

## 9-LABORATORIYA MASHG'ULOTI

**Mavzu: CorelDraw dasturi Beze instrumenti bilan ishlash.**

**Ishning maqsadi: CorelDraw dasturi Beze instrumenti bilan ishlash ko'nikmalarini oshirish**

**Kutilayotgan natija:** Talabalarda Coreldraw dasturi bilan ishlash hamda tasvirlar chizish, ishlov berish ko'nikmalari hosil qilinadi.

**Amaliy ish jihozi:** Kompyuter, Coreldraw dasturi, tarqatma materiallar

**Ish rejasi:**

Mavzuni o'rganib chiqish

Topshriq variantlari bilan tanishish

Topshriq variantlarini bajarish

### CorelDRAW dasturida nurli shakllar chizish

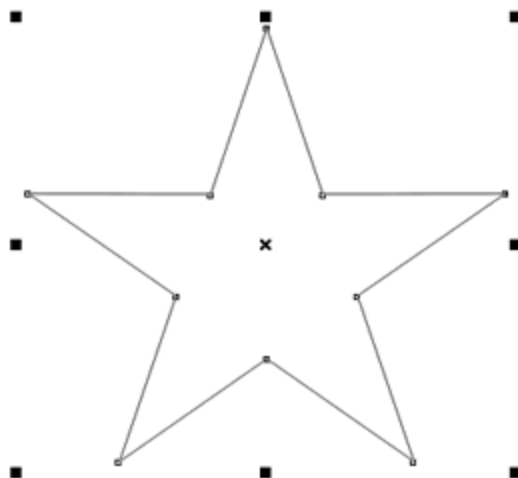
Demak, ushbu darsda, Corel Draw dasturida o'zidan nur sohadigan shakllar chizishni o'rganamiz.

**1.** Avvalo Corel Draw dasturini ishga tushiramiz va yangi oyna ochamiz. Buning uchun **File > New** yoki **Ctrl+N** tugmalarini bosamiz.

Dastlab shakl chizib olamiz. Xohlagan shaklni chizaveramiz.

Misol uchun, Instrumentlar orasidan **Star tool** (Yulduzcha)ni tanlaymiz va oynamiz o'rtasiga sichqonchamiz yordamida yulduz chizamiz.



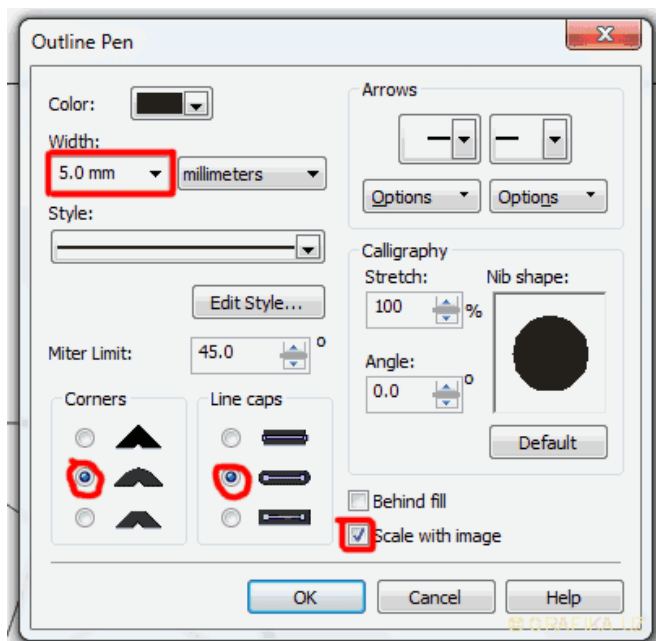


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2. Instrumentlar orasidan **Outline Pen Dialog** ni tanlaymiz yoki **F12** tugmasini bosamiz



Quyidagicha moslab chiqamiz:

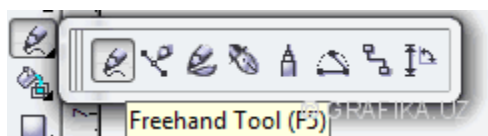


Natija:



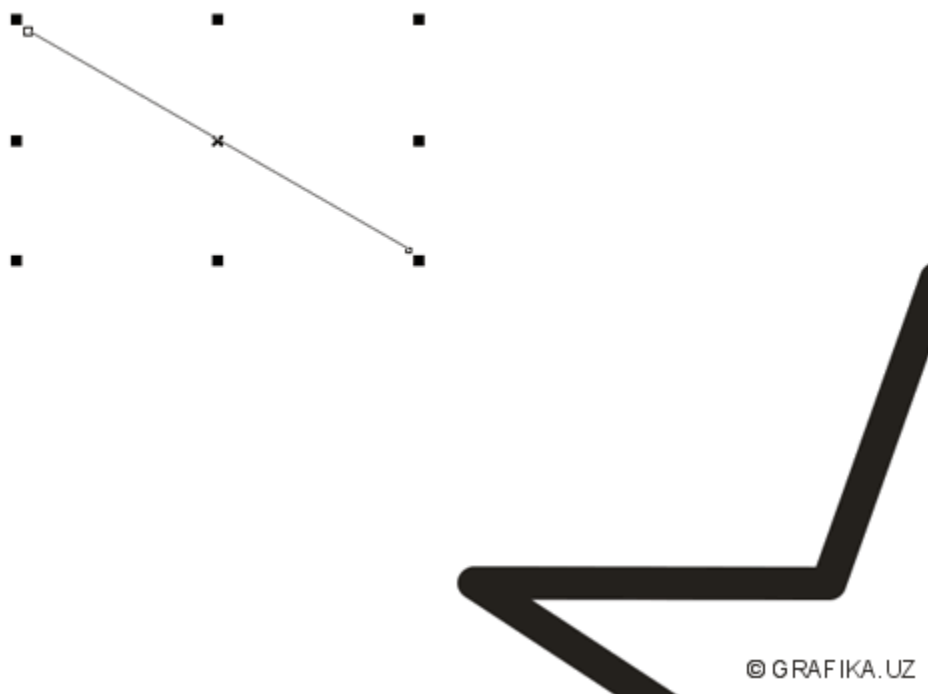
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3. Instrumentlar orasidan **Free Hand Tool**ni tanlaymiz yoki klavishamizdan **F5** tugmasini bosamiz va ushbu instrument yordamida to‘g‘ri chiziqli chizamiz.

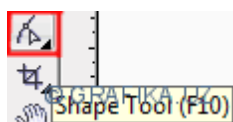


Endi ushbu chiziqni 30 gradusga o'zgartiramiz, ya'ni boshqaruv paneliga **-30** yozib **Enter** tugmasini bosamiz.

