

# Workspace tour

Welcome to Corel DESIGNER®, a comprehensive vector-based package for technical graphic users and technical illustrators.

This tutorial will help you become familiar with the terminology and workspace of Corel DESIGNER.

## What you will learn

In this tutorial, you will learn to do the following:

- understand Corel DESIGNER terminology and concepts
- navigate the application window
- identify workspace tools

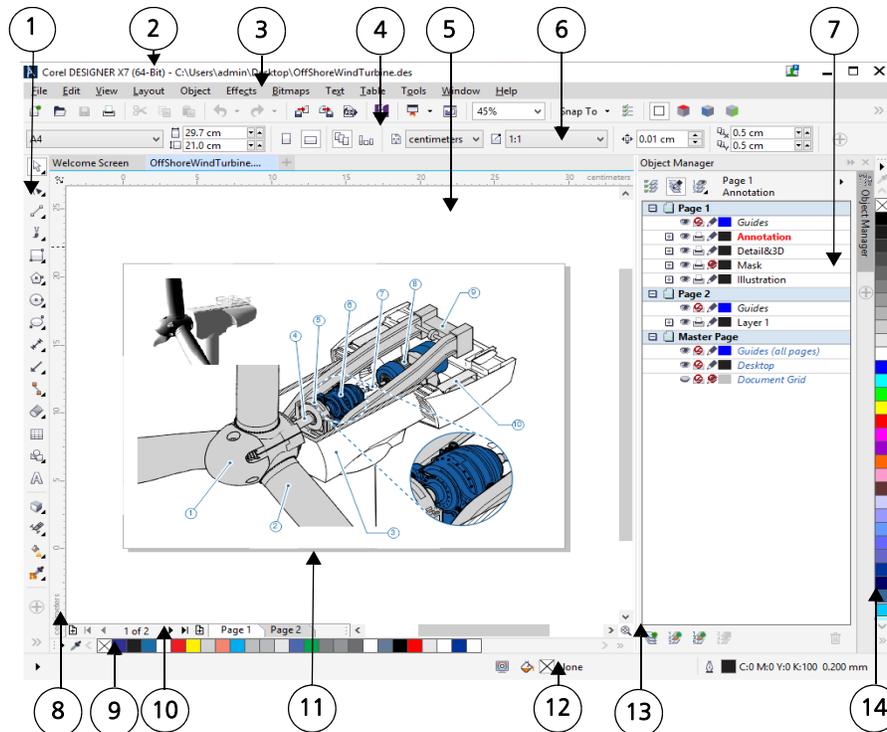
## Understanding the terminology

Before you get started with Corel DESIGNER, make sure that you understand the following terms.

<b>Term</b>	<b>Description</b>
Object	Element in a drawing, such as an image, a shape, a line, text, a curve, or a symbol
Drawing	Document created in Corel DESIGNER, such as a technical illustration, wiring diagram, or chart
Bitmap	Image composed of grids of pixels or dots
Vector graphic	Image generated from mathematical descriptions that determine the position, length, and direction of the lines drawn
Docker	Window with controls that are relevant to a specific group of tools or tasks
Flyout	Button that opens a group of related tools or commands in the toolbox
Artistic text	Text to which you can apply special effects, such as perspective or drop shadows
Paragraph text	Text that flows in a text frame and can be edited in large blocks. You can wrap paragraph text around an object, around artistic text, or around a paragraph text frame. You can also apply formatting options to paragraph text.
Projected drawing	Drawing profile that lets you project objects onto drawing planes and create the illusion of three dimensions

# Using the application window

When you start Corel DESIGNER, a drawing window appears in the application window. The rectangle in the center of the drawing window is the drawing page, where you create your drawing. Although more than one drawing window can appear at the same time, you can apply commands to the active drawing window only. The Corel DESIGNER application window is illustrated below.



Circled numbers correspond to the numbers in the following table, which describes the main components of the application window.

Part	Description
1. Toolbox	Floating bar with tools for creating, filling, and modifying objects in the drawing
2. Title bar	Area that displays the title of an open drawing
3. Menu bar	Area containing drop-down menu options
4. Toolbar	Detachable bar that contains shortcuts to commands
5. Drawing window	Area that is outside the drawing page and bordered by the scroll bars and application controls
6. Property bar	Detachable bar with commands that relate to the active tool or object. For example, when the <b>Text</b> tool is active, the text property bar displays commands for creating and editing text.
7. Docker	Window with controls that are relevant to a specific group of tools or tasks

Part	Description
8. Rulers	Horizontal and vertical borders that are used to determine the size and position of objects in a drawing
9. Document palette	A color palette that helps you keep track of the colors that you use in your document and stores them for future use
10. Document navigator	Area in the lower-left portion of the application window that contains controls for moving between pages and for adding pages
11. Drawing page	Rectangular area in the drawing window that represents the printable portion of the work area.
12. Status bar	An area at the bottom of the application window that contains information about object properties, such as type, size, color, fill, and resolution. The status bar also shows the current cursor position.
13. Navigator	A button at the lower-right corner that lets you access controls for moving around a drawing
14. Color palette	Dockable bar that contains color swatches

## Identifying workspace tools

Application commands are accessible through the menu bar, toolbars, property bar, dockers, and toolbox. The property bar and dockers provide access to commands that correspond to the active tool or current task. The property bar, dockers, toolbars, and toolbox can be opened, closed, and moved around your screen at any time.

