

Transparency & Masks Reference

FDD 7.4 · DIGITAL
COMMUNICATIONS

NAME

DATE



Opacity

Transparency panel slider.
Lowers how see-through the whole selected object is, from 100% (solid) to 0% (invisible).



Blending Mode

Transparency panel dropdown.
Changes how a selected object's colors mix with whatever is stacked beneath it (for example, Multiply darkens, Screen lightens).



Clipping Mask

Object > Clipping Mask > Make (topmost shape crops everything below it). A hard edge only, no partial transparency.



Opacity Mask

Drag a second object onto the mask thumbnail in the Transparency panel. White areas stay visible, black disappears, gray partially fades, use a gradient for a smooth fade.

Quick test: does your mask need a hard edge (clipping mask) or a gradual fade (opacity mask, usually built with a gradient)?