

Getting Started with CoreIDRAW Graphics Suite X3

Practice sheet # 4 - Polygons, Stars and the SmartFill Tool

Part 1: Videos (11:04 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 "Drawing with stars, polygons" and the "Filling with the SmartFill tool" 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 Order

Objects on a page are actually stacked on top of each other in the order they were created or imported, the last always being on the top. You can change the stacking order of objects on a layer or a page by sending objects to the front or back, or behind or in front, of other objects. You can also position objects precisely in the stacking order, as well as reverse the stacking order of multiple objects.

To change the order of a selected object, click Arrange > Order, and then click one of the following:

- **To front/ back of page** — moves the selected object in front of or behind all other objects on the page
- **To front/ back of layer** — moves the selected object in front or behind of all other objects on the active layer
- **Forward/Back one** — moves the selected object forward or back one position.
- **In front of/Behind** — moves the selected object in front of or behind the object that you click in the drawing window

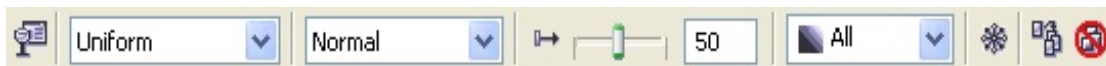
Part 3: More about Transparency

Transparency makes it easy to see through an object. You can apply a transparency to an object so that all objects behind it show through.



To apply a uniform transparency to a selected object, open the **Interactive tools** flyout, and click the **Interactive transparency tool**.

On the property bar, choose **Uniform** from the **Transparency type** list box. Type a value in the **Starting transparency** box on the property bar, and press **Enter**.



Part 4: Exercise

Star-Struck!

Admit it, you have always wanted to see your name in lights! With this exercise, you can do that and much more. You are going to create your own constellation of stars using the tools you have learned about in this lesson. For this project you are going to need a photo or drawing (or your artistic talent and some imagination). You can select any of the images and clipart from CDs 2 and 3 of the CorelDRAW Graphics Suite X3, or copy and paste one from the web.

1. Start a new drawing in **CorelDRAW**.
2. Import the image you will be using as a template for your constellation.
3. Resize, rotate and move the image off center.
4. Use the Interactive **Transparency Tool** to increase the transparency of the image to between 75 and 90 %.



NOTE: If you get the error message 'Too Many Objects', click **Bitmap > Convert to Bitmap** from the menu bar, then click **OK**. This will reduce the image from thousands of objects to just one image. Try the transparency again.



5. Use the **Star Tool** to place a star on the focus point of the image, for example the eyes, belt, handle etc. Size it to about 0.5 inches.
6. Use the **Polygon**, **Star**, and **Complex star** tools to create smaller objects along the outlines of the object, and along inside details, such as stripes etc. Be sure to space them apart. In true constellation fashion, this should not be a simple connect the dots.
7. Vary the sizes and properties of the objects, by changing the number of sides or points, as well as the sharpness.
8. When you have completed the constellation, add many more objects (stars etc.) around the entire page.
9. Using the Bezier tool, create a rough outline of your constellation, adding only a few inside details.
10. You are finished with the original image, so select and delete it.
11. Use **CTRL + A** to select all objects on the screen. *Left click* the white color swatch to fill all the stars. *Right click* the white color swatch to change all of the outlines to white as well. It will appear that all of the objects have disappeared, but they are simple white objects on a white background.
12. Create a black night sky by *double clicking* the **Rectangle tool**. This will add a rectangle the size of the entire page and behind all of the objects.
13. You will notice that the new rectangle is selected. *Left click* the black color swatch and instantly, you have a beautiful night sky, filled with stars and a brand new constellation.
14. As a last step, select random stars and shapes around the 'sky' and change the fill color to *cyan, red or yellow*. If you modified the polygons, or used the complex Star Tool, you may see some gaps in the colored stars. Fill these using the **Smart Fill tool**.
15. For fun, add the name of your constellation to the bottom of the image.
16. Save and print the image if you wish.

