

**FREE
DISK!**
Includes Fonts,
Font Organizer,
Windows Caching
Program,
and More!

INSIDE CORELDRAW!

Third Edition

-  Tutorial and reference to all CorelDRAW! functions
-  Special tips and graphics tricks
-  Sixteen full-color pages of CorelDRAW! illustrations
-  Step-by-step instructions and practical examples



**Practical Lessons for Professional
Computer-Aided Graphic Design!**

- Expert Coverage of Windows Integration
- Covers CorelDRAW! Release 2.01

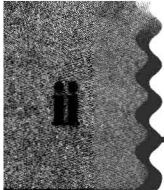


Daniel Gray

Inside CorelDRAW!™ 3rd Edition

Daniel Gray





Inside CorelDRAW!, 3rd Edition

Inside CorelDRAW!, 3rd Edition

By Daniel Gray

Published by:
New Riders Publishing
11711 N. College Ave., Suite 140
Carmel, IN 46032 USA

All rights reserved. No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage and retrieval system, without written permission from the publisher, except for the inclusion of brief quotations in a review.

Copyright © 1992 by New Riders Publishing

Printed in the United States of America 2 3 4 5 6 7 8 9 0

Library of Congress Cataloging-in-Publication Data is available.
ISBN No. 1-56205-039-7

Publisher

David P. Ewing

Acquisitions Editor

Brad Koch

Production Editor

Margaret Berson

Technical Editor

Kevin Coleman

Book Design

Scott Cook

Michelle Laseau

Book Layout and Production

*Jeff Baker, Claudia Bell, Scott Boucher, Brook Farling, Laurie Lee,
Cindy Phipps, Joe Ramon, Louise Shinault, Allan Wimmer*

Proofreaders

Betty Kish, Bob LaRoche

Indexed by

Jeanne Clark, John Sleeva, Susan VandeWalle

About the Author

Daniel Gray is a journeyman graphic artist who has been involved in both traditional and electronic publishing for more than ten years. This time has included stints on the drawing board, in the darkroom, in systems management, and with personal computers. Dan has worked on dozens of publications including *The Princeton Packet* and *Women's Wear Daily*. He founded and publishes *Banzai Wire*, America's only independent journal for Suzuki automobile owners.

Dan is currently a Graphic Systems Analyst for the Continental Corporation and uses both MS-DOS and Macintosh platforms to publish a wide range of periodicals, from simple newsletters to four-color magazines.

Inclined readers are invited to contact Daniel Gray through CompuServe. His CIS number is 71210,667.

Acknowledgments

Inside CORELDRAW! would not have been possible without the efforts and collaboration of many individuals, from programmers to printers.

At Corel Systems Corporation, many thanks for the best PC graphics program (and software support) available today, bar none. Many thanks to Vivi Nichol for reviewing the first edition and for her continued assistance, and to Jennifer Poulson for her assistance.

Thanks to the guest artists, Susan Krupp, Steve Lyons, and Michael Ward, for their superb contributions. A very special thank you to Michael Ward for his tips, Gary Cartwright for his insight, and to ArtRight's talented electronic artists. This book's title page and parts page illustrations are based on an original illustration by Steve Lyons.

My deepest gratitude to New Riders Publishing for providing the opportunity to write this book. Thanks to Rusty Gesner for taking a chance on me, to Margaret Berson for her work on the third edition, to Christine Steel for her guidance on the first and second editions, and to Kevin Coleman for technical editing.

Thank you, Debbie, for being the beta guinea pig and allowing me to live under the same roof (in wedded bliss, no less). You deserve a vacation more than I do.

Trademark Acknowledgments

New Riders Publishing has made every attempt to supply trademark information about company names, products, and services mentioned in this book. Trademarks indicated below were derived from various sources. New Riders Publishing cannot attest to the accuracy of this information.

Adobe and PostScript are trademarks of Adobe Systems, Inc., registered in the United States and other countries.

Aldus and PageMaker are registered trademarks of Aldus Corporation.

CompuServe is a registered trademark of CompuServe, Inc.

CorelDRAW!, CorelTRACE!, and WFNBOSS are registered copyrights of Corel Systems Corporation.

Microsoft, MS, and MS-DOS are registered trademarks, and Windows and Windows/386 are trademarks, of Microsoft Corporation.

