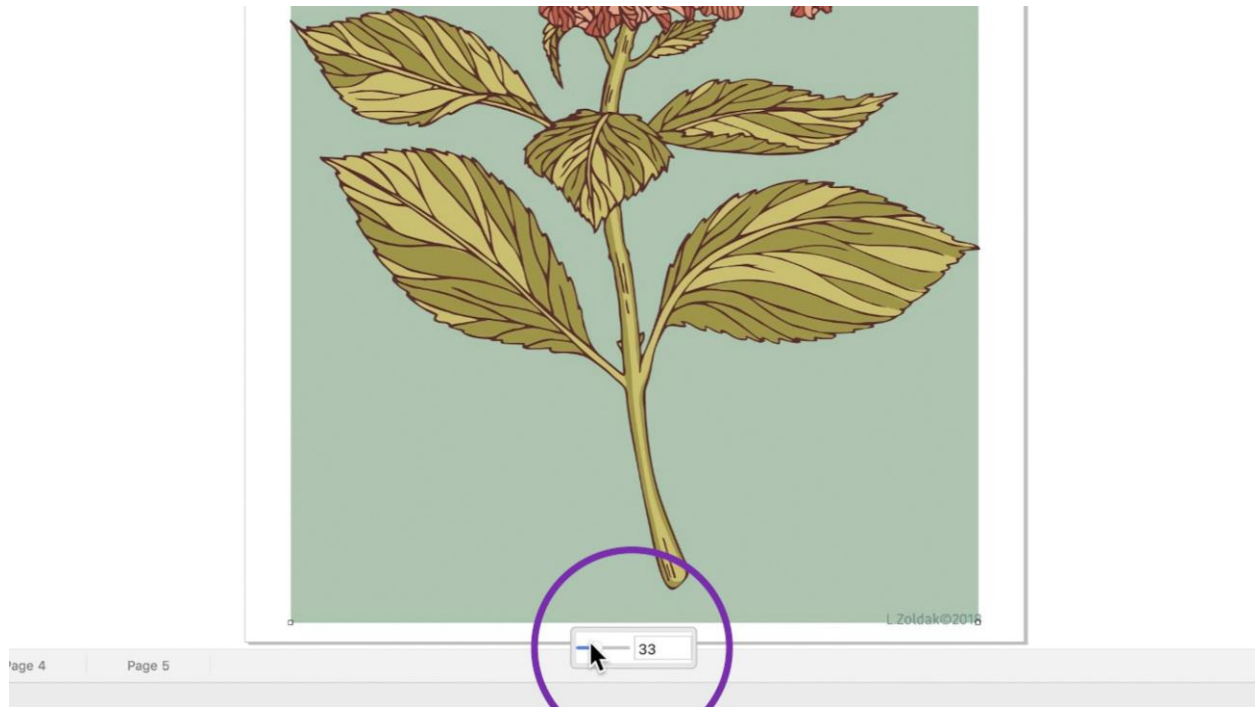

All transparency types include a drop-down menu for **Merge Modes**, which specify how the color of the transparency blends with the color of the underlying object, and a **Transparency Picker**, which allows you to choose from a number of preset transparencies. All types also allow you to adjust opacity with an **Opacity Spin Box.**

Step 2: Applying Uniform Transparency

Uniform Transparency allows you to adjust the opacity of an object evenly across the object.

To use it, select your object and activate the **Transparency** tool, then click the **Uniform Transparency** box. A slider will appear next to your object to allow you to adjust the transparency. (You can use the **Opacity** spin box in the **Properties** bar, as well.)

Click and drag the slider up and down to adjust your transparency. To view the before and after of the effect, toggle by clicking between the **No Transparency** box and the **Uniform Transparency** box.

Using Uniform Transparency to Add a Color Cast

You can also use **Uniform Transparency** to apply a color cast to an image.

First, select the image, and then holding the **Shift** key, double click the **Rectangle** tool to create a rectangle the same size as your image. Then select a color from your **Color** palette to fill the rectangle with that color.

