

Corel Draw 10 Learning e-Book

Table of Contents

USING COREL DRAW FILE	4
How to Start and Open a Drawing	4
How to Import a File	5
How to Export a File	6
How to Edit Merge Fields to Print	7
How to Perform a Merge to Print	8
How to Create Merge Fields	9
How to Publish in the Web.....	10
How to Save a Document as a PDF file	11
How to Access to the Drawing Information	12
WORKING COREL DRAW PAGES.....	13
How to Duplicate an Object	13
How to Clone an Object.....	14
How to Insert an Embedded Object	15
How to Create Web-enabled Objects.....	16
How to Create Bar Codes.....	17
How to View in Different Modes.....	18
How to Work with Rulers	19
How to Work with Grid	20
How to Add a Page.....	21
How to Rename a Page.....	22
How to Delete a Page.....	23
How to Re-arrange the Order of Pages	24
How to Zoom in and out of a Drawing.....	25
How to Pane in the Drawing Window.....	26
How to Go to a Specific Page in the Drawing	27
How to Preview the Selected Objects	28

How to Specify the Preview Mode	29
How to View the Facing Pages	30
WORKING WITH VARIOUS SHAPES.....	31
How to Draw a Calligraphic Line	31
How to Draw a Preset Line	32
How to Draw a Pressure-Sensitive Line.....	33
How to Draw a Straight Line	34
How to Draw a Straight Bezier Lines	35
How to Draw a Rectangle	36
How to Round the Corners of a Rectangle.....	37
How to Draw an Arc.....	38
How to Draw an Ellipse.....	39
How to Draw Polygon	40
How to Reshape a Polygon	41
How to Draw a Spiral.....	42
How to Draw a Grid	43
How to Add Text to a Pre-defined Form.....	44
How to Change Pre-defined Shape by using its Glyphs.....	45
How to add Text to a Pre-defined Form	46
How to draw a Pre-defined Shape	47
WORKING WITH OBJECTS	48
How to Deselect the Objects.....	48
How to select Multiple or an Object	49
How to Position an Object	50
How to Position an Object by using a Different Anchor Point.....	51
How to Set the Nudge Distances	52
How to Scale an Object	53
How to Control the Size of an Object	54
How to Skew an Object	55
How to Stretch an Object.....	56
How to Mirror an Object.....	57
How to Rotate an Object.....	58
How to Rotate an Object around a Ruler Coordinate	59
How to Change the Order of an Object.....	60

How to Reverse the Order of Multiple Objects	61
How to Group the Objects	62
How to Combine the Objects	63
How to Ungroup the Objects.....	64
How to Align a Series of Objects	65
How to Snap Objects.....	66
How to Revert to a Clone Master	67
How to Blend Objects	68
How to Start or End an Objects in a Blend.....	69
WORKING WITH SPECIAL EFFECTS.....	70
How to Create a New Spray List.....	70
How to Offset the Lines that you Spray.....	71
How to Draw a Callout.....	72
How to Draw a Dimension Line.....	73
How to Set the Dimension Units	74
How to Copy a Distortion	75
How to Distort an Object.....	76
How to Remove a Distortion	77
How to Change the Mapping Mode	78
How to Create a Rollover Object	79
How to Edit a Rollover Object.....	80
How to Apply a Uniform Fill	81
How to Apply a Mesh Fill to an Object	82
How to Apply Special Effects to Bitmapped Images.....	83
How to Apply a Special Effect.....	84
How to Apply a Color or Tone Effect.....	85
How to Add an Artistic Text	86
How to Fit the Text to a Path	87

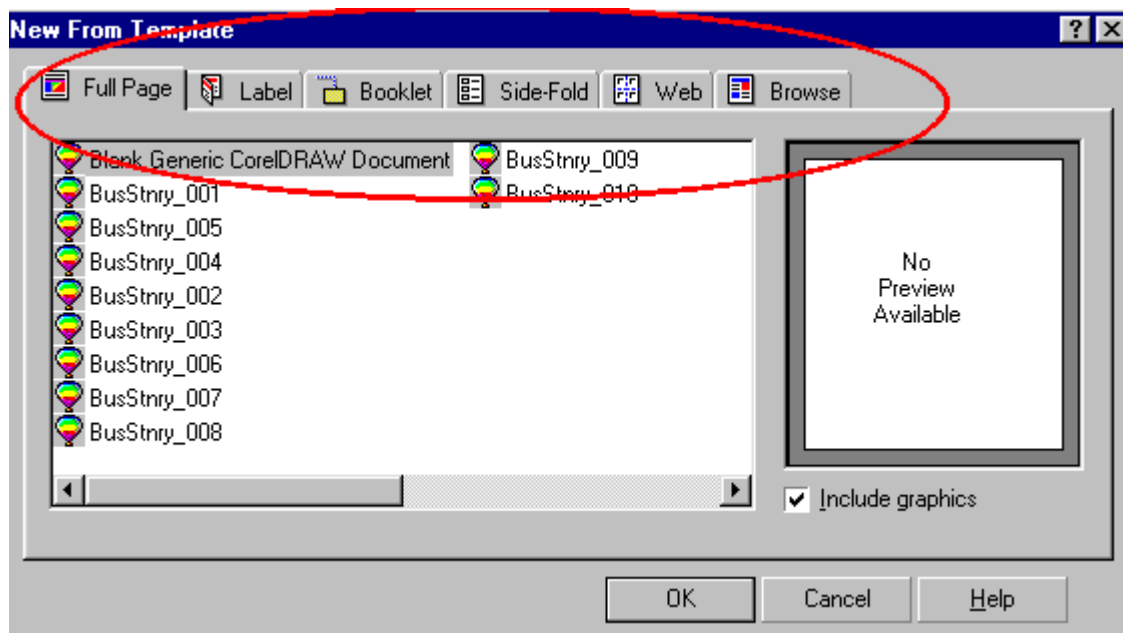
Using Corel Draw File

How to Start and Open a Drawing

To Start and Open a Drawing

Welcome to use Corel Draw 10 Step-By-Step Learning Program.

At the beginning, you can start a new Corel Draw 10 drawing in a blank page. A blank page allows you to specify every aspect of a drawing in the Corel Draw 10 software.



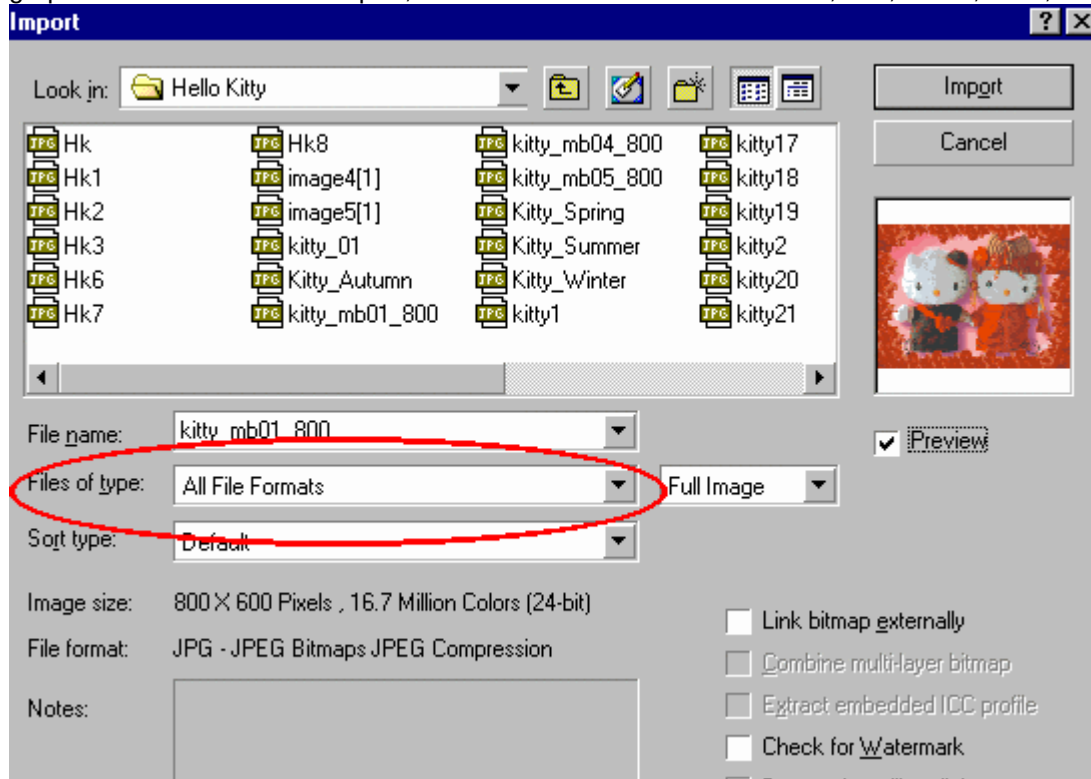
The available templates included the following categories:

- Full page
- Label
- Booklet
- Side-fold
- Web
- Browse

How to Import a File

To Import a File

Below is the Import utility of Corel Draw. Select a File Name and File Type to import file. Most graphic files are allowed to import, such as files in the formats of BMP, GIF, JPEG, TIFF, etc.

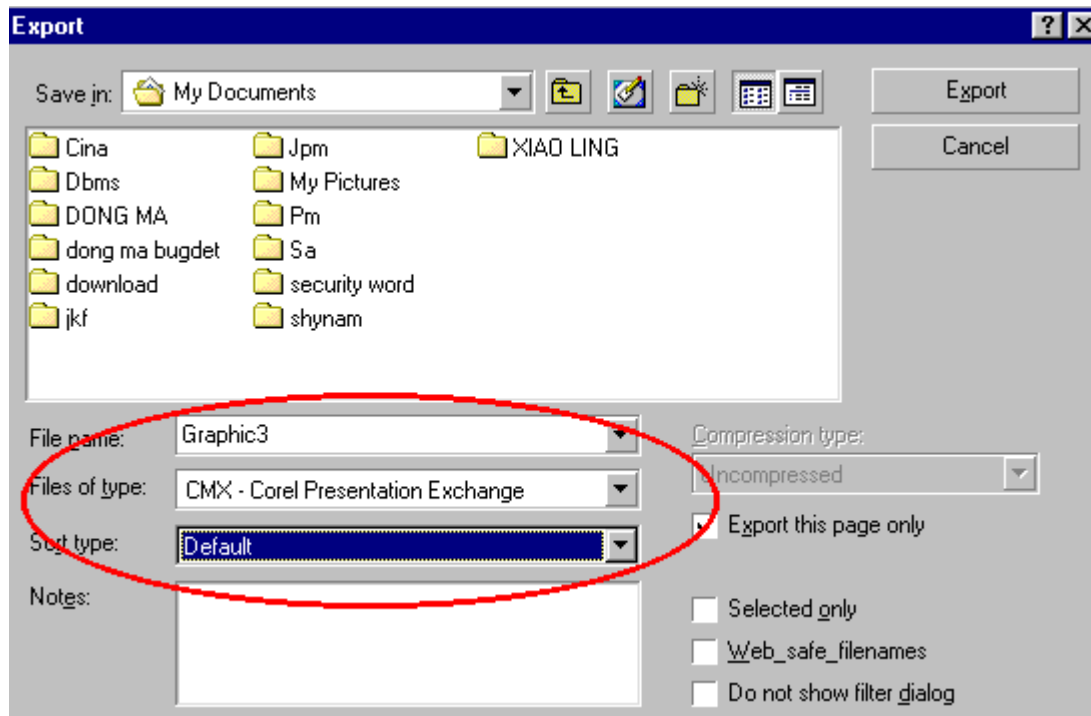


You are allowed to import files that have been created in other graphics applications.

How to Export a File

To Export a File

Below is the Export utility of Corel Draw. Select a File Name and File Type to export your Corel Draw file for usage in other graphics applications. You can export your files to the formats of CMX, BMP, GIF, JPEG, TIFF, etc.