Pantone, Inc., is the copyright owner of PANTONE Color Computer Graphics and Software, which is licensed to Corel Systems Corporation to distribute for use only in combination with CorelDRAW!. PANTONE Computer Video Simulations used in this publication may not match PANTONE-identified solid color standards. Use current PANTONE Color Reference Manuals for accurate color.

Ventura Publisher is a trademark of Ventura Software, Inc.

IBM/PC/XT/AT, IBM PS/2 and PC DOS are registered trademarks of the International Business Machines Corporation.

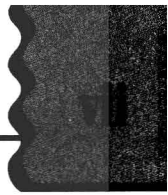
Macintosh is a registered trademark of Apple Computer, Inc.

Trademarks of other products mentioned in this book are held by the companies producing them.

Warning and Disclaimer

This book is designed to provide information about the CORELDRAW! program. Every effort has been made to make this book as complete and as accurate as possible, but no warranty or fitness is implied.

The information is provided on an "as is" basis. The author and New Riders Publishing shall have neither liability nor responsibility to any person or entity with respect to any loss or damages arising from the information contained in this book or from the use of the disks or programs that may accompany it.



Contents at a Glance

Introduction

Part One: The Basics

1. Getting Up and Running
2. Creating and Drawing
3. Editing and Manipulating

Part Two: Putting CorelDRAW! to Work

4. Basic Typography
5. Advanced Typography
6. Outline, Fill, and Color
7. Bit Maps and Draw
8. Assembling Complex Images
9. Special Type Effects
10. The Galleries

Part Three: Past Your Own PC

11. The Windows DTP Arsenal
12. Printing Considerations

Appendixes

- A Working with Windows
- B Beyond the Mouse
- C Glossary
- D Keyboard Shortcuts
- E Clip-Art Compendium

Table of Contents

Introduction	1
Theory of Object-Oriented Drawing Programs	2
Where CorelDRAW! Fits into the DTP Arsenal	2
About this Book	2
Using this Book	3
Exercise Syntax and Conventions	3
What Lies Ahead	4
Meet Joe DeLook and Design by the Sea	7

I The Basics

I Getting Up and Running	11
DeLook Design	12
The Basics of Image Manipulation	14
Loading and Opening a File with Mosaic	15
Selecting an Object	18
Moving an Object	18
Stretching an Object	20
Fixing a Mistake	21
Stretching versus Scaling	22
Leaving an Original	23
Mirroring an Object	24
Rotating an Object	25
Zooming Up with the Zoom Tool	28
Saving Files	30
Setting Up a New File	31
Opening a New File	32
Using Page Setup	33
Using Crop Marks	37
Importing Art: A Brief Look	37
Printing	40
Quitting	41
Summary	42

2	Creating and Drawing	43
	DeLook Designs His First Project	44
	Drawing with the Mouse.....	44
	The Pencil Tool	45
	Drawing Straight Lines (Open Path)	45
	Drawing Straight Lines (Closed Path)	47
	Snapping to Nodes with AutoJoin	48
	Deleting Objects	51
	Four Ways To Delete Objects	51
	Freehand Drawing (Curves)	54
	Drawing Smooth Lines	59
	Ellipses and Rectangles	61
	The Ellipse Tool	62
	The Rectangle Tool	63
	Using the Grid and Guidelines for Precision	64
	Aligning Objects to the Grid	66
	Using Skew	68
	Pulling in the Guidelines	70
	Forming, Copying, and Pasting a Group	72
	Outline and Fill	75
	Some Quick Typesetting	80
	Summary	81
 3	 Editing and Manipulating	 83
	Better Living Through Bezier Curves	86
	Types of Nodes	88
	Try Drawing Some Curves	88
	Smooth Nodes	89
	Symmetrical Nodes	89
	Cusp Nodes	91
	Line Nodes	91
	Adding Nodes to an Object	95
	Nodes and Tracing	98
	Node Pointers	98
	Drawing in Bezier Curve Mode	99
	Planning a Layering Strategy	102
	A Lonely Saturday Night at DeLook Design	103
	Building Layers	104
	Rounding Corners	105
	Setting Special Characters	107

Using Align	109
Scaling with Leave Original	111
Stretch & Mirror	114
Setting Up and Using Duplicate	117
Duplicating and Building the Two of Hearts	121
Arranging Layers (or Shuffling the Deck)	121
Summary	125

