Quark

SHADOWCASTER 3.2

Sophisticated Drop Shadows and Effects for QuarkXPress

INTRODUCING SHADOWCASTER

USING SHADOWCASTER

SHADOWCASTER OVERVIEW

ShadowCaster is *XTensions software* that lets you create expert special effects — including sophisticated drop shadows and full transparencies — right in QuarkXPress®. You can select any page elements (including text boxes, picture boxes, text, imported graphics, lines, text paths, and rules) and change the opacity, add shadows, and apply other special effects such as outer glow, inner glow, and emboss.

With ShadowCaster, you no longer need to switch between QuarkXPress and an image-editing program to achieve these effects. ShadowCaster automatically creates and places high-resolution graphic files to add effects to selected items. Plus, unlike effects imported from image-editing programs, ShadowCaster's effects retain their flexibility, allowing changes throughout the design and editing process.

Using ShadowCaster

To use ShadowCaster, follow these general steps:

1 Create layers for selected QuarkXPress items using the **ShadowCaster Create** palette.

2 Create special effects for layers and change the blending and opacity among layers.

3 Preview your effects for a page in the **ShadowCaster Preview** palette.

4 Place the effects on the page, using your choice of RGB, CMYK, or grayscale mode for the graphic files.

5 Remove the QuarkXPress items when you're finished with them.

6 Save commonly used effects (such as drop shadows) as styles to apply in one step.

Designing with ShadowCaster

ShadowCaster's capabilities offer a host of new graphic design possibilities, including layering transparent and shadowed items for 2-D and 3-D effects, and easing transitions between QuarkXPress items. Expert image-editing controls include:

- Blending modes for the items on each layer: Dissolve, Multiply, Screen, Overlay, Soft Light, Hard Light, Color Dodge, Color Burn, Darken, Lighten, Difference, Exclusion, Hue, Saturation, Color, and Luminosity.

- Opacity controls (from 0% transparent to 100% opaque) in 1% increments for the items on each layer.

- Special effects for items and content on layers: Drop Shadow, Inner Shadow, Outer Glow, Inner Glow, and Bevel/Emboss.

Take a look at this small sampling of effects you can achieve by placing items on layers, applying special effects to layers, and changing the blending and opacity among layers.

A simple drop shadow effect.

An outer glow and bevel/emboss effect combined.

A drop shadow and outer glow applied to text on top of another layer with 70% opacity.

THE SHADOWCASTER INTERFACE

ShadowCaster consists of two docking palettes — the **ShadowCaster Create** palette and the **ShadowCaster Preview** palette. By default, the palettes are docked (combined) into a single palette. The palettes have the following in common:

• To open the palette, choose its name from the **View** menu (QuarkXPress 7.x from the Window Menu).

• To separate the docked palette into two separate palettes, drag the **Create** or Pre- tte.
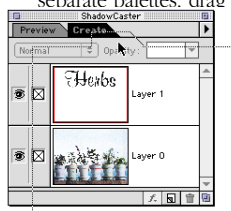
Drag a tab out of the ShadowCaster palette to create two separate palettes.

• To combine the two separate palettes into a single palette, drag one of the tabs into the other palette.

• To resize the palette, drag the lower right corner.

• To display the palette's menu, click the triangle in the upper right corner of the palette.

ShadowCaster Create Palette

The **ShadowCaster Create** palette lets you add QuarkXPress items from a page as layers, create effects for those layers, and specify how the layers interact with other layers.

Note: The **ShadowCaster Create** palette is designed to work with one effect at a time. You will need to create layers and effects for one page or spread and then place the effects before you create layers for another effect or create layers on another page.
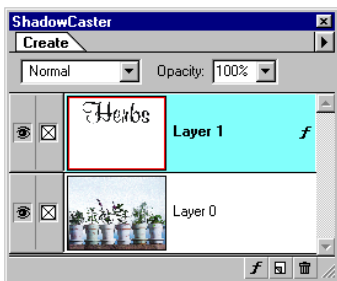
*The **ShadowCaster Create** palette displays a layer for each item you add to ShadowCaster.*

The way you interact with the **ShadowCaster Create** palette is similar to the way you work with other QuarkXPress palettes.

- To open the palette, choose **View** ➤ **Show ShadowCaster Create** (QuarkXPress 6.0 choose **Window** ➤ **Show Shadow-Caster Create**).

- To display a context menu of options for modifying layers, Control+click (Mac) or Right+click (Windows) a layer.
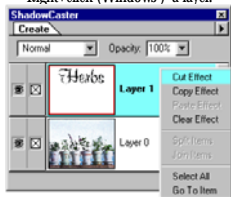
Control+click (Mac) or Right+click (Windows) a layer to see the context menu.

- To expand the palette to its full height, click the box in the upper right corner of the palette. To view more items than the height of the palette allows, use the scroll bar on the right side.

ShadowCaster Preview Palette

The **ShadowCaster Preview** palette lets you see effects as you apply them. In addition,

you can use the **ShadowCaster Preview** palette to add items as layers and interactively manipulate drop shadows with the mouse.
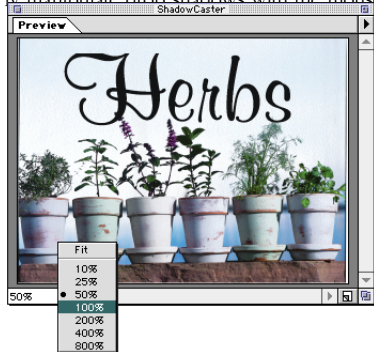
*The **ShadowCaster Preview** palette lets you see effects as you apply them.*

- To open the palette, choose **View** ➤ **Show ShadowCaster Preview** or Window ➤ Show ShadowCaster Preview).

- To expand the palette to fill the entire screen — for a comprehensive view of an effect — click the box in the upper right corner of the palette.

- To change the scale of the preview, choose an option from the **View Scale** menu in the lower left corner of the palette or enter a value between 10% and 1600% in the field.

- To scale the preview as you resize the palette, choose **Fit** from the **View Scale** menu.

- To increase the scale of the preview by 25%, Control+click in the palette. You can also select the QuarkXPress Zoom tool 🔍 and click in the palette.

- To decrease the scale by 25%, Control+ Option+click (Mac) or Ctrl+Alt+click (Windows) in the palette.

- To scroll within the preview, press the Option key (Mac) or the Alt key (Win-

dows) to access the Page Grabber Hand 🖑.

SHADOWCASTER QUICK START

To get you up and running with Shadow-Caster in a matter of minutes, we provide a tutorial to illustrate each of the basic design effects you can produce, including drop shadows, layering effects over colored backgrounds, and blending effects into images. Each tutorial builds on information presented in the previous tutorial, so you may wish to read/try the steps in order.

The ABCs of Creating Drop Shadows

You can create a simple drop shadow for text, an image, or an item in three basic steps:

A Add the item to ShadowCaster as a layer.

B Create an effect for the items on the layer.

C Place the effect in your document. ShadowCaster will automatically create a new picture box behind your original items and import the saved effect.

Take a look at how we create a simple drop shadow for text. If you wish, follow along with your own text and typeface.

STEP A: Add the Item to ShadowCaster

1 Choose **View** ➤ **Show ShadowCaster Create**

              to open the ShadowCaster Create palette.

2 In a QuarkXPress document, use the Item tool ✛ or the Content tool 🖑 to select a text box or text path.

  Note: ShadowCaster will create an effect for the entire contents of a text box or text path — not for highlighted text.

3 For text boxes, make sure the background color is set to **None**. To do this, choose **Item** ➤ **Modify**, then click the **Box** tab. In the **Box** area, make sure the **Color** menu is set to **None**.

4 On the **ShadowCaster Create** palette, choose **Add** from the palette menu or click the **Add** button 🔲 in the lower right corner. This creates a new layer for the selected item.
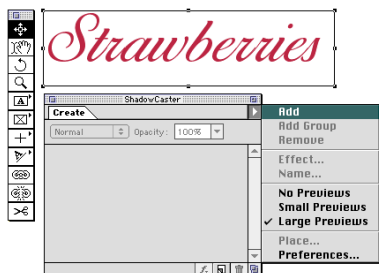
Adding a text box containing the word "Strawberries" in 72-point OPTI Dianna Script to the ShadowCaster Create palette.

