

**Course: DCA Semester: II**

**Sub Code: 2DCA3 (A) Subject Name: (A) COREL DRAW (ELECTIVE - 2 )**

## **UNIT-I**

Introduction to CorelDraw : Features and Component of Corel Draw Suit , Use and importance in Designing, Various Graphic Files and File Extensions Various files supported by Corel Draw X4 with extension: Adobe CS3,Photoshop CS3,AutoCAD,Microsoft word, PDF, Corel painter, Microsoft Publisher.

Vector Image and Raster Images : Definition , Features, area where to use, Advantages and Disadvantages of both, Bitmap ,Pixel ,File Format jpg, gif, png, tif, bmp, psd, eps and pdfs, ai, cdr, svg, and eps & pdfs , Application Programs to work on Vector Graphics and Raster Graphics. Introduction to Screen and Work Area: Steps of opening Welcome Screen, Work perform through Welcome Screen, Opening a Document using Welcome Screen, Work Space details of Corel Draw Application window with features of each and shortcut key : Title Bar ,Menu bar, Standard Tool bar, Property bar, Tool Box, Drawing Page, Docker, Status bar ,Scroll bar ,Navigator, Ruler.

## **UNIT-II**

Introduction to Tools of CorelDraw : Features in Tools Group with description: Selection Tool,Shapes and Edit Tool ,Crop Tool, Zoom Tool, Curve Tool, Smart Tool, Rectangle Tool, Ellipse Tool, Object Tool, Perfect shape Tool, Text Tool, Table Tool, Interactive Tool, Eyedropper Tool, Outline Tool, Fill Tool, Interactive Fill Tool, Managing Palettes: Selecting colors, Creating custom Color palette , Creating color palette from an object, creating color pallete from Document ,Editing custom Color palette.

Working with Images : Selecting and Deselecting Image, Copying, Duplicating and Deleting Image, Selecting Color, Positioning Image, Sizing and scaling, Rotating and Mirroring, Modifying with Distortion, Cropping Filling Object: Fountain Fill, Pattern Fill and Texture Fill.

Working with Shapes, Colors and Fills ,Image Rasterization and Editing, Changing Vector image to Bitmap Image, Transformation Menu.

### **UNIT-III**

Coreldraw Files and supporting documents, What is Import, What is Export, Need of Import Export of Files, Export of Files and File formats, Searching for Files to Export, TIF,GIF,JPG,AI,CDR files.

Page Setup and Designing: Modifying size and Orientation of a Page, Working with Gridlines, Setting page background, Adding, Renaming and Deleting Page to a Drawing, Using Styles and Templates,

Working with Text, Formatting Text, Text Attributes: Type of Text, Converting Text Type, Changing Appearance ,Find and Replace, Applying Effect, Wrapping Paragraph Text Around Objects, Filling Text to an Objects Path, Curve Command.

### **UNIT-IV**

Designing Different Page Layouts: Using Page layout Window, Selection of various Layout based on required design for example Booklet Layout for News Paper and Magazines, Various setting Options based on given page, website, blog etc.

Working with Layers: Layer Creating Layers, Changing Layer Properties, Moving and Copying Objects between Layers, Deleting a, Special Effect to Objects and Texts, Contour Tool.

### **UNIT-V**

Preparation of Visiting Cards & Invitation Cards, Shaping Dockers & Logo Design

Introduction Brochure & Books, Introduction to Magazine Designing: With Given Design  
What is used?

**TEXT AND REFERENCES:**

*CORELDRAW X4 FOR SIMPLE STEPS*

*CORELDRAW X4 THE OFFICIAL GUIDE BY GARY DAVID BOUTON*