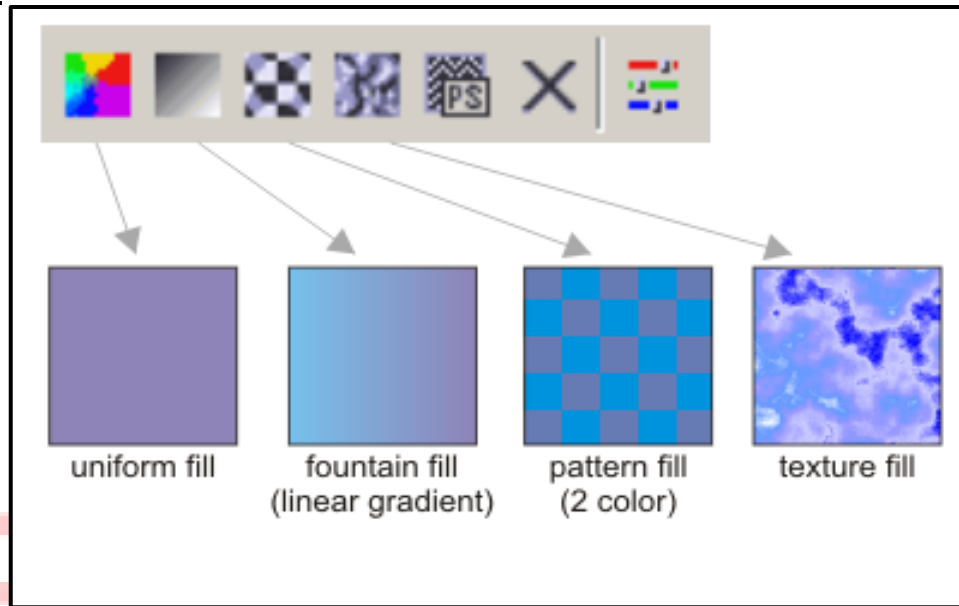


Lesson no. 11: Corel Draw Toolbox

Corel Draw Tool Box and Function Working with Toolbox:-

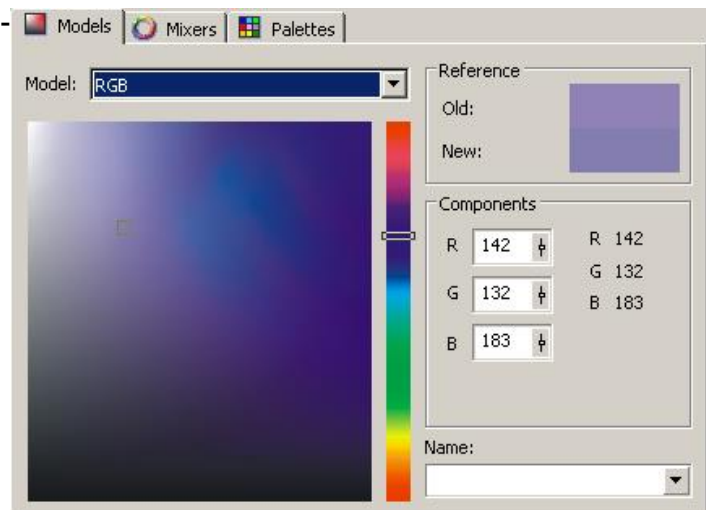
Fill tool Flyout



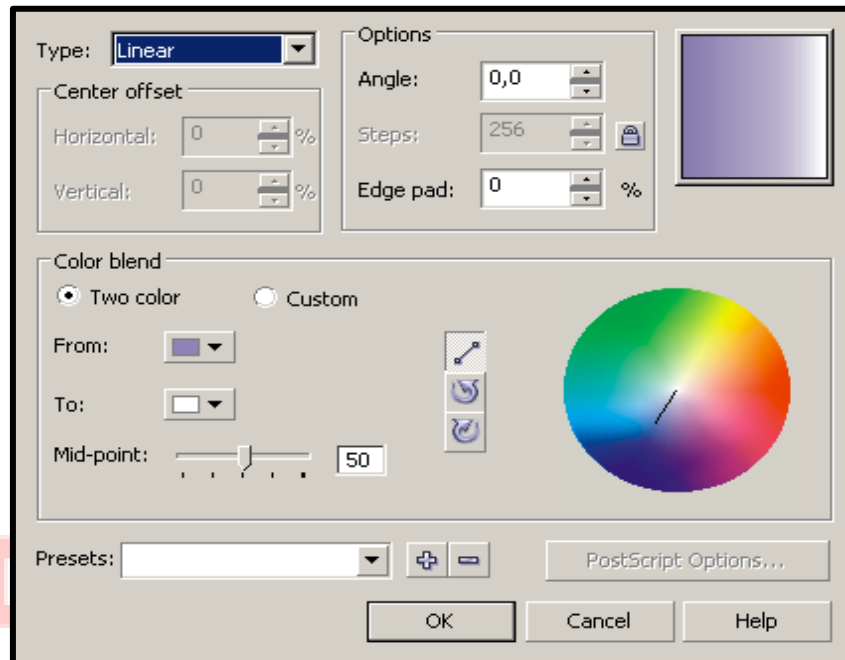
Besides clicking on a color in the palette, there are many other ways to add color to objects. The fill menu gives access to almost all the different fills in CorelDraw. Besides **uniform colors**, CorelDraw can fill objects with various **gradients**, **patterns**, **textures** and **postscript** fills.

Fill color dialog- This dialog allows you to give a uniform to an object. The difference between this menu and just clicking a color on the palette is that this menu allows you to fine tune your color. You can choose from many different color models, of which RGB and CMYK