CorelDraw

What is a CorelDraw?

This is amazing graphic software specifically designed for professional printers and webpage designers to work with CorelDraw as an intuitive graphics design application that gives the designers a more enjoyable work experience. It works perfectly in windows environment.

Lunching Corel Draw; provided the CorelDraw 11 is installed on your system.

1. Click on start on the taskbar

2. Point to all program

3. Point to CorelDraw graphic suit 11

4. Click CorelDraw 11,

Alternatively, if the CorelDraw 11 shut cut icon is displayed on the desktop double click on it.

The CorelDraw opening dialog box appears as follow with six (6) options.

i.   New Graphic,

ii.   Open Last Edited,

iii.   Open Graphic,

iv.   Template,

v.   Corel TUTOR,

vi.   What's New?

You can choose any option depending on what you want to do. The description of each of the options is highlighted below.
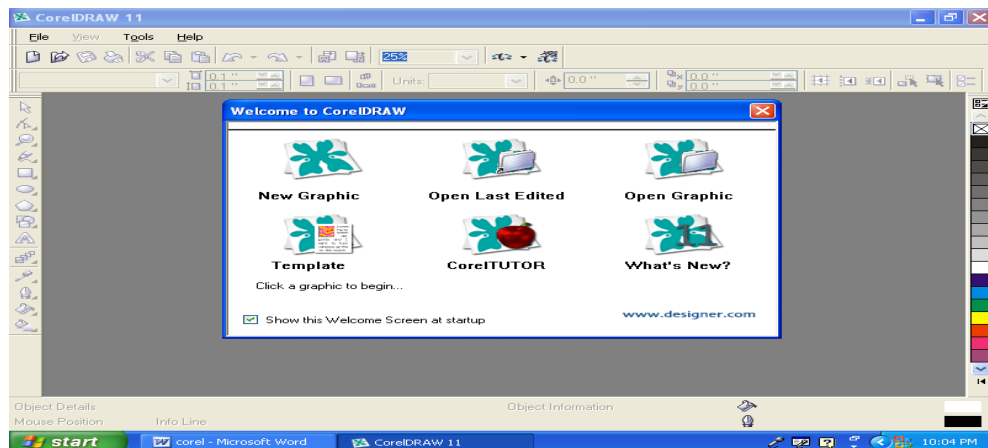
CorelDraw opening Dialog box.

New Graphic: This will allow you to open a new template or new plane environment which makes you to design and create new document.

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**Open Last Edited**: This will make you to open or retrieve last document designed.

Open Graphic: This open graphic will allow you to open your own graphic saved in Corel Draw or any other graphic you may like to open.

Template: This is another way of opening arranged template for easy usage. In clicking on this, different dimension of templates will appear which will later allow you to select one out of them.

Corel TUTOR: This will help you to learn more about Corel Draw.

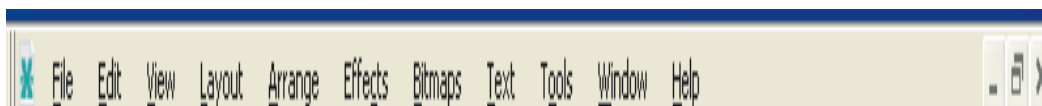**What's New**?: This shows the types of Corel Draw you are working on, the version and the copyright. Etc.

