

More than you thought possible

CorelDRAW[®]

GRAPHICS SUITE X5



Getting started

CorelDRAW[®] Graphics Suite X5 is an intuitive graphic design application that gives designers an enjoyable work experience. Whether you work in advertising, printing, publishing, sign making, engraving or manufacturing, CorelDRAW[®] X5 offers the tools you need to create accurate and creative vector illustrations and professional-looking page layouts.

Here's a snapshot:

Title bar: Displays the title of the open document.

Rulers: Used to determine the size and position of objects in a drawing.

Standard toolbar: A detachable bar that contains shortcuts to menu and other commands, such as opening, saving and printing.

Menu bar: The area containing pull-down menu options.

Toolbox: A floating bar with tools for creating, filling, and modifying objects in the drawing.

Drawing window: The area outside the drawing page bordered by the scroll bars and application controls.

Drawing page: The rectangular area inside the drawing window. It is the printable area of your work area.

Property bar: A detachable bar with commands that relate to the active tool or object.

Docker: A window containing available commands and settings relevant to a specific tool or task.

Document palette: A palette specific to the current open document.

Color palette: A dockable bar that contains color swatches.

Navigator: A button at the lower-right corner that opens a smaller display to help you move around a drawing.

Document navigator: The area at the bottom left of the application window that contains controls for moving between pages and adding pages.

Status bar: Contains information about object properties such as type, size, color, fill and resolution. The status bar also shows the current mouse position.



CorelDRAW X5 toolbox



- A.** The **Pick** tool lets you select and size, skew and rotate objects.
- B.** The **Shape edit** flyout lets you access the **Shape**, **Smudge brush**, **Roughen brush** and **Free transform** tools.
- C.** The **Crop** tool flyout lets you access the **Crop**, **Knife**, **Eraser**, and **Virtual segment delete** tools.
- D.** The **Zoom** flyout lets you access the **Zoom** and **Hand** tools.
- E.** The **Curve** flyout lets you access the **Freehand**, **2-Point line**, **Bézier**, **Artistic media**, **Pen**, **B-spline**, **Polyline** and the **3-Point curve**.
- F.** The **Smart** tools flyout lets you access the **Smart fill** and **Smart drawing** tools.
- G.** The **Rectangle** flyout lets you access the **Rectangle** and **3-Point Rectangle** tools.

H. The **Ellipse** flyout lets you access the **Ellipse** and **3-Point Ellipse** tools.

I. The **Object** flyout lets you access the **Polygon**, **Star**, **Complex Star**, **Graph paper** and **Spiral** tools.

J. The **Basic Shapes** flyout lets you access the **Basic shapes**, **Arrow shapes**, **Flowchart shapes**, **Banner shapes** and **Callout shapes** tools.

K. The **Text** tool lets you type words directly on the screen as artistic or paragraph text.

L. The **Table** tool lets you draw and edit tables.

M. The **Dimension** tool lets you draw **Parallel**, **Vertical**, **Horizontal**, **Angular**, **Segment** and **3-Point callouts**.

N. The **Straight Line Connector** tool lets you access the **Straight Line**, **Right Angle**, **Right Angle Rounded** and **Edit Anchor** tool.

O. The **Interactive** tools flyout lets you access the **Interactive blend**, **Interactive contour**, **Interactive distortion**, **Interactive drop shadow**, **Interactive envelope**, **Interactive extrude** and **Interactive transparency** tools.

P. The **Eyedropper** flyout lets you access the **Color eyedropper** and the **Attributes eyedropper** tools.

Q. The **Outline** flyout lets you access the **Outline pen** and **Outline color** dialog boxes, a selection of outlines of various widths and the **Color Docker** window.

R. The **Fill** flyout lets you access the **Fill color**, **Fountain fill**, **Pattern fill**, **Texture fill** and **PostScript fill** dialog boxes, indicate no fill and the **Color Docker**.

