

training technology

Introduction

Joseph L. Brága

Joe will be the presenter of this class. He is an expert with Corel products, as well as, Xenetech, Ikonics & other Graphics products. Joe's background is in Service Repair + R&D of Lasers, Engravers & Routers, and he has a teaching credential in Vo-Tech Education. He is an Authorized CorelDRAW Training & Partner-Beta Tester & he has 21+ years experience working with Engraver's and Lasers. Joe has owned Signage & Engraving Operations, and written for many of the top Magazines in the Industry.

TRAINING

This class is designed to teach you how to use the software and apply it to running jobs on your Lasers, Sand-Carvers, CNC Engravers, as well as General Graphics. This class only gives you information that relates directly to Lasers, Routers Mills, Engravers and/or General Graphics.

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CorelDRAW Training B/I

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Professional Development

Development of these skills. will lead to constructing professional graphics layouts for use with Signage, Plaques Industrial Adaptions. So these lessons you are about to learns will lead to increase in revenue and pride in your work...

> training technology

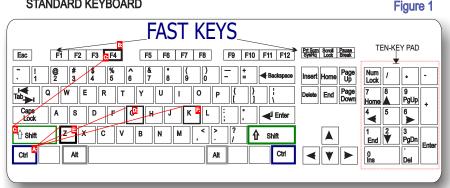
Course Outline

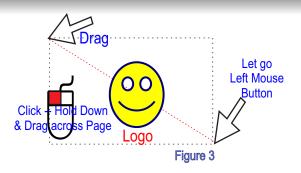
- 1 A) The primary skills for a topic are relayed on the main page. This basic information is explained simply, one skill, one page, indicated by the goal for the page.
 - B) All pages whether basic or intermediate are divided into a Title & Goal for the skill set, at the top of that page, 4 labeled sections and 3 Sub-sections for a guick overview.
 - C) At the beginning we will go through skills that ease us into the **Basic Five** steps of getting data on the screen (used with all Graphics Programs.) We will review the core of the program a few times.
 - Basic Support Skills
- **2.** A) We will make you familiar with a few tools, that will help you towards getting you started into the Five Basic
 - B) First area of your basic knowledge is the Keyboard and Mouse, the Main Page and Tool-Bar configurations, and then the Pick & Zoom Tools. The Pick Tool is your selection tool remembering the 1ST Golden Rule is "nothing happens unless you are selected". The 2nd being the 1st is only 90% correct, as you will learn.
 - C) At the end of the Basics Five Steps you have created your first plate and then we will review the skills for that Category by creating another. This is a major convenience booster and give you Core skills, moving forward.

Figure 1-2

CorelDRAW Training Basic-I

STANDARD KEYBOARD





SECTION - A TRAINING VIDEO

Industrial Signage, Recognition & Marking Industries

X-GRAPHICS

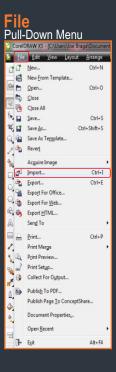
Corel **Training**

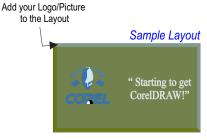


Basic Steps and Icons

Five Basic Steps

- 1. Size Page/Plate
- 2. Add Text & Logos
- 3. Change Fonts
- 4. Re-Size
- 5. Re-Position





Course Outline Sec. 1 Basic Support Skills Sec. 2 A Graphics Tool Set Sec. 3 The Five Steps Sec. 4

Figure 2

Getting Started

Goal: General Information And Basic Skills

A Graphics Tool Set

- **3. A)** The Course is laid out into Topics with Videos lettered on each Topic. each are labeled by section.
 - B) After we have created our first & second layouts, we will go on to add Graphics Tools we feel are important to learn first in your skill set, look for sample jobs, as well.
 - C) Next we will train on Production Tools and more additional graphics and Drawing Tools, ending up with Logo Construction. These are skills I believe are important to General Graphics at this beginning level. Remember one step. one page, one skill at a time.

