

TOPIC: GRAPHIC PACKAGES 1:

CONTENT:

- (a) Meaning of graphic package
- (b) Examples of graphic package: paint, Corel Draw, Instant Artist, Harvard graphics, Photo shops, log graphic etc
- (c) Features of graphic packages: Tool bar, Menu bar, Printable area, Colour Palette. etc.
- (d) Practical Design

Meaning of graphic package

A package is software written to perform a particular task. A graphics use lines, shapes, colours and patterns to show information. Apart from being able to draw lines and other geometric shapes, it is also possible to do full art works and painting in full colours of any kind of objects. Graphic images can be created using computers.

Examples of Graphic Packages

All these can be produced with art illustration graphic software. They are:

- i. Paint
- ii. Corel Draw
- iii. Instant Artist
- iv. Harvard graphics
- v. Photo shops
- vi. Logo graphics

Corel Draw

This can be defined as a high-quality graphic designed and developed for automating artistic functions. Corel draw was developed by Corel Corporation founded in June 1985. This corporation has a network of over 100 distributors in more than 40 countries.

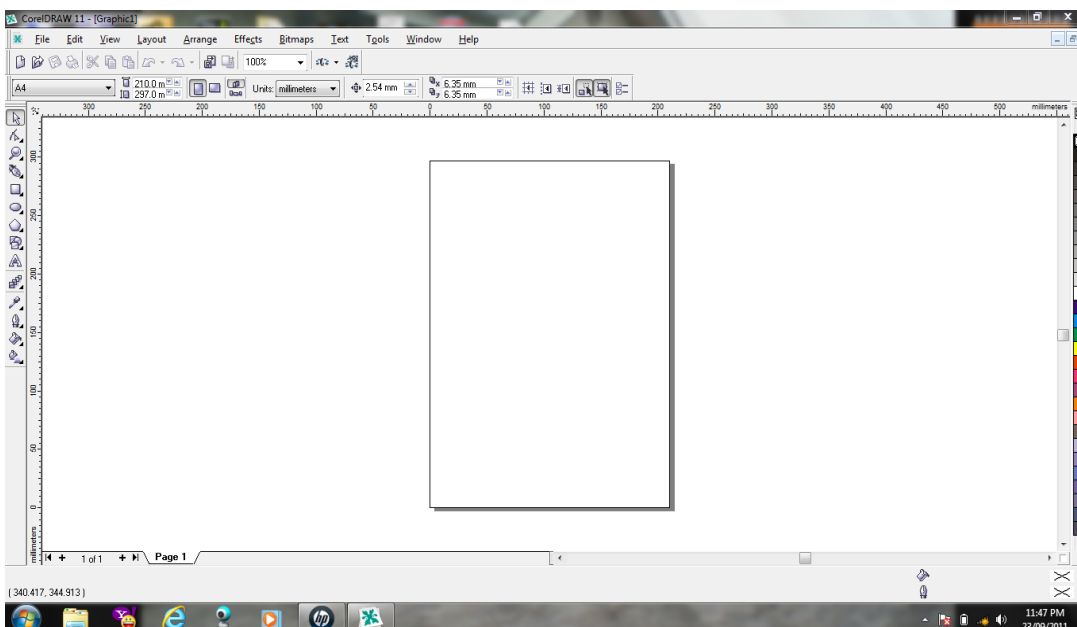
Corel Draw Version

There are many versions of Corel Draw ranges from Corel 5, 6, 7, 8, 9, 10, 11, 12, 14, 15 and 16. The uses of all the versions are similar only with little modifications and improvement to the advantage of the user. However, the teaching will be based on Corel Draw 11 versions.

Loading Corel Draw 11

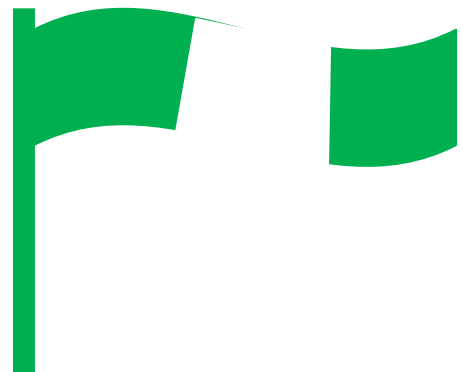
- Click start in the task bar
 - Click all programs
 - Click Corel graphic suite 11
 - Click CorelDRAW 11
- OR Double click Corel Draw ICON

Sub-topic 2: The Features of Corel Draw



1. **Title Bar:** It displays application name and file name at the top of the package.
 2. **Menu Bar:** It displays the various command use to work on the program.
 3. **Page Layout:** This is a workspace for user's work. It is otherwise known as printable page.
 4. **Standard Tool Bar:** This bar contains icon and commands for performing operations on documents.
 5. **Status Bar:** It displays detailed information about programs selected.
 6. **Ruler:** This is used for measuring objects in order to obtain accurate size. There are two types: horizontal and vertical.
 7. **Properties Bar:** It displays detailed information about graphic/text selected.
 8. **Scroll Bar:** They are used for scrolling page layout/work in the desired direction (Horizontal and Vertical)
 9. **Colour Palette:** It displays various colours used for colouring any selected object/text.
 10. **Tool Box:** This contains the tools used to create, fill, and modify your drawing.
- (Show the workspace of Corel DRAW with features; also explain the tools/command in the tool box)

Sub-topic 3: Practical: Using the toolbox to design 'Nigerian Flag'.



Sub-Topic 4: Practical: Using the toolbox to design 'MTN Logo'.



WEEK 7 & 8

Topic: Graphic Packages II: The Paint

CONTENT: (i) The Paint Environment - identification of features of the paint environment.
(ii) Paint tools and their functions.