S. The **Interactive fill** flyout lets you access **Interactive fill** and **Interactive mesh fill** tools.

The welcome screen

The Welcome screen provides users with a centralized location to access recently-used documents, templates and learning tools, which include Tips & Tricks and video tutorials. The Welcome screen also includes a gallery that showcases designs created by CorelDRAW® Graphics Suite users around the world.



Templates and search capability



When starting a new project, you can easily find the right template. You can browse, preview or search for templates by name, category, keywords or notes. You can also view useful information about the template, such as category and style.

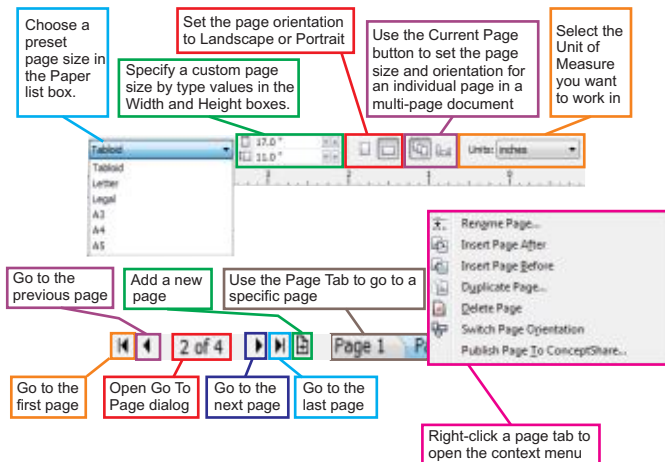
CorelDRAW® ConceptShare™

CorelDRAW® ConceptShare™ is a valuable collaboration tool that lets you share designs and ideas and receive real-time feedback from clients in a Web-based environment. You can create multiple workspaces, upload your designs, and invite others to post comments.

Working with pages

You can begin working on a drawing by specifying settings for the size of the page (standard or custom) and the orientation (landscape or portrait). You can also add and delete pages.

To access the Page Property bar, use the Pick tool to click in the Drawing Window



Working with pages and layout tools

You can customize and display page rulers, grids and guidelines to help you organize objects and place them exactly where you want. To view or hide grids, guidelines and rulers, open the View menu and toggle the check mark next to the layout command.

Calibrating the rulers

You can have one inch on your screen equal one inch of "real" distance. You need a clear plastic ruler for comparing real-world and on-screen distances.

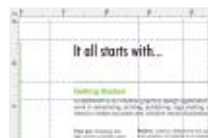


- Click Tools; in Options under Workspaces, select Toolbox and click Zoom/Hand tool
- Click Calibrate Rulers. Place a clear plastic ruler under the on-screen horizontal ruler
- Click the up or down arrows on the Horizontal box to match one unit of measurement on the actual ruler
- Repeat for the vertical ruler

Setting up the grid

The grid is a series of intersecting dashed lines or dots that you can use to precisely align and position objects in the drawing window. To set up the grid dimensions, click View menu, Grid and Ruler Setup.

Guidelines



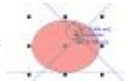
Guidelines are lines that can be placed anywhere in the drawing window to aid in object placement. After you add a guideline, you can select it, move it, rotate it, lock it in place or delete it.

Add guidelines by dragging from the vertical or horizontal rulers into the drawing window or click View menu, Guideline Setup.

Dynamic guides

Dynamic guides help you precisely move, align and draw objects in relation to other objects. Dynamic guides are temporary guidelines that you can pull from object snap points, such as edge, node, center, midpoint and quadrant.

To activate dynamic guides, move an object over the snap point of the object that you are aligning with.

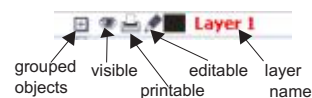


Snapping

You can have objects snap to grid lines, guidelines or other objects, so that when an object is moved near a snapping point, the target will be highlighted and releasing the object will lock it to the snapping point.

