

CorelDraw

Course Objectives

Proficient use of the program, including:

- File Management (opening, saving, format conversion, import and export)
- Familiarity with the user interface (menus, toolbox and options, palettes, colour management)
- Using various view options, zoom, grid and guidelines, dockers
- Page layout, orientation and sizing
- Tool names, location, and use; fly-out menus
- Basic shape creation, selection, copying, importing, moving, resizing, transforming
- Fills and outlines
- Line tools (freehand, bezier, artistic media, brush strokes, sprayer, calligraphy)
- Ordering, Layers, and Grouping
- Using the Object Manager
- Special effects and filters
- Paragraph Text and Artistic Text
- Light, Shadow, Extrude, and other 3D effects
- Various colour models (RGB, CMYK, HSB)
- Preparing images for the Web

Outline - This is not written in stone, just an approximate guide

Day 1 The basics (chapters 1 - 2)

Day 2 - 3 Shapes and doing things to them (ch. 3 - 5); Working with Text (ch. 11 - 12)

Day 4 - 5 Nodes, Paths, Lines and Curves (ch. 6 -7); Layers, Object arrangement (ch. 13 - 14)

Day 6 - 7 Controlling your documents and projects (ch. 8 - 9); Bitmaps & Effects (ch 15)

Day 8 Colour and fills (ch. 10); fancy extras

Day 9 – 13 Project work

Evaluation – everything is due by the last day or marks will be deducted, 5% per day

25% Assignments

75% Final Project

Lectures:

Normally every other day, 10.30am, in the graphics room. This can change, depending on various circumstances; you will be informed.