With the rectangle still selected, activate the **Transparency** tool and click the **Uniform Transparency** box. Adjust the **Transparency** slider to achieve the color cast you desire.
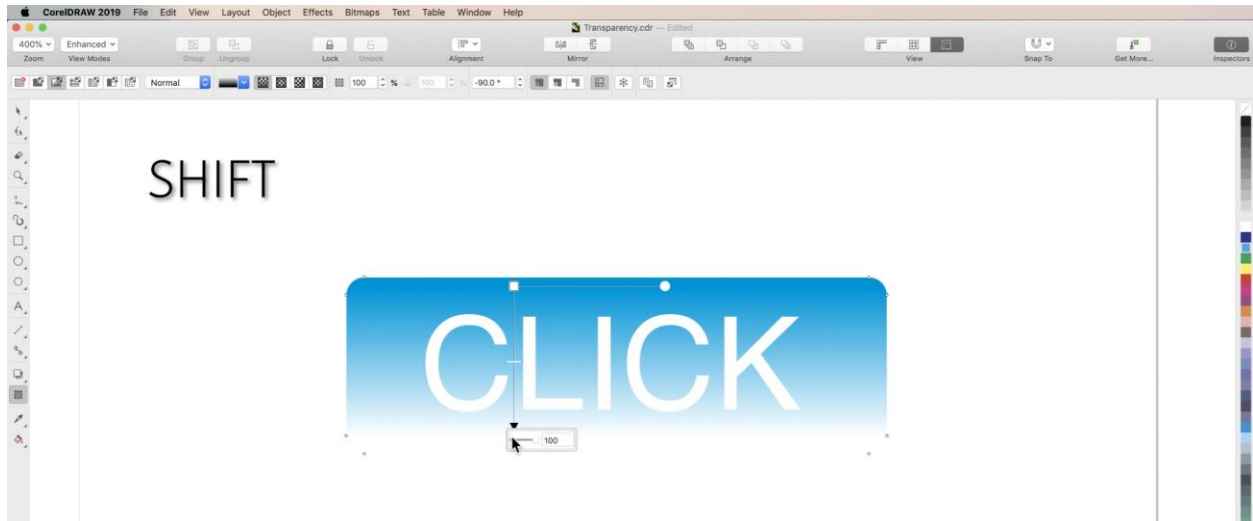
Step 3: Applying Fountain Transparency

Fountain Transparency allows you to apply a gradient of varying opacity to an object.

Adding a Highlight to a Graphic

One application of this effect is to create the illusion of light reflecting off an object.

Select your object and activate the **Transparency** tool. Then, you can first select **Fountain Transparency** from the **Properties** bar, or as a shortcut, simply click and drag inside the object from one edge toward another. This will turn your object into a gradient from opaque to transparent in the direction you drag the tool.
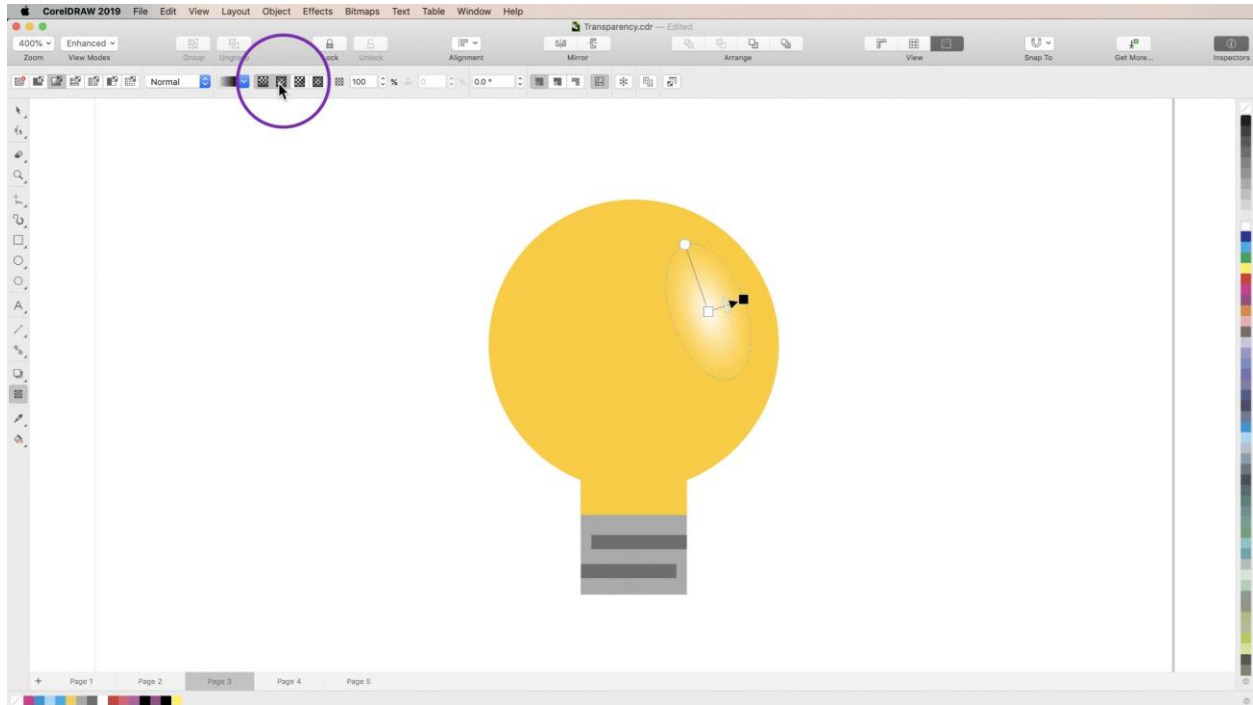
To sell the effect, adjust the edges of the gradient by clicking and dragging the black and white square handles on the **Transparency**, the gradient distribution by dragging the white line handle, and the angle by dragging the white circular handle. When the white object blends smoothly into the colored object without showing an edge, you are done.