Working with layers

Layers are edited independently for each page of your document. Local, independent guidelines can be added for individual pages and master guidelines can be added for the entire document.



Working with objects

Before you can change an object, you must select it by clicking on it with the **Pick tool** (Use SHIFT to select multiple objects). This activates the Sizing handles. Clicking on a selected object activates the Rotation handles.

When you group two or more objects, they are treated as a single unit. Grouping lets you apply the same formatting, properties, and other changes to all the objects within the group at the same time.

Sizing handles let you change the dimensions of an object proportionally by preserving its aspect ratio.

Stretching handles let you change an object's vertical and horizontal dimensions non proportionally.

You can position a selected object by dragging its **Positioning handle** to a new location, or by nudging it using the **Arrow Keys**, (+ CTRL = Nudge + 2 or SHIFT = Nudge X 2).

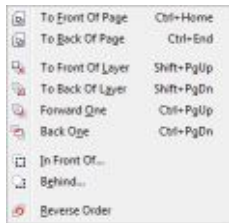
Dynamic Guides help you precisely move, align and draw objects in relation to other objects.

Rotation handles let you spin an object around its rotation.

Skewing handles let you slant an object.

The **Center of Rotation** can be dragged to a new location to change the effect of the **Rotation handles**.

Objects in a drawing exist in a stacking order, usually the order in which they are created or imported. To change the order of selected objects, use the **Arrange / Order** menu.




Working with tables

A table provides a structured layout that lets you present text or images within a drawing. You can draw a table, or you can create a table from paragraph text. You can easily change the look of a table by modifying the table properties and formatting. In addition, because tables are objects, you can manipulate them in various ways. You can also import existing tables from a text file or a spreadsheet.



To create a table:



- ✎ Click the Table tool 
- ✎ Type values in the Number of Rows and Columns boxes on the Property bar
- ✎ Drag diagonally to draw the table

Drawing lines and curves

CorelDRAW X5 provides various drawing tools that let you draw curved and straight lines, and lines containing both curved and straight segments. The line segments are connected by nodes, which are depicted as small squares. The line tools can be accessed through the Curve flyout.

The **Freehand**  and **Polyline**  tools from the Curve flyout let you draw freehand lines as if you were sketching on a sketchpad.



The **Bézier**  and **Pen**  tools let you draw lines one segment at a time by placing each node with precision and controlling the shape of each curved segment.



- ✎ To draw a straight segment, click where you want to start the line segment, and then click where you want to end it
- ✎ To draw a curved segment, click where you want to start the segment and drag across the drawing page




The **B-spline** tool lets you draw curved lines by setting control points that shape the curve without breaking it into segments.



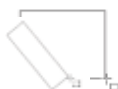
Drawing Shapes

CorelDRAW offers a wide variety of tools for drawing shapes.

Rectangles

By dragging diagonally with the **Rectangle**  tool, you can draw a rectangle or a square (when constrained with the CTRL key).


The **3-Point Rectangle**  tool lets you quickly draw rectangles at an angle.



Ellipses

You can draw an ellipse or circle (when using the CTRL key) by dragging diagonally with the **Ellipse** tool, which you can then change to an arc or pie shape by using the **Property bar**.



The **3-Point Ellipse**  tool lets you quickly create an ellipse at an angle, eliminating the need to rotate the ellipse.


Complex shapes

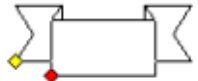


You can use the **Object flyout** to draw polygons, grids, spirals and two types of stars: perfect and complex. Use the **Property bar** of each tool to change the number of sides, points, columns, rows and revolutions.

Predefined shapes



Using the **Perfect Shapes** collection, you can draw Basic, Arrow, Flowchart, Banner and Callout shapes. Use the shape's type picker on the **Property bar** to select a specific shape from the category. You can then drag a **glyph**  to modify the appearance of some shapes.