You can export a file to a selected file format, such as CMX, JPG, GIF.... In addition, you can also export a file by saving the opened file under a different file name.

How to Edit Merge Fields to Print

To Edit Merge Fields to Print



Step 1

- First of all, you have to click on the **File** tab from the menu bar and select **Print Merge**, followed by **Edit Merge Fields**.

Step 2

- Follow the instructions in the Print Merge Wizard to edit Merge Fields.

How to Perform a Merge to Print

To Perform a Merge to Print



Step 1

- At the beginning, you will need to select the **File** tab from the menu bar and choose **Print Merge**. After that click **Perform Merge**.

Step 2

- Then specify the printer settings in your computer.

Step 3

- Finally, click on the **Print** button.

How to Create Merge Fields

To Create Merge Fields



Step 1

- You have to click on the **File** tab from the menu bar and choose **Print Merge** followed by **Create Merge Fields**.

Step 2

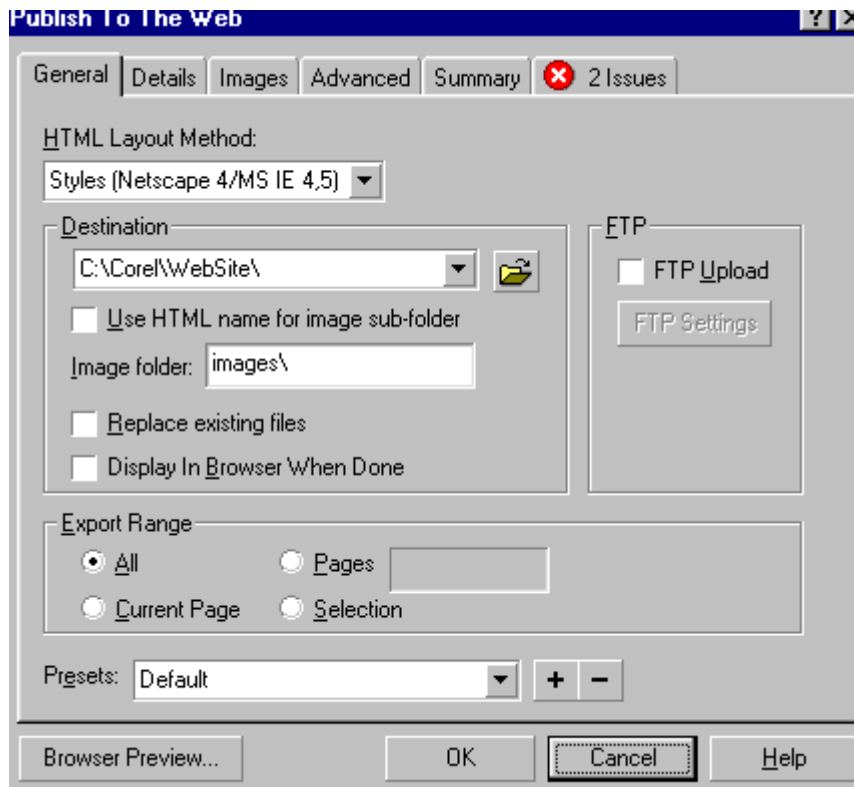
- After that follow the instructions in the Print Merge Wizard to create Merge Fields.

How to Publish in the Web

To Publish in the Web

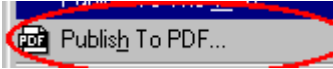
To publish the Corel Draw files and objects to HTML, you can set the document elements to be Web-compatible.

Select the settings that you want, and check the pre-flight issues.



How to Save a Document as a PDF file

To Save a Document as a PDF file



Step 1

- At the beginning, you will need to select the **File** tab from the menu bar and select **Publish to PDF** as shown as the picture above.

Step 2

- Choose one selection from the PDF style list box.

Step 3

- After that click the drive and folder where you want to save the PDF file to.

Step 4

- Finally, type a filename for this file.

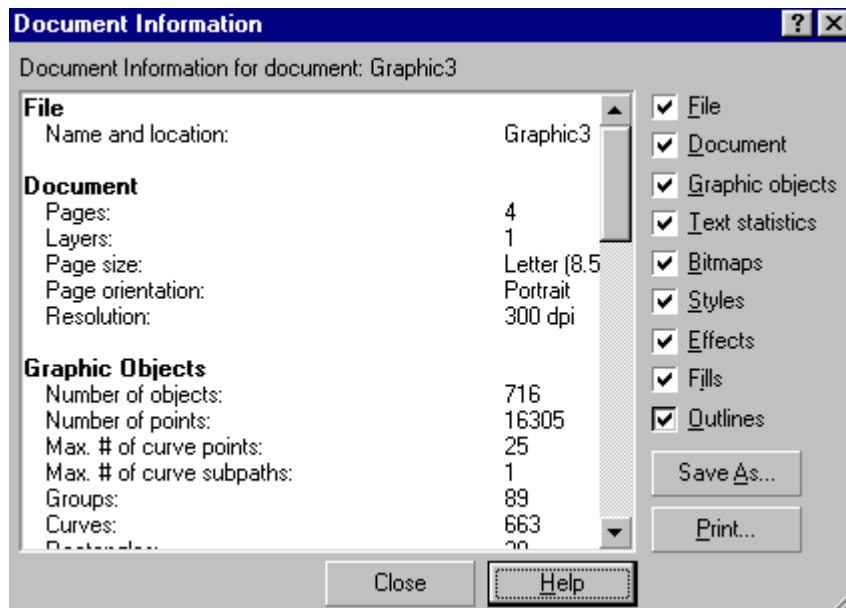
How to Access to the Drawing Information

To Access to the Drawing Information

You can access to the drawing information, such as File name and location, Number of pages, layers, page size in a drawing, resolution, number of objects, number of points... etc as shown as the image above.

You will be able to save or print the Drawing Information.

Click on 'Close' button if you want to close the Information window.



Working Corel Draw Pages

How to Duplicate an Object

To Duplicate an Object



Step 1

- First of all, you have to select an object that you want to duplicate or make a second copy.

Step 2

- Click **Edit** tab from the menu bar and choose **Duplicate** as shown in the picture above.

Step 3

- This will duplicate the selected object in the drawing.

How to Clone an Object

To Clone an Object

You can create a copy of an object that is linked to the original object. All changes to the original object will be reflected automatically in the clone.



Step 1

- At the beginning, you have to select an object that you want to clone.

Step 2

- Then select **Edit** tab from the menu bar and choose **Duplicate**.

How to Insert an Embedded Object

To Insert an Embedded Object



Step 1

- Click on the **Edit** tab from the menu bar and choose **Insert Internet Object** followed by **Embedded file**.

Step 2

- You have to enable the Create option from the File option.

Step 3

- Then click on the **Browse** button.

Step 4

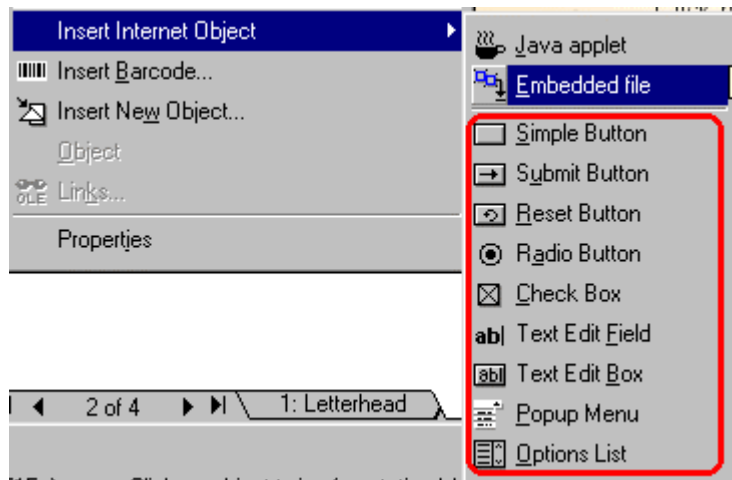
- Type in a filename.

Step 5

- Then, click **Insert** button to insert the object.

How to Create Web-enabled Objects

To Create Web-enabled Objects



You can create web-enabled objects for viewing optima in browsers, such as:

Simple Button
Submit Button
Reset Button
Radio Button
Check Box
Text Edit Field
Text Edit Box
Popup Menu
Options List

However, you can also convert text to a Web compatible format so that it can be edited in a browser.

How to Create Bar Codes

To Create Bar Codes

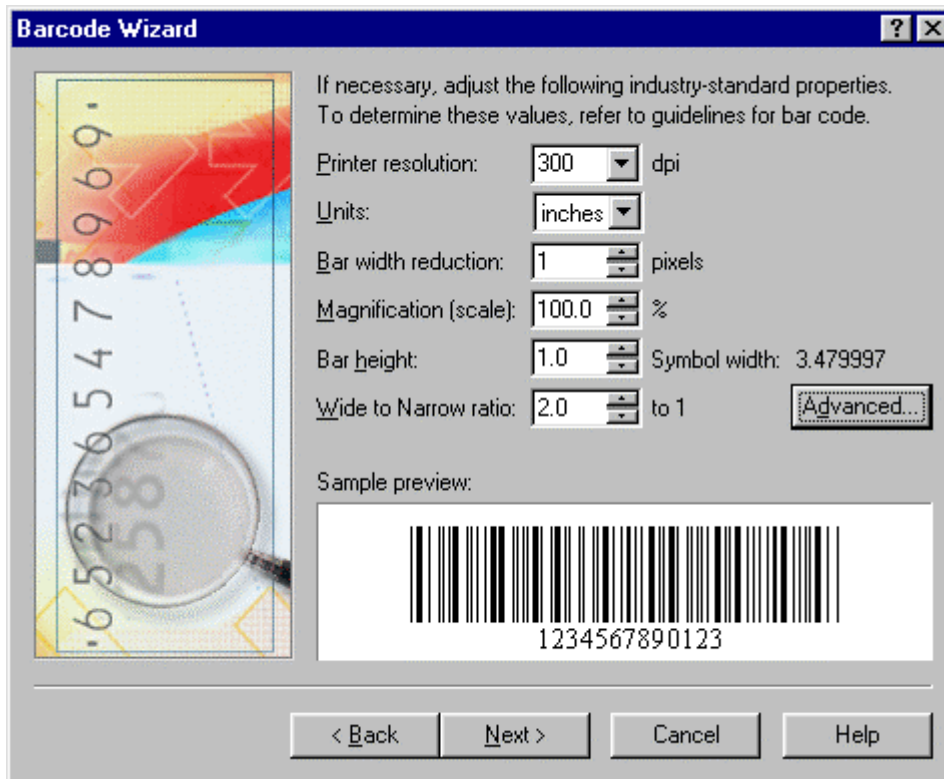
You can create a bar codes by using the Barcode Wizard Encodes as shown as the image below.

Step 1

- Click on the **Edit** tab from the menu bar and choose **Insert Bar Code**.
- After that choose a bar code format from the standard formats list box.

Step 2.

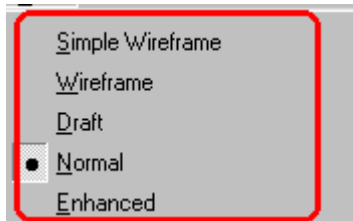
- Type in the characters that you want to encode in the text box and click **Next**.



How to View in Different Modes

To View in Different Modes

You will need to select the **View** tab and click one of the following modes:



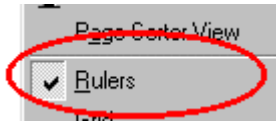
Simple wire-frame displays an outline of the drawing by hiding fills, extrusions, contours, drop shadows, and intermediate blend shapes.

'Normal' displays a drawing that contains high-resolution bitmapped images.