are the most important. You can enter your as a numeric value in one of these models. There are two types of color mode in Corel Draw :-

- 1- **RGB**- Red, Green & Blue
- 2- **CMYK**- Cyan, Magenta, Yellow & Black

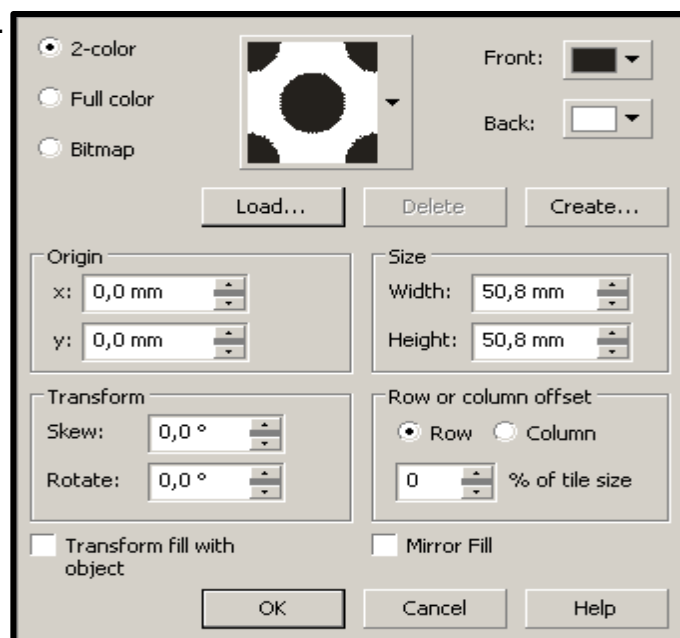


Fountain fill dialog- With this menu you can make gradient fills for your objects. The fills range in complexity, from simple 2 color fills, to gradient fills consisting of many different colors. There are four types of fountain fill: Linear, Radial, Conical and Square. Linear fountain fills blend colors in a single direction. Radial fills blend colors from the centre to the outside of the object. Conical blends colors as if they were distributed along the side of a cone. Square fountain fills blend colors along from the centre outwards along a square.