Adding and formatting text



There are two types of text you can add to drawings: artistic text and paragraph text. You can also import existing text from an external file or paste from Windows clipboard.

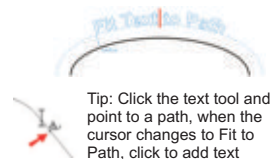
Artistic text



Artistic text can be used to add short lines of text to which you can apply a wide range of effects, such as drop shadows or envelopes. You can also add artistic text to an open or closed path.

Fit text to a path

To fit text to a path, select text, go to Text menu and click Fit Text to Path. Use the dynamic preview to position text on the desired path and click to attach text to the path.



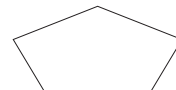
Easy font identification

WhatTheFont?!

You can quickly identify the font in a client's artwork by capturing a sample and sending it to the WhatTheFont page of the MyFonts website (available in English only): www.myfonts.com/WhatTheFont.

Paragraph text

Paragraph text can be used for larger bodies of text that have greater formatting requirements. When adding a paragraph frame, you must first drag the text tool to create a text frame.



Tip: Click the Text tool and position the cursor inside the shape's outline. When the cursor changes to the text cursor, click to add text.

Eyedropper and Paintbucket



When you sample color with the Eyedropper tool in CorelDRAW X5, the Apply Color mode is automatically activated so that you can immediately apply the sampled color.

An eyedropper tool is also conveniently located throughout in various color dialog boxes to let you sample and match colors from a document without closing the dialog box.

Shaping objects

To start changing the shape of an object, click it with the Shape tool to display its nodes. Each type of object provides a specialized set of shaping methods.

Objects created using the basic shape tools, such as Rectangle, Ellipse or Polygon tools have unique shaping methods and often provide a glyph or oversized node to adjust their particular shape properties.

Rounded rectangles

- Select Rectangle with Shape tool
- Click and drag any corner node to adjust rounding



Shaping ellipses:

To create a pie shape from an ellipse, click and drag a node, keeping the pointer inside the ellipse.



To create an arc from an ellipse, click and drag a node, keeping the pointer outside of the ellipse.



Shaping polygons and stars:

- To shape a polygon by mirror editing, click and drag a node in any desired direction
- Drag in to center for star shape



Converting to curves:

Objects created with Shape tools like the Rectangle tool need to be converted to curves in order to edit the Rectangle tool nodes. To convert an object to curves do the following:

- Select object with Pick tool
- Go to Arrange menu and click Convert to Curves or use shortcut key CTRL + Q

Shaping lines and curves

You can shape curve and line objects by manipulating their nodes and segments, and by adding and deleting nodes.

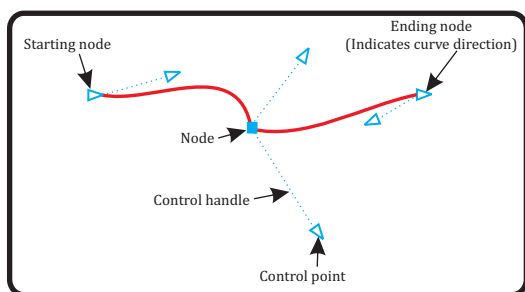
Add a node:

- Double-click on the path to add a new node, or click on the path and press the Add Node button on the Property bar.



Delete a node:

- Select the nodes to remove and press Delete, or select the node(s) and press Delete Node from Property bar



Reduce nodes

- Marquee select nodes with Shape tool
- Click Reduce Nodes on Property bar

Filling and outlining objects



You can add colored fills to the inside of objects or other enclosed areas, as well as change the color of their outlines.

