

COREL DRAW! 2



- *The BEST Step-by-Step Introduction to CorelDRAW! Available*
- *Learn the Most Important CorelDRAW! 2 Features*
- *Hands-on Exercises and Plenty of Illustrations Guarantee Understanding from Basic Drawing Tools to Special Effects and Advanced Autotrace Features*

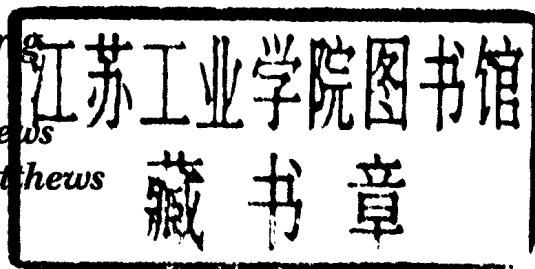
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CorelDRAW! 2

Made Easy

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Corel Draw! 2 Made Easy

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After two editions of this book and the Ihrigs' and the Matthews' work on other computer books, these authors have found one thing to be abundantly clear: Corel Systems has the finest customer support service in the industry!

Vivi Nichol, manager, and super support gurus Andrew Knox and Shawn Greenberg all provided an incredible responsiveness, great depth of knowledge, and an understanding and patience that is almost unheard of in the industry. They are responsible for making the book much more accurate and complete and the examples easier to produce. Anyone who has wrestled to get a bit of information out of a customer service department will understand what a joy it can be to work with Corel Systems.

Introduction

Since its initial release in January of 1989, CorelDRAW! has become the most talked-about graphics software package for IBM-compatible PCs. It's easy to understand why the program has received many major industry awards and received so much favorable attention. Quite simply, no other drawing software offers so many powerful drawing, text-handling, autotracing, color separation, and special effects capabilities in a single package.

About This Book

CorelDRAW! 2 Made Easy is a step-by-step training guide to CorelDRAW! that leads you from elementary skills to more complex ones. Each chapter contains hands-on exercises that are richly and clearly illustrated so that you can match the results on your computer screen.

This book makes few assumptions about your graphics experience or computer background. If you have never used a mouse or worked with a

drawing package, you can begin with the exercises in the early chapters and move forward as you master each skill. On the other hand, if you have experience in desktop publishing, graphic design, or technical illustration, you can concentrate on the chapters that cover more advanced features or features that are new to you. Even the basic chapters contain exercises that stimulate your creativity, however, so it is worth your while to browse through each chapter in order to gain new design ideas.

How This Book Is Organized

CorelDRAW! 2 Made Easy is designed to let you learn by doing, regardless of whether you are a new, intermediate, or advanced user of CorelDRAW!. You begin to draw right away, and as the book proceeds, you continue to build on the skills you have learned in previous chapters.

The organization of this book is based on the philosophy that knowing how to perform a particular *task* is more important than simply knowing the location of a tool or menu command. The body of the book therefore contains step-by-step exercises that begin with basic drawing skills and progresses to advanced skills that combine multiple techniques. The appendixes at the end of the book contain handy reference material that you can turn to when you need to review what you have learned.

The organization of each chapter will help you locate quickly any information that you need to learn. Each section within a chapter begins with an overview of a particular skill and its importance in the context of other CorelDRAW! functions. In most chapters, every section contains one or more hands-on exercises that allow you to practice the skill being taught.

Chapters 1 through 5 of *CorelDRAW! 2 Made Easy* help you become familiar with the software interface and with basic drawing skills. Chapter 1, "Getting Acquainted with CorelDRAW!," gives you a guided tour of the CorelDRAW! screen and introduces you to the menus, tools, and mouse techniques of the software. Chapter 2, "Drawing and Working with Lines and Curves," introduces you to the Pencil tool and shows you how to create straight lines, polygons, curves, and closed curve objects. Chapter 3, "Drawing and Working with Rectangles and Squares," and Chapter 4, "Drawing and Working with Circles and Ellipses," introduce the Rectangle and Ellipse tools

respectively. Chapter 5, "Adding Text," shows you how to enter text on the CorelDRAW! page and define the font, point size, alignment, and spacing for text.

Chapters 6 and 7 describe how you can customize the CorelDRAW! screen to enhance your drawing power. Chapter 6, "Using Magnification and View Selection," acquaints you with the Magnification tool and with the five ways you can define a limited or expanded viewing area. In Chapter 7, "Previewing Your Graphics," you will learn how the screen can show you your graphics just as they will look when you print them.