How to Work with Rulers

To Work with Rulers

The rulers let you measure the size and position of the objects in your drawing.



Check on the 'Rulers' to display the size and position of the object for a precise drawing.

How to Work with Grid

To Work with Grid

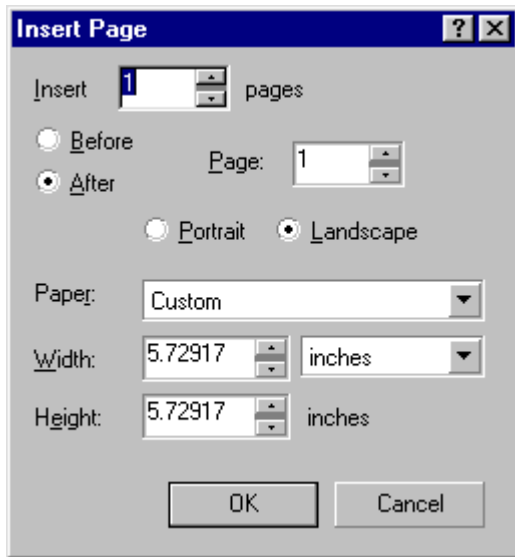
You have to click on the **View** tab from the menu bar and select **Grid** as shown in the image below.



The grid is a series of intersecting dashed lines or dots, which you can use to precisely align and position objects in the drawing window.

How to Add a Page

To Add a Page



Step 1

- At the beginning, you have to click on the **Layout** tab from the menu bar and choose **Insert page**.

Step 2

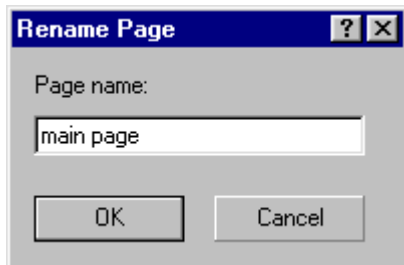
- Key in the number of pages that you want to insert as shown as the image above.

Step 3

- This will add new page(s) to the current drawing.

How to Rename a Page

To Rename a Page



Step 1

- You will need to select the **Layout** tab from the menu bar and select **Rename page**.

Step 2

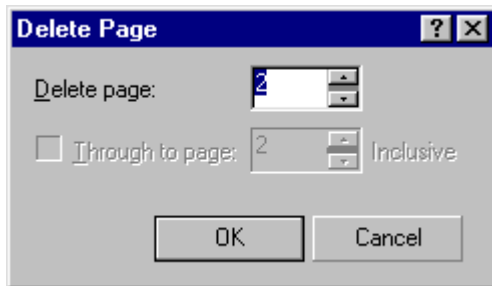
- Type in the name of the page that you want to give.

Step 3

- This will rename the page in the current drawing.

How to Delete a Page

To Delete a Page



Step 1

- First of all, you have to click on the **Layout** tab from the menu bar and select **Delete Page**.

Step 2

- Then, type the number of the page that you want to delete.

Step 3

- This will delete the selected page from the current drawing.

How to Re-arrange the Order of Pages

To Re-arrange the Order of Pages



Step 1

- Click on the **View** tab from the menu bar and choose **Page Sorter View**.

Step 2

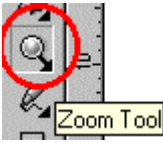
- After that click and drag a page to its new location.

Step 3

- This will re-arrange the pages in order inside the current drawing.

How to Zoom in and out of a Drawing

To Zoom in and out of a Drawing



Step 1

- You can work with this zooming option by opening the Zoom fly-out, or click the Zoom tool.

Step 2

- You can zoom in (look nearer) the drawing by double-clicking on the drawing.

Step 3

- Right click on the mouse button to zoom out (look farther away) from the drawing.

How to Pane in the Drawing Window

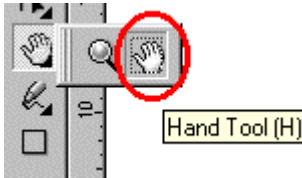
To Pane in the Drawing Window

Step 1

- At the beginning, you have to click on the **Hand** tool at the zoom fly-out.

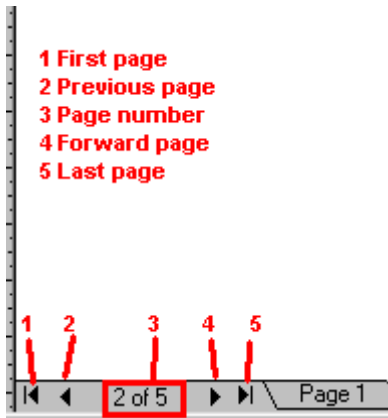
Step 2

- Drag in the drawing window until the location you want the area to be displayed.



How to Go to a Specific Page in the Drawing

To Go to a Specific Page in the Drawing



You can go to a specific page in the drawing by clicking on one of the following buttons:

1. **First page** - moves to the first page
2. **Back one** - moves back one page
3. **Page number** - display the current page number of total pages
4. **Forward one** - moves forward one page
5. **Last page** - moves to the last page

How to Preview the Selected Objects

To Preview the Selected Objects

Step 1

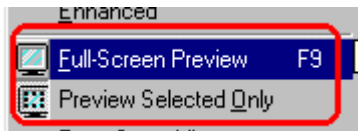
- First of all, you have to click on the objects that you want to preview.

Step 2

- Then, click on the **View** tab from the menu bar and choose **Preview Selected Only**.

Step 3

- Then click on the **View** tab from the menu bar and choose **Full-Screen Preview** as shown as the image below.



How to Specify the Preview Mode

To Specify the Preview Mode

Step 1

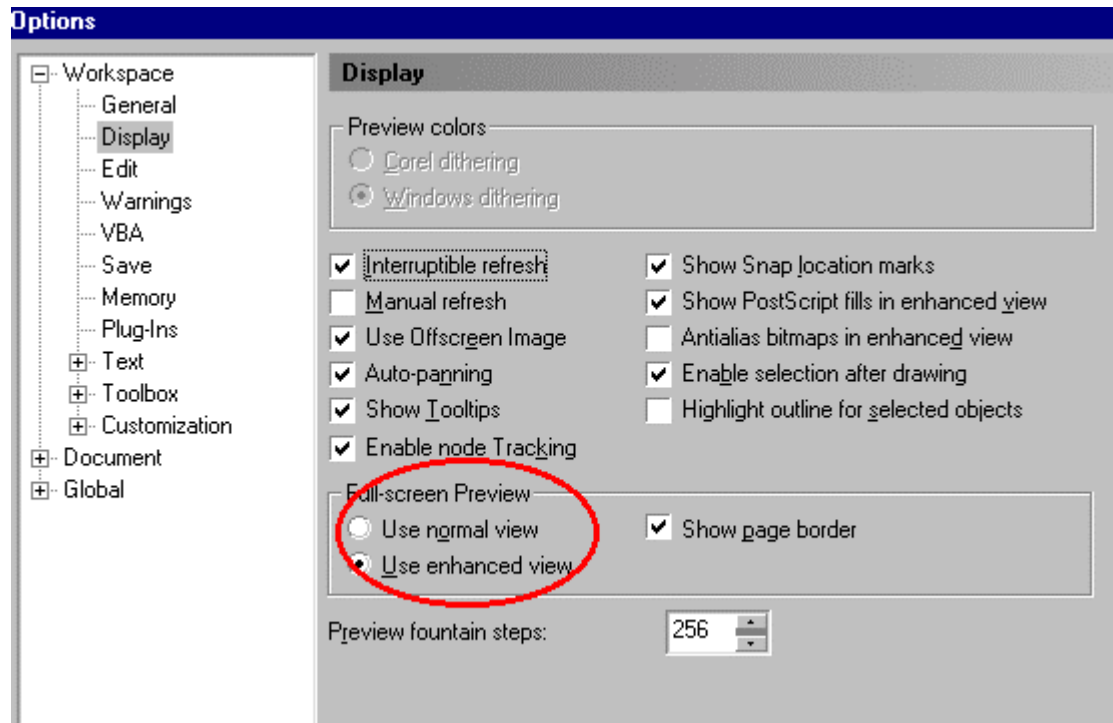
- At the beginning, you have to click on the **Tools** tab from the menu bar and choose **Options**.

Step 2

- After that double-click on the Workspace and Display.

Step 3

- Finally, you have to enable the normal view or enhanced view.



How to View the Facing Pages

To View the Facing Pages

Step 1

- First, you will need to select the **Layout** menu followed by **Page Setup** in the menu.

Step 2

- Then, click **Layout** in the list of categories.

Step 3

- Choose Left side-starts the document on a left-facing page, or Right side-starts the document on a right-facing page



Working With Various Shapes

How to Draw a Calligraphic Line

To Draw a Calligraphic Line

Step 1

- You have to click on the **Artistic Media** tool at the Curve fly-out.

Step 2

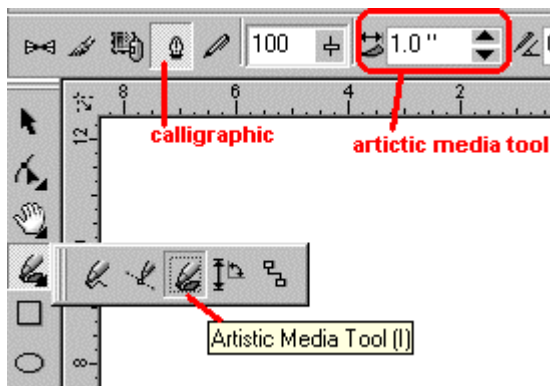
- Then, click the **Calligraphic** button on the property bar.

Step 3

- Type in the values in the Calligraphic angle box.

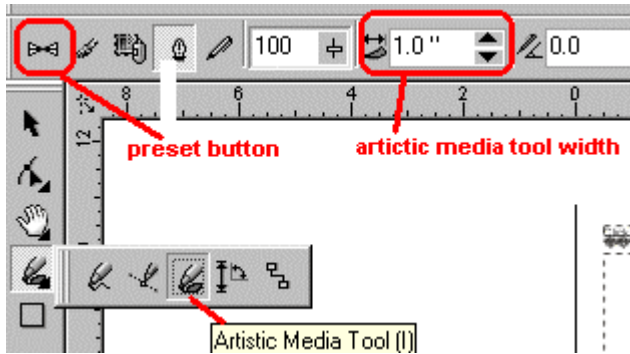
Step 4

- Drag until the line to the shape that you satisfied.



How to Draw a Preset Line

To Draw a Preset Line



Step 1

- At the beginning, you have to click on the Artistic Media tool at the Curve fly-out.

Step 2

- Then, click on the **Preset** button on the property bar.

Step 3

- Choose a preset line shape from the **Preset stroke list** list box.

Step 4

- Drag the line to the shape that you want.

How to Draw a Pressure-Sensitive Line

To Draw a Pressure-Sensitive Line

Step 1

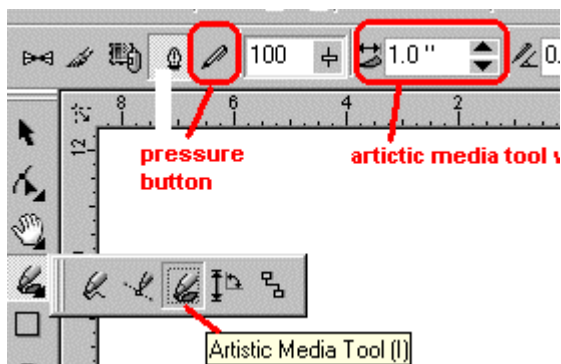
- At the beginning, you will need to select the **Artistic Media** Tool again at the Curve fly-out.

Step 2

- Then, click **Pressure** button on the property bar.

Step 3

- After that drag until the line to the shape that you want.



