Full Transparency From Raw PostScript

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The PostScript general purpose computing language initially used an opaque imaging model in which newer objects completely covered up any underlying material. Transparency Effects from raw PostScript in which a new object only partially covers (or otherwise cleverly manipulates) anything underlying that has gone before had been rather cumbersome and ungainly to date...



The latest (7.0 and higher) versions of **Acrobat .PDF** now include an updated version of **Acrobat Distiller 7.0**. Here you will find a brand new and sorely needed /**SetTransparency PDFMark Operator**. An operator that at long last makes doing transparency effects in raw **PostScript** fast and easy. Here is the raw **PostScript** code for our "two squares" example above...

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```

A copy of this demo appears here. Note that this code must be sent to Distiller 7 or higher, but that the job options can be set as low as Acrobat 5. Note also that transparency is normally disabled in Distiller 7. And, when desired, must be activated by an <</AllowTransparency true>> setdistillerparams.

As of this revision, there appears to be a bug in Acrobat 7 that causes a page with transparency to appear "harsher" than a normal page **in the Acrobat viewer**. Some colors may also be rendered "wrong". You may note this here as a difference in viewability between page one and page two.

A possible cause is the 7.x reader currently and incorrectly forcing **CMYK** color on any transparency activity. This harshness shows up **on the reader only**; printing should be normal as expected. An **Adobe** fix during an upgrade can reasonably be expected. As a temporary workaround, placing transparency on **all** pages would cause the bug to be somewhat less obvious.

What is really neat about all this, is that there are at least **sixteen** different types of "transparency" available! Some of which do some really exotic things like dodges and burns and such. Here's a summary of the BM blend mode names...

Color	Difference	Lighten	Overlay
ColorBurn	Exclusion	Luminosity	Saturation
ColorDodge	HardLight	Multiply	SoftLight
Darken	Hue	Normal	Screen

More on these in the PDF Reference Manual.

For More Help

Much more on these topics appear on our **PostScript** and **Acrobat** library pages. Free **Gonzo Utilities** and many use examples are found **here**.

Additional consulting services are available per our **Infopack** services and on a contract or an hourly basis. Additional **GuruGrams** are found **here**.

Further **GuruGrams** await your ongoing support as a **Synergetics Partner**.