

## 8-Mavzu. Kompyuter grafikasi tushunchasi va turlari.

## Reja:

1. Corel DRAW dasturi imkoniyatlari. Obyekt va figuralar bilan ishlash
2. CorelDraw dasturining uskunalar paneli vazifalari
3. CorelDraw dasturida obyektlar hosil qilishda ranglar bilan ishlash

**Corel DRAW dasturi imkoniyatlari. Obyekt va figuralar bilan ishlash**

CorelDRAW-vektorli grafikaning Windows operatsion sistemasida ishlaydigan yangi grafiklar yaratish va tahrir qiluvchi dasturidir. Uning yordamida turli grafik ko'rinishlarni loyishalash, foto matn, tasvirlar ustida ishlash, ayniqsa, badiiy ko'rinishdagi kompozitsiyalarni tahrir qilish bilan bog'liq amallarni bajarish mumkin.

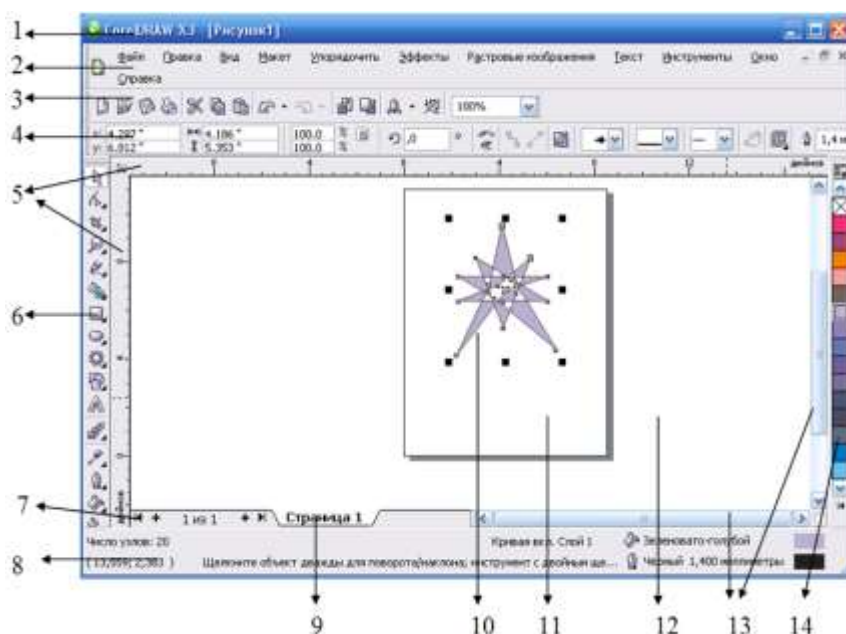
**CorelDraw** (styled **CorelDRAW**) is a vector graphics editor developed and marketed by Corel Corporation of Ottawa, Canada. It is also the name of Corel's Graphics Suite, which bundles CorelDraw with bitmap-image editor Corel Photo-Paint as well as other graphics-related programs (see below). The latest version is designated X8 (equivalent to version 18), and was released in March 2017.[1] Corel Draw is designed to edit two-dimensional images such as logos and posters.<sup>1</sup>

CorelDRAW muharririni ishga tushirilganda Windows sistemasining barcha oynalariga o'xshash CorelDRAW muharririning oynasi ochiladi.

**CorelDRAW dasturining oynasi**

Oynaning ko'rinishi quyidagicha:

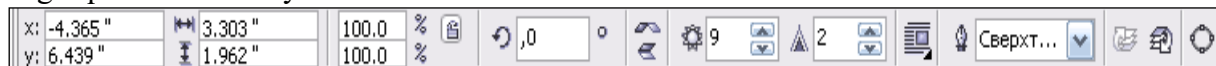
1. Sarlavha satri
2. Menyular satri
3. Standart uskunalar paneli
4. Xossalar paneli
5. Vertikal va gorizontal lineyka
6. Vertikal uskunalar paneli
7. Sahifalar boshqaruvchisi
8. Holat satri
9. Hujjat sahifasi
10. Belgilangan obyekt
11. Ishchi sahifa
12. Ish sohasi
13. Prokrutka
14. Ranglar palitrasi

**Standart uskunalar**

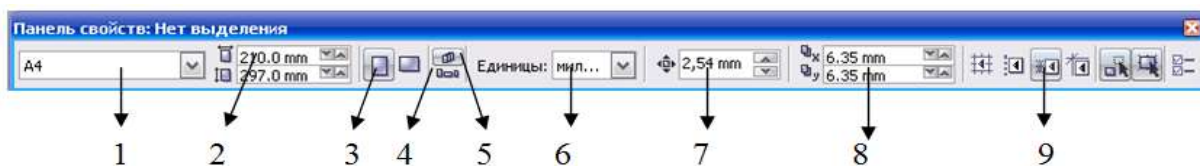
**paneli** . Ushbu panel dasturning ajralmas qismi bo'lib, foydalanuvchi o'zining xohishiga ko'ra undagi panellar sonini kamaytirishi yoki oshirishi mumkin. Unda joylashgan tugmalar (buyruqlar) hujjatlarni yaratish, ochish, saqlash, import, eksport, chop etish, almashish buferi bilan ishlash, noto'g'ri bajarilgan amallardan voz kechish, import va eksport amallari, masshtabni o'zgartirish va boshqa bir qator imkoniyatlarni beradi.



A. **Xossalar paneli.** Dasturdagi ochiluvchi panel ya'ni xossalar paneli foydalanuvchiga dastur bilan ishlash mobaynida qator qulayliklar yaratadi. Panel buyruqlari tanlangan uskunaga bog'liq ravishda namoyon bo'ladi.