### Toolbars

Toolbars consist of buttons that are shortcuts to menu commands. The standard toolbar, which appears by default, consists of commonly used commands. The following table explains the buttons on the standard toolbar.

Click this button	To
	Start a new drawing
	Open a drawing
	Save a drawing
	Print a drawing
	Cut selected objects and copy them to the Clipboard
	Copy selected objects to place on the Clipboard

Click this button

To



Paste the Clipboard contents into a drawing



Undo an action



Redo an action that was undone



Import an element into the current drawing



Export a drawing to another file format



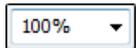
Display the **Connect** docker and search for content such as clipart, photos, and fonts



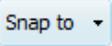
Start other Corel applications



Open the **Welcome** screen



Set or enter a zoom level



Select an object snapping mode



Open the **Options** dialog box



Draw on a flat plane, such as the top, front or right plane



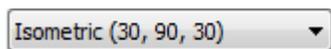
Draw onto a projected plane bounded by the x and z axes



Draw onto a projected plane bounded by the x and y axes



Draw onto a projected plane bounded by the y and z axes



Choose a preset for working in projected drawing modes



Open the **Projected axes** docker to create and edit drawing profiles

Corel DESIGNER also has toolbars for specific kinds of tasks. For example, the **Text** toolbar contains commands that are associated with the **Text** tool. If you use a toolbar frequently, you can display it in the workspace at all times.

The following table describes toolbars other than the standard toolbar.

<b>Toolbar</b>	<b>Description</b>
Zoom toolbar	Contains controls for zooming in and out of the drawing page. Lets you specify a percentage of the original view, click the <b>Zoom</b> tool, or select a page view.
Text toolbar	Contains controls for formatting and aligning text
Layout toolbar	Contains commands related to the layout of your document, including PowerClip frames, text frames, columns, and alignment guides
Transform toolbar	Contains controls for skewing, rotating, and mirroring objects
Print merge toolbar	Contains controls for creating, loading, and editing print merge fields, and performing a print merge
Macros toolbar	Contains controls for editing, testing, and running macros
Internet toolbar	Contains controls for creating rollovers and publishing to the Internet
Drawing plane toolbar	Contains controls for choosing a drawing plane and a drawing profile and lets you access the <b>Projected axes</b> docker. This toolbar is displayed by default.
Parallel drawing toolbar	Contains commands for drawing parallel curves

## Property bar

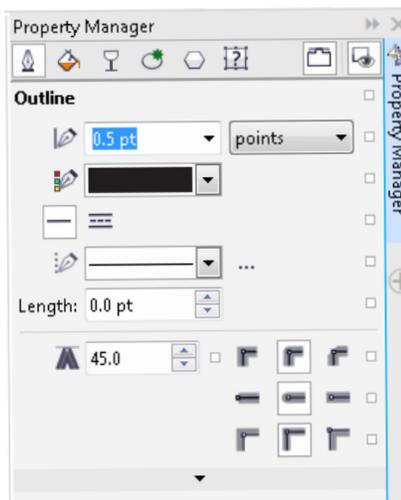
The property bar displays controls that are associated with the active tool or current task. Unlike a toolbar, the property bar has content that changes, depending on what you doing within the application. For example, when you click the **Text** tool in the toolbox, the property bar displays only text-related controls. In the following example, the property bar displays text formatting, alignment, and editing tools.