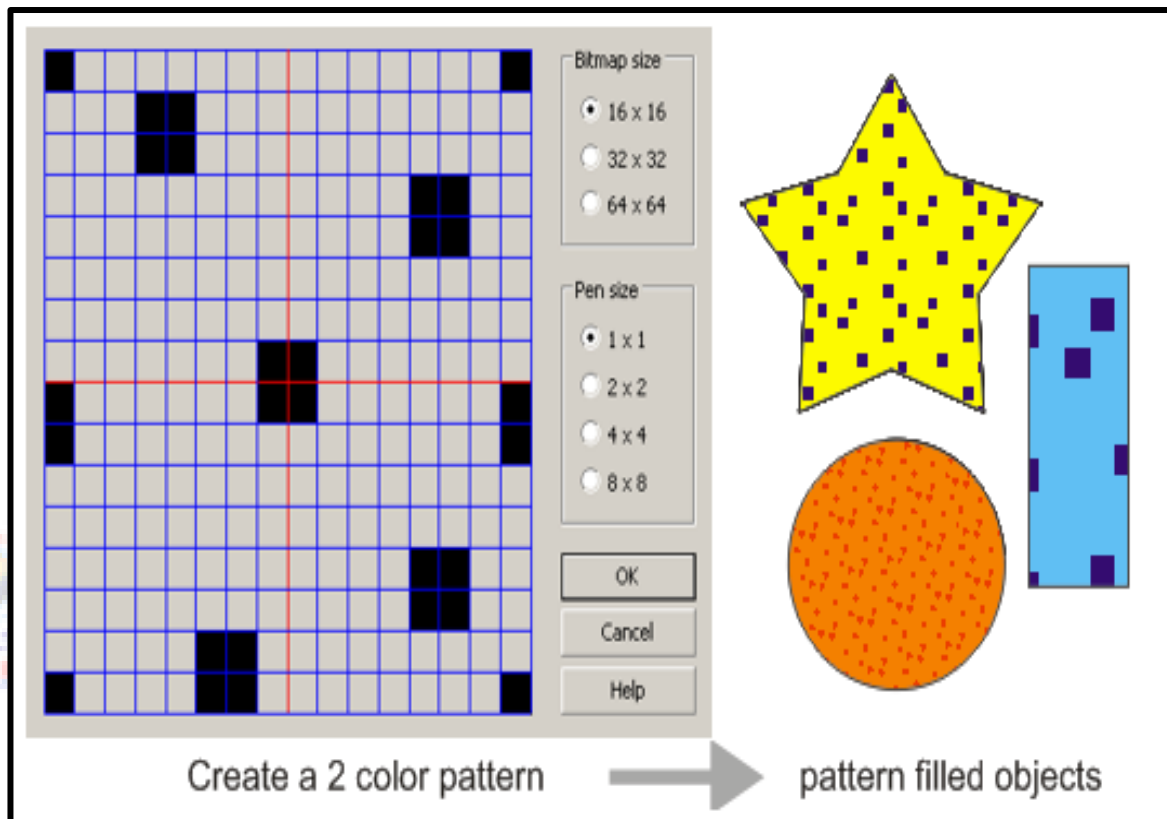


The Fountain fill dialog allows you to create complex fills, but most fountain fills can be created easier and faster with the Interactive fill tool.