To start a new project double Click on New graphic icon on the initial dialog box displayed. The CorelDraw screen appears. As follows
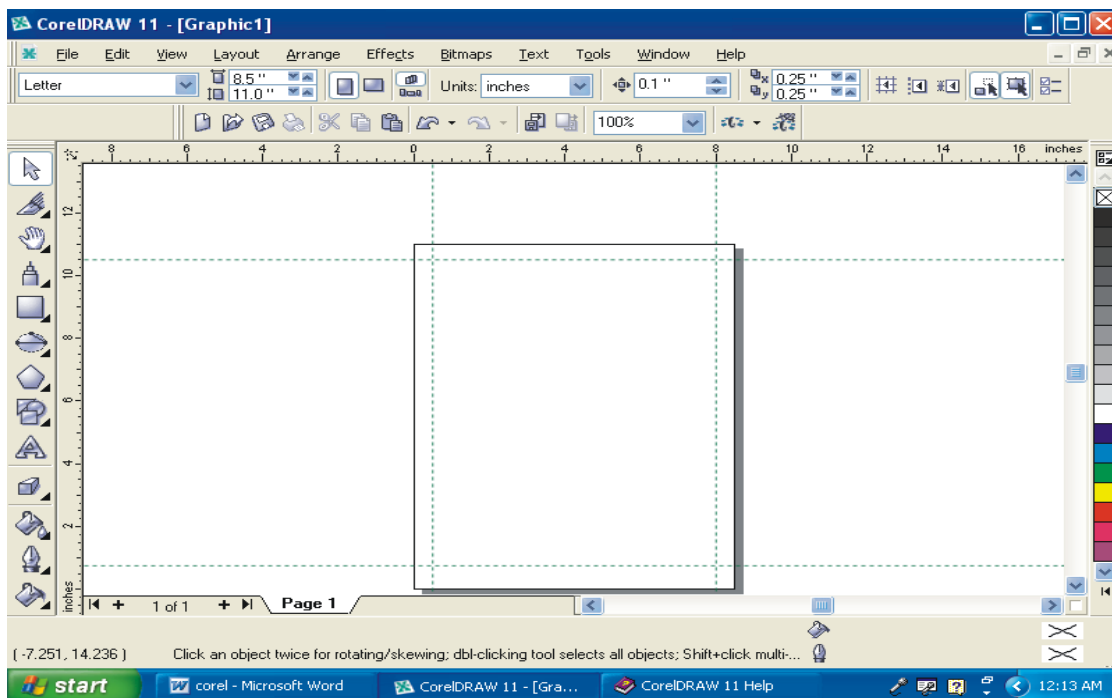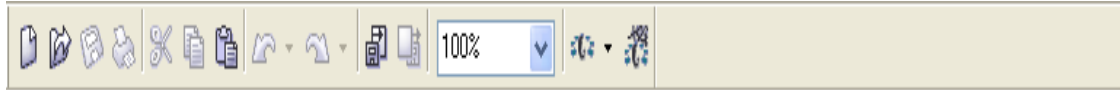

The Corel Draw screen

Part of Corel Draw Screen

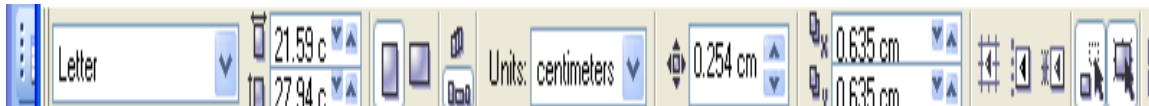**Menu bar:**   The area containing pull-down menu options

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Property bar: A detachable bar with commands that relate to the active tool or object. For example, when the text tool is active, the text property bar displays commands that create and edit text.

Standard Toolbar A detachable bar that contains shortcuts to menu and other commands

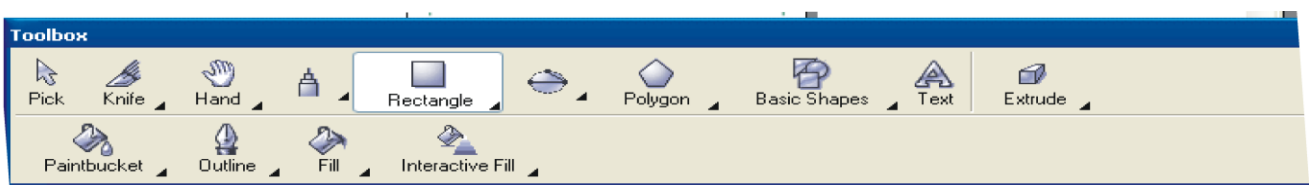**Title bar** The area displaying the title of the currently open drawing

