
*smart***DESIGNER**[™]**PRO**

Training Guide
V1.0

Digital Art Solutions

Smart Designer Pro Training Guide

Contacting Digital Art Solutions

Digital Art Solutions
1830 W. University Dr. #106
Tempe, Arizona USA 85281

Phone: 480-968-7121

Fax: 480-968-8816

Tech Support: <http://www.digitalartsolutions.com/help>

Web: www.digitalartsolutions.com

Email: info@digitalartsolutions.com

Copyright

Copyright © 2020 Digital Art Holdings, LLC

All rights reserved. No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage or retrieval system, without prior written permission from Digital Art Solutions, Inc.

Disclaimer

The contents of this book are distributed on an “As Is” basis, without warranty. The publisher and authors assume no responsibility whatsoever for the uses of this material or for decisions based on its use. Neither the author nor anyone else who has been involved with the creation, production, or delivery of this material shall be liable for any reason.

Trademarks

All products names and services identified throughout this book are trademarks or registered trademarks of their respective companies. They are used throughout this book in editorial fashion only and for the benefit of such companies. No such use, or the use of any trade name, is intended to convey endorsement or other affiliation with this book.

www.digitalartsolutions.com

Please Read This Before Starting

This training guide is an important learning tool for mastering Smart Designer Pro. The pages of this document contain all of the necessary information that you will need to be successful with the software. If you want to maximize your investment, the best advice I can give you is to read this guide. We have poured over 30 years of experience in art production into the pages of this training guide. If you are one of those people that “doesn’t read manuals,” you can still be successful, but you are going to miss key concepts and greatly underutilize this amazing software. This training guide is a valuable resource and is an in-depth training course on art production. Don’t read it cover to cover, but spend an hour with each chapter at your computer. If you make this investment, you will see an immediate increase in your productivity and a positive impact on your bottom line.

Best Regards,



Craig Mertens

General Manager, Digital Art Solutions

Critical Quick Start Information

Important: The unified installer on your drive or download will install both Smart Designer Pro and Rhinestone Designer at the same time.

1. Before Installing Smart Designer Pro or Rhinestone Designer, Read Sections 1 & 2 in the Training Guides

Both guides are available in PDF format on your drive or download folder. After installing Smart Designer and/or Rhinestone Designer, these guides can be accessed from the **Smart Designer Command Center** docker or Rhinestone Designer docker by selecting **Tutorials and PDF Files**.

- We recommend reading Sections 1 and 2 in the training guides before proceeding.

2. Install CorelDRAW 2018, 2019 or 2020

After installation of CorelDRAW, open CorelDRAW and select **Updates** from the CorelDRAW **Help** menu. You will be prompted to download and install available updates. If this process hangs up, you can manually download updates by visiting the CorelDRAW Updates and Patches page at:

www.corel.com to check your version, select **About CorelDRAW** in the **CorelDRAW Help** menu.

3. Install Smart Designer Pro and/or Rhinestone Designer

Please note, Smart Designer will no longer be available for use with CorelDRAW X7 or lower after Smart Designer Pro is installed. The Digital Art Solutions unified Installer will install both Smart Designer Pro and Rhinestone Designer at the same time. If you are upgrading from a previous version of Smart Designer Pro or Rhinestone Designer, you do not need to uninstall the previous version. The update patch will upgrade your software.

4. Reset your CorelDRAW workspace

We recommend resetting your CorelDRAW workspace after the Smart Designer installation. Hold down your **F8** key while launching CorelDRAW. If you are not prompted to overwrite your current workspace, close CorelDRAW and hold down your **Function** key and **F8** key simultaneously while launching CorelDRAW. If you have a function lock on your keyboard, it must be deselected. When prompted to overwrite your current workspace, select **Yes**. When CorelDRAW opens, select the **Default** workspace. To open the Smart Designer Pro Command Center docker, select the **Petal** icon on your CorelDRAW Toolbar or select **Command Center** from the **Window/Dockers** menu in CorelDRAW.



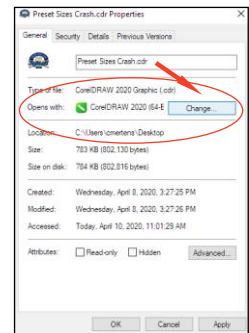
Petal Icon

5. Activating Smart Designer and Rhinestone Designer

Smart Designer Pro and Rhinestone Designer are only available through our Graphics+ Membership Program. There is no longer any need for an activation code. The software will activate automatically provided you enter the same email address that you used when you joined the Graphics+ Membership Program. If your email address does not match, the software will not activate. The email address is case sensitive. You can update your email address in Smart Designer by selecting the Activation section in the Smart Designer docker and choosing **System Information**.

6. IMPORTANT: Resetting CorelDRAW Thumbnail Previews

If you install CorelDRAW 2020 and have a previous installation of CorelDRAW on your system, you will lose your thumbnail previews. To resolve this issue, open CorelDRAW 2020, create an object in your workspace and save the design to your desktop. Locate the file on your desktop and right click on the file and choose **Properties**. Under **Opens With**, click on **Change** and select **CorelDRAW 2020** from the list. You will now get preview images of your CDR files



CDR File Properties

Section 1

Introduction

This section will cover:

- Smart Designer Pro Introduction
- Smart Designer Pro Features

Smart Designer Pro™ Introduction

The Smart Designer Concept

Without formal graphics training, most new CorelDRAW users typically struggle to develop a basic proficiency in the program. Instead of having to learn complex production techniques, Smart Designer does most of the work. If you are new to CorelDRAW, you can immediately be successful with Smart Designer. If you are an advanced user of CorelDRAW, you can dramatically reduce both your production and design time. Smart Designer makes it possible for anyone, regardless of skill level, to produce high quality custom graphics quickly and easily. Anyone that produces graphics relies on two basic technologies: graphic design software and digital artwork (clip art, templates, fonts, etc). We combined both into a graphics system. Smart Designer Pro is an important component of the Digital Art Solutions Graphics System.

Smart Designer Pro™ Enhances CorelDRAW in Six Ways

- 1** Smart Designer adds over 150 additional design and production features to CorelDRAW. Smart Designer turns CorelDRAW into an industry-specific art system for awards, embroidery, direct to garment printing, digital printing, screen printing, sign making, sublimation and promotional products.
- 2** Smart Designer automates and simplifies complex production and design steps. Instead of having to master complex production and design steps, Smart Designer users dramatically reduce art production time through automation.
- 3** Smart Designer integrates all of the Smart Designs production-ready art CD-ROMs with CorelDRAW. With over 80 titles in the collection, clip art, logos and product templates from any volume can be previewed and imported with a mouse click using the Clipart Browser or Favorites Docker.
- 4** Smart Designer adds an interactive name dropping feature to CorelDRAW. This Smart Templates function will allow the user to make quick and easy changes to a template including changing text, swapping graphics and sizing to a specific product.
- 5** Smart Designer integrates CorelDRAW with optional add-on production modules including the StoneCut Pro and StoneCut rhinestone multi-decoration programs.
- 6** Smart Designer integrates training resources directly into the CorelDRAW workspace. Multimedia tutorials, PDF tip sheets and manuals can be viewed directly inside the application. Smart Designer's web-enabled features offer access to additional online tutorials.

Smart Designer Pro™ Features

Tutorials and PDF Files

Training Resources: Access interactive video tutorials and play them directly inside Smart Designer. Access PDF training documents and DAS PDF image catalogs.

Online Tutorials: Access videos from the Digital Art Solutions Youtube channel.

Training Guide: Access the PDF Training Guide.

New - Smart Designer PDF Reader: Access the SD PDF Reader

Templates

Select Template: Select a template with the Graphics Browser and create designs automatically by combining text, clip art and stock layouts.

Load Last Template: Load the last used template into CorelDRAW.

New - Edit Text: Edit text interactively in a design template

New - Change Art: Swap clipart interactively in a design template

Virtual Samples: Place a selected design on a product template and create a PDF sales sheet.

Page Background: Adds background color page.

Tails and Layouts

Create Athletic Tails: Instantly create athletic tails including automatic welding of intersecting paths and integrated text effects.

Layout Designer: Automatically create custom layouts.

Create Class Names: Inserts a list of class names into a number, year or shape.

Create Player Names: Creates layouts for player or team names.

Calendar Wizard: Opens Corel Calendar Wizard macro.

Clipart Access

Access Graphics Browser: Manages all clipart content on your computer including special importing features and keyword search capabilities.

Load Last Used Art: Imports the last used clipart into CorelDRAW.

Load 3D Express: Opens 3D Express software.



*Template
Property Editor*



Athletic Tails

Edit Options

New - Quick Convert: Converts vector image to a bitmap

New - Quick Convert and Edit: Converts vector image to a bitmap and transfers the image to Corel PHOTO-Paint.

New - Convert to Bitmap: Converts vector image to a bitmap using the CorelDRAW Convert to Bitmap feature.

New - Convert to Bitmap: Converts vector image to a bitmap using the CorelDRAW convert to bitmap dialog and transfers the image to Corel PHOTO-Paint.

New - Quick Trace: Converts bitmap to vector image.

New - Convert and Trace: Converts vector image to a bitmap and re-traces image.

New - Trace Bitmap: Converts bitmap to vector image using the CorelDRAW Power Trace feature.

Clipart Dockers

Load 3D Express Docker: Opens 3D Express docker.

Corel CONNECT: Open Corel Connect.

Access Tray: Opens Corel Connect tray.

Other Programs

Create Clipart Book: Create custom clipart booklets.

New - User Programs: Assign shortcuts to access user programs.

Screen Capture

New - Smart Capture: Create a screen capture with a delay for positioning graphics or windows.

New - Manage Captures: Manage and edit screen captures.

Launch Corel Capture: Launch the Corel Capture screen capture utility program.

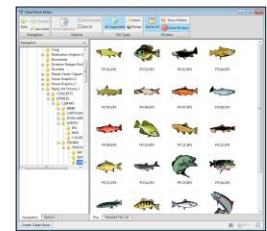
New - Clipboard Monitor: Preview images on the clipboard.

Cloud

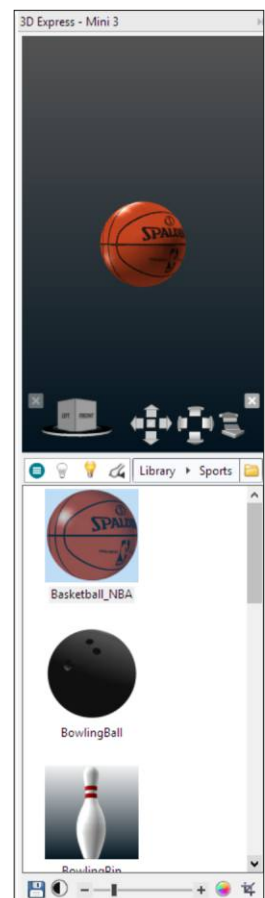
Graphics Cast: Opens Graphics Cast download feature for Campus Apparel Marketing System subscribers.

Color Management

Convert to Spot Colors: Converts all colors in a design to Pantone colors.



Clipart Book Maker



3D Express Docker

Modify Colors

Swap Colors: Swap or merge colors in a design.

Reduce Colors: Interactively reduce colors in a design.

Color Picker: Apply colors from a selected object.

Convert to Palette Colors: Automatically converts colors in a design to a designated color palette.

Specialized Conversions

Consolidate Blacks: Automatically consolidate multiple variations of black in a design into a single color of black.

Convert to Print White: Automatically convert all white objects in a design to a spot white that can be screen printed.

Convert to RGB Red: Convert all red objects in a design to RGB red.

Posterize Colors: Reduce colors using posterization.

Convert to Grey: Re-color multicolor objects into a grayscale image.

Convert to Black and White: Re-color multicolor objects into a black and white image.

Color Profiles

Color Profiles: Set preferences for CorelDRAW's color management system.

Color Palettes

Color Palettes: Easily load custom color palettes from popular screen print ink suppliers or specific palettes for popular hardware systems.

Print Color Charts

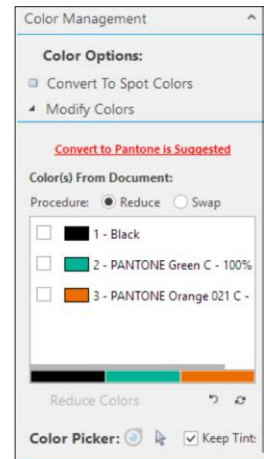
Print Color Charts: Print popular color charts.

Defaults

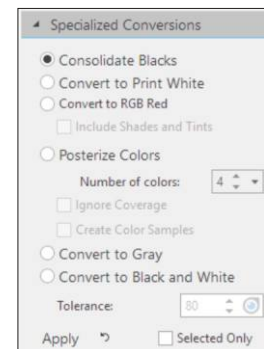
Save Settings as Defaults: Save current settings as defaults and save a custom workspace.

Save Custom Workspace: Save current workspace.

Apply Document Halftone Size: Save a global halftone size.



Modify Colors Feature



Specialized Conversions

Sizing and Arranging

Sizing

New - Preset Sizes: Instantly resize any logo or design to a specific product size.

Size Docker: Resize any logo or design to a specific product size with advanced settings.

Quick Sizes

Size Design to Page: Instantly resize a design to the page.

Size Page to Design: Instantly resize a page to a design.

Margins: Instantly setup page margins.

Arranging

Gang/Step and Repeat: Gang-up multiple copies of a design or logo for output.

Flip For Transfers: Mirror design for heat transfer production.

Object Selection

Selection Docker: Select objects or text by attributes.

Guidelines

New - Guideline to Object: Set guidelines to the objects in the page.

New - Guideline to Page: Set guidelines to the page.

New - Remove: Removes guidelines from the document.

Effects

Quick Fills Docker

Patterns: Add artistic patterns to selected objects.

PowerClips: Add PowerClip effects to selected objects.

Texture Effects: Add texture effects to selected objects.

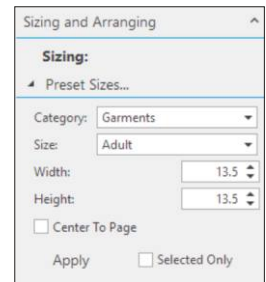
Vectors: Add vector fill patterns to selected objects.

Preset Effects: Instantly create dynamic fountain fill effects from selected objects.

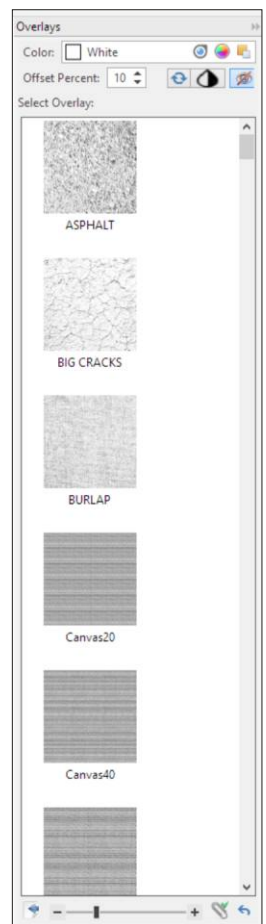
Overlays Docker: Instantly apply a variety of weathered-looking overlay patterns to any graphic.

Edges and Borders Docker: Instantly apply a styled border to an object. Instantly apply bitmap effects to vector objects to create frames or borders.

Envelopes Docker: Automatically create arches or enveloped effects.



Preset Sizes Feature



Overlays Docker

Text Effects

New - Live Envelopes: Dynamically create arches and envelope effects from a selected object.

New - Outline Effects: Automatically create complex text effects including inlines, outlines and drop shadows. Choose from effects for printing or cutting.

Circle Text Effects: Create circle text effects.

Vertical Text: Automatically convert horizontal lines of text to stacked letters in a vertical format.

New - Palette Aware Glitter Fill: Convert a selected object to a glitter vinyl effect based on the color in the object.



Preset Effect

Quick Effects

Soft Bevel: Instantly create soft bevel effects.

Highlight Effect: Instantly create highlight effects.

Stitch Effect: Create a simulated embroidery effect.

Edge Effects: Create circular and square edge effects.



Envelope Effect

Special Effects

New - Convert to Halftone: Converts a bitmap or vector image into a halftone pattern for printing or cutting.

New - Word Cloud: Creates a collage of text from a list.

Object Cleanup

Reset Text on Path: Reset text on path that has become detached.

Clear Effects: Remove CorelDRAW effects.

Clear Corel Transformations: Remove transformations.

Quick Commands

Quick Commands: Access popular design and editing functions within a tiled docker optimized for touch screens.

Object Shaping

Quick Tasks

Fast Weld: Instantly weld intersecting paths in objects including script text and athletic tails.

Fast Trim: Instantly trim intersecting paths through each other to remove intersecting paths.

Split Front

Split Front: Create split front layouts with overlapping seams.



Vertical Text



Word Cloud Feature

Object Modifications

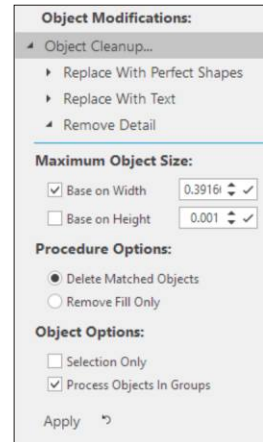
Object Cleanup Docker

Replace with Perfect Shapes: Convert any basic object into a fully editable shape.

Replace with Text: Replaces selected objects with text in the same size and proportion.

Remove Detail: Clean up vector artwork by selecting an object(s) and automatically convert it to a perfect square, circle or ellipse. Typeset text by automatically replacing individual letters or lines of traced text with a live font.

Onion Skin: Creates a simulated Onion Skin overlay for tracing or drawing images.



Remove Detail Feature

Object Modifications

Remove Control Curves: Removes control curves used for text on a path from design to prepare image for cutting.

Convert Text to Curves: Converts all text in a design to curves.

Convert Fills to Curves: Converts Power Clip fills into cuttable vector objects.

Remove Trace Outline: Removes white outlines from images traced in Corel Power Trace.

Art Preparation

Separation Marks: Insert separation marks for printing or cutting.

Color Separations Docker

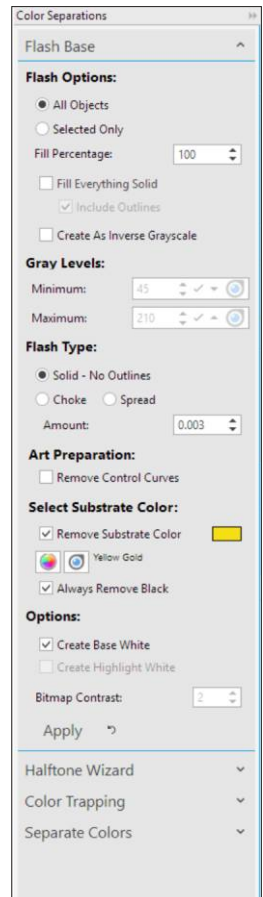
Create Flash Base: Creates color separations with an underbase and white highlights on both vector and bitmap images for screen printing or direct to garment printing on dark garments.

Trap Colors: Automatic trapping of colors for spot color separations.

New and Improved - Halftone Wizard: Apply PostScript halftone settings to colors in your graphic.

New Separate Colors: Create color separations for screen printing or vinyl cutting in a document as an alternative to the separations feature in CorelDRAW.

New - Printer Information: Displays information on printers installed on your operating system. This is an easy way to identify PostScript compatible printer drivers.



Color Separations Docker

Cutting Tools Docker

Create Contour: Automatically creates a cuttable contour around a vector graphic for print and cut applications.

Weed Borders: Automatically creates segmented “weed” borders for easy removal of excess material from vinyl graphics.

Convert to Stroke: Converts non-cuttable bitmap outlines to cuttable contour lines with trapping options (overlap).

New - Optimize Material: Optimize material to reduce waste for vinyl cutting applications.

Job Elements

Place Grommets: Create simulated grommets for banner printing.

Insert Job Number: Insert a user-defined job number and/or bar code into a document for archiving purposes.

Insert Job Logo/Watermark: Insert a company logo or watermark into a document.

Insert Barcode/ QR Code: Creates barcodes including QR codes.

Manage Files and Fonts

Install Templates: Utility program installing templates and fonts from legacy DAS graphics collections.

Install Templates: Utility program installing clipart from legacy DAS graphics collections.

System Cleanup: Opens Windows disk cleanup utility program.

Backup and Restore: Utility program for backing up all DAS content including templates, clipart, fonts, video tutorials and product blanks.

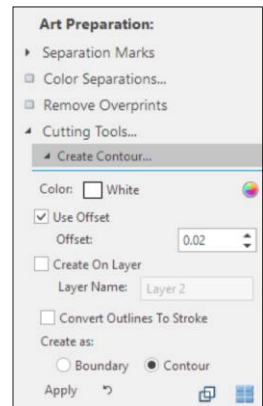
Corel Explorer: View and access Corel and Digital Art Solutions clipart, fonts and templates.

File Converter: Opens Corel File Converter macro.

New Document Properties: Displays document properties.

Corel Font Manager: Launches Corel Font Manager.

New - Create Installed Font Book: Create a font book from your installed fonts.



Create Contour Feature

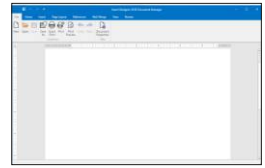


Barcode/QR Code Feature

Shop Management

New - Document Manager: Access a full-featured word processing program.

New - Spreadsheet Manager: Access a full-featured spread sheet program.



Document Manager

Training and Support

Tutorials and PDF Files: Access interactive video tutorials, PDF training documents and PDF image catalogs.

Online Tutorials: Access videos from the DAS Youtube channel.

Training Guide: Open the PDF Training Guide

Request Support: Request technical support from the DAS web site.

Campus Apparel: Access the Campus Apparel Marketing System members web page.

DAS on the Web: Access the DAS home page.

DAS on the Facebook: Access the DAS Facebook page.

CorelDRAW.com: Access the CorelDRAW.com website.

Corel Updates: Access the CorelDRAW updates webpage.



DAS Support Page

Downloads

Update Manager: Manages Smart Designer service packs and updates.

Download Ghostscript: Download the Ghostscript PostScript engine if prompted by DAS technical support.

Options

Docker Look and Behavior: Manages the behavior of dockers and the use interface.

Global System Options: Advanced settings for features.

Locations: Manage paths to images and utility programs.

Thumbnail Cache: Manage image thumbnail settings.

Activation

System Information: Creates a report on your system information for technical support purposes.

License: Displays your activation status.



System Log File

Section 2

Before You Start

This section will cover:

- Minimum System Requirements
- Installing CoreIDRAW
- Installing the CoreIDRAW Service Packs
- Installing Smart Designer
- Activating Smart Designer
- Installing Digital Art Solutions Graphics Collections

Minimum System Requirements

>> Note:

Smart Designer Pro is not compatible with older Windows operating systems including Windows XP, Vista or 7

To insure efficient operation of Smart Designer, your computer must have sufficient power to run your Windows operating system and CorelDRAW®. The recommended system requirements for Smart Designer are higher than the requirements for CorelDRAW.

CorelDRAW 2018, 2019 or 2020

Smart Designer requires an installed version of CorelDRAW 2018, 2019 or 2020. The software is compatible with the 64-bit versions of CorelDRAW. The software is not compatible with the 32-bit versions of CorelDRAW.

CorelDRAW Home and Student Editions and Academic Editions

Smart Designer Pro requires Visual Basic for Applications (VBA) in order to function. For this reason, Smart Designer Pro is not compatible with the Home and Student editions of CorelDRAW which do not include VBA. Smart Designer Pro is compatible with the CorelDRAW X8 Academic Edition.

Windows XP Home and Windows XP Professional

Smart Designer Pro is not compatible with Windows XP.

Windows Vista

Smart Designer Pro is not compatible with Windows Vista.

Windows 7

Smart Designer Pro is not compatible or supported with Windows 7.

Windows 8.1

Smart Designer Pro is optimized for the 64-bit version of Windows 8.1.

Windows 10

Smart Designer Pro is optimized for the 64-bit version of Windows 10.

>> Tip:

The most cost effective way to improve the performance of your computer is to increase your RAM. Consult the manual for your computer for upgrading instructions or contact your local computer store.

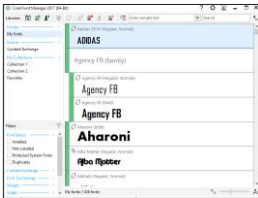
Minimum and Recommended System Requirements

- **Operating System**
 - Windows 8.1, 64-bit version with latest service packs
 - Windows 10, 64-bit version with latest service packs
- **Processor**
 - Intel Core i3/5/7 or AMD Athlon 64.
- **RAM**
 - 4 Gigabytes.
 - 8 Gigabytes is recommended for Windows 8.1 or Windows 10.
- **Video Card/Monitor**
 - Must be capable of displaying 1280 x 720 resolution.
- **Free Hard Drive Space**
 - 500 Mb for Smart Designer.

Installing CorelDRAW®

>> Tip:

CorelDRAW X8 or higher include an innovative new Font Manager. This feature can be used to manage your fonts. Fonts do not need to be installed in order to access them in CorelDRAW. Consult the CorelDRAW Help menu for instructions on using the Font Manager.



Font Manager

The default installation of CorelDRAW is recommended for use with Smart Designer Pro. The default installation will install all of the necessary components in order for Smart Designer Pro to function properly.

CorelDRAW Installation Procedure

Note: Omit this step if you have previously installed CorelDRAW or if you have downloaded CorelDRAW.

Steps to Follow

1. Insert the CorelDRAW Installation DVD in your drive or click on the installer program from your download.
2. After the splash screen appears, select **Install CorelDRAW Graphics Suite**.
3. Follow the instructions on screen to complete the installation.

Installing CorelDRAW® Service Packs

>> Note:

In order for Smart Designer to run properly, you must install the latest service packs and hot fixes. Newer copies of CorelDRAW may already include the updated service pack files during the installation.

Smart Designer Pro will not function properly if the most current CorelDRAW service packs and hot fixes are not installed.

Checking your CorelDRAW Version for Updates

Steps to Follow

1. Launch CorelDRAW.
2. From the **Help** menu, select **Updates**.
3. Follow the instructions on screen to download and install any available service packs or updates. Your software must be registered and you must be logged into your Corel account before downloading updates.

Note: If you are installing multiple versions of CorelDRAW using the same serial number, you must use the same user name and password for each installation in order to access service packs. The number of available installations for your CorelDRAW version is dependant upon the type of license you purchased. Typically, CorelDRAW can be installed on two independent computers.

Installing Smart Designer

>> *Tip:*

To launch the installation program, click on the setup.exe file on your drive or download folder.

Once, CorelDRAW has been properly installed and updated, you will install Smart Designer Pro and Rhinestone Designer. Follow the onscreen prompts to install Smart Designer.

Installing Smart Designer Pro and Rhinestone Designer

Steps to Follow

ANTHOLOGY OWNERS: If you have one of our Anthology solid state drives, you will need to upgrade to our optimized graphics collections. <http://digitalartsolutions.com/help>.

1. If you have Smart Designer Pro X4.5 or older, you will need to uninstall the program and the content from the **Programs and Features** function in the Windows **Control Panel**. Make sure to close any open applications, including CorelDRAW before beginning the installation process.
2. If you are installing from a USB drive, insert the **USB drive**. If you have downloaded the software, run the downloaded Smart Designer installation program, **setup.exe**.
3. After the Digital Art Solutions Installer Screen appears, follow the instructions on screen.
4. **Resetting your CorelDRAW Workspace After Installation**
You must reset your CorelDRAW workspace after the Smart Designer installation. If you are not prompted after the installation process, Hold down your F8 key while launching CorelDRAW. If you are not prompted to overwrite your current workspace, close CorelDRAW and hold down your Function key and F8 key simultaneously while launching CorelDRAW. If you have a function lock on your keyboard, it must be deselected. When prompted to overwrite your current workspace, select Yes. When CorelDRAW opens, select the Default workspace. To open the Smart Designer Pro Command Center docker, select the Petal icon on your CorelDRAW Toolbar or select Command Center from the Window/Dockers menu in CorelDRAW. .

Activating Smart Designer

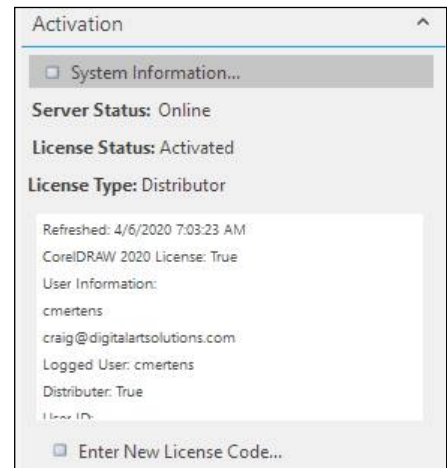
Important Information on the Graphics+ Membership Program

Smart Designer Pro and Rhinestone Designer are only available through our Graphics+ Membership Program. There is no longer any need for an activation code. The software will activate automatically provided you enter the same email address that you used when you joined the Graphics+ Membership Program. If your email address does not match, the software will not activate. The email address is case sensitive. You can update your email address in Smart Designer by selecting the Activation section in the Smart Designer docker and choosing System Information.

Activating Smart Designer Pro and Rhinestone Designer with an Online Connection

You must have an Internet connection to activate the software. You do not have to be online to operate the software, but you will be prompted to validate your license by going online on a periodic basis.

1. Verify that you have an online connection, launch CorelDRAW and select the **Petal** icon on your CorelDRAW standard toolbar to open the Smart Designer Pro docker.
2. Select the Activation tab, your activation status will be displayed.
3. If your email address is not recognized and you are not activated, select System Information and update your email address. The email address is case sensitive, so make sure it is entered exactly the way it appears on your Graphics+ membership confirmation email.
4. Once you are activated, your License Status will be displayed as **Activated** for both Smart Designer Pro and Rhinestone Designer.



Smart Designer Pro Activation Window



Petal Icon

Obtaining Additional Activations

Each Graphics+ membership will activate two computers. You can deactivate a computer by selecting the Activation section in the Smart Designer docker. This will require an online connection. This will free up an activation for another computer. If you would like Smart Designer and Rhinestone Designer activated on more than 2 computers, please contact your Account Manager to purchase an additional license.

Installing DAS Graphics Collections

Each Digital Art Solutions graphics collection should be installed on your hard drive. The following set of instructions will show you how to install your graphics collections.

ANTHOLOGY OWNERS: If you have one of our Anthology solid state drives, you will need to upgrade to our optimized graphics collections. You can submit a request at <http://digitalartsolutions.com/help>.

LEGACY DAS ART VOLUMES: Legacy graphics collections on DVD or CD are no longer supported in Smart Designer Pro. All legacy Digital Art Solutions graphics volumes have been consolidated into our updated graphics collections. If you have disks, you will need to upgrade to our optimized graphics collections. You can submit a request at <http://digitalartsolutions.com/help>.

Installing Graphics Collections from the Master Installation Program from a USB drive or Download

Copy the DAS Installation Files Folder to Your Hard Drive

The drive or downloaded folder contains the installation files for the DAS software and graphics collections. Before installing, we recommend copying the DAS Installation Files folder to a location on your hard drive, for example My Documents. This will significantly improve the installation speed. Simply click on **Setup.exe** in the folder to begin the installation process. Select the **Graphics Installer** tab to install a collection.

Obtaining Your Serial Numbers

The DAS Installation Files folder contains installation programs for Digital Art Solutions graphics collections and software. You will only be able to install and activate the products that you have purchased. You can install and activate additional products by purchasing serial numbers. You were sent an email with all of your serial numbers for the products that you purchased. This will enable you to copy and paste your serial numbers into each installation program during the install process. Copy the **DAS Installation Files** folder to Your Hard Drive. This drive contains the installation files for the DAS software and graphics collections. Before installing, we recommend copying the DAS Installation Files folder to a location on your hard drive, for example My Documents. This will significantly improve the installation speed. Simply click on **Setup.exe** in the folder to begin the installation process.

Installing Individual Collections from a Download

Steps to Follow

1. Navigate to the folder where you downloaded your installations files. Unzip the files to a location on your hard drive or double-click on the Zip file and copy and paste the contents to a new folder.
2. Locate the file **setup.exe** on in your installation folder and follow the instructions onscreen.
3. When prompted, copy and paste the serial number for each collection from your confirmation email.

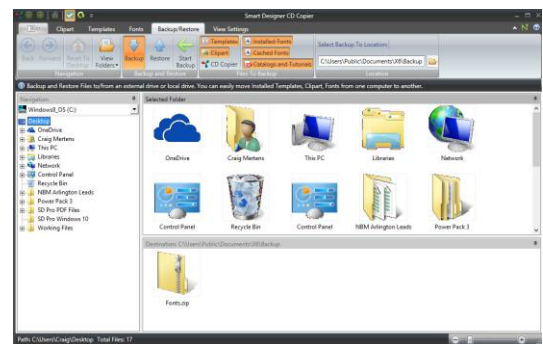
Backing Up and Restoring DAS Content

Smart Designer Pro includes a Backup and Restore utility program that will enable you to backup all of your content and restore it onto a new computer. This includes all DAS clipart, templates, fonts, videos and PDF documents/catalogs. This program is the most efficient method for transferring content to a new computer. Using this program, you will not be required to reinstall your art volumes. This is a big deal, as you can save hours of installation time when you install Smart Designer Pro on a new computer. Also, you will have a backup if you have to reformat your drive and reinstall Smart Designer Pro.

Steps to Follow

Note: Only Digital Art Solutions content that you have previously installed can be backed up and restored.

1. Launch CoreIDRAW and choose **Backup and Restore** from the **Manage Files and Fonts section** of the **Smart Designer Command Center** docker.



CD Copier with Back and Restore Utility Program

2. When the **CD Copier** window opens, select the **Backup/Restore** tab.
3. Choose the content you wish to backup. We recommend selecting all options.
4. Select a backup location using the **Browse** button. This can be a location on your hard drive, a removable storage drive, flash drive, network location or cloud drive.
5. Select the **Backup** button to begin the backup process.
6. To restore the files on a new computer, open the **CD Copier** application if you copied it to the backup folder or choose **Backup and Restore** in **Smart Designer Pro** on the new computer. Browse to the backup folder and select the **Start Restore** button. Files will be installed to the proper location for use with Smart Designer Pro.

Section 3

Getting Started

This section will cover:

- Bitmaps Versus Vectors
- Learning CoreIDRAW
- I Opened CoreIDRAW, Now What Do I Do?
- The CoreIDRAW Workspace
- Working with CoreIDRAW Tools
- Obtaining Help
- Smart Designer Tutorials

Bitmaps Versus Vectors

>> *Tip:*

To determine if a file is a bitmap or vector file in CorelDRAW, select the Wireframe view under the View menu. A bitmap file will appear as a shaded gray image surrounded by a bounding box. A vector file will appear as a collection of black outlines. Most objects, including text, created in CorelDRAW are vector objects.



Bitmap in Wireframe View



Vector Image in Wireframe View

All electronic art images are divided into one of two core types, bitmaps and vectors. In a nutshell, bitmaps are images composed of connected dots and vectors are images composed of connected lines. The very word “vector” is a synonym for line. Bitmap images are created through the process of scanning source artwork or “painting” with a photo editing or paint program such as Corel PhotoPAINT or Adobe Photoshop. Vector images are created through the process of drawing with a vector illustration program such as CorelDRAW or Adobe Illustrator. Vector images can also be created through the process of conversion from a bitmap using a bitmap-to-vector conversion program such as CorelTRACE or SmartVector Pro. You must have fundamental understanding of bitmaps versus vectors to work successfully in CorelDRAW.

Bitmap Images

A bitmap image is a collection of dots called pixels. Each pixel is a tiny colored square. When an image is scanned, the image is converted to a collection of pixels called a bitmap. Scanned graphics and web graphics (JPEG and GIF files) are the most common form of bitmaps.



72 dpi Bitmap

Resolution

The resolution of a bitmap or scanned image is expressed in terms of dots per inch or dpi. A printer or scanner's resolution is also measured in dots per inch. Typical desktop laser printers print at 300 dpi. Image setters are capable of printing over 2,500 dpi. Printers with higher dpi ratings are capable of producing smoother and cleaner output. The output quality of a printing device is dependent upon the resolution (dpi) of a bitmap or scan. A 300 dpi bitmap will output at the same quality on a 300 dpi laser printer as on a 2,500 dpi image setter.

Take a 300 dpi bitmap and increase the size in a graphics program, and presto - you have a bad case of the “jaggies.” The only thing that happened is that the tiny pixel squares got bigger and created jaggy edges on your image. Decrease the size of your image and the squares get smaller. The image retains its original edge definition without producing “jaggies.” In other words, bitmaps do not scale up very well. The quality of an imprint produced from a bitmap is dependent upon the resolution (dpi) of the bitmap, the capabilities of the printing technology and whether or not the image has been scaled up.

>> Note:

Web graphics, including JPEG and GIF files, are always low-resolution bitmaps. For this reason, web graphics are always a poor choice for imprinting and editing. Production-ready clip art is an essential tool for creating high quality imprints. The clip art contained on your DAS CD-ROM products are high quality vector images that will produce the best possible quality imprints.

Color

With any scanned color image, a large number of colors will be required to render a bitmap reproduction of the original source artwork accurately. If scanned at 24-bit color depth (16 million colors), most human eyes could not tell the difference between the original image and the scanned bitmap.

Now if you scan the same image using the palette of 256 colors, it would be impossible to accurately

reproduce the original colors because you have a smaller color palette to choose from. To get around this, scanners use a process called dithering to approximate colors that don't occur in the current color palette.

Dithering produces a distinct dotted pattern that approximates the original color in the image. Dithering will deteriorate the quality of the scanned bitmap. Now take all this complexity of colors and try to change colors, and you can see the biggest disadvantage of editing and manipulating bitmaps. In order to change colors in a bitmap you must be able to isolate a specific color or range of colors and tell your software to change the color. This can be quite a challenge for even experienced Corel PhotoPAINT or Adobe PhotoShop users.



Close Up of 72 dpi Bitmap

File Size

In order to accurately reproduce a bitmap file, your graphics software must keep track of a large amount of information including the exact location and color of each pixel in the collection of pixels. This results in huge file sizes for bitmap graphics. Higher resolutions (dpi) and greater color depths, produce bigger file sizes. A typical 2" by 3" 150 dpi black and white bitmap logo will be less than 70 K (.07 megabytes) in file size. The same file saved as a 300 dpi 24-bit (millions of colors) bitmap logo might be 100 times larger (over 7 megabytes). When creating and scanning bitmaps, file size becomes a real issue, as big files tend to stress your computer processor and hard drive. Transferring big files (over 1 megabyte) over the Internet requires a high speed Internet connection on both ends for timely uploads and downloads.

File Formats

Common bitmap formats include BMP (Windows Bitmap), PCX (Paintbrush), TIFF (Tagged Image File Format), JPEG (Joint Photographics Expert Group), GIF (Graphics Interchange Format), PSD (Adobe PhotoShop) and CPT (Corel PhotoPAINT).

>> **Tip:**

Vector objects that are placed on top of each other will create intersecting paths in the Wireframe view. These intersecting paths will cause over-cut areas when the image is sent to a vinyl cutter. You must weld intersecting paths using the Weld function in CorelDRAW before sending a file to a cutter.



Script Text
Before Welding



Script Text
After Welding

Vector Images

A vector image is a collection of connected lines and curves that produce objects. When creating a vector image in a vector illustration program, nodes or drawing points are inserted and lines and curves connect nodes together. This is the same principle as connect the dots. Each node, line and curve is defined in the drawing by the graphics software by a mathematical description. Every aspect of a vector object is defined by math, including node position, node location, line length and on down the line. Text objects are created by connecting nodes, lines and curves. Every letter in a font starts out as a vector object. Vector images are object-oriented while bitmap images are pixel-oriented. A vector object will have a “wireframe” underneath the colors in the object. In a vector object, colors are like clothes over the top of a skeleton. CorelDRAW creates text and objects using vectors that can be easily manipulated.

Resolution

Vector images are defined by math, not pixels. They can be scaled up or down without any loss of quality. When an illustration (drawing) program sizes a vector image up or down, it simply multiplies the mathematical description of the object by a scaling factor. For example a 1” square object would need to be multiplied by a factor of 2 in order to double in size. The math is simply recalculated to produce an object twice the size of the original. Because vector images scale up or down without the loss of image quality, they can be output at any resolution that a printer is capable of producing. Unlike bitmaps, quality is not limited by dots per inch or scanning resolution. This is a big reason that vector graphics are so popular for clip art.



Color

Since vector images are composed of objects not pixels, you can change the color of individual objects without worrying about individual pixels. Coloring vector objects is similar to coloring with crayons in a coloring book. A drawing program will enable a user to click inside an object and define its color. A drawing program will also enable a user to define the color and width of lines. Coloring vector images is much easier than coloring bitmaps.

>> Tip:

CoreIDRAW will convert bitmap outlines into cuttable vector lines. Select your object and select **Convert Outlines Objects** in the CoreIDRAW **Arrange** menu. A bitmap outline will overlap equally on either side of an object's vector outline.

File Size

Vector images do not need to keep track of each individual pixel in an image, only mathematical descriptions. For this reason, vector files are very small in file size. Vector files are composed of long mathematical descriptions dictating every aspect of the graphic. A 2-inch by 4-inch vector based logo will be the same file size as 2-foot by 4-foot logo. The file size is the same because the only difference in file is one number defining the size of the file. A bitmap file would need to keep track of a whole bunch of additional pixels as the file increases in size. Most vector-based logos are going to be under 100k (.10 megabytes). For this reason, vector files are ideally suited for transfer over the Internet.

File Formats

Common vector formats include EPS (Encapsulated PostScript), WMF (Windows Metafile), AI (Adobe Illustrator), CDR (CoreIDRAW), DXF (AutoCAD) and PLT (Hewlett Packard Graphics Language Plot File).

Outlines Versus Contours

In CoreIDRAW you can create an outline around an object using the **Outline Tool**. This outline will be a bitmap, as opposed to a vector line. If you want to create a vector line around an object you will have to use the **Interactive Contour Tool**. Outlines created with the **Interactive Contour Tool** will be visible as vector lines in the Wireframe view. Bitmap outlines will not be cut by a vinyl cutter unless they are converted into contour lines.



Outline
Tool Icon

OUTLINE

Bitmap Outline Created with Outline Tool

OUTLINE

Bitmap Outline in Wireframe View



Contour
Interactive
Contour Tool
Icon

CONTOUR

Contour Line Created with Interactive Contour Tool

CONTOUR

Contoured Line in Wireframe View

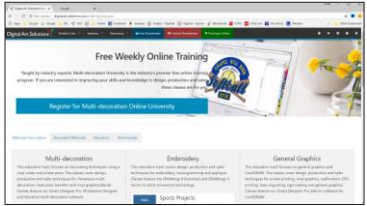
Learning CorelDRAW™

>> *Tip:*

*The quickest way to gain a basic proficiency in CorelDRAW is to view the video tutorials included with CorelDRAW. Videos can be accessed from the **Help** menu. Additional videos are also available on the coreldraw.com website.*

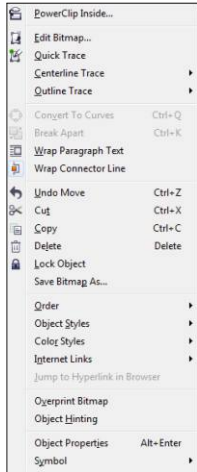
Smart Designer greatly simplifies the process of creating electronic artwork. However, a basic proficiency in CorelDRAW is required in order to effectively use Smart Designer. You must have a basic understanding of the core tools of CorelDRAW in order to edit, manipulate, print and export templates and clipart. With the right learning tools, patience and a little time, anyone can gain a basic proficiency in CorelDRAW.

Recommended Tools for Learning CorelDRAW

- ❑ The **CorelDRAW Video Tutorials** are the quickest way to gain a basic proficiency in CorelDRAW. By spending a couple of hours going through the videos you will gain a good basic proficiency in CorelDRAW. The videos can be accessed from the **Help** menu.
- ❑ Learning CorelDRAW can be especially frustrating for anyone new to the process of electronic artwork. The Digital Art Solutions Staff conducts weekly training webcasts as well as training at many industry trade shows. For more information visit www.digitalartsolutions.com.


digitalartsolutions.com
- ❑ Digital Art Solutions produces a variety of CorelDRAW products. Please contact Digital Art Solutions for more information on our CorelDRAW training products.
- ❑ CorelDRAW has a very useful feature entitled **Hints**. You can turn on the Hints function from the **CorelDRAW Help** menu. This function will give you context sensitive help as you change tools or functions. This is one of the very best ways to learn the software. The CorelDRAW Hints docker also includes links to the Video Tutorials.
- ❑ CorelDRAW includes a comprehensive Guide Book and the Insight from Experts article. These PDF documents can be accessed from the **Help** menu in CorelDRAW.
- ❑ **Youtube** is an invaluable resource for learning CorelDRAW. You can access the Digital Art Solutions Youtube channel by selecting **Online Tutorials** from the **Smart Designer Command Center** docker.
- ❑ **Coreldraw.com** is an important resource for CorelDRAW users. You can get involved in the user forum. Corel experts will answer your questions and can provide you with guidance on specific design and production issues.

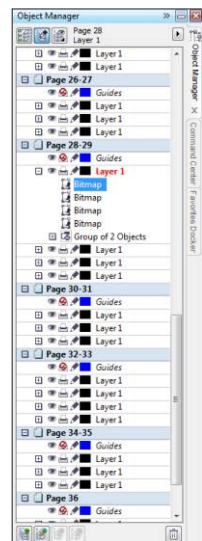
I Opened CoreIDRAW®, Now What Do I Do?



Right Mouse-click

CoreIDRAW can be an intimidating program. The most important advice is to take it slow. The menus in CoreIDRAW can be quite overwhelming. Remember, you only need to be able to use between 5% and 10% of the features of CoreIDRAW in order to be successful with Smart Designer. All of the other features in CoreIDRAW are designed more for publishing and creating web graphics. We are going to focus on the basic vector editing tools required to create and edit graphics for imprinting processes. All of the other features are just “extras” at this point. You will have plenty of time to learn the other features, but they are not necessary in order to create good quality imprints. Don’t be overwhelmed by the dozens of menus and tools in the CoreIDRAW workspace, we are only going to use a small portion of them.