## Dockers

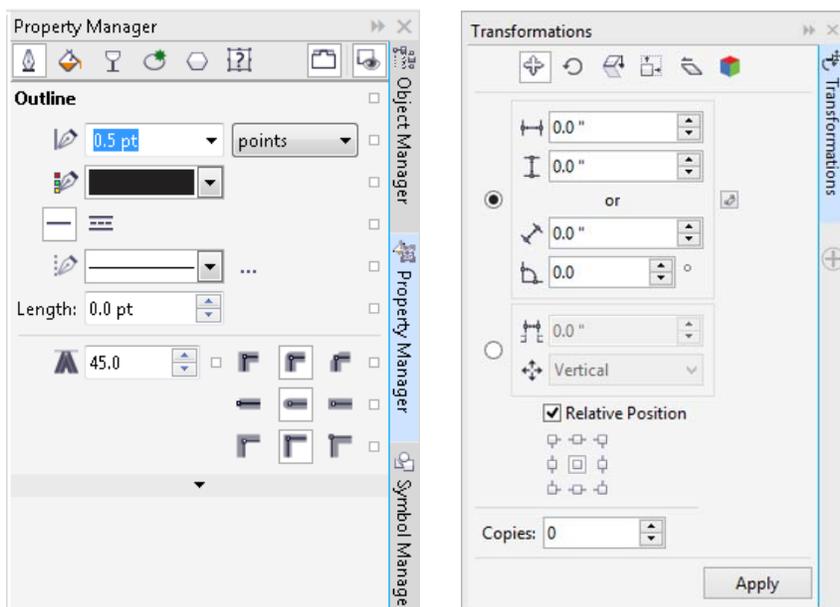
Dockers resemble the palettes found in other graphics programs, and they display the same types of controls that are found in a dialog box, such as command buttons, options, and list boxes. Unlike most dialog boxes, dockers can be kept open while you work on a drawing, so you can readily access the controls you need as you experiment with different effects. To access a docker, click the **Window** menu, and click a docker name.

*Unlike most dialog boxes, you can keep dockers open while working on a document, so you can readily access the commands to experiment with different effects. An example is the Property manager docker. When this docker is open, you can click an object in the drawing window and view formatting, dimensions, and other properties of the object.*



You can attach (or dock) a docker to either side of the application window, or you can float (or undock) a docker and move it around as you work. You can also collapse dockers to save screen space.

If you open several dockers, they usually appear nested, with only one docker fully displayed. You can quickly display a docker hidden from view by clicking the docker tab.



*Left: Docked and nested dockers. Right: Floating docker. To dock a floating docker, click the title bar, and drag until the pointer is at the edge of the drawing window. To close a docker, click the X button at the upper-right corner. To collapse or expand a docker, click the arrow button at the upper-right corner.*

## Status bar

The status bar displays information about selected objects, such as color profile, color proofing status, fill type, outline, cursor position, and relevant commands.



## Color palette

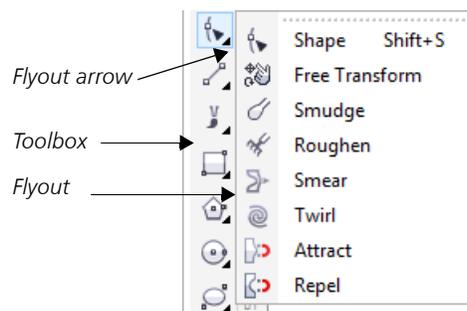
A color palette is a collection of color swatches. You can choose fill and outline colors by using the default color palette, which contains 99 colors from the CMYK color model. The selected fill and outline colors appear in the color swatches on the status bar.

The following table describes how to choose a color from the default color palette.

To	Do the following
Choose a fill color for a selected object	Click a color swatch.
Choose an outline color for a selected object	Right-click a color swatch.
Choose from various shades of a single color	Click and hold a color swatch to display neighboring colors, and click a color.
View more colors on the default color palette	Click the flyout on the color palette.
Add a 10-percent tint to the color of a selected filled object	Click a color swatch while holding down <b>Ctrl</b> .

## Toolbox

The toolbox contains tools for drawing and editing images. Some of the tools are visible by default, while others are grouped in flyouts. Flyouts open to display a set of related Corel DESIGNER tools. A small flyout arrow in the lower-right corner of a toolbox button indicates a flyout. You can access the tools in a flyout by clicking the flyout arrow. After you open a flyout, you can easily scan the contents of other flyouts by hovering over any of the toolbox buttons which have flyout arrows. Flyouts function like toolbars when you drag them away from the toolbox. This lets you view all the related tools while you work.



*In the default workspace, clicking the flyout arrow on the Shape tool opens the Shape edit flyout.*

Some tools in the toolbox are not visible by default. You can choose which tools to display in the toolbox.

