



CoreIDRAW X6 Course Overview

CoreIDRAW X6

Course Duration:

14 Hours / 2 Days

1 Introduction to CoreIDRAW Graphic Suite X4

- CoreIDRAW Graphics Suite X6
- CoreIDRAW Graphic Suite X6's Interface
- Opening and Saving Files
- To Open a Drawing
- To Save a Drawing
- Controlling Documents and Pages
- Zooming and Viewing
- Essential Object Commands

2 Working with Views

- To choose a viewing mode
- To save a view
- Zooming and Panning
- To insert an image file

3 Drawing Objects

- Working with lines, outlines, and brush strokes
- Formatting Lines and Outlines
- Closing multiple line segments
- Applying Brush Stroke
- Spraying objects along a line
- Drawing flow and dimension lines
- Drawing Shapes

4 Working with Object Tools

- Basic Shape Creation
- Drawing with Line Tools.
- Selecting Objects
- Cutting, Shaping, and

- Reshaping Objects.
- Managing and Arranging Objects
- Sizing and Scaling an object
- Rotating and mirroring an object
- Changing the order of an object
- Grouping and combining objects
- Cloning Object
- Corel Power Trace X6

5 Filling Objects

- Apply uniform fill
- Applying fountain fill
- Applying mesh fill
- Working with fills
- Working with Color
- Managing color for display, input, and output
- Applying lenses

6 Working with Text

- Adding and Selecting text
- Changing appearance of text
- Moving text
- Formatting paragraph text
- WhatTheFont

7 Organizing Objects and Applying Effects

- Envelope and Distortion Effects
- Shaping objects using envelopes
- The Power of Blends and Contours
- Applying Lens and Transparency Effects
- Drawing and PowerClips
- Creating Depth with Perspective Effects
- Extruding Vector Objects

- Applying Bitmap Extrude to Objects
- Manipulating 3D Models
- Applying Drop Shadows

8 Working with Styles

- Working with graphic, text, and color styles

9 Printing

- Merge printing
- Batch Printing
- Previewing print job
- Printing your work

10 Exporting and Saving Files as PDF

- Exporting file
- Saving file as PDF format

11 Understanding Bitmaps

- Device Dependency & Resolution Explained
- Relationship between Size and Resolution
- Colour Models: RGB, CMYK, Greyscale, Duotone

12 Modifying and Repairing images with Photo-Paint

- Applying Creative Effects to Images
- Repairing Damaged Photos
- Creating a Photo-Montage
- Removing Unwanted
- Backgrounds from Images
- Cloning Areas of One Image to Another

13 Isolating Parts of an Image for Special Effects

- Creating & Manipulating Masks
- Creating & Manipulating Objects
- Selecting Areas of Similar
- Colour within an Image

- Replacing Colours in an Image
- Applying Creative Effects to Objects & Masks

14 Transferring Artwork between Draw and Paint

- Importing Photo-Paint
- Images to CorelDraw
- Importing CorelDraw
- Artwork to Photo-Paint
- Converting Vectors to Bitmaps
- Converting Bitmaps to Vectors with Corel Trace
- Exporting from Photo-Paint