CoralDRAW Graphics Suite

A one-day workshop for printers who use CorelDRAW Graphics Suite to help you work faster and smarter.

Course content:

Collecting your assets:
- Working with Corel® CONNECT
- Importing content from previous versions of CorelDRAW
- Installing fonts from within Corel CONNECT
- Syncing trays to Microsoft One Drive

Setting up the job:
- Page layout
- Colour management and soft proofing
- Customising grids, rulers and guidelines
- Align and distribute and the positioning tools
- Page-numbering
- Setting up master layers

Working with text:
- Working with the object properties docker
- Working with open type fonts
- Working with the font playground
- Inserting characters
- Font filters
- Aligning text to a baseline grid
- Adjusting panose font replacement
- Converting text to vector objects
- Creating cut lines around text
- Text recognition

Converting Bitmaps to Vectors:
- Preparing images prior to tracing
- Using the PowerTrace settings for the best result
- Working with poor quality images
- Manual tracing using drawing tools and the smart fill tool
- Worst case scenarios

Working with colour:
- Creating and editing object fills
- Working with the new interactive fill controls
- Working with the new transparency and outline options
- Working with colour harmonies
- Working with object styles
- Creating custom palettes

Image Editing in Corel PHOTO-PAINT:
- Image adjustment
- Knocking out the backgrounds of images
- Recording scripts for automation purposes
- Creating masks

- Working with lenses and effects

Outputting:
- Collect for output
- Imposition, registration marks, separations