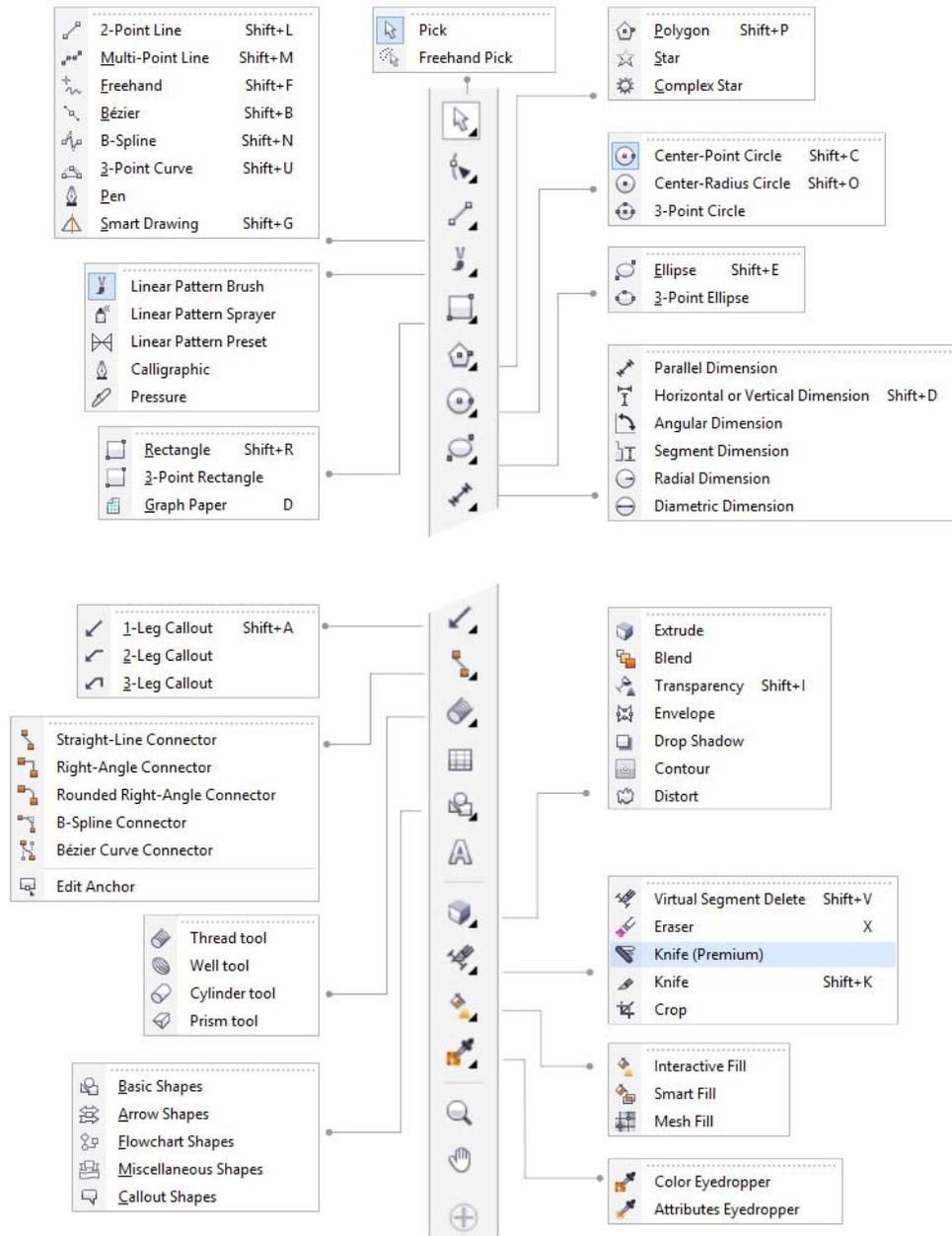


To toggle between displaying and hiding the toolbox, click **Window ► Toolbars ► Toolbox**.

To hide or display tools in the toolbox, click the **Quick customize** button , and enable or disable the corresponding check boxes.

## Locating tools in the toolbox

The following illustration shows the other flyouts in the default Corel DESIGNER toolbox and can help you locate tools more easily.



For example, if you click the **Curve tools** button in the upper area, you see its associated tools in the options area. If you click the **2-point line** tool in the options area, it becomes the active tool, and its icon appears on the **Curve tools** button in the upper area.



You can use flyout menus instead of the options area. Click **Tools** ► **Options**, click **Toolbox** in the **Workspace** list of categories, and enable **Display tool groups as flyout menus**.

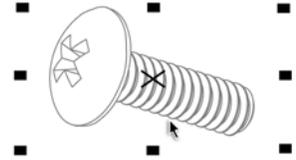
The following table describes the tools in the Corel DESIGNER toolbox.

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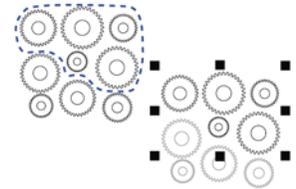
### Pick tools



The **Pick** tool lets you select, size, skew, and rotate objects.



The **Freehand pick** tool lets you select objects by using a freehand selection marquee.

