

# Getting Started with CorelDRAW Graphics Suite X3


## Practice sheet # 6 -Special Effects

### Part 1: Videos (11:10 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 CorelDRAW Graphics Suite X3**.
3. Click on **Drawing, filling and adding effects** in the left Navigation Pane.
4. Watch the “*Fitting text to path*”, “*Using the Fillet/Scallop/Chamfer tools*” and the “*Applying Bevels*” 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 Fit Text to Path

In addition to the method described in the video, you can also fit text to a path by clicking the Text tool  and pointing to an existing path. When the pointer changes to a *Fit to path* pointer, click where you want the text to begin, and type.

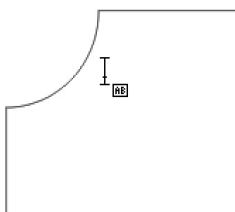



After you fit text to a path, you can adjust the text's position relative to that path. For example, you can mirror the text horizontally , vertically , or both using the buttons on the **Property Bar**.

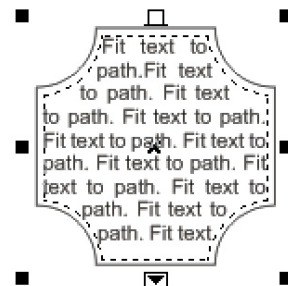
- Using the **Pick tool**, you can move text along or off the path by dragging the **red glyph** that appears beside the text. As you drag the glyph along the path, a preview of the text is displayed. Red alignment bars appear to help you Left, Center and Right align your text, relative to the path. If you drag the glyph off the path, the distance between the text preview and the path is displayed.
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## Part 3: More about Graphic Paragraph Text Frames

As you learned in *Lesson 5*, in order to add Paragraph Text, you must first click and drag to create a frame. You can also insert a paragraph text frame inside a graphic object. This lets you use the object as a container for your paragraph text so that you can create different shapes for text frames.



To add paragraph text inside an object, start by clicking the Text tool . Move the pointer over the object's outline, and click the object when the pointer changes to an *Insert text in object* pointer (see the image on the left). Paste in previously copied text or start typing inside the frame.

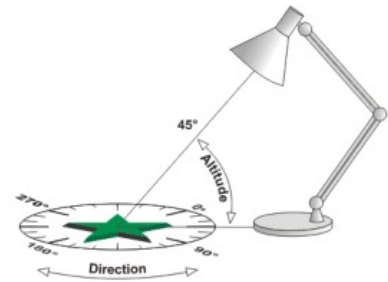


If you decide that you want to separate a paragraph text frame from an object, select the object using the **Pick tool** , and click **Arrange > Break paragraph text inside a path apart**. The Paragraph frame will retain the shape of the object, but will be separated from the object.

#### Part 4: Bevel Direction and Altitude

**Direction** values range from 0° to 360°; **Altitude** values range from 0° to 90°. The lowest altitude value (0°) places the spotlight on the plane of the object; the highest altitude value (90°) places the spotlight directly above the object. (Note that the **Altitude** slider is disabled for the *Emboss* bevel style.)

Using a given altitude value, you can change the spotlight's location by changing the direction value. For example, at an altitude of 45°, the following direction values change the spotlight location as noted:



- 45° places the spotlight on the upper right.
- 135° places the spotlight on the upper left.
- 225° places the spotlight on the lower left.
- 315° places the spotlight on the lower right.

The effect of the shadow color is most apparent when the spotlight is located close to the object's plane (low altitude value).

#### Part 5: Exercise

##### *Congratulations!*

It's time to get some recognition for all of the hard work you have put it so far! Give yourself a pat on the back by creating your own Certificate of Recognition! We have provided an example below, but using all of the skills you have learned so far, feel free to get creative.

**In your certificate, you should use the following:**

- ☐ Scalloped background
- ☐ Text on a curve
- ☐ Transparent Text of Graphics
- ☐ A 'Seal' Using the Star Tool with a Bevel effect.