Rulers Horizontal and vertical borders that are used to determine the size and position of objects in a drawing
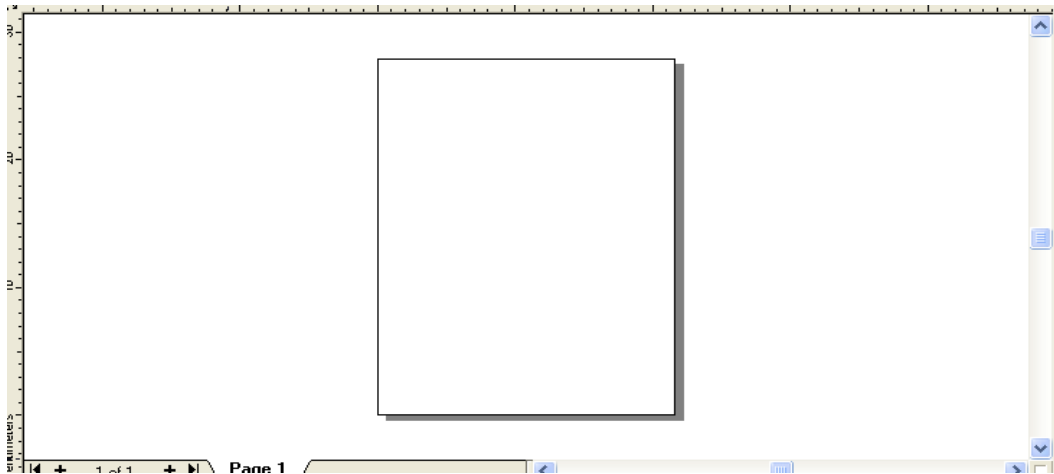
**Toolbox:** A floating bar with tools for creating, filling, and modifying objects in the drawing

Drawing window: The area outside the drawing page bordered by the scroll bars and application controls

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Drawing page: The rectangular area inside the drawing window. It is the printable area of your work area.

Color palette (Windows) A dockable bar that contains colors, A free floating bar that contains the current color mode
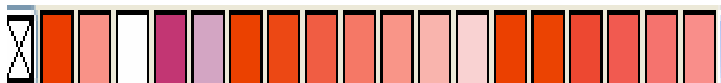
Status bar: An area at the bottom of the application window that contains information about object properties such as type, size, color, fill, and resolution. The status bars also show the current mouse position.


Different typefaces

A typeface consists of characters of a very specific type. Within each type face a character can have different sizes and styles. A font define a specific character size and styles.

Times New Roman 8 point

Times New Roman 10 point

Times New Roman 12 point

Ariel 14 point

Ariel 18 point

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How to set and amend text sizes

In order to set and amend text, the text must be typed selecting the desired fonts types and sizes. To amend text, the text must be selected. Go to the font size dialog box and click it. A list of text sizes will be displayed and you can select the desired size.
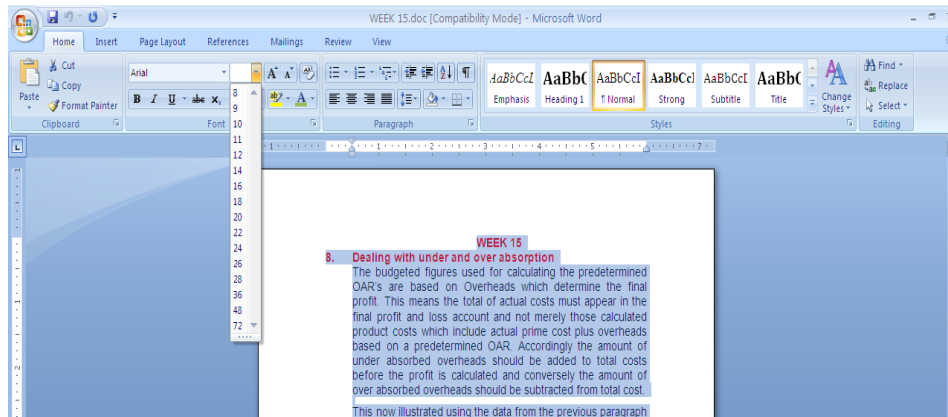
Setting and amending of text sizes

SOME CORELDRAW TERMINOLOGIES

Before you continue working with CorelDraw, you should be familiar with the following terms.

