

Getting Started with CoreIDRAW Graphics Suite X3

Practice sheet # 3 - Selecting & Manipulating Objects

Part 1: Videos (15:30 minutes)

The videos are located on CD 4.

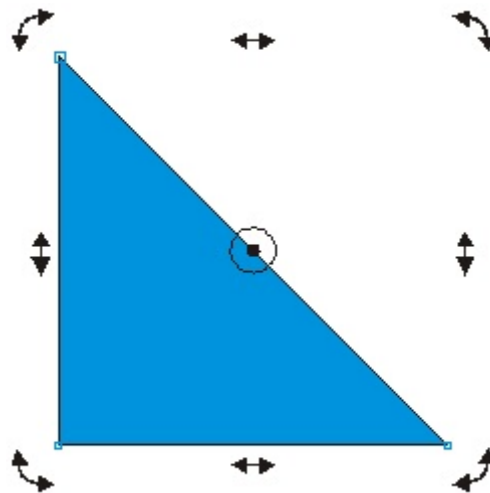
1. Insert the Bonus CD, (CD 4)
2. From the Main Navigation Window, select **Getting Started with CoreIDRAW Graphics Suite X3**.
3. Click on **Drawing, filling and adding effects** in the left Navigation Pane.
4. Watch the “*Selecting & Manipulating*” and the “*Using the Step and Repeat*” videos on the right hand side.
5. Use the Worksheets as you follow along the videos to create your own notes!

Part 2: More about Rotation and Skewing

Rotation was briefly discussed in the videos. Rotating allows you to reposition and reorient an object by turning it around its center of rotation using Rotation Handle.

To activate the **Rotation handles**, click twice (not double-click) on an object. The Rotation Handles are located at the Corners of the object. The **Center of Rotation** looks like a target. It is usually found in the center of an object, but it can be moved.

Skewing an object allows you to slant an object vertically, horizontally, or both. The **Skewing handles** appear between the Rotation handles. They can be moved left-right or up-down to change the appearance of a object.



Part 3: Exercises

Practically Picasso

In this exercise you are going to get the opportunity to stretch you artistic muscles.

1. Start a new drawing in CorelDRAW.
2. Using rectangles, squares, ellipses, circles, polygons and lines, create a portrait of a face, a scene or anything else that interests you. Use all of the different shapes in your artwork.
3. Apply color to the fills and outlines of your shapes.
4. Change the width or lines and outlines of some of the objects in your image.
5. Save the image.