How to Draw a Straight Line

To Draw a Straight Line

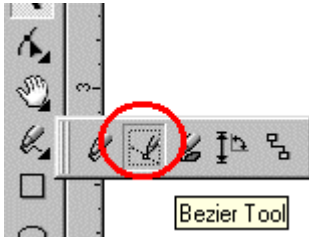
- You have to click on the **Freehand** tool at the Curve fly-out and click the location where you want to start the line.
- Finally, click where you want to end it.



How to Draw a Straight Bezier Lines

To Draw a Straight Bezier Lines

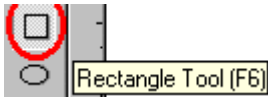
- Open the Curve fly-out, and click on the **Bezier** tool a shown as the picture below.
- Clicks where you want to start the line, and click where you want to change the direction, then press space bar to finish the line.



How to Draw a Rectangle

To Draw a Rectangle

- To do so, click the **Rectangle** tool, and drag in the drawing window until it becomes the rectangle that you want.



How to Round the Corners of a Rectangle

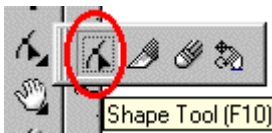
To Round the Corners of a Rectangle

Step 1

- You have to click on the **Shape** tool at the Shape fly-out as shown in the picture below.

Step 2

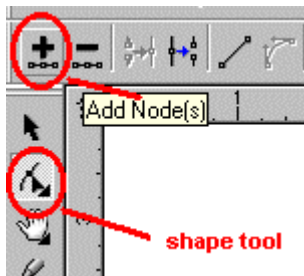
- Then, click a rectangle and drag a corner node along the outline of the shape.



How to Draw an Arc

To Draw an Arc

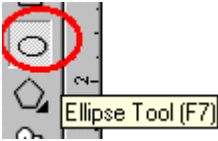
- First of all, you have to click on the **Shape** tool at the Shape fly-out.
- Click the node of the ellipse or circle, and drag outside the shape's perimeter.



How to Draw an Ellipse

To Draw an Ellipse

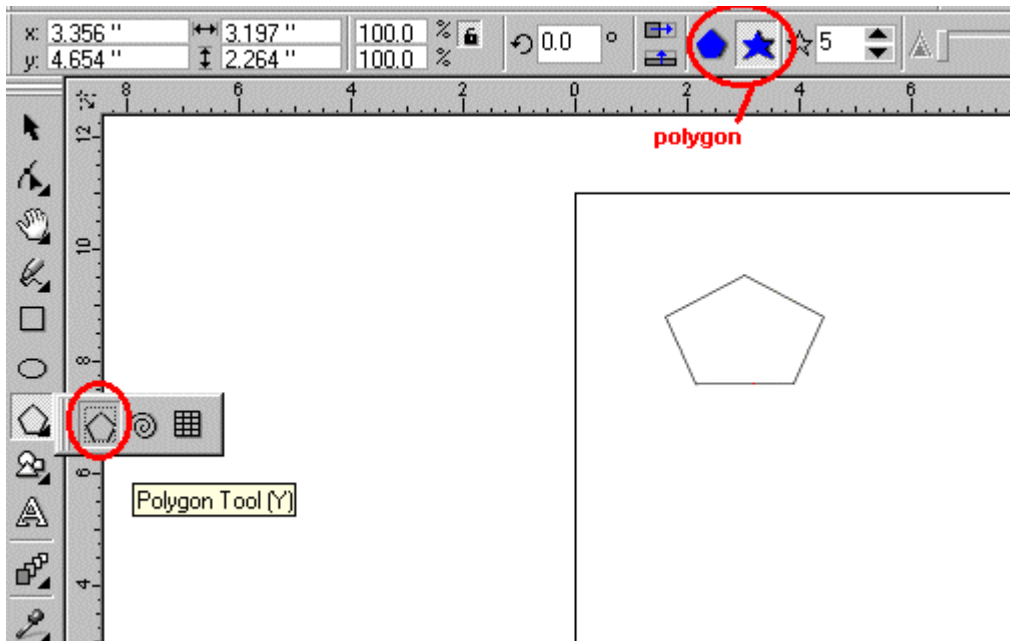
- First, you will need to select the ***Ellipse*** tool, and drag in the drawing window until the ellipse becomes to the shape that you want.



How to Draw Polygon

To Draw Polygon

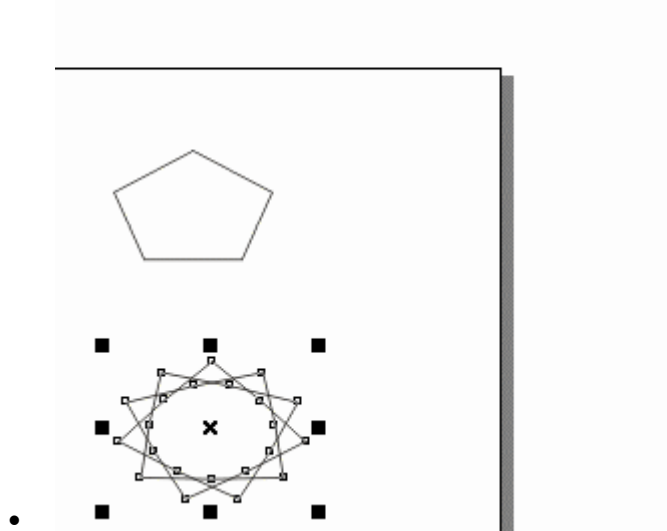
- Click the **Polygon** tool at the Object fly-out, and drag in the drawing window until the polygon become the size that you want. This is shown at the image below.



How to Reshape a Polygon

To Reshape a Polygon

- To do so, you ought to change the number of sides of a polygon or number of points on a star.
- Select a polygon and type in a value in the Number of points on the field as shown below:



How to Draw a Spiral

To Draw a Spiral

Step 1

- At the beginning, you have to click on the **Spiral** tool at the Object fly-out.

Step 2

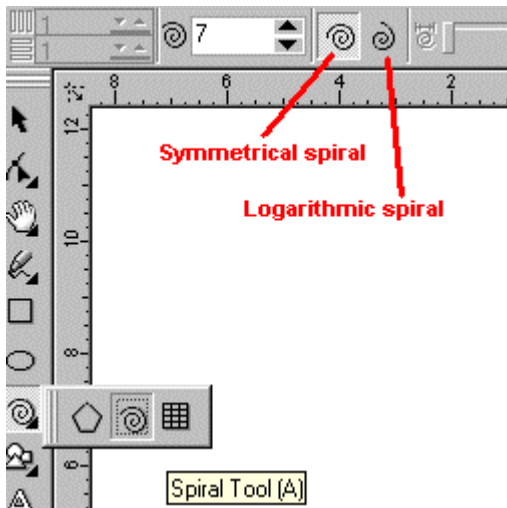
- Then, type in the values in the Spiral revolutions box on the property bar.

Step 3

- On the property bar, click **Symmetrical Spiral** or **Logarithmic Spiral** buttons.

Step 4

- Drag diagonally in the drawing window until the spiral becomes the required size.



How to Draw a Grid

To Draw a Grid

Step 1

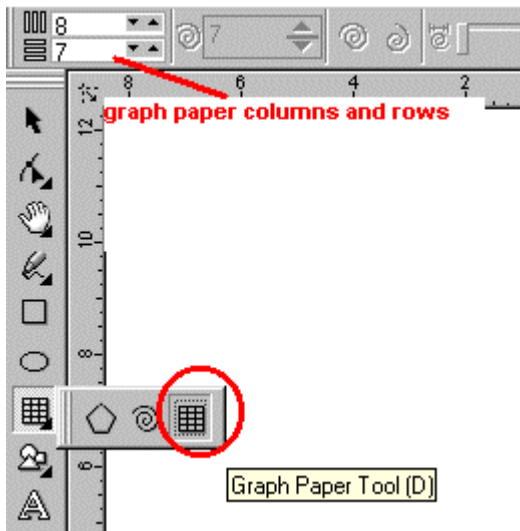
- To draw a Grid, click on the **Graph Paper** tool at the Object fly-out.

Step 2

- After that type in the values in the top and bottom portions of the graph paper columns and rows as shown as the image.

Step 3

- Then, position the cursor where you want the grid to appear and drag diagonally.



How to Add Text to a Pre-defined Form

To Add Text to a Pre-defined Form



Step 1

- To add text, you have to click on the ***Text*** tool.

Step 2

- Then, position the cursor inside the shape's outline until it changes to a Text cursor box.

Step 3

- Finally, type the format of the font inside the shape.

How to Change Pre-defined Shape by using its Glyphs

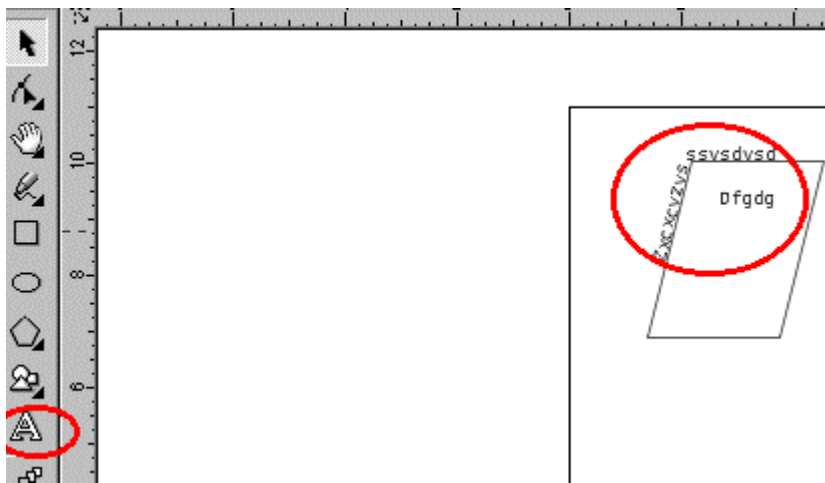
To Change Pre-defined Shape by using its Glyphs

Step 1

- To do so, you will need to select a shape with a glyph.

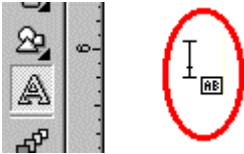
Step 2

- Then, drag the glyph until it becomes the form that you want.



How to add Text to a Pre-defined Form

To add Text to a Pre-defined Form



Step 1

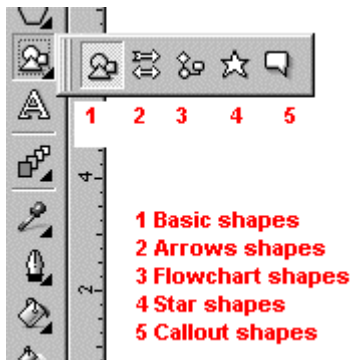
- You will need to select the **Text** tool and position the cursor inside the shape's outline until it changes to a Text cursor box as shown in the picture above.

Step 2

- Then, type and format the font inside the shape.

How to draw a Pre-defined Shape

To draw a Pre-defined Shape



Step 1

- Open the Perfect shapes fly-out, and click one of the tools.

Step 2

- Then, click a shape at perfect shapes picker.

Step 3

- Drag in the drawing window until it becomes the shape and the size that you want.

Working With Objects

How to Deselect the Objects

To Deselect the Objects



- To deselect objects, you have to click on the **Pick** tool, and click to a blank space in the drawing window to deselect a single object.
- Hold down SHIFT and click the object by using the **Pick** tool to deselect a single object in multiple selected objects.

How to select Multiple or an Object

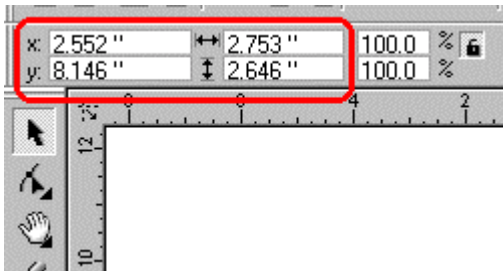
To select Multiple or an Object

- Click an object with the **Pick** tool to select an object.
- Hold down SHIFT, and click each object that you want to select the multiple objects.



