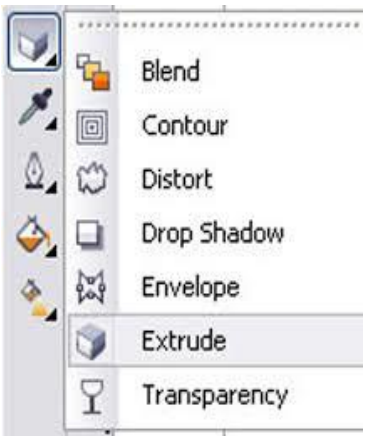
Lesson no. 9: Corel Draw Toolbox

Corel Draw Tool Box and Function Working with Toolbox:-

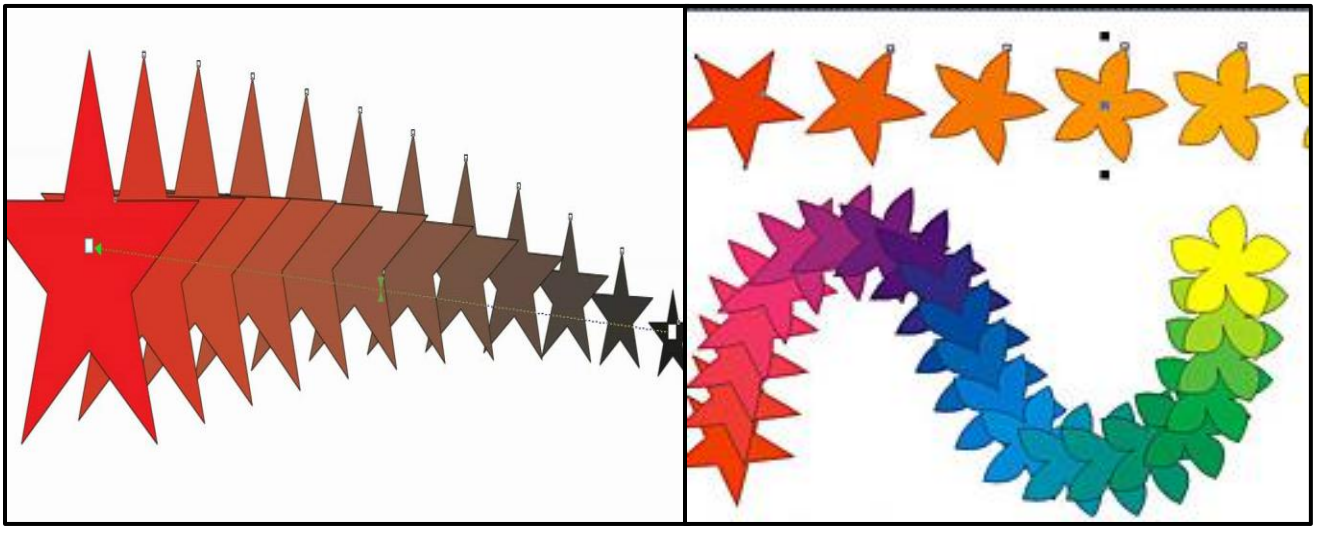
Effect or Interactive Tools in Corel Draw Flyout



