

4.2. CorelDraw dasturining uskunalar paneli vazifalari

CorelDraw dasturi bilan ishlash jarayonida obyektlar ustida murakkab amallarni bajarish imkoniyati mavjud. Obyektlar ustida ish bajarish jarayonida menyudan, klaviaturadan, «sichqonchadan», uskunalar paneli buyruqlaridan foydalanish mumkin. Foydalanuvchiga qaysi usuldan foydalanish qulay bo'lsa, uni o'zi tanlaydi. Bu dasturda nafaqat shakllar yaratish, balki ularga rang berish, belgilangan konturning xohlagan tugunini o'rnini o'zgartirish imkoniga ega vertikal uskunalar paneli mavjud. Bu foydalanuvchiga qator qulayliklar yaratib beradi. Vertikal uskunalar panelida joylashgan tugmalar juda ko'p funksiyalarni bajaruvchi bo'lib, tugmalarning o'ng tomoni pastida joylashgan belgi - orqali ochiluvchi tugmalarni tavsiya etadi. Bu esa tanlash imkoniyatining kengligini ko'rsatadi.


Quyida tanishtiriladigan uskunalar orqali barcha xil turdagi chiziqlar chizish mumkin.

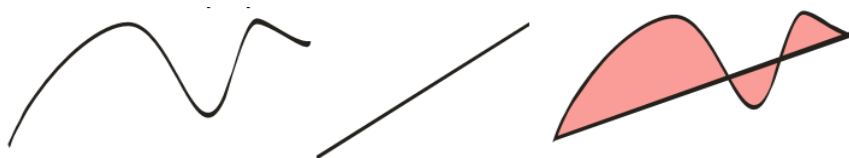


- egri chiziqlar chizish.



- Elektron qalam. Egri chiziq yoki to'g'ri chiziqlarni ketma-ket chizish. Buyruq tanlanadi. Kursorni ishchi sohaning kerakli qismiga joylashtirib, «sichqonchanning» chap tugmasini bir marta bosilgan holda chizilsa, egri chiziq chizadi. Agar «sichqonchanning» chap tugmasini bir marta bosib, quyib yuborilib sohaning boshqa qismiga yana bir marta bosilsa, u holda to'g'ri chiziq chizadi.

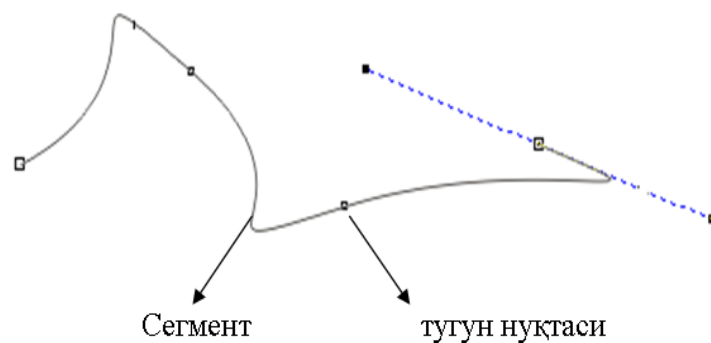
Yopiq kontur yaratish zaruriyati tug'ilganda, ochiq soha belgilanib, xossalar panelidan  - buyrug'i tanlanadi. Natijada soha yopiq sohaga aylanadi.



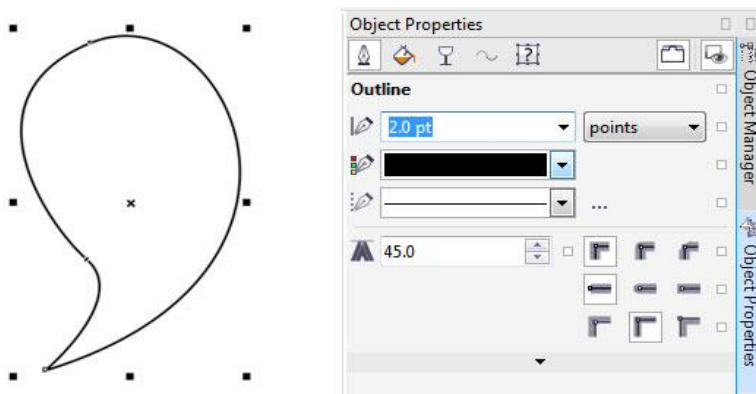
4.1-Rasm. Yopiq kontur yaratish zaruriyati