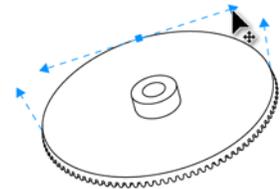


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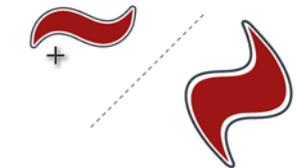
### Shape tools



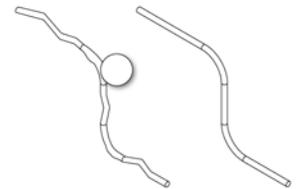
The **Shape** tool lets you edit a curve object or text character by manipulating nodes.



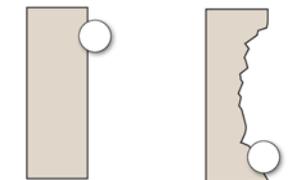
The **Free transform** tool lets you transform an object by using the **Free rotation**, **Free angle reflection**, **Free scale**, and **Free skew** controls on the property bar.



The **Smudge** tool lets you distort a vector object by dragging along its outline.

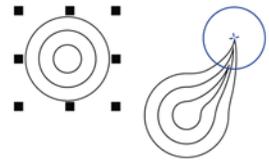


The **Roughen** tool lets you distort the edge of a vector object by dragging along its outline.

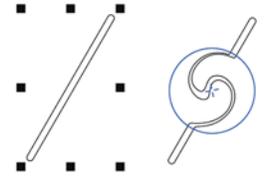




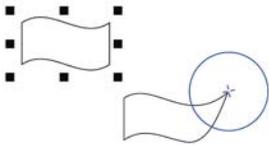
The **Smear** tool lets you shape an object by pulling extensions or making indents along its outline.



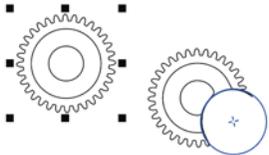
The **Twirl** tool lets you create swirl effects by dragging along the edge of objects.



The **Attract** tool lets you shape objects by attracting nodes to the cursor.



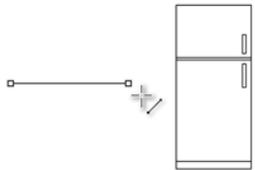
The **Repel** tool lets you shape objects by pushing nodes away from the cursor.



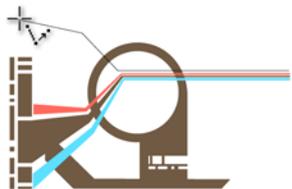
## Curve tools



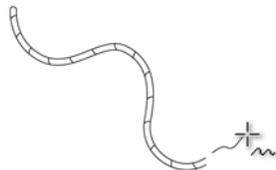
The **2-point line** tool lets you draw a straight two-point line segment.



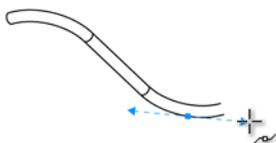
The **Multi-point line** tool lets you draw lines and curves one segment at a time, in preview mode.



The **Freehand** tool lets you draw single line segments and curves.

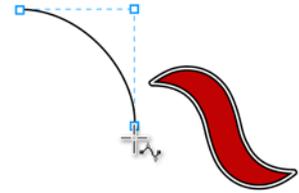


The **Bézier** tool lets you draw curves one segment at a time.

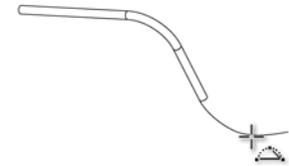




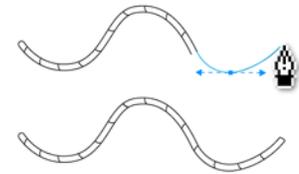
The **B-spline** tool lets you draw curved lines by setting control points that shape the curve without breaking it into segments.



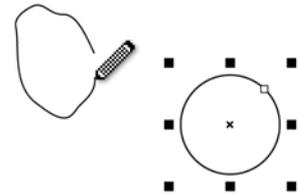
The **3-point curve** tool lets you draw a curve by defining the starting point, endpoint, and center point.



The **Pen** tool lets you draw curves in segments, and preview each segment as you draw.



The **Smart drawing** tool converts your freehand strokes to basic shapes and smoothed curves.



## Linear pattern tools



The **Linear pattern brush** tool lets you apply brush strokes to a curve and create sweep arrows and similar objects.



The **Linear pattern sprayer** tool lets you draw chains, hoses, pipes, and similar objects.



The **Linear pattern preset** tool lets you draw curves by using preset strokes.



The **Calligraphic** tool lets you draw lines that vary in thickness according to the direction of the line and the angle of the pen nib.





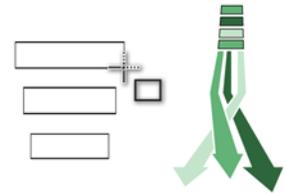
The **Pressure** tool lets you draw lines that vary in thickness according to the pressure of the pen nib.