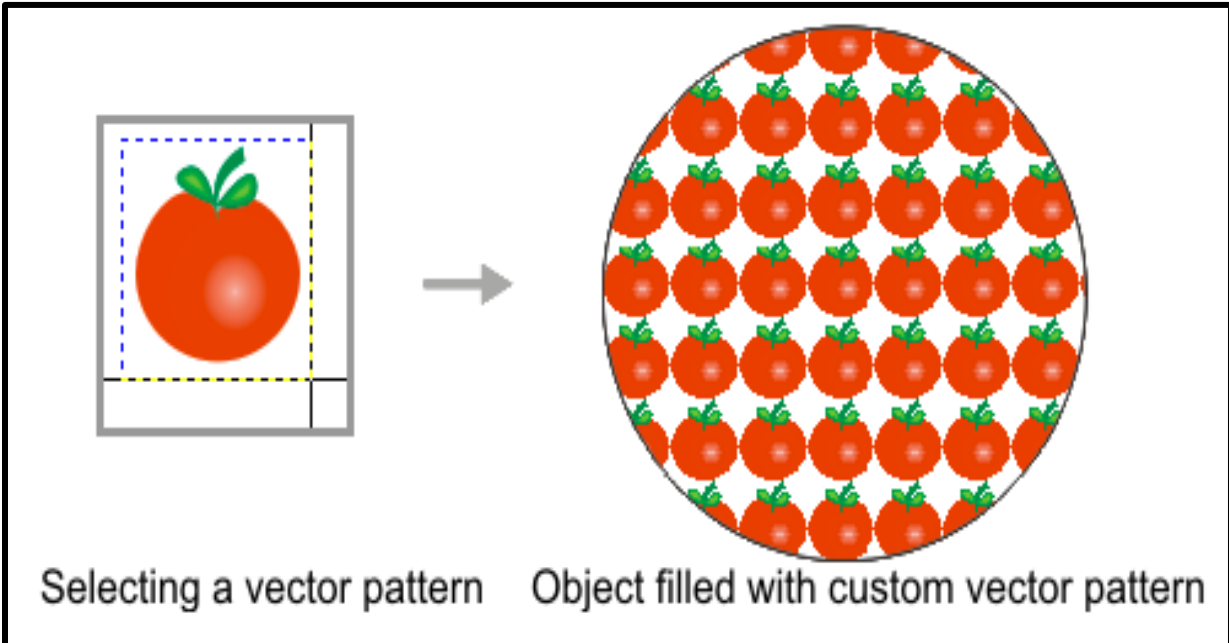
Pattern Fill dialog- This menu allows you to add pattern fills to your objects. Pattern fills consist of small images replicated to fill the objects. There are three kinds of patterns in Corel draw: 2 color, Full color and bitmap.



- **2 color patterns:** These patterns are made of small raster images repeated over and over. You can click the pattern filled square to select a preset. To create your own, click the Create button. On the grid left click to make a grid cell black and right click to make it grey again. It is to use this for patterns with only horizontal or vertical lines, and no diagonal lines, since diagonal lines show a very ugly aliasing. If you do need a pattern with diagonal lines, draw them vertical or horizontal and rotate your entire pattern with the rotate option in the Pattern fill dialog.



- **Full color patterns:** These patterns consist of small vector drawings repeated over and over. These patterns can contain as many colors as you want, and because the patterns are vector based, they can be scaled without loss of sharpness. Their disadvantage is that you can only choose the colors when you create the pattern, you can not change it afterwards. Some presets are available, but if you want to make your own, you have to go back to Coreldraw's drawing tools. The easiest way is to draw your pattern in Coreldraw, and then go to "Tools > Create > Pattern", choose full color. The mouse cursor changes into a crosshair, use the mouse to draw a rectangle around your pattern. When you release the mouse button, a message will appear, asking you if you want to create a pattern from the selected area, click yes and enter a filename for your pattern. Now your pattern is available from the list in the Pattern fill dialog.



- **Bitmap patterns:** This allows you to use bitmap images as a pattern fill. Some presets are available, but you can also load your own bitmap images (photos for example)



- **Texture Fills-** Texture fills are complex fills, probably generated using a fractal algorithm. They work great for giving a natural rough look to your drawings. A good approach to finding the right texture fill, is to look at some samples, adjust the colors and press the preview button until you see a texture you like. The preview button changes some settings each time, generating new textures. The lock symbols next to the options control which options are randomized.



- **Postscript Fills-**

Postscript fills are rarely used nowadays. These are complex fills, created in the postscript printer language. The postscript fills can be quite nice, but are very hard to edit. They exist mainly for compatibility with postscript files.