- (Bez'e) Egri chiziq segmentini bir uzluksiz harakatda chizish

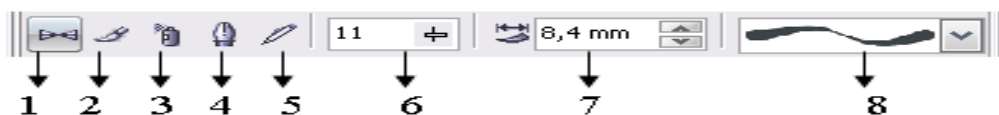


4.2-Rasm. Egri chiziq segmentini tasviri




4.3-Rasm. Dasturning ob'ektlar xususiyati.

 - Badiiy - grafika elementlarini o'rnatish (pero, to'ldirish, qolip, pul'vizator va h.k...). Ushbu uskunaning xossalar paneli ko'p funksiyalarga murojaat qilish imkonini beradi.




- 1- Tesma;
- 2- Surkatish;
- 3- Purkagich;
- 4- Kalligrafiya;
- 5- Avtoruchka;
- 6- yumshoqlik darajasi;
- 7- qalinlik darajasi;
- 8- namuna;

 - (Pero) Egri chiziq segmentini bir uzluksiz harakatda chizish.



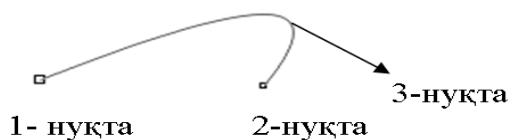
4.4-Rasm. Peroda chizish

 - Bir necha segmentdan iborat egri chiziqlar chizish.



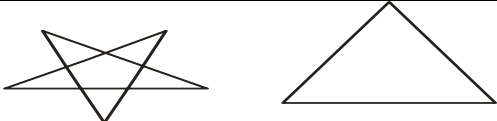
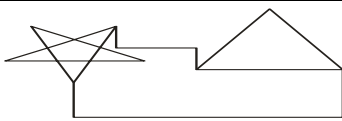
4.5-Rasm. Bir necha segmentdan iborat egri chiziqlar chizish


 - Egri chiziqni uch nuqta (boshi, o'rtasi, oxiri) bo'yicha chizish

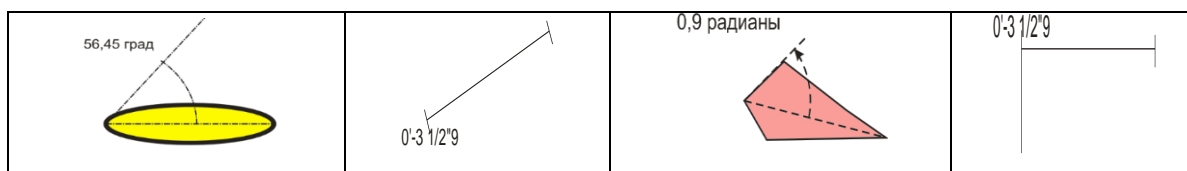
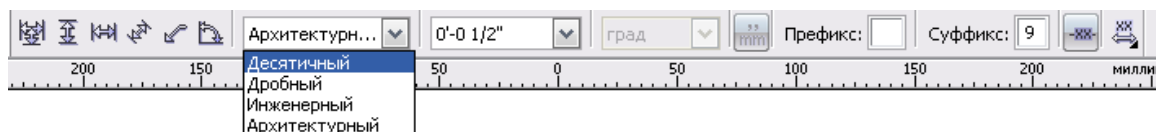



4.6-Rasm Egri chiziqni uch nuqta tasvirlanishi.

 - Ikki obyekt tugunlarini ulovchi chiziq.


Berilgan obyekt	Hosil bo'lgan obyekt
	


 - O'lchovli chiziqlar (gorizontal, vertikal, og'ma, burchak) chizish.