II Putting CorelDRAW! to Work

4 Basic Typography 129

Using CorelDRAW!'s Typographic Conventions	130
Type Sizes	130
Typefaces	131
Other Type Specs	131
Why Is Every Job a Rush?	132
Freddie Needs a Fast Flyer	132
Building the Flyer	133
Using The Text Tool	135
Setting Superior Characters	139
Pseudo Base-Alignment	141
Condensing Type	142
Changing Face with Character Attributes	144
Centering Objects to the Page	146
Freddie Wants More	149
Bringing in Clip Art	150
Using Symbols	151
Importing Text	156
The Clipboard	157
Text Importation and the Clipboard	157
Text Importation from Windows Write	159
Some Provisos	160
Using Paragraph Text	161
The Paragraph Text Tool	162
Print Time with Paragraph Text	167
Summary	167

5 Advanced Typography 169

The Art of Typography	170
Using the Right Tool for the Job	170

Thurston's Bait and Tackle Hooks DeLook	170
Text as an Object	171
Using Special Effects on Text	173
The Bait and Tackle T-Shirt Project	174
Using Nonprinting Guidelines To Lay Out	
Designs	174
Saving Progressive Files	175
Setting Type	176
Borrowing Style	178
Condensing Type	179
Adding an Arc Guideline	183
Copy Style From	184
Kerning Text	185
Kerning with Character Attributes	187
Give It a Nudge!	189
Realigning Text to the Baseline	192
Editing and Manipulating Character Outlines	193
Converting Text to Curves	194
Break Apart	197
Using Combine To Reassemble Multiple Path	
Characters	198
Arcing the Serifs	204
Pushing the Envelope	208
Envelope Basics	209
Extrude Is Heavy Stuff	214
Summary	218

6 Outline, Fill, and Color 219

CorelDRAW! and Color	220
PANTONE Color	220
Process Color	221
The Outline Pen Tool	222
Customizing the Outline Pen	223
Understanding Draw's Color Selection Methods	234
Outline Colors	235
The Visual Selector	238
The Fill Tool	239
Uniform Fills	240
PostScript Screens	240
Fountain Fills	242
PostScript Texture Fills	248
Bit Map Pattern Fills	249

Vector Pattern Fills	252
Charts and Slides	254
Producing Charts and Graphs	255
Using CorelDRAW! along with a Spreadsheet Program	255
Building Your Own Pie Charts	257
Making Your Presentation Count	258
DeLook Design Lands the Rippin' Surfboard Company	259
Building Slides	260
Using Palettes to Your Advantage	272
Summary	274

7	Bit Maps and Draw	275
	Finding Bit Maps	275
	Scanners	276
	A Scanning Caveat	277
	Windows Paintbrush	277
	DeLook Designs for Island Sports	281
	Electronic Clip Art	283
	BMP	284
	PCX	284
	TIFF	285
	How Draw Deals with Bit Maps	285
	Bit Maps as Bit Maps	286
	Incorporating Bit Map Images	286
	Cropping Bit Maps	287
	Scaling Bit Maps	288
	Stretching, Skewing, and Rotating Bit Maps	288
	Changing Bit Map Color and Fill	289
	Masking Bit Maps	290
	Using Bit Maps for Tracing	294
	Importing a File for Tracing	299
	Manual Tracing versus Autotracing	300
	Autotrace Preferences	301
	CorelTRACE! The Better Way	302
	Setting Up CorelTRACE!	305
	No Matter How You Trace... ..	308
	The Island Sports Logo	309
	A Tracing Tweaking Tip	309
	Duplicating with Move	312
	Summary	314

8	Assembling Complex Images	315
	Building Images That Work	316
	Getting the Most from Combine and Group	316
	Using Fountain Fills Properly	318
	Eliminating Excess Nodes	318
	Joe DeLook Takes an Early Lunch	319
	Building a Working Drawing	319
	Blend and Repeat	332
	Finishing Off the Body with Repeat	337
	Preventing Problems	339
	Save Files Frequently!	340
	Use Undo Immediately	340
	Back Up Important Files to Floppies	341
	Preview Strategies	341
	The Preview Windows	342
	The Preview Toolbox	343
	Pseudo-Full and Full-Screen Preview	344
	Interruptible Display	345
	Auto Update	345
	Preview Selected Only	346
	Save Time by Programming Your Mouse	346
	Joe Wakes Up	346
	Fitting Text to Path	347
	Character Baselines	348
	The Influence of Text Alignment	348
	Inside or Outside, Upside or Downside	349
	Align to Baseline/Straighten Text/Undo	350
	Perspective	357
	Using the Perspective Effect	359
	Summary	365
9	Special Type Effects	367
	Typographical Pyrotechniques	368
	Drop Shadows: Variations on a Theme	368
	Perspective Shadows	370
	Knockout Drops	373
	Embossed Text	375
	Neon Type	378
	Tube Type	383
	Punk Text	388
	Bevel Text	390