Object- An element in a drawing such as an image, shape, line, text, curve, symbol, or layer.

Drawing- The work you create in CorelDraw: for example, custom artwork, logos, posters, and newsletters

Vector Graphic- An image generated from mathematical descriptions that determine the position, length, and direction in which lines are drawn.

Bitmap- An image composed of grids of pixels or dots

Docked wdw/palette A window containing available commands and settings relevant to a specific tool or task

Flyout- A button that opens a group of related tools or menu items

Artistic text- A type of text to which you can apply special effects, such as shadows

Paragraph Text- A type of text to which you can apply formatting options, and which can be edited in large blocks

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Sample questions

1. What do you understand by typeface
2. Type a document and show different types of typefaces

DRAWING BASIC SHAPES IN CORELDRAW

To draw a rectangle or a square by dragging diagonally, Open the rectangle flyout and click the rectangle tool, drag in the drawing window until the rectangle is the size you want.

A square: Open the rectangle flyout and click the rectangle tool. Hold down Ctrl or shift and drag the drawing window until the square is the size you want.

Square
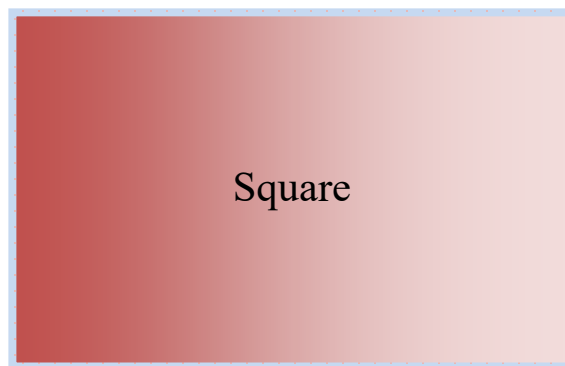
To draw an ellipse or a circle by dragging diagonally

Open the ellipse flyout and click the ellipse tool. Drag in the drawing window until the ellipse is the shape you want.

Ellipse
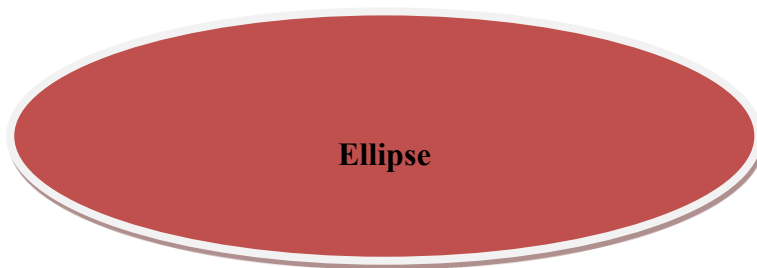
To draw polygons and stars- open the object flyout, click the polygon tool and drag in the drawing window until the polygon is the size you want

6
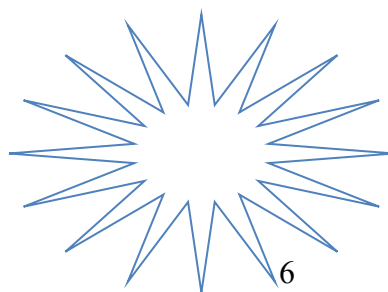
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Polygon

A star- open the object flyout, click the polygon tool, and drag in the drawing window until the polygon is the size you want and click star button on the property bar.

Star

Modifying your shapes

CorelDraw let you draw basic shapes which you can modify using special effects and reshaping tools.