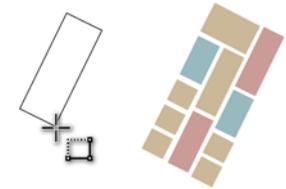
## Rectangle tools



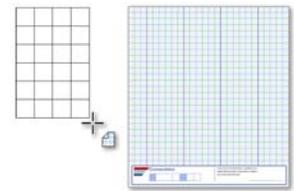
The **Rectangle** tool lets you draw a rectangle by dragging diagonally.



The **3-point rectangle** tool lets you draw rectangles at an angle.



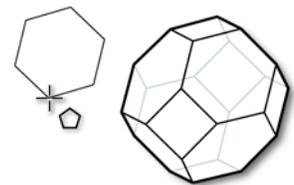
The **Graph paper** tool lets you draw a grid to simulate graph paper.



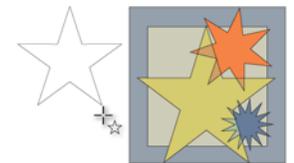
## Center-point polygon tools



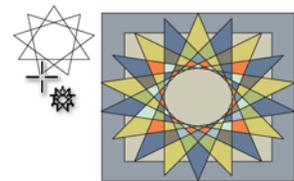
The **Polygon** tool lets you draw a polygon by dragging from the center to a point (vertex) on the polygon.



The **Star** tool lets you draw perfect stars.



The **Complex star** tool lets you draw complex stars that have intersecting sides.

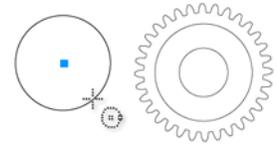


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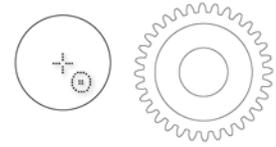
## Circle tools



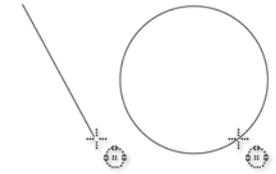
The **Center-point circle** tool lets you draw a circle by specifying the center point and a point on the circumference.



The **Center-radius circle** tool lets you draw a circle by specifying a value for the radius and then clicking where you want the center to be.



The **3-point circle** tool lets you draw a circle by specifying three points on the circumference.



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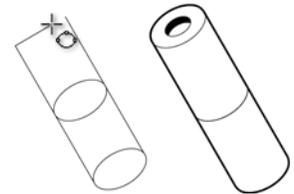
## Ellipse tools



The **Ellipse** tool lets you draw an ellipse by dragging diagonally.



The **3-point ellipse** tool lets you draw ellipses at an angle.



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## Dimension tools



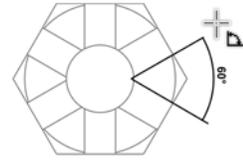
The **Parallel dimension** tool lets you draw slanted dimension lines.



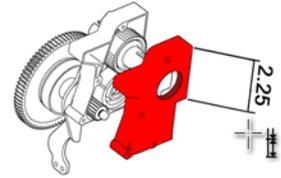
The **Horizontal or vertical dimension** tool lets you draw horizontal or vertical dimension lines.



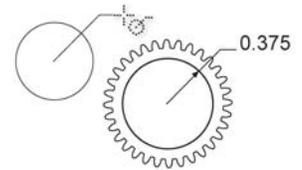
 The **Angular dimension** tool lets you draw angular dimension lines.



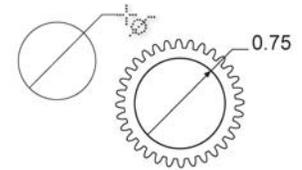
 The **Segment dimension** tool lets you display the distance between end nodes in single or multiple segments.



 The **Radial dimension** tool lets you display the radius of a circle or circular arc.



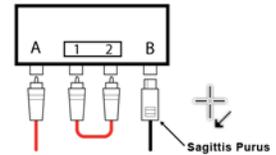
 The **Diametric dimension** tool lets you display the diameter of a circle or a circular arc.



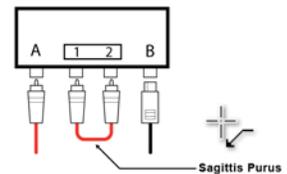
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## Callout tools

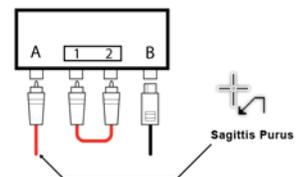
 The **1-leg callout** tool lets you draw a callout with one leading line.



 The **2-leg callout** tool lets you draw a callout with a two-segment leading line.



 The **3-leg callout** tool lets you draw a callout with a three-segment leading line.