	Chrome Type	394
	Spin Type	400
	Two-Tone Type	404
	Letterspaced Type	406
	Texture Type	408
	Backgrounds and Design Elements	409
	Using TIFF/PCX/BMP Textures	409
	Summary	412
10	The Galleries	415
	Daniel Gray	415
	The Navel Base	416
	Seaside Aquarium	417
	The Monarch Butterfly	419
	Susan Krupp	420
	Fashion Block	420
	Dudes	421
	Steve Lyons	424
	Michael Ward	424
	The Clock	425
	The Cloisonne Pin	426
	The Rippin' Surfboard, Inc., Presentation	428
	The Introductory Slide	428
	The Company Background Slide	429
	The Surfboards Shipped Slide	429
	The Artists of the First Gallery	430
	The Second Gallery	431
	Summary	432
III	Past Your Own PC	
11	The Windows DTP Arsenal	435
	Communicators as Leaders	436
	Working with Windows	437
	Buying the Right Hardware	438
	Buying the Right Software	438
	Paint and Image Manipulation Programs	439
	Aldus PhotoStyler	439
	Fractal Design Painter	440

Image-In-Color Professional	441
ZSoft's Publisher's Paintbrush	442
Importing and Exporting Files	443
AI/EPS	443
Image Header	445
Text as Text or Text as Curves?	446
AI/EPS Export Caveats	448
Computer Graphics Metafile (CGM)	449
AutoCAD (DXF)	450
Scan Conversion Object Description Language (SCODL)	450
GEM	450
PCX and TIFF	451
IBM PIF (GDF)	451
WordPerfect Graphic (WPG)	451
In Search of DTP Information	452
Adonis Corporation: Clip Art by Modem	453
Shareware	454
Calendar Publisher for CorelDRAW!	454
PKZIP	455
CODE TO CODE	456
ALPHAQUOTE	457
The Association of Shareware Professionals	458
Publications for Publishers	459
Aldus Magazine	459
Desktop Publisher	460
Personal Publishing	460
TypeWorld	460
U&lc	461
CompuServe Information Service (CIS)	462
The DTPFORUM	462
ZENITH FORUM	463
Corel on WINAPB	463
Fooling With Fonts	464
Corel's WFNBOSS Font Conversion Utility	464
Monotype, Inc.'s, Neville Brody Collection	466
Running WFNBOSS	466
Merging Fonts	467
FontBank	468
The FontHaus	469
Adobe Type Manager	469
ZSoft's Publisher's Type Foundry and SoftType	470

Mosaic: Corel's Visual File Manager	471
Using Mosaic Libraries	472
Organizing and Annotating Your Files	472
Creating a Slide Show with CorelDRAW!	473
Gang Printing with Mosaic	473
Summary	474

12 Printing Considerations 475

Draw's Print Options	476
Printing in Color	481
Trapping	482
Trapping the Thurston's Design	483
Playing with the Bands	487
Avoiding Banding in PostScript Fountain Fills	487
What about Color Fills?	490
In Short... ..	491
What Else Can I Print with CorelDRAW!?	491
Print Merge	492
35mm Slides	493
Imaging Formats	494
The Image Center	496
Vinyl Lettering	497
Colossal Graphics: Large Format Output	498
POWERSCRIPT Imaging Centers	499
European Imaging Centers	501
Using Service Bureaus	502
What To Do When the Job will not Print	502
Are You Hooked Up Correctly?	503
Making Sure Your Files Run	503
Summary	504
Saying Goodbye to Joe DeLook	504

Appendixes

A Working with Windows 507

Fine-Tuning CORELDRW.INI	508
Renaming Fonts	508
Changing the Font Order	512
Specifying Printer-Resident Fonts	512