Elliptical Highlights

You can do the same thing with objects of different shapes by using **Non-Linear Fountain Transparencies**.

Take the shape of a lightbulb, for example. Reflected light would likely take the shape of an ellipse. So, starting with a white ellipse on top of a colored lightbulb-shaped object, select the ellipse and activate **Fountain Transparency**.

Then select **Elliptical** mode from the **Properties** bar. This will create an elliptical gradient. Adjust the location of the **Fountain Transparency** by clicking and dragging the blue dotted outline.

By default, the transparency will fade from the outside in, so you will need to reverse its direction. To do that, click the **Edit Transparency** button on the far right of the **Properties** bar, and select **Reverse Fill** within the dialogue box. Then click **OK.**

Again, use the handles to adjust your transparency until it fades softly into the edges.

Step 4: Using the Transparency Picker

The **Transparency Picker** dropdown offers a whole library of preset fills in various patterns to help you quickly create impressive transparency effects. For example:

Use **Fountain Transparency** to create a color cast on top of an image.

Then open up the **Transparency Picker** and experiment with choosing different effects to see how they affect your transparency.
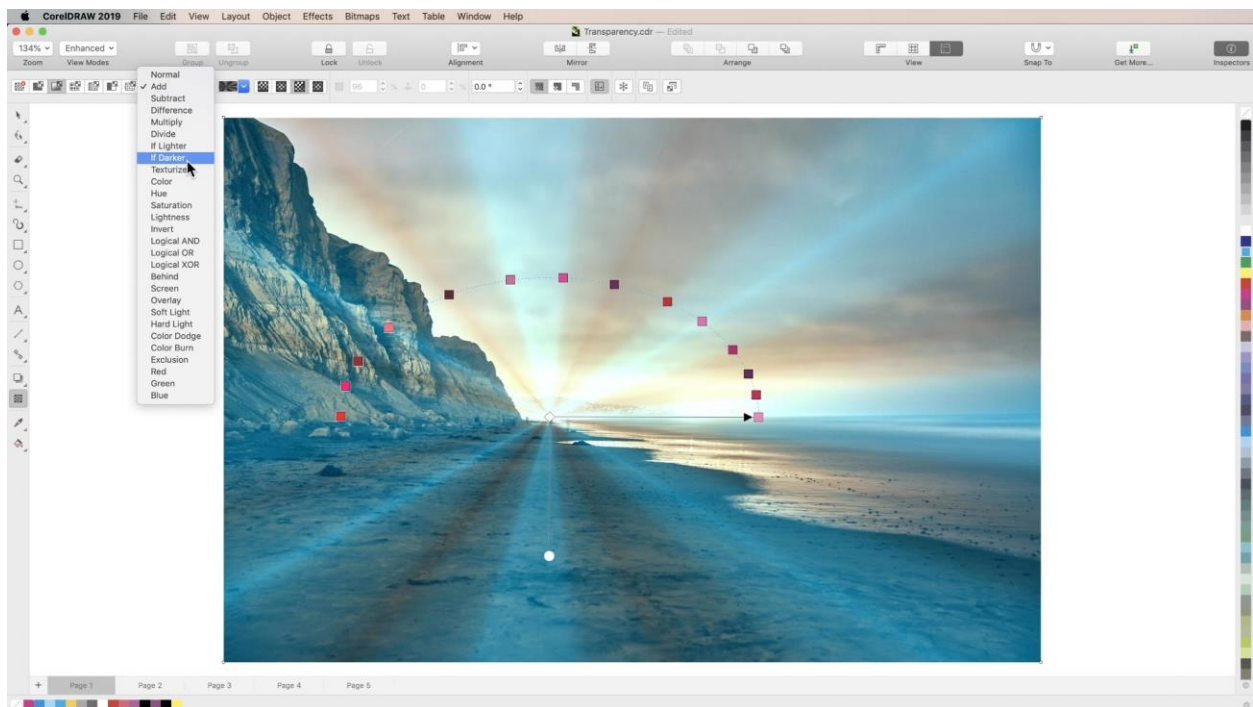
Drag the handles in each preset transparency to adjust the effects. Click on individual handles to adjust the **Transparency Slider** for each gradient separately.