 -Avtorisovanie. Avtorisovanie Bezъе uskunasi dan farqli ravishda konturlarni yasash uchun emas, balki ularni chizish uchun mo'ljallangan. Sichqoncha bilan ishlay oladigan foydalanuvchi rassom kabi undan mohirlik bilan foydalanib shakllar yarata oladi.


 – to'rtburchaklar chizish.


 – To'rtburchak chizish. Klaviaturadan «ctrl» tugmasi bilan birgalikda chizish amalga oshirilsa, kvadrat chizadi.

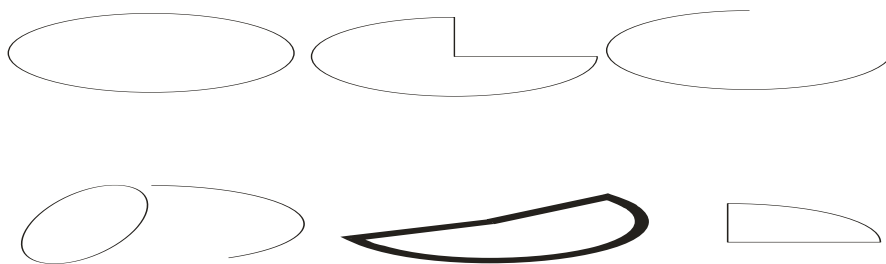
 - To'rtburchaklarni uchta nuqtasi orqali chizish. Tanlangan to'rtburchakga mos holda hosil bo'lgan xossalar paneli mundariyasi orqali to'rtburchakni ixtiyoriy burchakka burish, burchaklarini silliqlash, kontur qalinligini belgilash amallarini bajarish mumkin.



 - Ellips.

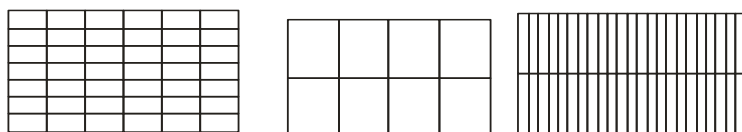
 - Ellips chizish. Klaviaturadan «ctrl» tugmasi bilan birgalikda chizish amalga oshirilsa, aylana chizadi.


 - Ellipslarni uch nuqtasi orqali chizish. Tanlangan ellipslarga mos holda hosil bo'lgan xossalar paneli mundariyasi orqali ellipslarni ixtiyoriy burchakka burish, sektor, bo'lak, yoy chizish imkoniyatlari mavjud.



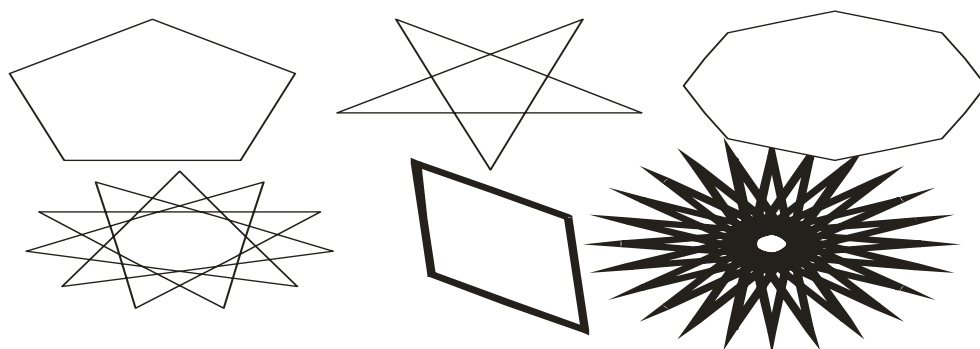
 - Ko'pburchaklar, spirallar chizish.

 - Diagramma setkasini o'rnatish.



 - ko'pburchaklar chizish. Bu uskuna yordamida ko'pburchak shaklidagi figuralar chiziladi. Muntazam ko'pburchaklar chizish uchun «ctrl»

tugmasi bilan birgalikda chizish amalga oshirish lozim. Uning xossalar paneli juda ko'p parametrlari bo'lib, qavariq, botiq ko'pburchaklar chizish, ko'pburchak tomonlari sonini aniqlash va bir qancha murakkab amallarni bajarish mumkin.