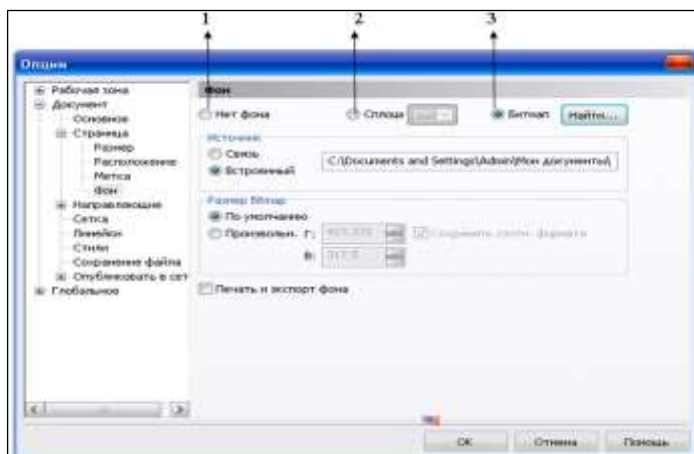


**B. Sahifa ko‘rinishini o‘zgartirish.** CorelDraw dasturida sahifa ko‘rinishini o‘zgartirish xossalar paneli orqali amalga oshiriladi. Odatda, ochilgan yangi sahifani boshqa ko‘rinishlarga o‘zgartirish uchun sahifa ko‘rinishini sozlashga mo‘ljallangan xossalar panelidan foydalanamiz. Uning tuzilishi va vazifalari quyidagicha:



1. Sahifa parametrini o‘zgartirish.
2. Sahifa o‘lchamlari.
3. Sahifa holatini o‘zgartirish .
4. Tanlangan holatni bitta sahifa uchun ishlatish.
5. Tanlangan holatni barcha sahifalar uchun ishlatish.
6. O‘lchov birliklari.
7. Kursor bilan siljish.
8. Hujjat nusxasigacha masofa.
9. Qo‘shimcha imkoniyatlar.

CorelDraw dasturining ish imkoniyatlari ko‘p parametrlil bo‘lib, har bir parametr uning ko‘rinishini o‘zgartiradi va bir qancha imkoniyatlar yaratadi. Jumladan, sahifa ko‘rinishini boyitishda asosiy menyudan «Maket» menyusining «Fon stranisi» bandi imkoniyatlari orqali amalga oshiriladi.



1. Fonsiz sahifa hosil qilish;
2. Fon uchun rangdan foydalanish;
3. Fon uchun boshqa dasturda yaratilgan obyektlardan foydalanish.


Ushbu buyruq tanlanganda pastidagi mavjud buyruqlar faollashadi. Ular orqali tanlangan obyektning joylashgan joyini ko‘rish, o‘lchamlarini o‘zgartirish mumkin.


**Ranglar palitrasi.** Asosiy oynaning o‘ng qismida vertikal yo‘nalishda palitra joylashgan bo‘lib, kvadrat shaklidagi figuralar to‘plamidan tashkil topgan. Palitrada illyustratsiya uchun mo‘ljallangan ranglarni saqlash mumkin. Bu, o‘z navbatida, ranglar kamalagi minimumini saqlash va ulardan o‘z joyida foydalanish imkoniyatini beradi. CorelDraw ranglar palitrasini o‘zgartirish imkoniyatiga ham ega, ammo foydalanuvchi palitrani aniq bir qismlarini o‘zgartirish imkoniyatiga ega emas. Palitrada barcha ranglarni ko‘rish uchun palitra panelining quyi qismida joylashgan kichik uchburchak belgisini tanlash lozim. Ranglar palitrasini tahrirlash bilan undan foydalanish jarayonida tanishib chiqiladi.

**Holat qatori.** Holat qatori illyustratsiyaning ajratilgan obyektlari to‘g‘risida ma’lumotlarni aks ettiradi. CorelDraw interfeysining boshqa elementlari kabi uning konfiguratsiyasini ham o‘zgartirish mumkin. Foydalanuvchi o‘zi holat qatorida qanday ma’lumotlar berilishini aniqlashi mumkin. Masalan:

- Tanlangan uskuna to‘g‘risida qisqa ma’lumot;
- Sichqoncha ko‘rsatgichi koordinatalari;
- Tanlangan obyekt haqida ma’lumot;
- Transformatsiyalash jarayonida obyektning geometrik o‘lchamlari o‘zgarishi va uning koordinatalari;
- Tanlangan obyektning to‘ldirish ranglari haqida ma’lumot;
- Tanlangan obyektning atroflama chiziqlarining qalinligi va rangi haqidagi ma’lumot;

## 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'rini 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.

 – Ukazatel` (ko'rsatkich) – obyektни belgilash uchun tanlanadi. Ularning o'lchamlarini o'zgartirish, siljitish, aylantirish, qayta rang berish, tugun nuqtalar holatini o'zgartirish, murakkab obyektlar bilan amallar bajarish imkoniyatiga ega. Uning xossalar paneli tanlangan shaklga ko'ra mavjud bo'ladi.


Quyida tanishtiriladigan uskunalar orqali barcha xil turdagi chiziqlar chizish mumkin.



– egri chiziqlar chizish.