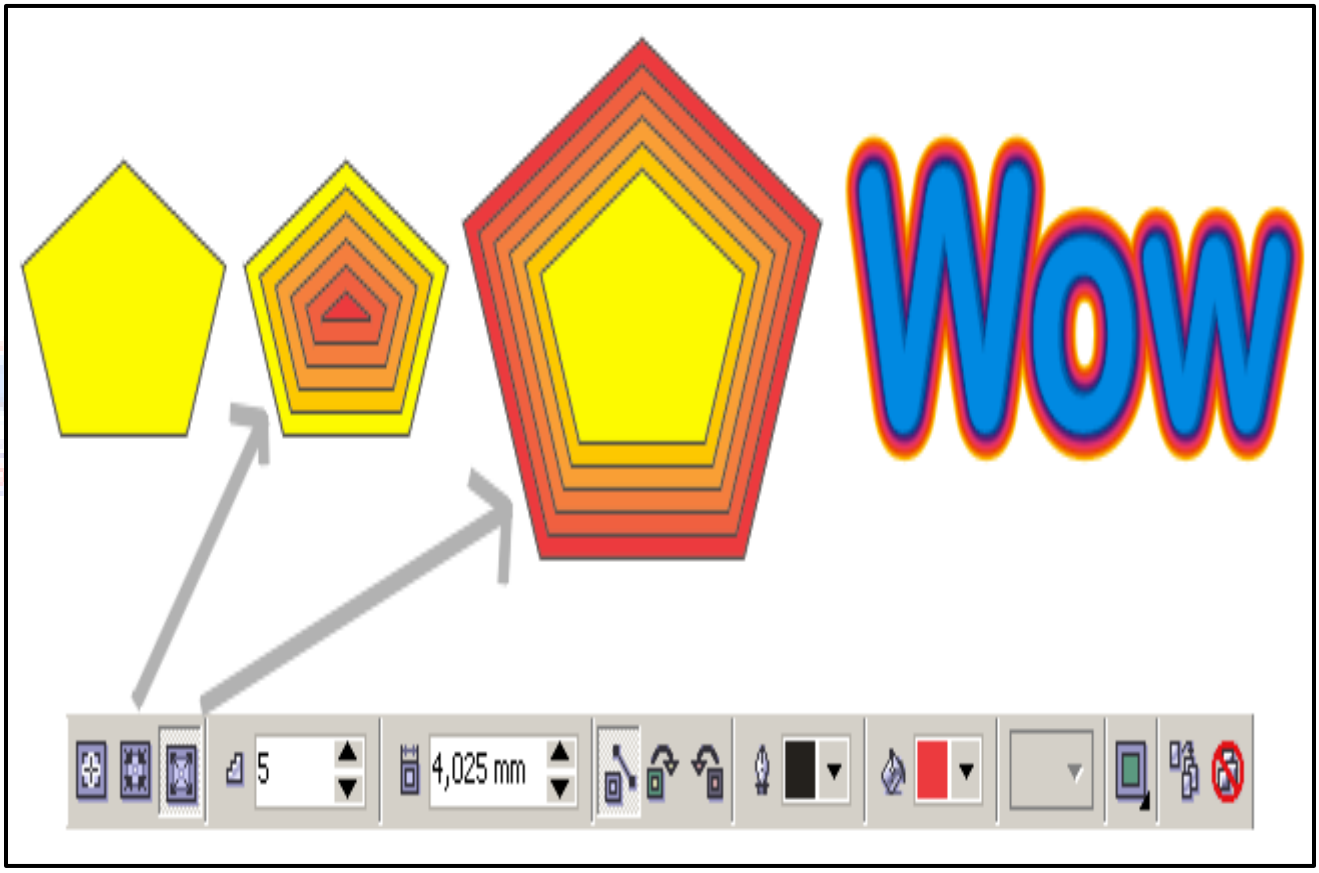
Interactive Tools used in Corel Draw

The effect tools can be used to add special effects to objects; at first glance many of these effects will seem too pronounced to be useful. But with some trial and error many of these effects can be applied subtly and actually improve the illustration.

