

## Introduction to CorelDaw

### Definition of Graphics Packages

A graphics package is an application that can be used to create and manipulate images on a computer.

There are two main types of graphics package:

**1. Painting packages:** A painting package produces images by changing the colour of pixels on the screen.

Note: a pixel is a smallest unit of a digital image that can be displayed and represented on a digital display device.

**2. Drawing packages:** A drawing package produces images that are made up from coloured lines and shapes such as circles, squares and rectangles.

Examples of graphics packages include:

- a. MS Paint
- b. PC Paintbrush
- c. Adobe Photoshop
- d. JASC's Paint Shop Pro
- e. CorelDraw
- f. Micrographix Designer
- g. AutoCAD.

### Features of CorelDraw Environment

**1. Title Bar:** It is the first bar in the screen of any opened application. It gives information about the program which you are working on and also the name used in saving the document.

**2. Menu bar:** Menu bar is the area containing pull-down menu options. CorelDraw as a program has Eleven (11) menus, they include, File, Edit, View, Layout, Arrange, Effect, Bitmap, Texts, Tools Window and Help menu. Each menu has its own function. When clicked on, sub-menu list appears

**3. Toolbar:** A detachable bar that contains shortcuts to menu and other command

**4. Property Bar:** A detachable bar with commands that relate to the active tool or object. For example, when the text tool is active, the text property bar displays commands that create and edit text.

**5. The Rule:** The rule (horizontal and vertical rule) enables us to determine the size and position of objects in a drawing

**6. Drawing page:** The area inside the drawing window. It is the printable area of your work area. Any work done outside of the printable page will not be printed

- 7. Drawing window:** The area outside the drawing page bordered by the scroll bars and application controls
- 8. Color Palette:** a dockable that contains color swatches.
- 9. Docker:** A window containing available commands to settings relevant to a specific tool or task
- 10. Toolbox:** A floating bar with tools for creating, filling and modifying objects in the drawing
- 11. Status bar:** An area at the bottom of the application window that contains information about object properties. The status bar also shows the current mouse position
- 12. Document Navigator:** The area at the bottom of the application window that contains controls for moving between pages and adding pages.