

## CorelDRAW X3 Level 1 + CertBlaster

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**Version:** 1

**Course Length:** 1-day (6 hours)

**Prerequisites:** Windows XP: Level 1

**What's in CorelDRAW X3 + CertBlaster:**

This ILT Series course, rated 4.9/5.0 in overall quality by ProCert Labs, teaches the core features and functions of CorelDRAW X3. Students will learn how to create and modify vector and raster graphics. Specifically, they will learn how to modify shapes, apply colors, transform objects, insert text, and apply text effects. Students will also create, manipulate, and manage layers, and they will work with bitmaps.

### Topic-Level Outline

#### Unit 1 : Getting started

*Topic A: \* CorelDRAW basics*

- A-1: Opening an existing drawing
- A-2: Exploring the CorelDRAW workspace
- A-3: Exploring the toolbox
- A-4: Exploring view modes
- A-5: Navigating in a drawing

*Topic B: \* Create drawings*

- B-1: Creating drawings
- B-2: Setting page options

*Topic C: \* Save and print drawings*

- C-1: Previewing and printing a drawing
- C-2: Previewing and printing a drawing
- C-3: Closing a drawing

#### Unit 2 : Shapes and lines

*Topic A: \* Basic shapes*

- A-1: Drawing rectangles and circles
- A-2: Drawing grids and spirals
- A-3: Drawing polygons and stars
- A-4: Applying perfect shapes

*Topic B: \* Paths*

- B-1: Drawing straight line segments
- B-2: Drawing curved lines
- B-3: Creating a closed path

*Topic C: \* Modify paths*

- C-1: Manipulating nodes
- C-2: Changing line segment and node types
- C-3: Converting a shape to curves

#### Unit 3 : Color

*Topic A: \* Fills and outlines*

- A-1: Applying fills and outlines
- A-2: Creating custom colors
- A-3: Applying the Eyedropper and Paintbucket tools
- A-4: Applying the Fill and Outline tools

*Topic B: \* Custom fills*

- B-1: Applying a fountain fill
- B-2: Applying a texture fill

*Topic C: \* Custom strokes*

- C-1: Applying a brush stroke to a line
- C-2: Creating a custom brush stroke

#### Unit 4 : Working with objects

*Topic A: \* Modify objects*

- A-1: Locking objects
- A-2: Grouping objects
- A-3: Rotating and skewing objects
- A-4: Adjusting the stacking order of objects
- A-5: Duplicating objects
- A-6: Aligning and distributing objects

*Topic B: \* Transform objects*

- B-1: Applying the Trim command
- B-2: Applying the Weld command
- B-3: Combining objects
- B-4: Cutting holes in objects

#### Unit 5 : Working with text

*Topic A: \* Text objects*

- A-1: Adding text
- A-2: Formatting text
- A-3: Editing text

*Topic B: \* Text effects*

- B-1: Fitting text to a path
- B-2: Rotating text
- B-3: Converting text to curves

#### Unit 6 : Layers

*Topic A: \* New layers*

- A-1: Creating layers
- A-2: Manipulating layer objects
- A-3: Moving objects between layers

*Topic B: \* Manipulate layers*

- B-1: Changing the stacking order of layers
- B-2: Hiding and locking layers
- B-3: Deleting a layer

#### Unit 7 : Bitmaps

*Topic A: \* Import and adjust bitmaps*

- A-1: Importing a bitmap
- A-2: Adjusting a bitmap
- A-3: Cropping a bitmap

*Topic B: \* Trace bitmaps*

- B-1: Tracing a bitmap image
- B-2: Modifying a tracing