5 Choose **View** ➤ **Show ShadowCaster Preview**

              to open the ShadowCaster Preview palette. Use the re-size box in the lower right corner of the ShadowCaster Preview palette to resize it until you can easily see the item.

  Tip: If necessary, use the view scale controls in the lower left corner of the ShadowCaster Preview palette to reduce or enlarge the view.

6 Position the **ShadowCaster Preview** palette next to the **ShadowCaster Create** palette. Make sure the **ShadowCaster Preview** is accessible because you can use the mouse to manipulate drop shadows in it.

*Positioning the **ShadowCaster Preview** palette so you can easily see the item you added to ShadowCaster.*

STEP B: Create an Effect for the Item

1 On the **ShadowCaster Create** palette, click on **Layer 0's** name to select it. Then, choose **Effect** from the palette menu.

Tip: You can also double-click the layer's name or click the **Effect** button *f* in the lower right corner of the palette and choose **Other.** If you save ShadowCaster effects as styles, you can select them from this menu as well.

2 In the **ShadowCaster Effects** dialog box, click the **Drop Shadow** tab.

3 Check **Apply** to add a drop shadow effect.

Tip: If necessary, drag the **ShadowCaster Effects** dialog box out of the way so you can access the **ShadowCaster Preview** palette.
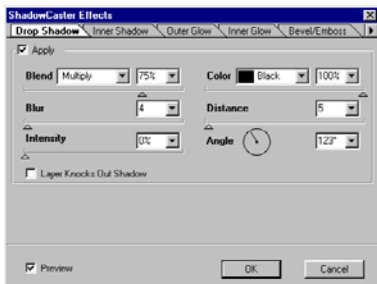
*Using the **Drop Shadow** tab of the **ShadowCaster Effects** dialog box.*

4 In the **ShadowCaster Preview** palette, click and drag your mouse to change the shadow's position.

Note: You can adjust a drop shadow in the **ShadowCaster Preview** palette when any tool *except* the QuarkXPress Zoom tool Q is selected.

*Dragging the drop shadow in the **ShadowCaster** Preview palette.*

5 Use any other controls in the **Drop Shadow** tab to further refine your drop shadow. For example, dragging the **Blur** slider creates a fuzzier shadow and the **Distance** and **Angle** controls let you fine tune the shadow's placement.

6 When you're satisfied with your drop shadow, click **OK**.

Review the effect in the **ShadowCaster Preview** palette again. If you want to make any changes, double-click the layer in the **ShadowCaster Create** palette to open the **ShadowCaster Effects** dialog box.

*Reviewing your effect in the **ShadowCaster Preview** palette.*

STEP C: Place the Effect in Your Document

1 For this simple drop shadow, we can save the effect as a grayscale file. To do this, choose **Preferences** from the **Shadow-Caster Create** palette's menu. Choose **Grayscale** from the **Mode** menu, and then click **OK**.

2 To save only the drop shadow effect as a graphic file — leaving the original text in your QuarkXPress document — uncheck **Include Item** (next to the **Eye** icon on the **ShadowCaster Create** palette).
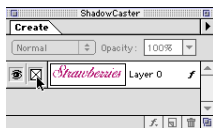
*Unchecking **Include Item** to save only the effect as a graphic file.*

3 Choose **Place** from the palette menu on either the **ShadowCaster Preview** palette or the **ShadowCaster Create** palette.
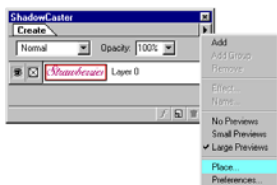
4 In the **Save** dialog box, specify a name, location, and format for the effect, then click **Save**.

Entering a name and choosing a location for the effect's file.

5 ShadowCaster places a picture box on the page and imports the effect's file. Your original text box remains in front of the new picture box.

Tip: If you're planning to move the text and the drop shadow, group the two items together. To do this, Shift+click the two items, and then choose **Item** ➤ **Group**.

The effect's file is imported into a picture box that is placed immediately behind the text box in QuarkXPress.

The ABCs of Combining Effects and Backgrounds

As with drop shadows, you can create effects for text that is on top of a colored background using three basic steps :

A Add the text box and the colored background item to ShadowCaster as layers.

B Create effects for the layer containing the text box.

C Place the effect in your document. ShadowCaster will automatically create a new picture box behind your original items and import the saved effect.

In this example, we use a combination of the **Outer Glow** and the **Bevel/Emboss** features to make the word "Chocolate" look like a neon sign made of drizzled chocolate syrup. If you wish, follow along with your own text, typeface, and color.

STEP A: Add the Text Box and Background Box to ShadowCaster

1 In QuarkXPress, create a picture box or a no-content box and fill it with a background color.

2 Create a text box on top of the colored background box. Enter and format some text, and then give the text box a background of **None**.

Creating a text box containing the word "Chocolate" in 144-point Freehand on top of a no-content box with a pink background.

Note: To change the background of a selected box, choose **Item** → **Modify**, then click the **Box** tab. In the **Box** area, choose an option from the **Color** menu.

3 Choose **View** → **Show ShadowCaster Create** to open the **ShadowCaster Create** palette.

4 Shift+click to select both items, and then click the **Add** button ⬛ on the **Shadow-Caster Create** palette.

Note: The order of the layers reflects the top-to-bottom stacking order of the items in the document.
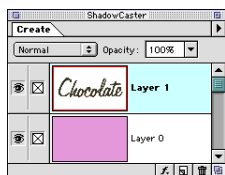
*Adding the text box and the background box to the **ShadowCaster Create** palette.*

5 Open the **ShadowCaster Preview** palette and change its position and view scale so you can see it while creating the effect.

STEP B: Create Effects for the Text Box

1 On the **ShadowCaster Create** palette, click the name of the text box's layer to select it. Click the **Effect** button *f* and choose **Other**.
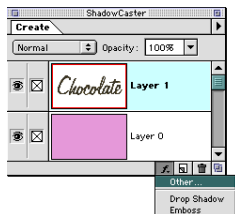
*Choosing **Other** from the **Effect** button's menu.*

2 Click the **Outer Glow** tab, and then check **Apply**. Use the **Blur** and **Intensity** sliders to adjust the glow.
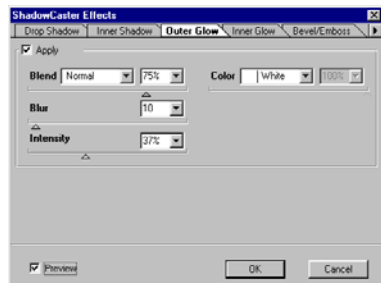
*Using the **Outer Glow** tab of the **ShadowCaster Effects** dialog box.*

3 Click the **Bevel/Emboss** tab, and then check **Apply**. Use the **Angle**, **Blur**, and **Depth** controls to adjust the effect.

*Using the **Bevel/Emboss** tab of the **ShadowCaster Effects** dialog box.*

4 As you make changes, preview your effect in the **ShadowCaster Preview** palette (drag the **ShadowCaster Effects** dialog box out of the way if necessary). When you're satisfied with the effect, click **OK**.

*Using the **ShadowCaster Preview** palette to preview your effect as you create it.*

STEP C: Place the Effect in Your Document

1 Before you save the effect, confirm the color model, profile, and resolution in use by checking ShadowCaster's **Preferences**. To do this, choose **Preferences** from either palette's menu.

2 Change settings as you wish, then click **OK**.
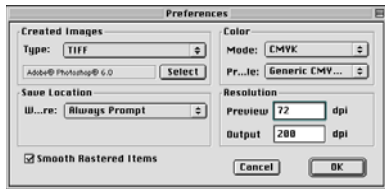
*Checking **Preferences** for the exported graphic files.*

3 To save both layers — the background box and the text box containing the effect — as a graphic file, make sure **Include Item** is checked and the **Eye** icon is showing for each item.

4 Choose **Place** from either palette's menu.

*Choosing **Place** from the **ShadowCaster Preview** palette menu.*

Tip: Once you place the effect, the layers are removed from the **ShadowCaster Create** palette. If you're not sure how the effect will work in the context of your layout, and you want to preserve the layers in the palette, press the Option (Mac) or Alt (Windows) key as you choose **Place**.