A Few General Tips



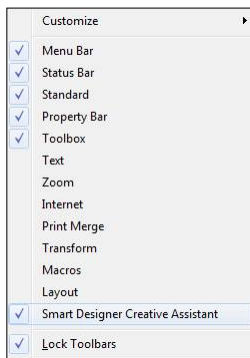
Object Manager Docker

- The Menu Bar is typically the least efficient way to access a function in CoreIDRAW. It is also the most obvious way. It is important that you learn to use your keyboard shortcuts and Property Bar in order to efficiently access CoreIDRAW functions.
- CoreIDRAW has a great deal of redundancy built into the program. There are many ways to accomplish exactly the same task. For instance, there are over 7 ways to color an object. The best way is not always the most obvious way. The best way is what is comfortable and easy for you. For this reason, it is strongly recommended that you learn the basic keyboard shortcuts. This is normally the easiest way to access a function.
- Right mouse-clicking is an invaluable tool in CoreIDRAW or any Windows program. Get in the habit of selecting objects and right mouse-clicking on them. When you right-mouse click on an object you will be presented with a list of options specifically for that object. The most important option is Properties. By selecting Properties, the Object Properties Docker will open. This docker window will allow you to edit most of the properties for a selected object. Each object in CoreIDRAW has unique properties that can be edited in the Object Properties Docker.
- Get in the habit of using your Property Bar to access the functions for any tool that you have selected. This is one of the easiest ways to edit an object in CoreIDRAW. You will also note that the description for the function and keyboard shortcut will be displayed when you hover your mouse over the icon on the Property Bar. The Standard Tool Bar is also useful for accessing basic functions such as print or save.

The CorelDRAW® Workspace

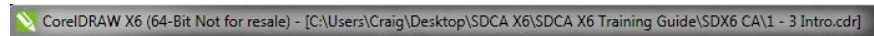
>> *Tip:*

*If you accidentally close the Smart Designer Command Center docker, you can reopen the docker by selecting the **Petals** icon on the **Smart Designer** toolbar. The toolbar can be opened by clicking with your right mouse button on a grey area next to the **Standard** toolbar and placing a checkmark next to **Smart Designer**.*



When you launch Smart Designer, the area in which you create and edit your graphics is called a workspace. A workspace contains the collection of tools and menu items that allow you to manipulate and create graphics. When opened, CorelDRAW will prompt you to open an existing document, import an image or open a new document. When you launch CorelDRAW, Smart Designer will integrate with the CorelDRAW workspace as a docker. You can access this docker by clicking on the **Petals** icon on the Smart Designer toolbar in CorelDRAW.

Title Bar



The bar at the top of your screen will display the name of any file that you are currently working on. By default, any new file will be named “Graphic 1.” Any subsequent new file will be named “Graphic 2” and so on and so on. Once you name a file, the title of the file will be displayed in the Title Bar. Three boxes will be displayed in the upper right hand corner of the Title Bar. The first box on the right contains an “X” and is used to close CorelDRAW. The middle box is used to change the size of the CorelDRAW window. By selecting the middle box with your mouse cursor, the CorelDRAW window will decrease in size. By selecting the middle box again, the window will return to its previous size. The box on the left will “minimize” the CorelDRAW window so that you may access another application that may be open. To make the CorelDRAW window reappear, select the CorelDRAW icon on your Windows task bar. The window created for any new graphic will also have the three boxes in the upper right hand corner. These boxes can be used to close, minimize or restore your file within the CorelDRAW workspace.

Menu Bar



Immediately below the Title Bar is the Menu Bar, one of the most frequently accessed areas of CorelDRAW. The Menu Bar contains the majority of menu items that allow you to create and edit graphics. This is the confusing part of CorelDRAW due to the large number of menu items available. Remember, only a small number of these items will be used to create and edit your graphics. It's like your brain, most of us only use 10% of our brain's capacity, but we get along just fine. You only need to use 10% of CorelDRAW's features to create and edit most graphics.

Standard Tool Bar



Immediately below the Menu Bar is the Standard Toolbar. The toolbar contains icons which access shortcuts to frequently used features in CorelDRAW®. These shortcuts include common functions such as **New Document, Open, Save, Print, Cut, Copy** and **Paste**. Since these functions are also available as menu items on the Menu Bar, the Standard Toolbar is a very useful area to access common functions. The last icon on this toolbar is a pointer and “?” icon. This icon will access CorelDRAW’s online help file.

Property Bar



Immediately below the Standard Toolbar is the Property Bar. The Property Bar is one of the best features of CorelDRAW. This bar will give you instant access to the most common editing functions for each tool that is available on the CorelDRAW Toolbox. As you select new tools from the CorelDRAW Toolbar on the left side of your workspace, the Property Bar will change to reflect the features available for those tools. The Property bar is context sensitive. This means that the options available on the Property Bar will change as different objects are selected in your workspace. If you cannot determine the purpose of an icon, simply hover your mouse cursor over the icon to view a pop-up text description.

Status Bar



The Status Bar is located at the very bottom of your CorelDRAW workspace. This bar displays the attributes of any object that is currently selected in your workspace. As you select different objects, a description of the object will be displayed along with its outline and fill colors. This bar is useful for referencing the attributes of your objects

Color Palette

On the far right side of your workspace is your default Color Palette. This palette provides all of the colors necessary to recolor your objects. The default color palette for CorelDRAW is the “CorelDRAW Palette.” This palette is composed of popular process colors selected by CorelDRAW to look pleasing on your screen. The CorelDRAW Palette is completely useless for printing because it is not a standardized color palette used by printers. If you plan on using the Pantone Matching System for referencing common colors, you must change your default color palette to one of the Pantone Matching System color palettes.



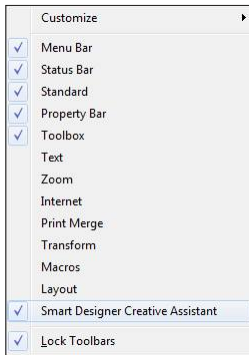
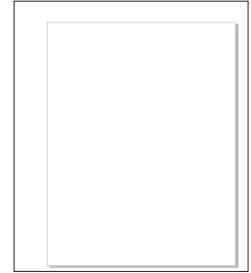
The CorelDRAW® Workspace - Cont'd

>> **Tip:**

To reset a toolbar back to its home position, double-click on it. In the event that you accidentally delete, remove or undock a CorelDRAW toolbar, simply hold down your F8 key when launching CorelDRAW. This will reset your workspace back to the factory defaults. You can also turn toolbars on or off by right mouse-clicking on any free grey area next to any toolbar.

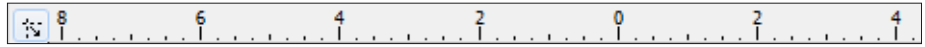
Work Page

The Work Page is the center area of your workspace that contains a rectangle representing a printed page. The Work Page is the area that you will be using to create and edit your graphics. In general, any graphic created on the Work Page will print, provided it is within the margins capable of being printed by your printer. In other words, your printer might not be capable of printing edge to edge so you might want to consider leaving some space around the edges of your Work Page to allow for margins.



Toolbar Setup Window

Rulers



The default workspace in CorelDRAW® will contain both horizontal and vertical rulers along the top of your Work Page. These rulers will display the length and width of the drawing area in the units of measurement you specify. Rulers are useful for sizing and positioning objects.

Toolbox

The Toolbox is a vertical box located on the far left side of your workspace. This box contains all of the editing tools used to create and edit graphics. This is the bread and butter section of CorelDRAW. While editing graphics, you will be constantly changing tools to access different features and functions. To change a tool, simply select the desired tool by positioning your mouse cursor directly over the tool and clicking your left mouse button.



Working with CorelDRAW® Tools

>> *Tip:*

A basic knowledge of the CorelDRAW tools is essential in order to manipulate objects. There are many keyboard shortcuts and tips for these tools.

CorelDRAW® is an object-based graphics software. In general you are just moving and manipulating objects with the wide variety of tools in the program. Each tool is designed for a specific purpose. Just like you would use a hammer to pound in a nail and a screwdriver to screw in a screw, you would use the Rectangle Tool to draw a box and the Pick Tool to resize it. The tools described below are the most common tools used by most Corel users to create and edit graphics. Although there are other tools, they would typically be used by advanced users to create complex drawings or illustrations.

Pick Tool



Represented by the “Arrow” icon, this tool is used to select, move and resize objects.

Shape Tool



Represented by the “Arrow and Node” icon, this tool is used to manipulate nodes and paths to change the shape of objects. Holding down the mouse on the small triangle in the right corner of the tool opens a “fly out window” from which you can choose several other shape tools.

Zoom Tool



Represented by the “Magnifying Glass” icon, this tool allows you to magnify or reduce the view of your drawing. Holding down the mouse on the small triangle in the right corner of the tool opens a “fly out window” from which you can choose the Pan tool.

Pan Tool



Represented by the “Hand” icon, this tool lets you change your view by moving around your drawing inside the Drawing Window. Holding down the mouse on the small triangle in the right corner of the tool opens a “fly out window” from which you can return to the Zoom tool.

Freehand Tool



Represented by the “Pencil and Squiggly Line” icon, this tool lets you draw freehand lines and shapes by dragging the cursor across your drawing area. Holding down the mouse on the small triangle in the right corner of the tool opens a “fly out window” from which you can choose different curve tools including the Bezier Tool.

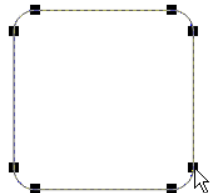
Working with CorelDRAW® Tools

>> *Tip:*

Objects such as text, ellipses, polygons, rectangles and shapes in CorelDRAW® have specific properties that can be edited with the Shape Tool. Simply click on an object with the **Shape Tool** to manipulate properties such as corner shapes and text spacing.



Editing Text Spacing with Shape Tool



Editing Corner Shapes with Shape Tool

Bezier Tool

Represented by the “Pencil and Dotted Line” icon, this tool lets you draw curves by placing nodes and drawing the line segments between them. Holding down the mouse on the small triangle in the right corner of the tool opens a “fly out window” from which you can return to the Freehand Tool or select a different curve tool. This is the most common tool for drawing objects and logos in any vector illustration program.

Rectangle Tool

Represented by a “Rectangle” icon, this tool lets you draw squares and rectangles.

Ellipse Tool

Represented by an “Oval” icon, this tool lets you draw ellipses and circles.

Polygon Tool

Represented by the “Polygon” icon, this tool lets you draw polygons and stars. Holding down the mouse on the small triangle in the right corner of the tool opens a “fly out window” from which you can choose a different object tool.

Text Tool

Represented by the “A” icon, this tool lets you type words directly on the screen as Artistic Text (individual lines of text) or create a paragraph text frame to enter Paragraph Text (block of text inside a box).

Outline Tool

Represented by the “Pen Tip” icon, this tool lets you specify an outline style, color and thickness for an object.

Fill Tool

Represented by the “Paint Bucket” icon, this tool lets you specify a fill color, fill type and fill pattern for an object.

Smart Drawing Tool

Represented by the “Triangle” icon, this tool will automatically recognize freehand shapes that are drawn and convert them to objects.

Obtaining Help

>> **Tip:**

Any time you make a mistake in CorelDRAW you can undo your error by pressing **Ctrl Z** on your keyboard. You can press **Ctrl Shift Z** to redo. By default, CorelDRAW will allow you to undo up to 99 levels. You can also undo and redo steps by using the icons on the Standard Tool bar.



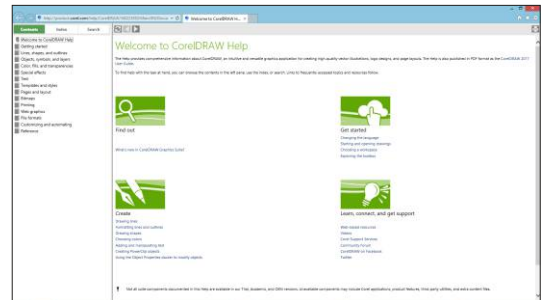
Undo and Redo Icons on Standard Toolbar

In the event that you get lost or do not understand a function in CorelDRAW®, you should access the CorelDRAW Help menu. The Help menus have a large database of descriptions and instructions for nearly every feature of the software. You can hover your mouse over a feature or tool to get the name of the feature or tool. You can then use the help menu to learn about the feature or tool. This is one of the best methods available for learning CorelDRAW.

Accessing the CorelDRAW Help System

Steps to Follow

1. Select **Help Topics** from the Help menu in CorelDRAW (DRAW workspace).
2. The **Help System** window will open. In the CorelDRAW help system, You can select a topic from the list or use the keyword index to locate a topic.
3. To search for a topic by keyword, click on the **Key** icon. Simply type in your topic to locate a list of related topics.
4. Click on a link to display the information for a selected topic.



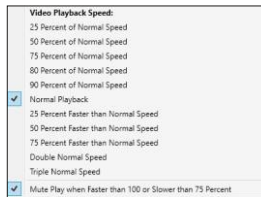
CorelDRAW Help Window

Important Note: By consulting the CorelDRAW Help System you can avoid calling for technical support. Most answers to common questions can be found in the help system.

Smart Designer Tutorials

>> *Tip:*

There are player controls in the Media Player that will allow you to start, stop, rewind and pause tutorials. You can also change the speed of a video by clicking on the Settings icon.



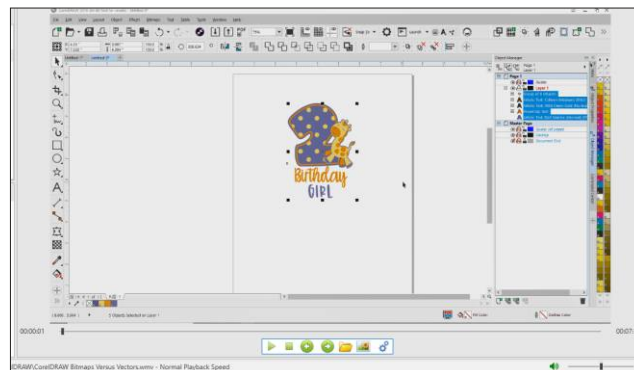
Play Speed Settings

The Smart Designer tutorials are interactive multimedia lessons that cover a variety of training topics. Smart Designer Pro uses a new multimedia technology to deliver fully narrated step-by-step instructions. All Smart Designer users are strongly encouraged to take advantage of these excellent learning tools.

Accessing the Smart Designer PDF Reader and Media Player

Steps to Follow

1. Multimedia tutorials were installed to your hard drive during the Smart Designer Pro installation.
2. When you open the Smart Designer Command Center docker, select Video Tutorials from the **Tutorials and PDF Files** tab.
3. After the PDF Reader and Media player opens, select the Media Player icon and double-click on a video thumbnail to begin playing a tutorial.
4. To play an online tutorial, select **Online Tutorials** to access the Digital Art Solutions Youtube channel.
5. Each installed tutorial will play in the Smart Designer PDF Reader and Media Player. You can resize your player by double-clicking on the video or by dragging the edges of the window with your mouse.
6. After the lesson has completed, you can close the player using the **X** button on the player. You can start, stop and pause a tutorial at any time with the media player controls on the bottom of your player window.



PDF Reader and Media Player

Section 3

Getting Started

This section will cover:

- Bitmaps Versus Vectors
- Learning CoreIDRAW
- I Opened CoreIDRAW, Now What Do I Do?
- The CoreIDRAW Workspace
- Working with CoreIDRAW Tools
- Obtaining Help
- Smart Designer Tutorials

Bitmaps Versus Vectors

>> *Tip:*

To determine if a file is a bitmap or vector file in CorelDRAW, select the Wireframe view under the View menu. A bitmap file will appear as a shaded gray image surrounded by a bounding box. A vector file will appear as a collection of black outlines. Most objects, including text, created in CorelDRAW are vector objects.



Bitmap in Wireframe View



Vector Image in Wireframe View

All electronic art images are divided into one of two core types, bitmaps and vectors. In a nutshell, bitmaps are images composed of connected dots and vectors are images composed of connected lines. The very word “vector” is a synonym for line. Bitmap images are created through the process of scanning source artwork or “painting” with a photo editing or paint program such as Corel PhotoPAINT or Adobe Photoshop. Vector images are created through the process of drawing with a vector illustration program such as CorelDRAW or Adobe Illustrator. Vector images can also be created through the process of conversion from a bitmap using a bitmap-to-vector conversion program such as CorelTRACE or SmartVector Pro. You must have fundamental understanding of bitmaps versus vectors to work successfully in CorelDRAW.

Bitmap Images

A bitmap image is a collection of dots called pixels. Each pixel is a tiny colored square. When an image is scanned, the image is converted to a collection of pixels called a bitmap. Scanned graphics and web graphics (JPEG and GIF files) are the most common form of bitmaps.



72 dpi Bitmap

Resolution

The resolution of a bitmap or scanned image is expressed in terms of dots per inch or dpi. A printer or scanner's resolution is also measured in dots per inch. Typical desktop laser printers print at 300 dpi. Image setters are capable of printing over 2,500 dpi. Printers with higher dpi ratings are capable of producing smoother and cleaner output. The output quality of a printing device is dependent upon the resolution (dpi) of a bitmap or scan. A 300 dpi bitmap will output at the same quality on a 300 dpi laser printer as on a 2,500 dpi image setter.

Take a 300 dpi bitmap and increase the size in a graphics program, and presto - you have a bad case of the “jaggies.” The only thing that happened is that the tiny pixel squares got bigger and created jaggy edges on your image. Decrease the size of your image and the squares get smaller. The image retains its original edge definition without producing “jaggies.” In other words, bitmaps do not scale up very well. The quality of an imprint produced from a bitmap is dependent upon the resolution (dpi) of the bitmap, the capabilities of the printing technology and whether or not the image has been scaled up.

>> Note:

Web graphics, including JPEG and GIF files, are always low-resolution bitmaps. For this reason, web graphics are always a poor choice for imprinting and editing. Production-ready clip art is an essential tool for creating high quality imprints. The clip art contained on your DAS CD-ROM products are high quality vector images that will produce the best possible quality imprints.

Color

With any scanned color image, a large number of colors will be required to render a bitmap reproduction of the original source artwork accurately. If scanned at 24-bit color depth (16 million colors), most human eyes could not tell the difference between the original image and the scanned bitmap.

Now if you scan the same image using the palette of 256 colors, it would be impossible to accurately

reproduce the original colors because you have a smaller color palette to choose from. To get around this, scanners use a process called dithering to approximate colors that don't occur in the current color palette.

Dithering produces a distinct dotted pattern that approximates the original color in the image. Dithering will deteriorate the quality of the scanned bitmap. Now take all this complexity of colors and try to change colors, and you can see the biggest disadvantage of editing and manipulating bitmaps. In order to change colors in a bitmap you must be able to isolate a specific color or range of colors and tell your software to change the color. This can be quite a challenge for even experienced Corel PhotoPAINT or Adobe PhotoShop users.



Close Up of 72 dpi Bitmap

File Size

In order to accurately reproduce a bitmap file, your graphics software must keep track of a large amount of information including the exact location and color of each pixel in the collection of pixels. This results in huge file sizes for bitmap graphics. Higher resolutions (dpi) and greater color depths, produce bigger file sizes. A typical 2" by 3" 150 dpi black and white bitmap logo will be less than 70 K (.07 megabytes) in file size. The same file saved as a 300 dpi 24-bit (millions of colors) bitmap logo might be 100 times larger (over 7 megabytes). When creating and scanning bitmaps, file size becomes a real issue, as big files tend to stress your computer processor and hard drive. Transferring big files (over 1 megabyte) over the Internet requires a high speed Internet connection on both ends for timely uploads and downloads.

File Formats

Common bitmap formats include BMP (Windows Bitmap), PCX (Paintbrush), TIFF (Tagged Image File Format), JPEG (Joint Photographics Expert Group), GIF (Graphics Interchange Format), PSD (Adobe PhotoShop) and CPT (Corel PhotoPAINT).

>> **Tip:**

Vector objects that are placed on top of each other will create intersecting paths in the Wireframe view. These intersecting paths will cause over-cut areas when the image is sent to a vinyl cutter. You must weld intersecting paths using the Weld function in CorelDRAW before sending a file to a cutter.



Script Text
Before Welding



Script Text
After Welding

Vector Images

A vector image is a collection of connected lines and curves that produce objects. When creating a vector image in a vector illustration program, nodes or drawing points are inserted and lines and curves connect nodes together. This is the same principle as connect the dots. Each node, line and curve is defined in the drawing by the graphics software by a mathematical description. Every aspect of a vector object is defined by math, including node position, node location, line length and on down the line. Text objects are created by connecting nodes, lines and curves. Every letter in a font starts out as a vector object. Vector images are object-oriented while bitmap images are pixel-oriented. A vector object will have a “wireframe” underneath the colors in the object. In a vector object, colors are like clothes over the top of a skeleton. CorelDRAW creates text and objects using vectors that can be easily manipulated.

Resolution

Vector images are defined by math, not pixels. They can be scaled up or down without any loss of quality. When an illustration (drawing) program sizes a vector image up or down, it simply multiplies the mathematical description of the object by a scaling factor. For example a 1” square object would need to be multiplied by a factor of 2 in order to double in size. The math is simply recalculated to produce an object twice the size of the original. Because vector images scale up or down without the loss of image quality, they can be output at any resolution that a printer is capable of producing. Unlike bitmaps, quality is not limited by dots per inch or scanning resolution. This is a big reason that vector graphics are so popular for clip art.



Color

Since vector images are composed of objects not pixels, you can change the color of individual objects without worrying about individual pixels. Coloring vector objects is similar to coloring with crayons in a coloring book. A drawing program will enable a user to click inside an object and define its color. A drawing program will also enable a user to define the color and width of lines. Coloring vector images is much easier than coloring bitmaps.

>> Tip:

CoreIDRAW will convert bitmap outlines into cuttable vector lines. Select your object and select **Convert Outlines Objects** in the CoreIDRAW **Arrange** menu. A bitmap outline will overlap equally on either side of an object's vector outline.

File Size

Vector images do not need to keep track of each individual pixel in an image, only mathematical descriptions. For this reason, vector files are very small in file size. Vector files are composed of long mathematical descriptions dictating every aspect of the graphic. A 2-inch by 4-inch vector based logo will be the same file size as 2-foot by 4-foot logo. The file size is the same because the only difference in file is one number defining the size of the file. A bitmap file would need to keep track of a whole bunch of additional pixels as the file increases in size. Most vector-based logos are going to be under 100k (.10 megabytes). For this reason, vector files are ideally suited for transfer over the Internet.

File Formats

Common vector formats include EPS (Encapsulated PostScript), WMF (Windows Metafile), AI (Adobe Illustrator), CDR (CoreIDRAW), DXF (AutoCAD) and PLT (Hewlett Packard Graphics Language Plot File).

Outlines Versus Contours

In CoreIDRAW you can create an outline around an object using the **Outline Tool**. This outline will be a bitmap, as opposed to a vector line. If you want to create a vector line around an object you will have to use the **Interactive Contour Tool**. Outlines created with the **Interactive Contour Tool** will be visible as vector lines in the Wireframe view. Bitmap outlines will not be cut by a vinyl cutter unless they are converted into contour lines.



Outline
Tool Icon

OUTLINE

Bitmap Outline Created with Outline Tool

OUTLINE

Bitmap Outline in Wireframe View



Contour
Interactive
Contour Tool
Icon

CONTOUR

Contour Line Created with Interactive Contour Tool

CONTOUR

Contoured Line in Wireframe View


Learning CorelDRAW™

>> **Tip:**

The quickest way to gain a basic proficiency in CorelDRAW is to view the video tutorials included with CorelDRAW. Videos can be accessed from the **Help** menu. Additional videos are also available on the coreldraw.com website.

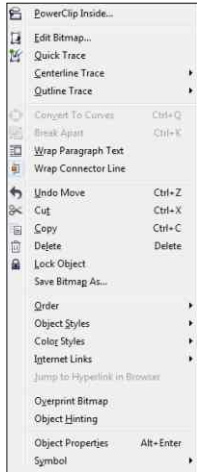
Smart Designer greatly simplifies the process of creating electronic artwork. However, a basic proficiency in CorelDRAW is required in order to effectively use Smart Designer. You must have a basic understanding of the core tools of CorelDRAW in order to edit, manipulate, print and export templates and clipart. With the right learning tools, patience and a little time, anyone can gain a basic proficiency in CorelDRAW.

Recommended Tools for Learning CorelDRAW

- ❑ The **CorelDRAW Video Tutorials** are the quickest way to gain a basic proficiency in CorelDRAW. By spending a couple of hours going through the videos you will gain a good basic proficiency in CorelDRAW. The videos can be accessed from the **Help** menu.
- ❑ Learning CorelDRAW can be especially frustrating for anyone new to the process of electronic artwork. The Digital Art Solutions Staff conducts weekly training webcasts as well as training at many industry trade shows. For more information visit www.digitalartsolutions.com.


digitalartsolutions.com
- ❑ Digital Art Solutions produces a variety of CorelDRAW products. Please contact Digital Art Solutions for more information on our CorelDRAW training products.
- ❑ CorelDRAW has a very useful feature entitled **Hints**. You can turn on the Hints function from the **CorelDRAW Help** menu. This function will give you context sensitive help as you change tools or functions. This is one of the very best ways to learn the software. The CorelDRAW Hints docker also includes links to the Video Tutorials.
- ❑ CorelDRAW includes a comprehensive Guide Book and the Insight from Experts article. These PDF documents can be accessed from the **Help** menu in CorelDRAW.
- ❑ **Youtube** is an invaluable resource for learning CorelDRAW. You can access the Digital Art Solutions Youtube channel by selecting **Online Tutorials** from the **Smart Designer Command Center** docker.
- ❑ **Coreldraw.com** is an important resource for CorelDRAW users. You can get involved in the user forum. Corel experts will answer your questions and can provide you with guidance on specific design and production issues.

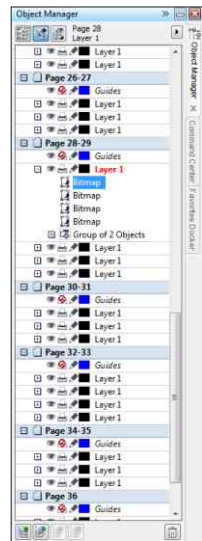
I Opened CorelDRAW®, Now What Do I Do?



Right Mouse-click

CorelDRAW can be an intimidating program. The most important advice is to take it slow. The menus in CorelDRAW can be quite overwhelming. Remember, you only need to be able to use between 5% and 10% of the features of CorelDRAW in order to be successful with Smart Designer. All of the other features in CorelDRAW are designed more for publishing and creating web graphics. We are going to focus on the basic vector editing tools required to create and edit graphics for imprinting processes. All of the other features are just “extras” at this point. You will have plenty of time to learn the other features, but they are not necessary in order to create good quality imprints. Don’t be overwhelmed by the dozens of menus and tools in the CorelDRAW workspace, we are only going to use a small portion of them.

A Few General Tips



Object Manager Docker

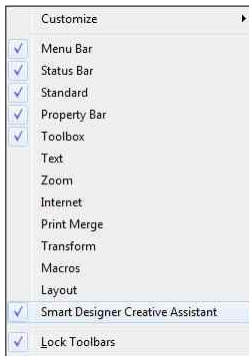
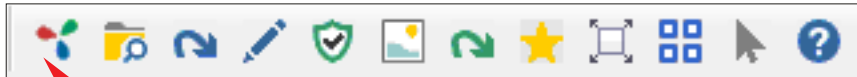
- The Menu Bar is typically the least efficient way to access a function in CorelDRAW. It is also the most obvious way. It is important that you learn to use your keyboard shortcuts and Property Bar in order to efficiently access CorelDRAW functions.
- CorelDRAW has a great deal of redundancy built into the program. There are many ways to accomplish exactly the same task. For instance, there are over 7 ways to color an object. The best way is not always the most obvious way. The best way is what is comfortable and easy for you. For this reason, it is strongly recommended that you learn the basic keyboard shortcuts. This is normally the easiest way to access a function.
- Right mouse-clicking is an invaluable tool in CorelDRAW or any Windows program. Get in the habit of selecting objects and right mouse-clicking on them. When you right-mouse click on an object you will be presented with a list of options specifically for that object. The most important option is Properties. By selecting Properties, the Object Properties Docker will open. This docker window will allow you to edit most of the properties for a selected object. Each object in CorelDRAW has unique properties that can be edited in the Object Properties Docker.
- Get in the habit of using your Property Bar to access the functions for any tool that you have selected. This is one of the easiest ways to edit an object in CorelDRAW. You will also note that the description for the function and keyboard shortcut will be displayed when you hover your mouse over the icon on the Property Bar. The Standard Tool Bar is also useful for accessing basic functions such as print or save.

The CorelDRAW® Workspace

>> *Tip:*

*If you accidentally close the Smart Designer Command Center docker, you can reopen the docker by selecting the **Petals** icon on the **Smart Designer** toolbar. The toolbar can be opened by clicking with your right mouse button on a grey area next to the **Standard** toolbar and placing a check next to **Smart Designer**.*

When you launch Smart Designer, the area in which you create and edit your graphics is called a workspace. A workspace contains the collection of tools and menu items that allow you to manipulate and create graphics. When opened, CorelDRAW will prompt you to open an existing document, import an image or open a new document. When you launch CorelDRAW, Smart Designer will integrate with the CorelDRAW workspace as a docker. You can access this docker by clicking on the **Petals** icon on the Smart Designer toolbar in CorelDRAW.



Title Bar



The bar at the top of your screen will display the name of any file that you are currently working on. By default, any new file will be named “Graphic 1.” Any subsequent new file will be named “Graphic 2” and so on and so on. Once you name a file, the title of the file will be displayed in the Title Bar. Three boxes will be displayed in the upper right hand corner of the Title Bar. The first box on the right contains an “X” and is used to close CorelDRAW. The middle box is used to change the size of the CorelDRAW window. By selecting the middle box with your mouse cursor, the CorelDRAW window will decrease in size. By selecting the middle box again, the window will return to its previous size. The box on the left will “minimize” the CorelDRAW window so that you may access another application that may be open. To make the CorelDRAW window reappear, select the CorelDRAW icon on your Windows task bar. The window created for any new graphic will also have the three boxes in the upper right hand corner. These boxes can be used to close, minimize or restore your file within the CorelDRAW workspace.

Menu Bar



Immediately below the Title Bar is the Menu Bar, one of the most frequently accessed areas of CorelDRAW. The Menu Bar contains the majority of menu items that allow you to create and edit graphics. This is the confusing part of CorelDRAW due to the large number of menu items available. Remember, only a small number of these items will be used to create and edit your graphics. It's like your brain, most of us only use 10% of our brain's capacity, but we get along just fine. You only need to use 10% of CorelDRAW's features to create and edit most graphics.

Standard Tool Bar



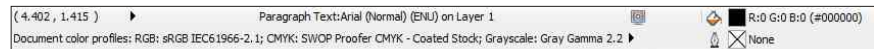
Immediately below the Menu Bar is the Standard Toolbar. The toolbar contains icons which access shortcuts to frequently used features in CorelDRAW®. These shortcuts include common functions such as **New Document, Open, Save, Print, Cut, Copy** and **Paste**. Since these functions are also available as menu items on the Menu Bar, the Standard Toolbar is a very useful area to access common functions. The last icon on this toolbar is a pointer and “?” icon. This icon will access CorelDRAW’s online help file.

Property Bar



Immediately below the Standard Toolbar is the Property Bar. The Property Bar is one of the best features of CorelDRAW. This bar will give you instant access to the most common editing functions for each tool that is available on the CorelDRAW Toolbox. As you select new tools from the CorelDRAW Toolbar on the left side of your workspace, the Property Bar will change to reflect the features available for those tools. The Property bar is context sensitive. This means that the options available on the Property Bar will change as different objects are selected in your workspace. If you cannot determine the purpose of an icon, simply hover your mouse cursor over the icon to view a pop-up text description.

Status Bar



The Status Bar is located at the very bottom of your CorelDRAW workspace. This bar displays the attributes of any object that is currently selected in your workspace. As you select different objects, a description of the object will be displayed along with its outline and fill colors. This bar is useful for referencing the attributes of your objects

Color Palette

On the far right side of your workspace is your default Color Palette. This palette provides all of the colors necessary to recolor your objects. The default color palette for CorelDRAW is the “CorelDRAW Palette.” This palette is composed of popular process colors selected by CorelDRAW to look pleasing on your screen. The CorelDRAW Palette is completely useless for printing because it is not a standardized color palette used by printers. If you plan on using the Pantone Matching System for referencing common colors, you must change your default color palette to one of the Pantone Matching System color palettes.



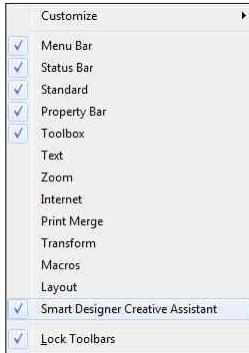
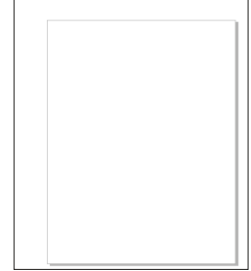
The CoreIDRAW® Workspace - Cont'd

>> **Tip:**

To reset a toolbar back to its home position, double-click on it. In the event that you accidentally delete, remove or undock a CoreIDRAW toolbar, simply hold down your F8 key when launching CoreIDRAW. This will reset your workspace back to the factory defaults. You can also turn toolbars on or off by right mouse-clicking on any free grey area next to any toolbar.

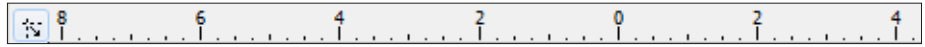
Work Page

The Work Page is the center area of your workspace that contains a rectangle representing a printed page. The Work Page is the area that you will be using to create and edit your graphics. In general, any graphic created on the Work Page will print, provided it is within the margins capable of being printed by your printer. In other words, your printer might not be capable of printing edge to edge so you might want to consider leaving some space around the edges of your Work Page to allow for margins.



Toolbar Setup Window

Rulers



The default workspace in CoreIDRAW® will contain both horizontal and vertical rulers along the top of your Work Page. These rulers will display the length and width of the drawing area in the units of measurement you specify. Rulers are useful for sizing and positioning objects.

Toolbox

The Toolbox is a vertical box located on the far left side of your workspace. This box contains all of the editing tools used to create and edit graphics. This is the bread and butter section of CoreIDRAW. While editing graphics, you will be constantly changing tools to access different features and functions. To change a tool, simply select the desired tool by positioning your mouse cursor directly over the tool and clicking your left mouse button.



Working with CorelDRAW® Tools

>> *Tip:*

A basic knowledge of the CorelDRAW tools is essential in order to manipulate objects. There are many keyboard shortcuts and tips for these tools.

CorelDRAW® is an object-based graphics software. In general you are just moving and manipulating objects with the wide variety of tools in the program. Each tool is designed for a specific purpose. Just like you would use a hammer to pound in a nail and a screwdriver to screw in a screw, you would use the Rectangle Tool to draw a box and the Pick Tool to resize it. The tools described below are the most common tools used by most Corel users to create and edit graphics. Although there are other tools, they would typically be used by advanced users to create complex drawings or illustrations.

Pick Tool

Represented by the “Arrow” icon, this tool is used to select, move and resize objects.

Shape Tool

Represented by the “Arrow and Node” icon, this tool is used to manipulate nodes and paths to change the shape of objects. Holding down the mouse on the small triangle in the right corner of the tool opens a “fly out window” from which you can choose several other shape tools.

Zoom Tool

Represented by the “Magnifying Glass” icon, this tool allows you to magnify or reduce the view of your drawing. Holding down the mouse on the small triangle in the right corner of the tool opens a “fly out window” from which you can choose the Pan tool.

Pan Tool

Represented by the “Hand” icon, this tool lets you change your view by moving around your drawing inside the Drawing Window. Holding down the mouse on the small triangle in the right corner of the tool opens a “fly out window” from which you can return to the Zoom tool.

Freehand Tool

Represented by the “Pencil and Squiggly Line” icon, this tool lets you draw freehand lines and shapes by dragging the cursor across your drawing area. Holding down the mouse on the small triangle in the right corner of the tool opens a “fly out window” from which you can choose different curve tools including the Bezier Tool.

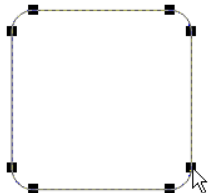
Working with CorelDRAW® Tools

>> *Tip:*

Objects such as text, ellipses, polygons, rectangles and shapes in CorelDRAW® have specific properties that can be edited with the Shape Tool. Simply click on an object with the **Shape Tool** to manipulate properties such as corner shapes and text spacing.



Editing Text Spacing with Shape Tool



Editing Corner Shapes with Shape Tool

Bezier Tool

Represented by the “Pencil and Dotted Line” icon, this tool lets you draw curves by placing nodes and drawing the line segments between them. Holding down the mouse on the small triangle in the right corner of the tool opens a “fly out window” from which you can return to the Freehand Tool or select a different curve tool. This is the most common tool for drawing objects and logos in any vector illustration program.

Rectangle Tool

Represented by a “Rectangle” icon, this tool lets you draw squares and rectangles.

Ellipse Tool

Represented by an “Oval” icon, this tool lets you draw ellipses and circles.

Polygon Tool

Represented by the “Polygon” icon, this tool lets you draw polygons and stars. Holding down the mouse on the small triangle in the right corner of the tool opens a “fly out window” from which you can choose a different object tool.

Text Tool

Represented by the “A” icon, this tool lets you type words directly on the screen as Artistic Text (individual lines of text) or create a paragraph text frame to enter Paragraph Text (block of text inside a box).

Outline Tool

Represented by the “Pen Tip” icon, this tool lets you specify an outline style, color and thickness for an object.

Fill Tool

Represented by the “Paint Bucket” icon, this tool lets you specify a fill color, fill type and fill pattern for an object.

Smart Drawing Tool

Represented by the “Triangle” icon, this tool will automatically recognize freehand shapes that are drawn and convert them to objects.

Obtaining Help

>> *Tip:*

Any time you make a mistake in CorelDRAW you can undo your error by pressing **Ctrl Z** on your keyboard. You can press **Ctrl Shift Z** to redo. By default, CorelDRAW will allow you to undo up to 99 levels. You can also undo and redo steps by using the icons on the Standard Tool bar.



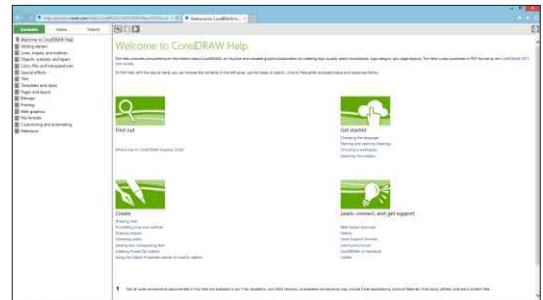
Undo and Redo Icons on Standard Toolbar

In the event that you get lost or do not understand a function in CorelDRAW®, you should access the CorelDRAW Help menu. The Help menus have a large database of descriptions and instructions for nearly every feature of the software. You can hover your mouse over a feature or tool to get the name of the feature or tool. You can then use the help menu to learn about the feature or tool. This is one of the best methods available for learning CorelDRAW.

Accessing the CorelDRAW Help System

Steps to Follow

1. Select **Help Topics** from the Help menu in CorelDRAW (DRAW workspace).
2. The **Help System** window will open. In the CorelDRAW help system, You can select a topic from the list or use the keyword index to locate a topic.
3. To search for a topic by keyword, click on the **Key** icon. Simply type in your topic to locate a list of related topics.
4. Click on a link to display the information for a selected topic.



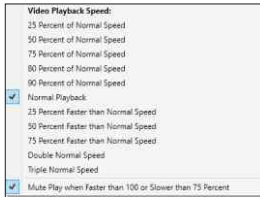
CorelDRAW Help Window

Important Note: By consulting the CorelDRAW Help System you can avoid calling for technical support. Most answers to common questions can be found in the help system.

Smart Designer Tutorials

>> *Tip:*

There are player controls in the Media Player that will allow you to start, stop, rewind and pause tutorials. You can also change the speed of a video by clicking on the Settings icon.



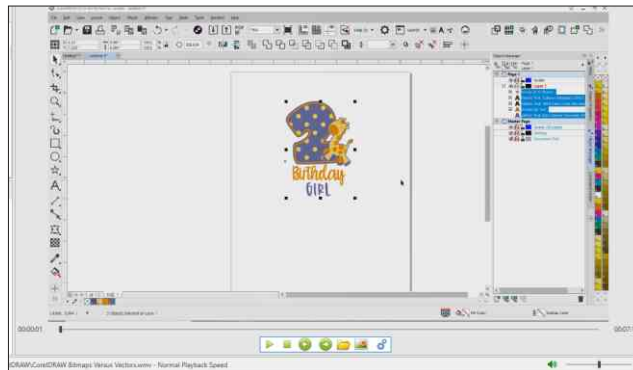
Play Speed Settings

The Smart Designer tutorials are interactive multimedia lessons that cover a variety of training topics. Smart Designer Pro uses a new multimedia technology to deliver fully narrated step-by-step instructions. All Smart Designer users are strongly encouraged to take advantage of these excellent learning tools.

Accessing the Smart Designer PDF Reader and Media Player

Steps to Follow

1. Multimedia tutorials were installed to your hard drive during the Smart Designer Pro installation.
2. When you open the Smart Designer Command Center docker, select Video Tutorials from the **Tutorials and PDF Files** tab.
3. After the PDF Reader and Media player opens, select the Media Player icon and double-click on a video thumbnail to begin playing a tutorial.
4. To play an online tutorial, select **Online Tutorials** to access the Digital Art Solutions Youtube channel.
5. Each installed tutorial will play in the Smart Designer PDF Reader and Media Player. You can resize your player by double-clicking on the video or by dragging the edges of the window with your mouse.
6. After the lesson has completed, you can close the player using the **X** button on the player. You can start, stop and pause a tutorial at any time with the media player controls on the bottom of your player window.



PDF Reader and Media Player

In order to produce artwork in CorelDRAW, there are essential skills. These are the core functions of CorelDRAW. With a little practice, you will quickly master these skills.

Section 4

CorelDRAW Essential Skill Set

This section will cover:

- Opening and Importing Files
- Selecting, Resizing and Grouping
- Grouping and Combining
- Object Order
- Fills and Outlines
- Creating and Editing Text
- Printing Your Files
- Printing Composite Images
- Printing Color Separations
- Saving Your Graphics

Opening and Importing Files

>> *Tip:*

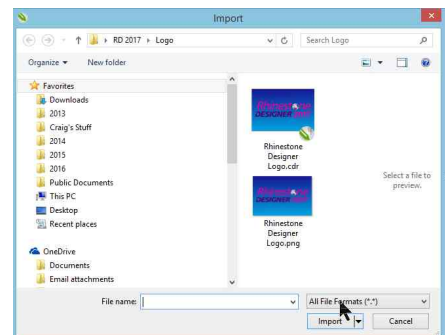
When importing a graphic, hold the space bar down to directly import the graphic without placing it.

Opening and Importing Files

The process of opening a file is used for editing an existing image. The process of importing a file is used for pasting an existing image into a new document. You can open a CorelDRAW (CDR) or Adobe Illustrator (AI) file in CorelDRAW. You can also import a CorelDRAW (CDR) or Adobe Illustrator (AI) directly into a CorelDRAW document. Importing is the function that you will commonly use to import clipart or customer supplied logos. CorelDRAW can import twice as many file types as it can open. Unless you are opening an existing CDR file, it is generally better to use the import function. When you select either the “Import” or “Open” command from the File menu, you will notice several drop down lists in the dialog windows. The “Files of Type” drop down window will display the various import filters that are available to convert your files into a format that is readable by CorelDRAW. “All Files” is the default import filter. This filter will automatically select the correct import filter for your selected file by matching it with the file extension at the end of the filename. Select “All Files” if you are not sure which import filter to use. If you know the correct file type, select the name of the file type from the list.

If you are importing an EPS file, select **ALL FILES**.

Use the **Look In** drop down list to locate the drive or folder that your file is located in, typically your C Drive (main hard disk). Once you select the drive or folder, you will be able to navigate to the file by double clicking on the folder or subfolders displayed in the window. If you do not have the correct import filter selected, the file will not be displayed. For this reason, it is generally a good idea to select the **All Files** option until you locate the file. In the **Import** or **Open** dialog windows, you will notice a check box for **Preview**. CorelDRAW is capable of showing thumbnail previews of many types of file formats. Not all file formats will be previewed in these dialog windows. In the Import dialog, selecting **Import** will import the graphic into the document currently being viewed in CorelDRAW. In the Open dialog, selecting **Open** will open the graphic in a new document.



CorelDRAW Import Window

Selecting, Resizing and Moving

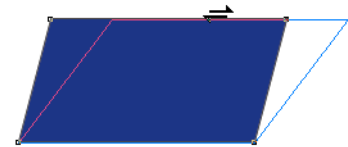
>> *Tip:*

Double-click on the **X** in the center of any selected object to access the rotation handles. Click on any corner of the object to rotate it. Hold down your **Ctrl** key to restrain the rotation in 15 degree increments. Select and drag the middle control handles to slant an object.

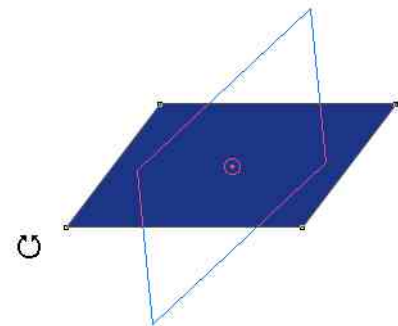
Selecting, Resizing and Moving Objects

Selecting, resizing and moving objects are the main functions of your pick tool (arrow icon at the top of your Toolbox). When you select this tool with your mouse cursor, you will be able to select individual objects by clicking on them with the pick tool. Once an object or group of objects is selected, a boundary box will be displayed around the object. This boundary box will have 8 small squares with an **X** in the middle. By selecting any of the squares with the pick tool and holding down your left mouse button you will be able to resize the object by dragging your mouse across the screen. Any corner square will enable you to resize an object in proportion. Any of the middle squares will enable you to resize an object's length or width. If you hold down your **Shift** key while resizing an object, the object will be resized from the center of the object. The size of your selected object or objects will be displayed on the Property Bar. You can also manually enter a size for a selected object by entering the width or height parameter on the Property Bar.