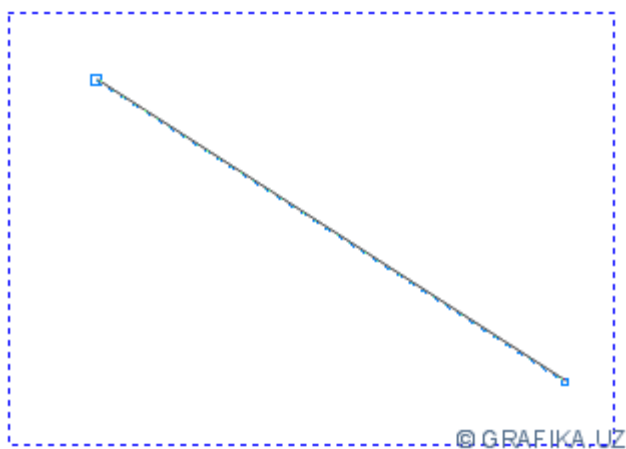




4. Instrumentlar orasidan **Shape tool**ni tanlaymiz yoki **F10** tugmasini bosamiz.



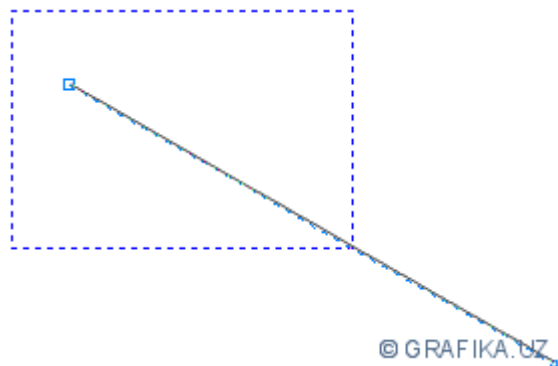
Ushbu instrument yordamida to'g'ri chiziqni belgilaymiz, ya'ni to'g'ri chiziq atrofini xuddi quyidagi rasmda ko'rsatilganday belgilaymiz:



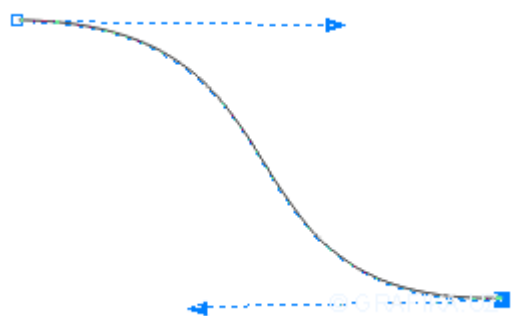
Boshqaruv panelidan **Convert Line to Curve** buyrug'ini tanlaymiz:



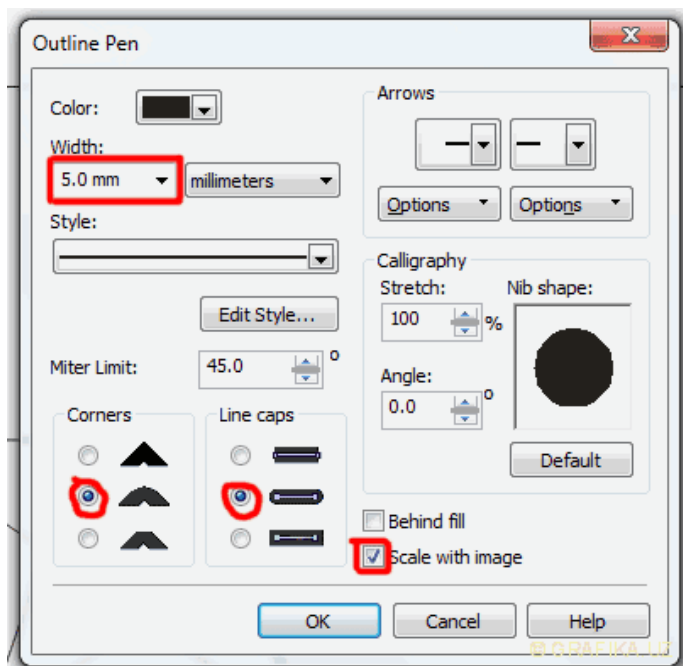
Sichqonchamiz chap tugmasi yordamida quyida ko‘rsatilgan joyni belgilaymiz:



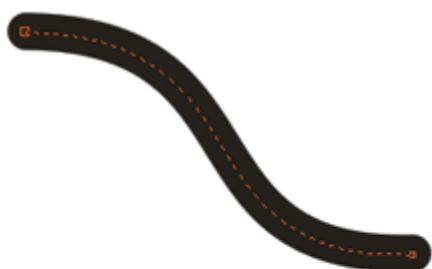
Endi esa ko‘rsatilganday shakl holatini o‘zgartiramiz



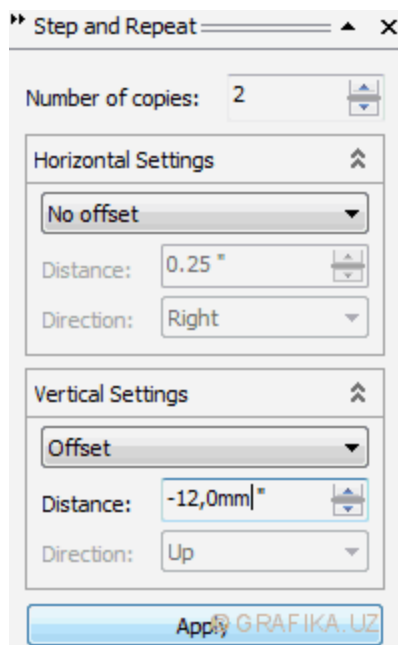
Ushbu shaklni belgilab insturmentlar orasidan Outline Pen Dialog ni tanlaymiz yoki F12 tugmasini bosamiz va quyidagicha moslaymiz:



Natija:



5. Ushbu bosqichda yuqoridagi shaklni ikki marta nusxalaymiz. Buning uchun Menyudan **Edit > Step and Repeat** buyrug'ini tanlaymiz yoki **Ctrl+Shift+D** tugmalarini bosamiz va quyidagicha moslaymiz:



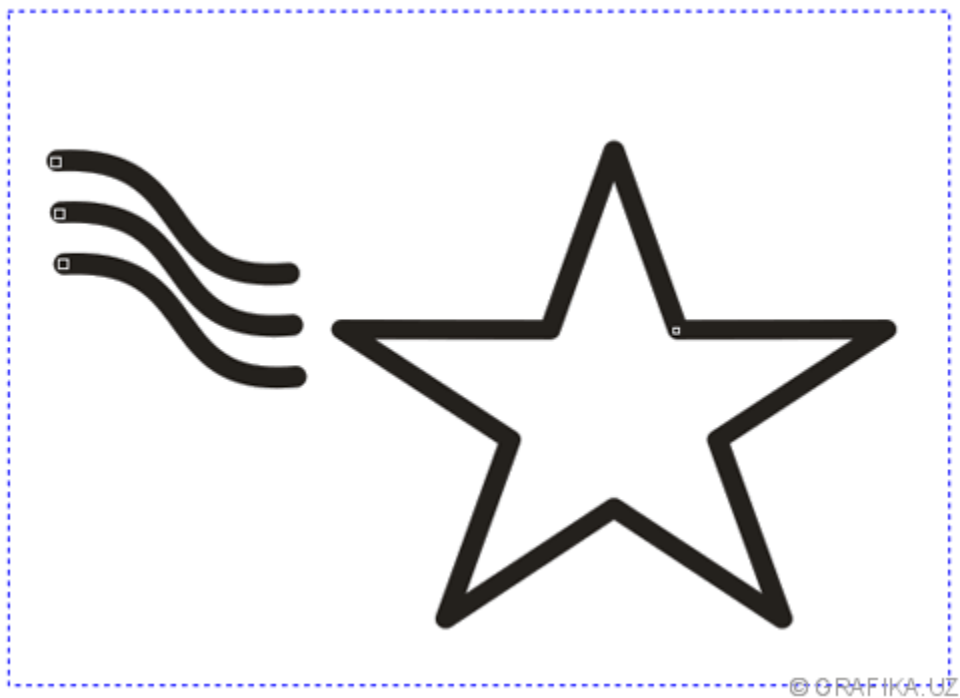
Shundan keyin **Apply** tugmasini bosamiz.