1. Open Corel DRAW.

2. Draw the outline of the basic shape using Bazier Tool.

3. Edit the basic shape using Shape Tool with Node Edit Options.

4. Create the offset shape inside the original shape using Interactive Contour Tool.

5. Fill it with Golden shade using Fountain Fill > Preset

6. Make different shapes according to requirement
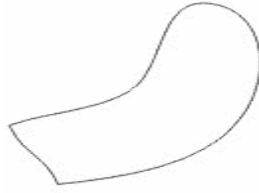
. 7. Use Shift + Pick Tool and Right click to get the smaller copies. You can try Interactive Contour Tool.
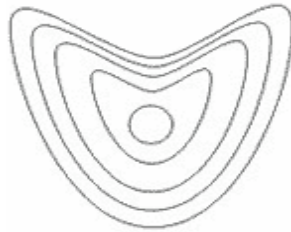
8. Try the combination of the shapes.
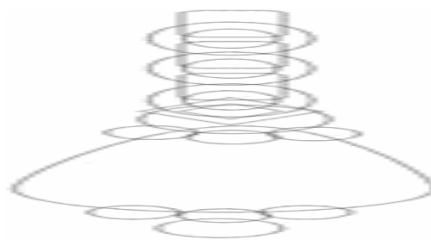
9. After filling the golden shade, change the direction of the fill by shifting the arrow using Interactive Fill Tool.

10. Place the shapes in a proper symmetry

FLYOUTS

Flyouts open to display a set of related CorelDraw tools. A small arrow in the bottom right-hand corner of a toolbox button indicates a flyout: for example, the Shape edits flyout. Clicking a flyout arrow opens a set of related tools. Clicking and dragging the grab handles at the end of the flyout sets the flyout in its expanded form.

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The following table provides descriptions of the flyouts and tools in the CorelDraw

Shape edit: This is used to access the Shape, Knife, Eraser, Smudge brush, Roughen brush, and Free transform tools

Zoom :- This is used to access the Zoom and Hand tools

Curve:- This is used to access the Freehand, Bezier, Artistic media, Polyline, **Pen,** 3 point curve, Dimension, and Interactive connector tools

Rectangle:-   This is used to access the Rectangle and 3 point rectangle tools

Ellipse:- This is used to access the Ellipse and 3 point ellipse tools

Object:- This allows you to access the Graph paper, Polygon, and Spiral tools

Perfect Shapes: - This allows you to access the Basic shapes, Arrow shapes, Flowchart shapes, Star shapes, and Callout shapes tools

Interactive tools:- This is used to access the Interactive blend, Interactive contour, Interactive distortion, Interactive envelope, Interactive extrude, Interactive drop shadow, and Interactive transparency tools

Eyedropper:-This is used to access the Eyedropper and Paint bucket tools

Outline:- This allows you to access the Color Dockers window/palette, Outline pen and the Outline color dialog boxes, and a selection of outlines of various widths

Fill:- This allows you to access the Color Docked window/palette, Fill color, Fountain fill, Pattern fill, Texture fill, and PostScript fill, dialog boxes

Interactive fill:- This is used to access Interactive fill and Interactive mesh fill tools.

Study questions

1. Name important tools that are available in Corel Draw
2. Explain the following flyouts:
   ❖ Shape edit
   ❖ Fill
   ❖ Eyedropper
   ❖ Interactive fill
   ❖ Outline

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How to exit CorelDraw

1. Save and close all opened project

2. Click on file

3. Click exit

To import a file into an active drawing

1   Click File, Import.

2   Choose the folder where the file is stored.

3   Choose a file format from the Files of type list box or Show list box.

4   Click the filename.

5   Enable any of the following active check boxes:

- ❖ Link bitmap externally lets you link a bitmap externally instead of embedding it in a file
- ❖ ·Combine multi-layer bitmap automatically merges the layers within a bitmap
- ❖ Check for watermark lets you check the image for a watermark and any information it contains, such as copyright
- ❖ ·Do not show filter dialog, lets you use the filter's default settings without opening its dialog box
- ❖ ·Maintain layers and pages lets you maintain layers and pages when importing files; if you disable the check box, all layers are combined in a single layer

6   Click Import.

7   Click the drawing page.

Exporting files

You can export and save images to a variety of file formats that can be used in other applications. You can export a file to a selected file format. You can also export a file by saving the open file under a different name or to a different file format while To export a file

1   Click File Export.

2   Choose the folder where you want to save the file.

3   Choose a file format from the Files of type list box .

4   Type a filename in the File name list box .

5   Enable any of the following active check boxes:

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◊   Selected only saves , only the objects selected in the active drawing.