5 In the **Save** dialog box, specify a name, location, and format for the effect, then click **Save**.

6 After ShadowCaster places the effect in a picture box, delete the two original items.

Tip: If you're concerned the text might change after you've created your effects, you can drag the original items to the document's pasteboard or into a library for further use.

After moving or deleting the original QuarkXPress items, you can view the effect on the page.

The ABCs of Blending Effects and Images

In addition to creating effects for items on layers, you can control how each layer blends with the one below it — for example, you can make the items on a layer 50% opaque so you can actually see through the items to an image on a layer below. To do this, you will use three basic steps:

A Add the items to ShadowCaster, placing each item on its own layer.

B Specify opacities, blending modes, and effects for the top layers.

C Place the effect in your document. ShadowCaster will automatically create a new picture box behind your original items and import the saved effect.

In this example, we start with an image of grapes, then we screen back part of it by changing the opacity to 70%. Then, we layer the words "Fruit of the Vine" over the effect and give the text a drop shadow and an outer glow. If you wish, follow along with your own text, typeface, and image.

STEP A: Add the Image and Overlapping Box to ShadowCaster

1 In QuarkXPress, place a new box (with a white or colored background) on top of an image.
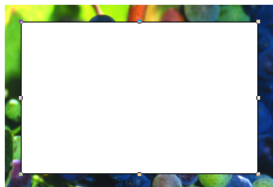
Placing a white picture box over an image.

2 Add both boxes to the **ShadowCaster Create** palette. Use the **Add** button on the palette or the **Add** command on the palette menu.

3 Open the **ShadowCaster Preview** palette and change its position and view scale so you can see it while creating effects.

STEP B: Modify a Layer's Opacity and Add Effects

1 In the **ShadowCaster Create** palette, click the name of the white box's layer to select it.

2 Choose **70%** from the **Opacity** menu to make the white box transparent.
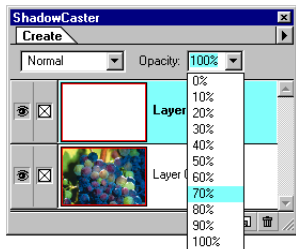
*Choosing **70%** from the **Opacity** menu.*

3 Use the **ShadowCaster Preview** palette to see how the change in opacity looks.
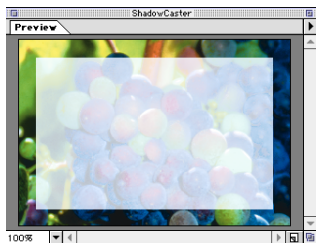
*Previewing the image with the **70%** opacity applied to the white picture box.*

4 Place a new text box over the white box. Enter and format some text, and then give the box a background of **None**.

**5** Click the **Add** button to add the new text box to the **ShadowCaster Create** palette.
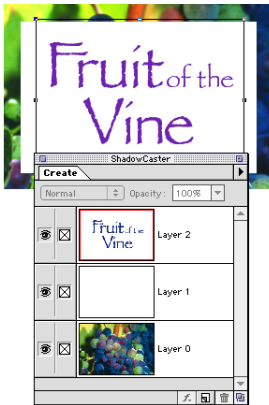
Placing a text box containing the words "Fruit of the Vine" in varying point sizes of Papyrus on top of the other boxes, and then adding the box as a layer.

6 Double-click the text box's layer to open the **ShadowCaster Effects** dialog box.

7 Click the **Drop Shadow** tab, and then check **Apply**. Adjust the drop shadow as usual.

8 Click the **Outer Glow** tab, and then check **Apply**. In the **Blend** area, set the opacity to match the underlying transparent layer (70%) and then use the other controls to create the desired amount of glow.
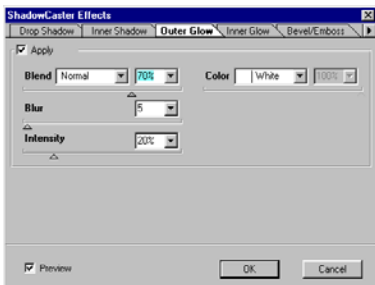
*Using the **Outer Glow** tab of the **ShadowCaster Effects** dialog box.*

9 Use the **ShadowCaster Preview** palette to judge your changes, and then click **OK** when you're satisfied with the effects.
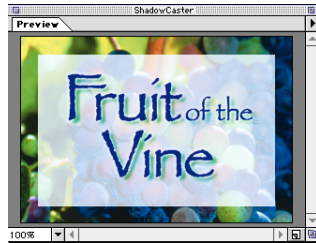
Previewing the combination of a drop shadow, outer glow, and opacity change.

STEP C: Place the Effect in Your Document

1 Make sure **Include Item** is checked and the **Eye** icon is showing for all three layers.

2 Choose **Place** from either palette's menu.

3 In the **Save** dialog box, specify a name, location, and format for the effect, then click **Save**.

4 After ShadowCaster places the saved effect in a picture box, delete the three original items or store them elsewhere.

Placing a white box over the image, and then changing the opacity created a haze over the image. The text box, placed on top of the white box, is formatted with a drop shadow and outer glow.

WORKING WITH ITEMS ON LAYERS

To create a special effect in ShadowCaster, first you need to create layers for the QuarkXPress items you want to work with. For example, if you're creating a drop shadow for text, create a layer for its text box.

Note on Blends: ShadowCaster supports all QuarkXPress items and formatting with the exception of **Blends** used as box backgrounds (**Item** ➜ **Modify** ➜ **Box** tab ➜ **Blend** area).

Creating One Effect at a Time

The **ShadowCaster Create** palette is designed to work with one effect — on one page or spread — at a time within the same document. Therefore, if you're working with an effect on a page, you need to place the effect or delete the layers before you can create another effect on that page or move on to another page. You can, however, switch among documents while working with layers and effects.

Adding Items and Groups as Layers

The **ShadowCaster Create** palette gives you two choices for adding items as layers:

• You can create an individual layer for each item selected in the document (even if the items are grouped). This allows you to apply a different effect to each item.

• You can create a single layer, called a *layer group,* for all the items in a QuarkXPress group. This allows you to apply one effect to the entire group in one step.

To add items as individual layers, first select the items in the document. You can select a single item or a group by clicking on it or select multiple items by Shift+clicking them. To add the items to ShadowCaster:

• Choose **Add** from the **ShadowCaster Create** palette's menu.

• Click the **Add** button [icon] on the **ShadowCaster Create** palette or the **ShadowCaster Preview** palette.

*Clicking the **Add** button on the **ShadowCaster Preview** palette.*

To create one layer for all the items in a QuarkXPress group, first select the group. To add the group to ShadowCaster:

• Choose **Add Group** from the **ShadowCaster Create** palette's menu.

• Option+click (Mac) or [icon]+click (Windows) the **Add** button [icon] on the **ShadowCaster Create** palette or the **ShadowCaster Preview** palette.

Note: To group multiple-selected items, choose **Group** from the **Item** menu.
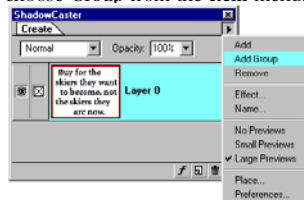
*Choosing **Add Group** command from the **ShadowCaster Create** palette's menu to create a single layer for items in a selected group.*

Stacking Order

The order of layers in the **ShadowCaster Create** palette reflects the stacking order of the items in the document. If you change the stacking order of items in the document (using the **Bring** and **Send** commands in the **Item** menu), the order of layers will change in the palette.

Joining Items into a Single Layer

If you add a group of QuarkXPress items as individual layers, you can later join them into a layer group using the **Join Items** command. This allows you to apply a single effect to all the items in one step.

To do this, Control+click (Mac) or Right+click (Windows) a layer in the **ShadowCaster Create** palette. Choose **Join Items** from the context menu. ShadowCaster creates a layer group for the items.