How to Position an Object

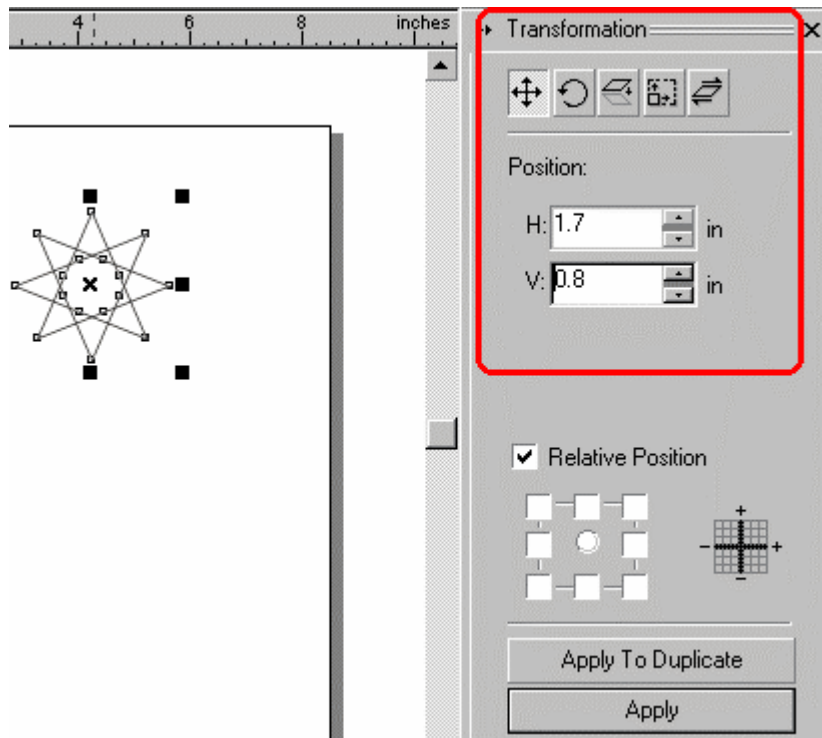
To Position an Object



Select an object and type a value in the x-axis and y-axis stacked boxes as shown at the picture above.

How to Position an Object by using a Different Anchor Point

To Position an Object by using a Different Anchor Point



Step 1

- First of all, you have to click on an object and select **Window** followed by **Dockers**.
- After that you ought to choose **Transformations** Then, select **Positions**.

Step 2

- You have to disable the Relative position check box and type in the value for horizontal and vertical.

Step 3

- Finally, click on **Apply**.

How to Set the Nudge Distances

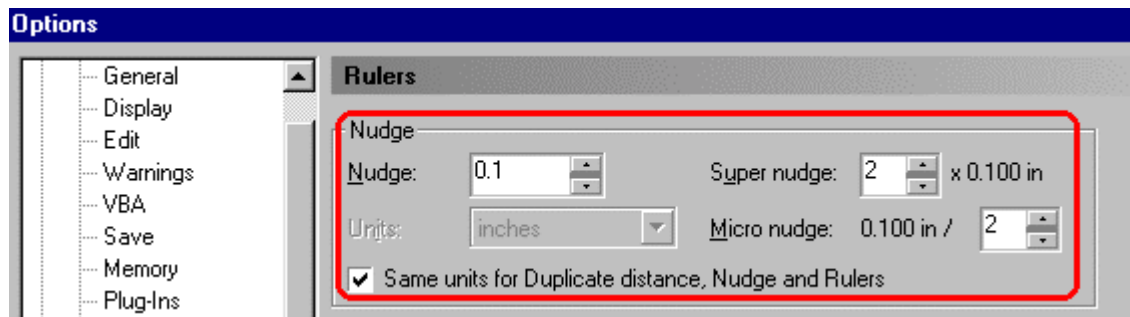
To Set the Nudge Distances

Step 1

- At the beginning, you have to click on the **Tools** tab from the menu bar and select **Options**.

Step 2

- Double-click the Document and click **Rulers**.
- Type in a value for Nudge, Super nudge or the Micro nudge as shown in the picture above.



How to Scale an Object

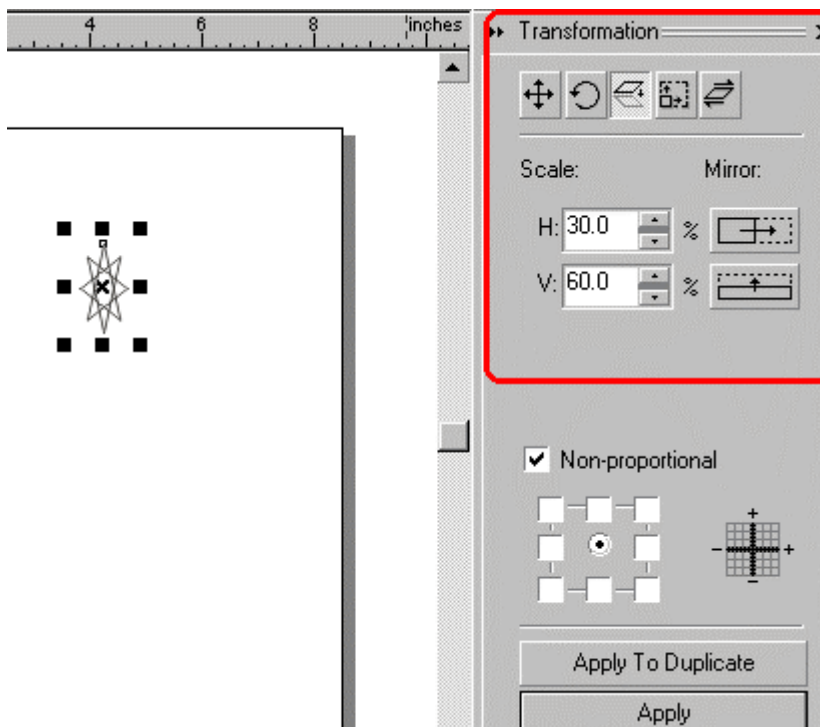
To Scale an Object

Step 1

- You have to select an object first and click the **Window** tab from the menu bar and select **Dockers**.
- After that click **Transformations** followed by **Scale**.

Step 2

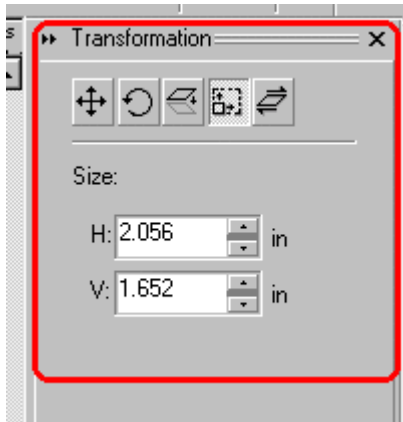
- Then type in the horizontal and vertical values.



How to Control the Size of an Object

To Control the Size of an Object

You can drag any of the corner selection handles to size a selected object.



How to Skew an Object

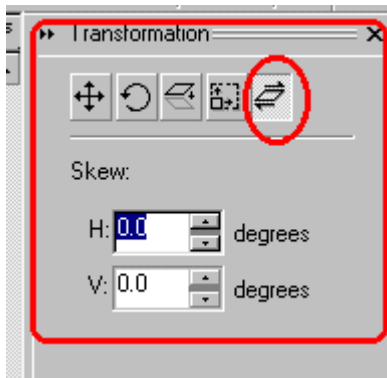
To Skew an Object

Step 1

- First of all, you have to click on an object.
- Then, select **Window** tab from the menu bar and select **Dockers**.
- After that choose **Transformations** followed by **Skew**.

Step2

- Type in the horizontal and vertical values.



How to Stretch an Object

To Stretch an Object

Step 1

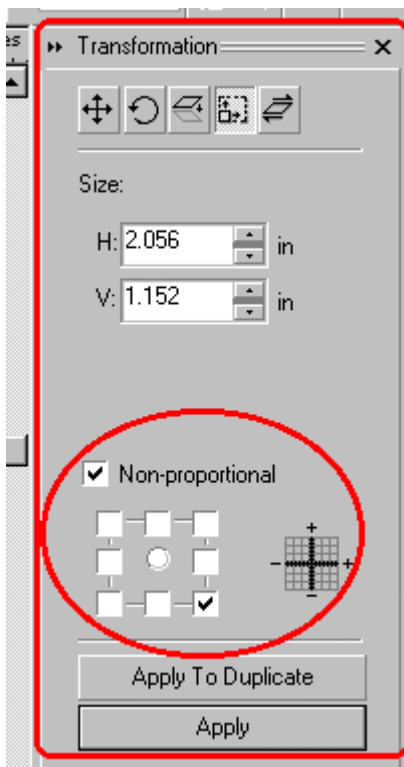
- You will need to select an object. Click on the **Window** tab from the menu bar and choose **Dockers**. Then choose **Transformations** followed by **Size**.

Step 2

- After that enable the non-proportional option if you want to change the object's anchor point.

Step 3

- Type a value in the width and height boxes as shown at the picture below.



How to Mirror an Object

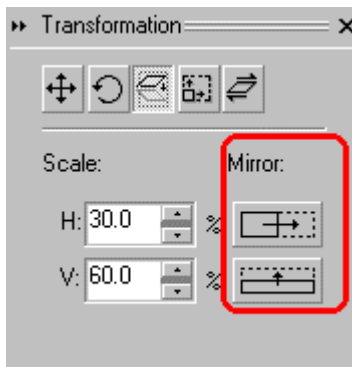
To Mirror an Object

Step 1

- At the beginning, you will need to select an object and click on the **Window** tab from the menu bar and choose **Dockers**. After that choose **Transformation** followed by **Scale**.

Step 2

- Click horizontal or vertical buttons to flip the object left to right or top to bottom.



How to Rotate an Object

To Rotate an Object

Step 1

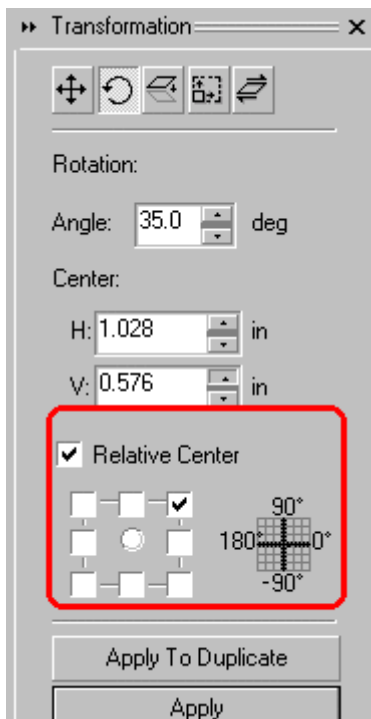
- To rotate an object, you have to select an object that you want to rotate. Click on the **Window** tab from the menu bar and choose **Dockers** followed by **Transformations**. Then, click **Rotate**.

Step 2

- After that type an Angle value in the box.