You can also select an object or group of objects by marquis selection. In order to "marquis" select an object or group of objects, select your pick tool and hold down your left mouse button while dragging a selection box around the object or objects. Every object inside the selection box will be selected provided you encapsulate it completely. If you hold your **Alt** key down, you can select an object by marquis selecting any portion of an object. To select every object in your drawing area, double click your left mouse button on the Pick tool icon in your Toolbox. To move an object(s), simply select it, hold down your left mouse button over the **X** in the center of the object(s) and drag it across the screen. When you let go of your left mouse button, the object(s) will be placed in a new location. If you would like to constrain the object in a vertical or horizontal plane, simply hold down your **Ctrl** key while dragging the object.



Slanted Object



Rotated Object

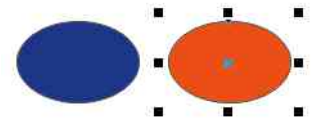
Grouping and Combining

>> *Tip:*

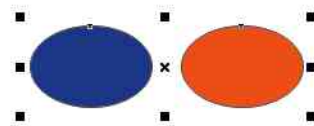
Double-click on your **Pick** tool to select every object on your page. You can also select **Ctrl A** on your keyboard to select all objects.

Grouping and Ungrouping

In CorelDRAW, most graphics are composed of multiple objects including lines of text, logos or clip art. Multiple objects can be grouped together. This will allow you to move or resize a group of objects by selecting only one object in the group. The easiest way to group multiple objects is to marquis select by dragging a box around them and selecting the **Group** command or icon on the **Property Bar**. You may also hold down your **Shift** key to select multiple objects and then press the **Ctrl** and **G** keys simultaneously on your keyboard. To ungroup multiple objects, select the group with your Pick tool and select the **Ungroup** command or icon on the Property Bar. You can also select the group and select **Ctrl** and **U** simultaneously on your keyboard. You will also notice the **Ungroup All** icon or command on your Property Bar. This command will ungroup your object into every individual object used to create the object. In the case of a complex clip art image, you could have several hundred objects. Be careful when using the **Ungroup All** command. If you accidentally ungroup everything in your object, you can select **Ctrl** and **Z** simultaneously on your keyboard to undo your mistake. Pressing **Ctrl Z** multiple times will undo each of your previous commands or moves. Another easy way to ungroup and group objects is to use your right mouse-click options when two or more objects are selected.



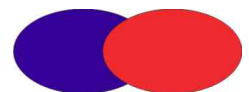
Ungrouped Objects



Grouped Objects

Combining and Breaking Apart

In CorelDRAW, grouping and combining are completely unrelated functions. Multiple objects can be grouped together so that they can be selected as one object. When objects are combined, their vectors lines become combined into a single object. This may change the appearance of an object. When two objects that are sitting on top of each other are combined, any intersecting areas will result in a transparent area with no fill properties. The objects will also merge into a single color. This will allow you to move or resize a group of objects by selecting only one object in the group. The easiest way to combine multiple objects is to marquis select by dragging a box around them and selecting the **Combine** command or icon on the Property Bar. You may also hold down your **Shift** key to select multiple objects and then press the **Ctrl** and **L** keys simultaneously on your keyboard. To break apart multiple objects, select the group with your Pick Tool and select the **Break Apart** command or icon on the Property Bar. You can also select the group and press **Ctrl** and **K** simultaneously on your keyboard.



Uncombined Objects



Combined Objects

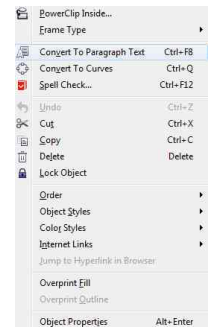
Object Order

>> *Tip:*

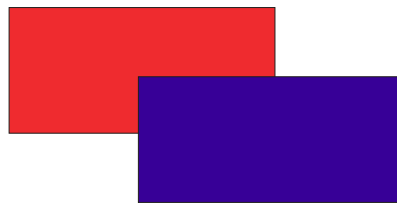
A basic knowledge of the CoreIDRAW tools is essential in order to manipulate objects. There are many keyboard shortcuts and tips for these tools in the tip sheets in the Tutorials and PDF Files docker.

Object Order

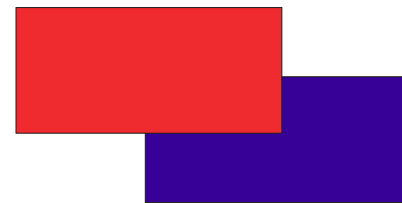
Each object in the CoreIDRAW drawing area will be created in a specific order. Think of it like a stack of pancakes with each object sitting on top of each other on a different layer. When you are manipulating objects, you may need to change the order of an object in order to prevent it from blocking the appearance of another object. A large object directly on top of a smaller object will cause the smaller object to disappear. The easiest way to change the object order of an object is to select it with the pick tool and press the command or icon for **To Front** or **To Back** on the Property Bar. You can select an object behind another object by holding down your **Alt** key while selecting through the object. By pressing the **Shift** and **Page Up** or **Page Down** keys on your keyboard, you can change the object order of a selected object. You can also use your right mouse button to change object order by selecting the **Order** options. Object order is a fundamental principle of manipulating objects in CoreIDRAW. With a little practice, it is a very straightforward process.



Right Mouse-click Commands



Blue on Top of Red



Red on Top of Blue

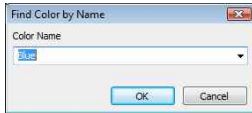
Fills and Outlines

>> **Tip:**

Hold your **Pick** tool on top of a color in the color palette to show all of the tints (shades) of a color. You can then select a tint from between 0 and 100 percent from the Tint flyout. To select a color by name, double-click on a color in the color palette with your **Shift** key selected and type in the name when prompted.



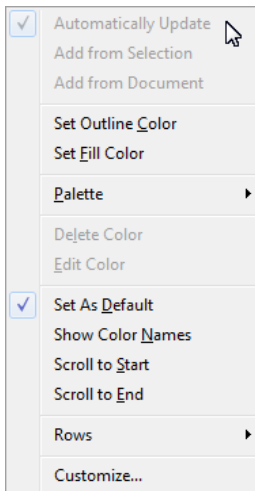
Tint Flyout



Find Color by Name

>> **Tip:**

Right mouse-click on the top of your Color Palette to set it as your default palette. This assures that your selected palette will appear in every function that has color options.



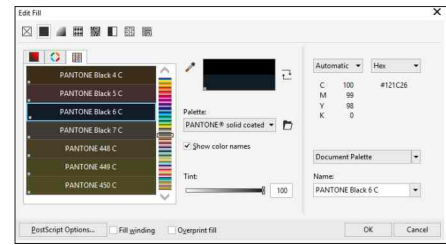
Color Palette Options

Fills and Outlines

Every vector object in CorelDRAW can be colored with either a fill or outline. A fill color will fill up the center of a vector object. An outline will create a line of color around the vector lines in an object. Outline colors will be placed directly over the middle of the vector line with half of the outline being displayed on one side of the line and the other half of the outline being displayed on the other side of the line. There are numerous methods for changing both the fill and outline of an object. In order to change a fill or outline color for any part of a vector object, the object must be ungrouped. Ungrouping the object is always the first step for recoloring a vector clip art image or logo. Once the object is ungrouped, you may recolor each color or object in the image.

Changing Fill Colors

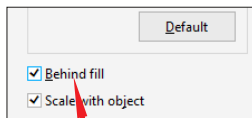
The easiest way to change a fill color is to select the object or section of the object with the Pick Tool. Once the object or section is selected, click on a color in the color palette with your left mouse button using the Pick Tool. You can also drag and drop a color onto an object by holding your left mouse button on top of the color and dragging a colored square on top of the object or section. A solid box will appear indicating that you are changing the fill color. When you release the left mouse button, the fill color will change. If the entire object changes colors as opposed to the desired section, you will need to further ungroup the object. The first color displayed as an **X** in your palette, will make your object transparent. The last color displayed in your palette is solid white. You can also drag a fill color from one object to another by holding down your **Shift** key and using your right mouse button to drag and drop the color from one object to another. Another easy way to change fill colors, is to right mouse-click on an object and select **Properties**. The options under the Fill Bucket icon will allow you to change all of the fill color properties of a selected object.



Uniform Fill Window

>> Tip:

Outlines in CoreIDRAW will be positioned 50% to either side of the vector line in an object. They will not show up in wireframe view as they are not composed of vector lines. You can position an outline behind an object by right mouse-clicking on the object and selecting **Properties**. The **Object Properties** docker will appear. Place a check next to the **Behind Fill** option. In the **Object Properties** docker, you can also set an outline to scale with the image so that the outline width changes as the object is resized.

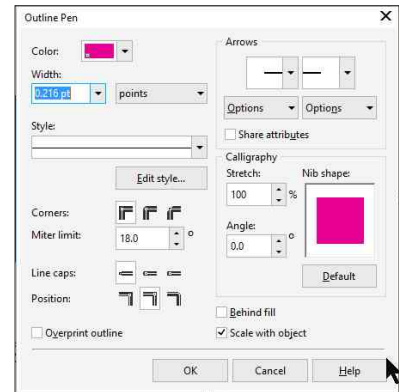


Outline Options

Changing Outline Colors

The easiest way to change an outline color is to select the perimeter of an object or section of the object with the Pick Tool. Once the object or section is selected, click on a color in the color palette with your right mouse button using the Pick Tool. You can also drag and drop an outline color onto an object by holding your left mouse button on top of the color and dragging the colored square onto the perimeter of the object or section. A hollow box will appear indicating that you are changing the outline color. When you release the left mouse button the outline color will change.

If the entire object changes outline colors as opposed to the desired section, you will need to further ungroup the object. The first color displayed as an **X** in your palette, will make your outline transparent. The last color displayed in your palette is solid white. You can also drag an outline color from one object to another by holding down your **Alt** key and using your right mouse button to drag and drop the color from one object to another. Another easy way to change outline colors, is to right mouse-click on an object and select **Properties**. The options under the Pen icon will allow you to change all of the outline color properties of a selected object.



Outline Properties

Creating and Editing Text

>> *Tip:*

Text has specific properties that can be edited with the Shape Tool. Simply click on an object with the **Shape Tool** to manipulate properties such as text spacing (kerning) or line spacing (leading).



Editing Text Spacing with Shape Tool

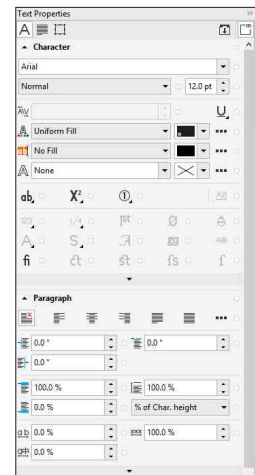
Creating and Editing Text

There are two basic types of text in CorelDRAW, paragraph text and artistic text. Artistic text is composed of a line or lines of text. Paragraph text is text that is placed inside a text box. Paragraph text has more formatting options and is suitable for paragraphs. Artistic text has fewer formatting options and is suitable for shorter lines of text.

Creating and Editing Artistic Text

The easiest method for creating a line of artistic text is to select the Text Tool (**A** icon) from the Toolbox. After selecting the tool you can insert a starting point by clicking on an insertion point in your drawing area with your left mouse button. When you start typing, your text will appear after the insertion point. To start another line, press the **Enter** key on your keyboard. To change the font style or font size, with the text selected, choose a font or font size from the drop down lists on the Property Bar with the Pick Tool. You can access the Text Properties docker from the **Text** menu in CorelDRAW. This docker will give you all of the text formatting options in a single location.

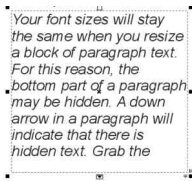
By selecting the text with the Shape Tool (arrow pointing at the dotted line icon) you can change the spacing, size and colors of individual characters in the text. After selecting the line of text object with the Shape Tool, two arrows will appear. Select the left arrow to change the spacing between lines (leading). Select the right arrow to change the spacing between letters (kerning). Select the white box next to a letter to reposition the letters with the arrow keys or change the color of an individual letter from the color palette. Hold down the **Shift** key to select multiple letters. Hold down the left mouse button on a selected box to drag the letter(s) into a new position. Hold down the **Control** key to constrain the letter(s) horizontally or vertically while repositioning. Text properties can be copied from one object to another. Right mouse click on a text object, hold the right mouse button down and drag the text over the top of another text object. When the bombsite icon appears, release the mouse button to copy properties. Artistic text can be placed on a path such as a circle or line to create an arched effect. Artistic text can also be placed inside a text envelope to create a shape. A text envelope will constrain the text shape regardless of the number of characters in the text. For example, the word "IOWA" inside a flat top arch will take up the same amount of space as the word "MISSISSIPPI" inside the same arch.



Text Properties Docker

>> Tip:

Your font sizes will stay the same when you resize a block of paragraph text. For this reason, the bottom part of a paragraph may be hidden. A down arrow in a paragraph will indicate that there is hidden text. Grab the bottom of the paragraph box and drag it to reveal the hidden text.



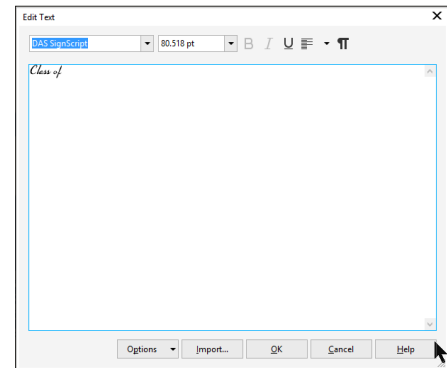
Hidden Paragraph Text

Creating and Editing Paragraph Text

The easiest method for creating paragraph text is to select the Text Tool (**A** icon) from the Toolbox. After selecting the Text Tool you can create a text box by pressing your left mouse button down in the drawing area and dragging the cursor down and to the right. When you release your cursor, a text box will be created. A text insertion point will be placed in the upper left corner of your text box. When you start typing, your text will appear after the insertion point. To start another line, press the **Enter** key on your keyboard. To change the font style or font size, highlight your text by inserting your cursor directly in front of the text and holding down your left mouse button while dragging the cursor over the text. When you release the left mouse button, your text will be highlighted.

After highlighting the text, select a font or font size from the drop down lists on the Property Bar. Since the Property Bar is context sensitive, it will always suggest available editing options when text is selected. You can also access a wider variety of formatting options by highlighting or selecting the text and pressing **Ctrl, Shift** and **T** simultaneously on your keyboard. The Edit Text window that appears will give you formatting options similar to a word processing program.

With a little trial and error, learning to create and edit text in CoreIDRAW is fairly straightforward. You can access a Text Properties docker from the **Text** menu in CoreIDRAW. This docker will give you all of the paragraph formatting options in a single location.



Text Formatting
Options in CoreIDRAW

Printing Your Files

>> **Tip:**

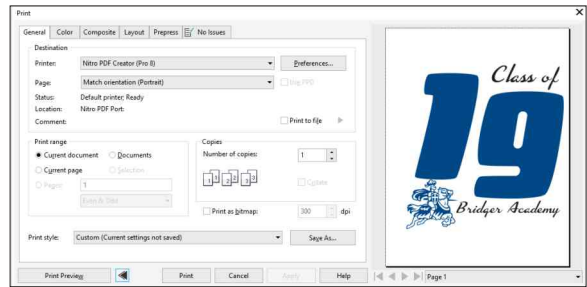
CorelDRAW has a Device Independent PostScript driver option at the top of the print driver list in the Print Window. PostScript options are not available unless a PostScript compatible driver is selected. If you do not have a PostScript compatible printer, this option can be selected to access PostScript options for screen printing halftones.

Printing Your Files

There are two basic types of printing from CorelDRAW - composite printing and separations printing. When you print a composite of an image, you are printing out the entire image onto one printed document. When you print

separations, you are printing out

a solid black image corresponding to each spot or process color represented in the image. If you have a three color U.S. flag, you would print out a black separation for red, white, and blue. These separations would be used to create screens for screen printing or plates for commercial printing. Most vector graphics will print quickly with smooth clean lines. Bitmaps graphics will take longer to print and the quality is dependant upon the resolution. High-resolution bitmap files may cause a printer error depending upon the amount of RAM (internal memory) installed on your printer. There are many advantages to using vector graphics, including the ease and speed of printing.



CorelDRAW Print Window

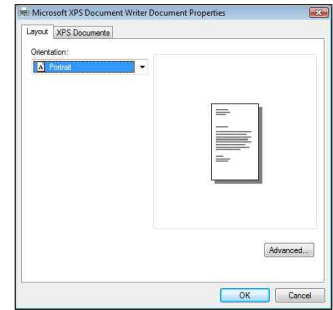
Printing Composite Images

>> **Tip:**

Select the **Layout** option in the CorelDRAW **Print** window to adjust your layout settings. Click the option for **Fit to Page**, to force your entire graphic to print on the selected page size.

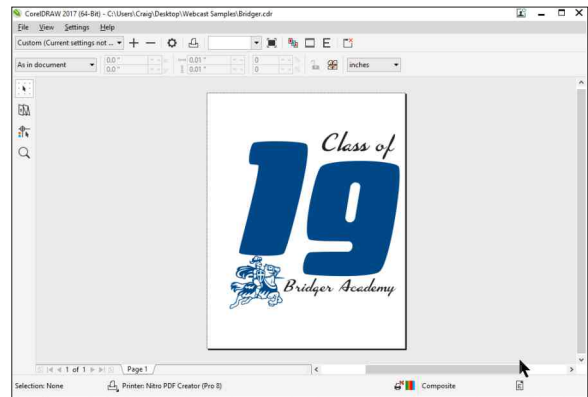
Printing a Composite Image

Before printing, you must make sure that your entire image is placed on the work page in your drawing area. If the image is placed too close to the edges of the page, your printer may not be capable of printing the entire image. You may need to reduce the size of your image to fit it within the available margins for your printer. Select **Show/Printable Area** from your **View** menu to preview the printable area for the printer driver you currently have selected. After positioning the image on your printable area, select **Print** from your **File** menu. You may be prompted with the message “Printer paper orientation does not match one or more document pages.” In this case CorelDRAW will give you the option of adjusting the paper orientation automatically by clicking on **Yes**.



Print Driver Properties

After the print window appears, select the driver for your printer from the drop down list. The print window has multiple tabs across the top of the window. The **General** and **Layout** tabs will allow you to adjust your printing parameters. The **Properties** button will allow you to access the printing parameters that are specific to the printer driver you have selected. After adjusting your printing parameters, you may preview the printed image by selecting the **Print Preview** button. You can either print directly from the **Print Preview** window by clicking on the printer icon, or close the print preview window, and select the **Print** button in the main print window.



Print Preview Window

Printing Color Separations

>> Tip:

Smart Designer Pro has powerful features for converting vector images into spot colors and reducing colors. These features are located in the Templates function in Command Center under Templates.

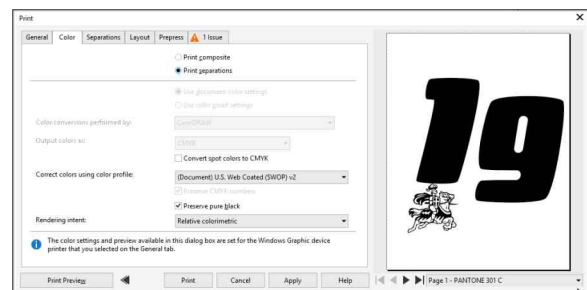
Printing Spot Color Separations

The main objective of this section is to give you a general concept of how spot color separations are created and output. This will help you to anticipate and correct problems should you decide to send an electronic artwork file to an outside supplier for screen printing. The key to printing spot color separations is coloring your graphic using colors from a spot color palette. If you use a process color palette, you will need to recolor your graphic with spot colors. This requires you to select a spot color palette in CorelDRAW from the **Color Palette Browser** by selecting the **Windows** menu and the Color Palettes/Color Palette Browser. The preferred palette for spot color printing is **Pantone Solid Coated**.

Provided you have colored your graphic using spot colors, printing spot color separations is a snap. If you have any bitmap images in your graphic, they will automatically print as process color separations (CMYK). Before printing spot color separations, you will need to convert any bitmap files to vector format and recolor the image using spot colors. For this reason, color photographs are always printed using process colors as opposed to spot colors. Spot color separations are for solid colors and shades of solid colors (halftones). Process color separations are for graphics with a large number of colors such as photographs and complex multicolor vector graphics.

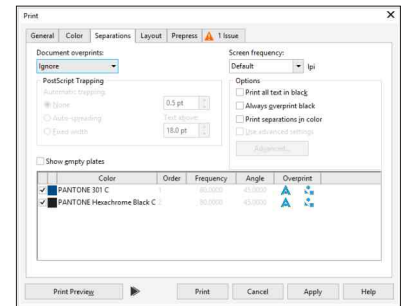
After coloring your graphic with spot colors, select **Print** from your **File** menu. The printing setup procedure for spot color separations is the same as for composite printing with one extra procedure. After you set up the printing parameters for your printer using the General and Layout tabs, select the

Color tab. Check the **Print Separations** box. If the colors Cyan, Magenta or Yellow are checked in the list of colors in the **Separations** tab, you have process colors in your graphic. You will need to recolor your image with spot colors. If Black, or spot color names are checked in your list of colors, you are ready to print spot color separations. The **Advanced** button will only be highlighted if you have a PostScript compatible printer capable of printing halftones (shades of colors composed of tiny dots).



Print Window Separations Options

You can preview your color separations by selecting the **Print Preview** button. The Print Preview dialog will show you one page per color in your separation. To view each page, use the left and right arrow buttons at the bottom left corner of the window to scroll through the pages. By default, your outline colors will be Process Black unless you have removed the outlines from your objects or re-colored your design. If you do not want black outlines, you will need to remove the outlines by selecting each object and choosing the **X** color as your outline color from the color palette. Select the printer icon to print your color separations. The printer will output a page containing a black positive for each color in the design. A five-color design with five spot colors will produce five pages of color separations. Color separations are usually printed on a laser printer using a special paper called vellum or on an inkjet printer using film. These vellum or film positives are then used to create screens for screen printing.



Advanced Separations Settings

Saving Your Graphics

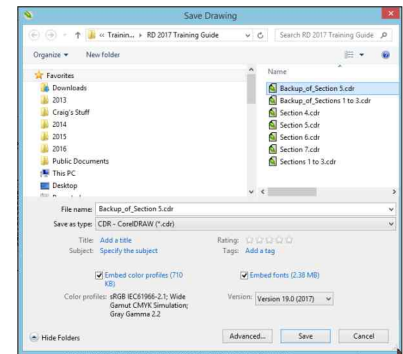
>> *Tip:*

If you want to save a copy of your design before making changes, create a second page in your document and copy the original onto the second page. Right mouse-click on the page tab at the bottom of your CorelDRAW workspace to add additional pages.



Saving Your Graphics

There are two methods for saving a graphic in CorelDRAW, Save or Save As. You will use the Save command to save a new graphic or update changes made to an existing graphic. You will use the Save As command to save a copy of an existing graphic. Both of these functions work in an identical manner. Typically you would use the Save As command if you have made changes to a graphic and do not wish to modify the original graphic. The Save As command is useful for saving different versions of a graphic.



Save Window

Save

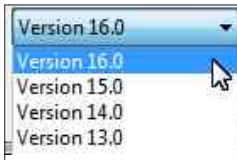
Saving is a relatively easy and straightforward process. Simply select **Save** from your **File** menu. The **Save** window has several options. The **Save in** drop down list will help you to locate the drive or folder where you will save your graphic. You can double click on an existing folder or create a new folder inside a drive or directory by clicking on the **New Folder** icon. It is important to save your files in a folder that is convenient to locate. A folder titled **My Art** inside your main hard drive would be a good choice.

The **File Name** box will allow you to name your file. You do not need to put a file extension (.cdr) on the end of your file, as CorelDRAW will do this automatically. It is a good idea to name your files so they can be easily recognized without opening the file, for example **Proposal**. By default, the file will be saved in the CorelDRAW version that you are using. Do not save the file in a lower version of CorelDRAW. You can use the Save As function to save the file in a lower version if you need to transfer the file to an outside supplier. The default “10K color thumbnail” setting will allow you to preview the file using the Open or Import functions in CorelDRAW.

Leave all of the other boxes unchecked, except for **Embed Fonts using TrueDoc** under **Options**. TrueDoc will enable you to embed every font used in your graphic directly into the file. This is extremely useful if the file is opened on another computer that does not have the same fonts installed. If you do not use this feature, CorelDRAW will ask you to substitute another font if the correct fonts are not available. Font substitution can drastically alter the appearance of your graphics, so embedding fonts is an excellent idea. Click on **Save** to save your document to the selected directory.

>> *Tip:*

The Save As function can be used to save a version of your graphics in an older version of CorelDRAW. This is useful if you are transferring an image to an outside supplier that has an older version of CorelDRAW.



*Version Options
in CorelDRAW*

Save As

Use the same procedure as the Save command. You must name the new file differently from your original file. If you do not use a different name, you will be prompted to replace the original file with a new file. If you replace the original file with the new file, your original file will be lost forever. Adding a number to the end of the original file name is a good choice to insure that you do not overwrite the original file. If you are planning to use the Save As command to send a copy of a file to an outside supplier, you might consider saving the file in a lower version of CorelDRAW. Select **Version X4** from the Version drop down list to insure compatibility with the older versions of CorelDRAW.

Section 5

The Smart Designer User Interface

This section will cover:

- The Smart Designer User Interface
- Dockers
- Launching Smart Designer

The Smart Designer User Interface

Toolbar Icons

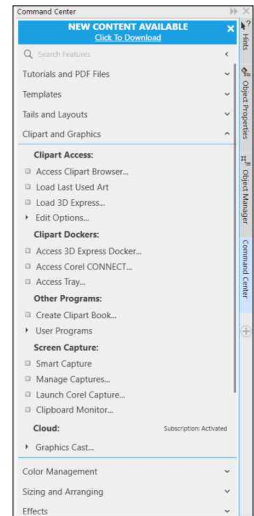


Command Center



Radial Menu

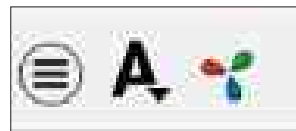
Smart Designer uses a unique docker technology that was introduced by Corel Corporation with CorelDRAW X7. Smart Designer does not run as a separate application from CorelDRAW. Instead, Smart Designer's features are available as dockers inside of CorelDRAW. This enables Smart Designer to seamlessly integrate with CorelDRAW. The Smart Designer Command Center Docker enables you to select a feature in Smart Designer. The Command Center is a docker located at the right of the CorelDRAW workspace. Like any other CorelDRAW docker, it can be expanded or minimized by selecting the arrows at the top of the docker. The docker can be closed by clicking on the **X** on the **Command Center** tab. It can be re-opened by selecting the **Petals** icon from the **Smart Designer Toolbar**.



Command Center Docker

Launching Features with the Toolbar Icons

A set of Smart Designer icons is located on the Smart Designer toolbar. The Petals icon can be used to open the Smart Designer Command Center docker. The other radial menu can be used to access popular features. The Smart Designer toolbar is a convenient way of accessing Smart Designer's most popular features.



Smart Designer Pro Toolbar

Dockers

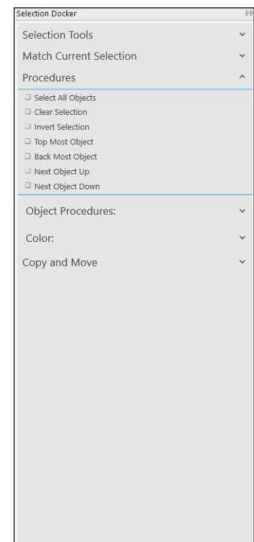
>> *Tip:*

You can reset your workspace in CoreIDRAW by selecting **F8** when you launch CoreIDRAW.

Some Smart Designer features are activated as a docker when selected, exactly like the dockers in CoreIDRAW. Multiple dockers can be open at the same time. You can select a docker's tab to switch between functions when several dockers are open. To close a docker, click on the **X** icon. If you plan on accessing a function frequently, you can leave a docker open. Docker tabs will allow you to switch between various windows or applications by selecting a desired tab.

Resetting Dockers In CoreIDRAW

It is possible to accidentally undock a docker. You can also stack dockers on top of each other or create multiple columns of dockers. You can drag a docker back into its original position by selecting the title bar of the docker and dragging it with the left mouse button depressed. When you see a rectangle appear, let go of your left mouse button to relocate the docker. You can also double-click on the title bar of a docker if you accidentally undock it.



Selection Docker



Dockers with Multiple Columns



Stacked Dockers

Tutorials Docker

The Tutorials Docker can be accessed by selecting **Tips and Tutorials** from the **Tips and Tutorials** section in the **Command Center** docker. This docker will give you access to a variety of interactive video tutorials on various topics.

Docker Options

You can customize the way the Command Center docker behaves by changing settings under **Options/Docker Look and Behavior** in the Command Center.

Animate Expanders: Produces an animated transition when a docker expands.

Expand Multiple Groups: Enables multiple dockers to be expanded at the same time.

Toggle Dockers: Changes how dockers load when they are selected.

Launching Smart Designer



CorelDRAW
Desktop Icon

Smart Designer will not interfere with the normal operation of CorelDRAW. Instead, Smart Designer will add numerous features and enhancements to the CorelDRAW workspace. After installing Smart Designer, you will still launch CorelDRAW normally. However, if you wish to access Smart Designer's features, you will have to launch the Smart Designer Command Center docker from the Smart Designer Toolbar.

Launching Smart Designer and CorelDRAW

Steps to Follow

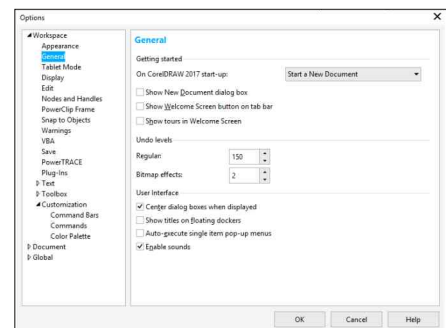
Note: When you installed Smart Designer, you were prompted to reset your workspace. If you declined this option, you will need to reset your workspace the first time you launch CorelDRAW. Press **F8** on your keyboard while launching CorelDRAW. You will be prompted to overwrite your current workspace, select **Yes**. You can backup your current workspace by selecting, **Tools/Customization/ Workspace and Export**.

1. After installing CorelDRAW, a CorelDRAW icon will appear on the desktop of your computer.
2. Smart Designer does not load as a separate program. Instead, the features of Smart Designer are integrated with CorelDRAW via the Smart Designer Command Center Docker. If this docker is not visible on the right side of your CorelDRAW workspace, select the **Petals** icon on the **Smart Designer Toolbar**.



Disabling the CorelDRAW Welcome Screen:

You can disable the CorelDRAW Welcome Screen by selecting **Options** from the **Tools** menu in **CorelDRAW**. Once the **Options** window opens, select **General** from the **Workspace** options. In the **On CorelDRAW Startup** drop down list, select **Start New document**. Click **OK** to exit the options window. From the **Tools** menu in **CorelDRAW**, select **Save Settings as Default** to save your workspace settings. The CorelDRAW Welcome Screen will no longer appear at startup. If you want to view the CorelDRAW Welcome Screen, select **Welcome Screen** from the **Help** menu.



General Options

The following set of lessons will walk you through a variety of common production tasks. Each lesson in this section will build on the previous tutorial. We strongly recommend practicing the lessons in order to understand the progression of each set of steps.

Section 6

Mastering the Basics

This section will cover:

- ❑ Setting Up Your Workspace
- ❑ Editing a Smart Template
- ❑ Re-coloring a Template
- ❑ Printing Color Separations from a Template
- ❑ Creating a Sales Sheet
- ❑ Creating a PDF File
- ❑ Exporting an EPS File

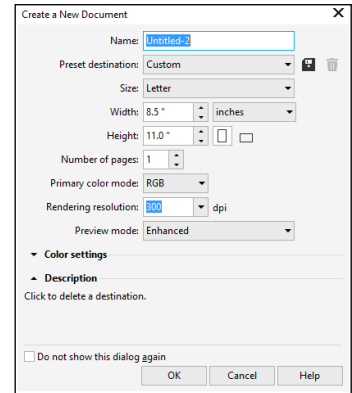
Setting Up Your Workspace

After installing your software, you will need to customize your CorelDRAW workspace using the following instructions.

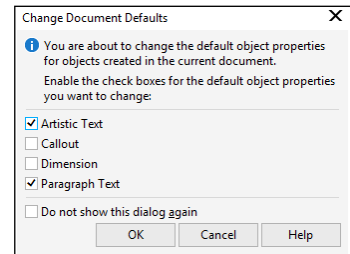
1. Launch CorelDRAW, **when the Welcome Screen** appears, click on the X in the Welcome Screen tab to close the Welcome Screen. Select **Ctrl N** on your keyboard to open a new document . When the **New Document** dialogue box opens, select your preferred page size and orientation. Select **RGB** under **Primary Color Mode** and **300** under **Rendering Resolution**. Click on **OK**.
2. Your new document should be completely blank. Select the **Text Tool** and choose your preferred font from the drop down font list in CorelDRAW. The default font for CorelDRAW is Arial.
3. The Text Attributes window will appear. Make sure **Artistic Text** and **Paragraph Text** are checked. Click on **OK**. Your new default font will now be Arial. You can repeat this process to choose another font size as your default.
4. Select the **Text Tool** and choose **100** from the drop down font size list.
5. The Text Attributes window will appear. Make sure only **Artistic Text** is checked and **Paragraph Text** is un-checked. Click on **OK**. Your new default font size will now be 100 points. 100 points is the same as 1 inch.
6. The default RGB color palette is not recommended. Left mouse click at the top of the palette on the arrow. Select **Palette** and **Close** to close the Corel default RGB palette.

Note: The **Pantone Solid Coated** color palette is the best choice for most imprinting processes.

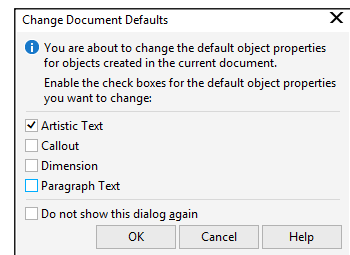
7. Select the **Color Management** section from the **Smart Designer Pro Command Center** and choose **Pantone Solid Coated** from the **Color Palettes** list. The palette will now appear on the right side of your workspace. Left mouse click at the top of the palette on the arrow. Select **Set as Default** to make this palette your default color palette.



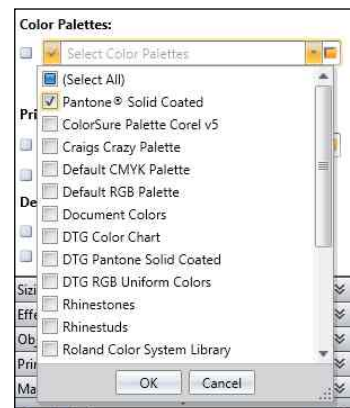
New Document Dialog Box



Default Font Settings

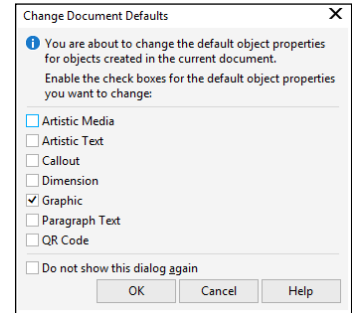


Default Artistic Text Font Size



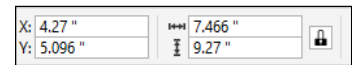
Pantone Solid Coated Default Font Setting in Smart Designer Pro Color Management Section

8. You will want to change your default color for all of the object tools including the Bezier Tool, Rectangle Tool, Ellipse Tool, Basic Shapes Tool to Pantone Process Black C (2nd black color listed in the Pantone solid coated palette). With nothing selected in your document select the **Rectangle** tool and right mouse-click on the color to change the default outline color to **Pantone Process Black C** for all of your tools. With nothing selected in your document, select the **Text** tool and left mouse-click on the color to change the default fill color to **Pantone Process Black C** for your **Text** tool. This is the same black that is used in Digital Art Solutions clipart and templates.



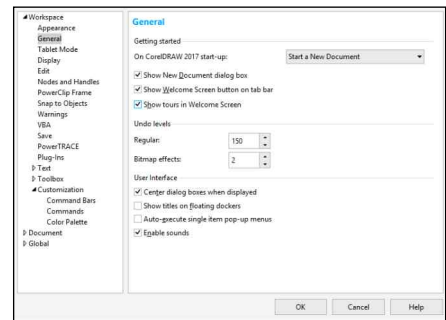
Default Object Outline Setting

9. Type in a line of text, select the **Lock Ratio** button on the CorelDRAW **Property Bar**. This will enable you to size objects and text proportionally.



Lock Ratio Button

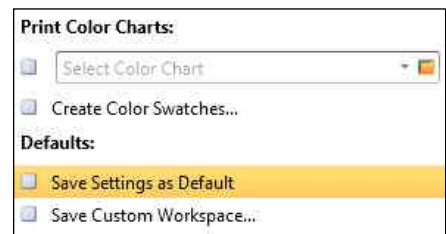
10. From the **Tools** menu in CorelDRAW, select **Customization** and highlight the **General** option under **Workspace**. Select **Start a New Document** from the **On CorelDRAW Startup** drop down list. We recommend unchecking **Show Welcome Screen** and **Show Tours** options. If you do not want to see the **Show New Document Dialog box** option, uncheck this option.



General Customization Settings

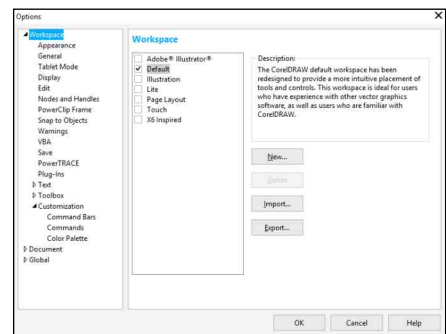
11. After making the changes to your workspace, you must save your settings as defaults for any new documents. If you do not, any new document will retain the original CorelDRAW defaults.

12. Select **Save Settings as Defaults** from the **Color Management** section in the **Smart Designer Command Center** docker.



Save Settings as Default Option

Note: You can save a copy of any custom workspace that you setup by selecting **Save Custom Workspace** from the **Color Management** section in the **Smart Designer Command Center** docker. Highlight the **Workspace** option and click on **New** to create and save a new custom workspace. Custom workspaces will not be removed if you uninstall and reinstall CorelDRAW. This is a good method for backing up your favorite workspace in case you have to restore your workspace to the CorelDRAW defaults.



Save Custom Workspace Dialogue Window

Editing a Smart Template

>> **Note:**

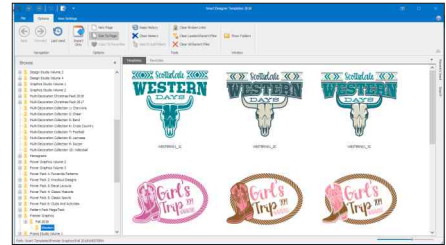
After activating Smart Designer, you must install the Smart Templates from each of your art volumes. Please consult page 12 for instructions. Some templates were installed during the installation of Smart Designer.

The following tutorial lesson will show you how to access and edit a Smart Template.

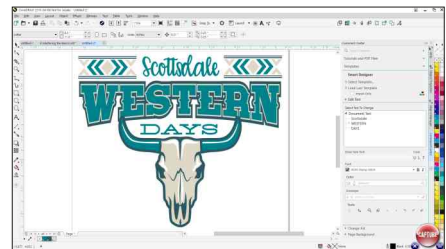
Editing a Smart Template

Steps to Follow

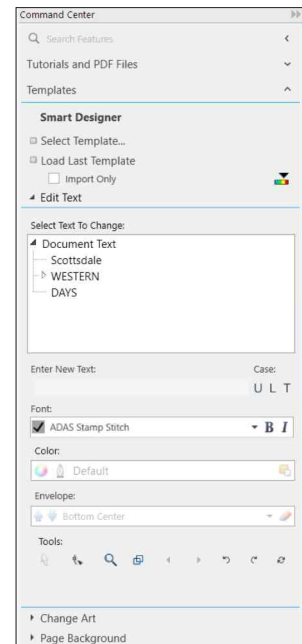
1. After launching CorelDRAW, choose **Select Templates** from the **Templates** section in the **Smart Designer Command Center** docker.
2. After the Graphics Browser opens, select a **category** from the categories list to the left of your screen.
3. Double click on a thumbnail preview of a template to begin the editing process. The template will open in your current document.
4. In the **Command Center** docker, highlight a line of text in the **Edit Text** section of the Templates tab, and type in the new text values in the **Enter New Text** field.
5. You can select a different font for the text from the **Select Font** drop down list.
6. Place a check next to **Upper Case** if you would like to convert the text to all upper case characters.
7. After editing each text value, select the **Change Art** tab. Any object that is highlighted in this list will be selected in your document. This indicates that the graphical element can be changed.
8. After selecting a graphical element, choose **Graphics Browser** from the **Select Art From** drop down list (this is the default option).
9. Click on the **Select** button to open the **Graphics Browser**.



Template Browser



Template Editor

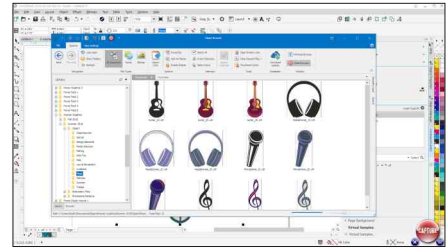


Text Options

>> Note:

If the original font in the template is substituted when the templates opens in CorelDRAW, the font for that template is not installed. Please follow the instructions in the front pages of your art volume for installing fonts.

10. After the Browser opens, you can use the **Browse** function or keyword search to locate a clipart image on your computer.
11. Once you locate an image, double-click on the image to replace the image in your template.
12. After the image has been replaced, you can use the **Pick** tool (arrow tool) to select and reposition the clipart.
13. You can repeat this process for additional graphical elements in your template.
14. Click on the **Save** icon on your toolbar to open the **Save Drawing** feature.
15. Navigate to your **Documents** folder and click on the **New Folder** icon to create a new folder and name it **My Art**.
16. Type the file name in the **File Name** field.
17. Click on the **Save** button to save the document to your hard drive in the **My Art** folder.



Clipart Browser

Re-coloring a Template

>> Note:

The **Color Styles** feature in CorelDRAW is a useful tool for re-coloring artwork. You can access this feature by selecting **Color Styles** from the **Tools** menu in CorelDRAW. Drag and drop the graphic onto the **Color Styles** docker to edit the colors.

The following tutorial lesson will show you how to re-color a template and create spot color separations for Screen Printing.

Re-coloring a Template

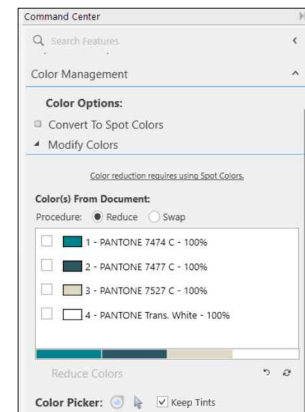
Steps to Follow

1. After editing the template, you can easily assign new colors to the template.

2. Select the **Expand Color Management** button under **Edit Text**. Under **Color Options**, select **Modify Colors**. Place a check next to each color that you would like to retain. All checked colors will be consolidated. Select **Reduce Colors** to reduce colors.



Note: If the **Keep Tints** option is checked, when colors are combined, any colors that are tinted (shades) retain their tint when reassigned to a new color. A shade is called a Tint in CorelDRAW and is represented by a percentage of a color between 0% and 100%. Tints are always lighter than the original color.



Modify Color Section in Property Editor

3. You can also reassign colors using the **Dropper** tool in the **Modify Colors** feature. Select the **Dropper** tool and select a color in your graphic. A window will pop up that will enable you to choose a new color. If you select a color that is not a **Pantone** spot color, you will be prompted to convert the color to a **Pantone** color before applying the color changes. The reduction feature requires **Pantone** colors in order to utilize tints. The corresponding color palette in CorelDRAW is the **Pantone Solid Coated** palette. Select **Pantone solid coated** from **Color Palettes** options in the **Windows** menu in CorelDRAW to set your palette.
4. Select a new color and click on **OK**.



>> Tip:

In many instances different colors of black are used in different elements in a design. This will result in two colors of black in the color separations. You can use the **Consolidate Blacks** feature in the **Specialized Conversions** section to reduce the number of blacks in the design and create tints of black.

- If you would like to print spot color separations for screen printing, select **Convert to Spot Colors** in **Color Options** to convert the colors in the graphic into spot colors. If you have **Pantone** colors in your graphic, this step is unnecessary.

Note on Manually Editing Colors: You can also re-color the graphic using the editing tools in CoreIDRAW. Select the element with your **Pick** tool (arrow tool). Press **Ctrl U** on your keyboard to ungroup the graphical element. Make sure the individual graphical element is selected and left mouse-click on a new color in your color palette to change the fill color. You can right mouse-click on a color to change the outline color. Press **Ctrl Z** on your keyboard to undo any color changes.

- Click on the **Reload** button to refresh the color list if you have manually edited colors.



"Keep Life FRESH"

Original Graphic



"Keep Life FRESH"

Graphic with after Color Reduction



"Keep Life FRESH"

Graphic After Recoloring with the Eye Dropper Tool

Printing Color Separations from a Template

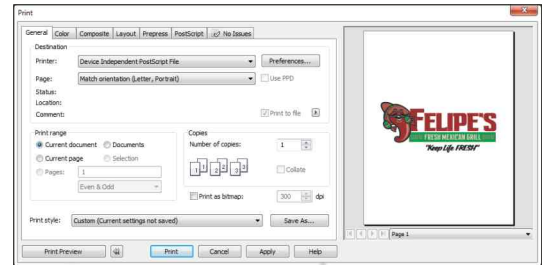
>> Note:

In order to control the size, direction and angle of a halftone, you must have a PostScript compatible printer. Most inkjet printers are not PostScript compatible. This feature is normally associated with high-end laser printers. You will need a PostScript compatible RIP software to output to film from an inkjet printer.