Note: The **Join Items** command is not available if you click on a layer containing items that are not part of a group.
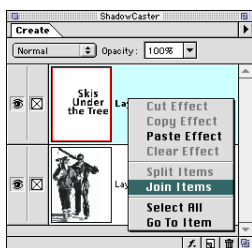
*Placing two grouped items on the same layer by choosing **Join Items** from the **ShadowCaster Create** palette's menu.*

Splitting Items into Separate Layers

If you decide to use different effects on the items in a layer group, you can split the layer into individual layers for each item. To do this, Control+click (Mac) or Right+click (Windows) the layer group's name in the **ShadowCaster Create** palette and choose **Split Items** from the context menu. Shadow-Caster will create a new layer for each item.

Note: You can split a layer group into separate layers whether you created the layer group using the **Add Group** command or the **Join Items** command.

Viewing Thumbnails of Items on Layers

By default, the **ShadowCaster Create** palette displays a **Large Preview** for each layer. The preview shows the items on the layer and reflects the settings in the **Blend** menu and **Opacity** field. Using the palette menu, you can switch to **Small Previews** or **No Previews**.

Note: Although the time required to draw the previews is minimal, for maximum performance, choose **No Previews**.
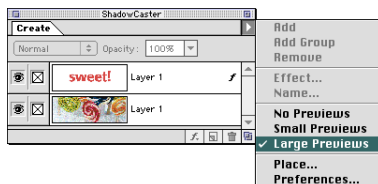
*Viewing the default **Large Previews** in the **ShadowCaster Create** palette.*
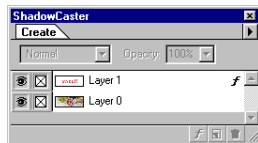
*Viewing the **Small Previews** in the **ShadowCaster Create** palette.*

Selecting Items on Layers

In the document, if you select an item that is on a layer, a red border displays around the thumbnail preview for its layer in the **ShadowCaster Create** palette. Conversely, if you click a layer's thumbnail preview in the palette, the corresponding items are selected in the document (and you can easily make changes to the items by choosing **Item → Modify**).

You can also jump directly to items on a layer, displaying the items in the upper left corner of your document window. To do this, Control+click (Mac) or Right+click (Windows) the layer's name in the **ShadowCaster Create** palette and choose **Go To Item** from the context menu.
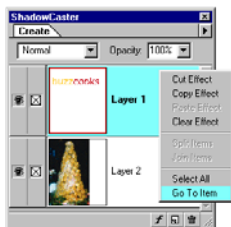
*Choosing **Go To Item** from the context menu displays the layer's items in the upper left corner of the document window.*

Moving Items on Layers

When you're adjusting effects, ShadowCaster lets you move QuarkXPress items right in the **ShadowCaster Preview** palette rather than switching to the document. This actually changes the position of the items on the document page. To do this:

1 Select any tool except the QuarkXPress Zoom tool 🔍.

2 Click the layer's name in the **Shadow-Caster Create** palette.

3 When the layer name is highlighted, you can drag the associated items in the **ShadowCaster Preview** palette.
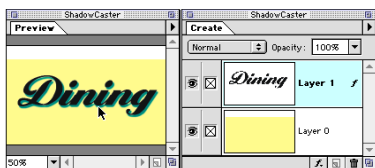
*Dragging QuarkXPress items in the **ShadowCaster Preview** palette.*

MODIFYING LAYERS

Once you have layers in the **ShadowCaster Create** palette, you can apply special effects to the items on the layers, control the blending and opacity between the layers, show and hide the layers you want to work with, name layers, delete layers, and more.

Selecting Layers to Work With

To modify layers, you need to select them in the **ShadowCaster Create** palette.

- To select a single layer, click its name.

- To select a continuous range of layers, Shift+click the first and last layer in the range.

- To select multiple, discontinuous layers, ⌘+click (Mac) or Ctrl+click (Windows) the layers.

Note: To select a layer, be sure to click its *name* in the **ShadowCaster Create** palette — not its thumbnail icon, which will select the *items* on the layer.

Naming Layers

ShadowCaster names layers consecutively as you add them: Layer 0, Layer 1, Layer 2, etc. You can give layers more specific names, which is helpful if a layer contains a white item that doesn't preview (such as white text destined for a drop shadow) or if you've selected **No Previews** for the **ShadowCaster Create** palette.

To name a layer, choose **Name** from the **ShadowCaster Create** palette's menu. Enter a name for the layer in the field, then click **OK**.

*Entering a new name for a layer in the **Name Layer** dialog box.*

Showing and Hiding Layers

When a layer is showing, it displays in the **ShadowCaster Preview** palette and can be included when you convert an effect into a graphic file using the **Place** command. When a layer is hidden, it does not preview and it is not included in graphic files.

- To show a layer, click the empty box ☐ in the far left column next to the layer.

- To hide a layer, click the **Eye** icon ☜ .

- To show or hide all layers, Option+click (Mac) or Alt+click (Windows) the empty box ☐ or **Eye** icon ☜ .

*Clicking in the far left column shows and hides layers. When layers are hidden, they do not display in the **ShadowCaster Preview** palette. In this case, the layer containing the background image is hidden.*

Creating Effects for Layers

The quickest method to create an effect for a layer is to simply double-click the layer. This opens the **ShadowCaster Effects** dialog box so you can create an effect or choose from your saved styles. For more information about creating effects, see the "ShadowCaster Quick Start" on page 9 and "Working with Effects" on page 20.

Blending Layers

To control how the pixels on a layer interact with pixels on all the layers below it, ShadowCaster provides the same blending modes as **Adobe®Photoshop.** To change the blending mode, first select the layers you want to modify. Then, choose an option from the **Blend** menu in the upper left corner of the **ShadowCaster Create** palette.

*Choosing an option from the **Blend** menu for Layer 1.*

Modifying Layer Opacity

To control the transparency of pixels on a layer, ShadowCaster lets you specify an opacity from 0% (transparent) to 100% (opaque) in 1% increments. To change opacity, first select the layers you want to modify. Then, enter a value in the **Opacity** field in the upper right corner of the **ShadowCaster Create** palette. You can also choose a percent value from the menu.
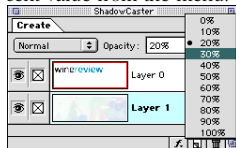
*Choosing an option from the **Opacity** menu for Layer 1.*

Deleting Layers

ShadowCaster automatically deletes layers in two cases:

• When you place an effect in a document.

• When you delete all of a layer's items in the QuarkXPress document.

You may need to delete layers manually as well — generally when you no longer wish to include items in an effect or you want to create a different effect.

To delete layers, first select them. Then, choose **Remove** from the **ShadowCaster Create** palette's menu or click the **Delete** button 🗑 on the palette.
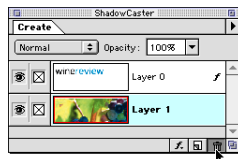
*Clicking the **Delete** button on the **ShadowCaster Create** palette removes the selected layer.*

WORKING WITH EFFECTS

Once you have items on layers in the **ShadowCaster Create** palette, you can apply special effects to those layers. You can then cut/copy and paste the effects to other layers, and you can easily change your mind and
remove effects.

Note: When you apply an effect, it applies to all the items on a layer. To apply an effect to text within a text box, be sure the box has a background of **None.**

Applying Effects

To apply an effect to a layer, first click its name in the **ShadowCaster Create** palette to select it. Then, open the **ShadowCaster Effects** dialog box by:

• Choosing the **Effect** command from the palette's menu.

• Clicking the **Effect** button *f* in the lower right corner of the palette and choosing Other.

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• Double-clicking a layer's name.

Once the **ShadowCaster Effects** dialog box is open, click the tabs to find the effect you want, and then check **Apply.** You can apply effects from more than one tab at a time.
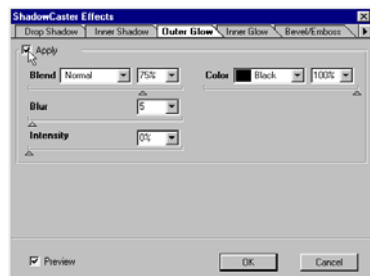
*Checking **Apply** in the **Drop Shadow** tab of the **ShadowCaster Effects** dialog box.*

Tip: ShadowCaster lets you save effects as styles, which you can apply using the **Effect** button *f* or the menu on the **ShadowCaster Effects** dialog box. See "Saving Effects as Styles" on page 31.