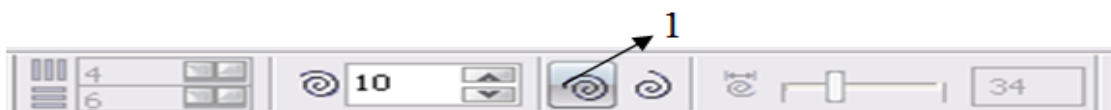


4.7-Rasm. ko'p parametrlari qavariq, botiq ko'pburchaklar chizish, ko'pburchak tomonlari

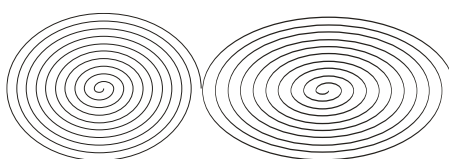
 - spirallar chizish.

CorelDraw dasturi spiral chizishni 2 turini taqdim etadi.

1 - turida spiralning o'ramlari oralig'i masofasi bir xil o'lchamda o'zgarib boradi.



4.8-Rasm. 1 - turida spiralning o'ramlari oralig'i.



4.9-Rasm. spiralning o'ramlari oralig'i

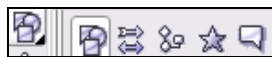
2-turida spiralning o'ramlari oralig'i masofasi ichkari qismidan tashqi qismiga tomon kengayib boradi.



4.10-Rasm. 2-turida spiralning o'ramlari oralig'i.



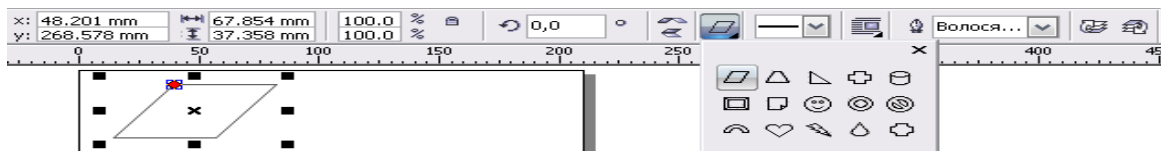
4.11-Rasm. spiralning o'ramlari oralig'i



- tayyor shakllar.



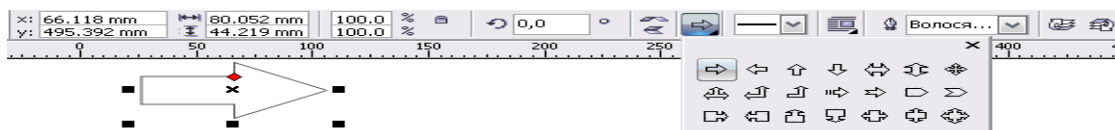
- Tayyor shakllardan foydalanib chizish.



4.12-Rasm. Tayyor shakllar



- Yo'naltiruvchi shakllar chizish.



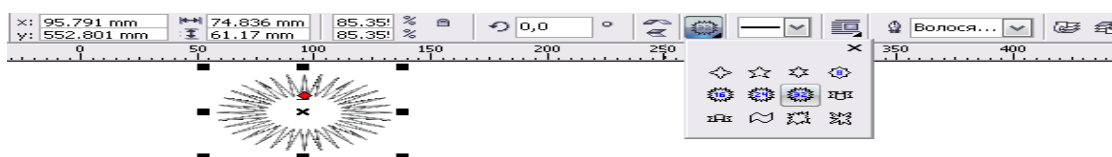
4.13-Rasm. Yo'naltiruvchi shakllar



- Turli figuralar chizish.



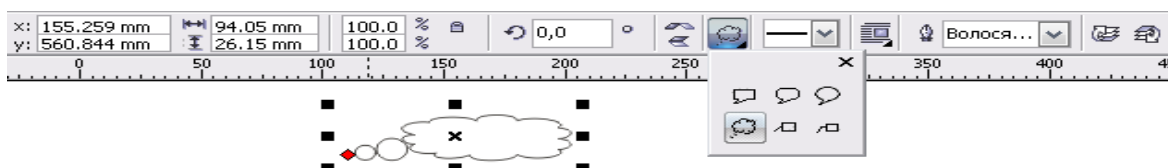
- Yulduz va ko'pburchaklar chizish.