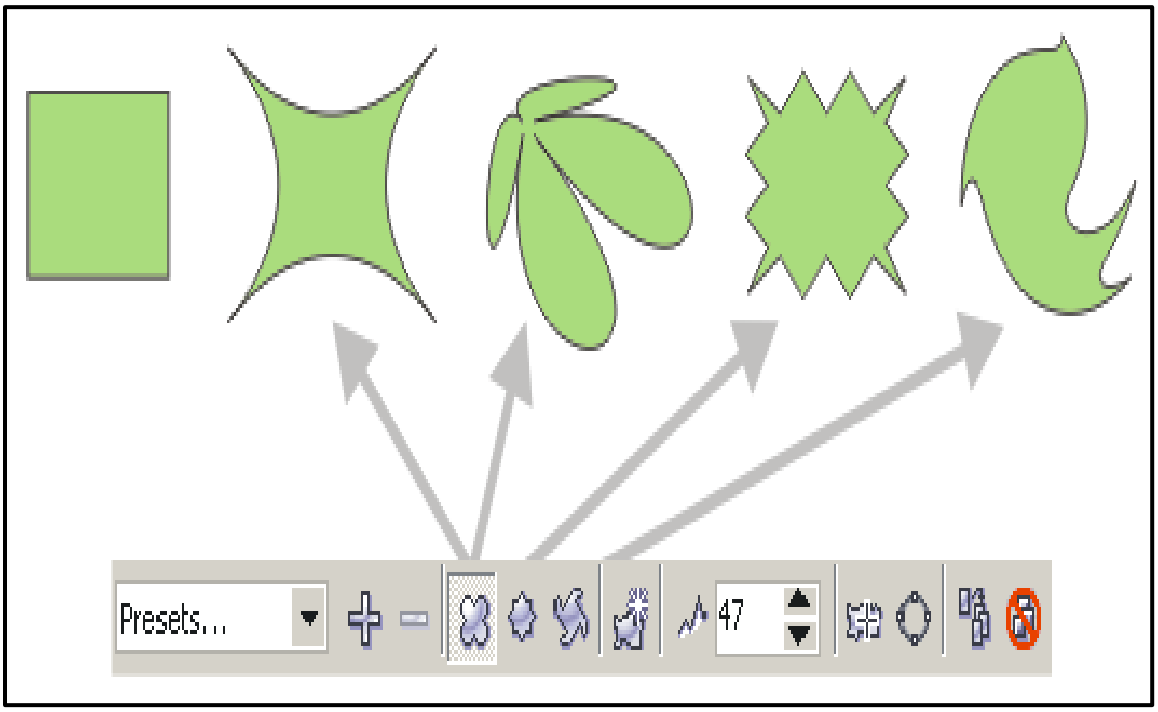
Interactive blend tool - The blend tool blends two objects by drawing intermediate shapes. At first glance this seems to be useless for anything but simulating evolution. Fortunately this first impression is very wrong, it is actually the most powerful tool Vector illustration packages have for making photorealistic illustrations. By blending similar objects on top of each other, which differ only slightly in shape and color, all kinds of complex shading effects can be created. This tool is an interactive one that creates a progression of objects shape, size, and colors between the two objects selected with the tool. Users can control the angle and acceleration of the blend, as well as how many steps will be created from point A to point B.



The Interactive Contour Tool- This interactive tool allows you to create a series of concentric shapes within or around a selected object according to the settings defined either in the Contour docker or the Property Bar. This tool is related to the blend tool, but instead of blending two shapes, it blend the outline of a single object to a larger or smaller version of the object. It adds a series of evenly spaced copies of the outline inside or outside of the outline. Since these added contours also blend in color, a lot of contours closely spaced together result in a smooth effect. The effect is applied by selecting the Interactive Contour Tool, and clicking and dragging on the object to which you want to apply the effect. Dragging to the inside of the object results in contours added inside the object and dragging outwards from the object, results in contours added to the outside. The exact number of contours added and the spacing in between contours can be set using the property bar. On the property bar it is also possible to select the color for both fill and outline where the contour blends to.



Interactive Distortion Tool- This tool transforms objects by giving you the option to apply effects such as push and pull, zipper, or twister distortions through settings found in the **Property Bar**. This tool distorts the outline of objects. When applied without care, it completely alters the shape of objects, but when applied subtly, it can make objects look less geometric and appear more natural. To use it, select a type of distortion from the active property bar, and click and drag on the object to which you want to apply the distortion.