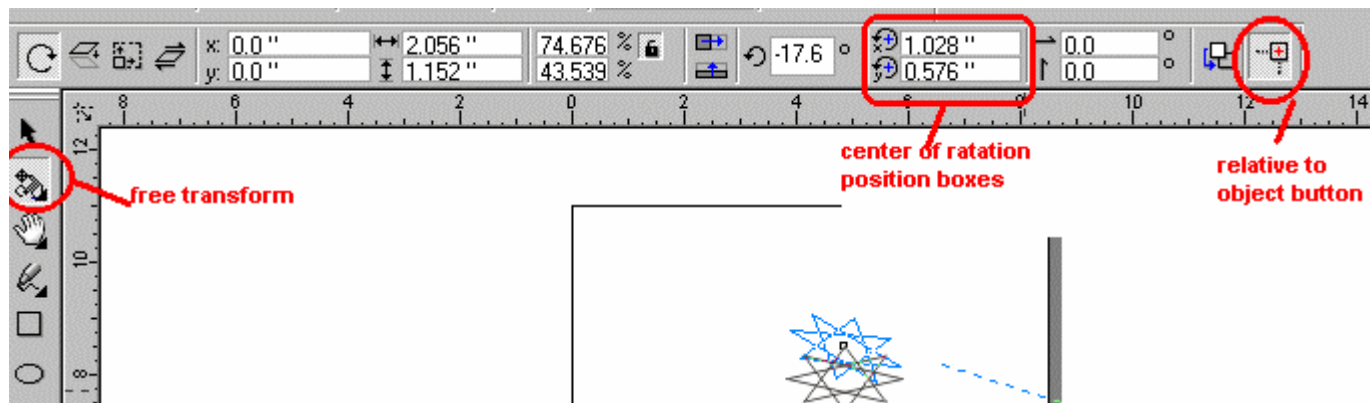
Step 3

- Type values in horizontal and vertical coordinates boxes to rotate the object.



How to Rotate an Object around a Ruler Coordinate

To Rotate an Object around a Ruler Coordinate



Step 1

- First, you will need to select an object and click the **Free Transform** at **Shape** edit fly-out.

Step 2

- Type in the values in horizontal or vertical ruler or both.

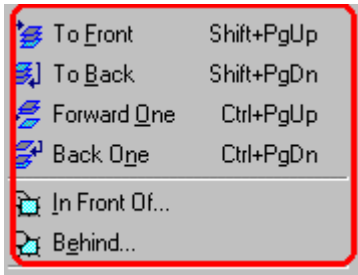
Step 3

- Now, type an Angle value to rotate the object.

How to Change the Order of an Object

To Change the Order of an Object

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



Step 1

- You will need to select an object.

Step 2

- Select **Arrange** tab from the menu bar and select **Order**.
- Click on the order to arrange the object.

How to Reverse the Order of Multiple Objects

To Reverse the Order of Multiple Objects



Step 1

- First of all, you have to click on the objects that you want to reverse.

Step 2

- After that click on the **Arrange** tab from the menu bar and select **Order** followed by **Reverse Order** as shown at the picture above.

How to Group the Objects

To Group the Objects

Step 1

- First of all, you have to click on the objects that you want to group.

Step 2

- Then, click on the **Arrange** tab from the menu bar and choose **Group**.



How to Combine the Objects

To Combine the Objects

Step 1

- At the beginning, you have to click on the objects that you want to combine.

Step 2

- Then click **Arrange** tab from the menu bar and select **Combine**.



How to Ungroup the Objects

To Ungroup the Objects

Step 1

- To ungroup objects, you have to select the grouped object or all the grouped objects.

Step 2

- Then, click **Arrange** tab from the menu bar and choose **Ungroup**.



How to Align a Series of Objects

To Align a Series of Objects

Step 1

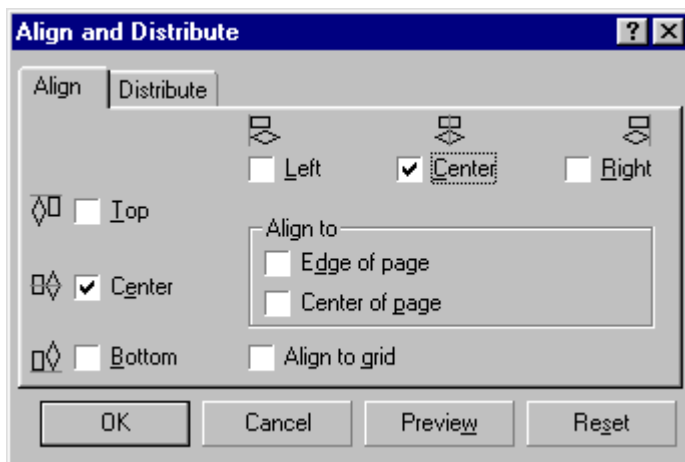
- First of all, you have to select the objects that you want to align.
- Then, click on the **Arrange** tab from the menu bar and choose **Align and Distribute**.

Step 2

- After that, click the **Align** tab and enable the check boxes that correspond to the horizontal and vertical alignment as shown at the picture below.

Step 3

- Enable Edge of page or Center of page to align to grid at the align area.



How to Snap Objects

To Snap Objects



Step 1

- At the beginning, you will need to select the objects that you want to snap.

Step 2

- After that, click the **View** menu and select **Snap to Objects**.

How to Revert to a Clone Master

To Revert to a Clone Master

Step 1

- To do so, you are prompted to right-click a modified clone, and click ***Revert To Master*** as the picture shown.

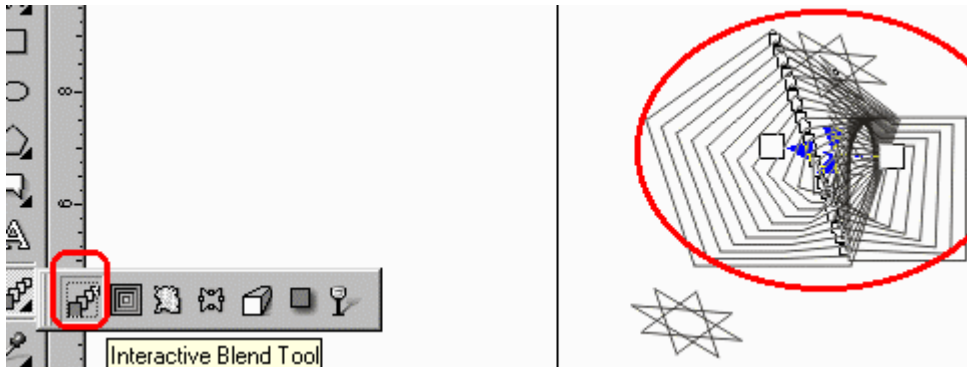
Step 2

- Enable one of the clones at check boxes, like Clone Fill, to restore the master fill attributes.



How to Blend Objects

To Blend Objects



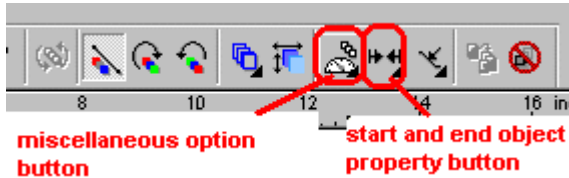
You can blend along a straight line.

Open the Interactive tools fly-out, and click the **Interactive Blend tool** as shown at the image above.

After that you have to select the first object and drag over the second object.

How to Start or End an Objects in a Blend

To Start or End an Objects in a Blend



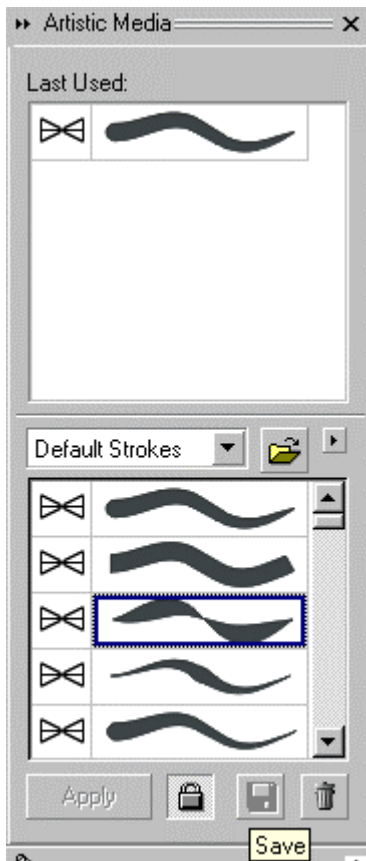
You can select the start or end object.

First of all, you have to select a blend. Click on the **Start and end object** properties button followed by the **Show Start**, or **Show End** button.

Working With Special Effects

How to Create a New Spray List

To Create a New Spray List



Step 1

- You will need to select the **Effects** menu and click **Artistic Media**.
- After that choose an object or a set of grouped objects.

Step 2

- Click on the **Save** button in the Artistic Media Docker window.

How to Offset the Lines that you Spray

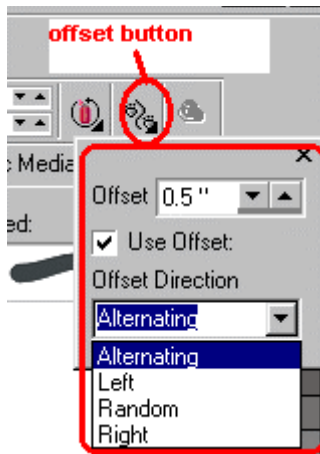
To Offset the Lines that you Spray

Step 1

- First of all, you have to select a spray list and click on the **Offset** button.

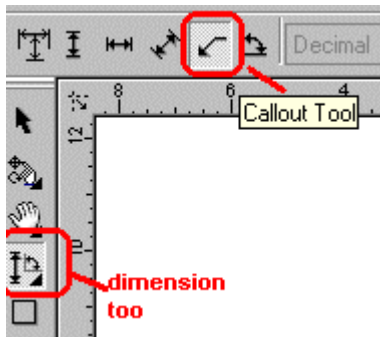
Step 2

- Then, enable the **Use Offset** check box to offset the objects from the path of the line sprayed and choose an offset direction from the Offset direction.



How to Draw a Callout

To Draw a Callout



Step 1

- To draw a callout, you are prompted to select **Dimension tool** at the Curve fly-out.

Step 2

- After that click the **Callout** tool. Then click on the place where you want the first callout segment to start.
- Click on the second segment to start and select the place to enter the callout text.
- Finally, type in the text that you want.

How to Draw a Dimension Line

To Draw a Dimension Line



- You have to click the **Dimension tool** at the Curve fly-out.
- Then, click the **Vertical, Horizontal, or Slanted Dimension tool** buttons to draw a dimension line.
- Select the start and end points of the dimension line and click where you want to place the dimension text.

How to Set the Dimension Units

To Set the Dimension Units



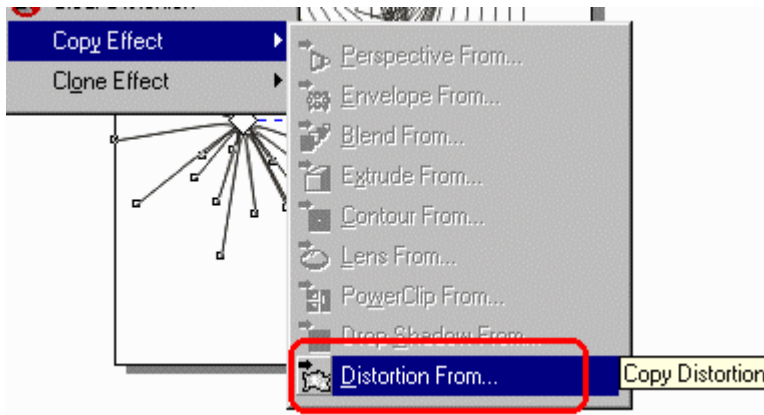
First of all, you have to select a dimension line and click on the **Show Units for Dimension** button.

Then, choose the options from the following list boxes:

- **Dimension style list box**
- **Dimension precision list box**
- **Dimension units list box**

How to Copy a Distortion

To Copy a Distortion



Step 1

- At the beginning, you will need to choose the object, which you want to copy as a distortion.

Step 2

- Click on the **Effects** tab from the menu bar and choose **Copy Effect** followed by **Distortion From**.

Step 3

- Finally, you have to click on a distorted object to complete.

How to Distort an Object

To Distort an Object

Step 1

- First of all, you have to click the **Interactive Distortion** tool in the Tool fly-out.

Step 2

- After that click Push and pull, or Zipper, or Twister distortion buttons and specify the settings.

