



INTRODUCING

**ADVANCED
COREL DRAW
GRAPHIC DESIGNING
MASTERCLASS**

**Become a DIGITAL KARIGAR Certified
Advanced Graphic Designer Expert and
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Corel Draw Masterclass.**

15 DAYS LIVE TRAINING



COURSE CONTENT

CORELDRAW

CORELDRAW TRAINING IMPARTS KNOWLEDGE AND SKILLS TO UNDERSTAND AND USE DIFFERENT FEATURES AND TOOLS OF CORELDRAW SOFTWARE.

PARTICIPANTS LEARN HOW TO USE THIS VECTOR-ILLUSTRATION AND PAGE-LAYOUT APPLICATION TO PRESENT OBJECTS, LAYERS, AND PAGES IN AN EFFECTIVE AND PRESENTABLE FORM.

A LARGE COLLECTION OF FONTS, CLIP ART, AND EDITING TOOLS ENABLES THE USER TO CREATE LOGOS, BROCHURES, WEBSITE GRAPHICS, ILLUSTRATIONS AND OTHER ARTWORK. THE TRAINED CANDIDATES CAN DEVELOP THE DESIGNS TO MEET THE COMPUTER GRAPHICS NEED OF VARIOUS APPLICATIONS.



4 MODULES TO UNDERSTAND CORELDRAW:

- MODULE 1: CORELDRAW BASICS AND INTERFACE
- MODULE 2: OBJECTS- CREATION AND MANIPULATION
- MODULE 3: WORKING WITH SPECIAL EFFECTS AND TEXTS
- MODULE 4: PAGE LAYOUT, PRINTING, EXPORTING AND
ADVANCED FEATURES



MODULE 1: CORELDRAW BASICS AND INTERFACE

1. GETTING STARTED

- EXPLORING THE CORELDRAW SCREEN
- FILE MANAGEMENT
- SETTING UP THE PAGE

2. MOVING AROUND AND VIEWING DRAWINGS

- MOVING AROUND THE CURRENT PAGE
- VIEWING MODES
- INSERTING AND DELETING PAGES
- CHANGING PAGE

3. CUSTOMIZING OPTIONS

- USING MULTIPLE WORKSPACES
- CUSTOMIZING THE TOOLBARS
- USING SHORTCUTS
- SAVING DEFAULTS
- SETTING FILE BACKUPS



MODULE 2: OBJECTS- CREATION AND MANIPULATION

1. DRAWING AND SHAPING OBJECTS

- **DRAWING AND SHAPING TOOLS**
- **USING THE FREEHAND TOOL**
- **DRAWING LINES AND POLYLINES**
- **DRAWING FREEHAND POLYGONS**
- **DRAWING PERFECT SHAPES**
- **RESHAPING LINES AND POLYLINES**
- **DRAWING CURVES**
- **RESHAPING CURVES**
- **DRAWING RECTANGLES**
- **DRAWING CIRCLES**

2. SELECTING & MANIPULATING OBJECTS

- **SELECTING AND DESELECTING OBJECTS**
- **MOVING OBJECTS**
- **COPYING AND DELETING OBJECTS**
- **DELETING OBJECTS**
- **SIZING OBJECTS .**

3. TRANSFORMING OBJECTS

- **MIRRORING OBJECTS**
- **ROTATING AND SKEWING OBJECTS**
- **USING TRANSFORM DOCKER**

CONTINUE...



MODULE 2:

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4. OUTLINING & FILLING OBJECTS

- EYEDROPPER AND PAINT BUCKET TOOLS
- THE OUTLINE TOOL
- CHOOSING OUTLINE THICKNESS
- CHOOSING OUTLINE COLORS
- USING FILL TOOL
- UNIFORM FILL, FOUNTAIN FILL, PATTERN FILL
- INTERACTIVE MESH FILL
- COPYING ATTRIBUTES
- SETTING OUTLINE AND FILL DEFAULTS

5. ARRANGING OBJECTS

- ARRANGING OBJECTS
- GROUPING AND UNGROUPING OBJECTS
- USING GUIDELINES
- USING DYNAMIC GUIDES
- USING SNAP TO
- ALIGNING OBJECTS
- GROUP AND CHILD OBJECTS
- COMBINING AND BREAKING OBJECTS
- WELDING OBJECTS
- USING INTERSECTION
- USING TRIM