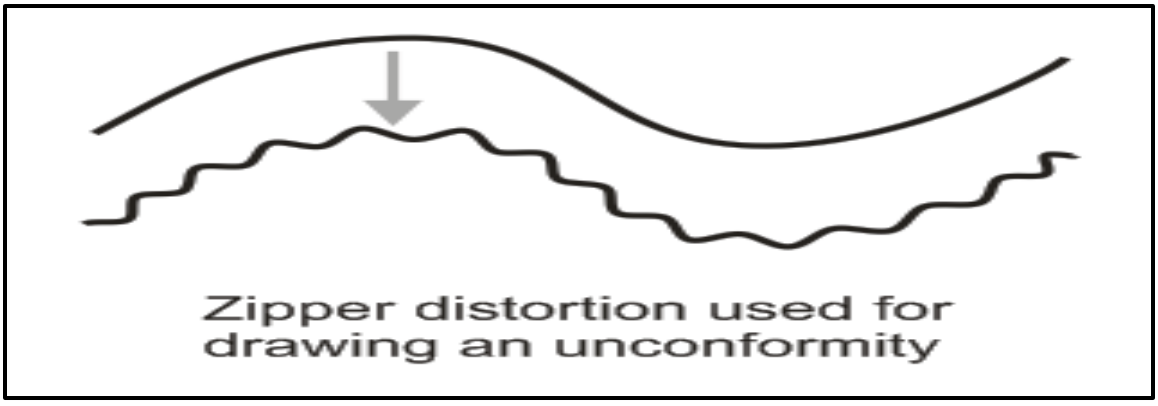
There are three main types of distortion:-

1. Push and pull distortion,
2. Zipper distortion
3. Twister distortion

they are illustrated in the example above.

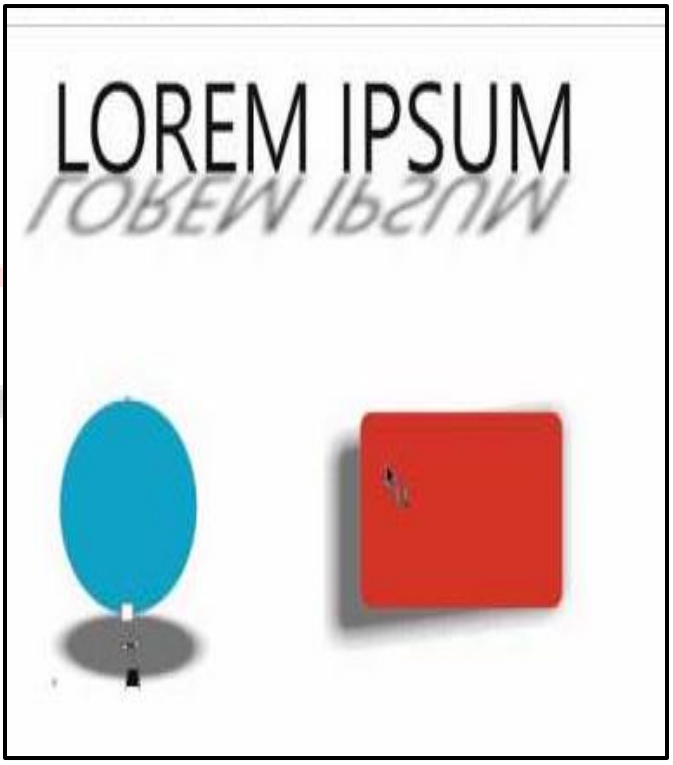
Drawing wiggly unconformities

A typically geological usage of the Zipper distortion is to create a wiggly line, for representing unconformities. To do so, select the line, which you want to become wiggly, and apply Zipper distortion. Next on the active property bar, click on the Smooth distortion button( ) and next click on the Center distortion button( ). You may need to adjust the Zipper distortion amplitude and frequency. (10 8)