Step 3

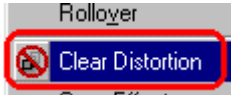
- Click on the place where you want to place the center of distortion.



How to Remove a Distortion

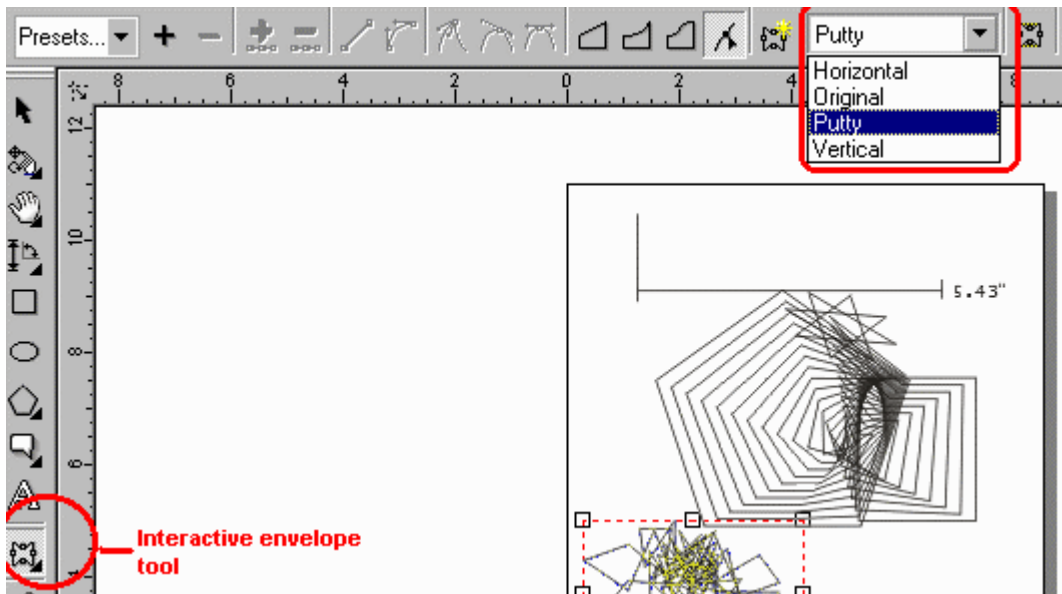
To Remove a Distortion

- At the beginning, you have to select a distorted object that you wish to remove.
- Then, click on the **Effects** menu and choose **Clear distortion** as shown at the picture below.



How to Change the Mapping Mode

To Change the Mapping Mode



Step 1

- You are prompted to click the **Interactive Envelope** tool at the Interactive tools fly-out.

Step 2

- Then, click an object with an envelope. Choose once from the Mapping mode list box.

Step 3

- After that drag the nodes or the nodes' control points.

How to Create a Rollover Object

To Create a Rollover Object

Step 1

- To create a Rollover object, you have to select an object to be created.

Step 2

- Then choose the **Effects** tab from the menu bar and choose **Rollover** followed by **Create Rollover**.



How to Edit a Rollover Object

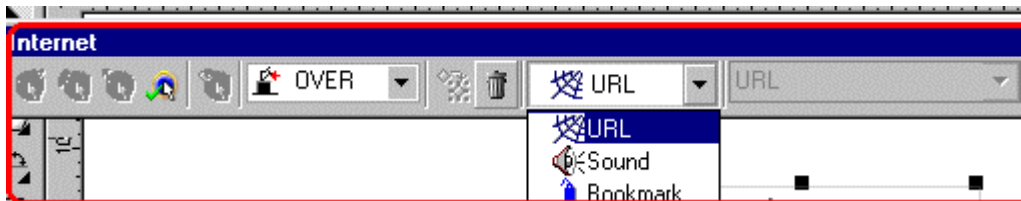
To Edit a Rollover Object

Step 1

- First of all, you have to select an object that you wish to edit and then click the **Effects** tab from the menu bar and choose **Rollover**. After that click **Edit Rollover**.

Step 2

- Then, specify attributes of the object.
- Click on the **Effects** menu and choose **Rollover** followed by **Finish Editing Rollover**.
- A drawing in which you are editing a rollover cannot be closed. You must finish editing the button before that.



How to Apply a Uniform Fill

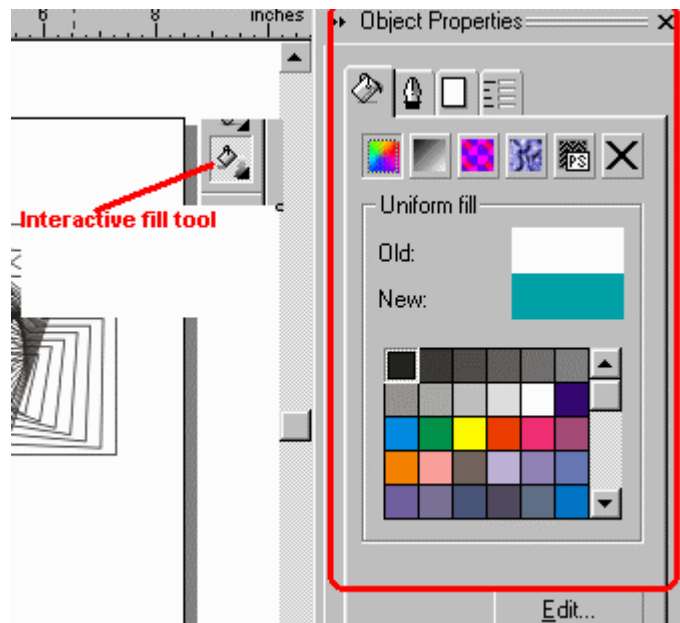
To Apply a Uniform Fill

Step 1

- At the beginning, you have to select an object that you can apply a **Uniform Fill** effect.
- Then click the **Interactive Fill** tool at the Interactive Fills fly-out.

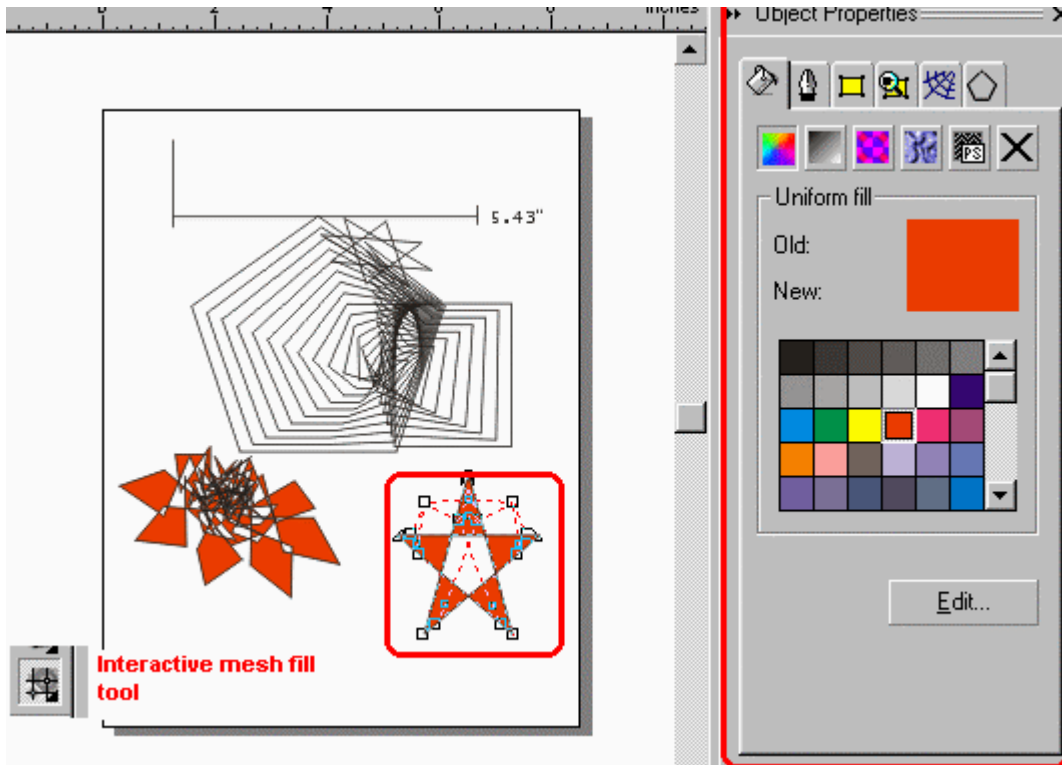
Step 2

- Choose the **Uniform Fill** from the Fill Type list box.



How to Apply a Mesh Fill to an Object

To Apply a Mesh Fill to an Object



Step 1

- You will need to choose an object to apply a **Mesh Fill** effect.

Step 2

- Click the **Interactive Mesh Fill** tool at the Interactive fill fly-out.

Step 3

- Type the number of columns or rows in the top portion or bottom portion of the Grid size box and press the Enter key.

Step 3

- Then you can adjust the grid nodes on the object.

How to Apply Special Effects to Bitmapped Images

To Apply Special Effects to Bitmapped Images

The special effects that can apply to a wide range of bitmapped images:

- a. The three-dimensional special effect can create the illusion of three-dimensional depth.
- b. The art strokes effect can apply hand-painted techniques.
- c. The blur effects make an image to simulate gradual change, movement, or speckling.

How to Apply a Special Effect

To Apply a Special Effect



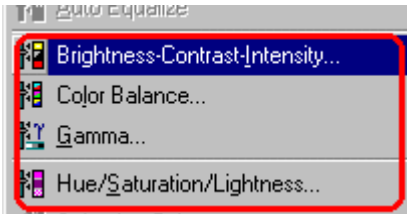
The picture at above shows the type of available Special Effects in Corel Draw 10, such as **3D Effects**, **Art Strokes**, **Blur**, **Color Transform**, **Contour**, **Creative**, **Distort**, **Noise** and **Sharpen** effects.

To apply a special effect on a picture or object, choose the object. Then select a Special Effect type from the list above.

You can then adjust any special-effect settings to the selected object.

How to Apply a Color or Tone Effect

To Apply a Color or Tone Effect



Step 1

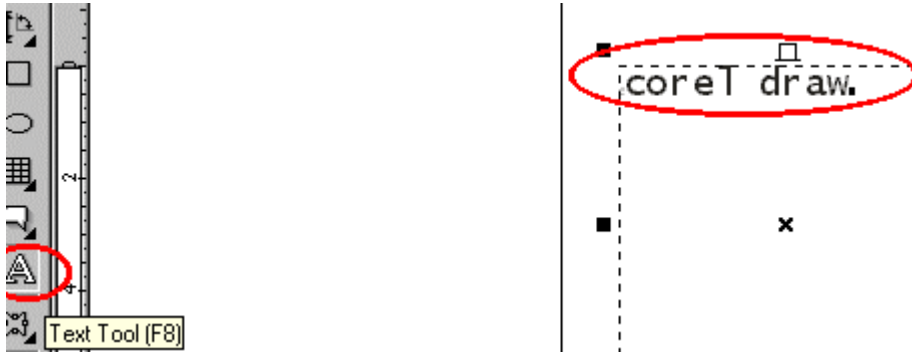
- You will need to select a bitmapped image.

Step 2

- Then click the **Effects** menu and choose **Adjust**.
- After that click a color or tone effect to specify any settings.

