

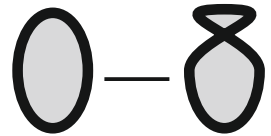



## 4 THEMA


1.

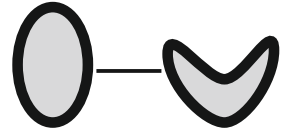
- a) Draw an Ellipse and color it. **Convert to curves.** 

Use **Shape Tool** . Change figure - make as 8.




- b) Draw an Ellipse and color it. **Convert to curves.** 

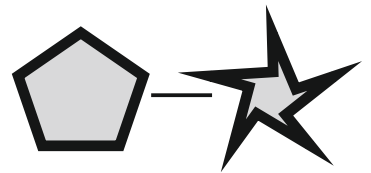
Use **Shape Tool** . Change figure - make as heart.



2.

- a) Draw a polygon and color it. Use **Shape Tool** 


Move the midpoint of any polygon edge until you get a star.

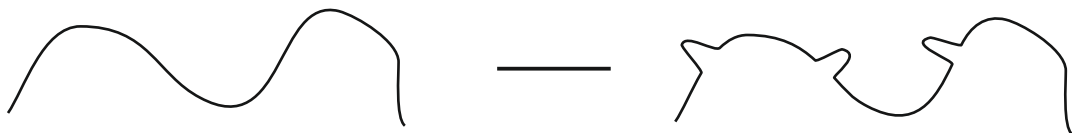


- b) Draw a polygon and color it. **Convert to Curves** . Use **Shape Tool** 


Move the midpoint of any polygon edge until you get a ribbon.




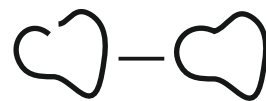
3. Draw a wavy line. Use **Shape Tool**, add 3 knots and transform the line, like in a picture: 




4. Draw an open curve.

Select the start and end nodes of the curves (**Home + Shift + End**) - use **Shape Tool**. 

Connect them by choosing the **Join Two Nodes** command. 




Draw an open curve.

Select the start and end nodes of the curves (**Home + Shift + End**) - use **Shape Tool**. 


Connect them by choosing the **AutoClose Curves** command. 



Draw an open curve.

Select one node of the curve - use **Shape Tool**. 

Connect them by choosing the **AutoClose Curves** command.

Cut the curve on this node using the command **Break Curve**. 

Push the knots from each other.



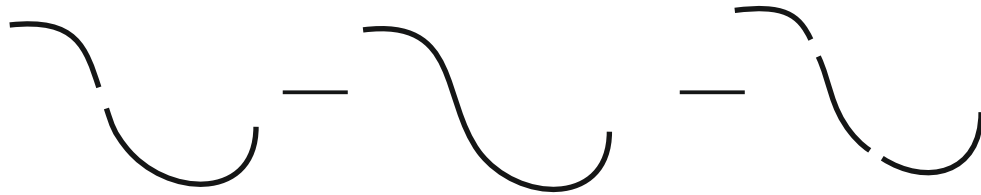
5.

- a) Draw two curves. Connect them. You can do this with **Pick Tool**. Mark both curves and use the command **ARANGE-COMBINE**. Select **Shape Tool** and mark the nodes you want to merge. Use the command **Join Two Nodes**.



- b) Split the curve into three parts. Use **Shape Tool**, select the node you want to cut and use the command **Break Curve**. Repeat the same with another node.

Push the parts away from each other. Use **Pick Tool**.

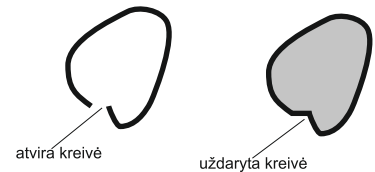


6.

- a) Draw an open curve.

Try to color it. Use **Pick Tool** or **Shape Tool** and select the command **Auto-Close Curve**.

Then the start and end points are merged and the figure can be painted.



- b) Draw line curve. Place an arrow at the end of it. Use the **Shape Tool** to change arrows direction. Use tool **Reverse Curve Direction** to do this. The pointer will appear on the opposite side.



7.