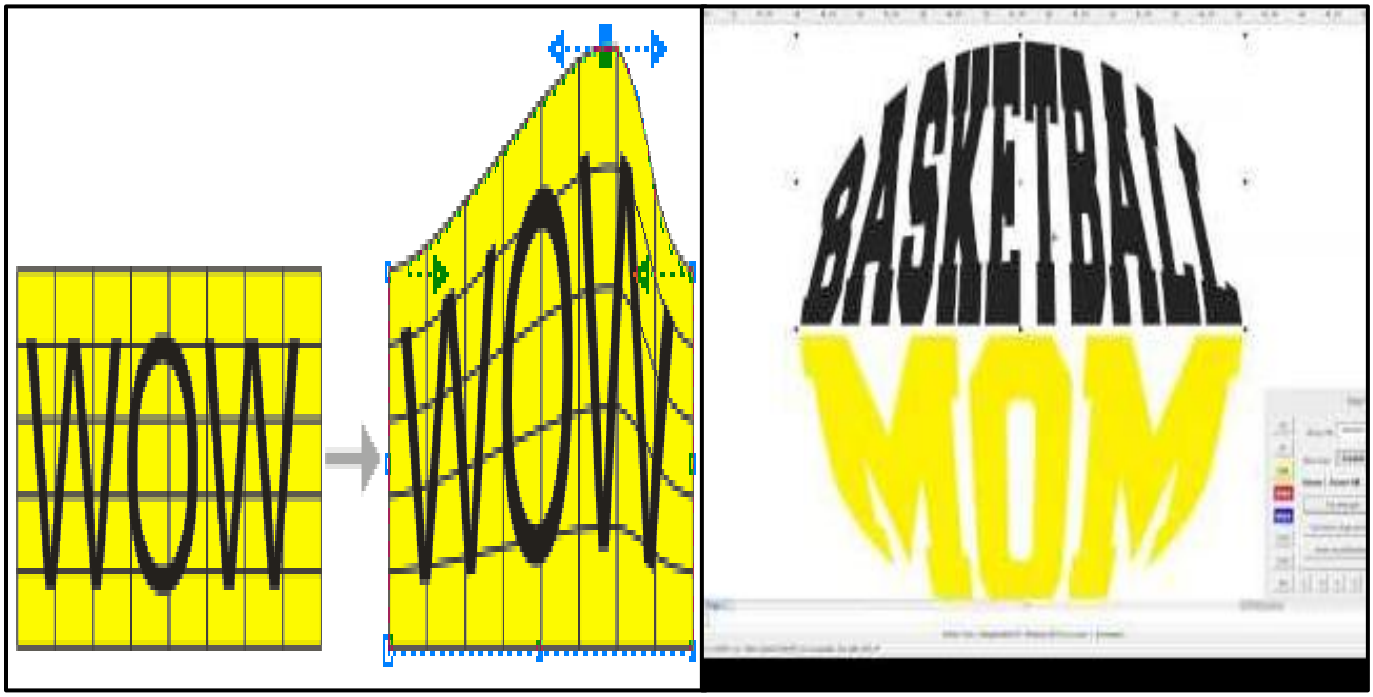


Interactive Drop Shadow Tool This interactive tool allows you to create, place, modify, and copy a drop shadow effect on objects within your documents. Define settings manually or drag the shadow out from the object itself with the tool to create drop shadows quickly and easily. You can save and load preset drop shadows as well, speeding up your productivity within the program.