4.14-Rasm. Turli figuralar chizish



- Izoh uchun shakllar chizish

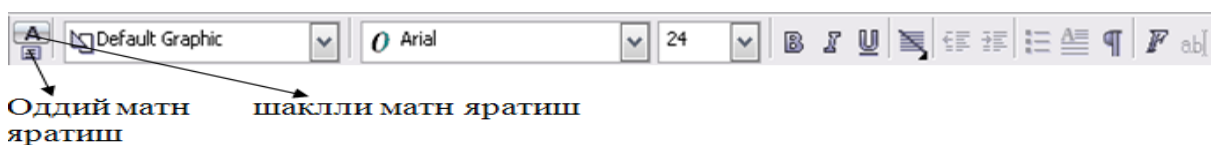


4.15-Rasm. Izoh uchun shakllar

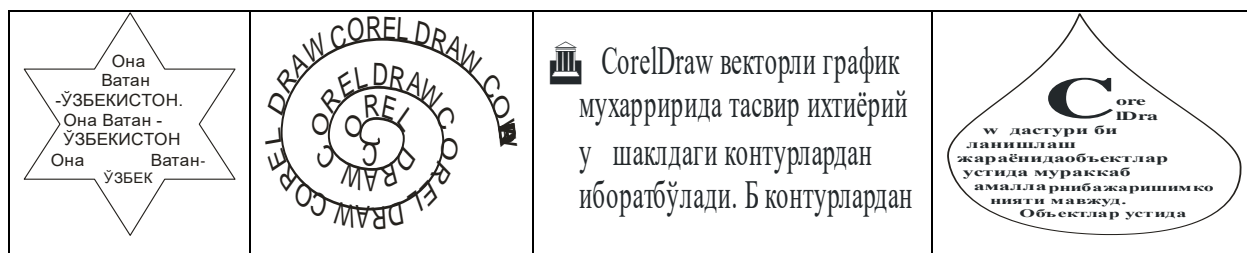


- Matn kiritish.

CorelDraw dasturi yaratuvchilari ikki xildagi matnli obyektlar bilan ishlash imkoniyatini berishgan. Artistik Text (Figurniy tekst) - shaklli matn. Bu matn turida asosan qisqa matnlar, sarlavhalarni har xil formatda yaratish mumkin. Paragraph Text (Prostoy tekst) - oddiy matn. Bu usul matn muharriri kabi bo'lib, unda katta hajmli matnlar maqola, qaydlar yaratish va ularni tahrirlash ishlari amalga oshiriladi.



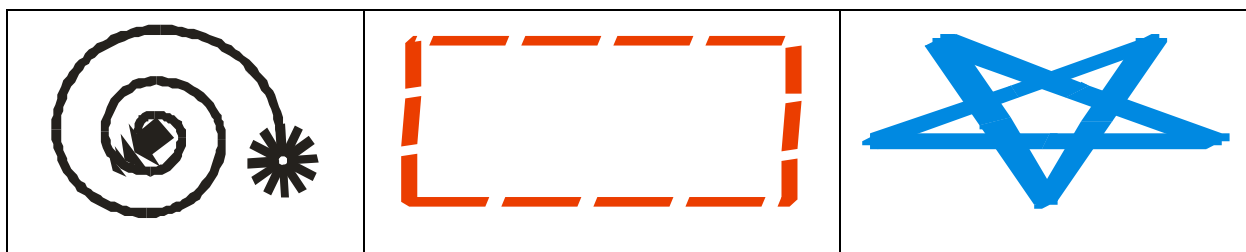
4.16-Rasm. Matn kiritish



- obyekt rangini tahrirlash.



- Kontur chizish. Kontur chizish buyrug'i orqali ochilgan oynadan konturga rang berish, chiziqli turlari, o'lchami, biror burchakka burish, ochiq kontur bo'lsa boshlang'ich va oxirgi nuqtalariga tayyor shakllar qo'yish amallari mavjud.