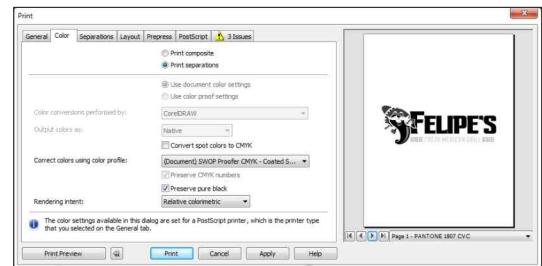
The following tutorial lesson will show you how to print spot color separations for screen printing from your sample template. You will also learn how to configure half-tones using a PostScript compatible printer.

Steps to Follow

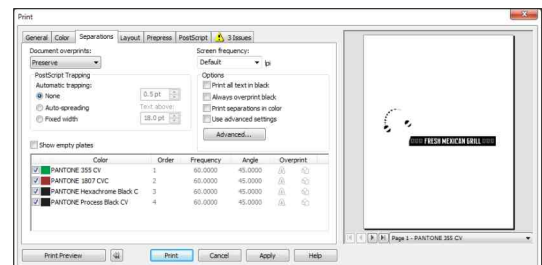
1. After launching CorelDRAW, open the sample file that was re-colored in the previous tutorial.
2. Click on the **Printer** icon to open the CorelDRAW **Print** Window.
3. Select the driver for your separations printer from the drop down list.
4. Click on the small button with the two right-facing arrows in the upper right corner of the **Print** window. This button will expand the window to include a print preview function.
5. Select the **Color** Tab. Select the option for **Print Separations**. Uncheck every other option in this tab except for **Preserve Pure Black**.
6. Select the **Separations** tab and uncheck all of the options. Each spot color in your design will be displayed with a check box next to it. Click on the left and right arrows in the print preview window to view the different separations in the design.
7. Uncheck the box for **Pantone Transparent White** if you are planning to print on a white substrate. This will enable the substrate to show through.



CorelDRAW Print Window



CorelDRAW Color Tab

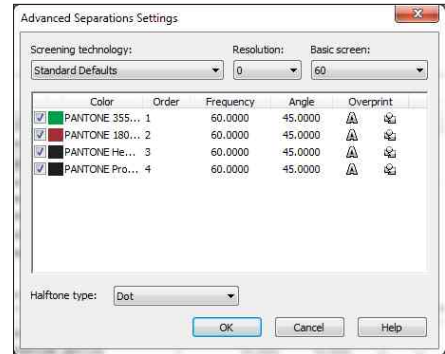


CorelDRAW Separations Tab

>> Tip:

If you have a PostScript printer driver installed for your PostScript compatible printer, you will have access to the **Advanced** button in the Separations tab. This button will be greyed out unless you have selected a PostScript compatible printer driver. This button will open the **Advanced Separations Settings** window. You can change the frequency, angle and type of dot for your halftone pattern in this window.

8. If you have trapped colors using overprinted outlines or overprinted fills, you must make sure to select an **Automatic Trapping** option. If a trapping option is not checked, your separations will not overlap when printed. You can also check the option **Always Overprint Black** to slightly overlap the black positive. All trapping options require a PostScript compatible printer and printer driver in order to output.
9. The **Advanced** button will be available if you have a PostScript compatible printer driver installed. Click on this button to access the **Advanced Separations Settings** window. If you want to adjust halftone settings without a PostScript driver installed, select **Device Independent PostScript File** from the top of the CorelDRAW print driver list. You must select **Use Advanced Options** to change the halftone settings.



Advanced Print Options

10. Load your printer with bond paper, vellum or film and click on the **Print** button. A solid black film positive will be printed for each color in your design. In screen printing, each film positive would be used to burn a separate screen for each color in your design.

Creating a Sales Sheet

>> *Tip:*

Each proposal sheet template has different options for the number of products that can be displayed. The default proposal sheet can display up to 3 different products on the same page. To add more than one product, select the graphic and click on another product blank. Click on the **Add** button to add the product to your layout.

The following tutorial lesson will show you how to place your design on a product blank and create a sales sheet.

Creating a PDF Sales Sheet

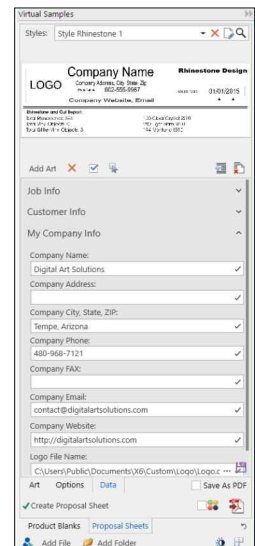
Steps to Follow

1. After launching CorelDRAW, open the sample file that you created in the earlier tutorial.
 2. Select **Virtual Samples** from the **Templates** section in the Smart Designer Command Center docker.
 3. Product blanks will be displayed in order by description.
 4. Select a folder and choose a product blank. Select a color for the product from the **Color** drop down list. Double-click on a product blank to place the design on a product template. You can reposition the design by selecting it with the **Pick** tool.
 5. Select the **Proposals** tab. You can customize the fields in the proposal sheet by selecting the **Data** tab.
 6. Click on the **Add Art** button to add the selected product blank to the proposal sheet. If nothing is selected in your workspace, the entire blank will be added. If an individual product is selected, only that product will be added.
- Note:** Not every data field will be used in every proposal sheet. Only the fields in the proposal sheet will be populated with the form data.
7. Select **Style 2** from the **Proposal Styles** drop down list. Click on the **Create** button to create a sales proposal sheet in a separate document.

Note on Security: You can select the **Convert Blanks to Bitmaps** button to convert the graphic in the virtual sample to a bitmap. This will prevent someone from importing the PDF into a vector editing software and accessing the original vector artwork.



Virtual Samples Docker



Form Data



>> **Tip:**

When using CorelDRAW, you can automatically convert your current document to a PDF file by selecting the **Save as PDF** button in the Virtual Samples docker. This feature will automatically create and save a PDF file on your hard drive. Once the PDF file is created, your default PDF viewer will be launched and the PDF file will be displayed. The disadvantage of using this feature is the lack of custom settings for your PDF file. To fully customize your PDF settings, you should select the **Export to PDF Now** button in the **Virtual Samples** docker.



8. You can create a PDF file after creating the proposal sheet (see the sidebar tip on this page.)

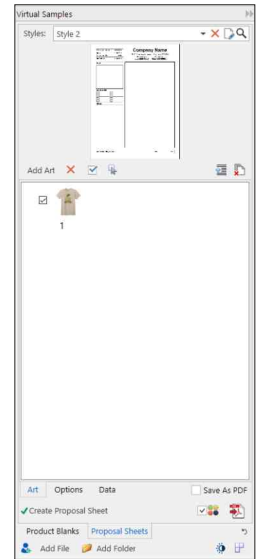
Note: If you select Style 2, the design will be placed in the box in the upper left corner of the proposal sheet.

9. Click on the **Save** icon on your toolbar to open the **Save Drawing** feature.

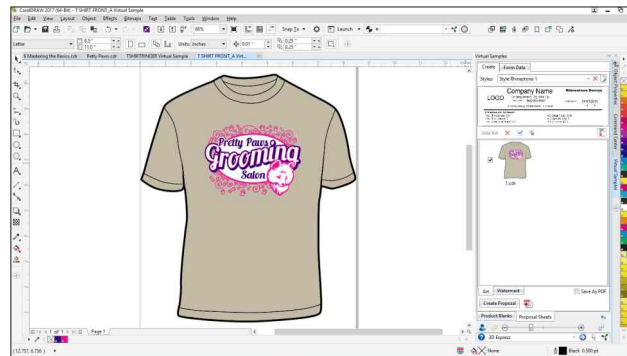
10. Use the **Save In** drop down list to locate your documents folder. Double-click on the **My Art** folder from the previous lesson.

11. Type the file name in the **File Name** field.

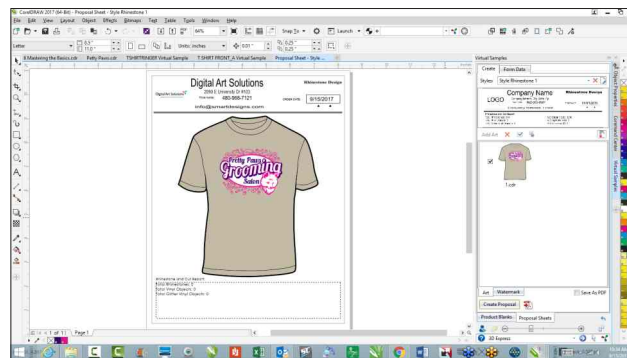
12. Click on the **Save** button to save the document to your hard drive in the **My Art** folder.



Proposal Sheets Tab



Graphic Added to Product



Completed Proposal Sheet

Creating a PDF File

>> Note:

PDF files are the most popular format for distributing documents via email or the web. PDF files can be viewed by anyone with the free Adobe Acrobat Reader software from Adobe (www.adobe.com). Anyone with the reader software can print or view a PDF file on either a Mac or Windows computer.

The following tutorial lesson will show you how to create a PDF file from your custom sales sheet. This PDF file can be used as a sales sheet to solicit new business or as a proof sheet to show your customer what the final design will look like. It is generally recommended that you always include a PDF proof any time you are submitting electronic artwork to an outside supplier. The PDF format is also a reliable format for transferring artwork to someone that is using Adobe products such as Illustrator.

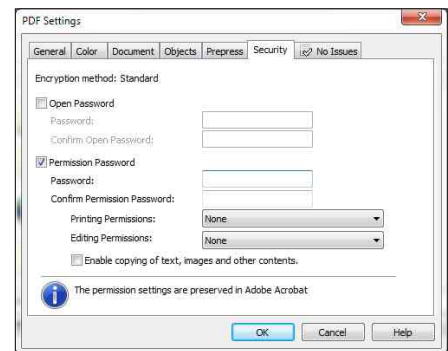
Creating a PDF Sales Sheet

Steps to Follow

1. After launching CorelDRAW, open the proposal sheet file you created in the earlier tutorial. You can also select **Export to PDF Now** from the **Proposal Sheets** tab in the **Virtual Samples** docker.
2. Select **Publish to PDF** from the **File** menu.
3. In CorelDRAW, use the **Save In** feature to navigate to the **My Art** folder. Make sure to name your PDF file.
4. Select **PDF for Editing** in the **PDF Styles** drop down list. This option will create an accurate printable PDF version of your flyer. All spot colors, fonts and halftones will be preserved in your PDF document.

Note: If you would like to reduce the size of a PDF that contains bitmap data such as a photo, you can customize your PDF settings to reduce the file size. Select the **Settings** button in the **Publish to PDF** window to access the custom settings. Select the **Objects** tab and change the compression type from **LZW** to **JPEG**. Set the **JPEG Quality** setting to **180**.

This setting is a nice compromise between quality and file size. The file will print clearly and will also display at a high resolution on a monitor. You can change the Color Bitmap Downsampling setting to **200** to further reduce your file size.



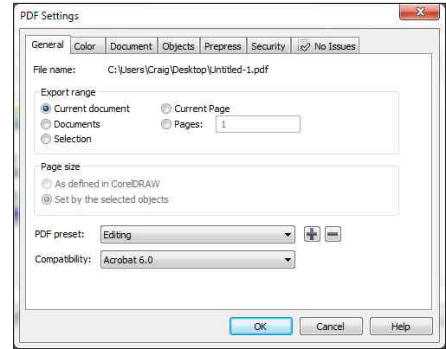
PDF Settings

5. Click on the **Save** button to create your PDF file in your destination folder (My Art).
6. Test your PDF file by locating the file in your **My Art** folder using Windows Explorer or browsing your hard drive. Double-click on the PDF file to open the file in your default PDF viewing software.

>> **Tip:**
 PDF technology is by far the best way to distribute any kind of electronic document. Fonts are automatically embedded inside a PDF file, insuring that your documents will print and display on any computer. A PDF file also has the ability to embed a job ticket with specific instructions. Basic editing can also be accomplished on a PDF file. If you misspell a word, anyone with Adobe Acrobat or a program capable of opening a PDF file, can make a correction. The biggest advantage of PDF files is true cross-platform compatibility between Windows and Mac operating systems. Windows users and Mac users can trade files seamlessly without any deterioration of quality.

7. Use this technique to send a PDF file of your finished designs to your customers for sales promotions and proofing. Any PDF file can be attached to an email for distribution.

Note on PDF Password Security in CoreIDRAW: CoreIDRAW has security settings for PDF files. This will enable you to set a password that will restrict editing, opening or printing of PDF files. Without password security, anyone with CoreIDRAW or Adobe Illustrator can open up and edit your PDF file. If you would like to set a security setting for a PDF file, select the **Settings** button in the **Publish to PDF** window to access the custom settings. Select the **Security** tab and select the option for **Permission Password**. Set a password and use the drop down lists to set the level of permissions for the document. Normally, you would select the editing permissions to **None** and the printing permissions to **High Resolution**.



PDF Security Settings

| | | |
|--------------------------|--------------|------------|
| Concept number: 00000001 | Phone Number | Fax Number |
| Date: 2/19/2013 | | |
| Submitted By: | | |
| Due Date: 3/1/2013 | | |
| Design: | | |
| Color Chart: | | |
| Notes: | | |
| | | |
| Authorized Signature: | Date | / / |

PDF Sales Sheet

Exporting an EPS File

>> Note:

The CorelDRAW Export function does an excellent job of creating EPS files. EPS files created in CorelDRAW contain all of the same vector information and colors as the original CDR file. Spot color separations can be printed from CorelDRAW EPS file by anyone with Adobe Illustrator. This format is a good option for sending simple vector art files to outside suppliers for production.

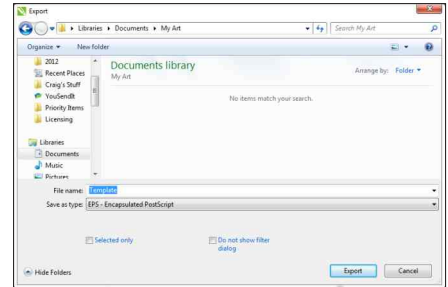
The following tutorial lesson will show you how to export a template as an EPS file. The EPS file format is a popular format for transferring your file to a supplier for output. Your native CorelDRAW file will be converted to the EPS file format insuring compatibility with most popular design, digitizing and sign making programs. Adobe Illustrator (AI) files are version sensitive. This means that the supplier must have a compatible version of Illustrator that works with the specific AI file version that was created. EPS files are generic in nature and are compatible with most vector graphics programs.

Exporting an EPS File

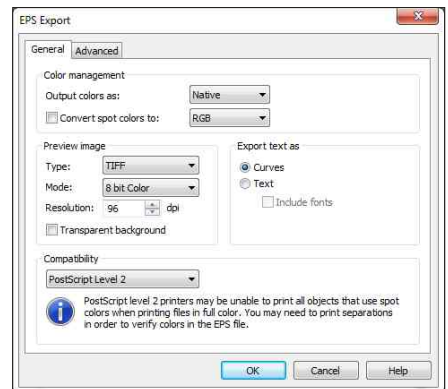
Steps to Follow

>> **Saving EPS Files:** If you are receiving artwork from customers using Adobe Illustrator, it is always best that they use the **Save As** function in Illustrator to save the file as an Illustrator EPS file. Native Illustrator file (AI files) are version sensitive and can create importing problems.

1. After launching CorelDRAW, open the sample file that you re-colored in the earlier tutorial.
2. Select **Export** from the **File** menu.
3. After the Export window opens, select **EPS-Encapsulated PostScript** from the **Files of Type** drop down list.
4. Use the **Save In** drop down list to locate the **My Art** folder inside your documents directory. Make sure to title the new file. The EPS extension will automatically be added to the end of the file.
5. Click on **Export** to open the **EPS Export** options window.
6. Select the **General** tab. Make sure to check the **Curves** button under **Export Text As**. This option will convert all of the text in your graphic to lines. The text will not be editable in the EPS file, but you will not have problems with distorted text or missing fonts in other programs. Uncheck the box for **Apply ICC Profile**. **CMYK** should be selected under **Send Bitmaps As**.



CorelDRAW Export Window



EPS Export Options General Tab

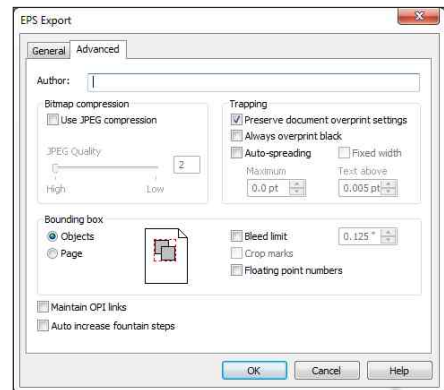
>> Tip:

Exporting text as curves is a necessary step in order to insure that your file will appear correctly in other programs capable of importing EPS files. Every program handles text differently. Converting text to curves during the export process will alleviate any potential incompatibility issues with other programs. The text will not be editable as text, but you still have the original CDR file in the event that you need to make changes in the original file.

7. Select **PostScript Level 2** from the **Compatibility** drop down list. Uncheck **Convert Spot Colors to** and **Transparent Background**.
8. Do not modify the default settings for **Preview Image**. The settings should be: **TIFF** format, **8 Bit Color** and **96 dpi**. These setting do not affect the quality of an EPS image.

Note: The **Preview Image** settings are for the bitmap header that is embedded in the EPS file for preview purposes. This bitmap header will enable the image to be previewed in any open or import window that supports image previews. Vector files do not have resolution, as they do not have dots (pixels). If you increase the dpi setting in this window, you will only increase the size of the image preview and it will not have any influence on the quality of your vector image. 72 dpi is more than adequate for an image header (thumbnail preview).

9. Select the **Advanced** tab and choose the option for **Objects** under the **Bounding Box** settings.
10. Check **Preserve Document Overprint Settings** and uncheck every other box.
11. Click on the **OK** button to export your graphic as an EPS file to the **My Art** directory.



EPS Export Options Advanced Tab

Note on EPS and PDF Files: EPS files can be imported directly into any program capable of opening or importing EPS files, including Adobe Illustrator. The best format for transferring complex files between Adobe Illustrator and CorelDRAW is the PDF format. EPS files will work, but complex effects such as gradients and mesh fills will be lost when a file is exported as an EPS file from CorelDRAW. A PDF file created with the **Editing** preset in the **Publish to PDF** feature in CorelDRAW will preserve complex effects when opened in Adobe Illustrator.

Section 7

Important Concepts Before You Start

This section will cover:

- What You Should Have Done by Now
- Understanding Production Processes
- Popular Production Processes
- Some Common Sense Principles

What You Should Have Done By Now

>> *Tip:*

You can access the Digital Art Solutions Facebook page by selecting the Training and Support page in the Smart Designer Command Center.

This section of the manual is the section that Tech Support is going to direct you to when you call in and say “I have no idea what to do,” Everything you have read in this manual up to this point is a building block. Learning art production is just like building a house, you need to start with the foundation. Without a solid foundation, you cannot be successful. The following section will recap all of the important steps that you need to accomplish before you succeed in producing your own artwork.

1) Reviewed the Manual to this point

If you have not reviewed the manual to this point, most likely you are going to greatly underutilize Smart Designer. Smart Designer is a very powerful software, but you will not know the general concept of the user interface unless you have gone through the manual up to Section 6. In addition, all of the foundation material is contained in the manual in sections 1-9. The fact that you are reading this indicates your commitment to learning the software. Pat yourself on the back and read the rest of this Section. Section 8 is the single most important section in the entire manual as it outlines the basic principles that you need to grasp in order to be successful.

2) Properly installed Smart Designer and CoreIDRAW

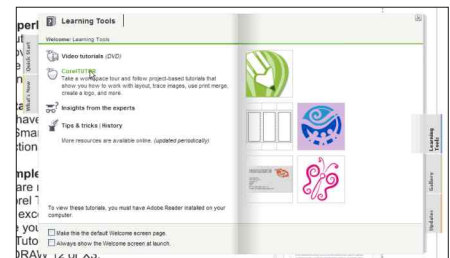
Without a proper installation of CoreIDRAW and Smart Designer, you cannot move forward. It is critical that you have installed all of the available service packs for CoreIDRAW before getting started. Please review Section 2 for complete instructions.

3) Installed the Smart Templates that came with your package

If you have already activated Smart Designer, you should have installed each Smart Templates volume that came with your package. Complete instructions can be found in Section 2 of this manual.

4) Completed the Corel Tutor

If you are new to CoreIDRAW, we strongly recommend that you complete the Corel Tutor before getting started. This tutor will lay an excellent foundation in CoreIDRAW that will enable you to be successful in Smart Designer. The Corel Tutor can be accessed from the **Help** menu in CoreIDRAW.



Accessing the Corel Tutor

>> *Tip:*

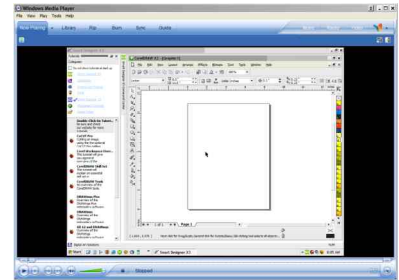
You can view a Smart Designer tutorial while you are learning a feature in CorelDRAW. Windows Media Player can be resized so it is visible alongside CorelDRAW.

5) Grasped the concept of bitmaps and vector graphics

Without a general understanding of how bitmap and vector graphics work, you can not fully understand art production. Please review Section 3 before moving forward.

6) Viewed the Smart Designer Tutorials

From practical experience, the Smart Designer Tutorials are the key to your success with the software. Most people learn visually. The Smart Designer Tutorials will show you how to accomplish the most important tasks in CorelDRAW and Smart Designer. You will gain a much better understanding of art production concepts if you spend a couple of hours reviewing the tutorials. You can also check our web site periodically for new tutorials by selecting **Online Tutorials** from the top of the **Smart Designer Command Center** docker.



Tutorial in Media Player

7) Installed any additional software modules

Every customer's package from Digital Art Solutions has been customized based on the customer's needs and production processes. It is important that any additional software module that you purchased is installed before moving forward. Smart Designer is part of an integrated art system. Products such as StoneCut Pro will add additional multi-decoration capabilities to CorelDRAW once they are installed. Please consult the product manual for each module for complete installation instructions.

8) Taken a deep breath

Producing electronic artwork in Smart Designer is much easier than the traditional route using CorelDRAW by itself. You are immediately going to be effective in Smart Designer because the software is going to do much of the work for you. Take a deep breath, relax and patiently play around with the software. With a little practice, you will quickly master the basic skills of CorelDRAW and produce terrific looking graphics for your unique production processes.

Understanding Production Processes

Understanding Production Processes

Your production process is the process that you use to decorate your finished product. Each production process is unique and will require specific steps in order to output a graphic. Without a fundamental understanding of your production processes, you will struggle to properly prepare your graphics for output. Smart Designer combined with CorelDRAW is an extremely versatile system for producing and outputting graphics to the widest possible range of production processes. This system is a one-stop shop. The only things that change as you shift processes is the art preparation steps, output software and imprinting equipment. With Smart Designer, you can create a single graphic that can be output to multiple production processes.

Vector Art is the Key

Once you have vector artwork, you have complete flexibility to modify the graphic for various production processes. If you are using Digital Art Solutions digital art products, much of the art preparation is already done for you. If you convert bitmap images to vectors or use other clip art products, you will typically be required to edit the images to prepare them for your production process. Some processes such as sublimation printing or direct to garment printing are suitable for bitmap artwork, but in general most production processes will require vector artwork.

Using Vector Clip Art

Vector clip art is a very useful tool for creating custom graphics. The art products that you own from Digital Art Solutions include vector clip art and design templates. There are also many other vector clip art products including the clip art that was included with CorelDRAW. These products are often not prepared for a specific production process. On the other hand, Digital Art Solutions' products include black and white or spot color clip art or templates that have already been prepared for production. Digital Art Solutions does the work for you, so you do not have to spend time removing intersecting paths, re-coloring images with spot colors or reducing colors. Smart Designer has excellent functions in the **Color Management** and **Object Shaping Sections** in the **Command Center** for modifying vector art that is not "production-ready"

Converting Bitmaps to Vectors

If you start your graphic with a bitmap image or scan, you will often need to convert this image to a vector graphic. The Power Trace feature included with CorelDRAW, will typically do a poor job of conversion, especially on low quality images. We strongly recommend StoneCut Pro if you want to produce the highest quality image from bitmaps or scans. In addition, you can out-source this process from various companies including Idea Custom Solutions. As a Digital Art Solutions customer you are entitled to special pricing through the www.digitalartsolutions.com web site.

Popular Production Processes

Popular Production Processes

In each of the following processes, you will be using Smart Designer in conjunction with CorelDRAW to design and prepare your graphics for output. Some processes such as vinyl cutting, rotary engraving, routing or embroidery will require you to transfer the graphic to another software for final production. Each imprinting process has different requirements for preparing electronic artwork. Some processes such as vinyl cutting and rotary engraving are suitable only for vector files. Some processes such as digital heat transfers and offset printing are suitable for either vector or bitmap files. Having a basic knowledge of each imprinting process will enable you to avoid common pitfalls. In general, high quality vector files and high-resolution bitmap files will produce the best quality imprints. If you have any doubts about your electronic files, print them out on your ink jet or laser printer. This will give you a good idea of the quality of the imprint that will be created using your artwork. In the case of low quality artwork, someone is going to have to fix it. This is either going to be you, a freelance artist or an outside supplier. You may need to rely on outside resources in the event you require complex artwork or receive poor quality source artwork. However, with a basic skill set for creating and editing electronic artwork, you will be able to produce high quality results.

Screen Printing

Screen printing is a specialized process for printing ink onto a garment or substrate. Once the graphic is created in a design program, each color in the design is printed as a black image (film positive) onto a special paper (vellum) or clear film. One film positive is created for each color in the design. Each positive is placed over a screen covered in photo sensitive material called emulsion and exposed to ultraviolet light on a light table. The black areas (design) on the positive prevent the light from curing (drying) the photosensitive material. The "uncured" areas are washed out with water to create a screen. Ink is then pressed through the screen using a squeegee to create an impression. Each color of ink requires a separate screen. A screen printing press can hold anywhere from one screen all the way up to twelve or more different screens. Automatic screen printing presses are often used for large production runs. After printing, the finished product is sent through a special machine called a dryer that cures (dries) the ink. Although there are specialized processes for screen printing bitmaps, most screen printing utilizes vector graphics. Vector graphics must be converted to spot colors in CorelDRAW using a spot color palette such as the Pantone Matching System Corel 8 palette. Once the graphic is converted to spot colors, color separations are printed onto a film or vellum using the CorelDRAW print function. Graphics may also be exported as EPS files and output to film positives using a specialized RIP (Raster Image Processing) software. Popular Smart Designer features for screen printing include: Smart Designer Templates, Athletic Tails, Insert Separation Marks, Create Flash Base, Halftone Wizard and Color Trapping.

Popular Production Processes - Continued

Pad Printing

A pad printer transfers ink onto products using a specialized printing pad and inks. An image is created in a computer graphics program. A black and white image is printed onto specialty paper and used to create an etched plate. Through the process of solvent evaporation, the pad printer transfers the ink from the etched plate onto a silicone pad and then onto the product. This technique is ideal for small objects such as buttons or golf balls.

Pad printing is usually limited to one or two colors. This is an inexpensive and fast way for printing logos on promotional products. Similar to screen printing, vector graphics must be converted to spot colors in CorelDRAW using a spot color palette such as the Pantone Solid Coated palette. Once the graphic is converted to spot colors, color separations are printed onto a film or vellum using the CorelDRAW print function. Graphics may also be exported as EPS files and output to film positives using a specialized RIP (Raster Image Processing) software. The film or vellum for each spot color is then used to burn a plate which is used to transfer ink to the printed product. Popular Smart Designer features for pad printing include: Smart Designer Templates, Circle Text, Text Effects, Halftone Wizard and the Color Management.



Direct to Garment Printing

Direct to garment printers are extremely versatile machines that can output both vector and bitmap graphics directly to a garment using an inkjet printing process. You can use any color palette in CorelDRAW for vector graphics, but Smart Designer Pro includes specialized color palettes that simulate the colors found in popular screen print inks. These palettes can be loaded from the **Color Management** section in the **Smart Designer Command Center** docker. You can then use the **Color Manipulation** feature to re-color your design to match any of the ink colors in the custom palettes. In most cases you will be printing your final graphic using the CorelDRAW print function and a specialized driver for your printer. Some printers may require you to export the graphic as an EPS file and output using a specialized RIP (Raster Image Processing) software. Popular Smart Designer features for direct to garment printing include: Smart Designer Templates, Athletic Tails, Circle Text, Text Effects, and Color Management.

Embroidery

Embroidery uses a special type of sewing machine to stitch an image directly onto a garment or textile. Smart Designer and CorelDRAW is a great platform to create embroidery designs. Once a design is created in Smart Designer using vector graphics, it can be exported to a traditional embroidery digitizing software and converted to embroidery. Owners of Wilcom DecoStudio or Wilcom Embroidery Studio can automatically convert vector graphics produced in Smart Designer into production-ready embroidery designs. Popular Smart Designer features for embroidery include: Smart Designer Templates, Athletic Tails, Circle Text and Text Effects.



Applique

Applique is an embroidery technique used to attach a patch or letters to a garment. The Text Effects and Athletic Tails features of Smart Designer are very useful for creating athletic lettering commonly used in applique. A contoured multi-colored effect can be created along with clip art elements. The most popular applique cutting systems are Ioline applique cutters and laser engravers. In both cases, a vector graphic will be created using Smart Designer and CorelDRAW. The Ioline system requires the vector cut lines in the graphic to be exported from CorelDRAW as a DXF file. The Ioline 301 software can import the DXF file and set up the applique stitch file as well as outputting to the cutter. Laser engravers can cut fabric directly from CorelDRAW using a print driver. Laser engravers will require an embroidery digitizing software to create the applique stitch file. DecoStudio is the perfect companion software for either an Ioline cutter or laser engraver. The DecoStudio software can easily create the proper stitch file for the embroidery machine to produce applique. Once the applique material is cut, an embroidery machine will be used to attach the material to the garment using the instructions in the stitch file. Popular Smart Designer features for applique include: Smart Designer Templates, Athletic Tails, Circle Text, Text Effects and Player Names.



Popular Production Processes - Continued

Vinyl Cutting

Vinyl cutting is the mostly widely used production technique for sign making. Signs, banners, and vehicle lettering are created by transferring vinyl decals onto sign blanks, vehicles, or banners. Once a vector graphic is created in Smart Designer and CorelDRAW, it must be prepared for the cutting process. In a situation where the sign or substrate is lighted from the back, colors can not be placed directly on top of each other as they will create dark areas. In this case, it is standard practice to remove intersecting paths with the trim functions in CorelDRAW and creating overlapping seams where different colors touch each other. These overlaps compensate for any registration problems that occur when the vinyl materials are applied on top of each other. An overlap will prevent the substrate color from showing through if the color layers are not properly aligned. Once the image is prepared, it can be cut directly from CorelDRAW with a windows print driver or exported to an external cutting program. StoneCut and StoneCut Pro are two cutting programs from Digital Art Solutions that will integrate with CorelDRAW and Smart Designer. StoneCut and StoneCut Pro have specialized art preparation features that will automatically prepare graphics for cutting. These programs will also drive all popular vinyl cutters to output vinyl graphics or cuttable heat transfer films. Popular Smart Designer features for vinyl cutting include: Smart Designer Templates, Circle Text, Text Effects, Gang, Size to Product and Remove Object Detail.



GCC Jaguar V Cutter

Cutting Heat Transfer Films

Specialized heat transfer films can be cut on a vinyl cutter and applied to garments with a heat transfer press. Smart Designer has several specialized features that are useful for heat transfer films including Text Effects, Athletic Tails and Player Names/Numbers. Once the images are created in Smart Designer and CorelDRAW, the graphic will be prepared for output using the same processes as vinyl cutting. This also may include creating overlapping seams where a light color sits on top of a dark color. The graphic can be output to a vinyl cutter using a Windows print driver or an external cutting program such as StoneCut or StoneCut Pro. Popular Smart Designer features for CAD cutting include: Smart Designer Templates, Athletic Tails, Text Effects, Player Names, Flip for Transfer, Gang, Size to Product and Remove Object Detail.



Rhinestone Heat Transfers

A Stone Stencil System from Digital Art Solutions is used to create rhinestone heat transfers with a vinyl cutter or laser engraver. A stencil is created with a cutter or engraver and rhinestones are brushed into the stencil. The rhinestones are lifted off the stencil with a transfer film to create a heat transfer. Once the images are created in Smart Designer and CorelDRAW, the graphic will be transferred to the StoneCut or StoneCut Pro software for the creation of the rhinestone pattern. Popular Smart Designer features for creating rhinestone transfers are: Smart Designer Templates, Athletic Tails and Text Effects.



Print and Cut

Print and Cut is a hybrid process that uses a specialized large format digital printer equipped with a vinyl cutting function. This process is typically used to create signs, decals, vehicle graphics and apparel heat transfers. Smart Designer and CorelDRAW is an ideal software platform for print and cut graphics. Smart Designer's Smart Templates and Contouring function can be used to create a layout and place a cuttable contour line around the layout. Most print and cut systems require the graphic to be exported from CorelDRAW as an EPS file and imported into a RIP software with a specialized print and cut capability for output. Popular Smart Designer features for print and cut include: Smart Designer Templates, Text Effects, Gang and Create Contour.



Sublimation Printing

Using a specialized printer, sublimation dyes are transferred to paper using a specially coated ribbon and a heating process. Images are transferred from the paper to a product by re-heating the sublimation dyes with a heat transfer press. The dyes will vaporize off the paper onto the product. Because the dyes are heated twice, the image may appear fuzzy, dull or blurry. For this reason Dye Sublimation is a very limited process best suited for light colored ceramics including mugs. Sublimation transfers can be printed directly from CorelDRAW using the Corel print function. In most cases, a specialized driver or color correction profile will be used to adjust the colors in an image for a specific ink and substrate. Popular Smart Designer features for sublimation include: Smart Designer Templates, Circle Text, Text Effects, Gang, Size to Product and Color Manipulation.



Large Format Digital Printing

Large format digital printing is a broad term used to describe outputting color prints or posters using a color digital printer. Large format digital printers vary in size from 24 inches wide all the way up to billboard size (Grand Format). Designs can be created in CorelDRAW and exported to a RIP (Raster Image Processing) software for output. Due to the large size of graphics output from large format digital printers, they require high quality vector graphics or high-resolution bitmap graphics. As the size of the output goes up, a higher resolution is required. In most cases, a color correction profile will be used to adjust the colors in an image for a specific ink and substrate. CorelDRAW supports ICC color profiles using the Color Management function in the Tools menu. Popular Smart Designer features for large format digital printing include: Smart Designer Templates, Circle Text, Text Effects, Gang, Size to Product and Color Manipulation.



Popular Production Processes - Continued

Laser Engraving

A laser engraver uses a focused laser beam to engrave into a variety of substrates including wood, acrylic and plastics. Most laser engravers are used to personalize promotional products, plaques and trophies. Laser engravers are also widely used for marking industrial parts. Most laser engravers are driven directly from CorelDRAW using a specialized hardware driver. This driver is capable of engraving both bitmap and vector files. Laser engravers are also capable of cutting out vector files using a more powerful beam. This type of “vector cutting” is used to cut parts out of sheets of material. Laser engravers are capable of outputting color images as various shades of gray (grayscale). Laser engravers require high quality vector files but are also capable of outputting bitmaps as dot patterns. Smart Designer is also capable of converting colored vector images into black and white images using the Convert to Black and White feature. Popular Smart Designer features for laser engraving include: Smart Designer Templates, Circle Text, Text Effects, Gang, Size to Product, Optimize and Convert to Black and White.



Rotary Engraving

A rotary engraver uses a specialized rotary engraving bit to engrave into a variety of substrates including metal and plastics. Most rotary engravers are used to personalize promotional products, plaques and trophies. Specialized software is required in order to drive a rotary engraver. This software requires vector files without any color. Oftentimes images are created in CorelDRAW and exported in a vector file format. Engraving files must be specially modified in order to output correctly from each type of rotary engraver. Rotary engravers require high quality single color vector files. All bitmap files must be converted to vector format. StoneCut Pro can be used in conjunction with CorelDRAW to create the specialized engraving fills for rotary engraving. Graphics created in CorelDRAW must be exported to an engraving software for final output. Popular Smart Designer features for rotary engraving include: Smart Designer Templates, Circle Text, Text Effects, Gang, Size to Product, Optimize, Convert to Black and White and Convert Outlines to Strokes.



Routing

Wood, plastic, and foam signs are created by carving impressions with a router. Signs can be designed in Smart Designer and CorelDRAW, and then output using a router. This electronic output device is controlled by a computer. It uses a rotary bit to cut or carve an impression into a variety of material including wood, plastic, and sign foam. Routing requires high quality vector files. All bitmap files must be converted to vector format. Graphics created in CorelDRAW or StoneCut Pro for engraving must be exported to routing program software for final output and the routing setup. Popular Smart Designer features for routing include: Smart Designer Templates, Circle Text, Text Effects, Gang, Size to Product, Optimize, Convert to Black and White and Convert Outlines to Strokes.



Glass Etching

Designs are etched onto glass using a sand blaster. Images can be created in Smart Designer and CorelDRAW. A film positive of the design is then printed with a laser printer or photographed with a special camera. Similar to screen printing, the film positive is placed over a photosensitive material and exposed to ultra violet light. The black areas (design) on the film positive prevent the light from curing (drying) the photosensitive material. The "uncured" areas are washed out with water to create a stencil. The stencil only allows the sprayed sand from the sand blaster to create an impression where the design is cut out of the stencil. A stencil can also be created by cutting a mask with a vinyl cutter. Sand blasting requires high quality black and white vector or bitmap files. Popular Smart Designer features for glass etching include: Smart Designer Templates, Circle Text, Text Effects, Gang, Size to Product and Convert to Black and White.



Sand Blasting

Images can be created on wood, plastic, metal, glass, or stone by blasting impressions into the material with a sand blaster. Graphics may be designed in Smart Designer and CorelDRAW and then output as a mask or stencil using a vinyl plotter. A durable plastic material called vinyl resist is used to create the stencil. The stencil only allows the sprayed sand from the sand blaster to create an impression where the design is cut out of the stencil. This is also the technique used by the monument industry to create tombstones. Sand blasting requires high quality single color vector files. Popular Smart Designer features for sand blasting include: Smart Designer Templates, Circle Text, Text Effects, Gang and Convert to Black and White.



Some Common Sense Principles

>> *Tip:*

You can access tips and tricks from the Digital Art Solutions tech support web site, digitalartsolutions.com

Every new design needs to be approached with the unique production process in mind. Some artwork simply will not work for some production processes. There may be too many colors or design elements that are too small to output. With a little trial and error, you will quickly learn how to plan out each design for your specific processes. The following section contains a few tips based on common sense and practical experience.

1) Size Matters

Some processes such as embroidery, vinyl cutting or cuttable heat transfer films do not work well with small objects or text. Before you pick out a clip art image or template, always screen it for small objects that may cause you trouble. Take advantage of Smart Designer's Remove Object Detail feature in the Object Shaping section.

2) Choose Colors Carefully

You want to limit the number of colors in your graphic to match your production process. It is always easier to add colors to a black and white image, than to remove colors from multi-colored images. Take advantage of Smart Designer Color Manipulation features in the Color Management section.

3) Remember the principle of Garbage In, Garbage Out

If you start with poor quality source artwork for a logo, you are going to end up with poor quality results. Use an out-source graphics service such as Idea Custom Solutions to clean up really bad source art.

4) Take advantage of clip art and templates

It is always easier to start with clip art or templates as opposed to creating something from scratch. You have the best clip art and templates in the world with your Digital Art Solutions products. Start with an existing template and customize it.

5) Bring text to life with text effects

Simple lines of text are boring. Use Smart Designer's Text Effects features to bring your text to life. Always be aware that some complex text effects will be difficult to produce with some production processes such as embroidery or vinyl cutting.

6) Don't do it the hard way

Smart Designer will automate most of the complex production techniques required to produce artwork in CorelDRAW. Familiarize yourself with Smart Designer's feature set so you don't have to do things the hard way. For example, you should always import clip art with Smart Designer's Clip Art Browser.

7) Logic Rules

Art Production is all about logic. How do I get from one point to the next? Sometimes there are many ways to get to the same point with a graphic. The right way is the easiest and quickest way. Your challenge is to think through each step and use a logical progression to finish each graphic. Most of the time, the steps are the same. Sometimes, there are new challenges to face. Don't be afraid to ask for help. Tech Support is only one phone call away.

8) Proof twice, print once

It is always better go through several proofing processes than output a design and have to go back and reprint it because of a mistake. Smart Designer and CorelDRAW have powerful proofing tools including the Virtual Samples feature and PDF creation functions. Having your customers sign off on a proof before going to final production is a good business practice.

9) Backup and Save

There is nothing more tragic in the world of art production than years of lost work. Save your graphics frequently as you work and ALWAYS back up your art files. The easiest way to back up your files is to burn them to a DVD or CD. You also have the added advantage of pulling up old files and using them as a starting point for a new job.

10) Practice makes perfect

It takes time to learn electronic art production. You are not going to be a pro right out of the chute. You have the best tools in the industry. Be patient and try new features and techniques. Pretty soon you will be armed and dangerous with a full arsenal of art production skills. Everyone starts off at the same place. Over time, you will get better and eventually you will get good at it. Whatever you do, don't give up.

The following set of lessons will walk you through the process of preflighting a design. This includes all of the steps involved in preparing a design for a specific production process.

Section 8

Preparing Designs for Production

This section will cover:

- Preflighting Overview
- General Quality Factors
- Size Factors
- Color Factors
- Color Correction
- Outlines
- Type Factors
- Screen Printing Issues
- Direct to Garment Printing Issues
- Embroidery Issues
- Applique Issues
- Cutting Issues
- Print and Cut Issues
- Large Format Digital Printing Issues
- Sublimation Printing Issues
- Laser Engraving Issues
- Rotary Engraving and Routing Issues
- Glass Etching Issues

Preflighting Overview

>> *Tip:*

The Color Management and Object Shaping sections in the Smart Designer Command Center are devoted to features that will assist in the preparation of artwork for production. Many multi-step processes such as converting images to spot colors, reducing colors or removing excessive detail are automated through these functions.

Preflighting

Preflighting is the process of preparing your design for output. There are different preflighting steps for nearly every production process. In general, you will be inspecting your design to resolve any problems with the artwork that may hinder the successful output of the file. This process is the nuts and bolts of art production. Preflighting skills are gained through knowledge and experience. Smart Designer has an extensive set of features that will automate many of steps required to preflight a design. If you know what to look for, you will be able to prevent problems in the future and resolve problems if they come up. The following section will give you preflight guidelines for specific production processes.

Preflight Checklist

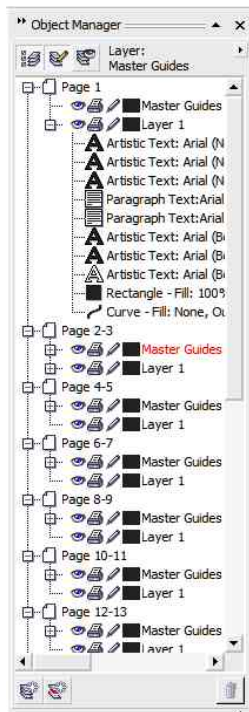
The following is a list of simple questions that must be addressed before final production occurs on a design.

- 1) Does the design have sufficient quality to produce the desired results for the specific production process?
- 2) Is the design properly sized for the specific production process?
- 3) Has the design been properly colored for the specific production process?
- 4) Does the design require color correction for the specific production process?
- 5) Does the design have the proper outline properties for the specific production process?
- 6) Is the type in the design suitable and readable for the specific production process?
- 7) Are there any specific design or production concerns for your production process that need to be addressed before production?

General Quality Factors

>> *Tip:*

The outward appearance of an image has very little to do with the readiness of the image for a specific production process. The only way to assess the ultimate readiness of an image is to examine the individual elements in the design. Wireframe view is a useful view for seeing how objects sit on top of each other. Also the CorelDRAW Object Manager docker will allow you to isolate and examine individual elements in a design.



Object Manager

General Quality Factors

Does the production process require vector art or is a bitmap appropriate?

Each production process has different requirements. Some processes such as vinyl cutting, CAD cutting, routing and rotary engraving are only suitable for vector artwork. Some processes such as sublimation printing, direct to garment printing and large format digital printing will work with either bitmap or vector artwork. The artwork requirements must match the specific requirements of the production process.

If the production process requires vector art, is the source artwork of sufficient quality to produce a quality imprint?

Poor quality vector artwork will produce poor quality results. The production process will only amplify any imperfections in the vector artwork. You may need to clean up the artwork using the editing tools of CorelDRAW or out-source the clean up with an art service such as Affinity Express.

If the production process works with bitmap artwork, is the artwork of sufficient resolution to produce a quality imprint?

Low resolution bitmaps will always produce a low quality imprint. If you do not have sufficient resolution in the original bitmap, an image enhancement program can help adding extra pixels to the artwork to increase the overall print quality. Our recommended image enhancement software is PhotoZoom 3 Pro available from Digital Art Solutions . A 72 dpi web graphic is going to produce poor results, but a 300 dpi image could be more than doubled in size using an image enhancement program. The absolute size of the image is just as important as the resolution. Larger and higher resolution images will give you more digital information to work with in terms of resizing.



300 dpi Bitmap



150 dpi Bitmap

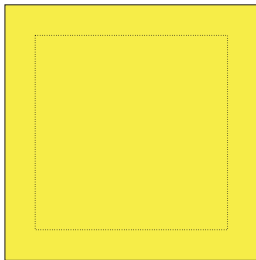


72 dpi Bitmap

Size Factors

>> *Tip:*

The Size to Product feature in the Smart Designer Command Center Sizing and Arranging tab can accommodate bleeds. Use the offset function as the imprintable area and set the absolute size of the design to the bleed area. For instance if your object requires a 1/4" bleed. Set the design size to 3 1/4" and the offset to 1/4". This will produce a 3" image with a 1/4" bleed.