Creating a Drop Shadow Effect

Drop Shadow creates a 3-D effect by placing a shadow behind the layer's content.

*Previewing a **Drop Shadow** effect.*

To add a drop shadow effect to the selected layers, check **Apply** in the **Drop Shadow** tab and adjust the controls.
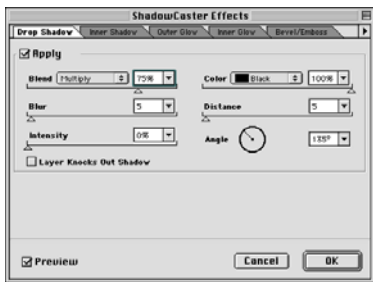
*Reviewing controls in the **Drop Shadow tab**.*

- **Blend** controls: To specify how the drop shadow blends with the underlying layers, choose an option from the menu (the default option generally works best). To specify the opacity of the drop shadow, enter a value in the field, choose an option from the menu, or drag the slider.

- **Blur** controls: To create softer, fuzzier edges for the drop shadow, enter a pixel value in the field, choose an option from the menu, or drag the slider. Higher values increase the blur.

- **Intensity** controls: To adjust the strength of the effect, enter a percent value in the field, choose an option from the menu, or drag the slider. Higher values increase the drop shadow effect.

- **Layer Knocks Out Shadow** check box: When you uncheck **Include Item** for a drop shadow (to save only the drop shadow as an effect), check this to include the image data behind the shadow in the effect. Uncheck this for an opaque shadow.

Layer Knocks Out Shadow checked.

Layer Knocks Out Shadow unchecked.

- **Color** controls: To specify the color of a drop shadow, choose an option from the menu. (To create new colors, use the QuarkXPress **Edit ➤ Colors** command.) To specify the shade of color, enter a percent value in the field, choose an option from the menu, or drag the slider.

- **Distance** controls: To specify how far the drop shadow is offset from the layer contents, enter a pixel value in the field, choose an option from the menu, or drag the slider. You can also position the drop shadow by dragging it in the **Shadow-Caster Preview** palette with any QuarkXPress tool (except the Zoom tool 🔍).

- **Angle** controls: To specify the angle of the light source that is creating the drop shadow, drag the slider inside the circle, enter a value in the field, or choose an option from the menu. Dragging the drop shadow in the **ShadowCaster Preview** palette (with any QuarkXPress tool except the Zoom tool 🔍) also changes the angle of the light source.

  Tip: To create the appearance of a consistent light source throughout a page or document, use the same angle on all drop shadows.

- **Preview** check box: To disable the preview in the **ShadowCaster Preview** palette for all effects — and therefore make quicker changes to high resolution or large images — uncheck this option.

Creating an Inner Shadow Effect

Inner Shadow creates a recessed look by placing a shadow inside the edges of the layer's content.
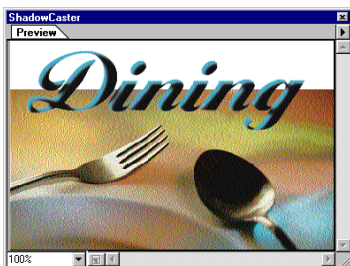
*Previewing an **Inner Shadow** effect.*

To add an inner shadow effect to the select-ed layers, check **Apply** in the **Inner Shadow** tab and adjust the controls.
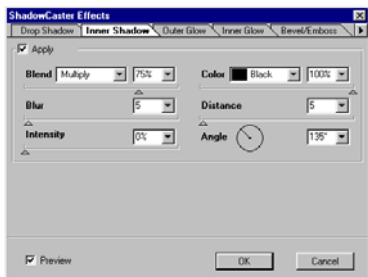
*Reviewing controls in the **Inner Shadow** tab.*

- **Blend** controls: To specify how the inner shadow blends with items on the active layers and underlying layers, choose an option from the menu (the default option generally works best). To specify the opacity of the inner shadow, enter a value in the field, choose an option from the menu, or drag the slider.

- **Blur** controls: To create softer, fuzzier edges for the inner shadow, enter a pixel value in the field, choose an option from the menu, or drag the slider. Higher val-ues increase the blur.

- **Intensity** controls: To adjust the strength of the effect, enter a percent value in the field, choose an option from the menu, or drag the slider. Higher values increase the inner shadow effect.

- **Color** controls: To specify the color of an inner shadow, choose an option from the menu. (To create new colors, use the QuarkXPress **Edit ➤ Colors** command.) To specify the shade of color, enter a percent value in the field, choose an option from the menu, or drag the slider.

- **Distance** controls: To specify how far the inner shadow is recessed into the layer contents, enter a pixel value in the field, choose an option from the menu, or drag the slider.

- **Angle** controls: To specify the angle of the light source that is creating the inner shadow, drag the slider inside the circle, enter a value in the field, or choose an option from the menu.

- **Preview** check box: To disable the pre-view in the **ShadowCaster Preview** palette for all effects — and therefore make quicker changes to high resolution or large images — uncheck this option.

Creating an Outer Glow Effect

Outer Glow creates a glow around the out-side edges of the layer's content.

*Previewing an **Outer Glow** effect.*

To add an outer glow effect to the selected layers, check **Apply** in the **Outer Glow** tab and adjust the controls.
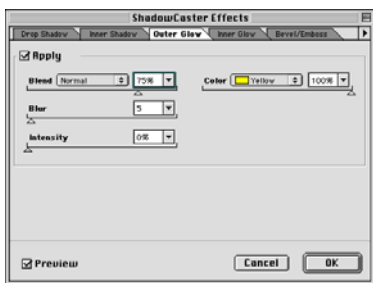
*Reviewing controls in the **Outer Glow** tab.*

- **Blend** controls: To specify how the outer glow blends with items on the active layers and underlying layers, choose an option from the menu (the default option generally works best). To specify the opacity of the outer glow, enter a value in the field, choose an option from the menu, or drag the slider.

- **Blur** controls: To create softer, fuzzier edges for the outer glow, enter a pixel value in the field, choose an option from the menu, or drag the slider. Higher values increase the blur.

- **Intensity** controls: To adjust the strength of the effect, enter a percent value in the field, choose an option from the menu, or drag the slider. Higher values increase the outer glow effect.

- **Color** controls: To specify the color of an outer glow, choose an option from the menu. (To create new colors, use the QuarkXPress **Edit ➤ Colors** command.) To specify the shade of color, enter a percent value in the field, choose an option from the menu, or drag the slider.

- **Preview** check box: To disable the preview in the **ShadowCaster Preview** palette for all effects — and therefore make quicker changes to high resolution or large images — uncheck this option.

Creating an Inner Glow Effect

Inner Glow creates a glow within the edges of the layer's content.

*Previewing an **Inner Glow** effect.*

To add an inner glow effect to the selected layers, check **Apply** in the **Inner Glow** tab and adjust the controls.

*Reviewing controls in the **Inner Glow** tab.*

- **Blend** controls: To specify how the inner glow blends with items on the active layers and underlying layers, choose an option from the menu (the default option generally works best). To specify the opacity of the inner glow, enter a value in the field, choose an option from the menu, or drag the slider.

- **Blur** controls: To create softer, fuzzier edges for the inner glow, enter a pixel value in the field, choose an option from the menu, or drag the slider. Higher values increase the blur.

- **Intensity** controls: To adjust the strength of the effect, enter a percent value in the field, choose an option from the menu, or drag the slider. Higher values increase the inner glow effect.

- **Color** controls: To specify the color of an inner glow, choose an option from the menu. (To create new colors, use the QuarkXPress **Edit ➤ Colors** command.) To specify the shade of color, enter a percent value in the field, choose an option from the menu, or drag the slider.

- **Source** buttons: To specify whether the inner glow emanates out from the **Center** of the entire layer's contents or in from the **Edges** of the layer's contents, click a button.

*An inner glow emanating from the **Center** of the layer's contents.*

*An inner glow emanating from the **Edges** of the layer's contents.*

- **Preview** check box: To disable the preview in the **ShadowCaster Preview** palette for all effects — and therefore make quicker changes to high resolution or large images — uncheck this option.

Creating a Bevel/Emboss Effect

Bevel/Emboss creates depth by adding highlights and shadows to the layer's content.

Previewing a Bevel/Emboss effect.