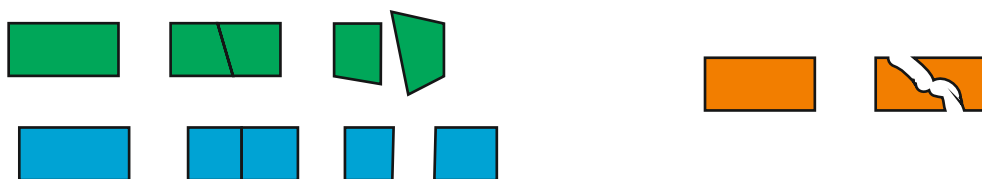
- a) Draw a rectangle. Use the **Knife Tool** to cut it. Select the button **Leave As One Object**. Mark the cut pieces of it and push them out from each other. You still have one object.



- b) Draw a rectangle. Use the **Knife Tool** to cut it. Select the button **Auto-Close On Cut**. Mark the cut pieces of it and push them out from each other. You have two objects.



- c) Draw a rectangle. Use **Eraser Tool**. "Erase" the rectangle in two parts. Although it seems that there are two parts left, the object remains one.



## INDIVIDUAL EXERCISE

1.

Create a human head from an Elliptical object. Use **Shape Tool**.



Draw Ellipse with **Ellipse Tool**. Convert the **Ellipse to Curves**.

Use **Shape Tool**. Click on the knot, located on the right side of the ellipse.



When the upper control point appears, with **Shape Tool** you can deform the Ellipse.

Do the same with the left elliptical knot. Look at the example.

The ellipse will become pear shaped.

Form your ears and chin:

a) Add a new nodes to the right places; b) activate the button Symmetrical;



c) move nodes; d) use control knots

At the top of the head, form your hair:

a) add about 14 to 16 new nodes; b) switch on **Cusp tool** and push out every second knot on top, so - shape your hair tares.

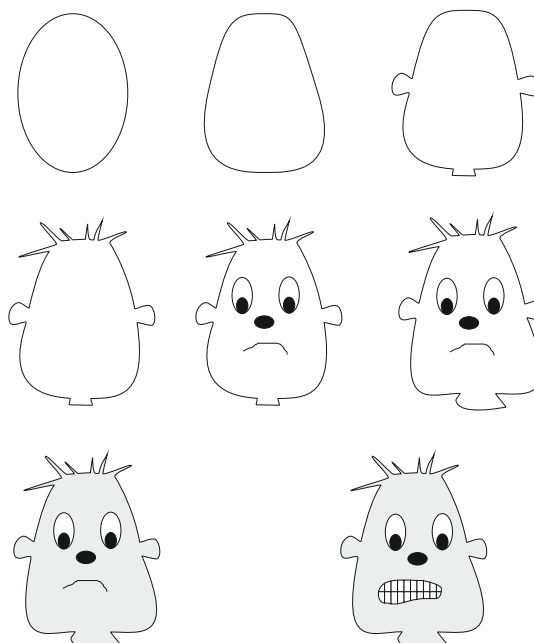


Draw your nose, eyes, mouth. Color your eyes and nose.

Switch on the **ELASTIC MODE** button, skew the human face.



Group the drawing.



2.

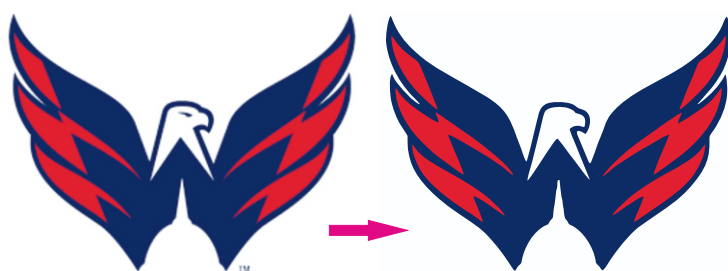
Restore the logo. Choose the logo you want - look for images online.

Save the image in .jpg or .png format. Use FILE-IMPORT command to place the logo image in the CorelDRAW document.

Apply BITMAPS-CONVERT TO BITMAP to the logo you import.

Then - use the BITMAP-TRACE command.

The raster image will become a vector. (You can adjust the vector logo by using the SHAPE TOOL tool)



Look at the result - RASTER on the left, VECTOR on the right (after TRACE-OUTLINE TRACE-LOGO).

3.

Picture 4\_3 exercise.

Recover drawing

Draw an ellipse and convert it into curves (OBJECT-CONVERT to CURVES). Use the SHAPE TOOL to create the ellipse nodes to get the outline of the drawing. Where appropriate, you can use Transformation features: Mirror, Copy, etc.

Group the drawing.

The aim of the work is: independently adapt the work skills acquired during the practical work of thema 4.

Topic 4 were handled with free-form object writing, editing, curving.



Picture 4\_3 exercise