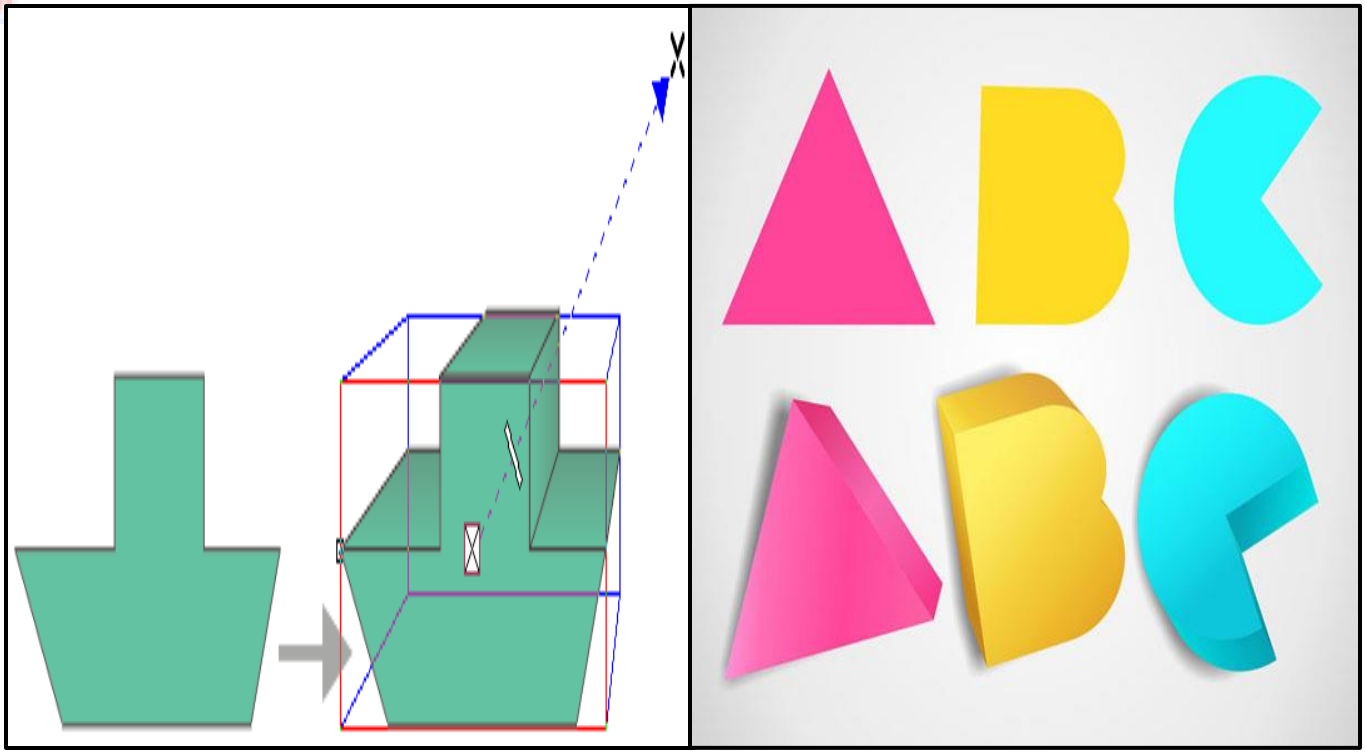
This tool adds drop shadows to objects. Drop shadows are very useful, they give the illusion of depth and quickly make a drawing look more 'finished'. A drop shadow behind text, makes it easier to read over a noisy background. Select the tool, and click and drag on the object to which you want to apply the shadow. The way you drag the mouse determines the type of shadow. The type of shadow can also be selected from property bar, from the presets list. The drop shadow effect can also be used for glow effects, for the strongest effect, choose 'outside direction' in the 'Drop Shadow feathering direction.



Interactive Envelope Tool- This tool allows you to change the shape of an object by manipulating nodes surrounding the object in an envelope or bounding box instead of the object's nodes themselves. This tool bends entire shapes or groups of shapes, by modifying their enveloping shape. It is useful to manipulate the entire shape of complex objects such as text objects, or groups of objects. Choose the Interactive Envelope tool, and select the object you want to alter. An enveloping rectangle with eight nodes appears. Drag the nodes to alter the shape of the envelope, and the object itself will change shape, to match the envelope.



Interactive Extrude Tool- This tool is used to extrude 2-dimensional objects into 3-dimensional objects. Select the tool and click and drag on the object you want to extrude. Different types of perspective and shading are available from the property bar. This tool allows you to convert a flat object into a 3D object with a number of options found within either the **Property Bar** or the Extrude docker.



Interactive Transparency Tool- With this tool it is possible to make objects (partially) transparent. Besides making it easy to draw transparent things like glasses, transparent objects can be used to simulate all kinds of effects like smoke, reflections and complex shading effects. Transparency effects can be applied to objects by selecting the objects with the interactive transparency tool and then choosing the type of transparency from the property bar. This tool allows users to interactively create or modify an object or curve's transparency properties either on the object itself or in the **Property Bar**.

There are nine types of transparency:

- **Uniform:** the object's transparency is the same everywhere.
- **Linear, Radial, Conical, Square**: the transparency fades from transparent at one side to opaque on the other side. There are four types of gradient which determine the shape of the fading. When you apply a gradient transparency to an object, a white square and a black square will appear, connected by a straight line. The white square determines the position of the opaque area, and the black square determines the position of the transparent area. These squares can be dragged to move the opaque and transparent areas.
- **Two Color pattern, Full color pattern, Bitmap pattern and Texture**: for these types of transparency the distribution of the transparent and opaque areas is determined by the dark and light areas in the texture or pattern chosen.

A quick way to add linear gradient transparency to an object is to click and drag on the object with the Interactive Transparency tool. Linear gradient transparency is probably the most useful type of transparency, it can be used for fading and shading objects and for blending two bitmaps.