The Paint Environment

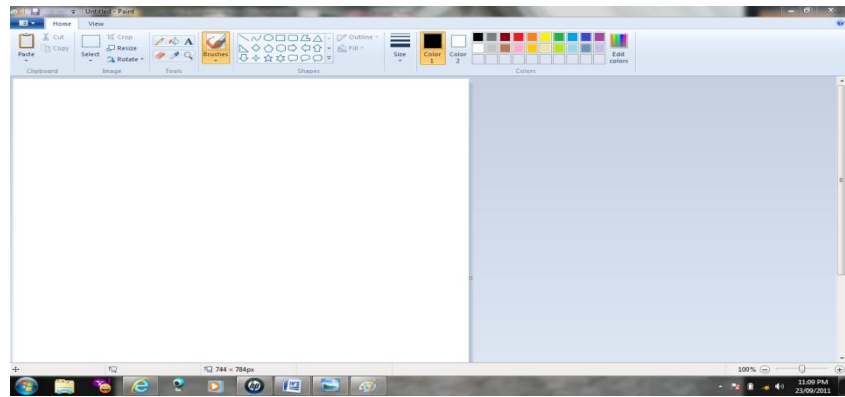
Paint is a program you can use to create drawings on a blank canvas or top of other pictures. The program features a tool bar on the left side of the window.

Loading Paint

- Click on the start icon in the button in the bottom left corner of the screen.
- Click the programs option.
- Click on Accessories to see sub menus.
- Click on the paint environment.

Features of Paint Environment

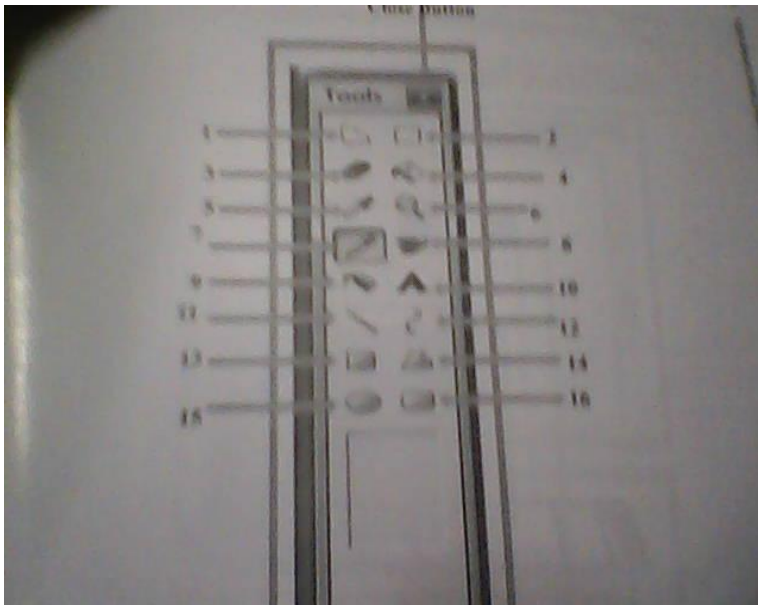
1. Title bar
2. Tool box
3. Workspace
4. Restore Button
5. Minimize Button
6. Close Button



Sub-Topic 2: Using the tools

Find the tool bar on the screen. The icons on this bar stand for the different things you can do.

The small pictures on the toolbar are called icons. Icon is a graphical representation of a symbol.



- No.1 is called freeform tool, is used to select any irregular part of an object or picture.
- No.2 is used for selection of a square or rectangular part of the object.
- No.3 is called eraser. It allows you to rub out the lines and shapes you have drawn.
- No.4 Is used to fill the entire picture or an enclosed shape with colour.
- No.5 is used to set the current foreground colour or background colour.
- No.6 is called magnifier and is used to zoom in on a section of your object.
- No.7 is called pencil and is used to draw thin freehand lines.
- No.8 is called brush and the function is to paint thick or shaped free form line and curve.
- No.9 is called Air brush and the function is to create an airbrush effect in the object or picture.
- No. 10 Is known as text tool and is used to entre text in the object or picture.
- No.11 is used to draw a straight line.
- No. 12 is used to draw a smooth, curved line.
- No.13 is used to draw rectangular shapes.
- No.14 is called polygon and the function is to make a shape with any number of sides.
- No.15 is used to make eclipse and circles.
- No.16 is used to draw rectangular shapes with rounded edges.

Sub-Topic 3: Practical steps on how to draw a house

Steps:

- i. Go to paint environment and select any object you want to draw e.g. a house.
- ii. You first make use of the rectangle; you place it and then draw another rectangle below the drawn rectangle already.
- iii. After that, you will still make use of a square or a rectangular to create a window.
- iv. Moreover, you use a rounded rectangle or a curve for the door and then either a dot or a circle for the door knob and you are through with the construction of the house.
- v. Nevertheless, if you insist on painting brush and the colour of your desired choice. And if there is any error, you click on eraser and select on the size of eraser you think would be okay for your amendment.

Sub-Topic 4: Practical steps on how to draw a television

Steps:

- i. Go to paint and then click on a rounded rectangle and you place it on the page.
- ii. You click on the same rounded rectangle but this time around, you thicken it to bring out its beauty, you place it inside the one you have already placed
- iii. Moreover, as for the creation of the antenna, you click on line, you draw on top of the rounded rectangle, and as for the picture viewed in the television, you click on clip art and select your image then you are through.

WEEK 9

TOPIC: Graphic Packages II: (Cont.)

CONTENT: (iii) Using Paint to draw and colour simple objects. (Practical work)

Sub-Topic 1: (Practical work)

Sub-Topic 2: (Practical work)