Step 5: Merge Modes

Merge Modes change the way your transparency blends with underlying objects and images.

Once you have settled on a transparency effect, open the **Merge Modes** dropdown menu and select different **Merge Modes** to see how they alter your effect.
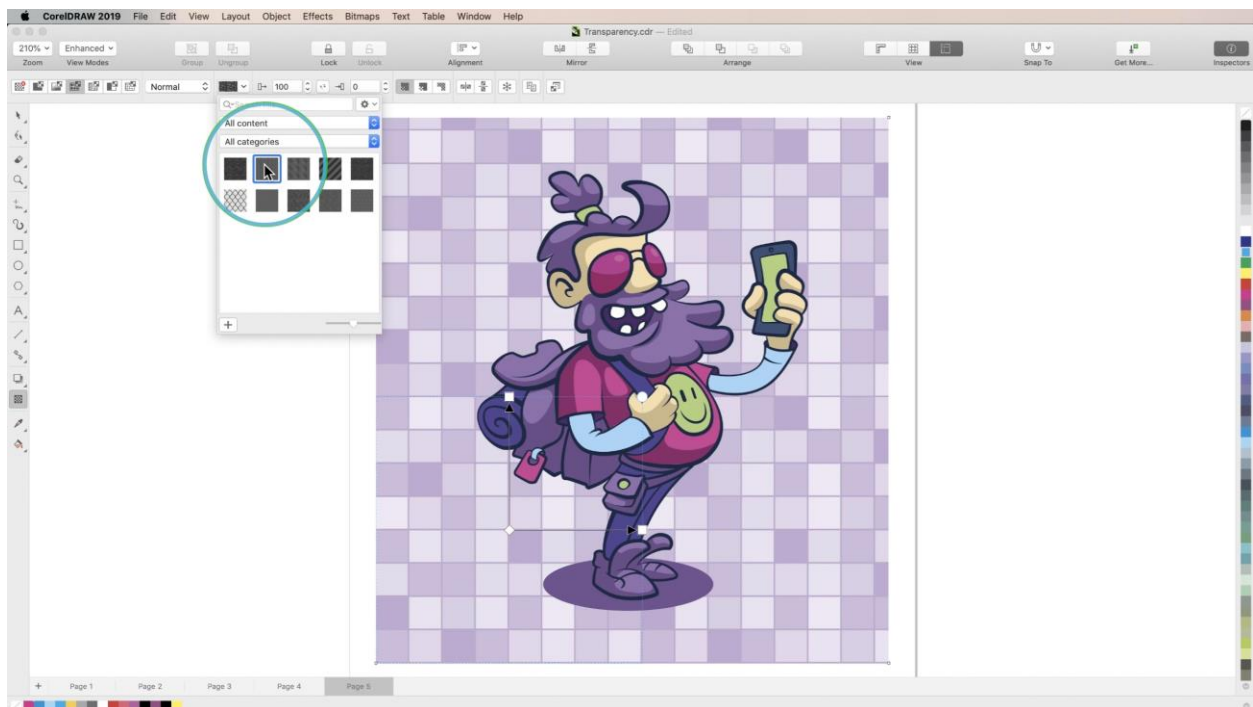
Step 6: Applying Pattern Transparencies

Vector & Bitmap Transparencies

The **Vector**, **Bitmap**, **Two-Color**, and **Texture Transparency** modes offer a library of scalable patterns that you can apply to objects as transparencies.