◊   Web_safe_filenames replaces the white space in a filename with an underscore. Special characters are replaced by characters suitable for Web-based filenames.

◊   Do not show filter dialog suppresses dialog boxes that provide other options when exporting.

6   Click Export.

File Format for Corel Draw.

JPEG

JPEG is a standard format developed by the Joint Photographic Experts Group, allowing the transfer of files between a wide variety of platforms, using superior compression techniques.

For Internet use, you can also save images to the GIF and Portable Network Graphics (PNG) formats.

SELECTING AN OBJECT

1.   Click on the pick tool in the tool bar

2.   Click inside if the object is filled or outline of the object if not filled. The object is selected select multiple object by Holding down the shift key, continuing clicking on each of the objects to be selected.

MARGUEE SELECTED OBJECTS

1.   Click the pick tool

2.   Hold down the mouse button and drag the dotted rectangle (Margue box) to completely cover the object you want to select

3.   Release the mouse button if you are through, the objects covered are selected.

WORKING WITH TEXT

CorelDraw allows you to created and manipulate text with ease. Text can be enter directly on the screen as a strings of artistic Text or block of paragraph.

Corel draw 11 can be used for page layout of oven 900 pages of document at a time. You only open a page and keep insetting the rest pages.

TO ADD ANTISTIC TEXT

1.   Select the text tool (A)

2.   Click on the spot where you want the text to begin

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3.   Type the text**,** You can change the font, font size, font style boldface, underline, italize and set other character attributes

ADDING SYMBOLS

Corel draw has a symbol library that contain a Collection of pre draw graphics symbols relating to business, transportation, sports celebration etc. to add symbol

1.   Click on the symbol button, the menu appears
2.   Select the category you want. Then click directly on the picture you want and drag it to anywhere on the page.

TRANSFORMING OBJECTS

Transforming an object means changing its orientation, appearance or its attributes. Without altering its Original shapes, these include stretching, scaling rotating skewing, mirroring and moving of the object.

STRETCHING, SCALING AN OBJECT

1   Select the object
2.   Move the pointer to one of the handles between the corners to stretch, or scale. The pointing becomes a cross
3.   Dray the handle in the desired direction
4.   Release the mouse button when you are satisfied with the size.

ROTATE AN OBJECT

1.   Double click on the object you want to rotate. The handles on the object highlighted box changed to a double – handed arrows
2.   Move pointer oven one of the corner arrows, until it becomes a cross
3.   Drag in a circular motion around the object
4.   Release the mouse button when you are satisfy with the rotation.

TO MOVE AN OBJECT OR TEXT

1.   Click on the object or on the block of TEXT a little black boxes is shown at all corners of the object or text
2.   Click and drag the object to the desired destination, then release your hand.

FILLING OBJECT WITH COLOUR

1.   Select the object
2.   Click fill tool

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3.   Click the colour you want

4.   Increase the shadow between 10% to 90% alternatively.

       From the on-screen colour palette select the colour you want.

CREATING A FOUNTAIN FILL

A fountain fill flows from one colour to another either on a straight line across an object or in concentric circles from the Centre of an object. To do this;

1.   Select the object you want to fill

2.   Select the fill tool

3.   Click on fountain fill icon

4.   Choose either linear or random fountain type

5.   Click on the colour button, then on the colour you want as a start colour

6.   Click on the colour button and then on the colour you want as you want, then click OK.

How to scan pictures

To scan picture or other drawing or images, follow the steps below.

   i.   Put the picture on the scanner glass area appropriately and close the scanner cover.

   ii.   On the Corel draw screen click file

   iii.   Select acquired image, select source, the select source windows is display

   iv.   Select scanner and click select

          (Wait a few seconds, the picture is scanned and displayed on the screen)

   v.   Adjust and manipulate the picture as necessary as possible.

   vi.   Put other artistic work text etc until you are satisfied with your designs.