To add a bevel/emboss effect to the selected layers, check **Apply** in the **Bevel/Emboss** tab and adjust the controls.
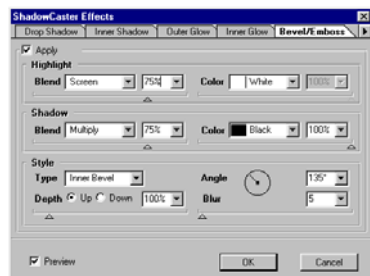
*Reviewing controls in the **Bevel/Emboss** tab.*

- **Highlight** and **Shadow** areas: To specify how the highlights/shadows of the effect blends with items on the active layers and underlying layers, choose an option from the **Blend** menu (the default option generally works best) in each area.

  To specify the opacity of the effect, enter a value in the field, choose an option from the menu, or drag the slider in each area.

To specify a color for the highlights/shadow of the effect, choose an option from the **Color** menu in each area. (To create new colors, use the QuarkXPress **Edit ➤ Colors** command.) To specify the shade of color, enter a percent value in the field, choose an option from the menu, or drag the slider in each area.

- **Style** area: To customize the look of a bevel or emboss effect, use the **Type** menu and the **Depth**, **Angle**, and **Blur** controls.

- **Type** menu: To specify a style of **Bevel/ Emboss** effect to create, choose an option from the menu. **Outer Bevel** creates a bevel appearance along the outside edges of the layer content. **Inner Bevel** creates a bevel appearance along the inside edges of the layer content. **Emboss** creates an embossed appearance of the layer content over underlying layers. **Pillow Emboss** creates an **Inner Bevel** and **Emboss** appearance of the layer content over underlying layers.

- **Depth:** To specify whether the effect reflects **Up** or **Down** from the layer's contents, click a button. To specify the depth of the pattern as a ratio of the size of the layer's contents, enter a percent value in the field or drag the slider.

- **Angle** controls: To specify the angle of the bevel/emboss in relation to the layer's contents, drag the slider inside the circle, enter a value in the field, or choose an option from the menu.

- **Blur** controls: To create softer, fuzzier edges for the bevel/emboss effect enter a pixel value in the field, choose an option from the menu, or drag the slider. Higher values increase the blur.

- **Preview** check box: To disable the preview in the **ShadowCaster Preview** palette for all effects — and therefore make quicker changes to high resolution or large images — uncheck this option.

Copying and Pasting Effects

If you accidentally apply an effect to the wrong layer — or you simply want to use the same effect on another layer — you can cut or copy effects and paste them on another layer. To do this:

1 In the **ShadowCaster Create** palette, Control+click (Mac) or Right+click (Windows) the name of the layer containing the effect.

2 Choose **Cut Effect** or **Copy Effect** from the context menu.
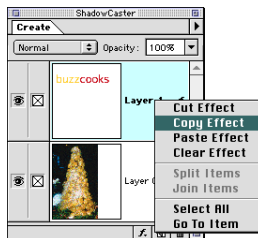
Choosing **Copy Effect** *from the* **ShadowCaster Create** *palette's context menu.*

3 Control+click (Mac) or Right+click (Windows) the name of the layer you want to add the effect to.

4 Choose **Paste Effect** from the context menu.

Removing Effects

If you want to remove the effects from a layer and start over, you have two choices:

- Double-click the layer's name to open the **ShadowCaster Effects** dialog box and make sure **Apply** is unchecked in each tab.

- Control+click (Mac) or Right+click (Windows) the layer's name and choose **Clear Effect** from the context menu.

PREVIEWING EFFECTS

While you're designing a page and working with opacities, blending modes, and effects, you preview the effects using the **Shadow-Caster Preview** palette. The palette shows all the visible layers on the QuarkXPress page or spread you're currently viewing. You can adjust the view scale of the preview, disable the preview while you're working, and specify the resolution and color management profile for previews.

Adjusting the View Scale

You can change the scale of the preview (from 10% to 1600%) using the **View Scale** menu and field, the QuarkXPress Zoom tool 🔍, and keyboard commands. To do this:

- Choose an option from the **View Scale** menu. For a full-screen view of an effect, choose **Fit** from the menu and click the box in the upper right corner of the palette. Click the box again to restore the palette to its previous size.

- Enter a value in the **View Scale** field.

- Select the QuarkXPress Zoom tool 🔍 and click (or click and drag) in the palette.

- Control+click in the palette to increase the scale of the preview by 25%.

- Control+Option+click (Mac) or Ctrl+Alt+ click (Windows) in the palette to decrease the scale by 25%.

Clicking the box in the upper right corner of the ***ShadowCaster Preview*** *palette fills the screen with the preview.*

Scrolling Within the Preview

You can use the QuarkXPress Page Grabber Hand 🖑 to scroll within the **ShadowCaster Preview** palette. Simply press the Option key (Mac) or the Alt key (Windows).

Disabling Previews

The **ShadowCaster Preview** palette reflects changes you make to QuarkXPress items — including moving, resizing, and deleting items — as you make them. In addition, the palette updates as you apply effects in the **ShadowCaster Effects** dialog box. When working with complex layers and high-resolution images, updating the preview may be a little slow. In that case, you can prevent the preview from updating while you're working.

- To disable previews while applying effects in the **ShadowCaster Effects** dialog box, uncheck **Preview** in the lower left corner. Modify settings throughout the dialog box as you wish, and then check **Preview** again to see your changes.
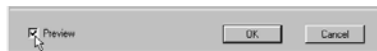
Unchecking ***Preview*** *in the* ***ShadowCaster Effects*** *dialog box.*

- To disable previews while you're making changes to items on QuarkXPress pages, turn off the **Auto Updates** feature on the **ShadowCaster Preview** palette's menu. When **Auto Updates** is off, you can build a new preview by choosing **Update** from the palette menu.

  Note: The **Auto Updates** feature also controls whether the thumbnails in the **ShadowCaster Create** palette update.

Choosing ***Update*** *from the* ***ShadowCaster Preview*** *palette to build a new preview when* ***Auto Updates*** *is turned off.*

Specifying the Resolution and Profile for Previews

Preference settings in ShadowCaster control the resolution and color profile used for all the on-screen previews that display in ShadowCaster (the previews in the **Shadow-Caster Preview** palette and the thumbnails in the **ShadowCaster Create** palette). By default, images display at 72 dpi using a Generic CMYK profile. To change preferences for the previews:

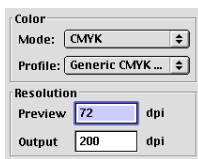**1** Choose **Preferences** from the palette menu on the **ShadowCaster Create** or the **ShadowCaster Preview** palette.

2 To change the on-screen resolution for the previews, enter a dots-per-inch value between 18 and 288 in the **Preview** field.

Note: If updating the previews becomes noticeably slow, decrease the resolution.

*Changing the **Resolution** for on-screen previews in the **Preferences** dialog box.*

3 To specify the color management profile used to generate previews, choose an option from the **Profile** menu. The profile you select is also used for converting RGB images when **CMYK** is selected from the **Mode** menu and when embedding a color profile in files created with the **Place** command.

Note: On the Mac, the menu displays all the profiles in the ColorSync Profiles folder inside your System Folder. On Windows, use the **Profiles Location** button to specify the location of the color profiles you wish to use for both Output and Monitor calibration; the profiles in the selected folder will be listed in the menu.

*Changing **Profiles** in the **Preferences** dialog box.*

4 Click **OK** to save your changes with the XTension.

SETTING PREFERENCES FOR PLACED EFFECTS

ShadowCaster's **Preferences** dialog box lets you specify characteristics of placed effects, including the default graphic file format, location, color model, color management profile, and resolution. The preferences are saved with the ShadowCaster XTension — not with individual documents. Therefore, it's a good idea to review the preferences before you place each effect. To set preferences:

1 Choose **Preferences** from the palette menu on the **ShadowCaster Create** or the **ShadowCaster Preview** palette.
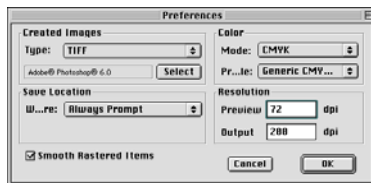
*Viewing the **Preferences** dialog box on the Mac.*
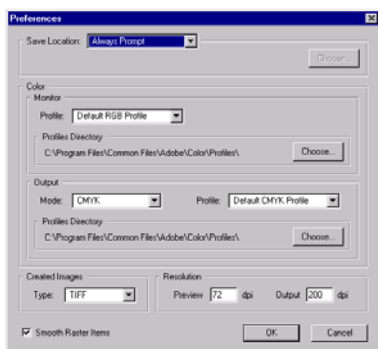
*Viewing the **Preferences** dialog box on Windows.*

2 To specify the default format for placed effects, choose an option from the **Type** menu:

- **TIFF** for standard TIFF files.