How to Add an Artistic Text

To Add an Artistic Text

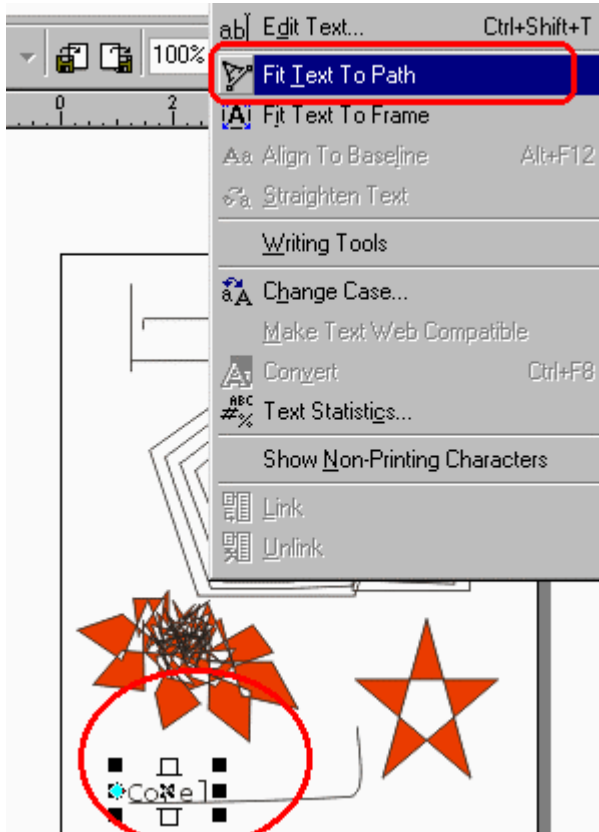


Click any place in the drawing window by using the **Text** tool.
You can then begin to type in the text that you want on the drawing. Apply Artistic text effect on the text when you need.

How to Fit the Text to a Path

To Fit the Text to a Path

- You will need to select the path by using the **Pick tool**.
- Then, click on the **Text** tab from the menu bar and choose **Fit Text To Path**.
- Type along the path. The text will then fit to the path.



Edited By Nora Sykin 083101

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Index

3	
3D Effects.....	87
A	
Access.....	13
Drawing Information	13
Add	22, 89
Add Text.....	45, 47
Artistic Text.....	89
Page	22
Pre-defined Form.....	45, 47
Adjust	88
Align	67
Series.....	67
Angle	60, 61
type	60, 61
Apply	52, 84, 85, 87, 88
Apply Artistic.....	89
Apply Special Effects	86
Bitmapped Images	86
Color	88
Mesh Fill	85
Special Effect.....	87
Uniform Fill.....	84
Arc	39
Draw.....	39
Arrange	63, 64, 65, 66, 67
Art Strokes.....	87
Artistic Media.....	72
Artistic Media Docker window.....	72
Artistic Media Tool.....	32, 33, 34
Artistic Text	89
Add.....	89
B	
Barcode Wizard Encodes.....	18
Bezier tool.....	36
Bitmapped.....	86, 88
Bitmapped Images	86
Apply Special Effects.....	86
Blend	71
Blend Objects	70
Blur	87
BMP	6, 7
Browse button.....	16

C

Calligraphic.....	32
Calligraphic button	32
Calligraphic Line	32
Draw	32
Callout	75
Callout tool	75
Draw	75
enter	75
Center	67
Change Pre-defined Shape	46
Changes	45, 47, 62, 81
Mapping Mode	81
Order	62
Text	45, 47
Check Box.....	17
Choose	82, 84
Choose Left	31
Effects.....	82
Uniform Fill.....	84
Clear	80
Clone	15
Clone Fill.....	69
Clone Master.....	69
Object	15
Revert	69
Close	13
CMX	7
Color	88
Color Transform	87
Apply.....	88
Combine	65
Objects	65
Contour	87
Control	56
Size	56
Copy	78
Copy Effect	78
Distortion.....	78
Corel Draw	6, 7, 11
Corel Draw 10	4, 87
Corel Draw 10 Step-By-Step Learning Program	4
Corel Draw file	7
publish.....	11
Corners	38
Round	38
Create	16, 72, 82
Create Bar Codes	18
Create Merge Fields	10
Create Rollover	82
Create Web-enabled Objects	17
enable	16
New Spray List.....	72
Rollover	82
Rollover Object.....	82

Creative	87
Curve	32, 33, 34, 35, 36, 75, 76
Open	36
D	
Delete	24
Delete Page	24
Page	24
Deselect	49
Objects	49
Different Anchor Point	52
using	52
Different Modes	19
Dimension button	77
Show Units	77
Dimension Line	76
Draw	76
Dimension tool	75, 76
Dimension Units	77
Set	77
Disable	52
Relative	52
Display	30
Distort	79, 87
Object	79
Distortion	78, 80
Distortion From	78
Copy	78
Remove	80
Distribute	67
Dockers	52, 55, 57, 58, 59, 60
Document	12, 54
Save	12
Draw	4, 26, 28, 32, 33, 34, 35, 36, 37, 39, 40, 43, 44, 48, 75, 76
Draw Polygon	41
Arc	39
Calligraphic Line	32
Callout	75
Dimension Line	76
Ellipse	40
Grid	44
Open	4
Pre-defined Shape	48
Preset Line	33
Pressure-Sensitive Line	34
Rectangle	37
Spiral	43
Straight Bezier Lines	36
Straight Line	35
Drawing Information	13
Access	13
print	13
Drawing Window	27
Duplicate	14, 15
Object	14

E

Edit	14, 15, 16, 18, 83
Edit Merge Fields	8
Print	8
Edit Rollover	83
Rollover Object	83
Effects	78, 82, 83
Effects menu	72, 80, 83, 88
choose	82
Ellipse	40
Ellipse tool	40
Draw	40
Embedded file	16
Embedded Object	16
Insert	16
Enable	16, 58, 74
Enable Edge	67
Create	16
non-proportional	58
Use Offset	74
End	71
Objects	71
Enter	75
Enter key	85
callout	75
press	85
Export	7
File	7

F

Facing Pages	31
View	31
File Name	6, 7
Select	6, 7
File Type	6, 7
Export	7
Import	6
Fill Type list	84
Finish Editing Rollover	83
Fit	90
Fit Text To Path	90
Text	90
Free Transform	61
Freehand tool	35
Full-Screen Preview	29

G

GIF	6, 7
GIF	7
Glyphs	46
Specific Page	28
Graph Paper tool	44
Grid	21, 44, 85
Draw	44
portion	85

Group	64
Objects	64
H	
Hand tool.....	27
High-resolution bitmapped	19
Horizontal.....	76
HTML	11
objects	11
I	
Import.....	6
File	6
Information window	13
Insert	16, 22
Insert Bar Code	18
Insert button	16
Insert Internet Object.....	16
Embedded Object.....	16
Interactive	70, 81, 85
Interactive Blend tool	70
Interactive Distortion tool	79
Interactive Envelope tool	81
Interactive Fill tool	84
Interactive Fills	84
Interactive Mesh Fill tool.....	85
Open	70
J	
JPEG.....	6, 7
JPG	7
L	
Layout	22, 23, 24, 31
Layout menu.....	31
Lines.....	74
Offset	74
Logarithmic Spiral	43
M	
Mapping	81
Mapping Mode.....	81
Change	81
Merge.....	9
Merge Fields	8, 10
Perform	9
Mesh Fill.....	85
Apply.....	85
Micro.....	54
Mirror.....	59
Object	59
Multiple.....	50
Multiple Objects	63
N	
New Spray List	72

Create	72
Next	18
Noise	87
Non-proportional.....	58
enable	58
Nudge	54
Nudge Distances.....	54
Set	54
value	54
Number.....	13, 42

O

Object around.....	61
Rotate	61
Objects..... 11, 14, 15, 41, 43, 44, 49, 50, 51, 52, 55, 56, 57, 58, 59, 60, 61, 62, 64, 65, 66, 67, 68, 71, 79, 85	
Clone.....	15
Combine	65
Deselect.....	49
Distort	79
Duplicate	14
End.....	71
Group.....	64
HTML.....	11
Mirror	59
Position	51, 52
Rotate	60, 61
Scale	55
Skew	57
Snap.....	68
Stretch	58
Ungroup.....	66
Offset.....	74
Offset button.....	74
Lines	74
Opening.....	4, 26, 36, 48, 70
Curve	36
Drawing	4
Interactive.....	70
Perfect	48
Zoom.....	26
Options.....	30, 54
Options List	17
Order	25, 62, 63
Change	62
Re-arrange.....	25
Reverse.....	63

P

Page.....	22, 23, 24, 25
Page Setup.....	31
Page Sorter View.....	25
Add.....	22
Delete.....	24
Rename.....	23
Pane.....	27

Path	90
PDF	12
PDF file	12
Publish	12
Perfect	48
Open	48
Perform	9
Perform Merge	9
Merge	9
Pick tool	49, 50, 90
Polygon	42
Polygon tool	41
Reshape	42
Popup Menu	17
Portion	85
Grid	85
Position	51, 52
Object	51, 52
Pre-defined Form	45, 47
add Text	45, 47
Text	47
Pre-defined Shape	48
draw	48
Preset	33
Preset button	33
Preset Line	33
Draw	33
Press	85
Enter key	85
Pressure button	34
Pressure-Sensitive Line	34
Draw	34
Preview	29
Preview Mode	30
Specify	30
Preview Selected Only	29
Selected Objects	29
Print	8, 9, 13
Print button	9
Print Merge	8, 9, 10
Print Merge Wizard	8, 10
Drawing Information	13
Edit Merge Fields	8
Publish	11, 12
Corel Draw	11
PDF	12
Push	79
 R	
Radio Button	17
Re-arrange	25
Order	25
Rectangle	37, 38
Rectangle tool	37
Draw	37
Relative	52

disable	52
Remove	80
Distortion.....	80
Rename	23
Page	23
Reset Button.....	17
Reshape	42
Polygon	42
Reverse	63
Reverse Order	63
Order	63
Revert	69
Revert To Master	69
Clone Master	69
Right	31
Rollover	82, 83
Rollover Object	82, 83
create	82
Create	82
Edit	83
Rotate	60, 61
Object	60, 61
Object around	61
Round	38
Corners	38
Ruler Coordinate	61
Rulers	20, 54

S

S 22	
Save	12
Save button.....	72
Document	12
Scale	55, 59
Object	55
Select	6, 7, 87
Select Arrange	62
Select Multiple	50
File Name.....	6, 7
Special Effect	87
Selected Objects	29
Preview	29
Series	67
Align	67
Set	54, 77
Dimension Units	77
Nudge Distances	54
Shape	38, 39, 61
Shape tool.....	38, 39
Sharpen	87
SHIFT	49, 50
Show End button	71
Show Start	71
Show Units.....	77
Dimension button	77
Simple Button.....	17

Size	56, 58
Control	56
Skew	57
Object	57
Slanted Dimension tool	76
Snap	68
Snap Objects	68
Objects	68
Special Effect	87
Apply	87
select	87
Specific Page	28
Go	28
Specify	30
Preview Mode	30
Spiral	43
Spiral tool	43
Draw	43
Spray	74
Start	4, 71
Step2	57
Straight Bezier Lines	36
Draw	36
Straight Line	35
Draw	35
Stretch	58
Object	58
Submit Button	17
Super	54
Symmetrical Spiral	43

T

Text	45, 47, 90
Text Edit Box	17
Text Edit Field	17
Text tool	45, 47, 89
changes	45, 47
Fit	90
Pre-defined Form	47
Three-dimensional	86
TIFF	6, 7
Tone Effect	88
Tools	30, 54, 79
Transformations	55, 57, 58, 59, 60
Transformations Then	52
Twister	79
Type	60, 61
Angle	60, 61

U

Ungroup	66
Objects	66
Uniform Fill	84
Apply	84
Choose	84
Use Offset	74

enable	74
Using	52
Using its Glyphs.....	46
Different Anchor Point	52
V	
Value.....	54
Nudge	54
Vertical	76
View	19, 21, 25, 29, 31
View menu	68
Facing Pages	31
W	
Web.....	11, 17
Web-compatible	11
Work	20, 21
Workspace	30
Z	
Zipper	79
Zoom	26
Zoom tool.....	26
opening.....	26