*Dotted line is imprint area
Solid line is bleed*

Size Factors

Is the design properly sized for the specific job or substrate?

Each product has a specific imprintable area. You can use the **Size Design** feature under **Sizing and Arranging** in the **Smart Designer Command Center** to resize your product. You can also store size specifications using this feature.

Does the design have the proper bleeds for the specific production process?

Some processes will require a bleed. A bleed is a slight enlargement of the image that will prevent any substrate color from leaking through in the event that the image is cut out. A bleed would normally be required for a button layout or a decal. You must be familiar with your process in order to compensate for a bleed. You can use the **Size Design** feature under **Sizing and Arranging** in the **Smart Designer Command Center** to resize your design for a specific product that requires a bleed.

Color Factors

>> *Tip:*

It is usually easier to add color to a black and white image as opposed to removing color from a multi-color image. Most Smart Designs art products include both a black and white and spot color version of each clip art image or template.



Black and White Template



Spot Color Template

Colors Factors

Does the design have the specified number of colors required for the production process or job when using vector art?

In the case of vector art, the design must be colored with the correct number of colors for the specific job. You can use the **Color Manipulation** feature in the **Color Management** tab of the **Smart Designer Command Center** to reduce colors. You can also use the **Color Styles** function under the **Windows** menu in **CorelDRAW** to view and edit colors in a design.

Has the design been colored with the correct color palette for the production process when using vector art?

The design must be colored with the correct color palette for the specific production process. If you are attempting to match Pantone spot colors, you must use a Pantone Matching System color palette. You can use the **Modify Colors** features in the **Color Management** tab of the **Smart Designer Command Center** to convert designs to specific colors. You can also use the **Color Styles** function under the **Windows** menu in **CorelDRAW** to view and edit colors in a design. Another easy way to recolor an image is to use the Selection features in the Smart Designer Command Center. Select an object and use the selection tools to select the same fill or outline color. Once every instance of that color is selected, you can select a new color from a CorelDRAW color palette. A low tech way to color correct a vector image is to print out a color chart on your device for a specific color palette in CorelDRAW. You can then select the desired color from the chart and recolor your image with the colors in the palette. You can print a Pantone color chart by selecting **Print Color Charts** in the **Smart Designer Command Center Color Management** section. After printing the chart on your substrate you will be able to see exactly how each Pantone color will appear on that substrate. Simply color your design with colors from the **Pantone Solid Coated** color palette in CorelDRAW.

Color Correction

>> *Tip:*

Select **Color Management** from the **CoreIDRAW Tools** menu to select a color profile for a specific printer, scanner or monitor. You can select a specific color profile from the drop down list or use the **Select Profile from Disk** option if you have specific color profiles on your computer. Please consult the documentation for your output device for specific information on color profiles.

Color Correction

Does the design require color correction for a specific production process?

The colors that you see on your monitor do not represent the colors that will be output. The only way to see the true colors of any artwork is to print it. There are color calibration techniques that will allow you to calibrate your monitor to more accurately display printed colors. Please consult your hardware vendor for more information on color calibration. Color correction is the process of adjusting colors in the design for specific printers, medias or inks. There are several strategies for color correction depending upon your production process or artwork.

Color Profiling

One popular color correction strategy is color profiling. Some printers support ICC Color Profiles that will adjust the color space for an image for a specific printer, ink and substrate. Please refer to the manual to determine if your device supports color profiles. Color profiles should be provided from your ink, media or printer supplier.

Manually Correcting Colors

Another color correction strategy is to manually adjust the color values in your image using the tools in an image editing software. CoreIDRAW contains a **Color Adjustment Lab** feature that will allow you to interactively adjust colors in a bitmap image. Remember that the design will never look the same on your screen as it will when it is output.

Using Color Charts and Palettes

A low tech way to color correct a vector image is to print out a color chart on your device for a specific color palette in CoreIDRAW. You can then select the desired color from the chart and recolor your image with the colors in the palette. You can print a Pantone color chart by selecting **Print Color Charts** in the **Smart Designer Command Center** and **Color Management** tab. After printing the chart on your substrate you will be able to see exactly how each Pantone color will appear on that substrate. Simply color your design with colors from the **Pantone Solid Coated** color palette in CoreIDRAW.

Outlines

>> *Note:*

With the exception of Smart Templates 2, all outlines in Smart Designs templates volumes have already been set to Scale with Image.



Original Outline



Original Set to Behind Fill



Original Image



Outline Not Set to Scale with Image



Outline Set to Scale with Image

Outlines

Have the outline properties been properly set for the desired appearance?

Outlines by default will appear 50% to either side of the vector line in which they are assigned. You can set an outline to **Behind Fill** by right mouse-clicking on an object and accessing the **Object Properties** for outlines. This setting will place the outline behind the image and will often improve the appearance of thicker outlines. You can use the **Selection** features in the **Smart Designer Command Center** to select outlines by color or width. You can then right mouse-click on the selected outline to change outline properties or colors.

Have the outlines in the design been set to Scale with Image?

By default, outlines will stay the same size when an object is resized. This may result in outlines appearing too thin or thick if the design is re-scaled. You can set an outline to **Scale with Image** by right mouse-clicking on an object and accessing the **Object Properties** for outlines. This setting will force the outline to change dynamically if the object is resized. You can use the **Selection** features in the **Smart Designer Command Center** to select outlines by color or width. You can then right mouse-click on the selected outline to change outline properties or colors. If you use the Contour function in CoreIDRAW to create outline effects, you will not need to set outlines to **Scale with Image**. Contour lines will always scale with an image.

Do the outlines have the proper widths to avoid appearing crowded or too thin?

If an outline appears too thin, you can change the outline width by right mouse-clicking on the object or objects and adjusting the width in the **Outline Properties** in the **Object Properties** docker. If an outline appears too thick, try setting the outline to **Behind Fill** in the **Object Properties** docker. You can use the **Selection** features in the **Smart Designer Command Center** to select outlines by color or width. You can then right mouse-click on the selected outline to change outline properties.

Type Factors

>> *Tip:*

The default workspace in CorelDRAW uses a letter size page, 24 point AvantGarde Font and the Uniform Color Palette. These settings are fine for desktop publishing, but are not practical for creating graphics. You can customize the size of your page to fit your needs. Click off the page with your **Pick Tool**. Type in height and width dimension for your page on the Property Bar. You may also select a preset page size from the drop down list. Click on the icons for **Portrait** or **Landscape** to change your page orientation. You can also choose a different font and font size that better suits your needs.



Bad Kerning



Good Kerning

Type Factors

Are the proper fonts being displayed in the design, or has there been a font substitution?

Take a close look at the design to make sure the fonts you want are displayed in the design. If you opened up the design on a computer that did not have the fonts installed, CorelDRAW would have prompted you to substitute a different font. You can close the document, close CorelDRAW, install the correct font in Windows and then re-open the document and change the font. CorelDRAW must be restarted in order to display any newly installed fonts. The **Corel Explorer** feature in the **Manage Files and Fonts** section of the **Smart Designer Command Center** docker will allow you to install fonts on the fly without restarting CorelDRAW.

Does the type appear large enough for your production process?

Small text will not work well in some production processes such as embroidery, appliqué and cutting processes. You always have the option of selecting individual text objects and resizing them. Hold down your **Shift** key to resize a line of text from the center out by dragging with the Pick tool.

Can the type be clearly read?

Some fonts are difficult to read, especially at small sizes. Carefully look at the design to determine if the final output will be readable. You also need to consider the distance in which the final output will be viewed from. You may need to change a font style or size to insure that the type will be readable at the correct distance. Script text will usually look better in title case (first letter capitalized).

Is the space between individual characters (kerning) or lines (leading) properly set?

Provided the text has not been enveloped, you can change the character or line spacing. Select the text with the **Shape** tool. If you see an envelope, you must remove the envelope before changing the character spacing. If you see the up or down arrows, you can adjust the character spacing by moving the arrow on the right side. You can adjust the line space by selecting the arrow to the left side. You can also individually change character spacing by selecting one or more of the little rectangles that appear. Hold down your **Shift** key to select more than one character. You can remove an **Envelope** by selecting **Clear Transformations** from the **Arrange** menu in CorelDRAW. You can then change the character spacing and reapply the text envelope using Smart Designer's **Envelopes** docker in the **Effects** section in the **Smart Designer Command Center**.

>> *Tip:*

Script text generally looks bad in All Caps. When using script text fonts, try converting the text to Title Case with the first letter capitalized.

SCRIPT

All Caps

Script

Title Case

ATHLETIC

XXL

Department

Mixed Fonts

If there is more than one font used in the design, do the fonts look good together?

Two fonts that look similar generally look bad. If you are mixing font styles in a design, try using contrasting fonts such as a Serif font and Sans Serif font. Script text will generally compliment athletic block lettering. Play around with different fonts until you find combinations that look good together. You can use the **Selection** features in the **Smart Designer Command Center** to select text. You can then change a font by selecting the font drop down list on the **Property Bar**.

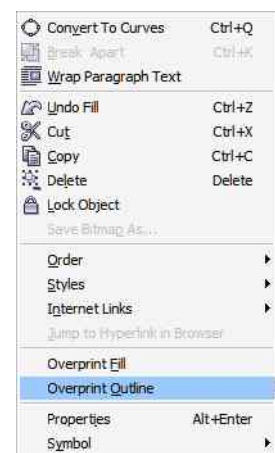
Screen Printing Issues

>> Tip:

If you want to avoid creating multiple colors of black in your design, you need to set your default colors for each CorelDRAW tool to Process Black C from the Pantone Solid Coated color palette. Please see the lesson, *Setting Up Your Workspace* in this training guide. You want to use the same black from your default color palette as the default black for your CorelDRAW tools such as the *Text Tool*, *Rectangle Tool*, *Ellipse Tool* etc...

Screen Printing Issues

Has every vector object in the design been converted to spot colors? In order to produce a screen printing graphic with spot colors, every single vector object in the design must be converted to spot colors. Normally the Pantone Matching Solid Coated palette will be set as a default in CorelDRAW. The easiest way to check for spot colors is to select the Print function in CorelDRAW and select the Separations tab. Check the box for Print Separations to view the colors in the design. There should only be a check box next to the desired spot colors you want in your design. If a check box is next to C, M, Y or K, then you have process colors in your design. You can use the Color Styles function in CorelDRAW to easily consolidate colors or re-color objects in your design. Smart Designer will automatically convert your design to spot colors or a specific palette using the tools in the **Color Management** tab in the **Smart Designer Command Center**. In the case of blended colors (fountain fills), try placing the lightest color as solid block underneath and the dark color on top. You can set the dark color to overprint the light color by right mouse-clicking on the object and selecting Overprint. This technique will minimize any dotted appearance if printed wet on wet and also compensates for registration so the garment color does not show through.



Right Mouse-click
Overprint Options

Is there more than one color black in the design?

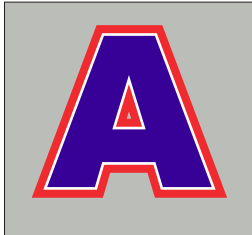
You can check for more than one black in the Print Separation tab of the CorelDRAW Print function. Multiple blacks may appear because you imported clip art with a different black than the default black used for your CorelDRAW tools. It is extremely important to select Pantone Process Black C as your default black for the text tool, ellipse and rectangle tools in CorelDRAW. If you do not complete this step, you will end up with the default CMYK black from the CorelDRAW Uniform fill palette as your default black color. Smart Designer will automatically convert your design to a single spot color black using the **Consolidates Black** feature in the **Color Management** section in the **Smart Designer Command Center** under **Specialized Conversions**.

>> Note:

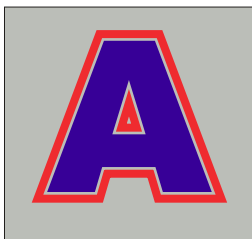
Halftones are printer instructions and can not be viewed on-screen. The only way to see halftones is to print them out on a PostScript compatible printer. A halftone chart has been included in the Smart Designer Command Center Printing and Cutting tab under Print Color Charts. You can use this chart as a reference to select the proper halftone settings for your design.

Are white areas in the design going to be printed or used to allow the substrate color to come through?

In process printing, white is the absence of color. In spot color printing, white represents white ink. In order to print white ink, you must use a spot color white in your design. Transparent White is the most common spot color of white used in CorelDRAW. It is the very last color in the Pantone Matching Solid Coated color palette. Smart Designer will automatically convert every instance of white in your design to a single spot color white using the **Convert to Print White** in the **Color Management** section in the **Smart Designer Command Center** under **Specialized Conversions**. If you do not want the white areas to print, but instead want the substrate color to come through, uncheck the separation for white in the Separations tab in the CorelDRAW print function.



3 Color Design
with White



2 Color Design
with Substrate Showing
Through

If the design is being printed on a dark substrate, does the design require a white under-base?

An under base is a solid white or halftone of white color layer that is printed as a base layer. This layer is flash cured and used as a base for printing colors. If colors were printed directly on top of a dark substrate they would be very dull. A white under-base will help make the colors bright and vibrant. Use the **Flash Base** feature in the **Printing and Cutting** tab in the **Smart Designer Command Center** under **Color Separations** to create a white under-base for your design.

Are there halftones in the design? If so, are the correct PostScript settings assigned to the objects colored with halftones?

Halftones are shades or tints of a spot color. Instead of printing solid ink, a dot pattern is printed that results in a shade of a color. PostScript is a printer language that tells the printer how to print the dots. Without a PostScript compatible printer and driver, you can not print halftones. Use the **Halftone Wizard** feature in the **Printing and Cutting** tab under **Color Separations** in the **Smart Designer Command Center** to create halftones for your design. This feature will allow you to set all the proper PostScript settings for your particular type of printing.

Have registration marks been included in the design?

The registration marks that are available in the CorelDRAW print function under the **Prepress** tab are not very useful for screen printing. Registration marks will be used to align multiple screens for multi-color designs. Use the **Separation Marks** feature in the **Printing and Cutting** tab in the **Smart Designer Command Center** to create industry-specific separation marks for screen printing or cutting. Rotating at least one registration mark will help ensure that the positives are faced correctly when the screen is burned.

Screen Printing Issues - Continued

>> *Tip:*

The default view in CorelDRAW is the Enhanced with Overprints view. The Simulate Overprints setting in the View menu will enable you to see trapping if an object is set to Overprint. To set an object to overprint, right mouse-click on the object and select either Overprint Outline or Overprint Fill. This will force the overprinted areas to print over the top of the objects beneath them. By default, CorelDRAW will print separations with each color butting up against each other (butt registration). Trapping will prevent gaps between colors by overprinting dark colors over the top of light colors.

Does the design require trapping dark colors over the top of light colors to insure proper registration?

Trapping is the process of creating a deliberate overlap of colors where colors adjoin or sit on top of each other. Trapping will prevent the substrate from showing through in the event that the design is not properly registered on the press. The most common way of trapping is to create an outline around an object and set that outline to overprint in CorelDRAW. Overprint will force the outline to print on top of the color that is underneath. Use the **Trap Colors** feature in the **Printing and Cutting** tab in the **Smart Designer Command Center** under **Color Separations** to create color trapping for outlines. If you are using a vellum for your film positives, you may need to trap your outlines because vellum shrinks when it is printed on a laser printer. If you use a film and inkjet printer, you will achieve much better registration and may not need to trap your outlines. One useful technique that eliminates the need for trapping is to use a coarser mesh with a higher viscosity ink on the top color layer. The difference in viscosity between two inks will prevent the colors from bleeding together and will also produce a trapping effect.



*Simulate
Overprints View*

Direct to Garment Printing Issues

>> *Tip:*

You can print out the Rutland, Union Ink and Wilflex color charts by selecting **Print Color Charts** from the **Printing and Cutting** tab in the **Smart Designer Command Center**. To match colors, print the chart on your printer and use the corresponding color palette for the chart.

Direct to Garment Printing.

If the design is being printed on a dark substrate, does the design require a white under-base?

An under-base is a solid white or halftone of white color layer that is printed as a base layer. This layer is used as a base for printing colors. If color were printed directly on top of a dark substrate they would be very dull. A white under-base will help make the colors bright and vibrant. Some printers include a specialized under-base feature in their RIP software or print driver.



Original Bitmap Image



Flash Base



White Highlights

If the design requires color correction, which color correction strategy will be used?

One popular color correction strategy is color profiling. Some printers support ICC Color Profiles that will adjust the color space for an image for a specific printer, ink and substrate. Please refer to the manual to determine if your device supports color profiles. Another strategy for color correction would be to manually color correct the image using an image editing software such as CorelDRAW, Corel PHOTO-PAINT or Adobe Photoshop. A low tech way to color correct a vector image is to print out a color chart on your device for a specific color palette in CorelDRAW. You can then select the desired color from the chart and recolor your image with the colors in the palette. You can print the Pantone Solid Coated chart as a reference point directly onto a substrate. To print a chart, select **Print Color Charts** in the **Color Management** tab in the **Smart Designer Command Center**. After printing the chart on your substrate, you will be able to see exactly how each color will appear on that substrate. You can specify any colors in your vector image by re-coloring the design with colors from these palettes. Some printer manufacturers will include their own color palette and chart for CorelDRAW.

Embroidery Issues

>> **Note:**

Use the **Bold** version of a font when working with small text. You can also use the **contour** feature in CorelDRAW to increase the width of small text.

Text

1/2 Inch Text

Text

1/4 Inch Text

Text

1/2 Inch Bold Text

Text

1/4 Inch Bold Text

Does the design have small or intricate elements that may be difficult to sew?

Small objects can be very difficult to sew. You can manually delete small objects by ungrouping or breaking apart an object and deleting small elements with the **Pick** tool in CorelDRAW. Smart Designer will automatically delete a small object in a design using the **Remove Object Detail** feature in the **Object Shaping** tab in the **Smart Designer Command Center** under **Object Cleanup**.

Are there excessive nodes in the vector objects that may interfere with the output to the machine or distort the lines in the image?

Excessive nodes will cause distortions in vector lines. These nodes are sometimes created when the **Contour** function is used in CorelDRAW. CorelDRAW will automatically remove extra nodes any time an object is contoured. You can view nodes in an object by ungrouping the object and selecting the object with the **Shape** tool. You can automatically reduce nodes by using the node reduction slider in CorelDRAW on the **Property Bar**. CorelDRAW also has a very useful **Reduce Nodes** function on the **Property bar** any time nodes are selected with the **Shape Tool**.

Is the text large enough to produce a quality embroidery result?

Small text, under 1/4 inch, generally will produce poor results for embroidery. If you are going to use small text, you should consider a font that does not have serifs (San Serif). In addition, you might consider a bold version of the font. The best way to output embroidery type that is under 1/4 inch in height would be to use a pre-digitized embroidery font. These font libraries have been specially modified to output at small sizes.

Appliqué Issues

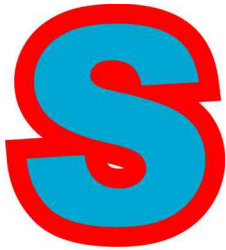
>> **Note:**

Orphans are small elements that are created when a contour line is created inside an object. The easiest way to delete an orphan, is to select the object and use the **Break Contour Group Apart** function in the **CorelDRAW Arrange** menu. Ungroup the object and use the **Shape** tool to select the nodes in the object. Once the nodes are selected, press the **Delete** key on your keyboard.

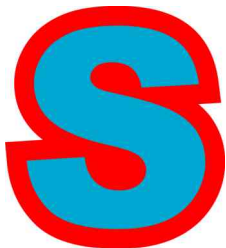
Appliqué

If the design contains contoured text or object, are there small objects (orphans) that need to be deleted?

If you contour text or objects in CorelDRAW, small objects may be created in the centers of letters such as A's, R's, D's etc... These small objects will cause problems with your appliqué stitch, especially a zig zag stitch that may appear crowded. Use the **Shape** tool in CorelDRAW to select the nodes for the small objects and delete the object. Use the **Outline Effects** feature in the **Smart Designer Command Center** under **Effects** to create layered text effects for appliqué. Make sure to select the **Cut** option to insure that the effect is created with contours as opposed to non-cuttable outlines.



Contour Effect
with Orphan



Contour Effect
with Orphan Removed

Are the color layers properly assigned?

When creating designs for appliqué, each fabric color will be represented by a color in the design. You will need to create separate colors in the design for each fabric color you will be using. In the case of a “kiss cut” where two fabrics are glued together and cut with separate cutting depths, you will need to make sure that the top color fabric is the top color in the object order in CorelDRAW.

Are there intersecting paths in the vector objects?

Intersecting paths in the vector objects will result in over cut lines. You must use the **Weld** and **Trim** functions in CorelDRAW to resolve the intersecting paths in Wireframe view. The **Auto Weld** function in StoneCut and StoneCut Pro will resolve intersecting paths automatically.

Cutting Issues

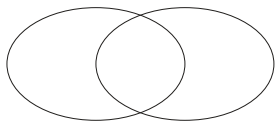
>> *Tip:*

StoneCut and StoneCut Pro each have a powerful Auto-weld feature. This feature will automatically prepare vector objects for cutting processes by eliminating intersecting paths and creating overlaps or offsets where objects sit on top of each other. This feature is an incredible tool for anyone that is working with a cutting process.

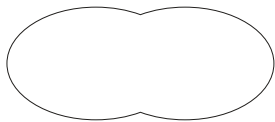
Cutting Issues

If there are multiple colors in the design, what is the strategy for dealing with touching objects?

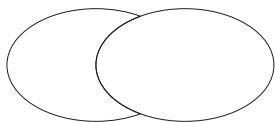
Any time there are multiple colors touching or overlapping in a design, you must decide how you want apply the materials. You can always place the colors directly on top of each other. You can also create white space between objects or trim objects through each other. You can use the Trim and Simplify functions in CorelDRAW to make modifications to the vector objects to suit your application strategy. The Auto Weld function in StoneCut and StoneCut Pro will allow you to select an overlap, offset or full surface underlay for each color layer.



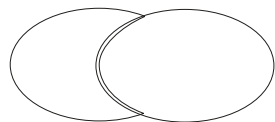
Original Image



Objects Welding Together



Objects Trimmed



Objects Trimmed with Overlap

If the design is being applied to a light substrate, does the design require trapping (overlap) of colors that sit on top of each other?

Any time you apply light color materials on top of each other and you have a light colored substrate, the colors may become distorted. The standard technique for resolving this issue is to trim colors through each other and overlap the dark colors over the top of the light colors. The Auto Weld function in StoneCut and StoneCut Pro will allow you to select an overlap, offset or full surface underlay for each color layer.

Are there intersecting paths in the vector objects that require trimming?

Intersecting paths in the vector objects will cut over the top of each other. You must use the Weld and Trim functions in CorelDRAW to resolve the intersecting paths in Wireframe view. The Auto Weld function in StoneCut and StoneCut Pro will resolve intersecting paths automatically.

Are there hidden objects that may be cut?

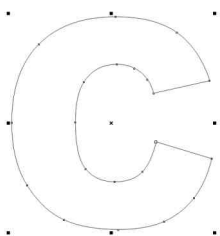
You should always view the file in Wireframe view to inspect the design for hidden objects that are behind other objects or may have their fill or outline colors set to white. You can use the **Pick** and **Shape** tools in CorelDRAW to delete any unwanted elements in the design.

Does the design have small or intricate elements that may be difficult to weed?

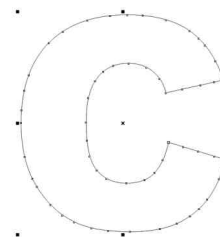
Small objects can be very difficult to weed (the process of removing excess material after cutting). You can manually delete small objects by ungrouping or breaking apart an object and deleting small elements with the **Pick** tool in CorelDRAW. Smart Designer will automatically delete a small object in a design using the **Remove Object Detail** feature in the **Object Shaping** tab in the **Smart Designer Command Center** under **Object Cleanup**. Any objects with sharp points should be modified with the **Shape** tool in CorelDRAW to prevent the material from lifting up during weeding.

>> Note:

Earlier versions of CorelDRAW, including CorelDRAW 12, will produce an excessive number of nodes during the contouring process. CorelDRAW X6 or higher will automatically reduce nodes during contouring to produce a clean contour line without excessive nodes.



Clean Image
without Excessive
Nodes



Dirty Image
with Excessive
Nodes

Are there excessive nodes in the vector objects that may interfere with the output to the machine or distort the lines in the image?

Excessive nodes will cause distortions in vector lines and longer cut times with your cutter. These nodes are sometimes created when the Contour function is used in CorelDRAW. CorelDRAW X6 or higher will automatically remove extra nodes any time an object is contoured. You can view nodes in an object by ungrouping the object and selecting the object with the Shape tool. You can automatically reduce nodes by using the node reduction slider in CorelDRAW on the Property Bar. CorelDRAW X4 and X6 or higher also have a very useful **Reduce Nodes** function on the Property Bar any time nodes are selected with the Shape Tool.

Have all outlines been converted to contour lines?

Outlines created with the Outline Pen tool in CorelDRAW do not have vector properties that can be cut. For this reason you should use the Contour feature to create outlines for cutting. You can convert outlines to cut lines using the **Convert to Stroke** feature in **Cutting Tools** feature under **Printing and Cutting** in the **Smart Designer Command Center Object Shaping** tab. Before you cut or Auto Weld in StoneCut and StoneCut Pro, the software will prompt you to convert any outlines in the selected object or design to cuttable lines.

Does the design need to be flipped for a heat transfer process?

Most heat transfer processes require that the image must be flipped (mirror image) before printing. Use the **Flip Image for Transfers** feature in the **Smart Designer Command Center** under the **Sizing and Arranging** tab to automatically setup the design for a heat transfer.

Print and Cut Issues

>> *Tip:*

StoneCut and StoneCut Pro include a powerful contouring feature. This feature will automatically prepare vector objects for a print and cut process. This feature has numerous custom settings that govern quality, corner shapes and accuracy.

Print and Cut Issues

Has a contour line been assigned to specify which portion of the design will be the cut line?

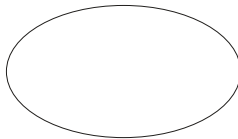
For most print and cut processes, a cut line must be created that will tell the cutting device where to cut. You can use the **Cutting Tools Create Cut Contour** feature in the **Printing and Cutting** section in the **Smart Designer Command Center** to specify a cut line. You can choose an option for the placement of the cut line depending upon the requirements of your cutting process. Most print and cut systems will require the cut line to be colored with a specific color and outline width.

If the design requires color correction, which color correction strategy will be used?

One popular color correction strategy is color profiling. Some printers support ICC Color Profiles that will adjust the color space for an image for a specific printer, ink and substrate. Please refer to the manual to determine if your device supports color profiles. Another strategy for color correction would be to manually color correct the image using an image editing software such as CorelDRAW, Corel PHOTO-PAINT or Adobe Photoshop. A low tech way to color correct a vector image is to print out a color chart on your device for a specific color palette in CorelDRAW. You can then select the desired color from the chart and recolor your image with the colors in the palette. You can print a Pantone color chart by selecting **Print Color Charts** in the **Smart Designer Command Center** and **Color Management** tab. After printing the chart on your substrate you will be able to see exactly how each Pantone color will appear on that substrate. Simply color your design with colors from the **Pantone Solid Coated** color palette in CorelDRAW using the Color Manipulation features in Smart Designer.



Decal Layout



Cut Line

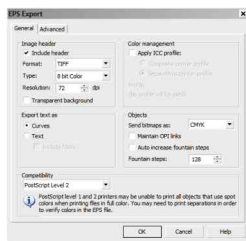
If there are going to be spot colors used in the design, have the correct spot colors for the output device been assigned to each vector object?

Some print and cut devices can print spot color inks or ribbons. Your manufacturer may include a CorelDRAW color palette for these spot colors. You can specify any spot colors in your vector image by re-coloring the design with spot colors from this palette.

Large Format Digital Printing Issues

>> Note:

If you are outputting using a RIP software, you will need to export the image to a working folder for output. Most RIP software programs will require an EPS file for output. Use the CorelDRAW Export function to export an EPS file for use with your RIP software. See Section 8 for the lesson on Exporting an EPS file.



CorelDRAW EPS
Export Window

Large Format Digital Printing Issues

If the design requires color correction, which color correction strategy will be used?

One popular color correction strategy is color profiling. Some printers support ICC Color Profiles that will adjust the color space for an image for a specific printer, ink and substrate. Please refer to the manual to determine if your device supports color profiles. Color profiles should be provided from your ink, media or printer supplier. Another strategy for color correction would be to manually color correct the image using an image editing software such as CorelDRAW, Corel PHOTO-PAINT or Adobe Photo Shop. A low tech way to color correct a vector image is to print out a color chart on your device for a specific color palette in CorelDRAW. You can then select the desired color from the chart and recolor your image with the colors in the palette. You can print a Pantone color chart by selecting **Print Color Charts** in the **Smart Designer Pro Command Center** and **Color Management** tab. After printing the chart on your substrate you will be able to see exactly how each Pantone color will appear on that substrate. Simply color your design with colors from the **Pantone Solid Coated** color palette in CorelDRAW.

If the design is a bitmap or contains a bitmap, is there sufficient resolution to produce the desired quality at the desired output size?

Low resolution bitmaps will always produce a low quality imprint. If you do not have sufficient resolution in the original bitmap, an image enhancement program can help adding extra pixels to the artwork to increase the overall print quality. Our recommended image enhancement software is **Photo Zoom Pro**. A demo version of this software is included with Corel PHOTO-PAINT and can be accessed by selecting **Photo Zoom Pro** from the **File Format Export Plugins** in the **File** menu. A 72 dpi web graphic is going to produce poor results, but a 300 dpi image could be doubled in size using an image enhancement program. The absolute size of the image is just as important as the resolution. Bigger size is always better because it will give you more digital information to work with in terms of resizing.

Sublimation Printing Issues

>> *Tip:*

Each sublimation ink brand will include either color profiles or a specific driver that will color correct images.

Sublimation Printing Issues

Has the design been flipped for a heat transfer process?

Most heat transfer processes require that the image must be flipped (mirror image) before printing. Use the **Flip for Transfers** feature in the **Smart Designer Command Center** under the **Sizing and Arranging** tab to automatically setup the design for a heat transfer.

If the design requires color correction, which color correction strategy will be used?

One popular color correction strategy is color profiling. Some printers support ICC Color Profiles that will adjust the color space for an image for a specific printer, ink and substrate. Please refer to the manual to determine if your device supports color profiles. Another strategy for color correction would be to manually color correct the image using an image editing software such as CorelDRAW, Corel PHOTO-PAINT or Adobe Photoshop. A low tech way to color correct a vector image is to print out a color chart on your device for a specific color palette in CorelDRAW. You can then select the desired color from the chart and recolor your image with the colors in the palette. You can print a Pantone color chart by selecting **Print Color Charts** in the **Smart Designer Command Center** and **Color Management** tab. After printing the chart on your substrate you will be able to see exactly how each Pantone color will appear on that substrate. Simply color your design with colors from the **Pantone Solid Coated** color palette in CorelDRAW. Some sublimation inks will include their own color palette and chart for CorelDRAW.

Laser Engraving Issues

>> *Tip:*

Each laser engraver manufacturer should have a color palette available for CorelDRAW. This palette will allow you to create cut lines by assigning specific cut colors to objects. The Versa Laser color palette is included in Smart Designer. You can select this palette from the Color Management section in the Smart Designer Command Center docker.

Laser Engraving Issues

Does the design have colored areas or gray scale areas that need to be converted to pure black or white?

When laser engraving, any gray areas in the design will be laser engraved as a dithering pattern (dots). Use the **Specialized Conversions Convert to Black and White** feature in the Color Management section in the Smart Designer Command Center to convert a design to black and white.

Is any portion of the design going to be vector cut? If so, have the proper cut lines been created and configured?

For laser cutting, a cut line must be created that will tell the device where to cut. You can use the **Cutting Tools Create Cut Contour** feature under the **Printing and Cutting** section in the Smart Designer Command Center to specify a cut line. You can choose an option for the placement of the cut line depending upon the requirements of your cutting process. Most laser engravers will require the cut line to be colored with a specific color and outline width.



Greyscale Image



Black and White Image



Vector Cut Layout



Cut Line

Rotary Engraving or Routing Issues

>> *Tip:*

StoneCut pro has powerful tools for setting up toolpaths and vector fills for routing and engraving. Vector images can be drag and dropped into either application and setup for routing or engraving. Completed images can be exported in a graphics format for a specific routing or engraving software.

Rotary Engraving or Routing Issues

Are there intersecting paths in the vector objects?

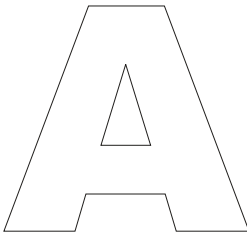
Intersecting paths in the vector objects will engrave or route over the top of each other. You must use the Weld and Trim functions in CorelDRAW to resolve the intersecting paths in Wireframe view. The Auto Weld function in StoneCut or StoneCut Pro will resolve intersecting paths automatically.

Are there hidden objects that may interfere with the assignment of tool paths or vector fills?

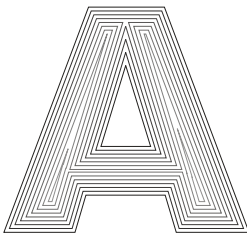
You should always view the file in Wireframe view to inspect the design for hidden objects that are behind other objects or may have their fill or outline colors set to white. You can use the Pick and Shape tools in CorelDRAW to delete any unwanted elements in the design.

Is the spacing between objects going to allow for the proper assignment of tool paths or vector fills?

Each routing or engraving tool will route or engrave a specific width. Narrow spaces between vector lines will not always allow for tool path assignments in your routing or engraving software. You can use the node editing functions in CorelDRAW to adjust any vector lines for adequate spacing for tool path assignments.



Original Vector Image



Vector Image
with Tool Paths

Glass Etching Issues

>> *Note:*

In order to output halftones for a glass etching process, you must have an inkjet printer or laser printer that is PostScript compatible.

Glass Etching Issues

Does the design have colored areas or gray scale areas that need to be converted to pure black or white?

When laser engraving, any grey areas in the design will be laser engraved as a dithering pattern (dots). Use the **Specialized Conversion Convert to Black and White** feature in the Color Management section in the Smart Designer Command Center to convert a design to black and white.



Greyscale Image



Black and White Image

Section 9

Templates

This section will cover:

- Selecting a Smart Template
- Editing a Smart Template
- Preparing Designs for Smart Templates
- Edit Current Art as Template

Selecting a Smart Template

>> Note:

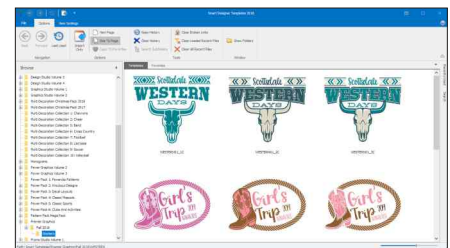
You must install the clipart and templates from each volume in order to access them. If the volume has not been installed, it will not be available as a Smart Template. Consult Section 2 for installation instructions.

Smart Templates are a unique Smart Designer feature. A Smart Template is an interactive design that includes clip art, text and a stock layout. Instead of manually editing a design in CorelDRAW, a Smart Template will enable you to easily make text changes and substitute clip art. The design will be changed automatically. Some designs may include inline/outline text effects with multiple layers of the same text value on top of each other. In CorelDRAW, you would have to change each instance of the text, in order to re-create the effect with a new text value. Smart Designer will change each layer automatically by simply changing one layer of the text. Using Smart Templates is the quickest and easiest method for creating designs.

Selecting a Smart Template

Steps to Follow

1. After launching CorelDRAW, choose **Select Templates** from the **Templates** section in the **Smart Designer Command Center** docker.
2. After the Graphics Browser window opens, select the desired art volume from the list or double-click on a folder.



Template Browser

- Note:** only installed art volumes and sample templates will be listed.
3. Select the template category for the selected art volume. The categories will correspond to the categories in your product binders. In some cases, you will be given the option of selecting a black & white version or a colored version of a template.
 4. Using the scroll bar on the right of the window, you can browse through the various templates. You can increase the size of the thumbnail preview by moving the **Thumbnail Preview** slider to the right.
 5. Click on the desired template to begin the editing process. The template will open in a new document with the **Property Editor** docker to the right of your screen.

>> Back and Restore:

The Backup and Restore function will enable you to archive your templates and fonts so they can be transferred to another computer or restored from a backup. To backup your fonts or templates, select the **Backup** option and designate a directory where you would like to locate the backup, and select the **Backup** button. To restore your fonts or templates, select the **Restore** option. Use the **Browse** function under **Directory** to locate the directory where the backup files are located.



Templates Browser Functions

Browser Functions**Navigation**

Back: Navigates to previous template category.

Forward: Navigates to next template category.

Last Used: Displays last templates used.

Options

Import Only: Imports template without launching Property Editor

New Page: Opens template in a new page.

Size to Page: Sizes template to the current working page.

Copy To Favorites: Copies template to favorites category.

Tools

Keep History: Retains search history.

Clear History: Deletes search history.

Clear Broken Links: Clears links to files that have been moved and can no longer be located with a keyword search.

Window

Show Folders: Show folder icons.

Editing a Smart Template

>> *Tip:*

You can load the last used template from the Template Browser by selecting **Load Last Template** in the Templates section.

Each template is composed of text, clip art and a stock layout. To view the various elements in a template, select the **Tab** key on your keyboard. Each time you select the tab key, a different element will be selected, provided the elements are ungrouped.

Editing a Smart Template

Steps to Follow

1. To change a text value in the **Edit Text** function, highlight the text in the **Text** tab and enter the new text in the **Enter New Text** box.

2. Select a new font from the **Select Font** drop down list. The fonts are the same installed fonts that are available in CoreIDRAW.

3. You can change the fill color for a text element. Select a new color by selecting the **Pencil** icon. The CoreIDRAW color list will appear.

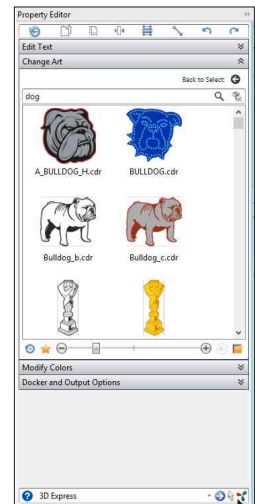
Select a new color from the window. You can change the outline color or the text by checking the **Change Outline Color** box.



Property Editor Docker

4. To replace a clip art element with another clip art image, highlight the name of the graphic element in the **Command Center** docker under the **Change Art** tab. Click on the **Select** button. The **Clipart Browser** will appear allowing you to select a new clip art image. Once the image is selected double-click on the preview to replace it in your template.

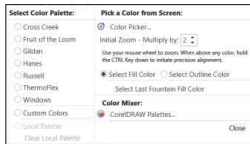
Note: You can search by keyword by selecting the **Select** arrow at the top of the **Change Art** tab in the Template Property Editor.



Search in Change Art Tab

>> **Page Background:**

You can change the background color for your document by selecting the **Page Background** option. Color palettes from popular manufacturers are included. You can also add your own custom colors.



Artwork Options

There are multiple options for replacing the artwork in your template.

Clipart Browser: Import or replace artwork using the Smart Designer Clipart Browser.

Browse Dialog: Import or replace artwork using the CorelDRAW import function.

Corel CONNECT: Import artwork using the Corel CONNECT content manager application that is included with CorelDRAW. Right mouse-click on an image to import it into CorelDRAW.

Scan: Replace the artwork using a scanner to scan an image. You must select a scanner by choosing **Acquire Image** from the CorelDRAW **File** menu.

Webcam: Replace the artwork using a webcam.

Windows Explorer: Import or replace artwork using Windows Explorer.

Note: If you add or delete an object in your template, you will need to select the refresh icon.



Refresh Icon

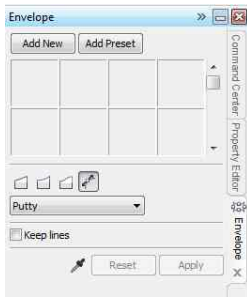
Preparing Designs for Smart Templates

>>Tip:

Each design in CorelDRAW has a tab order. To test the tab order of a design, make sure nothing is selected in your design and press the **Tab** key on your keyboard. The first object in your tab order will be selected. Each time you press the **Tab** key, the next object in your tab order will be selected. The last object in your tab order will be at the top of your list when you create a Smart Template. The last object in your tab order will be at the bottom of your list. To change an objects tab order, select the object with your Pick Tool and use the **Shift and Page Up** or **Page Down** keys to move the object up or down in the tab order.

>> Tip:

Select the **Envelope Docker** from the **Effects Menu** (Ctrl F7). Select the element to be enveloped. Click on **Add New** and **Apply**. Choose the **Shape Tool** (node tool) to verify that the text is enveloped. If the text is properly enveloped, a red dotted outline will appear around the text.



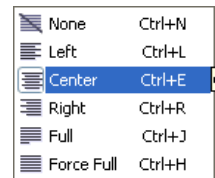
Envelope Docker

Preparing a Design

When you want to edit an existing template that you created in CorelDRAW, there are several important steps that you must take first. It is essential that your text is prepared in a specific manner. In addition, all clip art elements and background layouts must be grouped properly.

Steps to Follow

1. Make sure individual clip art elements and background layouts are grouped as a singular object. Each clip art element and background layout should be one grouped element.
2. Make sure all text objects are not grouped or combined with any other objects. If you have multi-layer text effects such as inlines, outlines or drop shadows, each layer should be a single grouped object. Check the tab order (see side bar tip), to verify that each text layer is a separate object.
3. Make sure to center justify each text object using the **Horizontal Alignment** icon on the **Property Bar**. This insures that when the text is replaced with new text, that it will not be pushed to the left or right. Some text effects will require left or right justification depending upon the layout of the template.
4. Unless you have text on a path, you should envelope all text objects (see side bar tip). This insures that the text will be constrained to the dimension of the original text value. It is a good idea to use longer text values with a minimum of seven characters to prevent crowding of longer lines of replacement text. Do not use the **Interactive Envelope** tool to add envelopes to text as the envelope may not work properly.
5. You can set the tab order for the elements in the design (see side bar tip.) This will set the order in which the elements display in the Property Editor docker.
6. Center the design on a page and save it prior to creating the Smart Template.



Horizontal Alignment Options



Enveloped Text

Note: Do not group the design or it will be treated like a single clip art image.

Edit Current Art as Template

>> **Note:**

The Property Editor will not work with Paragraph Text. All text must be converted to individual lines of Artistic Text. You must properly justify and envelope each line of text in order for this feature to function properly.

WRONG

**BOB JOHNSON
VICE PRESIDENT**

*Two Lines of Text in
a Single Paragraph*

RIGHT

BOB JOHNSON

VICE PRESIDENT

*Two Separate Lines
of Artistic Text*

The **Edit Text** function in the **Templates** section of the Command Center docker will allow you to edit existing CorelDRAW designs. Most designs are composed of text, clip art and stock layouts. The **Edit Text** function will only work if the elements in your design are properly grouped, justified and enveloped. In order to insure the proper operation of this feature, you must prepare your design using the same method of preparation used on a Smart Template.

Steps to Follow

1. Select **Edit Text** from the **Templates** section in the **Smart Designer Command Center** docker.

Note: The feature will scan the design and display the text elements in the **Edit Text** tab. Any grouped clipart elements will be displayed in the **Change Art** tab. If the template is a single group, the text values will not be displayed unless the design is ungrouped. You can refresh the template after ungrouping by selecting the **Refresh List** button.



Property Editor

Section 10

Virtual Samples

This section will cover:

- Creating Virtual Samples
- Adding Product Blanks

Creating a Virtual Sample

>> Additional Blanks:

Product blanks are included with Smart Designer. Additional product blanks can be installed by purchasing Smart Concepts 2 Photo or Vector Editions. If you have the original versions of these products, you will need to update them to version 2.1 in order to install them with Smart Designer Pro.

>> Tip:

You can add custom colors in the Select Virtual Sample Color function by clicking on the Select Color Palette or Mix Colors button.



Color Mixer

Product blanks are vectored line illustrations or photos of popular products including garments, awards, posters, banners, headwear, promotional products and signs. This is an excellent feature for creating sales sheets, flyers and proofs. Once a design is automatically placed on a product blank, you will be able to add the design to a customizable sales sheet layout. Once the sales sheet is created, you can print it or create a PDF file for emailing purposes.

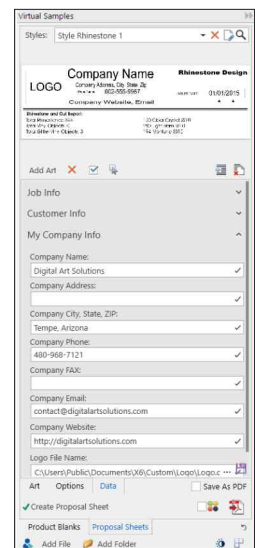
Creating a PDF Sales Sheet with Virtual Samples

Steps to Follow

1. After creating a graphic, select **Virtual Samples** from the **Templates** section in the **Smart Designer Command Center** docker.
 2. Product blanks will be displayed in order by description.
 3. Select a folder and choose a product blank. Select a color for the product from the **Color** drop down list. Double-click on a product blank to place the design on a product template. You can reposition the design by selecting it with the **Pick** tool. Some virtual samples include secondary colors. This box will be available if a secondary color is detected in your product blank.
 4. Select the **Proposals Sheets** tab. You can customize the fields in the proposal sheet by selecting the **Form Data** tab.
 5. Click on the **Add Art** button to add the selected product blank to the proposal sheet. If nothing is selected in your workspace, the entire blank will be added. If an individual product is selected, only that product will be added.
- Note:** Not every data field will be used in every proposal sheet. Only the fields in the proposal sheet will be populated with the form data.
6. Choose **Style 2** from the **Proposal Styles** drop down list. Click on the **Create** button to create a sales proposal sheet in a separate document.



Virtual Samples Docker



Form Data

>> **Tip:**

When using the Virtual Samples feature, you can automatically convert your current document to a PDF file by selecting the **Export to PDF Now** button in the Proposal Sheets tab. This feature will automatically create and save a PDF file on your hard drive. Once the PDF file is created, your default PDF viewer (normally Adobe Acrobat) will be launched and the PDF file will be displayed. You can create password security for your PDF document by selecting the **Security** tab under **Settings**. You can setup a password to prevent editing of the file or printing.