- The Five Steps
- 4. A) This is a Basic-I CorelDRAW course so the we walk before we run, and run before we flv.
 - B) All Corel Users have holes in their basic knowledge, if even a experience users reviews this course they will fill the those wholes. My Goal is to start you out right with good habits.
 - C) The Axil in which our wheel runs are the Five Steps, they will be shown in red numbered pages, and will be referred to allot. You may want to review the first Category 3-5 times several times: now let us begin.





Controlling Mouse & Keyboard

The Control of the Mouse and Keyboard is the root of conquering any program. But with a Graphics Program they are more important. When I say Click here I always mean the Left Mouse key unless I say Right Mouse Key. With the Modifier Keys they are pressed down and held down as you hit the additional keys.

Basic Uses

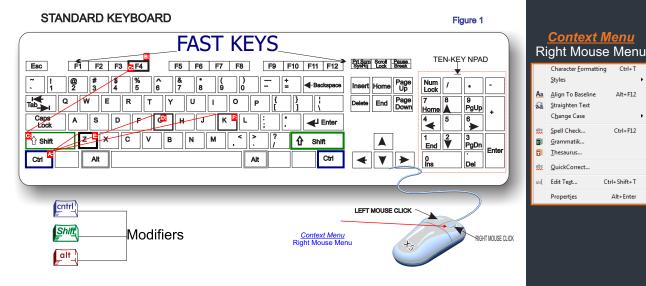
- 1. A) The Keyboard is used to type out text and activate commands, it can also be used to work in concert with the mouse.
 - B) The F1-F12 Keys and lettered keys on your Keyboard can be used in concert with the Shift, Ctrl and Alt function keys on the Keyboard. The Mouse Left button is used for selection of objects and commands from the Menu bar, Dockers and Tool-Bar and can be used with Keyboard functions.
 - C) The Right Mouse button has specific menu choices by situation and is very useful, as well, it's called the Context menu.

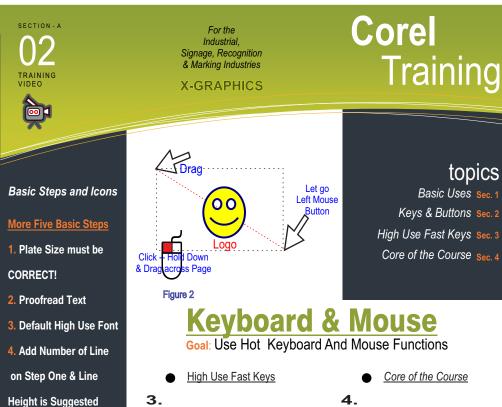
Keys & Buttons

- **2.** A) The keyboard in the above graphic identifies the most frequently used Quick key combinations used in this course which should be committed to memory.
 - B) One high use function of the mouse is to **Pull and Drag** a marquee box around an selection(s). This done by placing the mouse in the corner i.e. the top/left corner of that object and hold down the left mouse button, then pull down and across the item and let go.
 - C) Section 4 has the Five Steps to creating a General Layout in Corel which are discussed in detail during subsequent videos. Put these Steps to memory, you use again and again they are the core of the program.

Figure 1-2

CorelDRAW Training Basic-I





Keyboard & Mouse

Goal: Use Hot Keyboard And Mouse Functions

The Five Steps To

Create a Job

Size of Plate/Page

Text/logos on screen & Correct

Change FONTS, if Needed

(Re)-Size

(Re)-Position

used in Most Layouts

topics

Basic Uses Sec. 1

5. F8 Selected Lines

Context Menu

Character Formatting Ctrl+T

Alt+F12

Ctrl+F12

Ctrl+Shift+T

Alt+Enter

Styles

Align To Baseline

Straighten Text

Change Case

Snell Check...

Grammatik...

Thesaurus...

Edit Text...

Properties

OuickCorrect...



Constraint



Page View



















- Undo

These Steps are







<u>f.a.q.</u>

1. Property Bar is

2. Tool-Bar has

Interactive.