**Pick tool** yordamida yuqorida ko'rsatilgan 3ta shaklni tanlaymiz va Yulduzchamizning yon tomoniga o'tkazamiz.

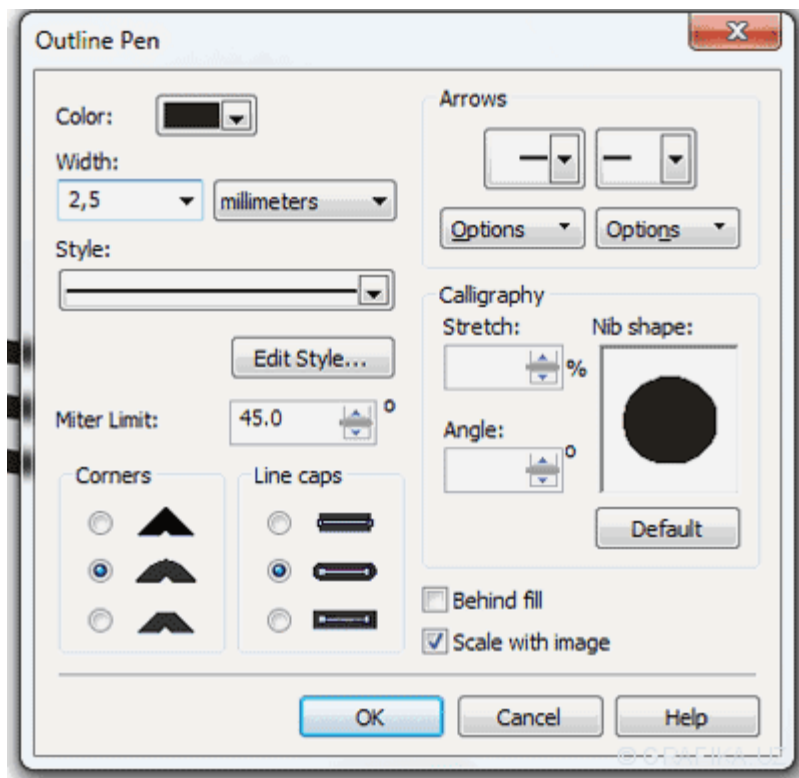


Yana insturmentlar orasidan **Pick Tool**ni tanlaymiz va Barcha shakllarni quyida ko'rsatilganday belgilab, Menyudan **Edit > Copy (Ctrl+C)** va **Edit > Paste (Ctrl+V)** buyruqlarini bajaramiz:

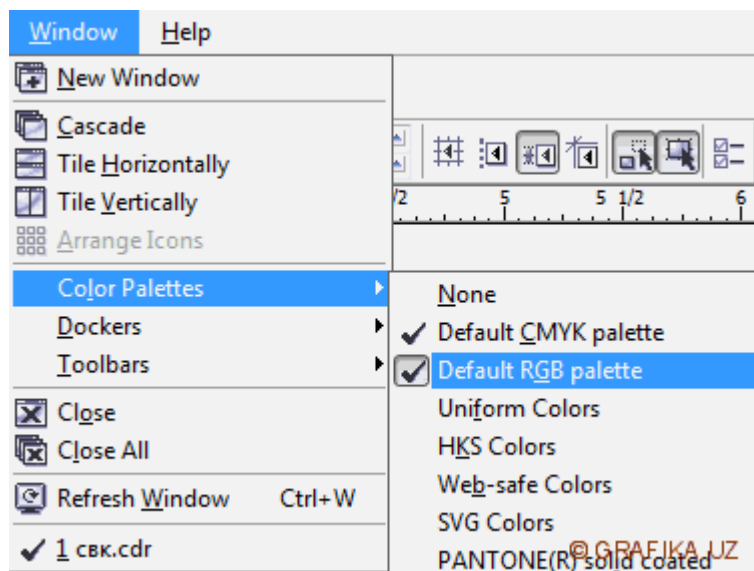




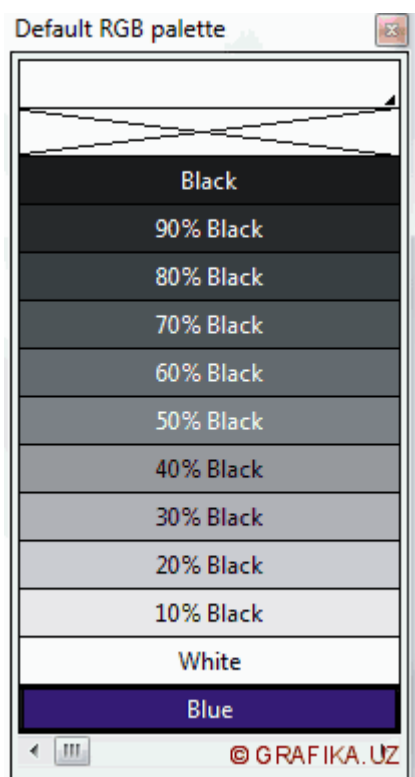
Instrumentlar orasidan **Outline Pen Dialog (F12)**ni tanlaymiz va quyidagicha moslab **OK** tugmasini bosamiz:



Endi **Default RGB Palette** ekranimizda ko‘rinishu uchun, Menyudan **Window > Color Palettes > Default RGB** palette buyrug’ini tanlaymiz.