Interactive Fill Tool and Interactive Mesh Fill Tool

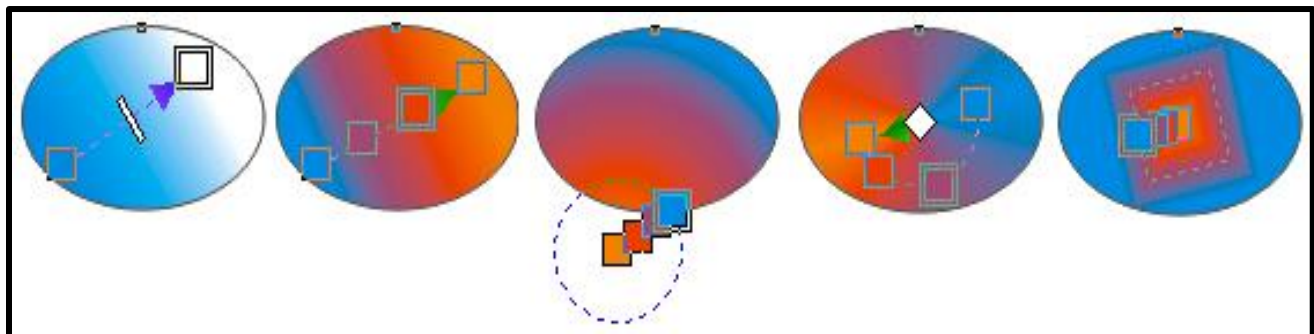


The interactive fill tool allows you to add the same fills to objects as the normal fill tool, but in an interactive way; you set the fills properties in an interactive way. This is especially useful for fountain fills.

Interactive fill tool

Applying a fountain fill with the interactive fill tool

Just click and drag on an object with the interactive fill tool. The object will become filled with a fountain fill from the objects color to white. The direction of the fountain fill is determined by the direction in which you dragged the mouse.



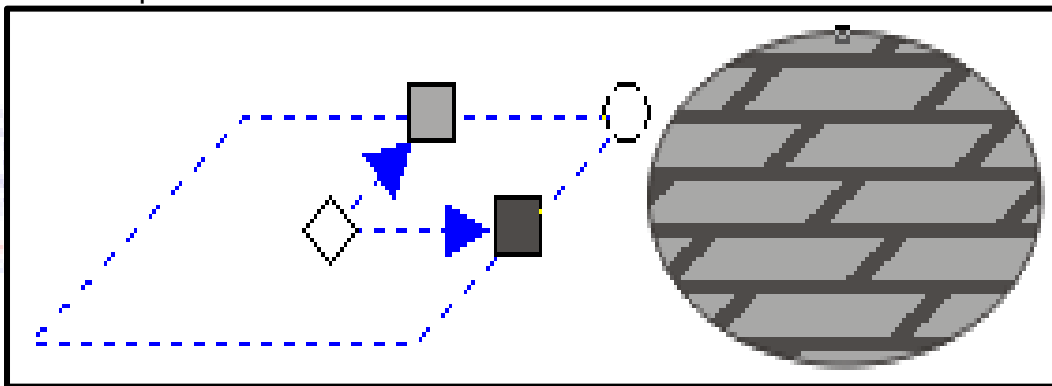
You can edit the fountain fill by dragging the two squares, to change the direction and position of the fountain fill. You can change the colors used for the fountain fill in the property bar. You can also drop a new color from the palette onto one of the squares, to change the color. If you

drop a color on the line between the squares, the color will be added to the fountain fill as a new color.

Besides linear fountain fills, there are other types: radial, conical and square. To change your linear fountain fill into another type of fountain fill, select it from the active property bar. The behavior of the squares changes slightly between the different types of fountain fill, but in general it works the same for all types.

Applying other fills with the interactive fill tool

When you select an object with the interactive fill tool, you can apply other fills than fountain fills, with the active property bar. Pattern, texture and postscript fills are available from the dropdown menu in the property bar. With these fills, less property can be set interactively; most properties are set through the active property bar. When you apply such a fill, a dotted rectangle appears, with 4 marker symbols. These symbols allow you to set the size, rotation, skew and displacement of the pattern tiles interactively. Increase the size of the square by dragging the top right (circle) marker, increases the pattern size. The two squares on the sides allow you to skew the pattern. And dragging the center marker displaces the pattern as a whole.



Interactive mesh fill tool

The mesh fill is a very complex kind of fountain fill, whereby the blending colors' distribution is not limited to lines. The colors can be anywhere inside the object. When you select an object with the interactive mesh fill tool, it will become overlain with a mesh lines and nodes. You can drag and drop colors from the palette onto zones or nodes of the mesh. The colors will automatically blend with the other colors in the mesh. The mesh itself can be node edited, to make allow for a more precise distribution of the colors. This is a complicated tool, which requires some practice, but can achieve impressive results.