Pull-Out Triangles

3. Learn Pull-Down

Menus

- 4. Fast Key are Fast
- 5. Click is Left Mouse

General Menu Positions

- 1 A) First is the Pull-Down Menus these are at the top of screen and go from "File" on far left to "Help" on the far right. Helpful to Memorize them; so if I say to click on the 'Text' Pull-Down Menu you will know where that is.
 - **B)** To the Left of the screen is the Tool-Bar it is primary source of commands, and we will refer too many times.
 - C) Next you have Dockers, which are Dialog boxes that appear to give increased functions within a command; Fast Keys are labeled on the all areas they apply. Lastly, is the Property Bar its high use, and will be explained next.
 - Property Bar
- 2. A) On the Property Bar is Width & Height:

for example, it is right above the top ruler. This Bar is inter-active which means it changes with what you have selected

B) There are many other settings on

the Property Bar. Some setting activate once you are selected or group and/or in

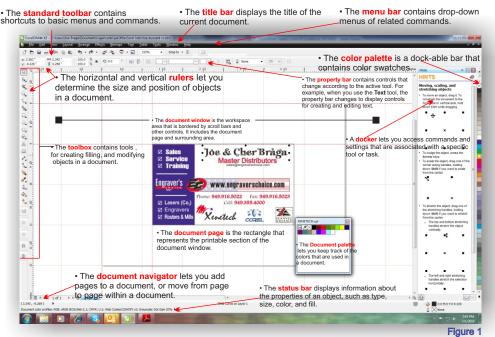
node/shape tool mode, to see some readings you must be unselected.

C) The Property Bar being inter-activative

is a great plus for us, as it gives only the choices we need for a situation. The Tool-Box to the Left of screen is customizable and has small downward Triangles showing there is more icon and commands in that pull-out menu, it will always show last icon used.

Figure 1-2

CorelDRAW Training Basic-I







3-Point Curve

Figure 4

Industrial Signage, Recognition & Marking Industries

X-GRAPHICS

Portrait Landscape

Core **Training**

General Menu Positions Sec. 1 Property Bar Sec. 2 Page Screen Sec. 3

Pull-Down Locations Sec. 4

Figure 2

Tool-Box & Home Screen

Figure 2

Goal: Learn Menu Bar And Icon Location

Page Screen

- 3. A) The Page screen is where you create your layout, and can sized and positioned for the needs of your layout.
 - B) You may put Guidelines and adjust Rulers to meet your needs.
 - C) You input these measurements in Imperial. Metric or any of the choices on the Pull-down on the Property Bar. Remember, to De-selected just click in the white area of the screen and you unselect your object. You can also set right Font Size up in Inches vs. Points are good time saver. It is done in the Options menu, that we will get to.

- Pull-Down Locations
- 4- A) the Pull-Down menu Section is more about the location of Menu Bars, Pull-Downs, Tools & Property Bars.
 - B) Learn the Location of these major sections within CorelDRAW.
 - C) To Activate CorelDRAW just go to your Desktop of your PC or Apple and double Click on the Corel 11-X5 Icon. If not there to the Start Key of windows and All Programs, find CorelDRAWsection then the Draw Program, This Command should be on the Desktop





f.a.q.

1. Property Bar is

Interactive.

2. Tool-Bar has

Pull-Out Triangles

3. Learn Pull-Down

Menus

4. Fast Key are Fast

5. Click is Left Mouse

CorelDRAW Training Basic-I

Click -- Hold Down

& Drag across Page

Drag

- Pick tool Quick Steps
- 1 A) The Pick Tool is located at the top of the <u>Tool-Bar</u>. A single Left Mouse button click on the tool, gives the tool its Property Bar at the top of the screen, then you can start selecting objects with the Mouse.
 - **B)** With the **Pick Tool** activated your mouse icon will turn to a *Arrow,* as a rule and you be able to select items by Left Mouse button clicking directly on the line or image or pulling and dragging a Marquee box around the area of screen you wish to select.
 - **C)** This tool is a corner stone function tool and is simple to use, and easy to remember.
 - Main Functions

Logo

- **2.** A) If you have several items on the screen and one item is selected you can hold the **Shift** down on the Keyboard and Left Mouse button click to add/delete from the selection group.
 - B) When dealing large objects covering a small items, like a circle around a letter. Use the <u>Digger Tool</u>, it works on Layers, with **Alt** key and Left Mouse click allows you to select under a layer(s)/item(s)
 - C) When selections are Grouped to together, you can select within a Group without un-grouping by holding the **Ctrl** Key down and click on the item with the **Left** Mouse button to make changes.

