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CorelDraw

This course begins from starting the CorelDraw Program and covers its powerful features used to create professional graphics. How to add basic drawing elements and text to the page, how to modify those elements and then edit and color are covered in the exercises. You are then taken through some of the special effects that can be applied to graphics and text. The creative aspect of making flyers, logos, letterheads, visiting cards and other professional artwork is also covered.

PHASE - I

Free Trial Session Is Limited To Phase I Only

1) How to Start the CorelDraw program
http://www.aonlinetraining.com/online_corel/coreldraw_start_viewlet.html

2) Introduction to the CorelDraw program,
http://www.aonlinetraining.com/online_corel/coreldraw_intro_viewlet.html

Menu bar
http://www.aonlinetraining.com/online_corel/intro_to_menu_viewlet.html

 Drawing Toolbox
http://www.aonlinetraining.com/online_corel/intro_to_toolbox_viewlet.html

3) **Overview of Drawing tools**

a) Freehand Tool
http://www.aonlinetraining.com/online_corel/line_tool_viewlet.html

b) Rectangle Tool
http://www.aonlinetraining.com/online_corel/rectangle_tool_viewlet.html

c) Ellipse Tool
http://www.aonlinetraining.com/online_corel/ellipse_tool_viewlet.html

d) Polygon, Spiral & Graph Paper Tools
   Spiral- You can draw two types of spirals: symmetrical and logarithmic
http://www.aonlinetraining.com/online_corel/polygon_spiral_graph_viewlet.html

4) Editing the object

a) Deleting, Moving, Scaling, Rotating & Skewing
http://www.aonlinetraining.com/online_corel/editing_delete_move_viewlet.html
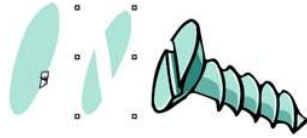
b) Shape Tool
   - Used to give shape (curve) to a line.
http://www.aonlinetraining.com/online_corel/shape_tool_viewlet_swf.html

c) Knife Tool
- Used to cut an object from node to node
http://www.aonlinetraining.com/online_corel/knife_tool_viewlet_swf.html

The Knife tool creates two separate objects by cutting the ellipse in half (left). The two objects are separated and used to form the top of the screw (right).
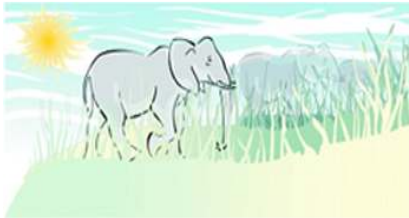
 d) Erase Tool
http://www.aonlinetraining.com/online_corel/erase_tool_viewlet_swf.html

e) Smudge Tool
- Smudging lets you distort an object by dragging the outline of an object or a group of objects
http://www.aonlinetraining.com/online_corel/smudge_tool_viewlet_swf.html

Objects placed in the foreground and background have been shaped by outside smudging (sun's rays and blades of grass) and inside smudging (clouds).

f) Roughen Tool
- The roughening effect lets you apply a jagged or spiked edge to objects (A generic term for any item you create or place in a drawing. Objects include line, shapes, graphic and text, including lines, curves, and text
http://www.aonlinetraining.com/online_corel/roughen_brush_viewlet_swf.html

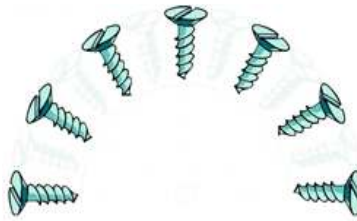**Roughening allows you to apply jags or spikes to part of an outline or path.**

5) How to combine two lines
http://www.aonlinetraining.com/online_corel/joining_two_lines_viewlet.html

6) Learn to use Transformation (Mirror) of object and combine it
   - Lets you rotate and create mirror images of objects. Mirroring an object flips it from left to right or top to bottom.
http://www.aonlinetraining.com/online_corel/combining_using_transformation_viewlet.html

Rotating objects around a single point

Mirroring an object from top to bottom

7) Learn to use Transformation (Rotation), to make a flower
http://www.aonlinetraining.com/online_corel/drawing_flower_viewlet.html

8) **Live Demos**

a) **Live Demo**- How to make a Heart
http://www.aonlinetraining.com/online_corel/heart_viewlet.html

b) **Live Demo**- How to make a Plane
http://www.aonlinetraining.com/online_corel/plane_viewlet.html

c) **Live Demo**- How to make a Hand
http://www.aonlinetraining.com/online_corel/hand_viewlet_swf.html

d) **Live Demo**- How to make a Heartleaf
http://www.aonlinetraining.com/online_corel/heartleaf_viewlet_swf.html

Exercise 1(After learning the above topics you will learn to do Exercise 1)