- **Scitex CT** for standard Scitex CT files.

- **Layered TIFF** for TIFF files that you can open in Photoshop 6.0 or later for additional editing.

- **JPEG** for standard **JPEG** files.

3 **Mac Only Step:** When using the Mac version of ShadowCaster, you can double-click a placed effect in a QuarkXPress document to launch another application in which to further modify the image. To do this, click the **Select** button, and then locate and select an application.

(Although you can select any application, you should select an image-editing application capable of editing the type of files you're creating.) ShadowCaster will then save all created images with the chosen application's creator type and icon.

4 To specify the default location for graphic files, choose an option from the **Where** menu in the **Save Location** area:

- **Always Prompt** asks you to specify a location for each file.

- **Use Selected Path** enables a **Select** button, which lets you choose a location.

- **Same as Document** to store files in the same location as their respective documents.

5 To reduce jaggies in your effects, check **Smooth Rastered Items**.

6 To specify the color model for the files, choose an option from the **Mode** menu: **RGB**, **CMYK**, or **Grayscale**.

   Note: If you're creating a simple black drop shadow, choose **Grayscale** to streamline the size of the graphic file.

7 If color management is part of your workflow, choose an option from the **Profile** menu. The profile you select is used for:

- Displaying effects in the **ShadowCaster Preview** palette.

- Converting RGB images when **CMYK** is selected from the **Mode** menu.

- Embedding a profile in the graphic files.

   Note: On the Mac, the menu displays all the profiles in the ColorSync Profiles folder inside your System Folder. On Windows, use the **Profiles Location** button to specify the location of the color profiles you wish to use for both Output and Monitor calibration; the profiles in the selected folder will be listed in the menu.

8 To specify the output resolution for the files, enter a dots-per-inch value between 18 and 400 in the **Output** field.

   Note: The dpi you specify should be appropriate for the document's final output device. For example, if you're outputting the document to film for printing, the recommended resolution is twice the line screen.

9 When you're finished changing preferences, click **OK** to save your changes with the XTension.

PLACING EFFECTS IN DOCUMENTS

Once you're ready to place an effect — such as a drop shadow — on your document page, you need to save the associated layers as an effect. The resulting graphic file is automatically imported into a new picture box, which is placed in the appropriate position in the document — for example, a drop shadow for text is placed behind the text box containing the source text. Since this process takes just a few seconds, you can place effects as often as you wish to judge how they look in the overall layout.

Tip: Often, effects are placed behind the original QuarkXPress items in the document. In that case, you will need to move the QuarkXPress items to see your effects.

Once you place an effect, you can judge it in context of the overall layout.

Working with Vector EPS Graphics

If you apply an effect to a vector EPS graphic, ShadowCaster will use the preview image in the QuarkXPress picture box to generate the placed graphic file. Since this is not high-resolution image data, we recommend that you convert the vector EPS to a raster EPS before creating the effect with ShadowCaster.

Note: You can use a vector EPS graphic as the source for a **Drop Shadow** or **Outer Glow** effect. In this case, be sure to uncheck **Include Item** before you place the effect.

Retaining Layers

By default, when you place an effect, the layers are removed from the **ShadowCaster Create** palette. However, if you add the items as layers again, the items remember their effect settings in the **ShadowCaster Effects** dialog box and their blending mode/opacity in the **ShadowCaster Create** palette. This lets you easily recreate the effect.

You can choose to retain the layers while you place an effect by pressing the Option (Mac) or Alt (Windows) key while you choose the **Place** command. See step 4 in "Placing an Effect" on page 30 for more information.

Including or Excluding QuarkXPress Items

By default, when you create the graphic file for a layer, the source item — the text box, text path, or picture box and its contents — is included in the graphic file. For example, if you create a drop shadow for the text in a text box, the original text and its shadow will be included in the graphic file.

You have the option to exclude QuarkXPress items from your graphic files. (You might do this to create a graphic file that consists of only a drop shadow rather than the source item and the drop shadow.) Regardless of whether you include or exclude QuarkXPress items when placing effects, the source items remain in the document. In general, to produce the correct effect, you will need to include the QuarkXPress items *except* in the case of the source text for a simple drop shadow or outer glow effect.

Each layer has an **Include Item** check box immediately to the right of the **Eye** icon on the **ShadowCaster Create** palette. When checked, QuarkXPress items are included in the graphic files.

Editing Images in Photoshop

When you place an effect, you can choose from four types of graphic files: standard TIFFs, JPEGs, Scitex CT, and Layered TIFFs. If you create a Layered TIFF, you can open the image in Photoshop 6.0 or later for additional editing. Layered TIFFs include all the effects you've created for the layer along with a flattened version of the image for use by other applications. Regardless of the format you choose for your graphic files, you can import them into any application that normally supports that format.

Placing an Effect

To place a layer's effects in the document:

1 Review your current preferences to be sure the **Mode**, **Profile**, and the **Output** dpi will work for the graphic file you're creating. See "Setting Preferences for Placed Effects" on page 28 for more information.

2 ShadowCaster exports the layers that are visible, so make sure the **Eye** icon is showing for each layer used in your effect. To hide any layers that you do not want to export with this effect, click the **Eye** icon to remove it.

3 If you want to save only the effect as a graphic file — excluding the source item — uncheck **Include Item** (next to the **Eye** icon on the **ShadowCaster Create** palette).


*Checking the **Include Item** check box next to the **Eye** icon on the **ShadowCaster Create** palette. This will include the text on Layer 0 and its drop shadow in the graphic file.*

4 Choose **Place** from the palette menu on the **ShadowCaster Create** or the **Shadow-Caster Preview** palette. This opens the **Save** dialog box so you can create a graphic file.

Tip: If you want to retain the layers in the **ShadowCaster Create** palette, press the Option (Mac) or Alt (Windows) key as you choose **Place**. This is especially useful for experimenting with new effects you're creating.

5 Enter a name for the graphic file in the **Name** field.

6 Choose an option from the **Format** menu: **TIFF**, **JPEG**, **Layered TIFF**, or **Scitex CT**. Choose **Layered TIFF** if you plan to open the image in Photoshop 6.0 or later and modify its layers.

7 To change the location for the graphic file, use the dialog box controls to navigate to a new location.
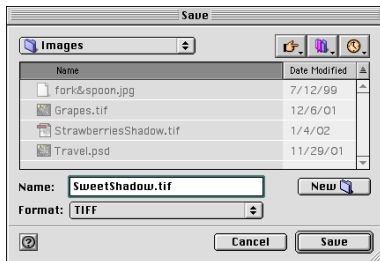
Entering a name and choosing a location for the effect's file.

8 Click **Save** to create the file in the specified location and automatically place it on the document page behind the QuarkXPress items.

9 If you're satisfied with the effect you've created, you can delete the QuarkXPress items from the document (or move them to the pasteboard or a library for future use).

Note: Deleting the items deletes the associated layers from the **ShadowCaster Create** palette.

SAVING EFFECTS AS STYLES

While you're working in ShadowCaster, you're likely to find that you create the same or similar effects over and over again. For example, a newsletter designer might habitually use a drop shadow behind each pull quote or use an inner shadow on each box containing a sidebar. You can save settings in the **ShadowCaster Effects** dialog box as styles, which you can easily apply to layers. In addition, you can share ShadowCaster styles with other users by importing and exporting them.