Let go

Left Mouse

Button

Figure 2

Add/Delete from

Select Group

Select within a Group

📴 🗮 = Keyboard Select

SECTION - A

O4

TRAINING VIDEO

Industrial,
Signage, Recognition
& Marking Industries

X-GRAPHICS

Using Pick Tool

Using Pick Tool

Using Pick Tool

Using Pick Tool

Figure 2

Using Rick Tool Using Pick Tool

Using Pick Tool Using Pick Tool

CorelTraining

topics

Pick Tool Sec. 1

Main Functions Sec. 2

Keyboard Functions Sec. 3

Using the Pick Tool Sec. 4



Basic Steps and Icons

Tool-Bar

Select, <u>E-C</u> on Keyboard to Center



Tool-Bar

Keyboan

Double Click the Pic Tool to Select All

Pick Tool

Goal: Learn To Select Items On The Page

- Keyboard Functions
- 3- A) There are Selection processes that are only used on the keyboard to complete the functions.
 - B)The Ctrl-A keys on the Keyboard will select all items without the Mouse, This is called the Selected All Function, this can also be achieved by just double clicking with Left Mouse key on the Pick Tool icon.
 - C) Hold the Tab key on the Keyboard you will move from item to item. This helps you to get around front to back or layer issues and to select without moving the from it local.

Figure 3

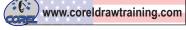
- Using the Pick Tool
- 4. A) To use the Pick Tool just click on the Pick Tool and then click on the Text Tool on the Tool-Bar then click in the middle of the Screen, and type four lines of text on the screen.
 - B) Once text is on the page, select it and hit Ctrl-K on the keyboard. This will break it apart, so you can select the lines easily.
 - **C)** Now practice these **Pick Tool** functions, you can also open the Corel Practice job,

A4 Pick Tool.cdr to do this





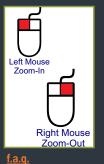




technology A4 Pick Tool.cdr

KB Select all

Digger Tool for Layered Objects



1. Left-mouse to

Zoom-In

2. Right-mouse to

Zoom-Out

- 3. Use Keyboard
- 4. Pull & Drag to See
- 5. Seeing Believe

Pick tool - Quick Steps

- 1 A) The Zoom Tool is located on the Tool-Bar towards the top of the tools. It is used to zoom in and out of objects on the screen.
 - B) You can zoom in and out of these areas of the screen. The main reason for doing this is to check the accuracy of the lavout.
 - C) This can be done by using the mouse, keyboard or Keyboard/Mouse combination function. The proficiency trick here is to be able to zoom to a point and guickly get back to the original view. This saves time and gets the layout to the output device clean, correct and complete, gaining revenue for you.

Main Functions

- **2.** A) With the **Zoom Tool** you Pull and Drag a marquee box on the screen to where you wish to zoom too. The Operator can Right Mouse click to zoom out or Left Mouse click to zoom in to and from an object:
 - B) The Operator can use the Shift, Ctrl and Alt with the Left Mouse key to create more increase zoom rates. This will more quickly get to the level zoom that you need to check your accuracy level.
 - C) You may also just double click on the Zoom Tool on the Tool-Bar to Page view. Thus returning you to what will look like when you print. Don't only work in close you must see it from several angles.