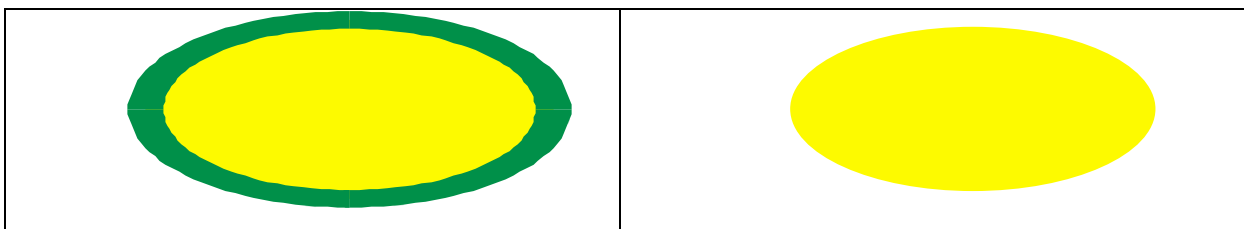


- Kontur rangini tahrirlash (o'zgartirish).



- Rang to'ldirilgan sohani chegarasiz tasvirlash.

Berilgan shakl	hosil bo'lgan shakl
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- Kontur chizig'i o'lchami ¼ punkt.



- Kontur chizig'i o'lchami ½ punkt



- Kontur chizig'i o'lchami 1 punkt



- Kontur chizig'i o'lchami 2 punkt chiziq qalinliklari.



- Kontur chizig'i o'lchami 8 punkt



- Kontur chizig'i o'lchami 16 punkt



- Kontur chizig'i o'lchami 24 punkt



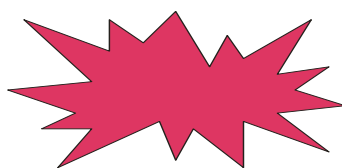
- Ranglar dokeri oynasi. Bu buyruq orqali oynaning o'ng qismida ranglar dokeri oynasi ochiladi. Undan kerakli rangni hosil qilish va obyekt bo'yashda foydalanish mumkin.



- Rang to'ldirish.



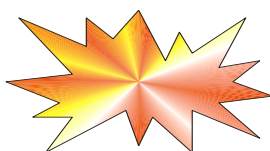
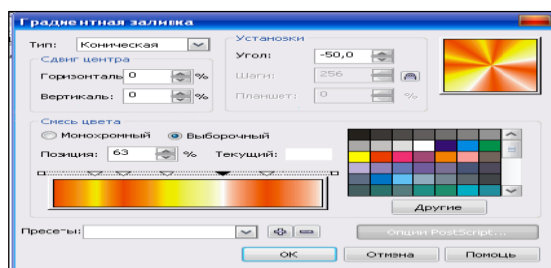
- shakllarga bir turdagi rang to'ldirish muloqot oynasi ochiladi. Bu oynadan foydalanuvchi kerakli modellarni tanlab, komponentlarni o'zgartirib, rang to'ldirish amalga oshiriladi.




4.17-Rasm. shakllarga bir turdagi rang to'ldirish muloqot oynasi

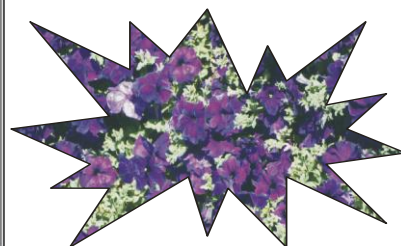
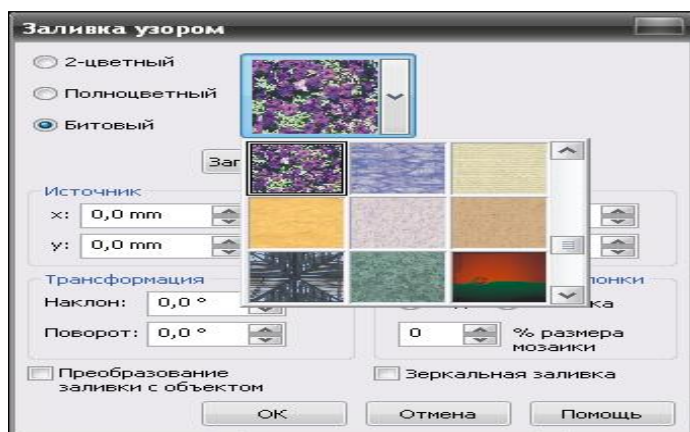


- Gradient to'ldirish muloqot oynasi ochiladi.