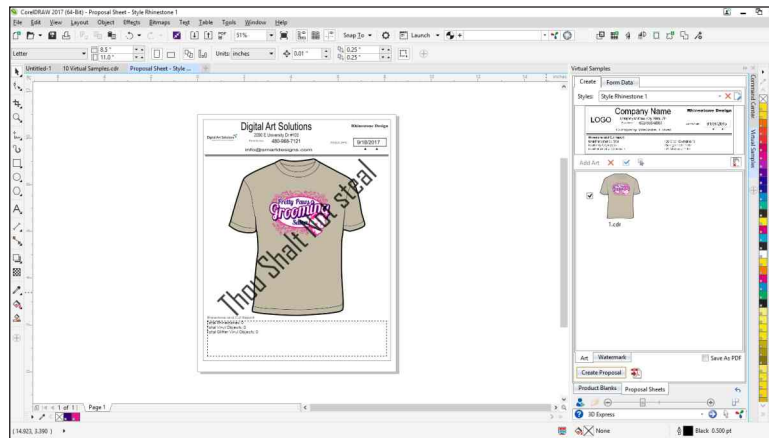


PDF Sales Sheet

7. You can add a watermark to your design by selecting the **Add Watermark** button in the Watermark tab and choosing your watermark options.

Note: If you select Style 2, the design will be placed in the box in the upper left corner of the proposal sheet.

8. You can create a PDF file after creating the proposal sheet by selecting **Export to PDF Now** (see the sidebar tip on this page.)



Graphic Added to Product

Note on Security: You can select the **Convert Blanks to Bitmaps** button to convert the graphic in the virtual sample to a bitmap. This will prevent someone from importing the PDF into a vector editing software and accessing the original vector artwork.



Adding Product Blanks

>> Photos Blanks:

You can color a photo product blank provided the blank is light grey or white. By using the **CutOut Lab** in **Corel PHOTO-PAINT**, you can cut out the white background of the product blank. This step is required, otherwise the color will also be placed over the white bounding box in the photo.



>> Vector Blanks:

You can color a vector product blank provided the blank is properly prepared. There must be a single combined block of color resting over a solid background layer. The **Products Blanks** feature will change the color of the color layer and swap the imprint area rectangle with the graphic.



Original






Background Layer



Color Layer

You can add your own product blanks using vector clipart or photos. Product blanks can be organized and added to folders in the User category. By right clicking on a product blank you can rename it or delete it.

Steps to Follow

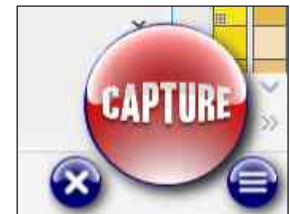
1. Select **Virtual Samples** from the **Templates** section in the **Smart Designer Command Center** docker.
2. Product blanks will be displayed in order by description.
3. Select the **User** folder in the **Product Blanks** tab.
4. You can add a new folder by clicking on the **Add Folder** button. 
5. Create a new document and import your product blank clipart or photo into the document. If the blank is a photo, you can use the **Crop** tool to crop the image.
6. Use the Draw Product Placement Rectangle tool to place a rectangle over the product blank where you want the design to be placed. This rectangle represents the imprint area. You can position the rectangle anywhere on the product blank. 
7. To add the product blank to the currently selected folder, select the **Add Product Blanks** button. You may also drag and drop a product blank from the document into a folder in the **Virtual Samples** feature. 

Note: If you skew or rotate the imprint area rectangle, the design will be placed on the product blank in the same rotation angle or skewing angle.

Smart Capture: You can screen capture product blank images from any web page using the Smart Capture tool. This tool can be activated from the **Screen Capture** section in the **Clipart and Graphics** tab.



Virtual Samples Docker



Section 11

Tails and Layouts

This section will cover:

- Create Athletic Tails
- Create Design Layouts
- Create Class Names
- Create Player Names
- Importing Lists into Class/Player Names
- Calendar Wizard

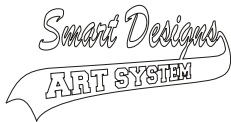
Create Athletic Tails

>> Tip:

In most cases, script text will create intersecting paths where letters overlap. In order to add outline text effects, the script text must be welded together to remove intersecting paths. In addition, the area in which the tail and script text are joined will create an intersecting path. The **Weld Text and Tail** option will automatically weld all intersecting paths in a tail. After welding, the script text will no longer be editable as text as it has been converted into artwork.



Without Auto Weld



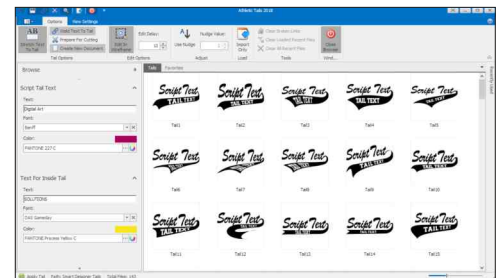
With Auto Weld

Athletic Tails are a popular design style used to decorate apparel, signage and awards. Smart Designer's Athletic Tails feature will decrease the time and effort involved in creating and editing athletic tails. With over 140 stock tail designs built into the software, Smart Designer will automatically create a tail from a stock template. In addition, the Athletic Tails feature will prepare a tail for both vinyl cutting and spot color screen printing.

Creating and Editing an Athletic Tail

Steps to Follow

1. After launching Smart Designer, select **Create Athletic Tails** from the **Tails and Layouts** section in the **Smart Designer Command Center** docker.



Athletic Tails Window

2. After the **Athletic Tails** window opens, select a tail using the scroll bar. Click on a tail to highlight it.
3. Under **Text Options**, type in the text for the tail and select a font and font color from the drop down lists. Typically a script style of text like **Banf** works well for the top line of text and a block style of text like **College** works best for the text inside of the tail.
4. Select a size category and product size under **Final Size**. You may also enter a height and width dimension.
5. Under **Options**, select **Weld Text and Tail** if you would like to automatically weld intersecting paths. Click **Stretch Text to Fit Width** to stretch the script text automatically. The **Adjustment Delay** parameter is the number of seconds before your tail is automatically welded. Select the **Edit in Wireframe View** option to automatically enter the wireframe view to reposition the script text to properly overlap the tail.
6. Select **Prepare for Cutting** if you wish to create a one color image to be cut on a vinyl cutter.
7. Double click on a tail preview. If you selected the **Weld Text and Tail** option, a countdown timer will display the remaining time before the tail is automatically welded.

Tip: Right mouse click on a thumbnail and select **Copy to Favorites** to save a tail under the **Favorites** tab.

Create Design Layouts

>> Tip:

After creating a layout using the Layout Designer, you can add your own text to the layout using the **Text** tool in CorelDRAW. In addition, you can add text effects to your text using the **Text Effects** feature from the **Effects** tab. After you have completed your design, you will be able to edit the design as a Smart Template using the **Property Editor**.

>> Tip:

Each ribbon element has a hidden text envelope. After importing a ribbon element, ungroup the ribbon by selecting the **Ungroup All** icon from the **Property Bar**. Select the center of the ribbon with your **Pick Tool**. On your keyboard, press **Ctrl/Shift/T** at the same time to enter the text editing window. Highlight the sample text and type in your new text value. The sample text will not be viewable onscreen as it is white. Select the sample text and change it to a contrasting color.



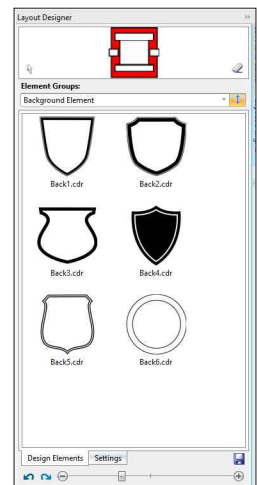
Layout with Text Envelope in Ribbon

The Create Design Layouts feature will enable you to easily create stock layouts from a selection of design elements. A variety of design elements can be combined with text to create an infinite number of design templates.

Create a Layout with the Layout Designer

Steps to Follow

1. Open a new document in CorelDRAW and make sure your drawing area is clear.
2. Select **Layout Designer** from the **Tails and Layouts** section in the **Smart Designer Command Center** docker.
3. After the **Layout Designer** docker appears, select an element category by clicking on a category heading such as **Background Element**.
4. Select your sizing options for maximum width and maximum height.
5. Select a design element category from the **Element Groups** drop down list.
6. Use the scroll bar to navigate through the stock elements in the selected category and double-click on a preview to import the element into your work area.
7. Repeat this process with additional element categories until you have created your stock layout.
8. After importing the desired design elements, you may customize the layout as needed using any tool or feature in CorelDRAW.



Layout Designer Docker

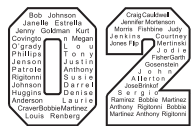
Create Class Names

>> Note:

The size of your graphic and the quantity of your names will greatly impact the appearance of the names inside the clip art or class year. In general, a longer list of names will work better, as the letters in the names will not crowd each other. If you have a short list of names, the size of the text will increase resulting in spacing problems. Although you can produce lists with less than 50 names, most designs will look much better with a minimum of 100 names.



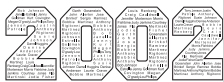
100 Names



30 Names

>> Tip:

In general, the default sizes for this feature will work best. If you decrease the size of the design, your outlines may cause overlaps in the design. Decrease the width of your outline and inline widths in the Options section if your outlines are causing the letters to overlap.



Correct Inline and Outline Width



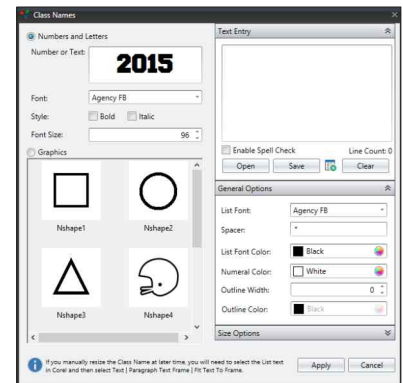
Incorrect Inline and Outline Width

The Class Names feature was designed to enable you to insert a list of students or players into a number or clip art image. This is a popular format for graduation T-shirts and team spirit shirts. This is a fairly complex and difficult task in CorelDRAW. The Class Names feature will automate all of the production steps required to produce this style of artwork.

Creating a Class Names Design

Steps to Follow

1. Select **Create Class Names** from the **Tails and Layouts** section in the **Smart Designer Command Center** docker.
2. After the **Class Names** window opens, select the default text preview in the **Numbers and Letters** panel. After the preview is selected, it will be highlighted. Change the text values by highlighting the text with your cursor and typing in new text. You can enter 1, 2, 3 or 4 characters. You can also select a graphic element instead of a text format by choosing the **Graphics** tab.
3. Type in your list of names using the **Text Entry** functions. You may also import a list of names from a text file.
4. Select the **General Options** section to change the parameters and colors for the design. You may enter a spacer character to place between each name in the list. Typically a hyphen or asterisk will work best.
5. The default outline and inline setting will work perfectly with the default size for the design. If you decrease the size of the design, you must also decrease the width of the outline and inline.
6. If you select a graphic element for your design, select a size category from **Size Options** section.
7. Click on the **Apply** button to create your design.
8. After the design has been completed, you may ungroup the design and edit the text inside each letter. Select the text with your **Pick Tool** and press **Ctrl/Shift/T** at the same time on your keyboard. The **Edit Text** window will appear allowing you to edit the spacing between names.



Class Names Window

Create Player Names

>> Note:

There are two types of text in the **Player Names** feature, enveloped text and standard text. The first format under **Styles** when **Names Only** is checked is a standard line of text. The **Team Names** feature will automatically shrink the font size to constrain longer names to fit within the maximum width. You can select the **Stretch Text to Fit Width** option under **Size and Placement Options** to stretch the text to fit the substrate width. Every other format is enveloped text. Enveloped text will automatically be stretched to fit the substrate width regardless of the number of characters in a name.



Standard Text



Enveloped Text

**JONES
JOHNSON
JOHNSONBERG**

Standard Text
with Stretch Text
Option Turned Off

**JONES
JOHNSON
JOHNSONBERG**

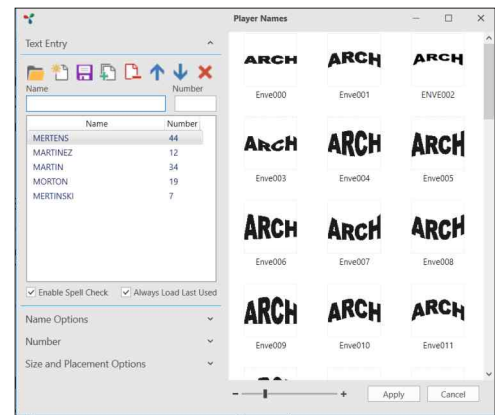
Standard Text
with Stretch Text
Option Turned On

The Player Names feature was designed to layout a list of player names or player names/numbers for output. A list can be manually input or imported. Nearly every aspect of the layout can be configured to fit the specific needs of your job. The Player Names feature also has the capacity to shrink longer names to fit within the substrate width. This feature is ideal for laser engraving, screen printing and cutting.

Creating a Player Names Layout

Steps to Follow

1. Select **Create Player Names** from the **Tails and Layout** section in the **Smart Designer Command Center** docker.
2. After the Player Names docker opens, select a type of layout from the **Style** panel. If you would like to add a number, you can select the number options from the **Number Options** panel.
3. Use the up or down arrow icons to scroll through the layouts. Click on the layout preview to select a layout style. Once selected, the layout will be highlighted.
4. Click on the **Text Entry** section to manually enter your list. You may also import a list from a compatible file format. Type a name or number in the **Name** field and click **Enter** on your keyboard.
5. Use the buttons in the **Text Entry Bar** to edit, delete, save or clear the list.
6. After you have entered your list, select the **Name Options** section.
7. Choose a font and font color from the drop down lists.
8. Check the **Add Outline** box if you would like to add a colored outline to each name or number. You may select an outline color from the **Outline Color** drop down list.



Player Names Window

Create Player Names - Continued

>> *Tip:*

Outlines can be created using either outline widths or contour lines. Outline widths are used for screen printing and will not show up as cuttable lines in the **Wireframe View** in CorelDRAW. Contours are actual cuttable lines that will show up in the Wireframe view. Select the **Contour Lines** option to create cuttable lines for vinyl cut heat transfers.

OUTLINE

Outline

OUTLINE

Outline in Wireframe View

CONTOUR

Contour

CONTOUR

Contour in Wireframe View

10. If you chose to add an outline, there are two basic styles of outlines. The default outline style is created with an non-cuttable outline width.

11. Enter an outline width in inches in the **Outline Width** field.

12. Check the **Contour Outline** box if you wish to create the outline effect with a contour line as opposed to a non-cuttable outline.

13. Select the **Size and Placement Options** section, and enter the width of your material or film in the **Substrate Width** field.

14. Select a text height from the **Text Height** drop down list. This is the height for the name when producing a name and number layout.

15. Enter the maximum width for each individual layout in the **Maximum Width** field. This number must be smaller than your substrate width.

16. Enter the distance between each layout in the **Object Spacing** field.

17. Choose the appropriate options for your layout:

Default: Compresses longer names

Reverse for Transfer: Flips each name

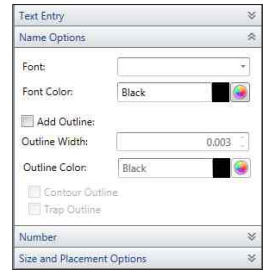
Stretch Text to Fit Width: Automatically stretches each name

Auto-Shrink Text: Reduces font size for longer names

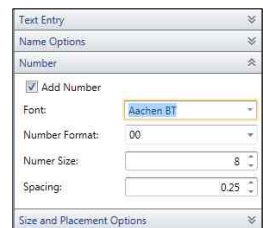
Center Object Groups: Centers each name layout on document

18. Enter a top and left margin in inches in the **Top Margin** and **Left Margin** fields. If you would like to start the layout in the upper left corner of your material or substrate, enter 0.0 in both fields.

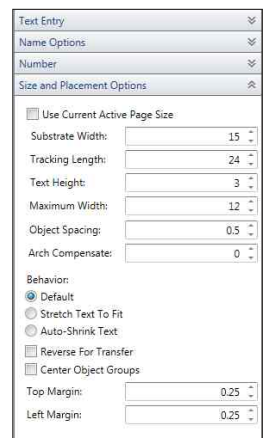
19. Click on the **Apply** button to create your layout from the list of names.



Name Options



Number Options

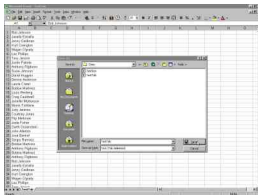


Size and Placement Options

Importing Lists into Class/Player Names

>> *Tip:*

The easiest way to format a file for the **Player Names** or **Class Names** feature is to copy and paste the text into a column in Microsoft Excel. You can then use the **Save As** function to save a copy of the data. The **Player Names** feature requires a **Comma Separated file (.csv)** to separate individual names and numbers. The **Class Names** feature requires a **tab delimited text file (.txt)**.



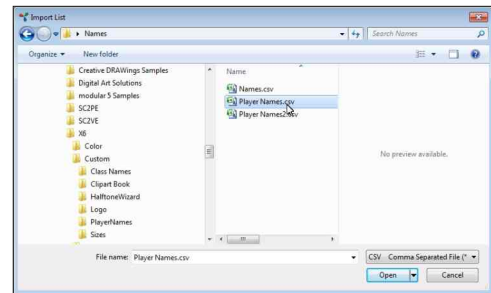
Text File in Microsoft Excel

Both the **Player Names** and **Class Names** features have the capability of importing a list of names from a text file. The text file must be created by a program that is capable of saving a tab separated text file or comma separated file. Compatible programs include Microsoft Excel and Notepad.

Importing and Saving a Text File in Class/Team Names

Steps to Follow

1. Open a new document.
2. Select either **Create Class Names** or **Create Player Names** from the **Tails and Layouts** section in the **Smart Designer Command Center** docker.
3. Click on the **Folder** icon in the **Text Entry** panel in the **Player Names** feature or select **Open** in the **Class Names** feature.
4. After the **Open Data File** window opens, select the **file type** option from the **Files of Type** drop down list.



Import Data File Window

Note: The text layout must be formatted in order to properly import into either feature. Microsoft Excel and Notepad are the best options for formatting text files. If you don't own Excel, you can access Notepad in Windows by typing **Notepad** in the Windows search function. You will be importing the data into either a name format or name/number format. A list that contains both a name and number must be saved with two separate columns in your original spread sheet and exported from Excel as a comma separated file (.csv). If you are using a text file in Notepad, you should separate the name and number with a comma.

5. Browse to the directory where the data file is located. Any compatible file in the selected directory will be visible in the window. If the file is not visible, it was not saved in a compatible text file format (see side bar tip.)
6. Highlight the desired file with your cursor and click on the **Open** button to import the file.
7. After the data has been imported, you can edit the list using the editing tools in the **Text Entry** panel.

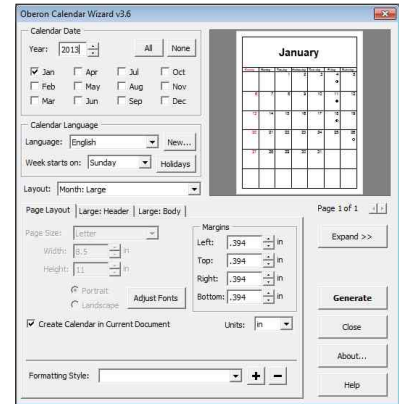
Calendar Wizard

The Get More docker in CorelDRAW X8 and 2017 will enable you to download and install the Calendar Creator macro. The Get More docker can be accessed from the Launch drop down list on the Standard toolbar in CorelDRAW 2018. This utility program will enable you to create formatted Calendar layouts in CorelDRAW. A download fee from Corel Corporation may apply.

Creating a Calendar

Steps to Follow

1. Select **Macros** and **Run Macros** from the **CorelDRAW Tools** menu. Select **Calendar Wizard** from the **Macros** drop down list.
2. After the **Calendar Creator** window opens, select the desired formatting settings for your calendar.
3. Select the **Generate** button to create a calendar with the selected formatting options.



Oberon Calendar Creator

Note: You can manually edit the calendar layout using the tools of CorelDRAW.

| November | | | | | | |
|----------|---------|---------|-----------|----------|--------|----------|
| Sunday | Monday | Tuesday | Wednesday | Thursday | Friday | Saturday |
| | | | | | 1 | 2 |
| 3 ● | 4 | 5 | 6 | 7 | 8 | 9 ● |
| 10 | 11 | 12 | 13 | 14 | 15 | 16 |
| 17 ○ | 18 | 19 | 20 | 21 | 22 | 23 |
| 24 | 25 ● | 26 | 27 | 28 | 29 | 30 |
| | | | | | | |

Section 12

Clipart and Graphics

This section will cover:

- Clipart Browser
- Clipart Browser Options
- Keyword Search
- Edit Options
- Access Corel Connect and Tray
- Create Clipart Book
- Smart Capture
- Launch Corel Capture
- 3D Express and 3D Express Docker

Graphics Browser

>> Note:

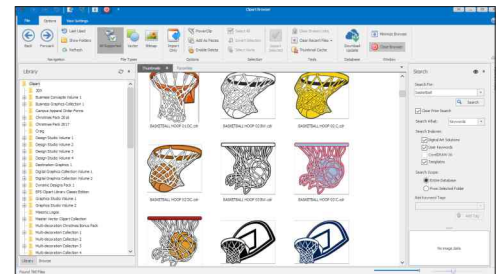
This feature supports over 70 popular clip art file formats including EPS, CMX, JPEG and BMP. Only file formats with embedded file previews are viewable and importable with this feature. Images can be filtered by categories including popular Vector, and Bitmap formats.

The Graphics Browser feature is one of Smart Designer’s most powerful and useful features. This feature will enable you to import a wide variety of clip art formats directly into CorelDRAW with enhanced features. Clip art file formats such as EPS files can be previewed prior to importing.

Browsing and Importing Clipart

Steps to Follow

1. After launching CorelDRAW, select **Access Graphics Browser** from the **Clipart and Graphics** section in the **Smart Designer Command Center** docker.
2. After the Graphics Browser opens, you can use the **Browse** function to locate a clipart image on your computer.
3. Select the **Library** tab to view clipart from any Digital Art Solutions art volumes that are installed on your computer.
4. Once you locate an image, double-click on the image to replace the image in your template.
5. After the image has been replaced, you can use the **Pick** tool (arrow tool) to select and reposition the clipart.



Clipart Browser Window

Note: If an object is selected in CorelDRAW, the selected object will be replaced. If nothing is selected, the image will be imported into the open document.

Graphics Browser Options

>> Installing Clipart

Only installed clipart from Digital Art Solutions products can be accessed in the Clipart Browser. Please consult Section 2, page 18 in this guide for instructions on installing your DAS art volumes.



Clipart Browser Functions

The Graphics Browser has a variety of options that will enable you to control the method in which artwork is accessed, installed and imported.

Browser Functions

Navigation:

- Back:** Navigates to previous clipart category.
- Forward:** Navigates to next clipart category.
- Last Used:** Displays last clipart used.
- Show Folders:** Opens template in a new page.
- Refresh:** Refreshes thumbnail previews.

File Types

- All Supported:** Displays all compatible files.
- Vector:** Displays only files that are in a vector file format such as AI, CDR or EPS files.
- Bitmap:** Displays files that are in a bitmap file format such as JPEG, TIFF and GIF files.

Options:

- Import Only:** Imports template without launching Property Editor
- PowerClip:** Power clips the clipart into a selected object.
- Add in Pieces:** Add multiple images to a page in placeable pieces.
- Enable Delete:** Allows deletion of images inside Clipart Browser

Selection:

- Select All:** Selects all images.
- Invert Selection:** Selects all images that are not selected.
- Select None:** Deselects all currently selected images.

Tools

- Clear Broken Links:** Disables search for files that have been moved and are no longer linked to the keyword search database.
- Clear Recent Files:** Clears recent files list.
- Thumbnail Cache:** Clears all cached thumbnail previews.

Database

- Download Update:** Updates keyword database when new DAS art volumes are added.

Keyword Search

>> Note:

Your Digital Art Solutions art volumes must be installed in order for the keyword search capability to work. The **Install Clipart** function in the **Clipart and Graphics** section will enable you to install the volumes to a specific location on your hard drive. If the files are not installed to this location or have been moved, the software will not be able to locate them with the keyword search capability.

The Search function in the **Clipart Browser**, you will be able to search for installed clipart by keyword. A keyword search is also available in the **Change Art** feature in the Templates section.

Searching for Clipart by Keyword

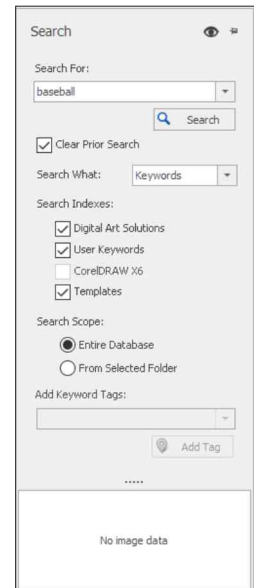
Steps to Follow

1. After launching CorelDRAW, select **Clipart Browser** from **Clipart and Graphics** section in the **Command Center** docker.
2. When the **Clipart Browser** opens, select the **Search Bar** at the right of the window.

Note: You can also search by file name or file path. The file name option is useful if you have located a file in one of the PDF catalogs and you want to quickly locate it.

3. If you want to search exclusively through Digital Art Solutions art volumes, check the Digital Art Solutions option in the **Search Indexes** options and deselect the other options.

4. Enter a keyword in the **Search For** field such as **Football, Bulldog, Welder**, etc. You can add to a previous search by deselecting the **Clear Prior Search** box.
5. Any clipart image associated with the specified keyword will be displayed. Double-click on a preview to import the image into CorelDRAW. If an image is selected, the selected image will be replaced.



Search Feature

User Keywords and Favorites: You can select any image viewable in the **Clipart Browser** and tag the image with a searchable keyword. A keyword could also be the name of a client or job. This is a useful feature for associating images with specific clients. You can select the **Tagged User Files** button in the **Clipart Browser** to search through any images that you have associated with keywords. To add a keyword tag to a selected image or group of selected images, enter the keyword description in the **Add Keyword Tags** field in the Clipart Browser and press the **Add Tag** button. Individual keywords should be separated by a semi-colon.

Example: football;quarterback will enable to search by either the word football and quarterback.

Edit Options

>> **Note:**

Corel PHOTO-PAINT is a powerful bitmap and photo editing software that is included with CorelDRAW. Images can be transferred automatically to PHOTO-PAINT by selecting an image and choosing **Edit Bitmap** from the **Bitmaps** section in the **Command Center** docker. Once the image is edited in PHOTO-PAINT, select the **Save** function and close PHOTO-PAINT. The edited image will be transferred back into CorelDRAW.

Useful bitmap editing tools have been included in the **Bitmaps** section of the **Command Center** docker under **Clipart and Graphics**. These tools can be used to convert vector images to bitmaps, edit bitmaps in Corel PHOTO-PAINT or revectorize images to eliminate overlapping paths in vector graphics.

Steps to Follow

1. After launching CorelDRAW, select the **Clipart and Graphics** section in the **Command Center** docker and click on **Edit Options**.
2. Chose an option to edit or convert a graphic from the **Bitmaps** or **Trace** options.

Bitmap Options

Quick Convert: Instantly convert a vector image to a bitmap.

Quick Convert and Edit: Convert a vector image to a bitmap and transfer the image to Corel PHOTO-PAINT.

Convert to Bitmap: Convert a vector image to a bitmap using the CorelDRAW Convert to Bitmap function with advanced options.

Edit Bitmap: Transfer a bitmap image to Corel PHOTO-PAINT for advanced editing.

Trace Options

Quick Trace: Instantly convert a bitmap image to a vector image.

Convert and Trace: Instantly convert a vector image to a bitmap image and revectorize it. This is useful for removing intersecting paths in vector graphics.

Trace Bitmap: Convert a bitmap image to a vector image using the CorelDRAW PowerTRACE feature.



Corel PowerTRACE

Access Corel CONNECT and Tray

>> File Tags

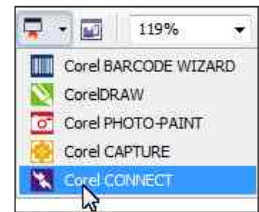
Corel Connect uses Windows file tags for its keyword search capability. The clipart that comes with CorelDRAW includes embedded tags with keywords. In addition, the clipart from the Digital Art Solutions Master Vector Clipart Collection includes tags. The Clipart Browser function in Smart Designer can search files that are not tagged from the various Digital Art Solutions volumes. The volumes must be properly installed in order for this keyword function to work.

Corel Connect is a powerful content management software that is built into CorelDRAW. This software will enable you to search for clipart by keyword or file description. It will also enable you to easily preview and import files. There are two separate ways to access Corel CONNECT - a stand alone application and a docker.

Searching and Importing Files with Corel CONNECT

Steps to Follow

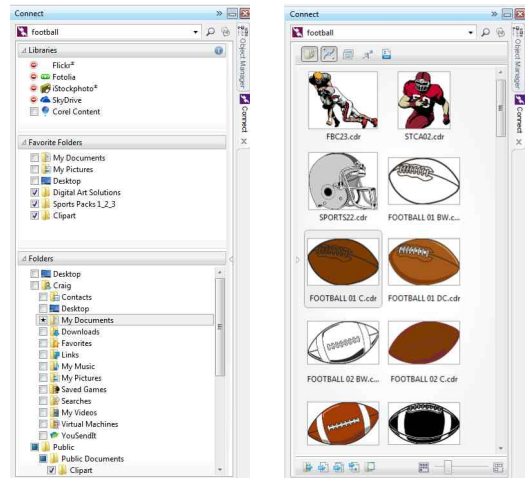
1. Open the **Corel CONNECT** docker by selecting the **Access Corel CONNECT** from the **Clipart and Graphics** section in the **Smart Designer Command Center** docker. You can also launch the stand-alone version by selecting **Corel CONNECT** from the **Application Launcher** drop down list on the **Standard** toolbar.



Application Launcher

2. In the **Folders** area, navigate to the folder where the files are located. To add the folder to your **Favorite Folders**, drag the folder into the **Favorites Folder** area or right mouse-click on the folder and select **Add to Favorites**.

3. To search by file name, type in a file name description into the search box, for example **Bear**. To search by tag - type the desired keyword tag, for instance, **football black vector**. **Corel Connect** will display any images in the folder that are related to the search.



Corel CONNECT Dockers

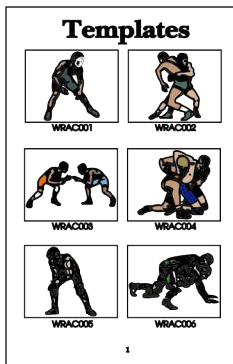
4. To import a file into an open document, drag and drop it onto any space in your document. To return to the folder options, select the small left arrow button in the center of the docker.

Note on the Tray Docker: You can store favorite images in the Tray by dragging and dropping an image onto a tray. To open the Tray docker, select **Access Tray** from the **Clipart and Graphics** section in the **Smart Designer Command Center** docker.

Create Clipart Book

>> Tip:

The Clipart Book Maker is useful for cataloging the images on your hard drive or any removable storage media such as a CD or DVD. In addition to creating a printable booklet, the actual files are part of the document. In the event that you lose your data, the files are backed up in the booklet. Simply open the booklet file and copy and paste a clip art image into your document.



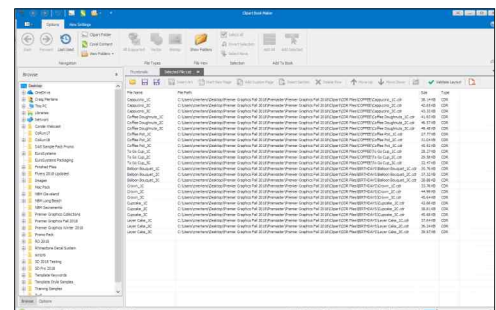
Sample Booklet

The Clipart Book Maker is a utility program designed to create sample booklets from image files on your hard drive or files stored on removable storage media. Over a dozen popular file formats are supported by this feature including CDR, EPS, JPEG and WMF files. The Clipart Book Maker will create a multi-page document with the actual clip art files embedded in the document.

Creating a ClipartBooklet

Steps to Follow

1. Select **Create Clipart Book** from the **Clipart and Graphics** section in the **Smart Designer Command Center** docker.
2. After the **Clipart Book Maker** window opens, select **All Supported** from the **Files Type** section to enable viewing of all supported file formats.
3. Use the **Navigation** tab to browse to a specific folder on your hard drive, network or removable storage media.
4. Select a folder to display the compatible images in the folder.
5. In the file list, highlight the files that you would like to catalog with your cursor. Hold down your **Shift** key and select the first and last file in the list to highlight the entire list. Hold down your **Ctrl** key to highlight specific files.
6. Choose the **Add All** or **Add Selected** button to add the files to your file list. You can view selected files from the **Selected File List** tab. You can add files to the list for various folders using this function.
6. Use the **Options** tab to access **General Options** and **Style Options** tabs to create a title for your booklet and the desired layout options including page size, margins and thumbnail size.
7. Click on the **Create Clipart Book** button to create the booklet. The specified number of images will be created on each page. As each page is filled, a new page will be created.
8. Save the booklet to a folder on your hard drive as a CDR file and use the **Print** function in CoreIDRAW to print your booklet.

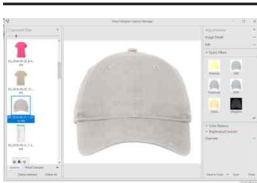


Clipart Book Maker Window

Smart Capture

>> Manage Captures

You can access the **Manage Captures** feature from the Screen Capture section. This powerful feature will enable you to manage and edit the screen capture images and then import them directly into CoreIDRAW. Recently captured images will be displayed in the window.

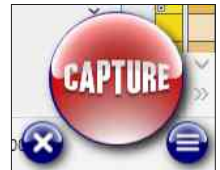


The Smart Capture function is a very useful feature for capturing photos and product images from the Internet. The Smart Capture feature will enable you to compose a window before capturing the screen.

Screen Capturing an Image

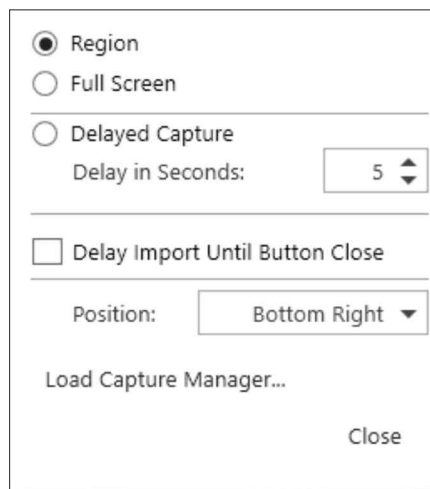
Steps to Follow

1. After launching Smart Designer, select the **Clipart and Graphics** section in the **Smart Designer Command Center** docker.
2. Select **Smart Capture**.
3. The **Capture** button will be displayed in the lower right corner of your screen.
4. Browse to the web page that you would like to capture.
5. Select the **Capture** button, you can draw a rectangle around the area in your screen with your left mouse button. Once you have drawn the rectangle, release your mouse button to transfer this area into CoreIDRAW.
6. The screen capture will be automatically placed in your CoreIDRAW document.



Smart Capture Button

Note: Click on the button with three horizontal lines to access options for the Smart Capture feature.



Smart Capture Options

Launch Corel Capture

>> Tip:

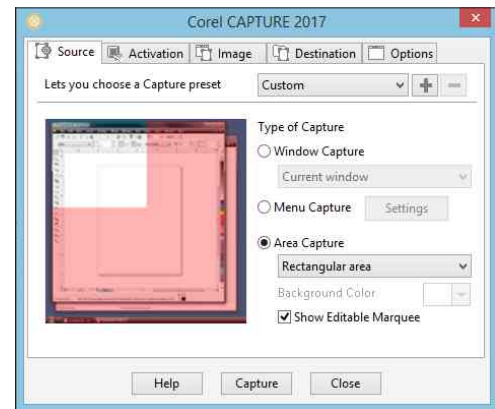
Most web graphics used in web pages are low-resolution bitmap images such as a JPEG or GIF files. Not only will these images display poorly, but they will print even worse. Flash technology has allowed web developers to display high resolution vector graphics in a web page. Unlike a JPEG or GIF file you can now right mouse-click on a Flash graphic and copy and paste the graphic into CorelDRAW. The Screen Capture feature can be used to screen capture a high-resolution Flash graphic. The graphic will be converted to a bitmap, but will have the same high resolution display in the web browser.

Corel Capture is a utility program included with CorelDRAW that is designed to capture screen shots of an image or graphic displayed in any program. Corel Capture is a useful tool for creating training documents or capturing Flash graphics from inside a web browser

Capturing a Screen Shot with Corel Capture

Steps to Follow

1. Select **Launch Corel Capture** from the **Clipart and Graphics** section in the **Smart Designer Command Center** docker.
2. The Corel Capture program will appear.
3. Arrange the appearance of the program in preparation for taking a screen shot.
4. Adjust the settings in Corel Capture for resolution and the type of capture.
5. Press **F7** on your keyboard to capture a screen shot.
6. After you take a screen shot, you can paste it into your CorelDRAW work area by pressing **Ctrl V** on your keyboard.



Corel Capture

3D Express Software and 3D Express Docker

>> **Note:**

The 3D Express Software includes a **Web Content** button that will enable you to download and access a vast library of freeware 3D images.

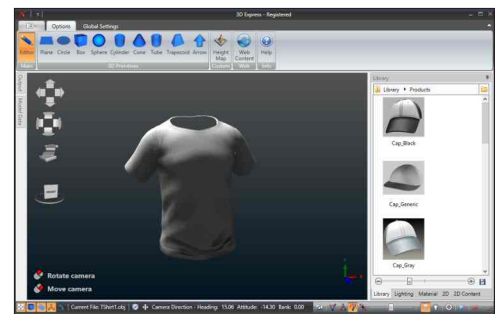
The 3D Express software is a very powerful 3D image manipulation and creation software. This software will all you to create 3D clipart and transfer images into CorelDRAW as high resolution printable 2D bitmaps. The 3D Express docker is a simplified version of the software accessible through a docker.

Accessing the 3D Express Software and 3D Express Docker

Steps to Follow

3D Express Software

1. After launching Smart Designer, select the **Clipart and Graphics** section in the **Smart Designer Command Center** docker.
2. Select **Load 3D Express** docker to load the software.
3. After completing your image manipulation, select the **Output** tab to transfer the image into your current CorelDRAW document.

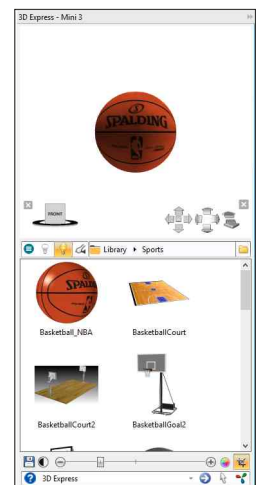


3D Express Software

3D Express Docker

1. After launching Smart Designer, select the **Clipart and Graphics** section in the **Smart Designer Command Center** docker.
2. Select **Access 3D Express** docker to load the docker.
3. After completing your image manipulation, select the **Save** button to transfer the image into your current CorelDRAW document.

Note on Help: You can access the help feature of the 3D Express software to view video tutorials.



3D Express Docker

Section 13

Quick Commands

This section will cover:

- Quick Commands
- Quick Commands Functions

Quick Commands

>> Tip:

Quick Commands is a useful replacement for many of the features that are highlighted on the Property Bar. Instead of remembering icons, you have access to the name of the function.

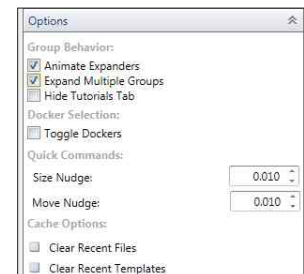
The Quick Commands feature is designed to give you instant access to common functions and features of CorelDRAW. This feature includes labels for each function. The feature is context sensitive, so the only options that are available for the selected object or objects will be displayed. The feature is designed to be left open while editing graphics.

Editing a Graphic with Quick Commands

Steps to Follow

1. Select **Quick Commands** from the **Smart Designer Command Center** docker.

Note: If you would like Quick Commands to stay open when other sections of the Command Center are open, select **Expand Multiple Groups** from the **Options** section in the **Command Center** docker.



Options

2. Select a graphic or object in your work area. Any function that is available for the selected object will be displayed in **Quick Commands**.
3. Select a **Quick Command** button to apply the feature or command. The software will toggle between available functions. For instance, if you select **Group**, then the software will toggle to **Ungroup**.



Quick Commands

Quick Commands Functions

>> *Tip:*

To quickly select all of the objects in your document, double-click on the Pick tool.

Quick Commands Functions

Undo: Reverts to previous state before function is applied

Redo: Reverts to previous state after Undo function is applied

New: Opens new document

Open: Opens existing document

Import: Imports image into document

Save: Saves document

Export: Exports document in a non-native file format.

Zoom All: Zooms to all objects in document

Zoom Page: Zooms to page

Toggle View: Toggles between wireframe and enhanced view

Group/Ungroup: Toggles between ungroup and group commands

Ungroup All: Ungroups selected object to individual objects

Combine/Break Apart: Toggles between Combine and Break Apart functions

Select Top: Selects top-most object in object order

Select Back: Selects back-most object in object order

Select Next: Selects next object in object order

Select Last: Selects last object in object order

Select All: Selects all objects in page

Up: Increases size of object(s)

Down: Decreases size of object(s)

L: Nudges object(s) to left

R: Nudges object(s) to right

U: Nudges object(s) up

D: Nudges object(s) down

Delete: Deletes object(s)

Cut: Cuts object(s) from document

Copy: Copies object(s) to the clipboard

Paste: Pastes object(s) from the clipboard into document

The following section provides instructions for all of the features in Smart Designer that are used to make adjustments to colors in graphics.

Section 14

Color Management

This section will cover:

- Modify Colors - Reduce Colors
- Modify Colors - Swap Colors
- Modify Colors - Merge Colors
- Modify Colors - Use Color Picker
- Convert to Palette Colors
- Specialized Conversions
- Color Profiles
- Print Color Charts
- Color Palettes

Modify Colors - Reduce Colors

>> Tip:

When Reducing Colors, it is always recommended to keep both black and white if they are contained within the design.

The Modify Colors feature contains a powerful function for reducing the number of colors in a graphic. This feature can be used to prepare a design for production. For instance, if you are screen printing a graphic, you may want to reduced the file to 2 or 3 specific colors.

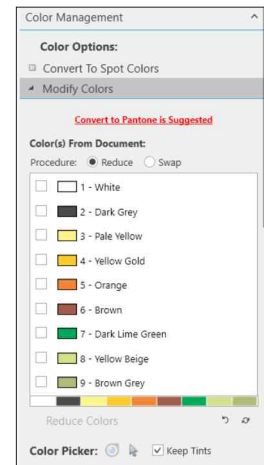
Reducing Colors in a Vector Image

Steps to Follow

1. After creating a design, select **Modify Colors** from the **Color Management** section in the **Smart Designer Command Center** docker.
2. The Modify Colors feature will expand and a list of the colors in your graphic will be displayed.

Note: You may be prompted to convert to Pantone colors if you have RGB or CMYK colors in your graphic. Select the **Convert to Spot Colors** feature above the Modify Colors window to convert the colors to the Pantone Matching System Solid Coated color palette. This step is required if you intend to produce color separations for screen printing.

3. Select **Reduce** from the **Color(s) From Documents** section.



Modify Colors Feature

4. Select the colors you would like to keep by placing a check next to them.
5. Press the **Reduce Colors** button to reduce the colors.
6. If you do not like the results, press the **Undo** button.
7. Click on the **Refresh List** button to refresh the color list.

Note: When colors are reduced, shades of the retained colors will be applied to the pre-existing colors. To eliminate the shades, you can use the **Swap Colors** function, uncheck the option for **Keep Tints**.

Modify Colors - Swap Colors

>> *Tip:*

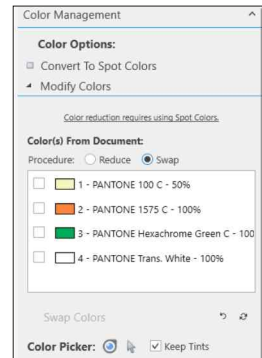
You can use the Swap Colors docker after merging or reducing colors to recolor a design after merging or reducing colors.

The Modify Colors feature contains a powerful function for swapping the colors in a graphic. This feature can be used to prepare a design for production. For instance, if you are digital printing, you can reassign colors to specific colors from a color chart to color correct the design.

Swapping Colors in a Vector Image

Steps to Follow

1. After creating a design, select **Modify Colors** from the **Color Management** section in the **Smart Designer Command Center** docker.
2. The Modify Colors feature will expand and a list of the colors in your graphic will be displayed
3. Select **Swap** from the **Color(s) From Documents** section.
4. Select the color or colors you would like to swap by placing a check next to them.
5. Press the **Swap Colors** button to select new colors. When prompted, choose a color from a specified palette such as **Pantone Solid Coated**. Select **OK** to swap the colors.
6. If you do not like the results, press the **Undo** button.
7. Click on the **Refresh List** button to refresh the color list.



Swap Colors Feature

Note: If the **Keep Tints** option is checked, when colors are combined, any colors that are tinted (shades) retain their tint when reassigned to a new color. A shade is called a Tint in CorelDRAW and is represented by a percentage of a color between 0% and 100%. Tints are always lighter than the original color.

Modify Colors - Merge Colors

>> Tip:

When Merging Colors, it is always recommended to keep both black and white if they are contained within the design.

The Modify Colors features can be used to merge colors in a graphic. This feature can be used to prepare a design for production. For instance, if you are screen printing, you can merge two different colors of blues into a single blue with a tint or halftone.