Figure 1-2

Tool-Bar

Zoom

Tool

(Z)

13

\$

A

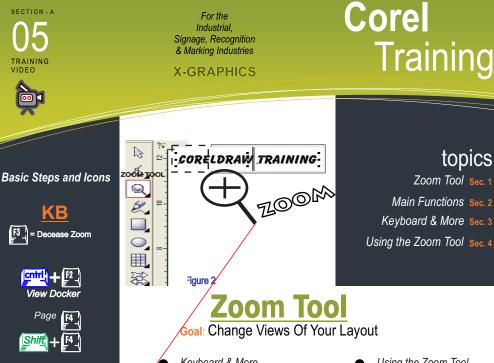
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CorelDRAW Training Basic-I





Keyboard & More

- A) There are several views you can quickly achieve with the Kevboard.
- B) Page & Full Page view using F4 and Shift-F4, F2 and Shift-F2 for Selected Objects, and **F3** decrease magnifications.
- C) Once in the zoom mode the Property Bar will give you percentage of zoom, all standard zoom parameters and specialized height and width zoom. You can get a View Master, if there are zoom angles you wish to return too allot. Do this with Ctrl-F2 or find it under the View Pull-Down Menu.

Using the Zoom Tool

Zoom Tool Sec. 1

Main Functions Sec. 2

- 4- A) To practice with the Zoom Tool just take the layout we were using for the Selection page under the Pick Tool.
 - B) You can also load the Zoom Job, A5 Zoom *Tool.cdr* using the **File** Pull-Down Menu and Open Command.
 - C) Next we will start the Core Functions of the CorelDRAW Software. The Five Steps of layout of Simple Job will used over and over. So let us learn them right the first time. They are Easy and important to your learning curve. [cntrl]+[0]







<u>f.a.q.</u>

- 1. Size of Page the most Important Step
- 2. Property Bar is
- 3. Margins are Important
- 4. Guidelines Help
- 5. Recheck Page Size

- Page Size Quick Steps
- 1. A) Step One, Size of Page;

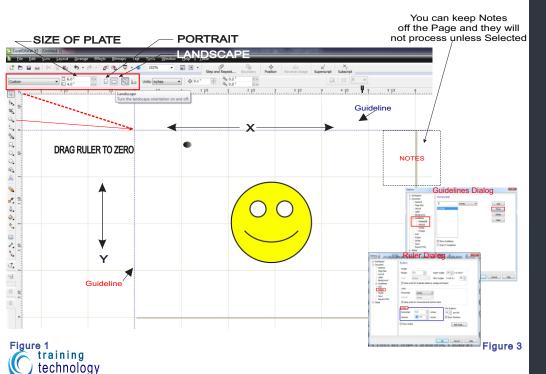
This First Step in the Five Steps needs to be measured correctly, and can be a source incorrect Layouts later on, so be sure.

- **B)** Your goal is to plug into the Property Bar 6" (152.4 mm) Wide by 4" (101.6 mm) in Height. It is on the Top/Left of the Bar, this should give you and Landscape look.
- **C)** If you plug it in the opposite direction just click the <u>Landscape vs. Portrait</u> area of the Property Bar it is to the right of the where you typed in the page size. This will quickly correct the error and make it right to move forward.
- Page Setup II
- 2. A) You must calibrate your Rulers for Page and position accuracy.

 This make easier to be precise when dealing with output devices.
 - **B**) This done by putting your Mouse on the Top/Left corner of the Rulers and holding the Left Mouse button down and pulling the Ruler guide to the Top/Left corner of your Page.
 - **C**) Set your ruler to 0/0 do this by use the Left Mouse button and double clicking the Ruler to set the ruler at a perfect 0/0 in the Options Dialog box. Once in the Options Dialog locate the Origin area and sweep over the amount there and type 0.0 for both Horizontal and 4.0 for Vertical. This allow you position items and Guidelines with high precision, grid are helpful too.

Figure 1-2

CorelDRAW Training Basic-I



For the Industrial, Signage, Recognition & Marking Industries

TRAINING VIDEO X-GRAPHICS

CorelTraining

topics

Page Size Sec. 1

Guidelines Sec. 3

Page Setup II Sec. 2

Page Size Facts Sec. 4



Five Basic Steps

Guidelines



Tool-Bar



Plate Size Landscape or Portrait

Figure 2

Page Size

Goal: Make Landscape Page Size

- Guidelines
- 3. A) You can also Pull & Drag

Guidelines to the zero position of the ruler for quick positioning.