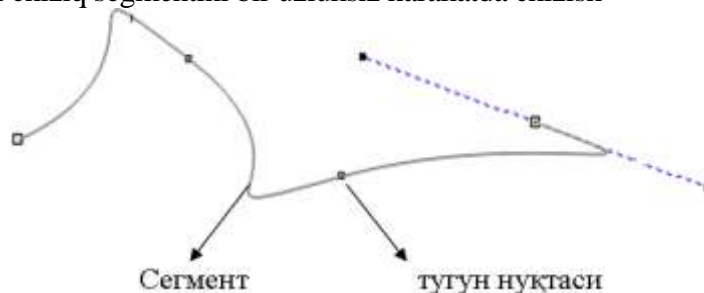


– Elektron qalam. Egri chiziq yoki to'g'ri chiziqlarni ketma-ket chizish. Buyruq tanlanadi. Kursorni ishchi sohaning kerakli qismiga joylashtirib, «sichqonchaning» chap tugmasini bir marta bosilgan holda chizilsa, egri chiziq chizadi. Agar «sichqonchaning» chap tugmasini bir marta bosib, quyib yuborilib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

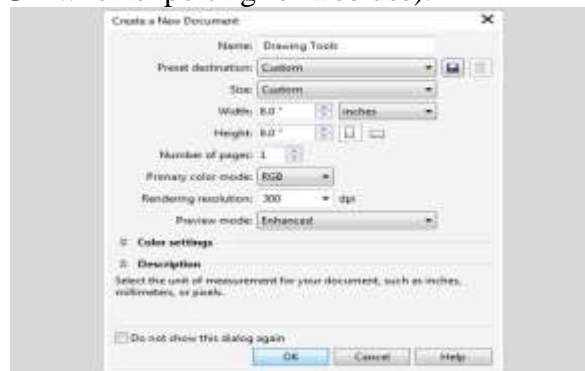
Yopiq kontur yaratish zaruriyati tug'ilganda, ochiq soha belgilanib, xossalar panelidan  – buyrug'i tanlanadi. Natijada soha yopiq sohaga aylanadi.



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



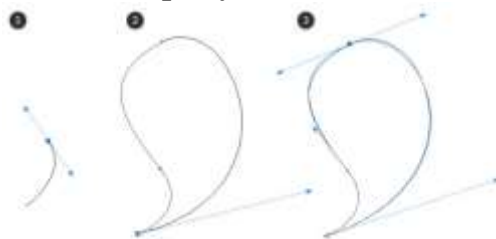
Start by creating a **New Document (Control-N)** at your preferred work size (you can change this any time while working), in **RGB** color mode, and at **300 dpi**. These are my preferred settings, but if you'd rather work in **CMYK** for printing purposes, do so (while remembering to switch to **RGB** when exporting for web use).



Step 2 Let's start with the **Pen Tool** (you'll find it in the **Toolbox**, to the left, under the **Bézier Tool**). This tool works just like the **Pen Tool** found in Adobe Illustrator and Adobe Photoshop.

You place **Nodes** and draw curves in segments. We're going to start with a cute little ghost shape:

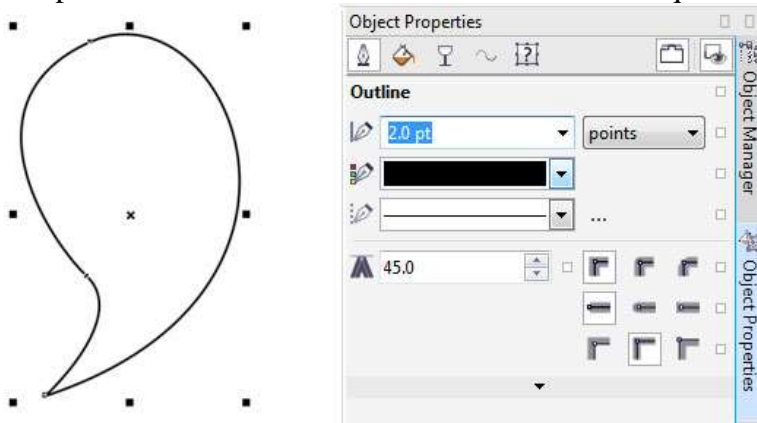
1. Place one **Node** and curve up and to the left. This is the start of the tail.
2. Continue curving around to the right to form the top of the ghost and back down to the right to join with the original **Node**. Notice that while you're placing anchor points, you get a preview of the curve you're drawing. It's quite helpful.
3. You can edit your **Node** handles with the **Shape Tool (F10)**, and you'll find additional options for editing within the **Property Bar (Window > Toolbars > Property Bar)**.




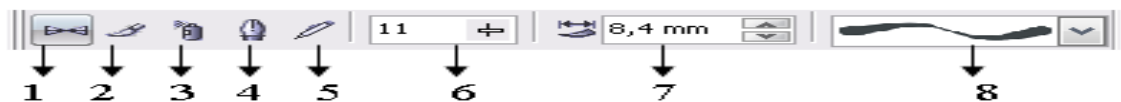
Step 3 To edit your newly drawn object, go to **Window > Dockers > Object Properties** or hit **Alt-Enter**. In this docker you'll find an assortment of options for your selected object.

For the purposes of this tutorial, select **Outline** and change the width of your stroke to **2.0 pt**, color to black, and both **Cap** and **Corner** for the **Rounded** options.

Select the next option within the docker, **Fill**, select **Uniform Fill**, and change the color to white. We'll explore other options within this docker in future tutorials and quick tips.<sup>2</sup>



 – Badiiy – grafika elementlarini oʻrnatish (pero, toʻldirish, qolip, pulʼvizator va h.k...). Ushbu uskunaning xossalar paneli koʻp funksiyalarga murojaat qilish imkonini beradi.




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

8- namuna;

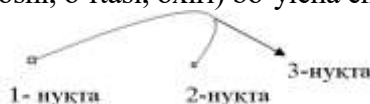
 – (Pero) Egri chiziqli segmentini bir uzluksiz harakatda chizish.