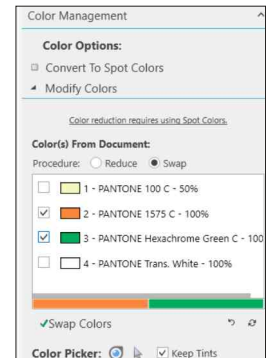
Merging Colors in a Vector Image

Steps to Follow

>> Group by Color

The **Group by Color** feature in **Color Options** will enable you to group a vector graphic by colors. This will make it easier to recolor clipart images. Please note, that object order will be affected by this feature and this could create undesired results in the graphic. Grouped colors will be on the same color layer moving some objects in front of each other.

1. After creating a design, select **Modify Colors** from the **Color Management** section in the **Smart Designer Command Center** docker.
2. The Modify Colors feature will expand and a list of the colors in your graphic will be displayed
3. Select **Swap** from the **Color(s) From Documents** section.
4. Select the color or colors you would like to merge by placing a check next to them.
5. Press the **Swap Colors** button to select new colors. When prompted, choose a color from a specified palette such as **Pantone Solid Coated**. Select **OK** to swap the colors.
6. If you do not like the results, press the **Undo** button.
7. Click on the **Refresh List** button to refresh the color list.



Swap Colors Feature

Note: If the **Keep Tints** option is checked, when colors are combined, any colors that are tinted (shades) retain their tint when reassigned to a new color. A shade is called a Tint in CorelDRAW and is represented by a percentage of a color between 0% and 100%. Tints are always lighter than the original color.

Modify Colors - Use Color Picker

>> Tip:

You can use the Swap Colors docker after merging or reducing colors to recolor a design after merging or reducing colors.

The Modify Colors feature contains a Color Picker function for swapping the number of colors in a graphic. This feature can be used to prepare a design for production. For instance, if you are digital printing, you can reassign colors to specific colors from a color chart to color correct the design.

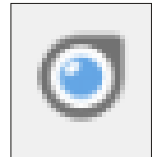
Swapping Colors in a Vector Image with the Color Picker

Steps to Follow

1. After creating a design, select **Modify Colors** from the **Color Management** section in the **Smart Designer Command Center** docker.
2. The Modify Colors feature will expand and a list of the colors in your graphic will be displayed
3. Select **Swap** from the **Color(s) From Documents** section.
4. Select the **Magnifying Glass** button to access a dropper. With the dropper, select on the color you would like to swap. Hold down the **Ctrl** key to select an outline color. Hold down the **Shift** key to select the first color in a fountain fill.
5. When prompted, choose a color from a specified palette, such as **Pantone Solid Coated**. Select **OK** to swap the colors.
6. If you do not like the results, press the **Undo** button.
7. Click on the **Refresh List** button to refresh the color list.



Modify Colors Feature



Tip: You can use the selection tool in the docker to select an object in your design. Double-click on the icon to swap the color. Using the drop down arrow, you can shuttle through the various objects in the design to select them.



Note: If the **Keep Tints** option is checked, when colors are combined, any colors that are tinted (shades) retain their tint when reassigned to a new color. A shade is called a Tint in CorelDRAW and is represented by a percentage of a color between 0% and 100%. Tints are always lighter than the original color. ked together when objects are re-colored.

Convert to Palette Colors

>> Tip:

This feature is very useful for color correcting images for digital printing or direct to garment printing. You can print out a color chart for an ink color palette on your device using the Print Color Charts feature in the Printing and Cutting Tab of the Smart Designer Command Center. Use the Load Custom Color Palette feature to load the corresponding color palette. Use the Convert to Palette Color feature to convert the image to the chosen color palette. The printed image will now match the colors in the color chart. You can use the Swap Colors feature to make adjustments to your color selection in the custom color palette that you have selected.

Smart Designer can automatically convert every color in your design to the corresponding colors in any available color palette. The software will scan your image and match up the closest color value to the palette you have chosen. This feature is useful for matching colors to specific color charts in a digital printing or direct to garment printing processes (see sidebar tip).

Converting a Design to Specific Color Palette

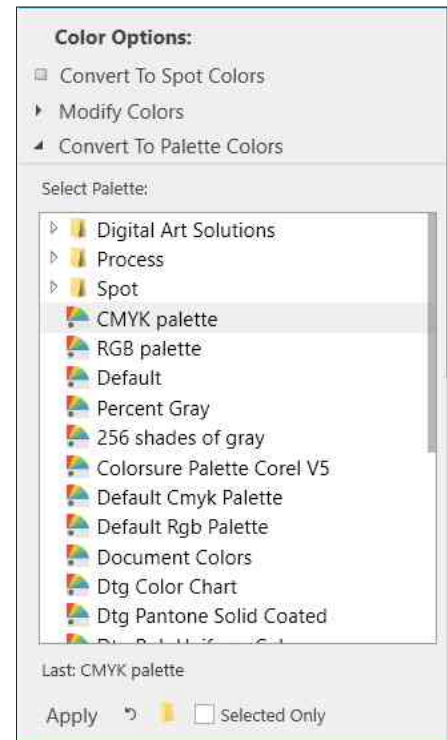
Steps to Follow

1. Select an object or design that you would like to convert to a specific color palette with the **Pick** tool. Do not select anything if you would like to convert the entire document.
2. Select **Convert to Palette Colors** from the **Color Management** section in the **Smart Designer Command Center** docker.
3. Select the color palette you would like to convert to from the list. If you would like to convert to the **Pantone Solid Coated palette** for screen printing, select:
**SPOT/PANTONE/PANTONE+/
Pantone Solid Coated V3.**

Note: You can use the **Select Custom Palette** button to select any palette installed on your system. This is useful for converting colors to a custom palette that you have created for a specialized printing process or specific printer.

4. Click on **Apply** to convert the colors to the closest color match in the selected palette.
5. Click on the **Undo** button to revert the colors before the conversion.

Note: You can view the color separations by selecting the **Separations** tab in the CorelDRAW **Print** function. Place a check next to **Print Separations** in the **Color** tab to view the separations in the **Print Preview** function.



Convert to Palette Colors Feature

Specialized Conversions

>> *Samples:*



Vector Image
Before Conversion



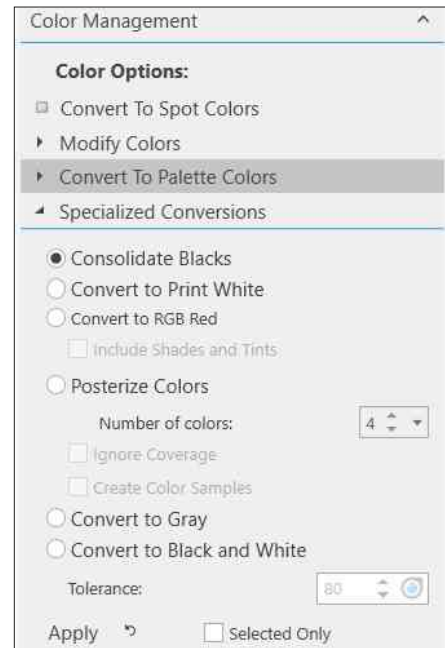
Vector Image
After Conversion

The Specialize Conversions feature contains a variety of color conversion options for converting color in objects or documents.

Converting Colors in a Vector Image

Steps to Follow

1. Select an object or design that you would like to convert to a specific color palette with the **Pick** tool. Do not select anything if you would like to convert the entire document.
2. Select **Specialized Conversions** from the **Color Management** section in the **Smart Designer Command Center** docker.
3. Select the conversion method you would like to apply to the graphic and select **Apply**. Check the **Selected Only** box to convert only the selected object.



Specialized Conversions Feature

Consolidate Blacks: Will convert all of the instances of black into 100% process black. If the image contains a shade of black, you should use the **Convert to Black and White** option.

Convert to Print White: Will convert all of the instances of white into a spot white that will produce spot color separations for screen printing.

Convert to RGB Red: Will convert all of the instances of red into 255 RGB red which is a very bright red for digital printing.

Posterize Colors: Will reduce colors to a specified number of colors. Check **Ignore Coverage** to not consider the coverage area of the colors when determining the color reduction. Check **Create Color Samples** to create a swatch of each color in the design.

Convert to Gray: Will convert the image to a gray scale image.

Convert to Black and White: Will convert the image to a black and white image. Reducing the **Tolerance** value will result in lighter shades being converted to white.

Color Profiles

>> *Tip:*

The vendor that sold you your equipment should be able to supply you with technical details for correctly configuring Color Management in CorelDRAW.

CorelDRAW X8 or higher includes a powerful Color Management System. Please consult your CorelDRAW manual or Help file (**F1** on your keyboard) for details on this system. There are several preset Color Profiles that can be set in Smart Designer in the Color Management section of the Command Center Docker. These profiles will override the existing profile in a document. Digital Output and onscreen colors will look very different in CorelDRAW X8 or higher as compared to CorelDRAW X4 or earlier versions. The Color Profiles feature in Smart Designer will allow you to adjust the colors in CorelDRAW so that they closely match onscreen and output colors created in CorelDRAW X4. This feature will bypass the CorelDRAW Color Management settings and allow you to print and view colors similar to what is produced in CorelDRAW X4.

Changing Color Profiles

Steps to Follow

1. Select the **Color Management** section in the **Smart Designer Command Center** docker.

2. Place a check next to a desired Color Profile:

CorelDRAW X4: Emulates the CorelDRAW X4 Color Management System

Minimum Color Management: Uses minimum color management settings in CorelDRAW

Simulate Color Management Off: Turns off CorelDRAW Color Management

CorelDRAW Default: Restores Color Management back to the CorelDRAW default.

Important Information on the CorelDRAW X4 Color Profile.

If you have selected the CorelDRAW X4 Color Profile, you must manually adjust several settings in the Color Management system for this profile. Select **Default Settings** under **Color Management** in the **Tools** menu. Under the **RGB Color Profile**, select **Internal RGB KODAK sRGB**. Under the **CMYK Color Profile**, select **Kodak SWOP Proofer CMYK - Coated Stock**.

3. Place a check next to **Preserve Pure Black** in the **Smart Designer Command Center** docker **Color Management** section to maintain solid black in your graphics.

Print Color Charts

>> *Tip:*

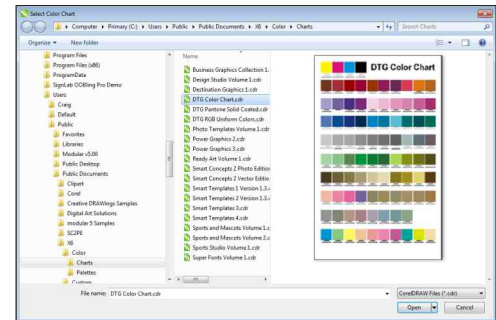
*You can print out a color chart directly onto each substrate that you wish to print on. You can then use the corresponding color palette to match colors to the chart. In this manner you will be able to create colors in your design that will precisely match the printed chart. You can load color palettes that correspond to the color charts from the **Color Management** section in the **Smart Designer Command Center** docker.*

Smart Designer includes several integrated color charts that will enable you to match colors with corresponding color palettes for digital printing. The software also includes a useful halftone chart that can be used as a reference for selecting halftone frequencies and tints.

Printing a Color Chart

Steps to Follow

1. Select **Print Color Charts and Swatches** from the **Color Management** section in the Smart Designer Command Center.
2. Select a color chart from the **Print Color Charts and Swatches** drop down list to open a color chart in CorelDRAW.



Select Color Chart Window

Available Charts

DTG Pantone Solid Coated: Pantone Solid Coated chart formatted onto a single page.

DTG RGB Uniform Colors: Bright vibrant RGB colors for digital printing.

DTG Color Chart: Optimized Pantone and RGB colors for digital printing.

Halftone Chart: Displays various halftone settings when printed on a PostScript compatible printer or using a RIP software .

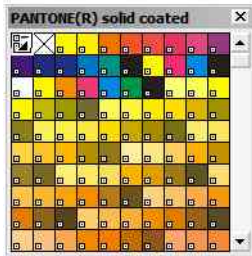
Pantone Solid Coated Chart: The Pantone Matching System solid color chart formatted onto multiple pages.

3. You can use the CorelDRAW **Print** function to print out the chart to your selected device or substrate.

Color Palettes

>> Tip:

If you are trying to match specific spot colors or produce spot color separations, you will need to select a spot color palette in CoreDRAW. We recommend the Pantone Solid Coated palette because it contains all of the popular spot colors in a logical color order.



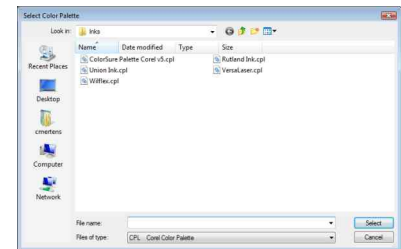
Pantone Solid
Color Palette

The Color Palette feature in the Color Management section will enable you to load color palettes for specific production applications. This is especially useful if you are trying to match a specific color for a direct to garment printing or digital printing process. After loading a custom color palette, you will be able to color your designs with the colors in the palette.

Loading a Color Palette

Steps to Follow

1. Select **Color Management** from the **Smart Designer Command Center** docker.
2. Click on the name of a palette in the **Color Palettes** section to load a palette or choose a palette by selecting **Select Custom Palette**. To unload a palette, click on the palette name again.



Load Custom Color Palette Window

Pantone Solid Coated: Pantone Solid Coated palette which is recommended for screen printing and most production applications.

DTG RGB Uniform Colors: Vibrant RGB colors for digital printing.

Roland Color System Library: Palette that corresponds to optimized colors for the Roland VersaCAMM.

Roland Versa Works: Palette for setting up print and cut graphics with a Roland VersaCAMM.

Default RGB Palette: Default CoreDRAW RGB palette.

Default CMYK Palette: Default CoreDRAW CMYK palette.

Rhinestone Color Palette: Rhinestone color palette for Rhinestone Designer.

3. The selected palette will be added to your CoreDRAW workspace. You can close other open palettes by right mouse-clicking on the top of the palette and selecting the **Close** option under the **Palette** fly-out menu.
4. To set a color palette as your default palette, right mouse-click on the top of the palette and select the **Set a Default** option. Any palettes that are open when you close CoreDRAW will be available the next time you open a document in CoreDRAW.

Section 15

Sizing and Arranging

This section will cover:

- Size Docker
- Gang/Step and Repeat
- Flip for Transfers
- Selection Docker
- Re-coloring with the Selection Docker

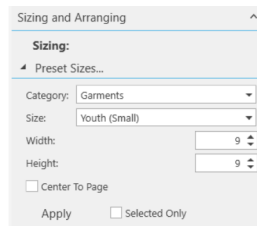
Size Docker

>> Tip:

Height and width offsets can be very useful if you are sizing to a product with a limited printing area. For instance, you may have a 8" by 10" plaque. The imprintable area might only be 7.5" by 9.5". Entering a height and width offset of .25" will make this adjustment.

>> Preset Sizes

You can quickly select a preset size using the Preset Sizes feature under Sizing. This is a simplified version of the Size Docker.

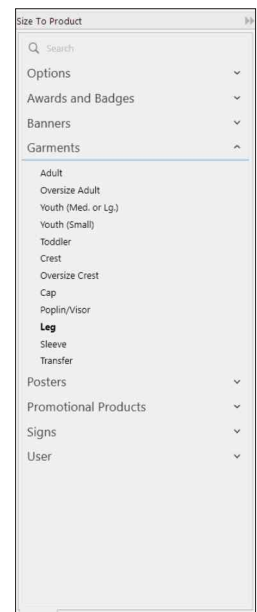


The Size Docker feature is a useful tool for sizing your designs to a specific product or substrate. A database of standard sizes is included within the feature. You can choose from Apparel, Awards, Banners, Posters, Signs and Promotional products. A wide variety options allows for complete control over the sized object including allowances for borders and margins.

Sizing a Design to a Product

Steps to Follow

1. Select a graphic with the **Pick** tool.
 2. Select **Size Docker** from the **Sizing and Arranging** section in the **Smart Designer Command Center** docker.
 3. After the **Size Design** docker opens, select a category from the size categories and highlight a product.
 4. Click on the **Settings** arrow to view the height and width of the selected size.
- Note:** By default the object will be sized proportionately based upon the width dimension.
5. Check **Size to Page** from the **User** tab if you wish to size the design to the width of the work page in CoreIDRAW.
 6. Click **Apply** to size the selected design.
 7. If your transfer printing process requires you to flip the design, check **Flip for Transfers** under **Arranging**.



Size Docker

Gang/Step and Repeat



Multiple Copies

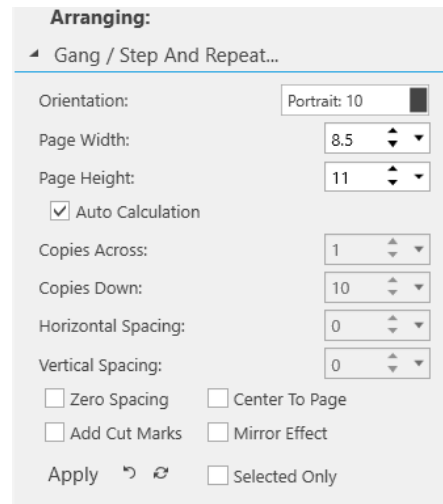
The Gang/Step and Repeat feature was designed to speed up production of badges, transfers, posters and decals. This feature will automatically sense the work page size in CorelDRAW and calculate the maximum number of images that can be placed in that area. A variety of options will allow you to adjust spacing between copies and margins.

Setting up Multiple Copies with a Graphic

Steps to Follow

1. Select a graphic with the **Pick** tool.
2. Select Gang/Step and Repeat from the **Sizing and Arranging** section in the Smart Designer Command Center docker.
3. After the docker opens, the maximum number of images that can be placed on your work page will be displayed.

Note: To determine if the maximum number of images will increase by rotating your work page, change the page orientation in the Orientation drop down list. Press the **Undo** button to undo the changes.



Gang/Step and Repeat Feature

4. Adjust your settings:

Object Position: Change the number of copies across or down and the separation space between them. The **Zero Spacing** option will eliminate all space between each copy.

Margins: Adjust the margins for your work page. To restore the default margins, click on **Restore Default Margins**.

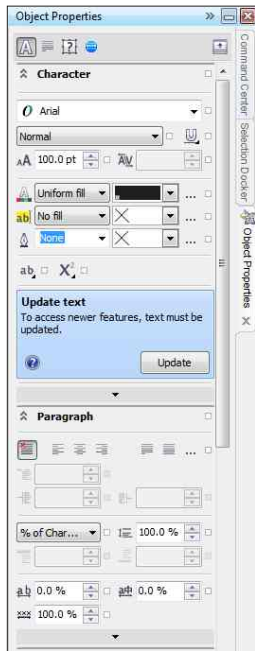
Options: Flip the graphic for a heat transfer process, rotate the graphic or offset each row of graphics. Add cut lines to an object.

10. After selecting your options, click on **Apply** to duplicate the graphic.

Selection Docker

>> *Tip:*

Once you have selected an object or group of objects, you can right mouse-click on the objects to open the Object Properties Docker. This docker will allow you to change all of the properties and colors for the selected objects.



Object Properties Docker

The Sizing and Arranging section contains a set of specialized selection features. This set of features will allow you to select objects by various attributes including fill color, outline color, outline width or object type. This will allow you to easily select an object to change its attributes or color. This is a fast method for re-coloring a complex design.

Selection Tools

By placing a check next to an option, you can select objects by specific attributes. You can select multiple options to narrow your selection.

Match Current Selection

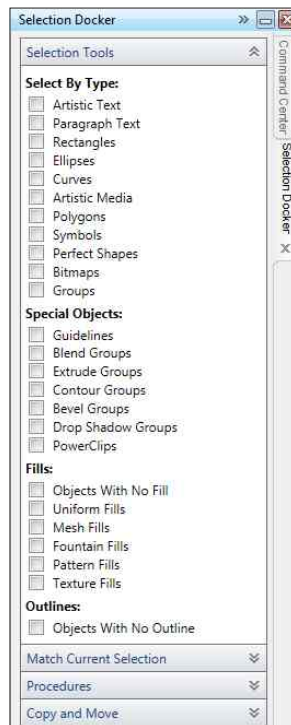
This set of options will allow you to select an object in your graphic and then select every other object with the same fill color, outline color or outline width.

Procedures

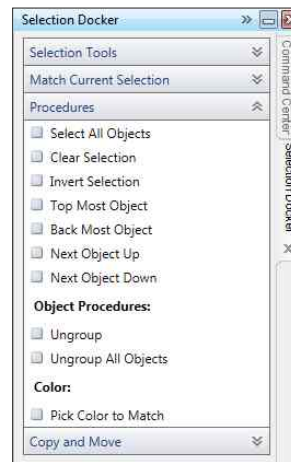
This set of options will enable you to apply a function to a selected object or group of objects.

Copy and Move Functions

This set of functions will enable you to copy all objects or a selected object to a new page. This will enable you to create a variation of the original graphic on a new page without altering the original.



Selection Tools



Procedures



Match Current Selection

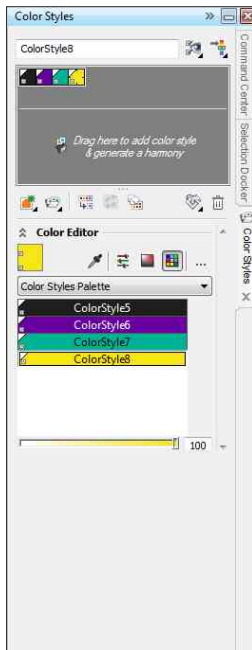


Copy and Move

Re-coloring with the Selection Docker

>> *Tip:*

The **Colors Styles** docker is an excellent tool for reducing the number of colors in a design. To access this docker, select **Color Styles** from the **Tools** menu in **CoreIDRAW**.




Color Styles Docker

The Selection docker is an excellent tool for re-coloring a design. These tools provide one of the easiest ways to quickly re-color complex designs without having to manually select objects.

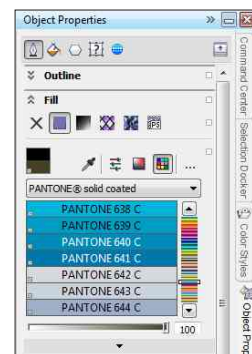
Re-coloring a Design with the Selection Features

Steps to Follow

1. Select an object that you want to re-color in your design using the **Pick** tool. If the object is grouped, you can hold down the **Ctrl** key to select inside a group.
 2. In the Smart Designer Command Center docker, choose **Selection Docker** from the **Sizing and Arranging** tab. Place a check next to **Matching Fill Color** to select all of the objects with the same fill color as the selected object.
 3. Once the objects with matching fill colors are selected, right mouse-click and select **Object Properties**.
 4. The Object Properties Docker will appear to the right of your screen. Select the **Fill** tab.
 5. Click on the **Fill** tab to access the fill properties.
 6. To change a color, select the **Palettes** icon,  and choose a color from the available options. Double-click on a new color to apply the new color to the selected objects.
- Note:** If you are creating spot color separations for screen printing, you must select a Pantone Spot Color palette such as the **Pantone solid coated** palette.
7. You can use this method to change outline colors by choosing the option for **Matching Outline Color**.



Object Properties Docker



Object Properties Docker

Flip Image for Transfers

>> Guidelines

The Guidelines features in the **Sizing and Arranging** section will enable you to set guidelines to objects, the page or remove guidelines.

The Flip Image for Transfers feature was designed to set up a design for a heat transfer process that requires a mirror image of the design. This feature will flip a design to the proper orientation for a heat transfer process.

Flipping a Design for a Heat Transfer Process

Steps to Follow

1. Select a design with the **Pick** tool.
2. Select **Flip for Transfers** from the **Sizing and Arranging** section in the **Smart Designer Command Center** docker.
3. The design will be automatically flipped to create the proper orientation for a heat transfer process.



Design Before Flipping



Design After Flipping

Section 16

Effects

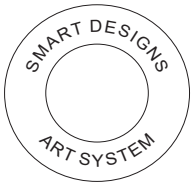
This section will cover:

- Circle Text
- Envelopes Docker
- Vertical Text
- Reset Text on a Path
- Clear Transformations
- Quick Fills
- Quick Fills Styles
- Outline Effects - Print
- Outline Effects - Cut
- Quick Effects
- Edges and Borders
- Overlays Docker
- Convert to Halftones
- Word Clouds

Circle Text

>> Note:

Circle Text effects look best with fewer characters. If you increase the number of characters you must decrease the size of the font. Too many characters will crowd the effect and cause the top and bottom text to overlap. A good standard setting is a 40 point font with a height and width of 4 inches. This size will accommodate up to 12 upper case letters. It is generally a good idea to create the effect first, then resize it to the proper scale.



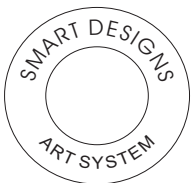
Correct Letter Spacing



Incorrect Letter Spacing
(decrease font size to fit)

>> Tip:

You can manually adjust the spelling, font size and font spacing by ungrouping the circle text effect. Using the Text tool (F8) in CorelDRAW, highlight the text to make changes from the Property bar. Select the Shape tool (F10) and select the text to change the kerning (letter spacing).

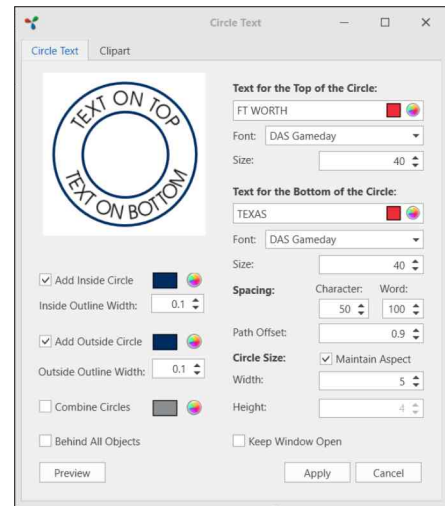


The Circle Text feature is an easy way to automate CorelDRAW's Fit Text to Path feature. This feature will automatically fit text around the top and/or bottom of a circle or ellipse. The Circle Text feature will allow you to easily modify and change the parameters for circle text including the text size, text color and font style.

Creating a Circle Text Effect.

Steps to Follow

1. After launching CorelDRAW, select **Circle Text** from the **Effects** section in the **Smart Designer Command Center** docker.
2. The **Circle Text** window will open.
3. Type in the text for the top and bottom of the circle. You can change the color of the text by clicking on the color icon to the right of the text entry boxes.
4. Select a font and font size from the options lists. You can adjust the space between characters and words under **Spacing** options.
5. You may also enter a height and width dimension in the **Circle Size** options. Uncheck **Maintain Aspect Ratio** if you do not want the final result to be a perfect circle. Unchecking this option will allow you to have a different size for the width and height, resulting in an oval.
6. Place a check next to **Add Outside Circle** or **Add Inside Circle** if you would like to create a circle around your final effect. You can change the circle color by selecting the color icon. You can also adjust the width of the circles by using the up and down arrows or entering a width value.
7. To preview the effect before creating it, click on **Preview**. You can import a clipart image directly into the circle by selecting the **Clipart** tab. Click on **Apply** to create the circle text effect.
8. After you have created your circle text, you may modify the position of the text on the path by holding down your **Ctrl** key and selecting the text with the **Pick** tool.
9. To view the paths in the effect, select the **Wireframe** view in



Circle Text Window

Envelopes Docker

>> Tip:

There are two ways to create an arch in CoreIDRAW, text on a path and enveloping. The Envelope effect will give you the greatest flexibility because you can edit the shape of the envelope in CoreIDRAW using the shape tool. In addition, enveloping will constrain longer lines of text within the envelope. This is a great feature if you plan on using a design as a template for future designs.



Arch Created with an Envelope



Arch Create with Text on a Path



Completed Envelope Selected with Shape Tool

DIGITAL

DIGITAL

DIGITAL

DIGITAL

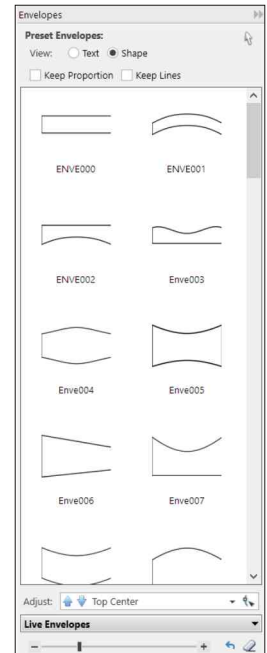
Typical Envelopes

The Envelopes Docker is an easy way to automate the process of arched effects or place text inside of a shape.

Creating and Envelope or Arch

Steps to Follow

1. First, you will need to type in a line of artistic text by selecting your text tool and placing an insertion point in your design. Once the insertion point is created, type in your line of text.
2. Make any adjustments to your text, including font size and style. You will normally center justify the text by selecting the justification options that are displayed on the Property Bar when the text is selected.
3. Select the text with your **Pick** tool and select **Envelopes and Arches** from the **Effects** section in the **Smart Designer Command Center** docker.
4. You can create an effect by adjusting the slider bars under **Live Envelopes**.
5. You can also choose a preset Envelope. You can preview the effect as either a text or shape by selecting the **Text** or **Shape** button.
6. Select the **Keep Proportion** box to restrain the text to the original proportion. This will reduced the size of the envelope but it will be more proportional on longer lines of text.
7. Select the **Keep Lines** box to restrain the vertical lines in the envelope so they do not distort.
8. Double-click on the preview to apply the envelope to the selected text.



Envelopes Docker

Tip: You can manually adjust the envelope using the Shape tool in CoreIDRAW or by selecting the **Envelope Edit Mode** button. You can also apply envelopes to objects as well as text.

Vertical Text

>> *Tip:*

Vertical Text is a useful feature for creating sleeve prints on garments or for creating text elements in signage.



A vertical stack of the word "ARIZONA" in a bold, red, sans-serif font with a white outline. The letters are stacked one on top of the other, with significant spacing between them.

Vertical Text

The Vertical Text feature is an easy way to automate the process of stacking letters on top of each other to create a vertical text effect. This is a great tool for adding text elements to existing designs.

Creating a Vertical Text Effect

Steps to Follow

1. First, you will need to type in a line of artistic text by selecting your text tool and placing an insertion point in your design. Once the insertion point is created, type in your line of text.
2. Make any adjustments to your text, including font size and style. You will normally center justify the text by selecting the justification options that are displayed on the Property Bar when the text is selected.
3. Select the text with your **Pick** tool and select **Vertical Text** from the **Effects** section in the **Smart Designer Command Center** docker.
4. After the vertical text is created, you can adjust the spacing between letters by selecting the text with your Shape tool. Drag the leading arrow up or down to decrease or increase the space between characters.



Leading Arrow

Reset Text on Path

>> Tip:

Text detached on a path will only occur as a result of opening CorelDRAW files that were saved in older versions of CorelDRAW and are imported or opened with CorelDRAW X4 or X5.

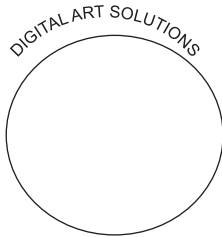
In some cases, graphics imported from older versions of CorelDRAW will have text detached from the original path. This feature is designed to re-attach detached text to the original path.

Resetting Text on a Path

Steps to Follow

1. Select the text and vector object and select **Reset Text on a Path** from the **Effects** section in the **Smart Designer Command Center** docker.

Tip: Select the text with the **Pick** tool and reposition the red arrow to adjust the location of the text on the path. Select the text with the **Shape** tool to adjust the kerning (character) spacing by dragging the arrows.



Text Detached from Path



Corrected Text on Path

Clear Transformations

>> *Tip:*

You can use the Clear Transformations function to remove an arch/envelope from a line of text.

The Clear Corel Effects and Clear Corel Transformations will remove any arches, drop shadows, bevels or other effects from a selected object.

Clearing Corel Effects or Corel Transformations

Steps to Follow

1. Select a vector object and select **Clear Effects** or **Clear Transformations** from the **Effects** section in the **Smart Designer Command Center** docker.

Clear Corel Effects: Removes drop shadows, extrusions, distortions, transparency, contours and bevels

Clear Corel Transformations: Clears perspectives and envelopes

Quick Fills

>> Tip:

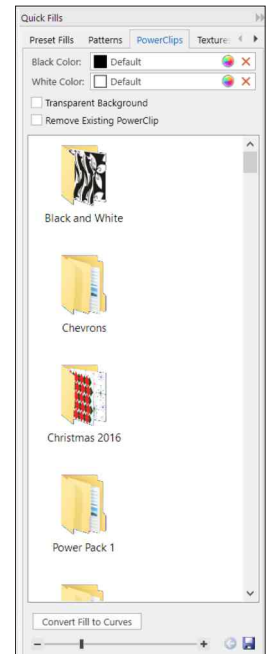
Quick fills are designed to work exclusively with the vector graphics. After a fill is applied, you can manually manipulate the attributes of the fill using the tools of CorelDRAW. For instance, you can adjust the Preset Fills with the Fountain Fill tool.

Smart Designer is capable of creating a wide variety of complex effects. By automating the various production steps involved in creating these effects, you can greatly decrease your production time. Quick Fill effects are available in the Effects section of the Smart Designer Command Center docker.

Creating a Quick Fill

Steps to Follow

1. After launching CorelDRAW, select **Quick Fills** from the **Effects** section in the **Smart Designer Command Center** docker.
2. Select the tab for the desired effect category when the **Quick Fills** docker opens.
3. Select an object or graphic.
4. Each effect has different options. Choose your options and double-click on an effect preview to create the effect.
5. You can select **Ctrl Z** on your keyboard to undo your effect and try another effect or setting.



Quick Fills
Docker

Quick Fill Styles

>> *Tip:*

You can manually adjust the position of a Power Clip created using the Vector Patterns, Power Clips and Button Backgrounds effects. You can adjust the position of a Power Clip in the design by right mouse-clicking on the design and selecting **Edit Contents**. Once extracted, you can reposition the Power Clip with your **Pick** tool. Once you have positioned the Power Clip, right mouse-click on the design and select **Finish Editing This Level**.



Power Clip Options

Effects Styles

Preset Fills: These are gradient effects produced with fountain fills.

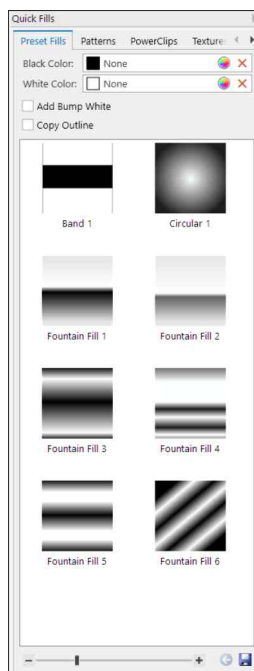
- Options:** **Black Color:** Select color for dark portion of effect.
- White Color:** Select color for light portion of effect.
- Add Bump White:** Add white highlight to effect.
- Copy Outline:** Removes outline from selected object.

Patterns: These are vector-based patterns that can be applied to text or vector objects.

- Options:** **Tile Fill:** Create effect using tiles.
- Scale with Image:** Effect scales with resizing of the image.
- Toggle Corel Content Button:** Toggle between Smart Designer and Corel content.
- Edit Pattern:** Opens editing window.

PowerClips: These are vector-based patterns that can be Power Clipped into text or vector objects.

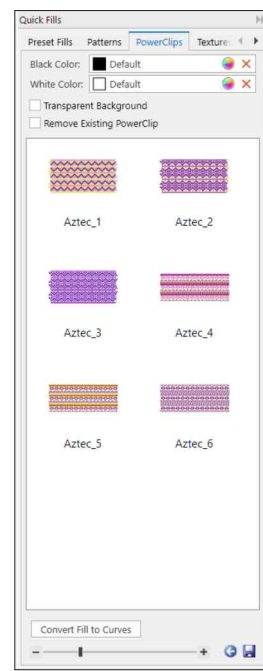
- Options:** **Set Tint Color:** Sets primary color in effect.
- Set Top Color:** Set secondary color in effect.
- Transparent Background:** Effect is created with a transparent background.
- Remove Existing PowerClip:** Removes any existing PowerClip



Preset Fills



Patterns



Power Clips

>> Tip:

You can drag and drop the effect files into your CorelDRAW document and manually manipulate them with the tools of CorelDRAW.

Textures: These are bitmap textures that can be applied to text or vector objects.

Options: Tile Fill: Create effect using tiles.

Scale with Image: Effect scales with resizing of the image.

Edit Pattern: Opens editing window.

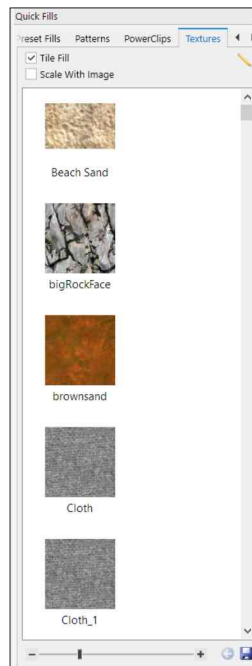
Vectors: These are vector-based patterns that can be PowerClipped into text or vector objects.

Options: Tile Fill: Create effect using tiles.

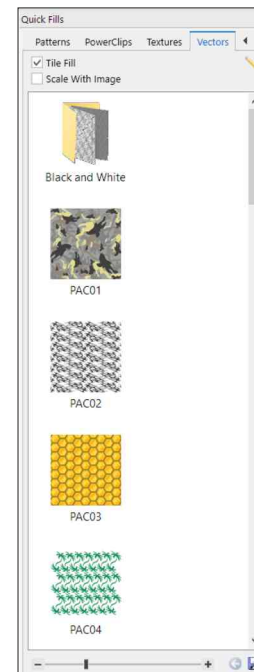
Scale with Image: Effect scales with resizing of the image.

Toggle Corel Content Button: Toggle between Smart Designer and Corel content.

Edit Pattern: Opens editing window.



Textures



Vectors

Outline Effects - Print

>> Tip:

Special Effects are designed to work exclusively with the vector graphics. After a fill is applied, you can manually manipulate the attributes of the fill using the tools of CoreIDRAW.

Smart Designer is capable of creating a wide variety of complex effects. By automating the various production steps involved in creating these effects, you can greatly decrease your production time. Print effects are created using outlines and are not designed for cutting.

Creating a Print Effect

Steps to Follow

1. After launching CoreIDRAW, select **Outline Effects** from the **Effects** section in the **Smart Designer Command Center** docker.
2. Select Print to access the effects.

Options:

Outline: Determines the width of the outline layer in the effect.

Inline: Determines the width of the inline layer in the effect.

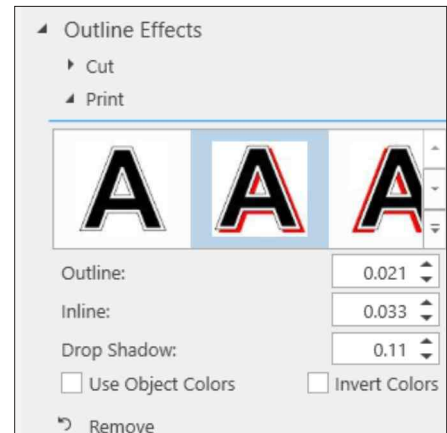
Drop Shadow: Determines the width of the drop shadow layer in the effect.

Use Object Colors: Uses the fill color in the effect instead of the default black color.

Invert Colors: Reverses the color order in the effect.

Remove: Removes the effect.

3. Select a vector object.
4. Double-click on the preview of the effect to apply the effect.
5. You can select the **Undo** button to undo the effect.



Print Effects

Outline Effects - Cut

>> Note:

Print effects will produce effects with outlines that will not appear as contour lines in the Wireframe view. To create effects with cuttable contour lines, select the **Cut Effects**.

Print Effects

OUTLINE

Normal View

OUTLINE

Wireframe View

Cut Effects

CONTOUR

Normal View

CONTOUR

Wireframe View

Smart Designer is capable of creating a wide variety of complex cuttable effects for vinyl graphics. Cut effects are created using contour lines and are designed for both printing and cutting. By automating the various production steps involved in creating these effects, you can create dynamic cut-ready effects.

Creating a Cut Effect

Steps to Follow

1. After launching CorelDRAW, select **Outline Effects** from the **Effects** section in the **Smart Designer Command Center** docker.
2. Select Cut to access the effects.

Options

Outline: Determines the width of the outline layer in the effect.

Inline: Determines the width of the inline layer in the effect.

Shadow: Determines the width of the drop shadow layer in the effect.

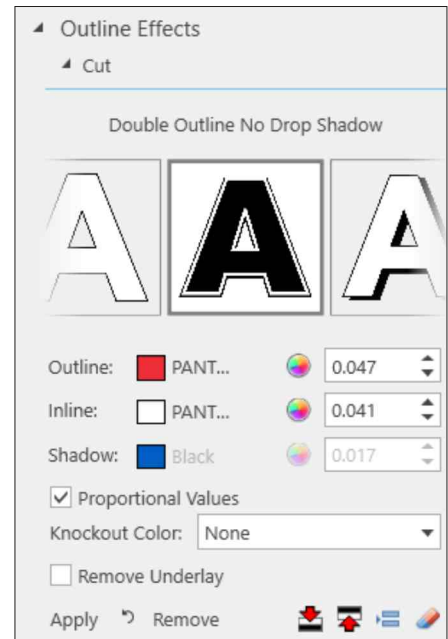
Use Object Colors: Uses the fill color in the effect instead of the default black color.

Proportional Values: Maintains a proportion between Outline, Inline and Shadow layers.

Knockout Color: Trims selected layer through the graphic so substrate color will show through.

Remove: Removes the effect.

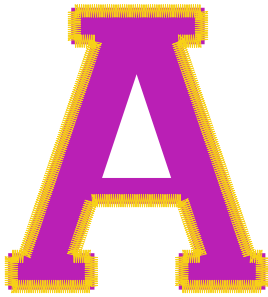
3. Select a vector object.
4. Click on **Apply** to create the effect.
5. You can select the **Undo** button to undo the effect.



Cut Effects

Quick Effects

Quick Effects Types



Outline Stitch Effect

Create Outline Stitch: Create a simulated Zig Zag embroidery stitch around a vector graphic.

Options:

Color: Set stitch color.

Length: Set stitch length.

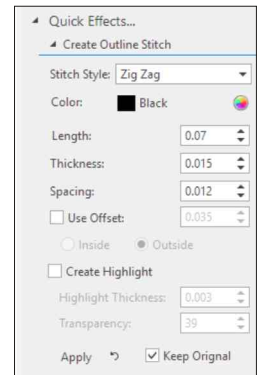
Thickness: Set thickness of stitch.

Spacing: Set gap between stitches.

Offset: Set offset for stitch effect.

Create Highlight: Creates highlight effect.

Keep Original: Place effect over original object.



Bevel Effect

Soft Bevel: Create a 3 dimensional bevel effect around a vector graphic.

Options:

Highlight: Set highlight location.

Shadow: Set shadow location.

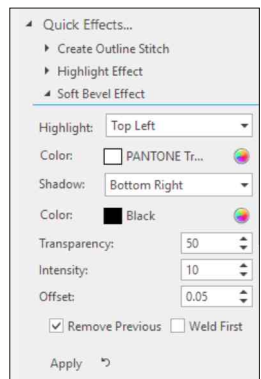
Transparency: Set transparency level for bevel effect.

Intensity: Set intensity level for bevel effect.

Offset: Set offset for bevel effect.

Weld First: Weld text together before applying effect.

Remove Previous: Remove previous effect.



Highlight Effect

Highlight Effect: Add a highlight effect around a vector graphic.

Options:

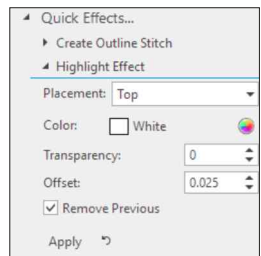
Placement: Set highlight location for effect.

Set Top Color: Set highlight color for effect.

Transparency: Set transparency level for effect.

Offset: Set offset for highlight effect.

Remove Previous: Remove previous effect.



Edge Effect

Edges: Create a scallop or square edge effect around a vector graphic.

Options:

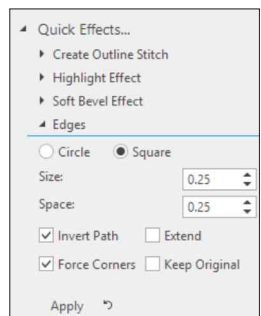
Circle: Create the effect with circles.

Square: Create the effect with squares.

Invert the Path: Reverse the effect.

Force Corners: Force anchor points on the corners.

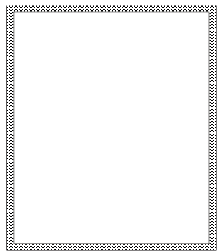
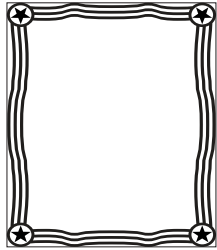
Keep Original: Place effect over original object.



Edges and Borders

>> Note:

If you do not have a selected object on your work page, you can double click the **Rectangle Tool** in CorelDRAW to create a box to the entire extent of your page.



Typical Borders



The Borders and Edges features will automatically place a preset border or edge effect around the perimeter of an object.

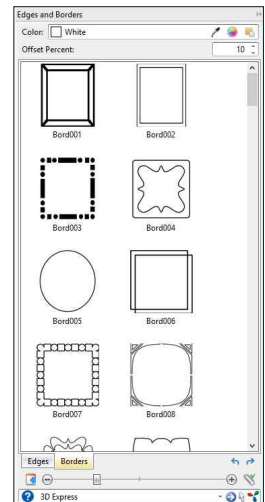
Adding a Border or Edge Effect to an Object

Steps to Follow

1. After launching CorelDRAW, select **Edges and Borders** from the **Effects** section in the **Smart Designer Command Center** docker.
2. Select the **Borders** tab to access borders. Select the **Edges** tab to access edge effects
3. Select an object or graphic. If nothing is selected, the border will be applied to the entire document.

Note: The border will be applied outside the boundary of the graphic. To increase the size of the overlay, increase the **Offset Percent** value. The suggested default value is **0**.

Note: The edge effect will be applied outside the boundary of the graphic. To increase the size of the overlay, increase the **Offset Percent** value. The suggested default value is **0**.