Choosing color from a palette

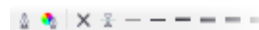
- To fill a selected closed object with a solid (uniform) color, left-click a color swatch from the color palette
- To change the outline color, right-click a color swatch
- Mix colors by selecting an object, pressing Ctrl, and clicking another color on the color palette
- Click and hold a color swatch to select a neighboring color

Drag and drop color

- To change an outline color, drag a color swatch onto an object and drop it when the outline cursor appears.
- To change the fill of a closed object, drag a color swatch onto an object and drop when the fill cursor appears



Color dialog



- Select the Pen Outline dialog from the Pen Tool flyout menu on the Toolbox
- Select the Fill Color dialog or the Fountain Fill from the Fill tool on the toolbox

Adding 3D effects

You can create the illusion of three-dimensional depth in objects by adding contour, perspective, extrusion, bevel, or drop shadow effects.

Contour



- Open the Contour Docker from the Tools menu
- Select an object and adjust the Contour Docker settings and click Apply



Direction: Outside, Offset: 0.03
Steps: 3, Fill Color: Yellow

Drop Shadow



- Open the Interactive Tools flyout, and click the Interactive Drop Shadow tool
- Click an object
- Drag from the center or side of the object until the drop shadow is the size you want, or select a preset from the Property bar
- Specify attributes on the Property bar

When you add a Drop Shadow, you can change its perspective and you can adjust attributes such as color, opacity, fade level, angle and feathering

Bevel effect



Bevel effects can contain both spot and process (CMYK) colors, so they are ideal for printing.

Open the Bevel Docker from the Windows, Dockers menu. You can choose from the following bevel styles:

Soft Edge – creates beveled surfaces that appear shaded in some areas

Emboss – makes an object appear as a relief

What's new and enhanced in CorelDRAW® Graphics Suite X5

Corel® CONNECT™

Corel® CONNECT™ is a full-screen browser that synchronizes with both CorelDRAW® X5 and Corel® PHOTO-PAINT™ X5. Corel CONNECT provides an easy and quick way of finding content on your computer, local network, Corel content DVD and selected websites. You can browse or search for clipart, photo images, fonts, symbols, objects and file formats that are supported, as well as content that is not supported by CorelDRAW® Graphics Suite X5.



Pixels view

The new Pixels view lets you create drawings in actual pixel units, providing a more accurate representation of how a design will appear on the Web. Accessible from the View menu, the Pixels view mode helps you align objects more accurately.

Export for Web dialog box

The new Export for Web dialog box provides a single access point for common export controls, eliminating the need to open additional dialog boxes when preparing a file for export. It also lets you compare the results of various filter settings before you commit to an output format, making it easier to achieve optimal results. In addition, you can specify object transparencies and matting colors for anti-aliased edges—all with real-time preview.



Convert to grayscale

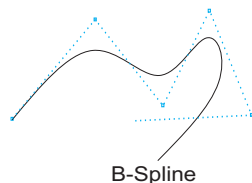
Corel PHOTO-PAINT X5 provides greater control when converting images to grayscale by letting you choose the range of colors used in the conversion. This eliminates results that appear washed out because of predominant blues or reds in the original photo. The new dialog box provides a preview window, which lets you adjust the colors to create a more realistic conversion.

Corel® PowerTRACE® X5

Convert your bitmap images into high-quality vector objects with even more precision and smoothness, thanks to the greatly enhanced Corel PowerTRACE. You can trace an image in one step by using the Quick Trace command. Alternatively, you can choose a suitable tracing method and preset style and then use the Corel PowerTRACE controls to preview and adjust the traced results. CorelDRAW Graphics Suite X5 offers two methods for tracing bitmaps: Centerline trace and Corel Outline trace. CorelDRAW offers two methods for tracing bitmaps: Centerline Trace and Outline Trace. Centerline tracing with Corel PowerTRACE produces more accurate curves or strokes for tracing technical illustrations, line drawings, or signatures. Improved smoothing, color, and corner control help you optimize traced results.