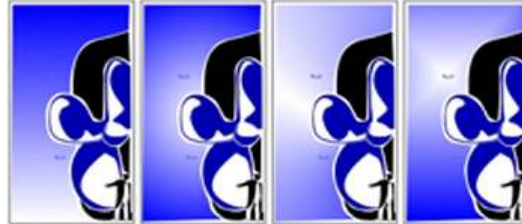| Exercise – Ia	Exercise – Ib	Exercise – Ic
Exercise – Id	Exercise – Ie	Exercise – If

PHASE - II

1) Differentiate Mode of Color

2) Color Fill Tool:-

a) Fill Color

b) Fountain Fill
   - A fountain fill is a smooth progression of two or more colors that adds depth to an object(Gives shades of colors)
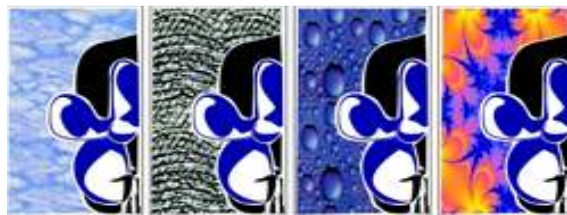

There are four types of fountain fills: (left to right) linear, radial, conical, and square.

c) Pattern Fill
   - You can fill objects with two-color, full-color, or bitmap pattern fills.

A two-color pattern fill is composed of only the two colors that you choose.

A bitmap pattern fill is a bitmap image whose complexity is determined by its size, image resolution, and bit depth.

d) Texture Fill
   - A texture fill is a randomly generated fill that you can use to give your objects a natural appearance.

e) PostScript Fill

f) No Fill

g) Color Docker Window

3) **Outline Tool:-**

a) Outline Pen

b) Outline Color

c) No Outline

d) Outline Thickness

Exercise 2 (After learning the above topics you will learn to do Exercise 2)
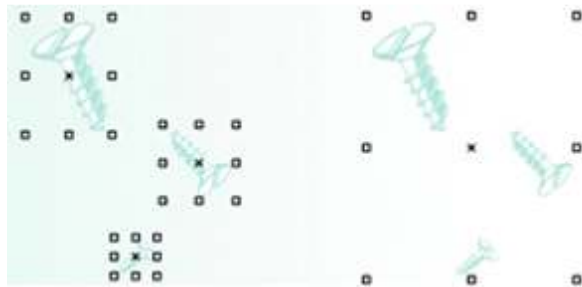

4) Arrange Menu

a) Order
   - You can change the stacking order of objects on a layer by sending objects to the front or back, or behind or in front of other objects.

b) Group
   - When you group two or more objects, they are treated as a single unit.

Single objects retain their attributes when they are grouped

c) Convert to curve
   - Lets you shape objects by manipulating their nodes (The square point at each end of a line or curve segment) and   segments (The line or curve between nodes in a curve objects)

The components of a curve

d) Convert Outline to object

5) Edit Menu

a) Delete

b) Symbol

c) Duplicate
   1) Duplicate an object

d) Clone

e) Copy Properties From

6) View Menu

a) Simple Wireframe
    - Simple wireframe — displays an outline of the drawing by hiding fills, extrusions, contours, drop shadows, and intermediate blend shapes; also displays the bitmaps in monochrome. It lets you quickly preview basic elements in a drawing.

b) Wireframe
    Wireframe — displays simple wireframe in addition to intermediate blend shapes.

c) Normal
    Normal — displays a drawing without PostScript fills or high-resolution bitmaps. Refreshes and opens slightly faster than enhanced view.

d) Enhanced
    Enhanced — displays a drawing with PostScript fills, high-resolution bitmaps, and anti-aliased vector graphics.

Exercise 3 (After learning the above topics you will learn to do Exercise 3)

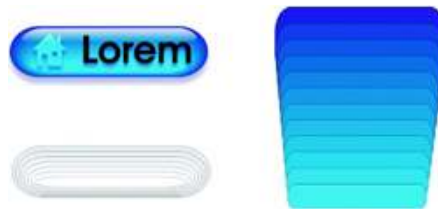| Exercise – 3b | Exercise – 3c | Exercise – 3d |

PHASE III

1) Interactive Tool:-
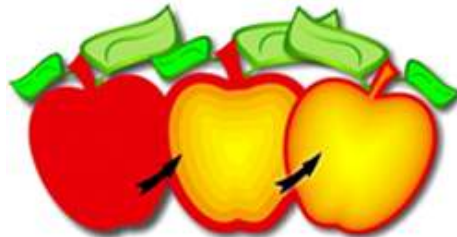
a) Interactive Blending Tool
   - *Lets you create blends, such as straight-line blends, blends along a path((The basic components from which objects are constructed) and compound blends.*

Straight-line blends can be used to create graphics with a glass-like appearance. The rollover button (left) contains a blend of tightly overlapped blended objects.

b) Interactive Contour Tool
   - *You can contour (An effect created by adding evenly spaced concentric shapes inside or outside the borders of an object) an object to create a series of concentric lines that progress to the inside or outside of the object.*

A center contour has been applied to the above object. The number of contour lines, as well as the distance between lines, can be changed.