Select the **Transparency** tool from the toolbar, and select either **Vector**, **Bitmap**, **Two-Color**, or **Texture** mode from the **Properties** bar.

Next, use the **Transparency Picker** dropdown to find and select a pattern you would like to use. Adjust the scale, angle, and opacity for the Foreground and Background colors using the handles and transparency sliders, just like in other Transparency modes. Change the color by selecting the object with the **Pick** tool and clicking on a color in the **Color Palette**.
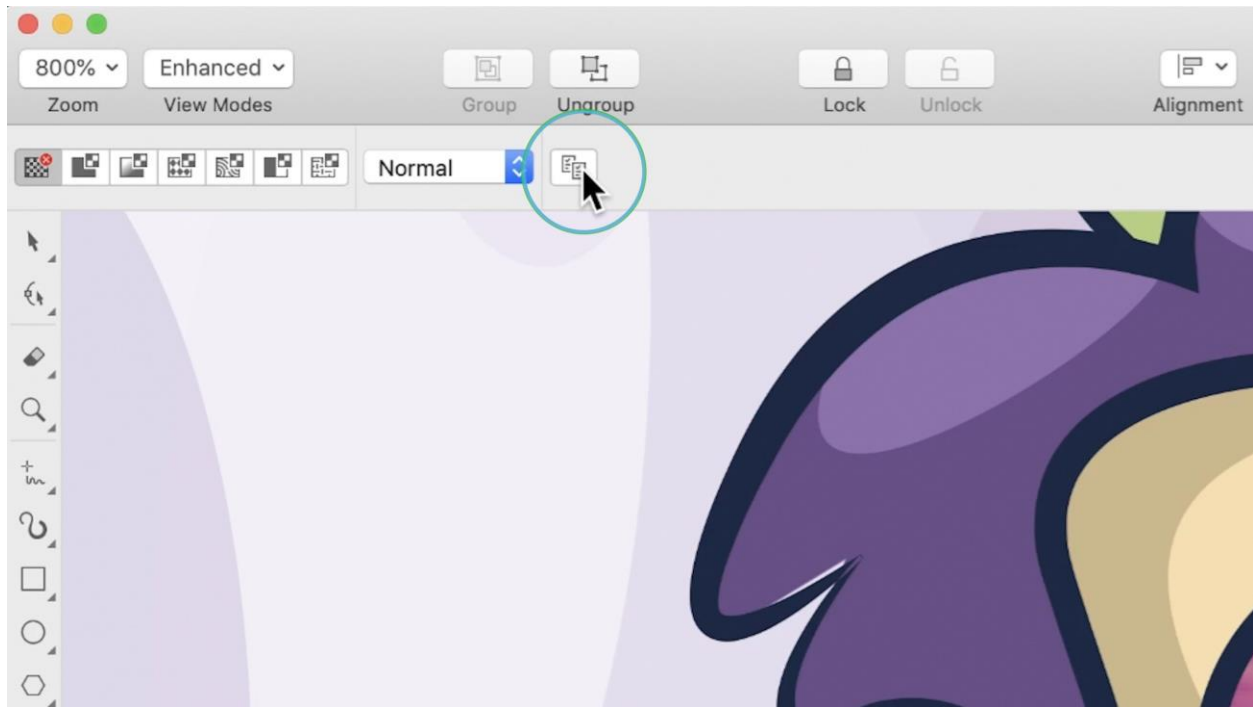

Now let's try a Two-color transparency. With the **Transparency** tool selected, click on the **Two-color Transparency** icon in the **Property** bar. Choose a pattern from the **Transparency Picker**, and experiment with different looks using the same adjustment tools as the **Bitmap** and **Vector** pattern transparencies.

Step 7: Copy/Pasting Transparency

To copy a **Transparency** from one object to another, first select **Transparency** tool, then select the object you want to copy to.

Next, click the **Apply Transparency** button in the **Properties** bar, and simply click on the object whose **Transparency** you wish to copy. It will instantly be applied to your selected object.

And now you know the basics of CorelDRAW's powerful **Transparency Tool**!

NOTE: You can add more fills to the Transparency Picker by going to **Welcome Screen** > **Get More** and clicking on the **Content** tab along the top. Here you can find free fill packs to download and install.