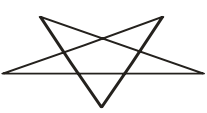
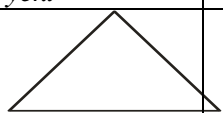
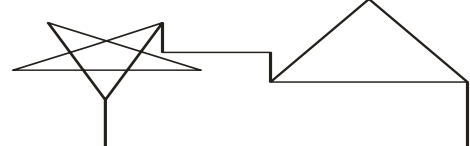
 – Bir necha segmentdan iborat egri chiziqlar chizish.




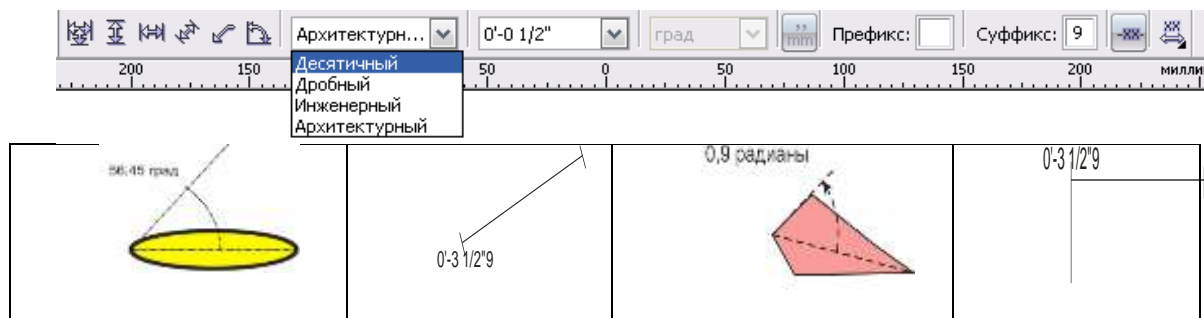
 – Egri chiziqni uch nuqta (boshi, o'rtasi, oxiri) bo'yicha chizish





 – Ikki obyekt tugunlarini ulovchi chiziqli.


<i>Berilgan obyekt</i>		<i>Hosil bo'lgan obyekt</i>
		


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



 – Avtorisovanie. Avtorisovanie Bezъe uskunasiidan 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 xossalari paneli mundariyasi orqali to'rtburchakni ixtiyoriy burchakka burish, burchaklarini silliqlash, kontur qalinligini belgilash amallarini bajarish mumkin.

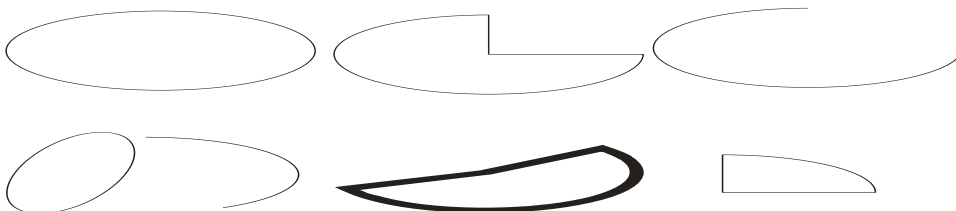
(Quyida har bir buyruqqa mos holda chiqadigan xossalari panelini keltiramiz)





 – 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 xossalari paneli yordamida ellipslarni ixtiyoriy burchakka burish, sektor, bo‘lak, yoy chizish imkoniyatlari mavjud.

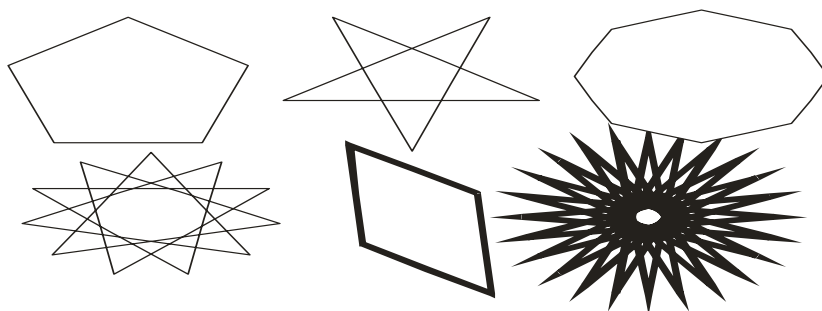


 – Ko‘pburchaklar, spirallar chizish.

 – 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 xossalari paneli juda ko‘p parametrlar bo‘lib, qavariq, botiq ko‘pburchaklar chizish, ko‘pburchak tomonlari sonini aniqlash va bir qancha murakkab amallarni bajarish mumkin.



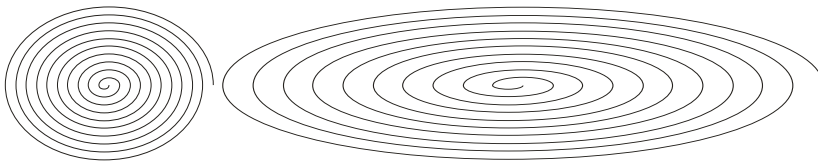
 – spirallar chizish.

CorelDraw dasturi spiral chizishni 2 turini taqdim etadi.

