

Drawing on the PC[®]

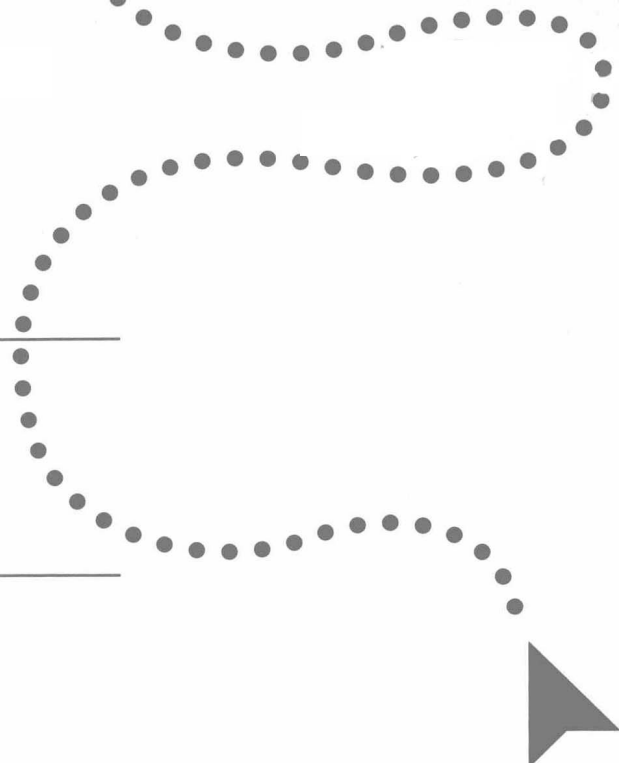
A Non-Artist's Guide to Corel[®] Draw, Micrografx[®] Designer,[™] and Many Others



Deke McClelland
Publishing Resources Incorporated

BUSINESS ONE IRWIN
Desktop Publishing Library

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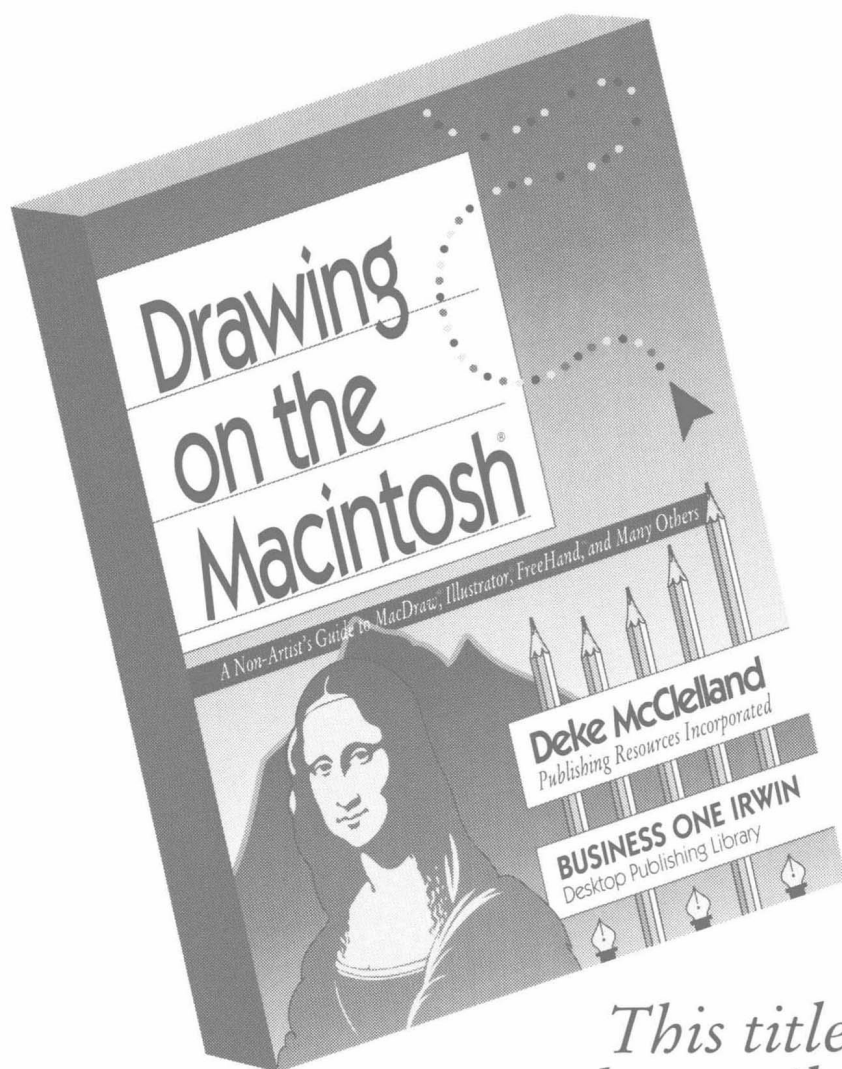
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Foreword

It is often said that our world is becoming more and more the domain of the specialist. As each category of human interest and endeavor becomes increasingly complex and competitive, practitioners are left with little choice but to forgo a wide range of expertise in order to develop and maintain their chosen specialization. Time does not allow, or so the theory goes, one person to be an accountant and a politician and a researcher and an artist.

On the other hand, think of all that you can do with the aid of your personal computer and some software. If you have a spell-checking program, you can spell; if you have an accounting package, you can correctly perform double-entry bookkeeping; if you have a telecommunications program, you can communicate with millions of people or search vast databases; and if you have page composition software, you can electronically “paste-up” complex documents. The personal computer may well be the anecdote to specialization.

In each of these cases, a complex process has been simplified to little more than data entry and button pushing. The tools required to perform these tasks have been computerized and the use of these tools has been automated.

However, the process of drawing has yet to—and some would argue never will—undergo such a complete transformation. While the tools of drawing have been simulated on a computer screen, the use of these tools has not been fully automated. This represents a fundamental difference between drawing and most other computerized processes: Drawing still requires that a person know how to use the tools of the trade and, more importantly, how to think like an artist.

But how many of us are equipped with this knowledge? Certainly not the average computer user—or so you may believe. Millions of people own drawing software but few dare to draw more than a map to their house. They assume that the ability to draw is solely dependent on talent, or that it requires extensive study and practice.

Drawing on the PC is for those people.

In this book, Mr. McClelland demystifies the artistic process, demonstrating that by learning a few basic principles, understanding the power of your automated drawing tools, and remembering where the “Undo” command is located, almost anyone can create the kind of art they need to spruce up newsletters, reports, letters, brochures, and so on. With a little practice, you will be creating original art as easily as you already correct your spelling, balance your books, or layout the monthly newsletter. In no time you will be personalizing your work, making it more attractive, saving both time and money, and having a little more fun with your computer.

A few words of advice before you set off to become the complete Renaissance Man or Woman: Start simple, stick with it, and refer back to the elementary sections of this book often. And never be embarrassed by your early work. Just claim that it's some horrible clip-art you're trying to fix.

Best of luck.

Craig Danuloff
President, Publishing Resources Inc.

Developing a Successful Drawing Technique

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