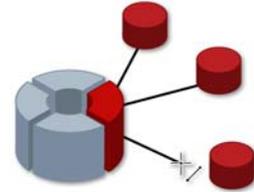


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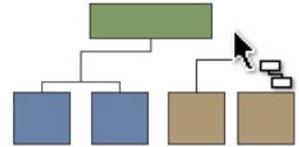
## Connector tools



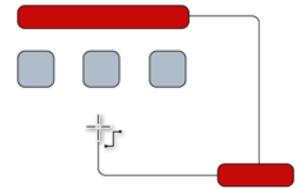
The **Straight-line connector** tool lets you draw a straight connector line.



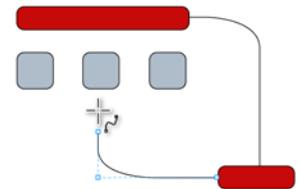
The **Right-angle connector** tool lets you draw a right-angle connector line.



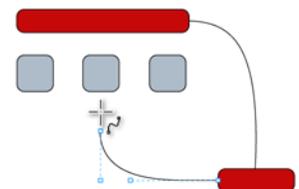
The **Rounded right-angle connector** tool lets you draw a right-angle connector line with curved corners.



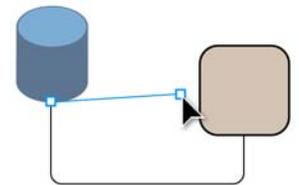
The **B-spline connector** tool lets you draw a curved connector line by using control points.



The **Bézier curve connector** tool lets you draw a curved connector line one segment at a time.



The **Edit anchor** tool lets you modify connector line anchor points.

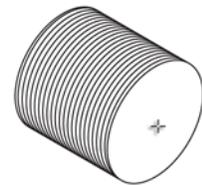


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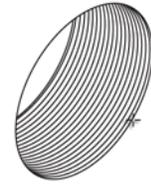
## Projected shape tools



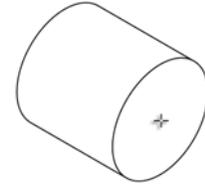
The **Thread** tool lets you draw threaded shapes in projected view.



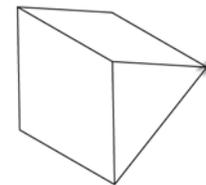
 The **Well** tool lets you draw threaded well shapes in projected view.



 The **Cylinder** tool lets you draw cylinders in projected view.



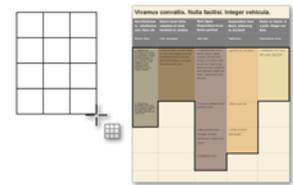
 The **Prism** tool lets you draw prism shapes in projected view.



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## Table tool

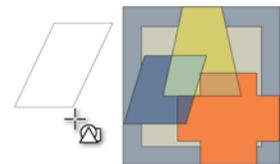
 The **Table** tool lets you draw and edit tables.



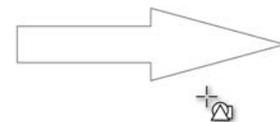
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## Perfect Shapes™ tools

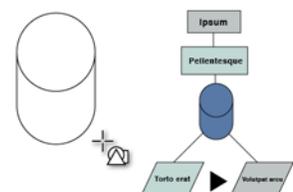
 The **Basic shapes** tool lets you choose from a full set of shapes, including a hexagram, a smiley, and a right-angle triangle.



 The **Arrow shapes** tool lets you draw arrows while choosing the shape, direction, and number of heads. These controls are available on the property bar.

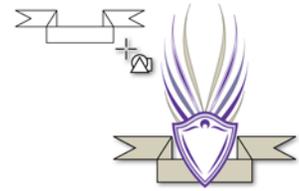


 The **Flowchart shapes** tool lets you draw flowchart symbols. These controls are available on the property bar.

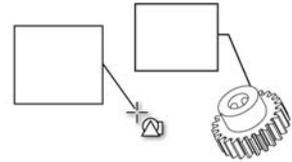




The **Miscellaneous shapes** tool lets you draw ribbon objects and explosion shapes. These controls are available on the property bar.



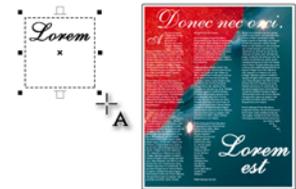
The **Callout shapes** tool lets you draw callouts and labels. These controls are available on the property bar.



## Text tool



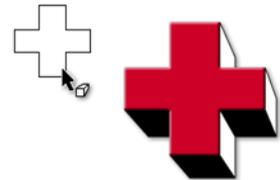
The **Text** tool lets you add text, create a paragraph text frame and type within it, or type text along a path if a curve is selected.