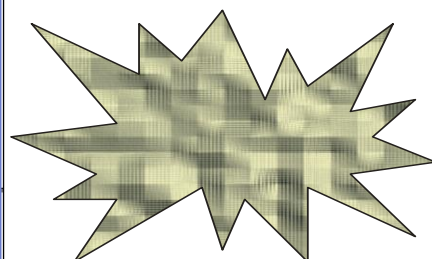
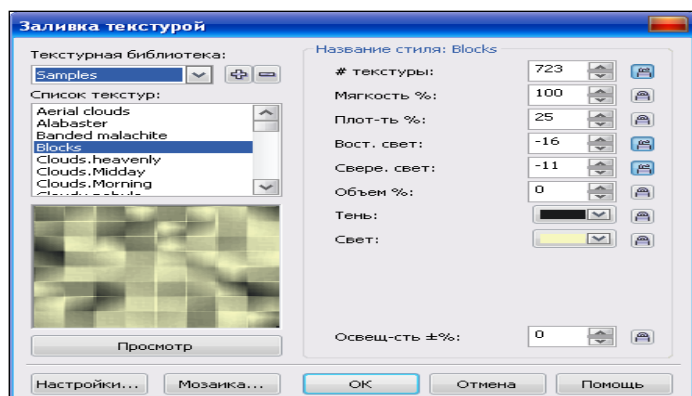
4.18-Rasm. Gradient to'ldirish muloqot oynasi

 - Har xil shaklli to'ldirishlar muloqot oynasi ochiladi. «Zalivka uzorom» bandidan belgilangan sohani har xil ko'rinishdagi tayyor yoki foydalanuvchi yaratgan naqshlar bilan to'ldirish imkoniyati mavjud.



4.19-Rasm. «Zalivka uzorom» bandi

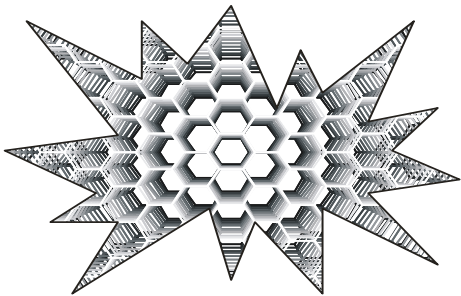
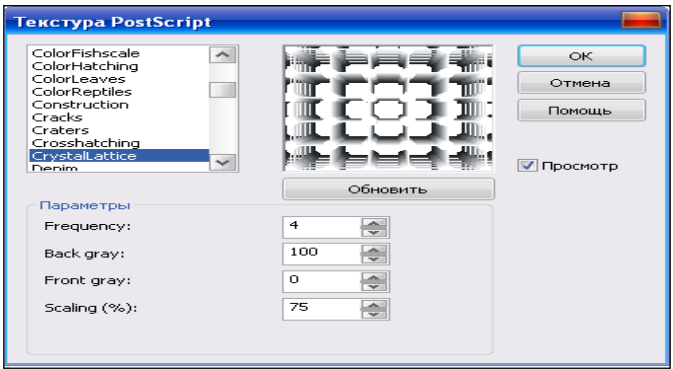
 - Текстурали to'ldirishlar muloqot oynasi ochiladi. Bu oynada tayyor kutubxona mavjud bo'lib, bir-birini takrorlamaydigan текстуралар бор.