MODULE 3: WORKING WITH SPECIAL EFFECTS AND TEXTS

1. SPECIAL EFFECTS

- DRAWING WITH THE ARTISTIC MEDIA TOOL
- SHAPING AN OBJECT WITH AN ENVELOPE
- EXTRUDING AN OBJECT
- BLENDING TWO OBJECTS
- USING THE LENS EFFECT
- ADDING PERSPECTIVES
- USING POWER CLIPS
- APPLYING CONTOURS
- APPLYING DROP SHADOWS
- USING INTERACTIVE FILLS
- APPLYING DISTORTIONS
- USING INTERACTIVE TRANSPARENCIES
- APPLYING MESH FILLS

2. WORKING WITH TEXT

- THE TEXT TOOL
- CREATING ARTISTIC TEXT
- EDITING TEXT
- FORMATTING TEXT
- SETTING TEXT OPTIONS
- CREATING PARAGRAPH TEXT
- CHOOSING PARAGRAPH OPTIONS

CONTINUE...

MODULE 3:

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- SETTING INDENTS USING THE RULER
- IMPORTING TEXT
- USING THE SPELL CHECKER
- 3. WORKING WITH PARAGRAPH**
 - TEXT IMPLEMENTING COLOR MANAGEMENT
 - CREATING CUSTOM COLOR PALETTES
 - CHOOSING A COLOR USING COLOR HARMONIES
 - APPLYING COLORS USING THE COLOR DOCKER
 - AUTOMATICALLY CREATING COLOR STYLES
 - IMPORTING AND SIZING PARAGRAPH TEXT
 - FLOWING TEXT BETWEEN FRAMES
 - FORMATTING PARAGRAPH FRAMES
 - WRAPPING PARAGRAPH TEXT AROUND OBJECTS
 - APPLYING DROP CAPS
 - TYPING TEXT INTO OBJECTS
- 4. SPECIAL TEXT EFFECTS**
 - FITTING TEXT TO A PATH
 - CONVERTING TEXT TO CURVES
 - CREATING BLENDED TEXT SHADOWS
 - SPECIAL TEXT EFFECTS
 - JUMPY TEXT
 - NEON TEXT

CONTINUE...

MODULE 3:

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- GLOWING TEXT
 - CHROME TEXT
 - BEVEL TEXT
 - CREATING ENVELOPED TEXT
- 5. USING SYMBOLS AND CLIPART**
- INSERTING TEXT SYMBOLS
 - ADDING CLIPART
 - MODIFYING CLIPART
- 6. WORKING WITH BITMAPS**
- WHAT IS A BITMAP
 - IMPORTING BITMAP OPTIONS
 - ADJUSTING COLOR
 - HIDING CERTAIN COLORS IN A BITMAP
 - APPLYING SPECIAL BITMAP EFFECTS
 - CREATING WEB IMAGES
 - ADVANCED GIF OPTIONS



MODULE 4: PAGE LAYOUT, PRINTING, EXPORTING AND ADVANCED FEATURES

1. SPECIAL PAGE LAYOUTS

- CREATING A GREETING CARD
- PRINT PREVIEWING THE LAYOUT
- CREATING LABELS

2. PRINTING

- PRINT OPTIONS
- PRINT PREVIEWING

3. EXPORTING DRAWINGS

- EXPORTING TO GRAPHIC FORMATS
- COPY AND PASTING INTO OTHER APPLICATIONS

4. CUSTOM CREATION TOOLS

- CREATING CUSTOM PATTERNS
- MANAGING AND USING SYMBOLS

5. USING COREL TRACE

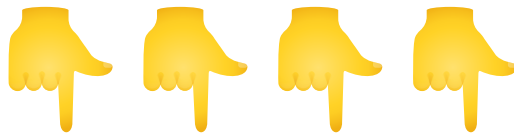
- TYPES OF GRAPHIC FORMATS
- ABOUT COREL TRACE
- TRACING IMAGES
- IMPORTING TRACED FILES INTO CORELDRAW
- SPECIAL TRACE EFFECTS



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