

Patch 16.6, 16.8, 16.9, 16.10, 16.11– Soft Masks

Intent

The intent of the patch is to check for correct rendering of different types of Soft Masks:

- 16.6: Image Soft Masks, a popular visual transparency effect to soften edges and that can be very easily created in e.g. Adobe Photoshop using a Layer Mask (and transparent gradient or feather effect).
- 16.8 (part 1), 16.9 (part 2): Vector Soft Masks, a popular transparency effect that can be created very easily in e.g. Adobe InDesign using 'Object > Effects'. Examples of vector Soft Masks are: Drop Shadows, Outer Glow, Inner Glow, etc.
- 16.10 (part 1), 16.11 (part 2): Similar kind of effects as in 16.8 and 16.9, but this time applied to Text Objects instead of Vector Objects.

Testing guidelines

This patch can be used in two ways:

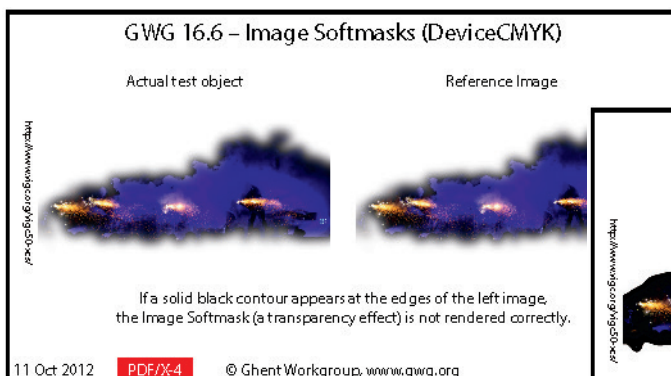
- A single patch may be used to test a specific step in a workflow, such as a RIP.
- Patches may be grouped with other patches to test the whole of a workflow that will aggregate multiple files together, e.g. for partial page advertisements in a magazine.

Method of evaluation

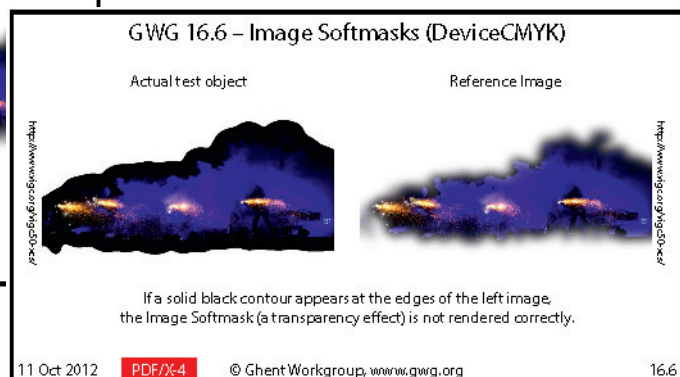
Method 2

A visual comparison to a reference within the patch

Example 1

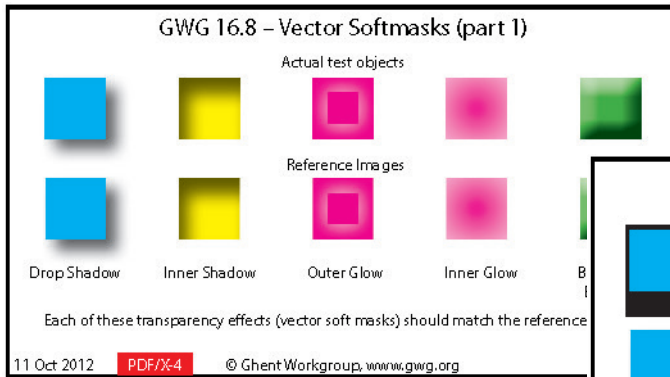


Correct rendering of the patch: the test passed. The Soft Mask looks the same as the reference image.

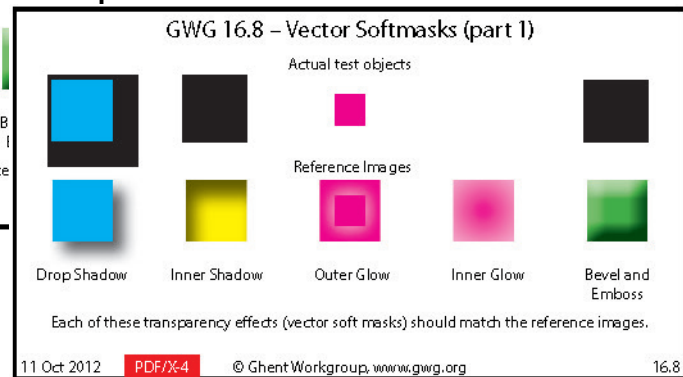


Incorrect rendering of the patch: the test failed. A clear black stroked fill is visible at the edge of the image instead of a smoothly softened edge.

Example 2



Correct rendering of the patch: all tests passed. All tests look the same as the reference image.



Incorrect rendering of the patch: all tests have failed. In the first two and the last case the Vector Soft Masks have turned opaque (black). In the third and fourth case the Vector Soft Masks seem to be visually disappeared (white).

NOTE:

- Disappearance of the Image or Vector Soft Masks is one way of how the incorrect rendering can occur. A clearly different colour rendering can also be seen as a way of how the patch should not be rendered.
- In some cases all patch elements will be rendered wrong. There are occasions where only just one or two patches are rendered differently. Caution may need to be taken while evaluating the rendered result.

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