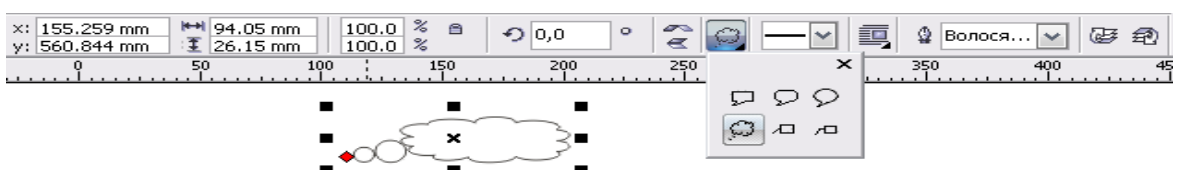
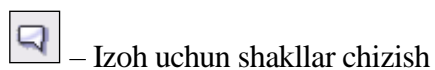
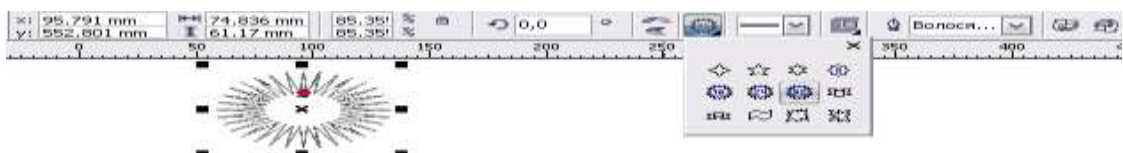
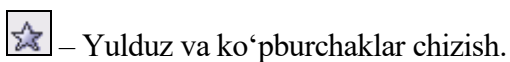
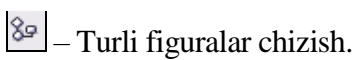
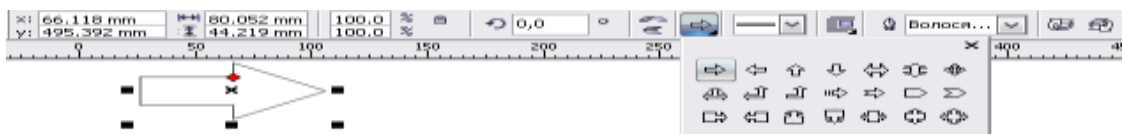
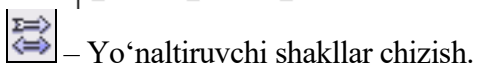
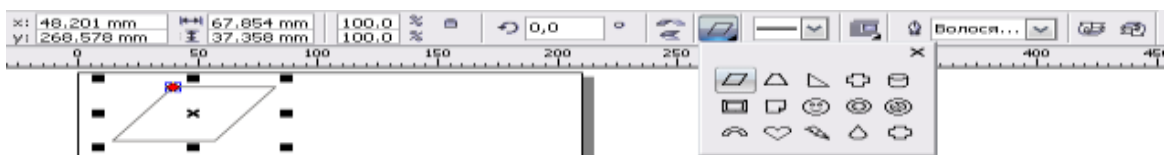
1 – turida spiralning o‘ramlari oralig‘i masofasi bir xil o‘lchamda o‘zgarmas bo‘ladi.







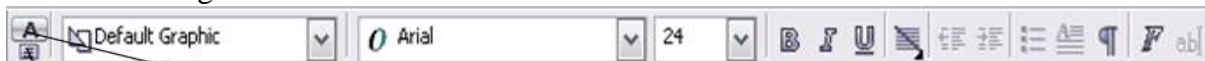
2-turida spiralning o'ramlari oralig'i masofasi ichkari qismidan tashqi qismiga tomon kengayib boradi.





– 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.



Оддий матн  
яратиш

шаклли матн яратиш



– obyekt rangini tahrirlash.



– Kontur chizish. Kontur chizish buyrug‘i orqali ochilgan oynadan konturga rang berish, chiziq 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



– Kontur chizig‘i o‘lchami ¼ punkt.








– Kontur chizig‘i o‘lchami ½ punkt




– Kontur chizig‘i o‘lchami 1 punkt

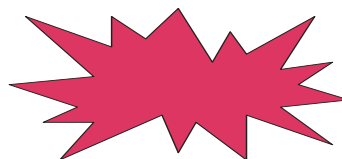



-  – Kontur chizig'i o'lchami 2 punkt chiziq qalinliklari.
-  – Kontur chizig'i o'lchami 8 punkt
-  – Kontur chizig'i o'lchami 16 punkt
-  – Kontur chizig'i o'lchami 24 punkt

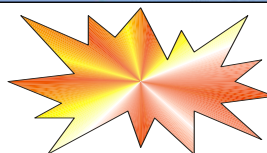
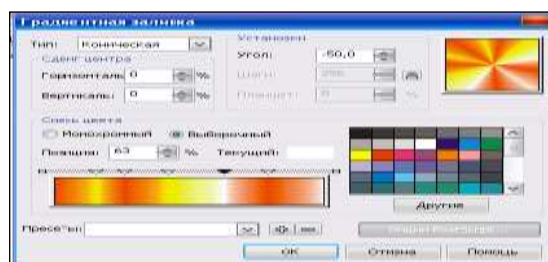
 – Ranglar dokeri oynasi. Bu buyruq orqali oynaning o'ng qismida ranglar dokeri oynasi ochiladi. Undan kerakli rangni hosil qilish va obyekt bo'yashda foydalanish mumkin.


       – Rang to'ldirish.

