






Diploma in Graphic Design (991) – CorelDraw

<p>Prerequisites: Keystroking ability. Knowledge of Windows terminology and mouse techniques.</p>	<p>Corequisites: A pass or better in Diploma in eCommerce & Web Design, Information Technology or equivalence.</p>
<p>Aim: CorelDRAW is an image and graphics editing program published by Corel Corporation. The software was first released in 1989 for the Windows 3.0 operating system. CorelDRAW has certain hardware requirements in order for it to run properly. This course is designed to give participants an understanding of using CorelDraw software, and the drawing techniques. CorelDRAW is an award-winning graphics program for people who want to create professional-looking artwork. This course is designed to teach candidates the fundamental concepts of CorelDRAW to create and publish their own graphics. Candidates will learn the basic tools and techniques— page layout, drawing basic shapes, and working with lines and nodes. This course covers the following topics in detail: moving around and viewing drawings, selecting and manipulating objects, drawing and shaping objects, arranging objects, outlining and filling objects, using symbols and clipart, special effects, transferring information between applications and printing. Also covered are more advanced topics—applying special effects, organizing drawings, and basic design principles for the Internet.</p>	
<p>Required Materials: Recommended Learning Resources.</p>	<p>Supplementary Materials: Lecture notes and tutor extra reading recommendations.</p>
<p>Special Requirements: This is a hands-on course, hence practical use of computers is essential. Requires intensive lab work outside of class time.</p>	
<p>Intended Learning Outcomes:</p> <ol style="list-style-type: none"> 1. Describe Vector drawing program fundamentals and demonstrate how Vector graphics drawing software is used for creating and editing vector graphics 2. Demonstrate how to use Corel draw, extracting and porting clipping and drawing in CorelDraw. 3. Demonstrate how to create, edit, and apply color styles in CorelDRAW. 	<p>Assessment Criteria:</p> <ol style="list-style-type: none"> 1.1 Analyse vector drawing programs 1.2 Compare vector vs. bitmap 1.3 Explore vector illustration hierarchy 1.4 Analyse CorelDRAW interface 1.5 Explore setting up a CorelDRAWpage 1.6 Analyse document navigation 1.7 Describe object terminology 2.1 Analyse line segments and anchor points 2.2 Analyse points and control handles 2.3 Be able to draw rectangle 2.4 Be able to draw ellipse 2.5 Be able to draw polygon 2.6 Be able to draw spiral grid 2.7 Be able to draw perfect shapes 3.1 Outline predefined object shapes 3.2 Outline objects, paths and subpaths 3.3 Analyse differences between object grouping, composite paths and combining objects 3.4 Explore selecting objects 3.5 Analyse how CorelDraw handles line drawing 3.6 Analyse how to transform objects 3.7 Be able to group objects 3.8 Be able to stack objects 3.9 Be able to duplicate and align

<p>4. Demonstrate using the color management tool in CorelDRAW to reproduce same or different colors</p> <p>5. Demonstrate using the shape editor and shape tool and creating with the Knife tool and also designing by editing a shape.</p> <p>6. Describe CorelDraw layers and frames and demonstrate how to use objects, layers, and pages to organize documents effectively.</p> <p>7. Demonstrate how to create a typography portrait or an image which is made entirely of text.</p> <p>8. Demonstrate how to work with CorelDRAW's Interactive shape tools and how to blend 2 objects using the Interactive Blend Tool in Corel Draw.</p>	<p>3.10 Compare CorelDraw terminology with other vector drawing programs</p> <p>4.1 Analyse coloring objects</p> <p>4.2 Be able to use eyedropper tool</p> <p>4.3 Explore the color palettes</p> <p>4.4 Analyse lines and outlines</p> <p>4.5 Define a mask</p> <p>5.1 Be able to weld, trim, intersect</p> <p>5.2 Outline bézier curves</p> <p>5.3 Outline tracing and scanning</p> <p>5.4 Analyse using corelTRACE</p> <p>5.5 Define powerclipping</p> <p>5.6 Be able to create a mask using a photo</p> <p>6.1 Outline how to use layers in CorelDraw</p> <p>6.2 Outline the process of creating frame images</p> <p>6.3 Demonstrating floating objects</p> <p>6.4 Demonstrate how to create a new layer for frames.</p> <p>7.1 Explore artistic text basics</p> <p>7.2 Be able to add text on path</p> <p>7.3 Analyse paragraph text handling</p> <p>8.1 Be able to create shadows</p> <p>8.2 Analyse the interactive blend tool</p> <p>8.3 Explore extrude tool</p> <p>8.4 Discuss transparency in CorelDraw</p> <p>8.5 Be able to add contours</p> <p>8.6 Be able to use the interactive envelope tool</p>
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Recommended Learning Resources: CorelDraw

<p>Text Books</p>	<ul style="list-style-type: none"> • CorelDraw: An Introduction by Chris De La Nougerede ISBN-10: 0751337072 • CorelDRAW! Made Easy by Emil Ihrig and Sybil Ihrig ISBN-10: 0078816270 • CorelDraw! Design Workshop by JS Hamlin ISBN-10: 0782118178
<p>Study Manuals</p> 	<p>BCE produced study packs</p>
<p>CD ROM</p> 	<p>Power-point slides</p>
<p>Software</p> 	<p>CorelDraw</p>