

Corel Draw (CD)

1. An Introduction

- Shaping
- Tracing
- Effects and Fills
- Formatting text
- Spot colors
- Core1DRAW terminology and concepts
- Core1DRAW application window
- Core1DRAW X3 Tools
- Vector graphics and bitmaps
- Starting and opening drawings
- Finding, inserting, and storing drawing content
- Working with templates
- Undoing, redoing, and repeating actions
- Zooming and panning
- Previewing a drawing
- Select viewing modes
- Working with views
- Recovering files
- Saving drawings

2. Lines and Outlines

- Drawing lines
- Drawing calligraphic, pressure-sensitive, and preset lines
- Formatting lines and outlines
- Copying, converting, and removing outlines
- Closing multiple line segments

- Applying brush strokes
- Spraying objects along a line
- Drawing flow and dimension lines

3. Working with Shapes

- Drawing ellipses, circles, arcs, and pie shapes
- Drawing polygons and stars
- Drawing spirals
- Drawing grids
- Drawing predefined shapes
- Drawing by using shape recognition

4. Objects and. Symbols

- Copying, duplicating, and deleting objects
- Creating objects from enclosed areas
- Creating a boundary
- Copying object properties, transformations, and effects
- Cloning objects
- Positioning objects
- Using the rulers
- Calibrating the rulers
- Setting up the grid
- Using guidelines
- Setting the drawing scale
- Aligning and distributing objects
- Using dynamic guides
- Changing the order of objects
- Sizing and scaling objects
- Rotating and mirroring objects

- Grouping objects
- Combining objects
- Locking objects
- Finding and replacing objects
- Constraining objects
- Working with curve objects
- Shaping curve objects
- Mirroring changes in curve objects
- Skewing and stretching objects
- Smudging objects
- Roughening objects
- Applying distortion effects
- Shaping objects by using envelopes
- Cropping objects
- Splitting objects
- Erasing portions of objects
- Trimming objects
- Filletting, scalloping, and chamfering corners □ Welding and intersecting objects
- Creating PowerClip objects
- Using symbols
- Using symbols in drawings
- Managing collections and libraries
- Sharing symbols between drawings

5. Color and Fills

- To apply a uniform fill
- Applying fountain fills
- To apply a preset fountain fill

- To apply a two-color fountain fill
- To apply a custom fountain fill
- Applying pattern fills
- To apply a two-color pattern fills
- To apply a full-color or bitmap pattern fill
- Applying texture fills
- To apply a texture fill
- Applying PostScript texture fills
- To apply a PostScript texture fill
- Applying mesh fills
- To apply a mesh fill to an object
- Add an intersection
- Add a node
- Remove a node or an intersection
- Shape the mesh fill
- Remove the mesh fill
- To add color to a patch in a mesh fill
- Color an intersection node in a mesh fill
- Mix a color in a mesh fill
- Working with fills
- To choose a default fill color
- To copy a fill to another object
- To show fills in open curves
- Using colors
- Default color palette
- Fixed or custom color palettes
- Color viewers

- Color harmonies
- Color blends
- Choose from different shades of a color
- View more colors in the default color palette
- Creating custom color palettes Setting color palette properties
- Dock a color palette
- Undock a color palette
- Color models
- CMYK color model
- RGB color model
- HSB color model
- Grayscale color model
- Managing color for display, input, and output
- Color management dialog box
- Advanced color management settings
- Correcting colors for display

6. Using Special Effects

- Contouring objects
- To contour an object
- Specify the number of contour lines
- Specify the distance between contour lines
- Accelerate contour line progression
- To set the fill color for a contour object
- To specify an outline color for the contour object
- To set the till progression
- Applying perspective to objects
- Apply a one-point perspective

- Apply a two-point perspective
- To copy an object's perspective effect
- To adjust the perspective
- To remove an object's perspective effect
- Creating vector extrusions
- Bevels
- Extruded fills
- Lighting
- Vanishing points
- To create a vector extrusion
- Apply preset settings to a vector extrusion
- To copy or clone a vector extrusion
- Rotate an extrusion
- Change the direction of an extrusion
- Change the depth of an extrusion
- Round the corners of an extruded rectangle or square
- Adjust the intensity of a light source
- Remove a light source
- Lock a vanishing point
- Copy a vanishing point □ Set one vanishing point for two extrusions
- Creating bevel effects
- Beveled surfaces
- Light and color
- Creating drop shadows
- Blending objects
- Blend along a straight line
- Blend an object along a freehand path

- Fit a blend to a path
- Stretch the blend over an entire path
- Create a compound blend
- Using Transparencies
- Applying merge modes
- Using lenses with objects
- Applying lenses

7. Text and Bitmaps

- Adding and selecting text
- Encoding text
- Changing the appearance of text
- Aligning and spacing text
- Shifting and rotating text
- Moving text
- Fitting text to a path
- Formatting paragraph text
- Substituting unavailable fonts
- Using bitmaps
- Adding bitmaps

8. Minting and Color Separations

- Laying out print jobs
- Previewing print jobs
- Fine-tuning print jobs
- Printing colors accurately
- Printing to a PostScript printer
- Using the Print merge wizard
- Preparing a print job for a service bureau

- Working with imposition layouts
- Printing printers' marks
- Printing color separations
- Exporting files Web publishing