Chapters 8 through 12 show you how to *edit* objects and text and combine them into more complex images. Chapter 8, "Selecting, Moving, and Arranging Objects," teaches you how to select objects in order to perform further work on them and how to group, combine, move, and change the relative order of objects on the screen.

Chapter 9, "Transforming Objects," describes how to stretch, scale, rotate, and skew objects, how to create mirror images in any desired direction, and how to leave a copy of the original object as you transform it.

Chapter 10, "Shaping Lines, Curves, Rectangles, and Ellipses," shows you how to use the Shaping tool to turn rectangles into rounded rectangles, circles or ellipses into wedges or arcs, and lines or curves into any shape you desire.

Chapter 11, "Shaping and Editing Text," introduces a variety of special effects (such as word pictures) that you can achieve when you edit text with the Shaping tool.

Chapter 12, "Cutting, Copying, and Pasting Objects and Pictures," describes how to use the Windows clipboard to transfer objects between CorelDRAW! pictures or between CorelDRAW! and other applications. This chapter also covers CorelDRAW! techniques for duplicating objects and repeating operations and suggests ways to exploit the special-effects potentials of these techniques.

Chapters 13, 14, and 15 cover an especially rich topic: the process of defining outlines and fills for objects within a drawing. In Chapter 13, "Defining the Outline Pen," you will learn how to create calligraphic outlines and define line styles for existing and new objects.

Chapter 14, "Defining Outline Color," lets you practice assigning spot color, process color, or gray shades to any object's outline and defining outlines that contain special PostScript halftone screen patterns. In Chapter 15, "Defining Fill Color," you learn how to fill the interior of any object with process or spot color, shades of gray, or special-effects fountain fills.

Chapters 16 through 18 cover skills and special topics that go beyond drawing and editing techniques. The ability to use CorelDRAW! in conjunction with other graphics applications is discussed in Chapter 16, "Importing and Exporting Files."

Chapter 17, "Printing and Processing Your Images," reviews how to set up your printer and lets you experiment with printing color separations with crop marks and registration marks, printing to a file, and defining a variety of printing parameters.

In Chapter 18, "Creating Special Effects," you will find out how to use the powerful special effects introduced with CorelDRAW! Version 2.0. These effects, which work with text as well as other graphic objects, include using an envelope to shape an object, putting an object into multidimensional perspective, extruding an object to make a three-dimensional image, and blending two objects to make a new one.

Chapter 19, "Combining CorelDRAW! Features," allows you to integrate all the skills taught in the earlier part of the book. It contains several lengthy exercises that let you review many techniques and design a variety of drawings.

The Appendixes at the back of the book provide easy reference information. To benefit from suggestions for getting the most from your software, turn to Appendix A, "Installing CorelDRAW!." Use Appendix B, "Keyboard and Mouse Shortcuts," when you need to look up the use of a special key combination quickly. For information on using third-party fonts or clip art, or for help in using WFNBOSS to convert other manufacturers' fonts to CorelDRAW! format and vice versa, see Appendix C, "Corel Connectivity: Clip Art and Fonts." Finally, Appendix D, "Tracing Bitmapped Images," lets you practice techniques for tracing imported bitmaps manually or automatically. You will also learn how to trace single or multiple bitmaps rapidly, using the sophisticated new CorelTRACE! batch autotracing utility.





Note

The exercises in this book were designed with a VGA display adapter and screen driver in mind. If the screen driver that you installed for Windows has a lower or higher resolution (for example EGA or 800 X 600), you may need to adjust viewing magnification or rulers for some of the exercises.

Conventions Used in This Book

CorelDRAW! 2 Made Easy uses several conventions designed to help you locate information quickly. The most important of these are:

- Terms essential to the operation of CorelDRAW! appear in *italics* the first time they are introduced.
- The first time an icon or tool in the CorelDRAW! toolbox or interface is discussed, it appears as a small graphic in the text; for example, the Pencil tool . A small icon also appears in the text the first time you are asked to use or refer to a given tool or icon within a chapter.
- You can locate the steps of any exercise quickly by looking for the numbered paragraphs that are indented from the left margin.
- Names of keys appear as small graphics that look similar to the actual keys on your computer's keyboard (for example, .
- Text or information that you must enter using the keyboard appears in this book in **boldface**.

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