

2-LABORATORIYA MASHG'ULOTI

Mavzu: CorelDraw dasturida to'g'ri va egri chiziqlar yordamida tasvirlar yaratish

Ishning maqsadi: Talabalarda coreldraw dasturining asosiy tushunchalari haqidagi dastlabki bilimlarni berish.

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:

1. CorelDraw dasturi interfeysi
2. CorelDraw dasturi menyular qatori
3. CorelDraw dasturida turli chiziqlar chizish

Nazariy ma'lumotlar:

If you are entirely new to CorelDRAW or maybe you haven't had much opportunity to use it in the past the first thing to do is to familiarise yourself with the workspace.

At the top of the screen you will find the Menu Bar. The Menus contain a wide variety of commands to modify the characteristics of your workspace and the entities within it.

Beneath the Menu Bar you will find the property bar. This is adaptive dependent on the object you select or the tool you are using and you should note the various options you can control with each tool you use or shape you create.

On the left-hand side of the screen is the toolbox you use to create shapes and text with. At the bottom of the screen is the Status bar. This will tell you important details about the objects you select and is an invaluable guide to resolving problems.

A number of Dockers are available to allow you to manage your drawings and modify the components you create. A Docker is a toolbar that can be opened and closed as you wish and either kept floating or docked at the side of your workspace and collapsed to allow you greater screen space. I always have the following dockers open: Object properties, Transformations, Shaping. I frequently open the Object Manager and Undo Docker for advanced control of my drawing.

Hujjatni yaratish va ochish



CorelDraw dasturi ishga tushirilgandan keyin ekranda dasturning bir nechta ro'yhatlardan iborat dialog oyna nomayon bo'ladi va dasturni ishga tushirishning

bir nechta variantlarini tanlashni so'raydi: Yangi hujjat (Создать), oxirgi ishlangan hujjatni ochish (Последние использованный), Hujjatni ochish (Открыть), tayyor shablonlarni ochish (Создать из шаблона), dastur o'rgatuvchini ishga tushirish (Учебник CorelTUROR), Nima yangilik? (Новые функции)

Yangi hujjatni yaratish uchun menuning Fayl (Файл) va Yangi hujjat buyrug'i (Создать) yoki instrumentlar panelidagi maxsus tugma bosiladi. Hujjatni ochish uchun, menuning Fayl (Файл) va Ochish (Открыть) buyruqlari yoki instrumentlar panelidagi maxsus tugmalar yordamida amalga oshiriladi.

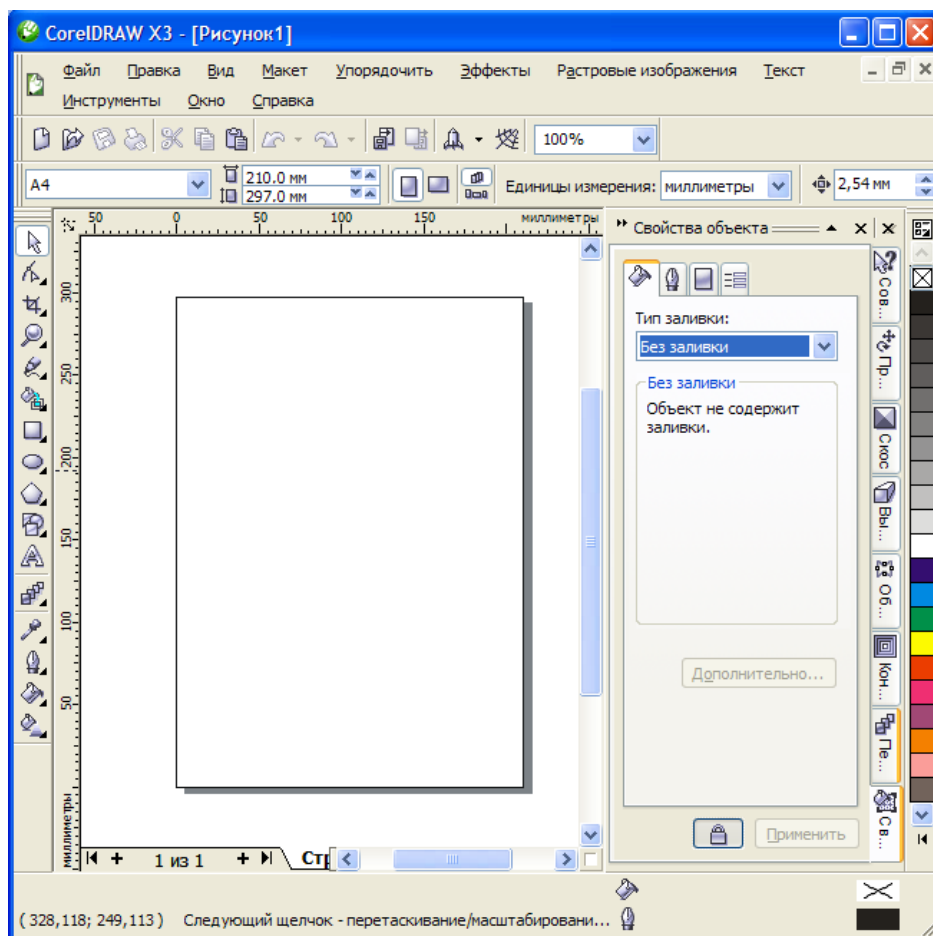
CorelDRAW¹ dasturida bir vaqtning uzida bir nechta hujjatlar bilan ishlash imkoniyatlari bor, shu bilan birga kerak bo'lmagan hujjatlarni yopib qo'ysa ham bo'ladi. Bu esa menuning Fayl Yopish(Закрыть) buyrug'i erdamida amalga oshiriladi.