ADDING TEXTURE

   1.   Open Corel DRAW. Select text tool and type the text preferably using thick font. We have used Impact.
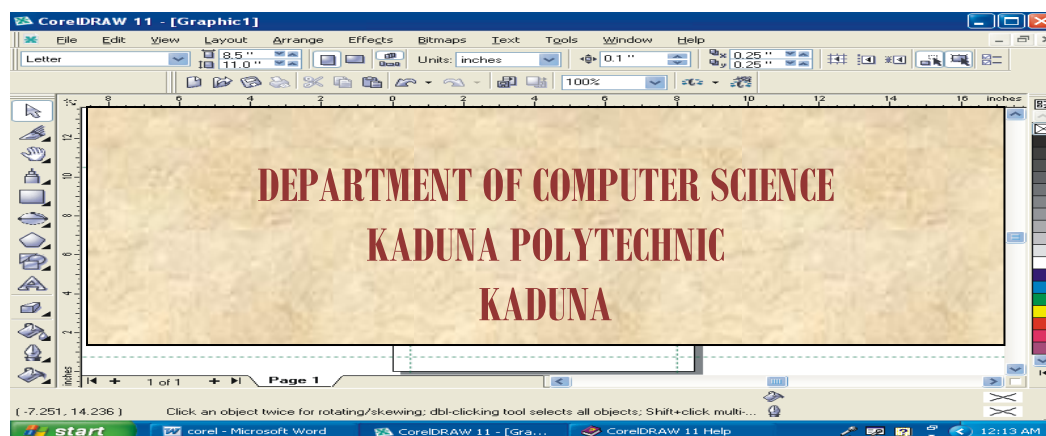
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Note: It is expected that you have finished with the beginners projects when you start with intermediate, as we do not repeat the small instructions.

2. Select Interactive Extrude Tool from the flyout menu from the tool box. Its 10th from the top.

3. Create the 3D effect using Interactive Extrude Tool. Keep the text selected.

4. From the Property Bar at the top select Lighting.

5. Try out different options for lighting and create following effect.

6. From the Fountain Fill flyout menu select the Texture Fill Dialog.

7. Apply the desired texture to the text.

SUNSET

1. Open Corel DRAW.

2. Draw the rectangle with Rectangle Tool to create the cloud effect. Remove outline.

3. Select Interactive Fill Tool. Drag from Top to Bottom.

4. Fill Black, Red And Yellow color from top to bottom and adjust the proportion properly.

5. Select the rectangle. Drag it down with Top Center point to get the mirror image of the original. Without leaving left button, click right mouse button to get the copy of the mirror image which will be used as a lake.

6. Draw mountains with Bazier Tool and fill it with black color.

7. Follow the step 5 to get the mirror image of the mountains

8. Send the mountains behind the lake.

9. Select lake. Select Interactive Transparency Tool. Drag over the lake. You will get the reflection of the mountains.

10. You will get the reflection of the mountains.

11. Draw Land with Bazier Tool

12. Draw Coconut tree with Bazier Tool.

13. Group the branches and copy them to create two more trees.

14. The output will look like this.

15. Draw the Boat with Bazier tool and group it. Make the reflection of it using previous mountain steps and send the reflection behind the Lake.

16. The output will look like this.

17. Create Circle with Ellipse Tool fill it with Interactive fill tool using Radial Fountain Fill.

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This will make Sun. Use the combination of red and yellow color.

18. Send the Sun behind mountains.

19. Duplicate and get the copy of sun. Stretch it horizontally and make it thin vertically.

20. Keep on duplicating and place it one below other.

21. Make the size of the copy small as you go downwards.

22. This will create the reflection of the Sun in the lake.