Yulduzchamiz ustiga sichqonchamiz chap tugmasini bosamiz va Ranglar orasidan **Blue** nomli rang ustiga sichqonchamiz o‘ng tugmasini bir marta bosamiz:



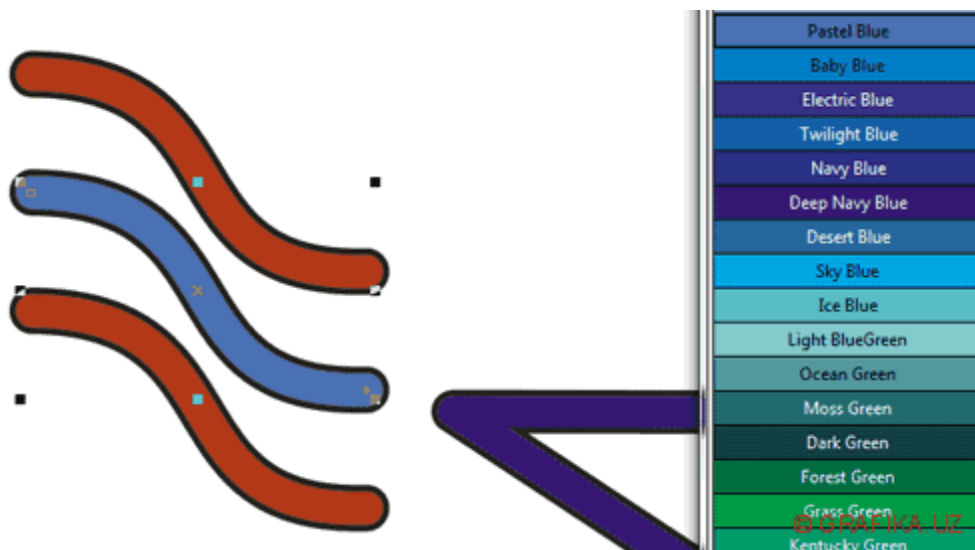
Natija:



Endi quyida ko'rsatilgan shakllar uchun **Rubby Red** rangni yuqoridagi bosqichda ko'rsatilgandek qo'llab chiqamiz:

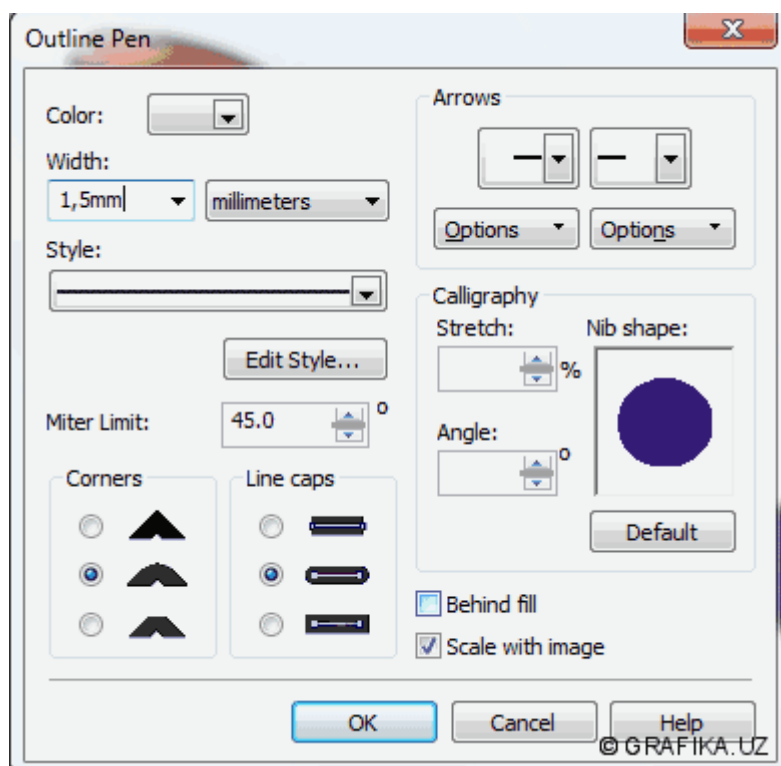


O'rtadagi shakl uchun esa **Pastle Blue** rangni qo'llaymiz:

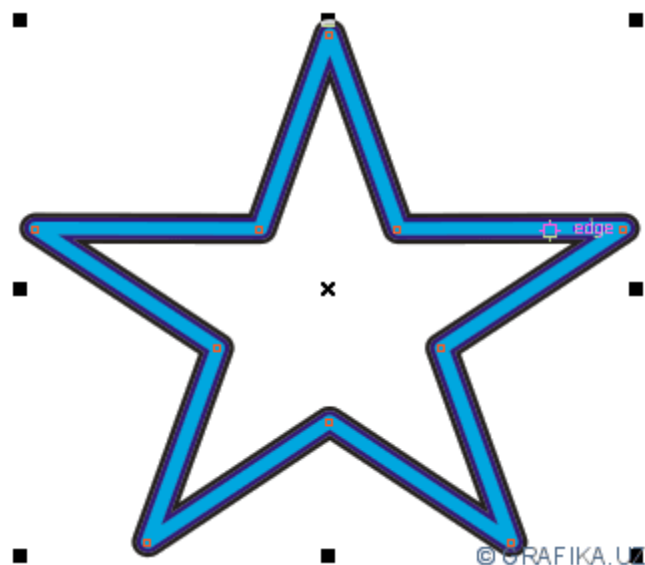


6. Endi yuqoridagi shakllarni belgilab nusxalaymiz. Buning uchun **Shift+Sichqonchamiz chap tugmasini** har bir shakl ustiga bosib chiqish orqali belgilaymiz va menyudan **Edit > Copy (Ctrl+C)** va **Edit > Paste (Ctrl+V)** buyruqlarini bajaramiz.

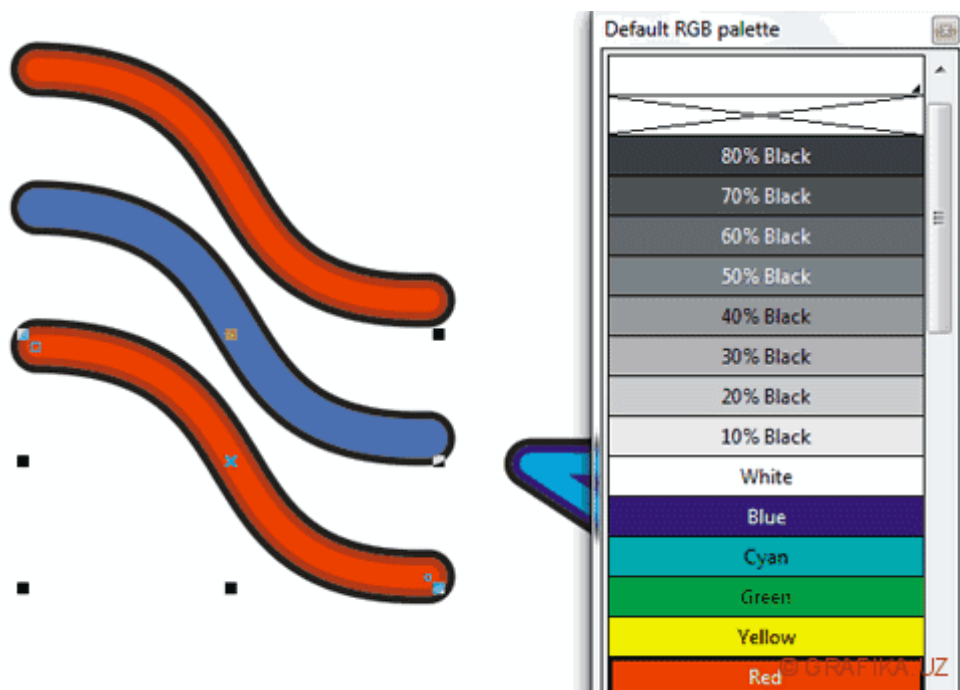
**Outline Pen Dialog (F12)** ni tanlaymiz va quyidagicha moslaymiz:



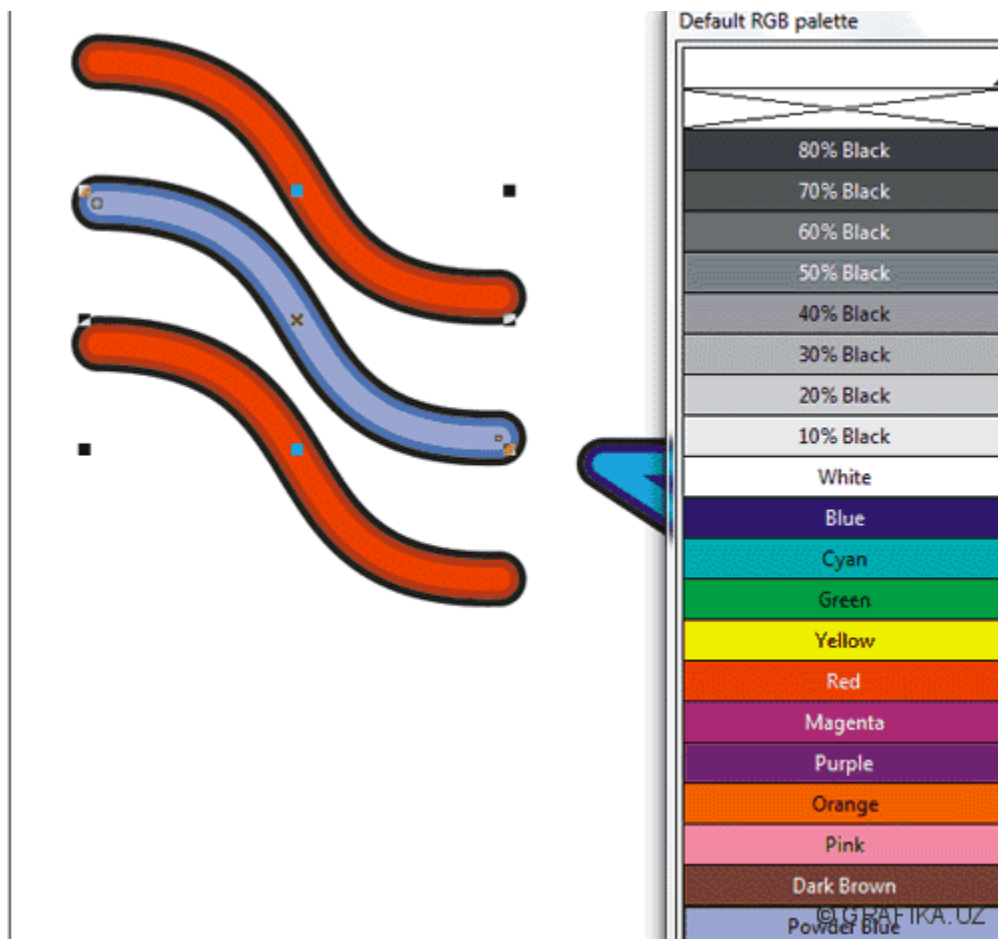
Endi Yulduzchamiz ustiga sichqonchamiz chap tugmasini bir marta bosish orqali tanlaymiz va Ranglar orasidan **Sky Blue** ustiga sichqonchamiz o'ng tugmasini bir marta bosish orqali yulduzcha ustini ushbu rangda bo'yab olamiz



Quyidagi shakllarni esa qizil rangda rasmda, ko'rsatilgan holatda bo'yab olamiz:

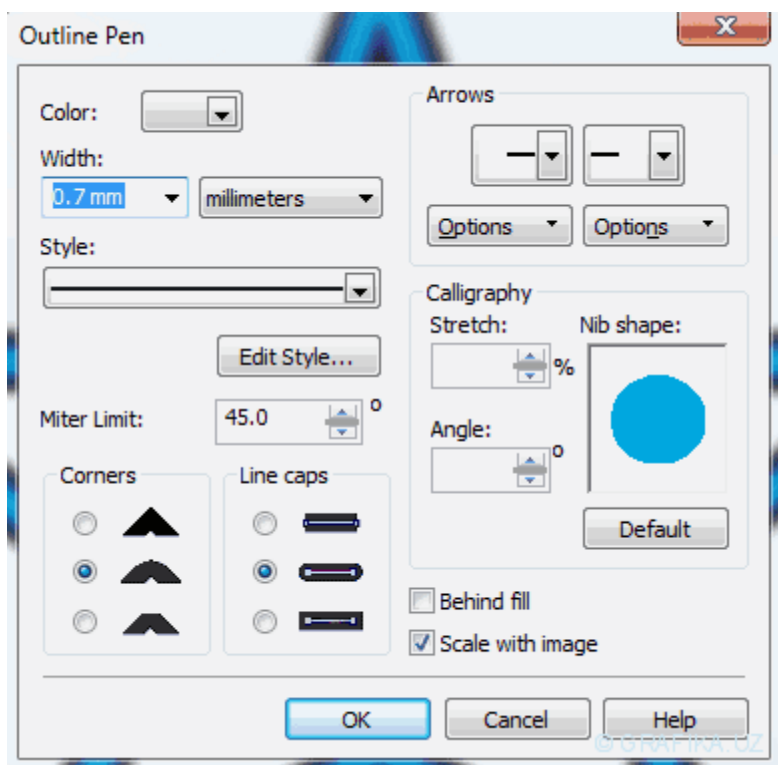


O'rtadagi shaklni esa Powder Blue rangida bo'yab olamiz:



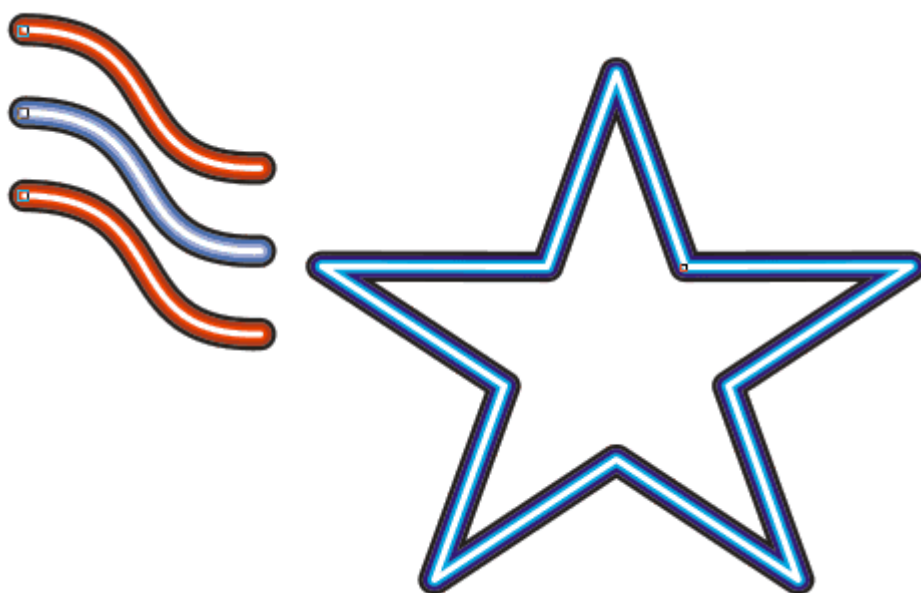
Yana eng yuqoridagi shakllarni nusxalaymiz, buning uchun har bir shakl ustiga **Sichonchamiz chap tugmasi +Shift tugmasini** bosib chiqamiz va Klaviaturamizdan **Ctrl+C** va **Ctrl+V** tugmalarini bosamiz.

Endi yana **F12** tugmasini bosamiz va moslaymiz:

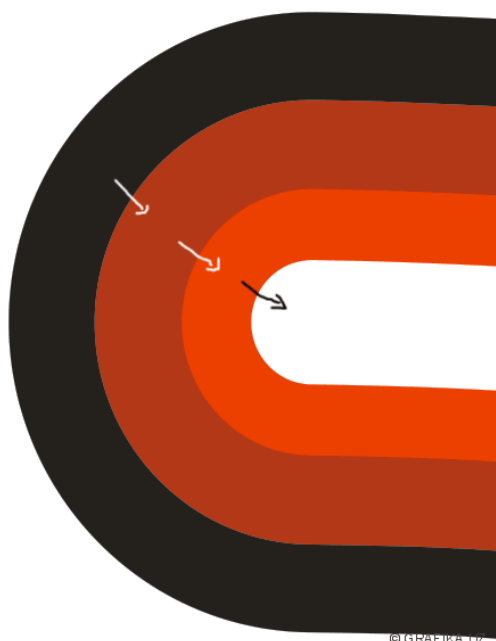


7. Bu safar barcha shakllarni bir xil rangda ya'ni oq rangda bo'yab olamiz. Bo'yash uchun esa, oq rang ustiga sichqonchamiz o'ng tugmasini bir marta bosamiz.

Natija:



Instrumentlar orasidan **Interactive Blend Tool**ni tanlaymiz va quyidagi rasmda ko'rsatilgandek yo'nalishda ketma-ket chiziq chizamiz.



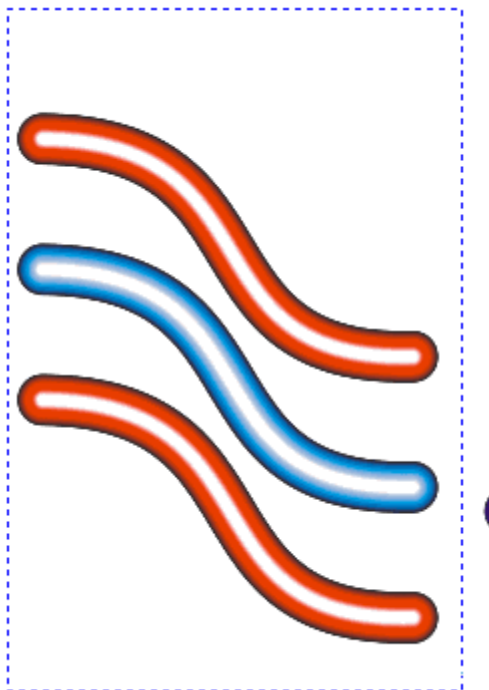
Natija:



Yuqoridagi amalani barcha shakl uchun qo'llab chiqamiz:

**Pick tool** yordamida yuqoridagi 3ta shaklni quyida ko'rsatilganday belgilaymiz:





Sichqonchamiz o'ng tugmasini ushbu shakllar ustiga bir marta bosamiz va yulduzchamiz o'ng tomoniga olib kelib, sichqoncha tugmasini qo'yib yuboramiz shundan keyin **Copy Here** buyrug'ini tanlaymiz:

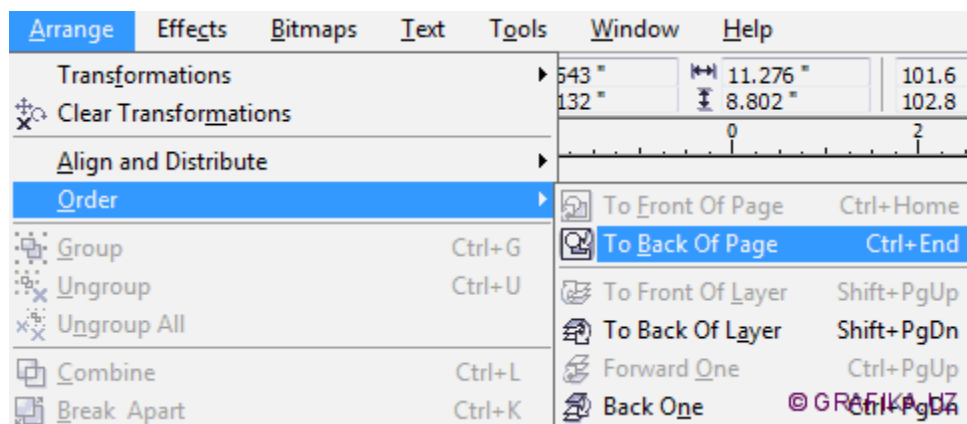
Ushbu shakllarni Yulduzcha chap tomonidagi shakllar bilan mos tushishi uchun boshqaruv panelidan mirror tugmasini bosamiz



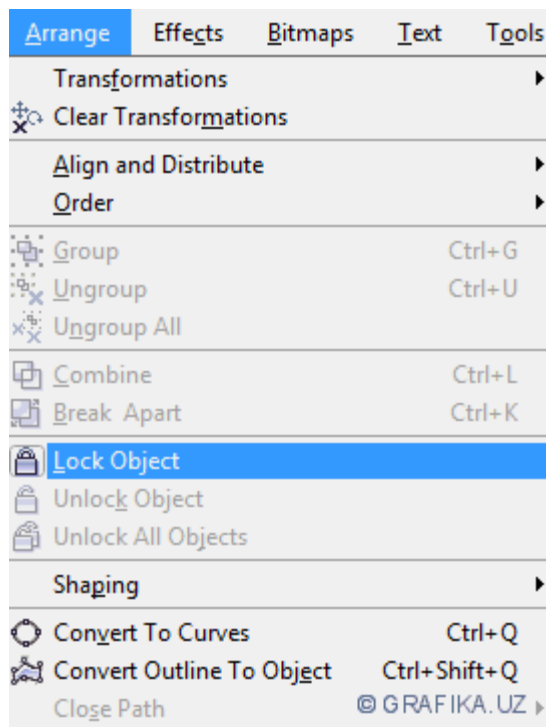
Natija:



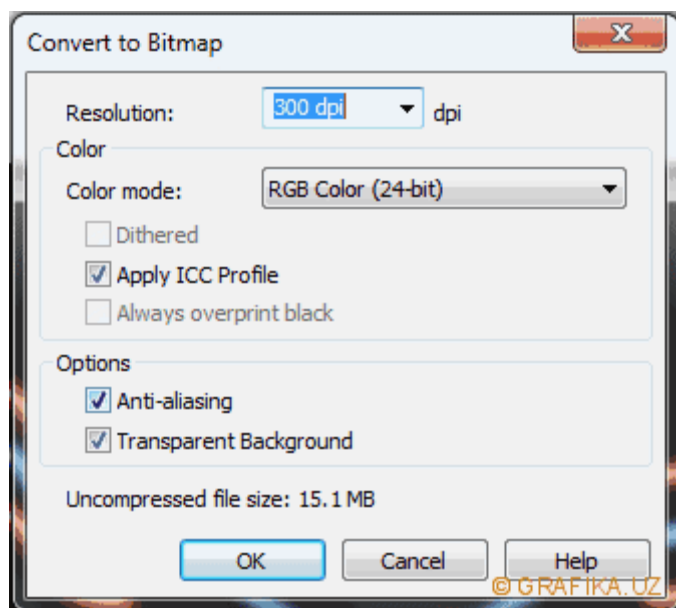
8. Endi effect yaxshi ko‘rinishi uchun orqa fon rangini qorada bo‘yab olamiz. Buning uchun Instrumentlar orasidan **Rectangle Tool (F6)**ni tanlaymiz va orqa fonni belgilab, ranglar orasidan Qora rang ustiga sichqonchamiz chap tugmasini bir marta bosamiz. Shundan keyin ekranimiz qora rangga o‘tib qoladi, ushbu qora rangni orqa fonga o‘tkazish uchun, Menyudan **Arrange > Order > To Back of Page** buyrug‘ini tanlaymiz yoki shundoqqina klavishamizdan **Ctrl+End** tugmlarini bosib qo‘ya qolamiz.



Menyudan **Arrange > Lock Object** buyrug‘ini tanlaymiz:



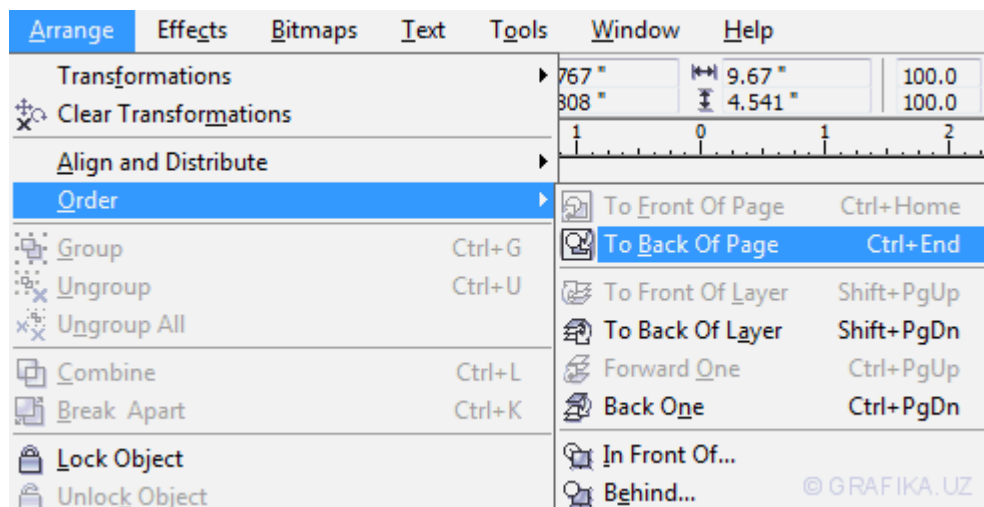
Barcha shakllarni belgilaymiz va Sichqonchamiz o'ng tugmasini bir marta bosib, sal pastroqqa tushib qo'yib yuboramiz va **Copy Here** buyrug'ini tanlaymiz va menyudan **Bitmaps > Convert to Bitmap** buyrug'ini tanlab, moslaymiz:



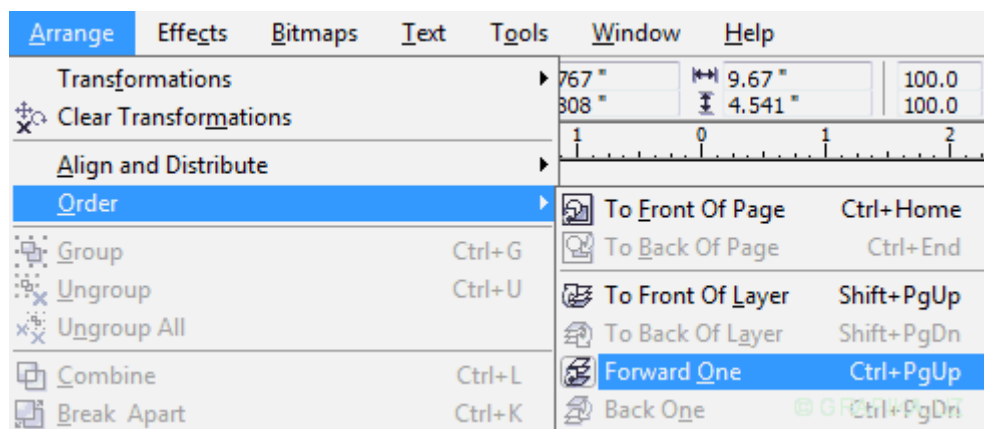
Natija:



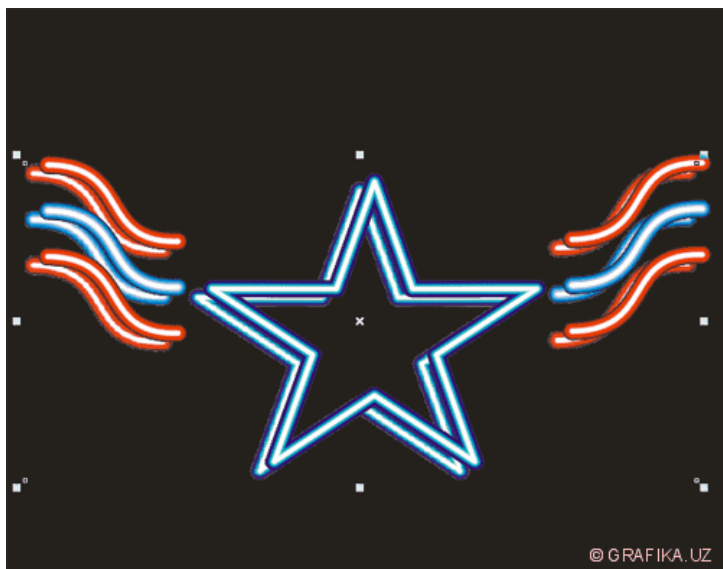
Quyidagi rasmda ko'rsatilganday bajaramiz:



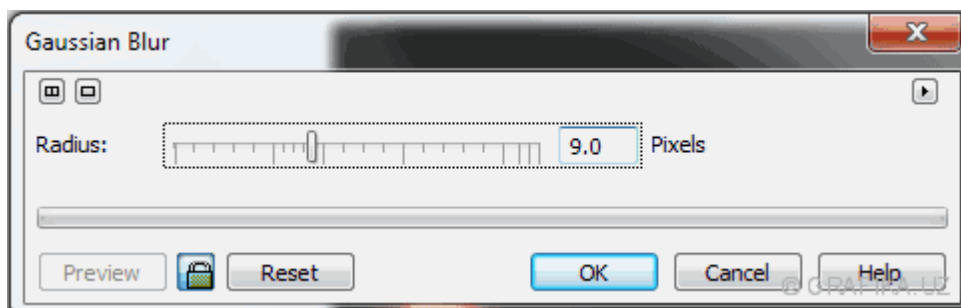
va



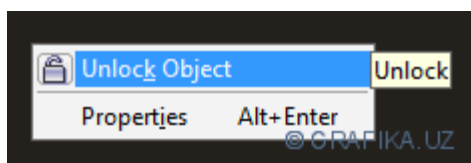
Quyidagi holatga keltiramiz:



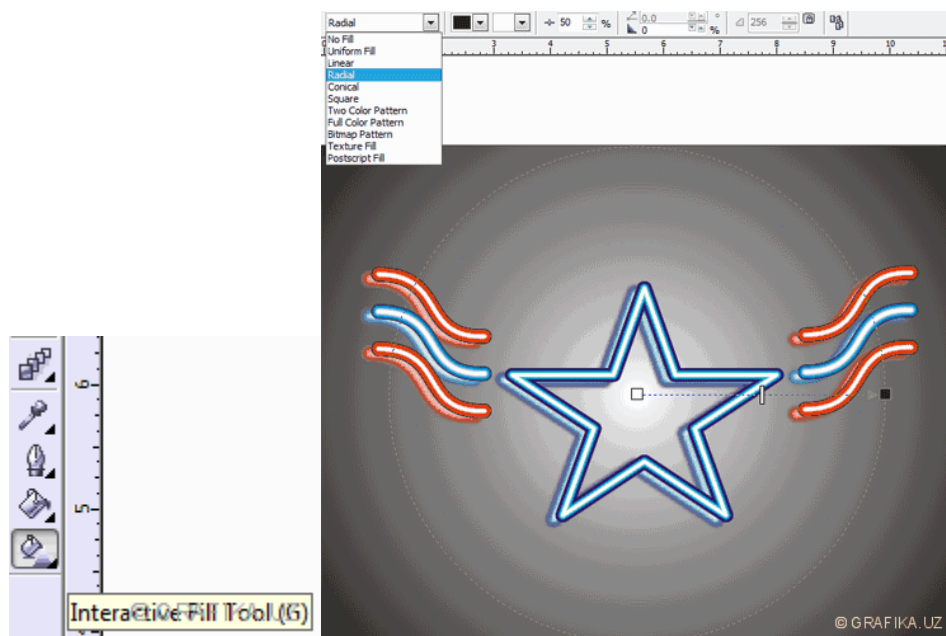
9. Menyudan **Bitmaps > Blur > Gaussian Blur** buyrug'ini tanlaymiz va quyidagicha moslab **OK** tugmasini bosamiz



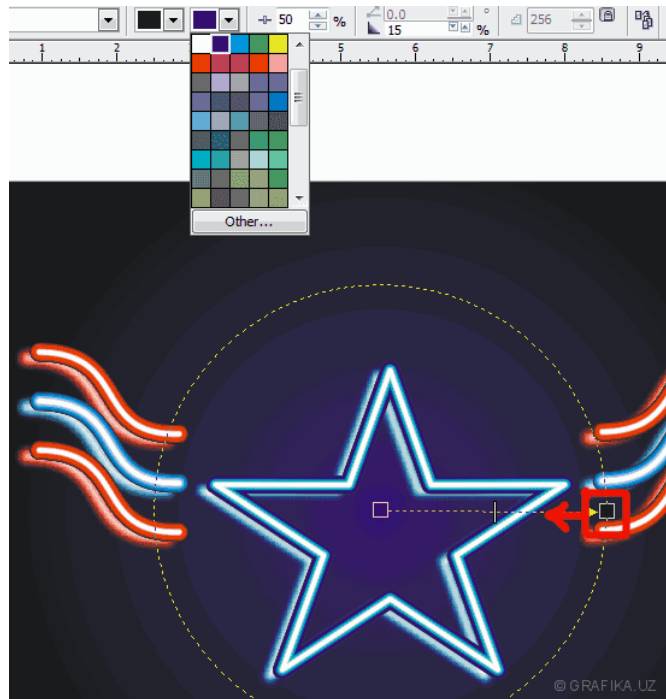
Qora fon ustiga sichqonchamiz o'ng tugmasini bosamiz va **Unlock Object** buyrug'ini tanlaymiz:



10. Instrumentlar orasidan Interactive **Fill Tool**ni tanlaymiz yoki klavishamizdan **G** tugmasini bosamiz va boshqaruv panelidan **Radial** buyrug'ini tanlaymiz



Boshqaruv panelidan quyidagi rasmda ko'rsatilganday rangni tanlaymiz va aylanamizni rasmda ko'rsatilgan joydan ushlab, biroz kichraytiramiz.



**Laboratoriya mashg'ulotlarni o'tkazish qoidalari va xavfsizlik choralari:**

Berilgan nazariy ma'lumot bilan tanishib chiqiladi va topshiriqlar variantlari ketma-ket bajariladi va natijalar olinadi.

Kompyuter xonasida xavfsizlik texnikasi qoidolari va sanitariya – gigiyena talablariga amal qilinadi.

**Nazorat savollari:**

1. Yangi hujjat qanday yaratiladi?
2. Xotiradagi hujjat qanday yuklanadi?
3. Dastur interfeysi qanday?
4. Dastur menyularini sanang?
5. “Файл” menyusi orqali qanday ishlar bajariladi?

**Adabiyotlar ro'yxati:**

1. M.Mamarajabov, S.Tursunov. Kompyuter grafikasi va Web dizayn. Darslik. T.: “Cho'lpon”, 2013 y.
2. U.Yuldashev, M.Mamarajabov, S.Tursunov. Pedagogik Web dizayn. O'quv qo'llanma. T.: “Vorisi”, 2013 y.
3. Compyuter graphics Edited by Nobahiko Mukai, First published March,2012 Printed in Croatia