4.20-Rasm. Teksturali to'ldirishlar muloqot oynasi



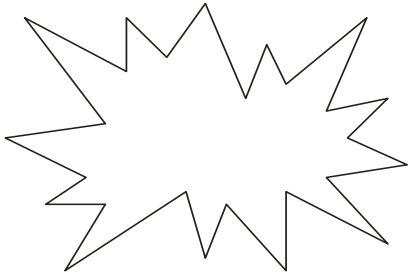
- Tekstura (PostScript) to'ldirishlar muloqot oynasi



4.21-Rasm. Tekstura (PostScript) to'ldirishlar muloqot oynasi



- To'ldirishni olib tashlash.



4.22-Rasm. To'ldirishni olib tashlash.



- Ranglar dokeri oynasi ochiladi.



- Interaktiv rang to'ldirish.



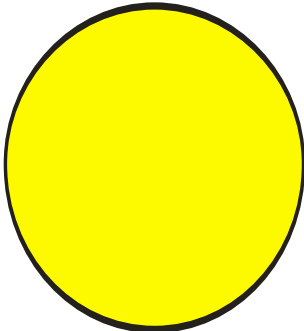
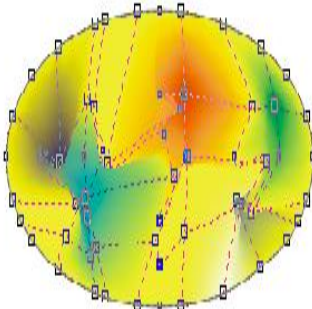
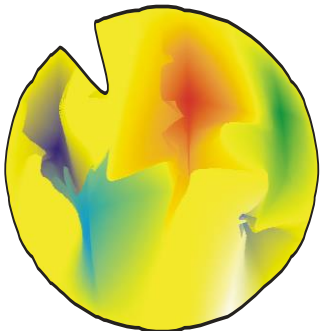
- Rang to'ldirish cohani qisman to'ldirish imkoniyati.

Berilgan obyekt	Bajarilgan amal	natija



- Interaktiv to'r(setka) bilan to'ldirish.

To'r ustiga rang qo'yish va uning tugunlaridan tortib turli ranglar berish, shaklini o'zgartirish mumkin.

<i>Berilgan obyekt</i>	<i>Bajarilgan amal</i>	<i>natija</i>
		



- Pipetka.



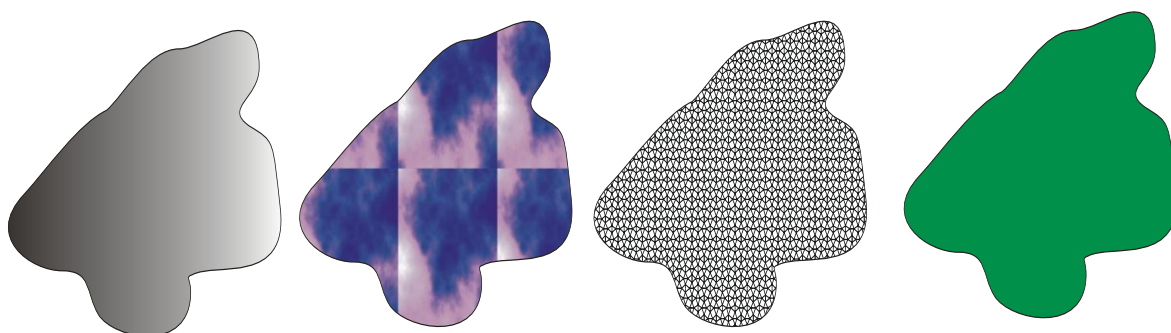
- Pipetka. Shakl rangining ixtiyoriy qismidan namuna oladi. Rang tanlash imkonini beradi.



- Rang quyish idishchasi. Namunada olingan rangdan foydalanish.

CorelDraw dasturida obyektlar hosil qilishda ranglar bilan ishlash

Konturni ko'rish uchun unga atroflama chiziq yoki rang berish muhim hisoblanadi. Chiziq ham, rang to'ldirish ham o'ziga xos xususiyatlarga ega (uzluksiz, maxsus). Natijada shakli bir xil bo'lgan konturlar ham bu amallar oqibatida har xil ko'rinishga keladilar.



4.23-Rasm.