- B) Just put your mouse on the Left Ruler and Pull & Drag a Guideline out to the left side of the Page by holding the Left Mouse button down and pulling to the margin, then on the top Ruler and drag the Guideline down to the top of the Page, framing the page.
- C) Double-click on the Horizontal Guideline then plug the position into the Guideline Dialog box and click Move, then repeat for Vertical, find it within the Dialog Box.

- Page Size Facts
- 4- A) With this Page setup what matters is you can position your layout quickly and with precision every time.
 - B) Guidelines will be talked about more. But do remember you pull out as many as you need to position alignment whatever you are creating.
 - C) Again this is number one cause of layout and printing errors, so recheck the setup and size twice before moving forward.
 Guidelines are great with multiple page jobs as well to be consistent.





Correct

2. Correct Case

Changes

- 3. Type Slow
- 4. Spell checker
- 5. Don't fully trust
- the Spell Checker

- Typing Text Quick Steps
- 1. A) Step Two: To Type out:

"My First Plate in CorelDRAW!" Click on the Text Tool on the Tool-Box it is the Capital 'A', your cursor will change to when place on the page clicking with the Left Mouse button.

B) Then click where you wish to put text and type your lines out, this is called Artistic Text. There is also Paragraph Text, which we will go into with Section 2.

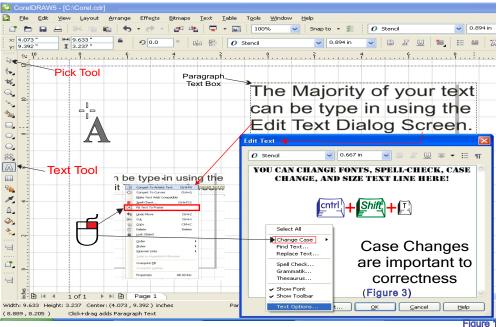
C) When typing your text out, if you make any errors just sweep across the error with your Left Mouse button or hit Backspace on the Keyboard and retype.

- Paragraph Text
- A) When using Paragraph Text mode, put the cursor inside your Page and Pull and Drag
 - a Paragraph box by holding the Left Mouse key down and pulling the cursor down and to the Right & Let Go.
 - B) Make the Paragraph Box roughly the size of the text area you wish to have. This mode is great for the extra sizing features like "Fit to Frame".

C) Now click in the Paragraph Box and start to type. There is a *Edit* Text Dialog for ease of adding text for both Paragraph and Artistic text. You can Keyboard to this dialog by hitting Ctrl-Shift-T, it can also be activated via the 'ab Icon at the top of the Property Bar.

Figure 1-2

CorelDRAW Training Basic-I





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My First Plate in CorelDRAW!"

topics Typing Text Sec. 1

Paragraph Text Sec. 2 Spell Check Sec. 3

Fit to Frame Sec. 4

Figure 2

TEXT on the Page

Text on Page

Goal: Text On Page And Correct

- Spell Check
- 3. A) CorelDRAW will put a red wiggle line under words it sees as mis-spelled, if they are mis-spelled correct them, if not add them to the Dictionary. But be very correct in what you add to the Dictionary as it very hard to remove errors.
 - **B)** Just Right Mouse Click and go to the Spell checker Dictionary and add the new word to its Library.
 - C) Again be very sure of vou what add is Correct and in the right case. It will suggest correct spelling other wise. Also Spellcheckers do not see the difference betrween From and Form, only one is correct.

- Fit to Frame
- 4- A) Click OK in the Edit Text Dialog when you believe your text is readv.
 - B) Then click on the Pick Tool and with your cursor over the Paragraph Text frame.
 - C) Right Mouse click to get your Context Menu and you will see a Fit to Frame command, Left mouse click on it. Your text will auto-layout to the Paragraph box. You can also add/substrate from the Text further if you wish. If you resize the Paragraph Box the text will align better for you.