An outside contour has been applied to the above object. Note that an outside contour projects from the outside edge of the object.

c) Interactive Distortion Tool

d) Interactive Envelope Tool
   - *It gives curve effects*

e) Interactive Extrude Tool
   - *It gives 3D effect.*

Exercise 4 (After learning the above topics you will learn to do Exercise 4)

Exercise – 4a	Exercise – 4b
COMPUFIELD COMPUFIELD	(circular designs)
Exercise – 4c	**Exercise – 4d**
COMPUFIELD Compufield	cOMPUFIELD

3) **Interactive Tool**

a) Interactive Drop Shadow
- *Drop shadows simulate light falling on an object from one of five particular perspectives: flat, right, left, bottom, and top.*

A drop shadow applied to an object

b) Interactive Mesh Fill
- *A type of fill that lets you add patches of color to the inside of a selected object*

c) Interactive Transperancy

Exercise 5 (After learning the above topics you will learn to do Exercise 5)

Exercise – 5a	Exercise – 5b
COMPUFIELD COMPUFIELD	(sphere designs)
Exercise – 5c	
COMPUFIEL	

3) Eyedropper Tool & Paintbucket Tool

4) Artistic Media Tool

5) View Menu

6) Designing an Advertisement layout.

7) Designing a Greeting Card with proper measurements & Color effects.

PHASE IV

1) Layout Menu

2) Text Menu

3 **Live Demo**: Advertisement Layout with proper measurements.

Exercise 6 (After learning the above topics you will learn to do Exercise 6)

4) Arrange Menu

a) Shaping - Weld, Trim, Intersect, Simplify, Front Minus Back, Back Minus Front.

b) Close path

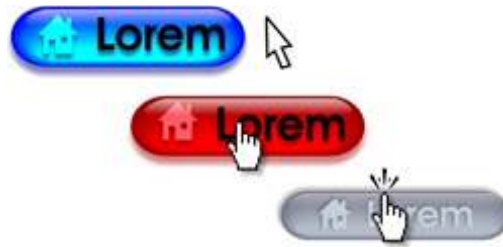c) Convert outline to object

5) Live Demo: To make a Logo.

Our student's work

6) Effects Menu
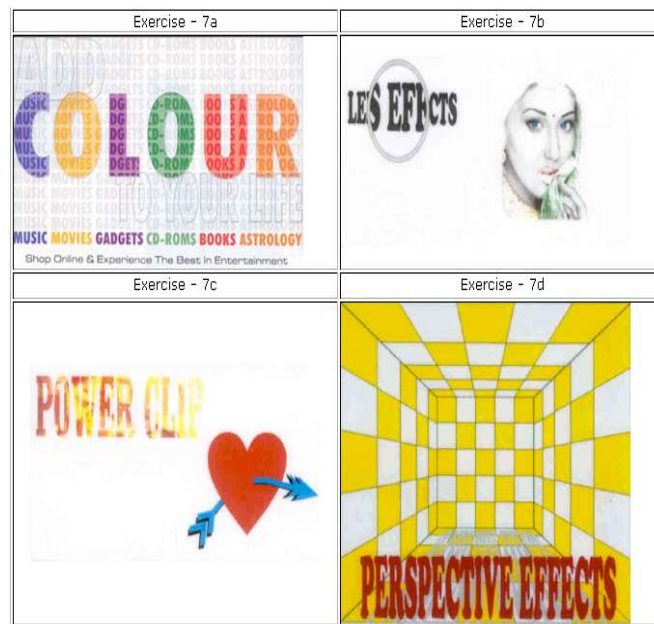
a) Lens

b) Powerclip

c) Add Perspective

d) Rollover
   - Rollovers are interactive objects that change in appearance when you click or point to them. You can create rollovers using objects.

Rollovers showing Normal (left), Over (center), and Down (right) states

Exercise 7 (After learning the above topics you will learn to do Exercise 7)

7) Bitmap Menu

8) Live Demo: Packet / Box Designing

9) Designing a Visiting Card

10) Designing a Letterhead

After Course Completion Some of Our STUDENT'S CORELDRAW PROJECTS

..Click to view more projects
http://www.aonlinetraining.com/online_training_digital_graphics_gallery1.html

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