



Advanced Corel Draw Course

Duration (7 Weeks – 27 Class – 54 Hours)

INTRODUCTION OF BEST CORELDRAW INSTITUTE IN DELHI

From the last decade, training in CorelDraw has gained a boom in the graphic designing industry. Corel Draw training at TGC is imparted either to the individual or small groups. It has been marked as the most populous software in the product market. Students with the ambition to establish their careers in the graphic designing industry with intermediate knowledge of computers can opt for this course. One should have proper creativity and innovation factor to get through the concepts of the CorelDraw. The certification of this course is approved globally, and you can easily master the techniques within no time if you are prompt enough to comprehend the minute detailing and give in hard work.

OBJECTIVE

The very purpose of learning CorelDraw is that of forming object-based logo's designs , company identities, brochures and catalogs with fine skills and depth of creativity. Corel draw training might be either entry-level or advanced level. The objective of either of the programs is imparting you the proper knowledge of concepts right from the basic level to the mastering of the elements depending upon your requirements, and time period you can invest. It focuses on coverage of the minute concepts of advertising and graphic designing with efficiency in skills, and completion of projects within the bounded time meeting the deadlines.

COURSE OUTLINE

Comprehensive processing of word and publishing integration through CorelDraw latest version.

Corel Draw course helps you to create and modify objects for graphic design purposes. Effects and features are covered up under the segment of creating complete publishing layout with utmost seamlessness.

CorelDraw Premium Suite training helps you comprehend the advancement in designing graphics etc.



Getting Started

The Welcome screen
New and enhanced features in CorelDRAW X4
Opening files and touring the new user interface
Vector vs. bitmap images
Creating new files
Saving your work

MODULE 1

Working with Pages

Creating multi-page projects
Modifying page layout
Using guidelines and snap-to options

MODULE 2

Creating Objects

Drawing basic shapes
Drawing more advanced shapes
Using the Perfect Shapes collection
Drawing lines and curves
Node editing with the Shape tool
Working with tables

MODULE 3



Working with Objects

- Selecting and deleting objects
- Moving and sizing objects
- Rotating and skewing objects
- Arranging objects
- Grouping and ungrouping multiple objects
- Converting objects
- Locking objects
- Cutting and copying objects
- Duplicating and cloning objects
- Using the Step and Repeat docker
- Using Undo, Redo, and Repeat
- Creating and using symbols

MODULE 4

Working with Text

- Creating artistic text
- Fitting text to a path
- Formatting characters and live text
- Creating paragraph text
- Formatting paragraph text
- Linking paragraph text frames
- Working with columns
- Working with bullets
- Integration with WhatTheFont
- Checking spelling and using Quick Correct

MODULE 5



Working with Color Outlines and Fills

Using color palettes
Filling objects with color
Coloring object outlines
Using the Eyedropper and Paint Bucket tools
Using the SmartFill tool

MODULE 6

Working with Layers

Creating layers
Layer properties
Using a Master layer

MODULE 7

Viewing Your Work

Exploring view modes
Exploring preview modes
Using the View Manager
Finding and replacing text and objects

MODULE 8



Working with Bitmap Images

- Applying bitmap effects
- The Image Adjustment Lab
- Cropping bitmap images
- Straightening images
- Converting vector objects to bitmap

MODULE 9

Shaping Objects

- Using the shaping tools
- Power Clipping objects inside one another
- Adding envelopes
- Working with corners

MODULE 10

Using Interactive Tools

- Filling objects with the Fill tool
- Blending objects with the Blend tool
- Adding contour with the Contour tool
- Creating distortion with the Distortion tool
- Adding shadows with the Drop Shadow tool
- Extruding objects with the Extrude tool
- Applying transparency with the Transparency tool
- Mirroring artistic and paragraph text

MODULE 11



More Object Effects

Adding and changing perspective
Using the Lens effect
Adding bevels

MODULE 12

Importing, Exporting, and Publishing

Importing other file types
Exporting to other file types
Publishing files to PDF

MODULE 13