

HOW TO FEATHER A PHOTO EDGE IN ADOBE® INDESIGN®

- Click on the photo with the Selection tool
- Go to Object > Effects
- Choose Basic Feather, Directional Feather or Gradient Feather

BASIC FEATHER

- Click **Preview** to see the changes take effect
- Type a value in the Feather Width field
- The larger the value, the larger the feathered edge becomes
- Try different values
- Choose a Corners type from the drop-down menu
 Choose from Sharp, Rounded or Diffused
- Noise can be addded to the feathered edge
- Type a percentage in the Noise field or use the sliderTry different percentages or leave it at 0
- A **Choke** percentage can be added to the shadow
- This value determines how much of the effect is transparent and how much is opaque
- Large values make it more opaque, small values make it more transparent
- Click **OK** when you are finished



Transparency Drop Shadow Inner Shadow Outer Glow Inner Glow Bevel and Emboss Satin Satin Satin Directional Feather Directional Feather Gradient Feather OBJECT: Normal 100%; Basic Feather STRKE: Kormal 100%; Ion effects)	Options Feather Width $\div 1p6$ Choke: 0% * Corners: Diffused \div Noise: 0% *
FILL: Normal 100%; (no effects)	Cancel OK





DIRECTIONAL FEATHER

- Click Preview to see the changes take effect
- Type a value in the Feather Width field
- The effect can be applied to the Top, Bottom, Left or Right edges
- Click the lock to fade all edges the same amount
- The larger the value, the larger the feathered edge becomes
- Try different values
- Noise can be addded to the feathered edge
- Type a percentage in the Noise field or use the slider
- Try different percentages or leave it at 0
- A Choke percentage can be added to the shadow
- This value determines how much of the effect is transparent and how much is opaque
- Large values make it more opaque, small values make it more transparent
- Choose a Shape option, if needed
- Leave it on All Edges or choose First Edge Only or Leading Edges
- An Angle for the effect can also be specified
- An angle other than a multiple of 90 degrees skews the feathered edge
- Click OK when you are finished

	Effects	
Settings for: Object \$	Directional Feather	
Transparency	- Feather widths	
Drop Shadow	Top: + 2p0	Left: ≑ 2p0
Inner Shadow	19:	
Outer Glow	Bottom: 2p0	Right: 2p0
Inner Glow		
Bevel and Emboss	Options	
Satin	Noise: 0%	Choke: 0%
Basic Feather	·	
🗹 Directional Feather	Shape: Leading Edges \$	Angle: () 120°
Gradient Feather		
OBJECT: Normal 100%; Directional Feather STROKE: Normal 100%; (no effects) FILL: Normal 100%; (no effects)		
✓ Preview		Cancel OK







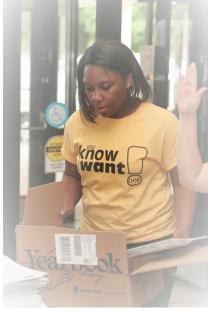


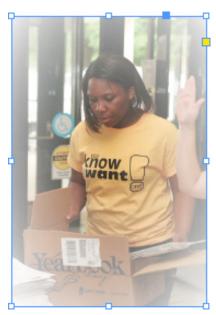


GRADIENT FEATHER

- Click **Preview** to see the changes take effect
- Adjust the Gradient Stops
- **Gradient stops** can be adjusted by dragging them left or right
- Gradient stops can be added by click below the Gradient Slider
- The **mid-point** can be adjusted by dragging the diamond above the Gradient Slider
- Reverse Gradient click the box to the right of the Gradient Slider
- **Opacity** Click a point and drag it to change the transparency between gradient points
- Location -click a gradient stop and add a measurment or drag the slider to adjust the position
- Choose a Radial or Linear gradient in the Options section
- The Angle of linear gradients can be changed
- Try different angles
- Click OK when you are finished

Fransparency	Gradient Stops
Drop Shadow	
Inner Shadow	
Outer Glow	
Inner Glow	Opacity: Location:
Bevel and Emboss	
Satin	Options
Basic Feather	
Directional Feather	Type: Radial 💠
🖌 Gradient Feather	
	Angle: 0°
OBJECT: Normal 100%; Gradient Feather STROKE: Normal 100%; (no effects) FILL: Normal 100%; (no effects)	





A feathered edge with noise added



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