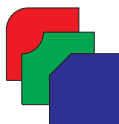
Drawing tools

A collection of new and enhanced drawing tools includes a B-Spline tool, an Object Coordinates docker, scalable arrowheads, enhanced Connector and Dimension tools, and the new Segment Dimension tool. The B-Spline tool lets you create smooth curves with fewer nodes than curves drawn by using freehand paths. For maximum precision, the Object Coordinates docker lets you specify both the size of a new object and its location on the page.



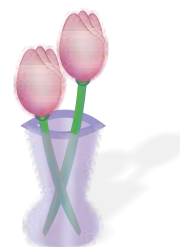
Round corners

You can now create chamfered, scalloped or round corners from the Rectangle Property bar. When you stretch a rectangle rounded corners are preserved without distortion, and the original radius of a corner is maintained during scaling. In addition, corners are now expressed in units of true radii, which makes them easier to work with. You can stretch rectangles with scalloped, chamfered and round corners without distorting the corners.



Mesh Fill tool

The Mesh Fill tool lets you design multicolored filled objects with more fluid color transitions. The Smooth Mesh Color option on the Property bar, and the Eyedropper and Color Picker, make it easier to select or sample color for the mesh, so you can achieve color transitions that retain the color richness.



One other addition of note is the Transparency Per Node option, which allows you to reveal objects behind individual nodes or patches in a mesh.

Document/Image dialog box

CorelDRAW X5 introduces a Create a New Document dialog box, which provides a selection of presets for page size, document resolution, preview mode, color mode and color profiles.

Color Palette Manager docker

The enhanced Color Palette Manager Docker includes new PANTONE® profiles such as the PANTONE® Goe™ system and the Fashion+Home palette. The Color Palette Manager makes it easier to create, organize and show or hide both default and custom color palettes. You can create Web-specific RGB palettes or print-specific CMYK palettes. For optimal color consistency, you can also add third-party color palettes when working with multiple applications.



Document/Image palettes

With both CorelDRAW X5 and Corel PHOTO-PAINT X5, a custom color palette is automatically created on the fly for each design project. The palette is saved with the file, which gives you quick access to this project's colors in the future.

Global color management

For CorelDRAW Graphics Suite X5, the color management engine has been completely redesigned. The new Default Color Management Settings dialog box lets you set default color profiles, policies and rendering intents for each application. This new approach helps you easily achieve accurate color representation while also providing greater control for more advanced users.

Document Color Settings

With the introduction of the Document Color Settings dialog box, you can adjust color settings that apply only to the current document. These document-specific settings override the default application settings while you are working on that file.



Color proof settings

All color proof settings are grouped within a single docker, which lets you save presets and prepare artwork for various output devices more efficiently. The docker helps you save time by providing a list of output devices which you can choose from to preview the output. When seeking approval from clients, you can easily export soft proofs and print hard proofs from the docker.

Color sampling options

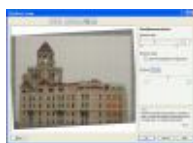
The addition of the Eyedropper tool to various color dialog boxes lets you conveniently sample and match colors from a document without closing the dialog box. The Eyedropper tool is also available on color palettes, as well as in color pickers on the Property bar.



CorelDRAW® Graphics Suite X5 offers a large number of features to effectively and efficiently manipulate many raster formats.

When importing RAW files directly from your digital camera, you can view information about file properties and camera settings, adjust image color and tone, and improve image quality. Interactive controls let you preview changes quickly.

The Straighten image dialog box lets you straighten bitmap images quickly. This feature is useful for straightening photos that were taken or scanned at an angle.



Edit images more efficiently by previewing changes and comparing results in real time as you adjust image tone, apply effects or process RAW camera files.

The Image Adjustment Lab consists of automatic and manual controls, which are organized in a logical order for image correction. By starting in the upper-right corner and working your way down, you can select only the controls you need to correct the problems specific to your image. It is best to crop or retouch any areas of the image before beginning the color and tone corrections.



CorelDRAW allows you to import or export a wide variety of file formats.