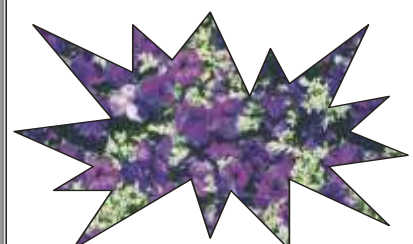
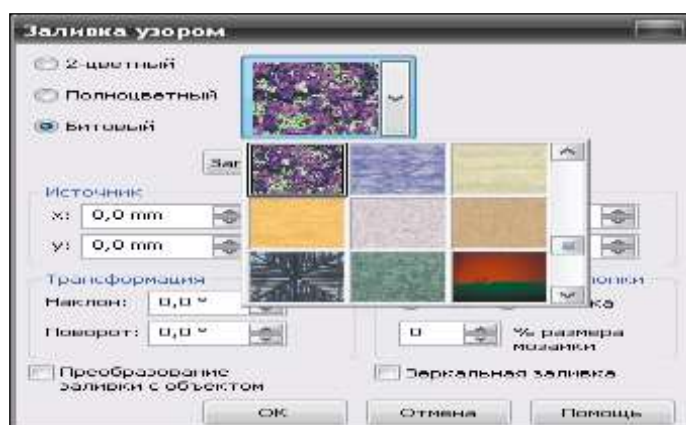
 – shakllarga bir turdagi rang to'ldirish muloqot oynasi ochiladi. Bu oynadan foydalanuvchi kerakli modellarni tanlab, komponentlarni o'zgartirib, rang to'ldirish amalga oshiriladi.




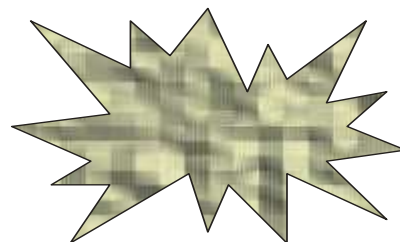
 – Gradient to'ldirish muloqot oynasi ochiladi.




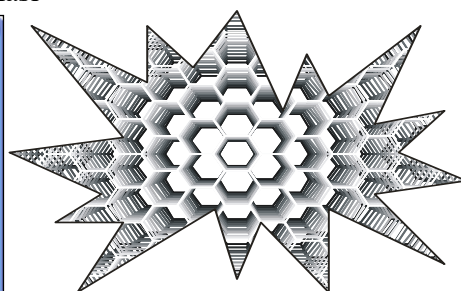
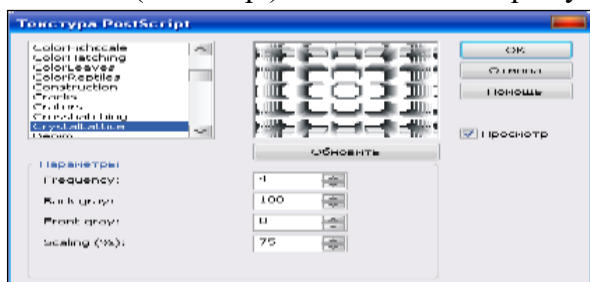
 – Har xil shaklli to'ldirishlar muloqot oynasi ochiladi. «Заливка узором» bandidan belgilangan sohani har xil ko'rinishdagi tayyor yoki foydalanuvchi yaratgan naqshlar bilan to'ldirish imkoniyati mavjud.



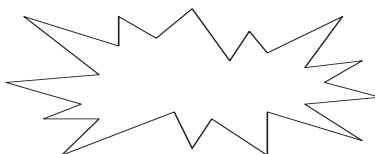
 – Teksturali to‘ldirishlar muloqot oynasi ochiladi. Bu oynada tayyor kutubxona mavjud bo‘lib, bir-birini takrorlamaydigan teksturalar bor.




 – Tekstura (PostScript) to‘ldirishlar muloqot oynasi





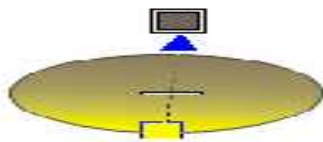

 – To‘ldirishni olib tashlash.




 – Ranglar dokeri oynasi ochiladi.

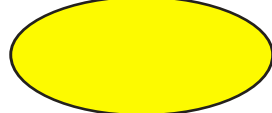
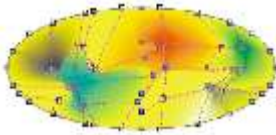
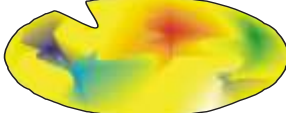
 – Интерактив rang to‘ldirish.

 – Rang to‘ldirish cohani qisman to‘ldirish imkoniyati.

Berilgan obyekt	Bajarilgan amal	natija
		


 – Интерактив to‘r (setka) bilan to‘ldirish.

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

Berilgan obyekt	Bajarilgan amal	natija
		

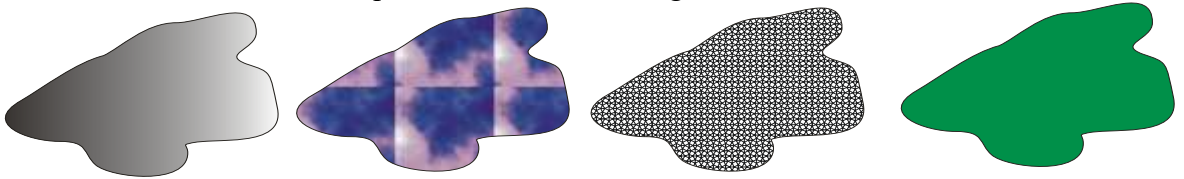
 – Pipetka.

