COREL DRAW SYLLABUS

1 GETTING STARTED

- "System requirements"
- "Preparing for installation"
- "Installing CorelDRAW Graphics Suite applications"
- "Installation options"
- "Modifying and repairing installations"
- "Uninstalling CorelDRAW Graphics Suite"
- "Frequently Asked Questions"

2 COREL BASICS

- "Understanding vector graphics and bitmaps"
- "Starting and opening drawings"
- "Scanning images"
- "Working with multiple drawings"
- "Undoing, redoing, and repeating actions"
- "Zooming, panning, and scrolling"
- "Previewing drawings"
- "Choosing viewing modes"
- "Working with views"
- "Saving drawings"
- "Working with locked files"
- "Backing up and recovering files"
- "Adding and accessing drawing information"
- "Closing drawings"
- "Exploring basic tasks"

3 STANDERD TOOLBARS

- "Toolbox"
- "Document tab"
- "Title bar"
- "Menu bar"
- "Toolbar"
- "Update text toolbar"
- "Drawing window"
- "Property bar"
- "Docker"
- "Rulers"
- "Document palette"
- "Document navigator"
- "Drawing page"
- "Status bar"

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- "Navigator"
- "Color palette"

4 WORKING WITH LINE AND OUTLINE

- "Drawing lines"
- "Drawing calligraphic, pressure-sensitive, and preset lines"
- "Formatting lines and outlines"
- "Adding arrowheads to lines and curves"
- "Copying, converting, and removing outlines"
- "Closing multiple line segments"
- "Applying brushstrokes"
- "Spraying objects along a line"
- "Drawing connector and callout lines"
- "Drawing dimension lines"
- "Using a pressure-sensitive pen"

5 DRAWING SHAPE

- "Drawing rectangles and squares"
- "Drawing ellipses, circles, arcs, and pie shapes"
- "Drawing polygons and stars"
- "Drawing spirals"
- "Drawing grids"
- "Drawing predefined shapes"
- "Drawing by using shape recognition"

6 SHAPING OBJECT

- "Using curve objects"
- "Selecting and moving nodes"
- "Manipulating segments"
- "Adding, removing, joining, and aligning nodes"
- "Using node types"
- "Transforming nodes"
- "Breaking the path of curve objects"
- "Mirroring changes in curve objects"
- "Skewing and stretching objects"
- "Smudging and smearing objects"
- "Roughening objects"
- "Smoothing objects"
- "Shaping objects by attracting or pushing away nodes"
- "Applying distortion effects"
- "Adding twirl effects"
- "Shaping objects by using envelopes"
- "Cropping, splitting, and erasing objects"
- "Trimming objects"
- "Filleting, scalloping, and chamfering corners"
- "Welding and intersecting objects"
- "Creating PowerClip objects"

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7 WORKING WITH COLOUR

- "Understanding color models"
- "Understanding color depth"
- "Choosing colors"
- "Using the Document palette"
- "Creating and editing custom color palettes"
- "Organizing and displaying color palettes"
- "Displaying or hiding color palettes in the Palette libraries"
- "Setting the properties of color palettes"

8 adding and manipulating text

- "Importing and pasting text"
- "Adding artistic text"
- "Adding paragraph text"
- "Adding columns to text frames"
- "Combining and linking paragraph text frames"
- "Aligning text by using the baseline grid"
- "Selecting text"
- "Finding, editing, and converting text"
- "Shifting, rotating, mirroring, and flipping text"
- "Moving text"
- "Wrapping text"
- "Fitting text to a path"
- "Inserting special characters, symbols, and glyphs"
- "Embedding graphics"
- "Working with legacy text"

9 working with tamplete (designing)

- "Searching for templates"
- "Using templates"
- "Creating templates"
- "Editing templates"

10 import and export

- "Importing files"
- "Exporting files"

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