CorelDRAW lets you import files (Ctrl+I) created in other applications. For example, you can import a Portable Document Format (PDF), JPEG, or Adobe® Illustrator® (AI) file. You can import a file and place it in the active application window as an object. You can also resize and center a file as you import it. The imported file becomes part of the active file.



While importing a bitmap, you can resample it to reduce the file size, or crop it to eliminate unused areas of the photo. You can also crop a bitmap to select only the exact area and size of the image you want to import.



To make importing easier, you can sort the file types by most recent, extension, text or description.

You can export (Ctrl+E) and save images to a variety of file formats that can be used in other applications. For example, you can export a file to the Adobe Illustrator (AI) or GIF format. Some file formats may not support all the features that a CorelDRAW (CDR) file has, so it is a good idea to save the original file as a CorelDRAW (CDR) file before exporting it.

TIP: If you are importing a text file, have the Text tool selected when you import. This will filter out any non-text file types in the list box.



File		Toolbox	
Open	Ctrl+O	Toggle between	
Save	Ctrl+S	Pick & Last Used	Space
New Document	Ctrl+N	Pick & Text	Ctrl+Space
Import	Ctrl+I		
Export	Ctrl+E	View	
Print	Ctrl+P	Refresh Window	Ctrl+W
		Full Screen	F9
Text		Toggle Display	Shift+F9
Align to Baseline	Alt+F12	Pan Screen	Alt+Arrow
Bulleted Text	Ctrl+M	Marquee Zoom In	F2
Convert Text	Ctrl+F8	Zoom Out	F3
Edit Text	Ctrl+Shift+T	Zoom to:	
Format Text	Ctrl+T	All Objects	F4
		Page	Shift+F4
Edit		Selection	Shift+F2
Copy	Ctrl+C		
Copy Properties From		Arranged Selected	
	Ctrl+Shift+A	Group	Ctrl+G
Cut	Ctrl+X	Ungroup	Ctrl+U
Delete	Delete	Break Apart	Ctrl+K
Duplicate	Ctrl+D	Combine	Ctrl+L
Paste	Ctrl+V	Convert to Curves	Ctrl+Q
Redo	Ctrl+Shift+Z	Order:	
Repeat	Ctrl+R	Back One	Ctrl+PgDn
Step & Repeat	Ctrl+Shift+D	Forward	One Ctrl+PgUp
Undo	Ctrl+Z	To Back	Shift+PgDn
		To Front	Shift+PgUp

The diagram illustrates the layout of a page with various margins and centering points. A central rectangle is labeled "P - Center of Page". Above this rectangle, a double-headed arrow labeled "C - Center" spans the width of the page. Below the rectangle, a double-headed arrow labeled "B - Bottom" indicates the bottom margin. To the left of the rectangle, a vertical double-headed arrow labeled "L - Left" indicates the left margin. To the right of the rectangle, a vertical double-headed arrow labeled "R - Right" indicates the right margin. On the far left, a vertical double-headed arrow labeled "E - Even" indicates the even margin. Above the rectangle, a horizontal double-headed arrow labeled "T - Top" indicates the top margin.

F1	F2	F3	F4
Help	Zoom In	Zoom Out	Zoom to All
SHIFT+ What's This?	Zoom to Sel.	Change Case	Zoom to Page
CTRL+	View Docker		
ALT+	Linear Dim	Lens Docker	Exit
F5	F6	F7	F8
Last Tool	Rectangle	Ellipse	Text
SHIFT+			
CTRL+	Styles Docker	Next Window	Convert Text
ALT+		Move Docker	Rotate Docker
F9	F10	F11	F12
Full Screen	Shape	Fountain Fill	Outline Pen
SHIFT+ Toggle Disp.		Uniform Fill	Outline Color
CTRL+	Text Options	Symbols	Spell Check
ALT+	Scale Docker	Size Docker	Align to Base

To view all shortcut keys, go to: [Tools, Options, Commands, Shortcut Keys, View All](#)