



# CorelDraw





# About Course

**CorelDRAW is a vector graphics editor developed and marketed by Corel Corporation. It is also the name of the Corel graphics suite, which includes the bitmap-image editor Corel Photo-Paint as well as other graphics-related programs. It is designed to edit two-dimensional images such as logos and posters. Reduced-feature Standard and Essentials versions are also offered.**

**As a vector graphics editor, CorelDraw is used primarily for marketing and advertising businesses, particularly those that specialize in print advertising development. Outside of logos, CorelDraw is a program used in the professional space to create brochures, newsletters, business card etc.**



# **COREL DRAW**

## **CURRICULUM**

### **1 CORELDRAW**

CorelDraw Basic and Interface Getting Started  
Exploring the CorelDraw Screen  
File Management  
Setting Up the Page

### **2 MOVING AROUND AND VIEWING DRAWINGS**

Moving Around the Current Page  
Viewing Modes  
Inserting and Deleting Pages  
Changing Page

### **3 CUSTOMIZING OPTIONS**

Using Multiple Workspaces  
Customizing the Toolbars  
Using Shortcuts  
Saving Defaults  
Setting File Backups



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## **CREATION AND MANIPULATION DRAWING AND SHAPING OBJECTS**

**Drawing and Shaping Tools**  
**Using the Freehand Tool**  
**Drawing Lines and Polylines**  
**Drawing Freehand Polygons**  
**Drawing Perfect Shapes**  
**Reshaping Lines and Polylines**  
**Drawing Curves**  
**Reshaping Curves**  
**Drawing Rectangles**  
**Drawing Circles**

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## **SELECTING & MANIPULATING OBJECTS**

**Selecting and Deselecting Objects**  
**Moving Objects**  
**Copying and Deleting Objects**  
**Deleting Objects**  
**Sizing Objects**

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## **TRANSFORMING OBJECTS**

**Mirroring Objects**  
**Rotating and Skewing Objects**  
**Using Transform Objects**



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## OUTLINING & FILLING OBJECTS

Eyedropper and Paint bucket Tool

The Outline Tool

Choosing Outline Thickness

Choosing Outline Colors

Using Fill Tool

Uniform Fill, Fountain Fill, Pattern Fill

Interactive Mesh Fill

Copying Attributes

Setting Outline and Fill Defaults

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## ARRANGING OBJECTS

Arranging Objects

Grouping and Ungrouping Objects

Using Guidelines

Using Snap To

Aligning Objects

Group and Child Objects

Welding Objects

Using Intersection

Using Trim

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## USING LAYERS



- About Layers
- Editing Layers
- Setting Up a Master Layer
- Moving, Copying, and Layer
- Reordering Layers
- Using the Object Manager

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## PHP SYNTAX

- Syntax
- Variable
- Datatype

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## WORKING WITH SPECIAL EFFECTS AND TEXTS SPECIAL EFFECTS

- Drawing with The Artistic Media Tool
- Shaping an Object with an Envelope
- Extruding an Object
- Blending two Objects
- Using the Lens Effect
- Adding Perspectives
- Using Power Clips
- Applying Contours
- Applying Drop Shadows
- Using Interactive Transparencies
- Applying Mesh Fills



# WORKING WITH TEXT

The Text Tool

Creating Artistic Text

Editing Text

Formatting Text

Setting Text Options

Creating Paragraph Text

Setting Indents Using the Ruler

Importing Text


Using the Spell Checker



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