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

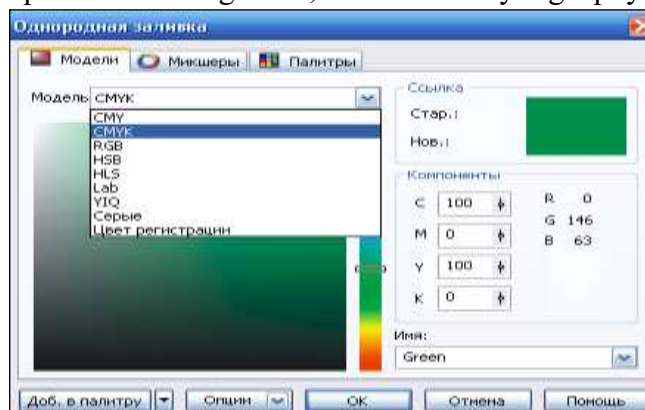
 – Rang quyish idishchasi. Namunada olingan rangdan foydalanish.

## 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.



CorelDrawda qo'llanuvchi rang modellari turlicha bo'lib, ularga RGB, CMYK, Lab, HSB modellari misol sifatida keltiramiz. Foydalanuvchi «Odnorodnaya zalivka» bandidan kerakli modellarni tanlab oladi, komponentlarini o'zgartirib, to'ldirishlarni yo'lga qo'yadi.



### **RGB modeli**

RGB modeli kompyuter dizayni uchun asosiy modellardan biri hisoblanadi. Uning asosiy ranglari:

- Red – qizil
- Green – yashil
- Blue – zangori

Izoh:  $R+G+B=RGB$ ; RGB modelida qolgan ranglar bu uch ranglarning proporsiyasi sifatida tanlanadi. Ikki rangni qo'shilishi tiniqroq rang hosil qiladi va bu ranglar additiv ranglar deb yuritiladi. Qizil va yashil ranglar qo'shilishib sariq va shu kabi boshqa ranglar hosil qilinadi. Dasturda har bir rang uchun foizlar yoki 256 gacha bo'lgan sonlar orqali additivlik koeffitsientini berish mumkin.



### **CMYK modeli**

Ko'pgina hollarda obyekt o'ziga tushadigan ranglarni bir qismini «yutib», qolgan qismini aks ettiradi, ya'ni u ham biror rang bilan bo'yalgan bo'ladi. Bunday rang yaratilishi subtraktiv holat deb yuritiladi. CMYK modeli subtraktiv ranglarni ta'minlaydi, u poligrafiyada kengroq qo'llaniladi. Uning asosiy ranglari:

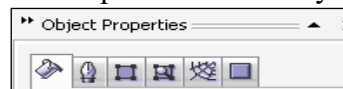
- Syan-yashil;
- Magenta-qizg'ish;
- Yellow-cariq;

Izoh:  $S+M+Y+K=CMYK$ ; K-(key) so'zidan olingan bo'lib, bu yerda qora rang asosiy ranglardan ekanligidan dalolat beradi. Bu model ranglari bilan bo'yalgan rasm, RGB modeliga nisbatan ko'proq joy egallaydi.


CorelDraw dasturida sohaga rang berishning bir necha usullari mavjud bo‘lib, soha atrof chiziqlariga qalinlik va rang berish, agar soha yopiq bo‘lsa, ichki qismi ham har xil to‘ldirishlar bilan qoplanishi mumkin. Yopiq soha uchun quyidagicha rang berish imkoniyati mavjud:


- shakl chiziladi va belgilanadi. Belgilash uchun sichqonchani chap tugmasi shakl ustida bir marta bosiladi
- belgilangan shakl ustiga sichqonchani o‘ng tugmasi orqali kontekst menyusi hosil qilinib,

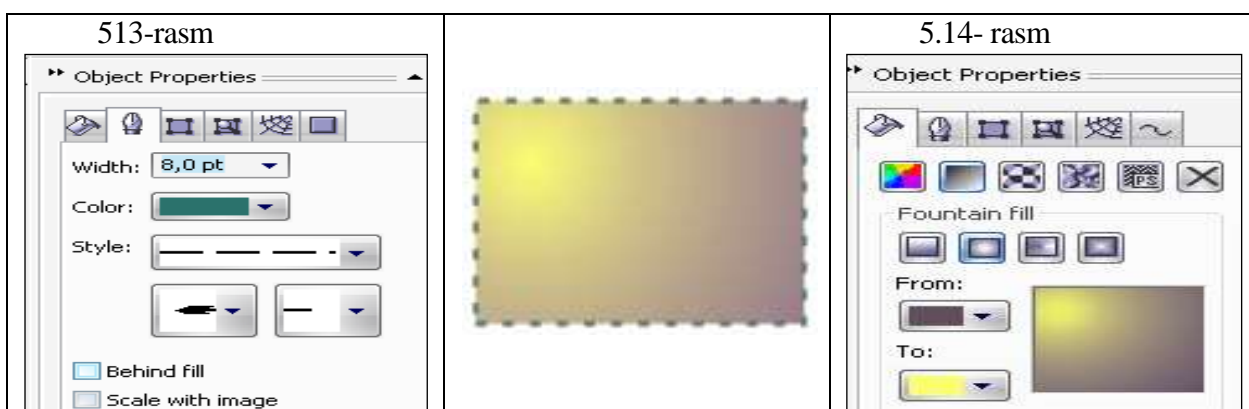
«svoystva» buyrug‘ini tanlanadi. Oynaning o‘ng qismida




doker oyna ko‘rinadi.