Creating a Style

ShadowCaster styles are saved with the XTension, so they are available for use in all your QuarkXPress documents. To create a ShadowCaster style:
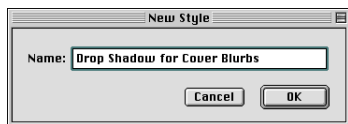
1 Use the **ShadowCaster Create** palette and the **ShadowCaster Effects** dialog box to create an effect that you want to use again. Leave the **ShadowCaster Effects** dialog box open.

2 Click the arrow in the upper right corner of the **ShadowCaster Effects** dialog box to display the **Styles** menu.

3 Choose **New Style** from the menu. This will create a style based on all the current settings in the **ShadowCaster Effects** dialog box.

Note: The style will not include blending and opacity settings specified for the current layer.
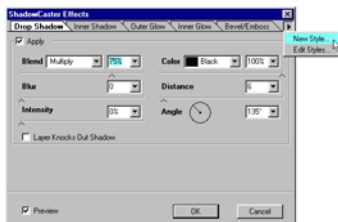
*Accessing the **New Style** and **Edit Styles** commands from the **ShadowCaster Effects** dialog box.*

4 Enter a name for the style in the **Name** field of the **New Style** dialog box.


Entering a name for an effect saved as a style.

5 Click **OK** to save the style.

Applying Styles to Layers

ShadowCaster provides two basic options for applying styles to layers:

• Click a layer to select it in the **Shadow-Caster Create** palette. Click the **Effect** button ƒ, then choose one of your styles from the menu. To apply the effect to more than one layer at a time, Shift+click to select the layers.
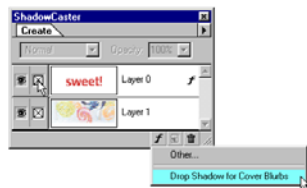
*Choosing a style from the **Effect** button ƒ menu.*

• Double-click a layer to open the **Shadow-Caster Effects** dialog box, and then click the arrow in the upper right corner to display the **Styles** menu. Choose one of your styles from the lower portion of this menu.

*Choosing a style from the **ShadowCaster Effects** dialog box menu.*

After you apply a style to a layer, you can further refine the effect using the **Shadow-Caster Effects** dialog box.

Editing the List of Styles

Once you begin developing styles, you may need to delete old styles, rename styles for better recognition, and share styles with other users. To do this, first select any layer and open the **ShadowCaster Effects** dialog box. Click the arrow in the upper right corner to display the **Styles** menu, and then choose **Edit Styles**.

Use the **Edit Styles** dialog box as follows:

- **Rename**: Click a style in the list, then click **Rename** to change a style's name.

- **Delete**: Click a style in the list, then click **Delete** to remove it from ShadowCaster. To select a range of styles to delete at once, Shift+click the first and last style in the range. To select multiple, discontinuous styles, ⌘+click (Mac) or Ctrl+click (Windows) the styles.

- **Apply**: To apply a style to the currently selected layer, click a style in the list, then click **Apply**.

- **Import**: If you receive a file of Shadow-Caster styles from another user, click the **Import** button to add them to your styles.

   Note: If any imported styles have the same name as your styles — but different settings — the imported style is ignored and your style is retained as is.

- **Export**: To share your styles with other ShadowCaster users, first select the styles (click to select a style, Shift+click to select a range of styles, and ⌘+click/Ctrl+click to select discontinuous styles). Click the **Export** button, and then name the file.
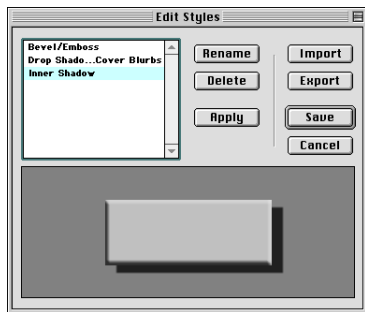
Editing the styles saved with ShadowCaster in the **Edit Styles** *dialog box.*

## Modifying an Existing Style

To make changes to an existing style:

1 Delete the style in the **Edit Styles** dialog box.

2 Recreate the style with the new settings in the **ShadowCaster Effects** dialog box.

3 Use the **New Style** command to save the style.

The saved style will now reflect your changes.

FAQ

Q. How do I control the resolution and color in the graphic files ShadowCaster creates?

A. To specify the color model, output profile, preview resolution, and output resolution for the graphic files created by ShadowCaster, use the **Preferences** dialog box. To open it, choose **Preferences** from the palette menu on the **ShadowCaster Create** or the **Shadow-Caster Preview** palette.
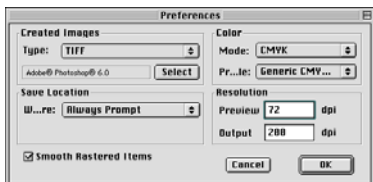
*Reviewing settings in the **Preferences** dialog box, which control the format, color, and resolution of placed graphic files.*

Q. What controls the output resolution of the graphic files Shadow-Caster creates?

A. The **Preferences** dialog box (accessible through each palette menu) lets you specify an **Output** resolution for the placed graphic files. Throughout a document, each graphic you place should have the same **Output** resolution — the value recommended for the images' final destination. For example, if you're outputting the document to film for printing, the recommended **Output** resolution is twice the line screen. (So if you're printing at 150-line screen, enter 300 dpi for the **Output** resolution.)

Q. Can I convert RGB images to CMYK while creating graphic files with ShadowCaster?

A. Yes. In the **Preferences** dialog box, if you select **CMYK** from the **Mode** menu, the option you choose from the **Profile** menu is used for converting RGB images.

Q. Can I apply an effect to a duotone, tritone, or quadtone image?

A. You can apply a **Drop Shadow** or **Outer Glow** to these types of images because the effect creation does not require the inclusion of the original image. ShadowCaster supports only grayscale, RGB, and CMYK color modes, so you cannot successfully apply an effect that requires the original items to be included.

Q. I applied an effect to a vector EPS graphic, and the placed graphic file did not include high-resolution image data. What's the problem?

A. ShadowCaster is unable to access the high-resolution image data for a vector EPS graphic when you apply an **Inner Shadow**, **Inner Glow**, or **Bevel/Emboss**. In these cases, convert the vector EPS to a raster EPS, then recreate the effect in ShadowCaster. See page 29 for more information.

Q. When I saved an effect with a QuarkXPress Blend in it, the Blend came out as a single color. What's the problem?

A. ShadowCaster does not currently support **Blends** created in QuarkXPress. To use blends with ShadowCaster, create the blend in Photoshop, save it as a TIFF file, and import it into a picture box.

Q. I'm trying to add an item to ShadowCaster, but the Add Item options are grayed out. What's the problem?

A. You can only add items from the same page or spread to ShadowCaster at one time. If you're trying to add items from a different page, remove the items from the previous page before adding the new items.

Q. I added a rotated text box containing white text, but it doesn't display in ShadowCaster. What's the problem?

A. This is a known bug that occurs in both QuarkXPress 4.1x and 5.x. The workaround is to create a new white color in QuarkXPress using Edit ➤ Colors.

Q. What are Layered TIFF files?

A. The Layered TIFF format is a standard TIFF file that contains your effects saved as layers. You can import them into any application that normally supports TIFF files. Opening this image in Photoshop 6.0 or greater will enable you to make additional changes to the added effects. To save Layered TIFFs in Photoshop, check Enable advanced TIFF save options under Edit ➤ Preferences ➤ Saving Files.

Q. On the Mac, the ShadowCaster Preview palette updates slowly. What's the problem?

A. Under low memory conditions, you may see a slow down in the redrawing of the **ShadowCaster Preview** palette. Try allocating more memory to QuarkXPress.

Q. On the Mac, an "Out of Memory" error message displays when I try to save an effect. What's the problem?

A. If you receive a memory error when placing an effect, allocate more memory to QuarkXPress.

Q. On the Mac, my EPS image in the ShadowCaster Preview palette does not have a transparent background, even though the background color is set to None. What's the problem?

A. This can occur if an EPS image is saved using Photoshop's Preview Format: TIFF (8-Bit Color). There are two workarounds:

- Resave the EPS image using Mac (8-Bit Color).

- In QuarkXPress, select the picture and choose **Item ➤ Modify**. In the **Clipping** tab, choose **Non-White Areas** from the **Type** menu. You can then create an effect from the image content; after creating the effect, simply set the clipping type back to **Item**.

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