Dastur interfeysi

Dastur ishga tushirilgandan keyin ekranda dastur oynasi nomayen bo'ladi, bu oyna foydalanuvchi interfeysi (user interface) yoki ishchi joyi (workspace) deb ataladi. Interfeys foydalanuvchi va komputer orasidagi mulahotni o'rnatadi, ishlash uchun kerak bo'lgan barcha sharoyotni yaratadi.

Shuni nazarda tutish kerakki, interfeys foydalanuvshi tomonidan uzgartilgan bo'lib uz ko'rinishidan o'zgacha bo'lishi ham mumkin.

¹ Compyuter graphics Edited by Nobahiko Mukai, First published March,2012 Printed in Croatia



Foydalanuvchi interfeysi quyidagilardan tashkil topadi: sarlavha, bosh menu, hujjarlarni ko‘rish ushush ishchi oynalar, tasvirlarni redaktorlash ushush bir nechta panellar yigindisidan.

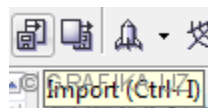
Oynaning markazidagi katta bo‘sh joy *ish joyi* deb nomlanib har bir hujjat uchun yangi ochiladi.

Topshiriqlar:

CorelDRAW dasturida yo‘lda yozuv tasvirlash

Bugungi mashqda, CorelDRAW dasturida asfaltga matn yozishni o‘rganamiz.

1. Avvalo kerakli rasmni CorelDraw dasturda ochamiz. Buning uchun Menyudan **Import** tugmasini bosamiz yoki **Ctrl+I** tugmalarini birgalikda bosib, kerakli rasmni Import qilamiz.



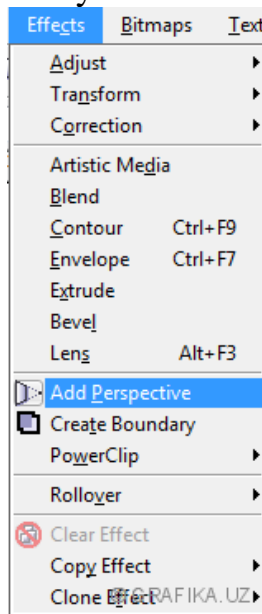
2. Asboblardan orasidan **Text Tool** ni tanlaymiz yoki klaviaturamizdan **F8** tugmasini bosamiz.



3. Oq rangda kerakli soʻzni yozamiz va mattni oʻynamizning oʻrtasiga olib oʻtamiz.



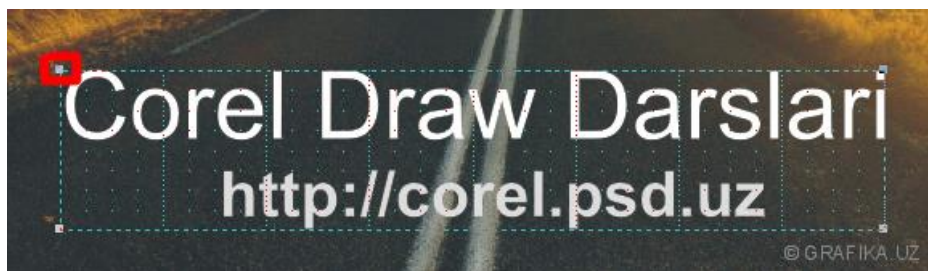
1. Menyudan **Effects > Add Perspective** buyrugʻini tanlaymiz:



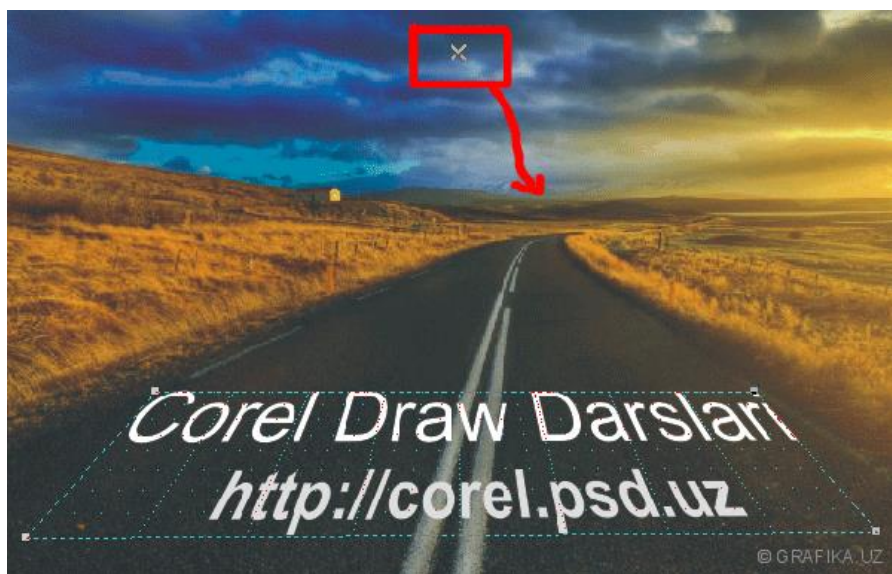
2.

5. Endi yozuvni yoʻlning perspektiva holatiga mos holatga keltiramiz, buning uchun quyidagi amallarni ketma-ketlikda bajaramiz:

Matn chetida qizil toʻrtburchak ichidagi toʻrtburchaklarni **Shift + Sichqonchamiz chap tugmasi** yordamida yoʻlning perspektiva holatiga moslab chiqamiz.



Shundan keyin bizda quyidagicha natija kelib chiqadi.

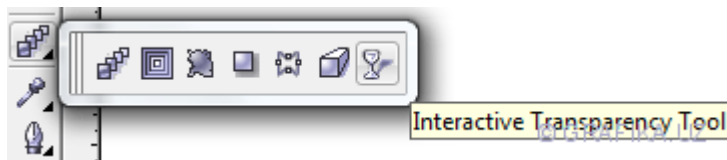


6. Yuqoridagi rasmdagi belgilangan to'rtburchak ichidagi X shaklni ko'rsatilgan joyga olib tushamiz, ana shunda yozuv holati yo'lning perspektiva holatiga mos tushadi.

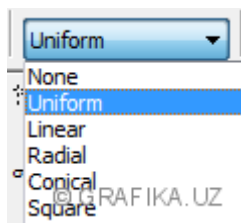


7. Endi yozuvni real ko'rinishga keltiramiz.

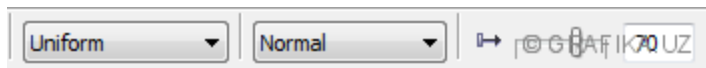
Asboblardan orasidan **Interactive Transparency tool**ni tanlaymiz:



Matn ustiga bir marta sichqonchamiz chap tugmasini bosamiz va Boshqaruv Panelidan **Uniform**ni tanlaymiz



Boshqaruv panelidan **Starting Transparency**ni **70** gacha o'zgartiramiz



Shundan keyin bizda final natija chiqadi



Laboratoriya mashg'ulotlarni o'tkazish qoidalarini va xavfsizlik choralari:
Berilgan nazariy ma'lumot bilan tanishib chiqiladi va topshiriqlar variantlari ketma-ket bajariladi va natijalar olinadi.

Kompyuter xonasida xavfsizlik texnikasi qoidalar 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