APPLYING TRANSPARENCIES

When you apply transparencies to an object, you make the objects beneath it partially visible. You can apply transparencies using the same kind of fills you apply to objects, that is, uniform, fountain, texture, and pattern.

By default, CorelDraw applies all transparencies to the objects fill and outline; however, you can specify whether you want the transparency to apply only to the objects outline or fill. You can also copy a transparency from one object to another.

When you position a transparency over the object, you can freeze it; making the view of the object move with the transparency.