Mazkur oynadan atrof chizig‘ini tahrirlash: Oynaning  bandi orqali Width chiziq qalinligi, Color chiziq rangi, Steli chiziq tipi aniqlanadi (5.13- rasm). Soha ichini to‘ldirish:

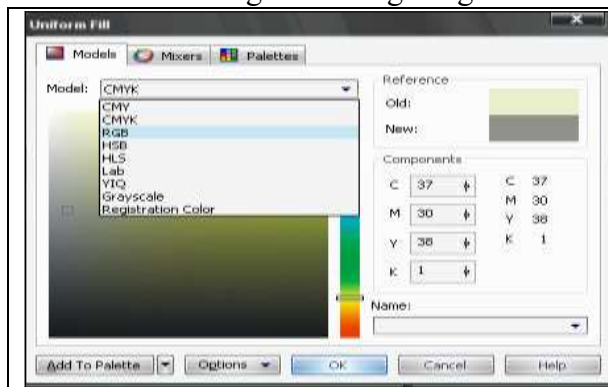
Oynaning  bandi orqali ranglar uyg‘unlashtiriladi (5.14- rasm).



Mazkur dasturda sohaga rang berishning boshqa yo‘llaridan biri ranglar palitrasidan foydalanishni ko‘rib chiqamiz:

1. Shakl chiziladi va belgilanadi.
2. Ranglar palitrasiga o‘tib, sichqonchani chap tugmasi orqali sohani ichki qismiga rang tanlanadi. Sichqonchani o‘ng tugmasi orqali esa konturga rang tanlanadi.
3. Palitrani  shakli ustida sichqonchani chap tugmasini bosib, soha ichining rangi, o‘ng tugmasini bosib, kontur rangi olib tashlanadi.

Agar biz o‘zimizga kerakli bo‘lgan boshqa rang hosil qilmoqchi bo‘lsak, uskunalar panelining  shakllarga bir turdagi rang to‘ldirish muloqot oynasidan foydalanamiz:




5.15- rasm. Mazkur oynadan kerakli modellarni tanlab, komponentlarni o‘zgartirib, ixtiyoriy rangda to‘ldirishlarni amalga oshirish mumkin

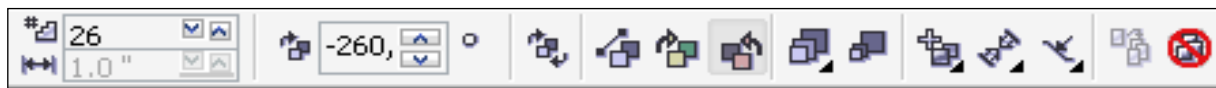
### Maxsus effektlar yaratish

CorelDraw dasturida maxsus effektlar yaratish, menyular satrining «Effekti» bo‘limi orqali yoki uskunalar paneli yordamida amalga oshiriladi. Biz quyida interaktiv uskunalar panelidan foydalanib, effektlar yaratish tartibini keltiramiz.



uskunasining vazifasi ikki turdagi shaklni biriga keltirish ya'ni oraliq shakl yaratishdir. Undan foydalanish uchun quyidagi tartibda ish olib borish lozim:

1. Ikkita shakl chiziladi va ularga rang beriladi (aylana va yulduzsimon shakl).
2. Uskunalar panelidan  buyrug'i faollashtiriladi. Birinchi shakl ustida sichqonchaning chap tugmasi bosilganda, shakl ustida kichik kvadratcha paydo bo'ladi. Kursorni sichqonchaning chap tugmasini qo'yib yubormagan holda ikkinchi shakl ustiga joylashtirib tugma qo'yib yuboriladi.
3. Xossalar panelidan qatlamlar sonini, yo'nalish burchagini, rangini tanlang.







4. Panel mundarijasidan oradan obyekt ajratish, effekt boshlanishi yoki tugatishini ko'rsatish, yo'l ko'rsatish, effektdan nusxa olish va effektни bekor qilish kabilar bajarilishi mumkin.

Berilgan shakl	natija
	




uskunasining vazifasi obyektни uch o'lchamli fazoda ko'rish imkoniyati bo'lib, undan foydalanish quyidagi tartibda olib boriladi:

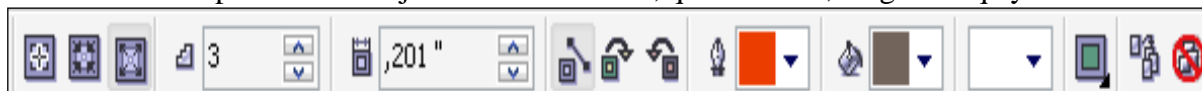
1. Shakl chiziladi (A).
2. Uskunalar panelidan  buyrug'i faollashtiriladi. Kursorni shakl ustiga joylashtiring va sichqon chap tugmasini bosib, ishchi sohaning biror qismiga joylashtiring (B).
3. Xossalar panelidan «Выдавлевание» turlari, uzunligi, rangini o'zgartirib tugmani qo'yib yuboring (V).

A) 	B) 	(V) 
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Interaktiv konturlar yaratish uskunasi orqali bir turdagi shaklda turlicha o'lcham va rang qo'yish mumkin bo'ladi. Quyida amallar ketma-ketligida interaktiv konturlar yaratishni ko'rib chiqamiz:

1. Ellips chizib, rang beramiz va shaklni belgilaymiz.
2. Uskunalar panelidan  buyrug'ini tanlaymiz. Kursorni shakl ustiga olib kelib, sichqonning chap tugmasini bosamiz.
3. Xossalar paneli mundarijasidan kontur holati, qavatlar soni, rangini aniqlaymiz.



### Nazorat savollari

1. CorelDRAW dasturining vazifasi nimadan iborat.
2. CorelDRAW dastur qanday ishga tushiriladi va tugallanadi.
3. CorelDRAW dasturida qanday qurollar paneli mavjud, ularning vazifalarini ayting.
4. Matn bilan ishlash usulini ko'rsating.
5. CorelDRAW dasturida qanday uskunalar panellari bor.
6. Turli obyektlar ustida amallar bajarishni ayting.