CORELDRAW

CURRICULUM

Module 1 CorelDRAW Basics and Interface

» **Getting Started**
- Exploring the CorelDraw Screen
- File Management
- Setting Up the Page

» **Moving Around and Viewing Drawings**
- Moving Around the Current Page
- Viewing Modes
- Inserting and Deleting Pages
- Changing Page

» **Customizing Options**
- Using Multiple Workspaces
- Customizing the Toolbars
- Using Shortcuts
- Saving Defaults
- Setting File Backups

Module 2 Objects- 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

» **Selecting & Manipulating Objects**
- Selecting and Deselecting Objects
- Moving Objects

- Copying and Deleting Objects
- Deleting Objects
- Sizing Objects

» **Transforming Objects**
- Mirroring Objects
- Rotating and Skewing Objects
- Using Transform Objects

» **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

» **Arranging Objects**
- Arranging Objects
- Grouping and Ungrouping Objects
- Using Guidelines
- Using Snap To
- Aligning Objects
- Group and Child Objects
- Combining and Breaking Objects
- Welding Objects
- Using Intersection
- Using Trim

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

Module 3 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
- Choosing Paragraph Options
- Setting Indents Using the Ruler
- Importing Text
- Using the Spell Checker

» **Working with Paragraph**
- Text Implementing Color Management
- Creating Custom Color Palettes
- Choosing a Color Using Color Harmonies
- Applying Colors Using the Color Docker
- Automatically Creating Color Styles
- Importing and Sizing Paragraph Text
- Flowing Text Between Frames
- Formatting Paragraph Frames
- Wrapping Paragraph Text Around Objects
- Applying Drop Caps
- Typing Text into Objects

» **Special Text Effects**
- Fitting Text to a Path
- Converting Text to Curves
- Creating Blended Text Shadows
- Special Text Effects
- Jumpy Text
- Neon Text
- Glowing Text
- Chrome Text
- Bevel Text
- Creating Enveloped Text

» **Using Symbols and Clipart**
- Inserting Text Symbols
- Adding Clipart
- Modifying Clipart

» **Working with Bitmaps**
- What is a Bitmaps
- Importing Bitmap Options
- Adjusting Color
- Hiding Certain Colors in a Bitmap
- Applying Special Bitmap Effects
- Creating Web Images
- Advanced GIF Options

Module 4 Page Layout, Printing, Exporting and Advanced Features

» **Special Page Layouts**
- Creating a Greeting Card
- Print Previewing the Layout
- Creating Labels

» **Printing**
- Print Options
- Print Previewing

» **Exporting Drawings**
- Exporting to Graphic Formats
- Copy and Pasting Into Other Applications

» **Using Styles and Templates**
- About Styles and Templates
- Creating a style
- Applying a Style
- Copying Properties

» **Custom Creation Tools**
- Creating Custom Patterns
- Managing and Using Symbols

» **Using Corel Trace**
- Types of Graphic Formats
- About Corel Trace
- Tracing Image
- Importing Traced Files into CorelDraw
- Special Trace Effects

» **Using Corel R.A.V.E.**
- About Corel RAVE
- Playing sample RAVE
- Performing the five steps necessary to

create RA VE animations
- Working with the Timeline Docker
- Tweening objects to create animation
- Exporting to Macromedia Flash Format
- Publishing to the web Create web Rollovers
- Inserting Hyperlinks
- Creating Sprites and adding behaviors
- Creating interactive movies

Partners : ORACLE WORKFORCE DEVELOPMENT PROGRAM | redhat. CERTIFIED TRAINING PARTNER | UBI | edexcel | **Java**

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