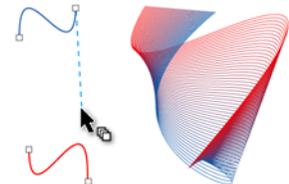
## Interactive tools



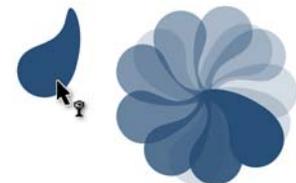
The **Extrude** tool lets you apply 3D effects to objects to create the illusion of depth.



The **Blend** tool lets you transform one object into another through a series of intermediate shapes and colors.



The **Transparency** tool lets you apply a transparency to an object to partially reveal image areas underneath.



The **Envelope** tool lets you distort the shape of an object by applying an envelope to it and dragging the nodes of the envelope.





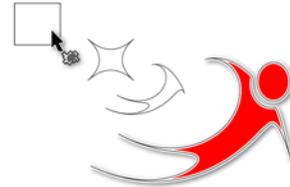
The **Drop shadow** tool lets you create the illusion of lighting in a two-dimensional drawing by adding a shadow to an object. You can adjust properties such as feathering, opacity, edge style, and color.



The **Contour** tool lets you create a series of concentric shapes that radiate into or out of an object.



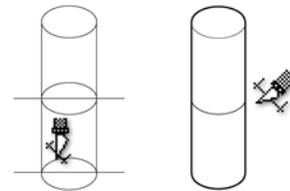
The **Distort** tool lets you transform objects by applying Push and Pull, Zipper, or Twister effects.



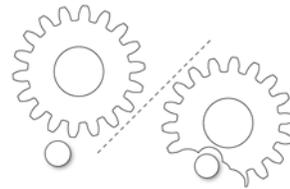
## Deletion tools



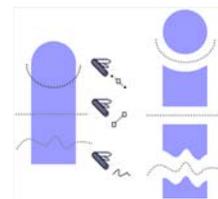
The **Virtual segment delete** tool lets you delete portions of objects between intersecting lines.



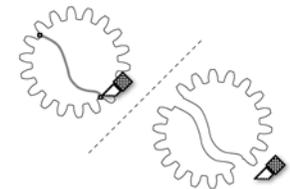
The **Eraser** tool lets you remove unwanted areas in a drawing.



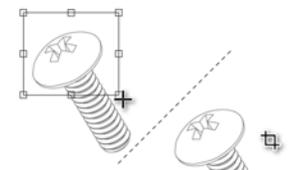
The **Knife (Premium)** tool lets you split vector objects, text, and bitmaps along straight, freehand, or Bézier lines. To use this tool, you must have Premium membership and sign in.



The **Knife** tool lets you slice an object into two separate objects.



The **Crop** tool lets you remove the areas outside a selection.

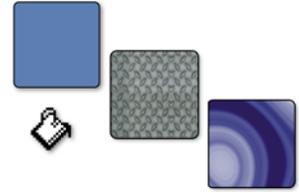


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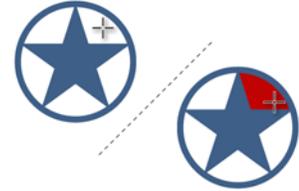
## Interactive fill tools



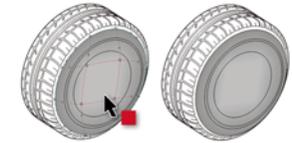
The **Fountain fill** tool lets you fill an object with a gradient of colors or shades.



The **Smart fill** tool lets you create objects from enclosed areas and then apply a fill to those objects.



The **Mesh fill** tool lets you fill an object by blending multiple colors or shades arranged over a mesh grid.

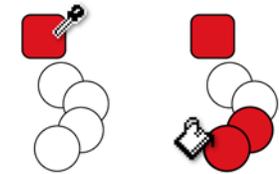


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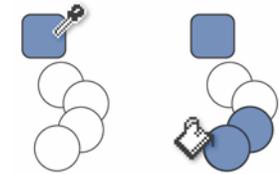
## Eyedropper tools



The **Color eyedropper** tool lets you sample a color from an object in the drawing window or on the desktop and apply it to other objects.



The **Attributes eyedropper** tool lets you copy object properties, such as line thickness, size, and effects, from an object in the drawing window and apply them to other objects.

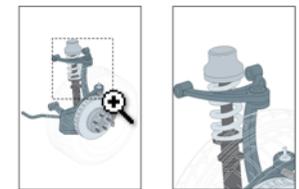


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## Zoom tool



The **Zoom tool** lets you change the magnification level in the drawing window.



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## Pan tool



The **Pan tool** lets you drag hidden areas of a drawing into view without changing the zoom level.



## From here ...

You can explore Corel DESIGNER on your own, or you can learn more by completing other tutorials.

For more information about the topics and tools discussed in this tutorial, refer to the Help. To access Corel DESIGNER Help, click **Help** ► **Product help**.