Overlays and Edges Docker

4. If the **Power Clip Inside** button is selected, the border or edge effect will be Power Clipped into your design. Deselect this option if you plan on manually tweaking the size, position or color of your border.
5. Double-click on a preview to create the border or edge effect. Borders are vector files that are placed over the top of your original image or Power Clipped into your vector image. After the border has been created, you can position it or increase and decrease the size by stretching it. Edge effects are composed of bitmaps.
6. You can recolor the border by ungrouping (**Ctrl U**) the border and selecting objects with the **Pick** tool. You can change the fill color of the edge by selecting the edge frame and selecting a color from the color palette with your left mouse button.

Overlays Docker

>> **Tip:**

You can create a virtual sample where the overlay matches the color of the background substrate. By default, the overlay color is white. Use the Magnifying Glass to change the overlay color to the same color as the substrate. This will create the appearance of the substrate color showing through when the overlay is applied. You will need to change the overlay color to transparent white before outputting color separations. Select the overlay and right mouse-click on **Transparent White** in the **Pantone Solid Coated** color palette.

The Overlays feature will automatically place a bitmap weathered effect over the top of a vector object or design. Overlays are available in a variety of styles and intensities. Overlays are commonly used in screen printing and digital printing to create “retro” weathered effects.

Adding a Weathered Effect to an Object

Steps to Follow

1. After launching CorelDRAW, select **Overlays Docker** from the **Effects** section in the **Smart Designer Command Center** docker.
2. Select an object or graphic. If nothing is selected, the overlay will be applied to the entire document.

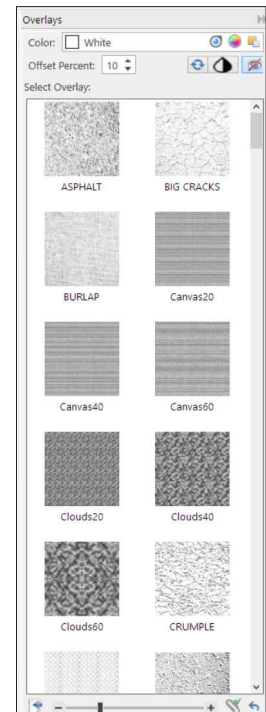
Note: The overlay will be applied outside the boundary of the graphic. To increase the size of the overlay, increase the **Offset Percent** value. The default value is **10**.

3. If the **Power Clip Inside** button is selected, the overlay will be Power Clipped into your design. Deselect this option if you plan on manually tweaking the size, position or color of your overlay effect.



4. Double-click on an overlay preview to create the overlay effect. Overlays are bitmap files that are placed over the top of your original image or Power Clipped into your vector image. After the overlay has been created, you can position it or increase and decrease the density by stretching it.
5. Each overlay is a transparent image. You can change the fill color of the overlay by selecting the overlay and selecting a color from the color palette with your left mouse button. You can change the outline color of the overlay by selecting the overlay and selecting a color from the color palette with your right mouse button.

Note: If you have selected a spot color (Pantone color) for your overlay, the effect will remain a spot color even though it has been converted to a bitmap. The default color for the overlay is transparent white (spot white). You will not print the white separation in a screen printing process.



Overlay Docker



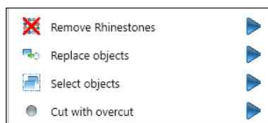
Overlay on Dark Substrate



Various Overlays

Convert to Halftones

>> **Cutting Graphics:** Owners of the StoneCut, StoneCut Plus or StoneCut Pro software can cut the finished halftone patterns and create heat transfers or vinyl graphics. Before output, you will need to set the minimum dot size by using the **Object Selector** function under **Macros** to select all circles under a specific diameter, for instance .25mm. You can then assign a color to these circles and use the object replace to assign them to a larger circle size, for instance .25. This ensures that your small circles will not lift when you weed the vinyl graphic. When cutting, choose the **Cut with Overcut** function to place an overcut on the circles to improve weeding.



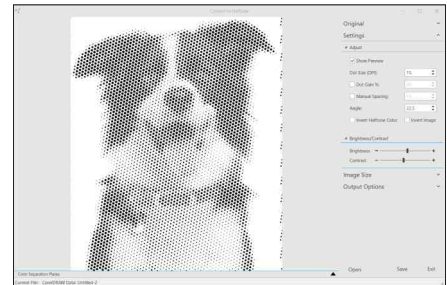
StoneCut Macros
Docker

The Convert to Halftones feature will convert vector graphics or bitmaps into a dot pattern. These patterns can be output in both bitmap or vector formats. Vector files can be cut in vinyl to create dynamic heat transfers and vinyl graphics.

Adding a Halftone Effect to an Object

Steps to Follow

1. Select an object or graphic. If nothing is selected, the effect will be applied to all objects in the document.
2. Select **Convert to Halftones** from the **Effects** section in the **Smart Designer Command Center** docker to open the **Convert to Halftone** feature.



Convert to Halftone Feature

3. The image will be converted into a halftone dot pattern, you can dynamically adjust the settings to vary the results.

Settings:

Dot Size: Set the size and quantity of dots in the image.

Dot Gain %: Change dot gain % to lighten or darken the image.

Manual Spacing: Manually adjust the spacing between dots.

Angle: Change the rotation angle of the dot pattern.

Invert Halftone Color: Black dots are converted to white dots on a black background.

Invert Image: Inverts image, black areas become white.

Brightness: Changes contrast in image to eliminate light areas.

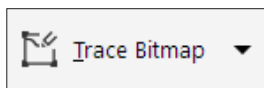
Contrast: Changes contrast in image to eliminate light areas.

4. Once you have adjusted the settings, select the image size from the **Image Size** section. Check **Maintain Aspect Ratio** to ensure the image is not distorted. If you do not change the size, the image will retain the size of the original source artwork.
5. Select your output options from the **Output Section**. To output as a vector image, select **Output as Vector**. To Output as a black and white image, select **Output as Black and White**.
5. Select **Save** to save the image back to your document.

Word Clouds

>> Tip:

You can convert the completed word cloud image into a vector image using either Corel POWERTRACE or SmartVector Pro, StoneCut Pro or StoneCut Plus. Select the image and choose Trace Bitmap from the Property Bar to trace the image in Corel POWER TRACE. Please note, results will vary depending upon the resolution of the image.



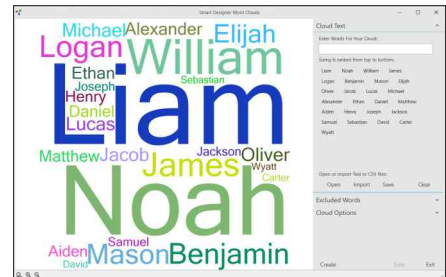
Trace Bitmaps
Button

The Word Cloud feature will convert a list of text into a collage of words. The finished word cloud is a bitmap image, however you can vectorize the image to convert it into a cuttable file. Vector files can be cut in vinyl to create dynamic heat transfers and vinyl graphics.

Creating a Word Cloud

Steps to Follow

1. Select **Word Cloud** from the **Effects** section in the **Smart Designer Command Center** docker to open the **Word Cloud** feature.



Word Cloud Feature

2. Under the **Cloud Text** section, select the **Clear** button to clear the existing text. You can import a text file, CSV file or manually type the text into the list. Words at the top of the list will be sized larger than words at the bottom of the list so it is important to sort your list before inputting or importing the text. You can save your list using the **Save** button.
3. There is an excluded words list that will automatically exclude words from your word cloud, you can add or delete words from this list by accessing the **Excluded Words** section.
4. Before creating your word cloud, select your cloud options from the **Cloud Options** section.

Settings:

Image Size: Set the size of the image.

Maximum Font Size: Set the maximum size of any font used in the word cloud.

Difference in Font Size: Set the difference in font sizes used in the word cloud. Increasing the setting value will reduce the difference in size between fonts.

Use Single Color: Will create the word cloud in a single color, you can select a color from the drop down list.

5. Once you have adjusted the **Cloud Option** settings, select **Create** to create the word cloud. Be patient as this may take several minutes.
6. Select **Save** to save the image back to your document.

Section 17

Object Shaping

This section will cover:

- Fast Weld
- Fast Trim
- Object Cleanup
- Remove Object Detail
- Object Modifications

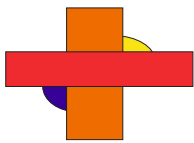
Fast Weld

>> *Tip:*

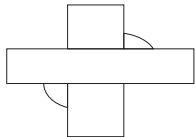
CorelDRAW has a **Simplify** option available on the **Property Bar**. This feature is capable of trimming multiple objects through each other to remove intersecting paths.



Simplify Function



Before Using Simplify
(Enhanced View)



After Using Simplify
(Wireframe View)

The Fast Weld feature provides a quick and easy tool for joining intersecting paths in overlapping objects. In order for images to output correctly from a vinyl cutter or engraver, all intersecting paths must be eliminated. When two or more objects are welded together, intersecting paths in the artwork are combined into a single continuous path.

Using Fast Weld to Eliminate Intersecting Paths

Steps to Follow

1. Select two or more objects with intersecting paths with the **Pick** tool. Only select the objects that you wish to weld. If you are welding an athletic tail, select only the script text and the tail.
2. Select the **Wireframe** view option from the **View** menu in CorelDRAW to view the intersecting paths in the objects.
3. If you have text in your design, select **Convert Text to Curves** from the **Arrange** menu in CorelDRAW. The text in your objects will no longer be editable as text, therefore, you should save a copy of your design before converting text to curves.
4. Make sure your entire design is selected and select **Fast Weld** from the **Object Shaping** section in the **Smart Designer Command Center** docker.
5. If you do not like the results produced by the **Fast Weld** feature, press **Ctrl Z** on your keyboard to restore your original design before welding.



Fast Trim

>> *Tip:*

CorelDRAW has a **Quick Weld**, **Quick Trim** and **Quick Intersect** option available on the **Property Bar**. These features can be accessed by clicking on the **Property Bar** icon.



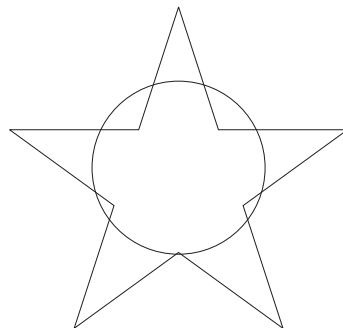
Quick Weld, Quick Trim and Quick Intersect Icons

The Fast Trim feature provides a quick and easy tool for removing intersecting paths from overlapping objects. In order for images to output correctly from a vinyl cutter or engraver, all intersecting paths must be eliminated. When two or more objects are trimmed, intersecting paths in the artwork are removed.

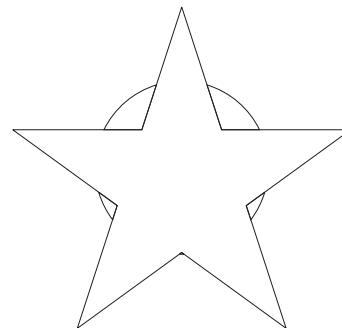
Using Fast Trim to Eliminate Intersecting Paths

Steps to Follow

1. Select two or more objects with intersecting paths with the **Pick** tool. Only select the objects that you wish to trim.
2. Select the **Wireframe** view option from the **View** menu in CorelDRAW to view the intersecting paths in the objects.
3. If you have text in your design, select **Convert Text to Curves** from the **Arrange** menu in CorelDRAW. The text in your objects will no longer be editable as text, therefore, you should save a copy of your design before converting text to curves.
4. Make sure your entire design is selected and select **Fast Trim** the **Object Shaping** section in the **Smart Designer Command Center** docker.
5. If you do not like the results produced by the **Fast Trim** feature, press **Ctrl Z** on your keyboard to restore your original design before trimming.



Before Fast Trim



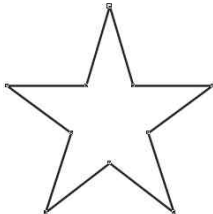
After Fast Trim

Object Cleanup

>> *Samples:*



Before Conversion




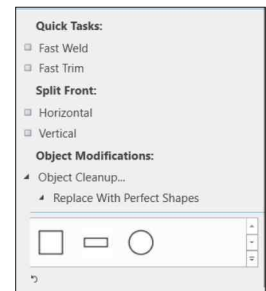
After Conversion

The Cleanup Object feature is an extremely powerful tool for converting freehand drawings into perfectly drawn shapes. Once the rough shape has been drawn in CorelDRAW with the Freehand pen tool, the Object Cleanup feature will convert it into a user-specified shape. The Object Cleanup feature also includes a typesetting tool for replacing poor quality text with an actual font.

Cleaning Up and Object

Steps to Follow

1. Using the **Freehand Pen** tool in CorelDRAW, draw a rough shape. The converted shape will be based on the size and proportions of your drawing. You can also select an existing vector object such as a traced image. 
2. Using the **Pick** tool, size and position the drawing on your work page.
3. Select the drawing with the **Pick** tool and select **Object Cleanup** from the **Object Shaping** section in the **Smart Designer Command Center** docker.
4. Select **Replace with Perfect Shape**. To swap the selected object with a shape, double click on the preview of the shape.
5. You can replace a selected vector or bitmap text with a font by selecting **Replace with Text** and entering text in the **Enter Text** field. Select the desired font from the drop down list. The text will be replaced based on the size and position of the selected object.



Object Cleanup Feature

Remove Object Detail

>> Note:

The feature may make drastic changes to a clip art image. Make sure to save a copy of the image before attempting to remove detail. Please allow several minutes to process complex images.

>> Note:

The image must be a vector file as bitmap files will not work with this feature. Select the **Wireframe** view option from the **View** menu in CoreIDRAW to view the vector lines in the image. If you see a grey shading surrounded by a black outlined box, your image is a bitmap and must be converted to vector lines.

>> Samples:



Original Image



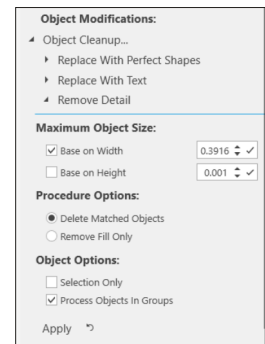
Simplified Image
After Detail Removed

The Remove Object Detail feature was designed to eliminate unnecessary elements in clip art images. Some output devices such as vinyl cutters, engravers and embroidery machines are not capable of outputting small elements in clip art images. This feature will simplify designs for vinyl cutting, engraving or embroidery.

Removing Detail from a Clip Art Image

Steps to Follow

1. Open or import a vector clip art image in CoreIDRAW.
2. Select the largest object in your image that you would like to remove with your **Pick** tool.
3. Make sure the object is selected and select **Object Cleanup** from the **Object Shaping** section in the **Smart Designer Command Center** docker.
4. Select the **Remove Detail** feature, the currently selected objects height and width will be displayed in the **Select Object Size** options.
5. The **Base on Height** option will remove any objects that have a shorter height than the selected object. The **Base on Width** option will remove any objects that have a narrower width than the selected object. Check both boxes to use both the height and width parameter. You may enter a height or width dimension.
6. Select the **Delete Matched Objects** box to delete any matched objects from the image.
7. Instead of deleting the matched objects, you may simply turn their fill and outline colors off by selecting the **Remove Fill** option.
8. The **Process Objects in Groups** option will delete objects within grouped elements.
9. Select the **Selection Only** box to delete any matched objects from the selected portion of the design. In this case, you will need to manually adjust the height and width parameters.
10. After selecting your options, click on the **Apply** button to start the process of removing detail from the image.



Remove Detail Feature

Objection Modifications

>> *Note:*

Corel PowerTrace will produce inconsistent results when converting vector graphics. SmartVector Pro from Digital Art Solutions will produce a much higher quality result with more control over the final output.

The Object Shaping section contains a variety of object modification features which will assist in modifying vector graphics prior to production.

Object Modification Features:

Remove Control Curves: Removes control curves used for text on a path from design to prepare image for cutting.

Convert Outlines to Objects: Converts outlines into cuttable vector lines.

Convert Text to Curves: Converts all text in a design to curves.

Convert Fills to Curves: Converts Power Clip fills into cuttable vector objects.

Remove Trace Outline: Removes white outlines from images traced in Corel Power Trace.

Section 18

Printing and Cutting

This section will cover:

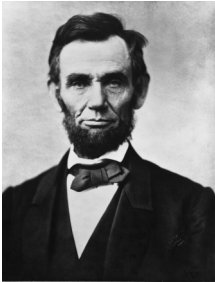
- Flash Base
- Insert Sep Marks
- Color Trapping
- Separate Colors
- Halftone Overview
- Halftone Wizard
- Create Contour
- Convert to Stroke
- Weed Borders
- Insert Job Number
- Insert Logo/Watermark
- Insert Bar Code/QR Code
- Place Grommets

Flash Base

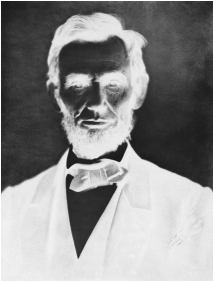
>> *Tip:*

This feature is capable of printing a white under base and white highlights on bitmap images and photos. The composite image will be placed on the first page, followed by a page for the under base and a final page for the white highlights.

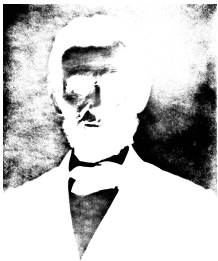
Depending upon your printer, you can export each page as a separate EPS file and import each file into your RIP software.



Original Bitmap Image



Flash Base



White Highlights

The Flash Base feature was designed to assist screen printers when printing on dark colored materials. A flash base or “under base” can be printed on a dark substrate and cured with a flash curing unit. Additional colors will be printed on top of this flash base ensuring bright vibrant colors. In order to create a flash base, you must first create a film positive which is a composite of your entire image. This can be a difficult and tedious task. The Flash Base feature will allow you to create and output a film positive for creating a flash base.

Creating and Printing a Flash Base

Steps to Follow

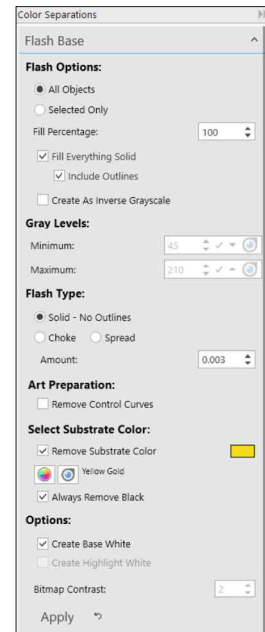
1. After you have completed a design, save it in CoreIDRAW.
2. Select **Flash Base** from the **Color Separations** docker in the **Printing and Cutting** section in the **Smart Designer Command Center** docker.
3. After the Create Flash Base **docker** opens, select the option for **All Objects**. You can also create a flash base for selected object or group of objects.
4. If you do not want a solid flash base, enter a percentage between 1 and 99 in the **Percentage** field to create a halftone flash base. You can use the **Halftone Wizard** to adjust the PostScript settings for a halftone flash base.
5. You will need to select a **Flash Type**:

Solid - No Outlines: Prints a solid composite image without any overprinted outlines.

Choke: Will print a flash base that is slightly smaller than the design to compensate for the shrinkage of overprinted inks. A choke is only available on objects that contain an outline.

Spread: Will print a flash base that is slightly larger than the design to compensate for the expansion of overprinted inks. A spread is only available on objects that contain an outline.

Note: If you wish to force a flash based under all colors, select the **Fill Everything Solid** option. Check **Include Outlines** to force a flash base under both filled and outlined objects.



Color Separations Docker

>> Tip:

You can specify the color of your substrate in a vector image to eliminate a color from your flash base. For instance, if you are printing on white, you will want any white areas in your design to be knocked out allowing the substrate color to show through. Check the **Remove Substrate Color** option and use the Eye dropper to select the color that you want to remove.

Original Vector Image

Flash Base with
White Removed

Flash Base without
White Removed

Note: The **Create Inverse Grayscale** option will create a negative image using multiple shades of gray, otherwise the flash base will be created as a single shade of grey. Adjusting the **Minimum** and **Maximum Gray Levels** will change the way that the software determines if a shade should be treated as black or white. Increasing the Minimum value will skew light shades towards white. Increasing the Maximum value will skew darker shades towards black.

6. If you have selected a spread or choke option you will need to enter a setting in inches (.02 is a typical setting) in the **Amount** field. Both spread and choke functions work by adjusting the outline widths on objects that contain outlines. Objects that do not have outlines can not be set to spread or choke.
7. Check the **Remove Control Curves** box to remove any path that is attached to text on a path. If this is not checked, the path will be included in the flash base.
8. If you are printing on a black substrate, you can select the option for **Always Remove Black** to allow any black areas in your design to show through as the substrate color.
9. To remove the substrate color from the image, select the magnifying glass button and place the dropper on the segment of the image that contains the color that you would like to show through. This color will be excluded from the flash base.
10. If you are printing a simulated process print or direct to garment print, you can select the **Create Highlight White** option to create a separate page in the document with a White Highlight layer. This page can be used to create an extra screen or color channel for white ink. The white screen or color channel will be used to produce highlights in the image and make any white areas in the design brighter. You can increase or decrease the **Bitmap Contrast** setting to adjust the white highlight layer.
11. Click on the **Apply** button to create the flash base. A multiple page document will be created. Your original image will be on page one, followed by a page for the flash base and a page for a White Highlight (if this option is selected).
12. You can print the document by page to create the film positives for the flash base and the highlight page. You can use the **Separations** tab in the Print function to print the color separations for the first page which contains the spot color separations for the image. Please note that in order to print spot color separations, your image must be colored using spot colors.

Color Trapping

>> **Note:**

In general, color trapping will create overlapping inks when a design is printed using a screen printing or offset printing process. The standard method for creating a color trap in CoreIDRAW is to set the outlines for any trapped object to overprint by right clicking on the object and selecting **Overprint Outline**. Objects with outlines should be given an outline which is the same color as the object's fill color. This new outline should be set to overprint.



Original Image



Trapped Image
with Simulated Overprints
View in CoreIDRAW

Smart Designer's Color Trapping feature was designed to automate the process of manually trapping a multi-color image. The feature will expand the width of an object's outline and set the outline to overprint. This will result in overlapping inks when a design is screen printed. If an object does not have an outline, the Trap Colors feature will add an outline that matches the fill color of the object. This trapping method works well for screen printing provided you have a PostScript compatible printer.

Trapping a Design with the Color Trapping Feature

Steps to Follow

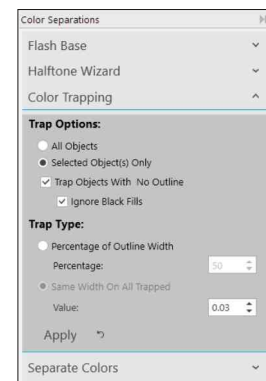
1. Save your design in CoreIDRAW.
2. Select **Color Separations** from the **Printing and Cutting** section in the **Smart Designer Command Center** docker.
3. Select **Color Trapping**.
4. Select the option for **All Objects**. You can also create a trapping for selected objects.
5. Check the box for **Trap Objects with No Outline** to place an outline around objects that do not have an outline. The outline will be the same color as the fill color of the object.
6. There are two types of trapping methods available:

Percentage of Outline Width: Choose this method to trap by a specific percentage of the existing outline in an object. For example, an object with a 2 point outline will have a 1 point trapped outline at a setting of 50%.

Same Width on All Trapped: Choose this method to create a trap of a fixed outline width in inches. For example .03 inches

7. Click on the **Apply** button to begin the trapping process. Trapping is not visible on-screen unless you select the **Simulate Overprints** option in the CoreIDRAW View menu.

Note: To view trapping in the **Print Preview** function, turn on the **Preserve Document Overprints** option in the **Separations** tab.



Color Separations
Docker

Separate Colors

>> Flash Base:

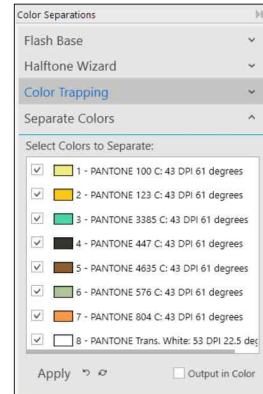
After completing the separations in the multi-page document, you can use the Flash Base function to add a flash base. Select the first page in the document to add a flash base page to page 2.

As an alternative to the CoreIDRAW Print Separations function, you can create a multi-page document in CoreIDRAW with color separations. Each color in the graphic will be placed on a separate page. This will enable you to edit the individual separations in a graphic prior to printing color separations.

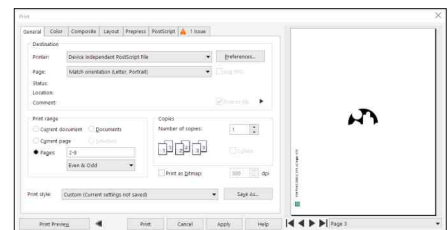
Creating Color Separations in a Design

Steps to Follow

1. Open or create a design in CoreIDRAW and select **Color Separations** from the **Printing and Cutting** section in the **Smart Designer Command Center** docker.
2. After the **Color Separations** docker opens, select **Separate Colors**. Check all of the colors you wish to separate. If white will not be printed in the graphic, uncheck **White**.
3. If you would like to create the separations with colors instead of solid black, select the option **Output in Color**. This option is preferred for creating colors separation for output to a vinyl cutter.
4. Click on the **Apply** button to create the color separations. A multi-page document will be created. Page one will be the original document in color. Subsequent pages will be each color in the graphic.
5. Color information will be created on each page, you can select this text and delete it prior to printing your color separations.
6. Select **Separations Marks** in the **Printing and Cutting** section to add separation marks to each page. Make sure to select the **Add to All Pages** option in the separations mark feature.
7. Use the **Print** function in CoreIDRAW to print out the colors separations. Under the **General** tab in the print function, select the **Pages** option to omit the first page in the document that is the original graphic.



Color Separations Docker



CoreIDRAW Print Function

Note on Halftones: This method is not compatible with halftones. You must use the CoreIDRAW color separations feature with either a PostScript printer driver or RIP software to output halftones.

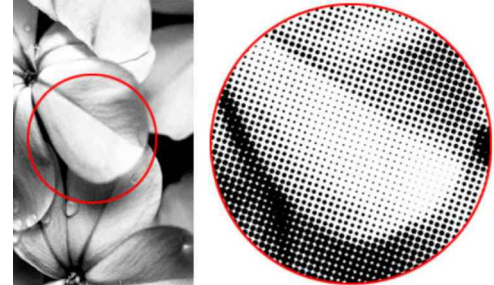
Halftone Overview

>> **Tip:**

The best method for printing halftones for the purposes of screen printing is to use inkjet film and an inkjet printer. Because most inkjet printers are not PostScript compatible, you will need a RIP (Raster Image Processor) software to print halftone dots.

What is a halftone?

Instead of solid colors (continuous tone), a halftone is composed of small dots. These dots will create the appearance of shades or tints. By varying the size of the dots (frequency) and the angles of the dots, different shaded effects can be produced.



Halftone Dots

CorelDRAW is fully capable of creating and adjusting the appearance of halftones. The tricky part is that

halftones are not visible on your screen. Instead, halftones are a set of PostScript instructions that are sent to a PostScript compatible printer when a design is printed. Without a PostScript compatible printer or printer drive, you can not create halftones in CorelDRAW. The standard method for creating a halftone in CorelDRAW is to select a tint of a spot color and adjust the PostScript settings manually. In addition, CorelDRAW is capable of creating gradients using halftones.

A few important terms

Line Screen

Line screen determines the level of detail for a halftone. Line screen is measured in LPI (lines per inch). Think of it like a one inch line that has dots placed along the line. In order to place more dots along the one inch line, you will need smaller dots. Therefore, a higher LPI means smaller dots. Lower line screen values will create larger halftone dots and will result in a loss of detail. On the other hand, higher line screen values will create finer detail but may not be suitable to your production process. Your production process will determine the line screen that is assigned to your halftones.

Moiré Pattern

A Moiré pattern is a checkerboard pattern that results when two or more halftones interfere with each other. Overlapping dots are the cause of this undesirable pattern. Moiré patterns may not appear in the film positives, but only in the printed output. These patterns are the bane of printing halftones and need to be avoided. By varying the angles for multiple halftone colors or increasing a screen mesh, Moiré patterns can be eliminated.

>> Note:

If you do not have a PostScript printer installed and you want to view or adjust PostScript settings, you can select the Device Independent PostScript File option in the CorelDRAW print function. This generic print driver is located at the very top of your printer list in the printer drop down list in your Print Window. By selecting this printer, you will be able to access the Advanced button under the Separations tab. This button will grant you access to the PostScript settings for halftones for your document.



Change in Halftone Size



Change in Halftone Frequency



Change in Halftone Angle

Tonal Range (Tint Percentage)

Tonal range is the percentage of dots that occupy the area that is filled with halftone dots. In CorelDRAW, the Tint setting will determine the tonal range. In screen printing, a tonal range between 15% and 85% can be printed. Halftone dots below 15% will tend to disappear (Dot Loss). Halftone dots above 85% will blend together (Dot Gain) and create a solid image.

Gradients (Blends)

Also known as a blend, a gradient is created when the tonal range of a halftone changes gradually in the image. For instance, the left side of the image could start out at 15% tint and then blend gradually to the right to an 85% tint. Gradients can be very difficult to print if the proper settings, screen mesh and film are not used.



Gradient Fill

Frequency

Frequency expressed in Lines Per Inch (LPI) is the unit of measurement used to determine the size of a halftone dot. Halftones are arranged in rows or lines. The larger the LPI, the smaller the dot because there are more dots in one inch linear space (line). LPI has absolutely nothing to do with dots per inch (DPI). DPI refers to the number of pixels packed into a square inch for bitmap images or scans.

Angle

Halftone dots are arranged in lines. The offset between each line is called the Angle. Differing angles will offset the dots so they do not line up directly above or below each other. Certain combinations of angles for each halftone color will produce different effects and eliminate moiré patterns. Different types of halftone printing such as simulated process printing and process printing (CMYK) will require different angles.

Dot Gain

As ink is pushed through a screen, the dots in the halftone have a tendency to grow in size. This is dot gain. Dot gain will destroy detail in an image and result in muddy images. By varying the screen mesh, frequency and tint percentage you can control dot gain. In screen printing, changing the viscosity of the ink is a method used to eliminate dot gain.

Screen Mesh

In screen printing processes, ink is pushed through a screen. Screen mesh refers to the size of the openings between the screen fibers. A larger screen mesh number will have smaller openings. This will allow for less ink to be pushed through the screen, resulting in finer detail. Screen mesh will have a great influence on Dot Gain. A smaller screen mesh will have larger openings and dots will be more likely to blend together (dot gain).

Halftone Wizard

>> *Tip:*

If you are applying a halftone to a selected object or group of objects, you can apply the halftone setting to either the fill colors or outline colors only. By default, the software will apply the settings to both the fill and outline colors. Check **Fill Only** or **Outline only** to apply the halftone settings to either color property.

The Halftone Wizard feature will allow you to apply PostScript halftone settings to specific colors. This is a fast and easy tool for creating halftone tints. The feature has a variety of presets that will apply halftone settings for specific printing types. In addition, the feature will recommend screen mesh settings depending upon the selected settings.

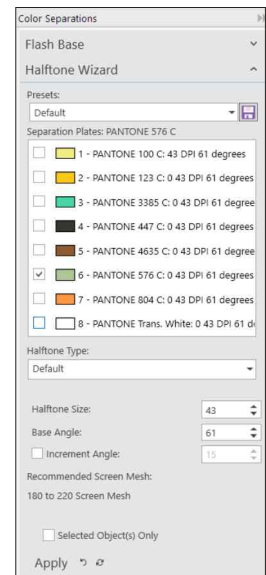
Applying a Halftone Setting to a Color

Steps to Follow

1. Select an object or group of objects in your document.
2. Open the Color Separations docker from the **Printing and Cutting** section in the **Smart Designer Command Center** docker. Select **Halftone Wizard**.

Note: You must have a PostScript compatible printer driver or RIP software in order to output halftones using the CoreIDRAW print feature.

3. Place a check to any color displayed in the list that you would like to apply a halftone setting to. This setting will only affect objects that have a tint and are composed of Pantone or spot colors.
4. Choose a preset from the **Presets** drop down list to apply specific PostScript halftone settings to the selected color(s).
5. The most popular halftone dot type will be a **Dot**. This is a round dot that is popular for screen printing. You can select other halftone types from the **Halftone Type** drop down list.
6. Halftone Frequency as measured in LPI can be entered in the Halftone Size data field. For screen printing this will normally be between 35 and 65. The default frequency of 53 and angle of 61 are good all-around settings for screen printing spot colors.
7. The Halftone angle can be entered in the **Angle** data field. Please consult the technical data for your process to select the proper angle.
8. Once you have selected your halftone size, the software will display the recommended screen mesh for your printing process. This is normally four times your frequency (line screen).
9. Select **Apply** to apply the settings.

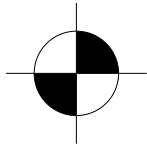


Halftone Wizard Feature

Insert Sep Marks

>> Note:

In general, separation marks are used to line up various colors in a multi-color design when applying vinyl or burning screens. Separation marks are created using Registration color. Registration color will show up on every page in a set of color separations.



Separation Mark



Marks with Place Relative to Page Option Selected

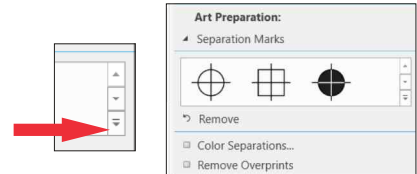
The Insert Sep Marks feature will enable you to add user-defined separation marks to any design. Unlike the marks produced in CorelDRAW's Print function, these marks can be sized, positioned and rotated based on your production requirements. Separation marks can be used to align color layers when screen printing or cutting vinyl graphics.

Inserting Separation Marks Into a Design

Steps to Follow

1. Open or create a design in CorelDRAW and select **Separation Marks** from the **Printing and Cutting** section in the **Smart Designer Command Center** docker.

2. Select the down arrow button to access options for separations. You will have a variety of options for creating your marks:



Separation Mark Feature

Vertical: Two marks will be created, one above, and one below your design.

Horizontal: Two marks will be created, One to the left, and one to the right of your design.

Vertical and Horizontal: Four marks will be created, one on each side of your design.

Place in Four Corners: Four marks will be created, one in each corner of your design.

3. After checking the appropriate placement option, enter a size dimension for the diameter of your mark in the **Size** field.
4. You may choose to increase or decrease the width of any line elements in a mark by changing the value in the **Line Thickness** field.
5. The **Rotate Second Mark** option, will rotate half of the marks 90 degrees. The **Place Relative to Page** will place the marks next to the page boundary instead of the design. You can also select options to insert a **Densitometer**, **Calibration Bars** or **Cut Marks**.
6. Check **Add to All Pages** to add separations to a separate page that contains an under base.
7. Click on the preview of the separation mark type to create the separation marks. After the marks are created they can be manually edited in CorelDRAW.

Create Contour

>> Note:

The Create Contour feature will only work with vector objects. It does not have the capability of creating a cut line around a bitmap. StoneCut and StoneCut Pro each have a powerful contour feature that will create a user-specified cut line around both bitmap and vector objects. The Create Contour feature is for creating basic contour lines around vector objects.



Cut Line
Created with
Create Contour

>> Tip:

The Create Contour feature is a quick and easy way to create a single line contour line around any vector object. Check the **Use Offset** box and enter your offset in inches in the **Contour Offset** field. A contour line will not have any fill properties, but you can select the contour and change the width of the outline. This is a useful feature for creating simple borders and text effects.

>> Roland Users:

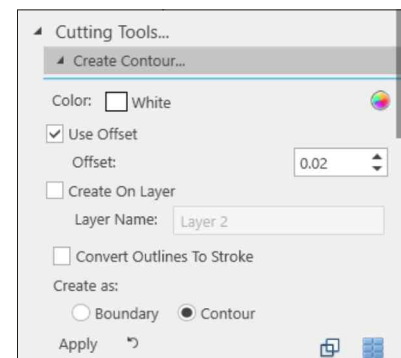
Owner of Roland print and cut devices can choose the CutContour color from the Roland VersaWorks color palette to assign the specific named color for Roland print and cut devices. If you are exporting to the VersaWorks software as a PDF file, make sure you do not check the **Convert Spot Colors** to option in the PDF settings in CorelDRAW.

The Create Contour function was designed to create a cuttable contour around a design. This feature can be used for creating a “cut line” for print and cut devices like the Roland VersaCam. A print and cut device will print a design first and then go back and cut out the design using a cut line. This cut line must be created in CorelDRAW first. Most print and cut devices require that the cut line be colored with a specific color. Please consult the manual for your print and cut device for instructions on setting up a cut line.

Creating a Contour Cut Line

Steps to Follow

1. Open or create a design in CorelDRAW. Regular shapes such as ovals or polygons will work best for a print and cut design. Complex shapes or free-floating text do not work well for print and cut designs.
2. All objects must be converted to vectored line art. Select the **Wireframe** view to verify that you do not have any bitmap elements in your design.
3. Select **Cutting Tools** from the **Printing and Cutting** section in the **Smart Designer Command Center** docker.
4. After the Cutting Tools docker opens, select **Create Contour**. Uncheck the **Use Offset** box to create a contour directly on top of the perimeter of the design.
5. If you would like to offset the contour from the perimeter of the design, check the **Use Offset** box and enter an offset in inches in the **Contour Offset** field. An offset will leave blank space between the contour and the original design.
6. Select the **Create on Layer** box and enter a name for your layer to create the contour line on a separate layer. The layer will be available in the CorelDRAW **Object Manager**.
7. Choose the color for the contour line from the color list.
8. Select the **Contour** button to create the contour line in the interior elements of your vector graphic. The **Boundary** option will exclude interior elements.
9. Click on the **Apply** button to create the contour.



Create Contour Feature

Convert to Stroke

>> *Note:*

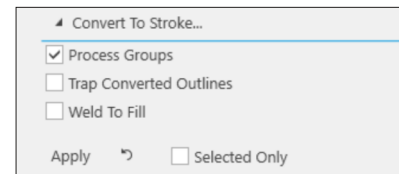
StoneCut and StoneCut Pro will automatically convert outlines into cuttable contour lines and weld all intersecting paths in the objects.

Objects created with outlines in CorelDRAW will not have vector properties. If you wish to create vector lines from outlined objects, the Convert to Object feature will do this automatically. This feature also has various options for trapping as well as processing grouped objects.

Converting an Outline to a Cuttable Vector Line

Steps to Follow

1. Select an object or group of objects with the **Pick** tool.
2. Select **Cutting Tools** from the **Printing and Cutting** section in the **Smart Designer Command Center** docker.
3. Select **Convert to Stroke** from the **Cutting Tools** section.
4. Check the **Selection Only** box to convert only the selected objects on your current page.
5. Check the **Process Objects in Groups** box to convert outlines inside of grouped objects.
6. Under **Options**, check the **Trap Converted Outlines** box to set the top-most object to Overprint Fill. You can right mouse-click on the object to view any overprinting properties. An overprint will cause the top object to print on top of the underlying object if you output spot color separations. This is useful for creating trapping (overlapping inks) for screen printing.
7. Check the **Weld to Fill** box to weld the outline and fill together into a single object.
8. Click on the **Apply** button to complete the conversion process.

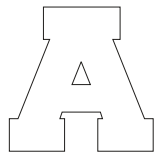


Convert to Stroke Feature

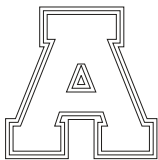
>> *Samples:*



*Original Design
in Enhanced View*



*Original Design
in Wireframe View*



*After Convert
Objects to Outlines*

Weed Borders

>> *Tip:*

If you own StoneCut or StoneCut Pro, you can take advantage of the vertical and horizontal weeding lines feature in the **Cut Preview** window. Once you have entered the final preview window in CoCUT Pro, simply enter **V** on your keyboard to add a vertical weeding line. Enter an **H** on your keyboard to add a horizontal weeding line. You can add as many horizontal or vertical lines as you wish. Each line can be repositioned over your design by selecting and dragging the line with your selection tool.



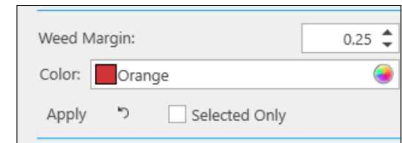
Text with Weed Border

The Weed Border function was designed to assist in the weeding process for vinyl cutting. Weeding is the process of removing excess material from a design that has been output to a vinyl cutter. By placing a grid over the top of the border, weeding can be faster and more efficient. This is especially useful on complex clip art images and large text objects.

Adding a Weed Border to a Design

Steps to Follow

1. Open or create a design in CoreIDRAW. Make sure to save the design before adding a weed border.
2. All objects must be converted to vectored line art. Select the **Wireframe** view to verify that you do not have any bitmap elements in your design. A bitmap will be displayed as a shaded gray object with a square black border. Vector objects will be displayed as black outlines.
3. Select **Cutting Tools** from the **Printing and Cutting** section in the **Smart Designer Command Center** docker.
4. Select **Weed Border**, enter an outside border dimension in inches in the **Outside Border** field. This parameter will determine the border that surrounds the entire design.
5. Select the **Apply** button to create the weed border.
6. To undo the border, press **Ctrl Z** on your keyboard to return to your original design. You do not have to save the file with the weed border unless you want to save this setup for future production.



Weed Border Feature

Insert Job Number

>> Note:

The **Insert Job Number** feature uses **Registration Color**. The job number will be printed on every film positive output from the CoreIDRAW print function. If you do not want to print the job number on every positive, simply re-color the job number with a different color.



SD113-DIGRAPHICS

File with
Job Number

Many companies use an archiving system to catalog their artwork or film positives for future use. The **Insert Job Number** feature will enable you to insert a user-defined job number on any design. Each film positive output from the design will contain the job number for your archiving system. Job numbers can be set to automatically increment with each new job.

Inserting a Job Number into a Design

Steps to Follow

1. After creating a design in CoreIDRAW, select **Insert Job Number** from the **Printing and Cutting** section in the **Smart Designer Command Center** docker.

2. After the **Insert Job Number** docker opens, you will have a variety of options:

Prefix: The letters or numbers appearing before your job number. You can add a hyphen or spacer after the prefix.

Number: This is the unique number for your job. You can manually enter a number or have the number automatically increment each time you use the feature by checking the box for **Increment Number**.

Suffix: The letters or numbers appearing after your job number. You can add a hyphen or spacer before the suffix.

3. After entering values in the **Prefix**, **Number** and **Suffix** fields, you may check the **Include File Name** box to include the file name at the end of the job number.
4. Choose a font from the **Font** drop down list.
5. Click on a direction arrow in the **Location** icon to determine the position of the job number.
6. Select the **Sequential Numbering** panel to replace text in your design with a sequential numbering sequence.
7. Click on the **Apply** button to add the job number to your design. The job number is fully editable and can be resized, positioned or colored.

Insert Job
Number Docker

Insert Logo/Watermark

>> **Tip:**

Many companies will include their copyright information somewhere on every design or piece of artwork. This practice will assist in resolving any later copyright issues. To place your copyright information on your design with you logo, add the following text to your logo before you save it in the **Logo** directory:

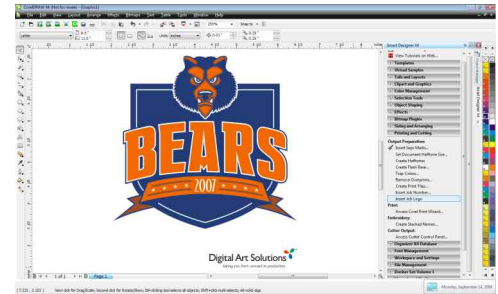
Copyright © 2013 Your Company Name

The Insert Logo/Watermark feature will import a copy of your logo and place it in your design. This is a great tool for customizing sales sheets and flyers or placing your copyright information on your designs. You must first save a copy of your logo in the Logo folder in order to use this feature properly.

Using the Insert Logo feature

Steps to Follow

1. Open a copy of your logo in CorelDRAW.
2. Resize the logo to the desired size.
3. Save the logo with the file name **Logo.cdr** in the directory:



Design with Company Logo

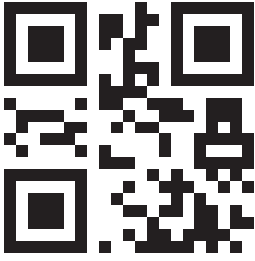
Windows X7, X8 and 2017

C:\Users\Public\Documents\X6\Custom\Logo\Logo.cdr

Note: You can also assign a logo by choosing the **My Company Info** section in the **Virtual Samples** docker under the **Data** tab.

4. When prompted to replace the Existing file Logo.cdr, select **Yes**.
5. After creating a design, select Insert Logo/Watermark from the **Printing and Cutting** section in the **Smart Designer Command Center** docker.

Insert Bar Code/QR Code



QR Bar Code for
www.digitalartsolutions.com

A QR Bar Code is a matrix based black and white bar code that can be read by compatible scanners, mobile phones, cameras and bar code readers. QR Bar Codes have become popular for marketing. A client can scan a QR Code on a product with a mobile phone and can be directed to a specific web site.

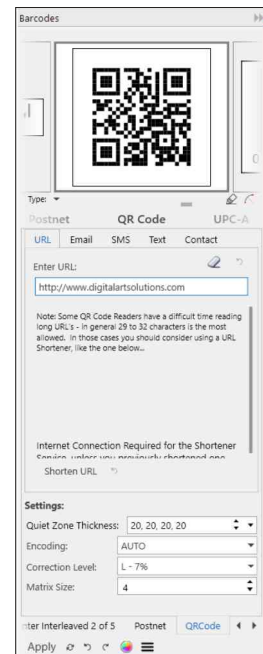
Creating a QR Bar Code for a web link

Steps to Follow

1. **Select Insert QR Code** from the **Printing and Cutting** section in the Smart Designer Command Center docker.
2. Enter a web address into the **Data to Encode** field. For example:
www.digitalartsolutions.com.

Note: QR codes can be created as email addresses, text messages, plain text or contact information by selected the various tabs in the docker.

3. Select a size for the bar code under **Output Size**.
4. Do not change any of the other options unless you are familiar with these settings. More information on QR Bar Codes can be found at http://en.wikipedia.org/wiki/QR_Code
5. Check the **As Vector** box under **Output** options to create the QR code as a vector object.
6. Check **Transparent Background** to remove the white bounding box from the perimeter of a bitmap QR code.
7. Click on the **Apply** button to create the bar code.



QR Codes Docker

Place Grommets

>> *Tip:*

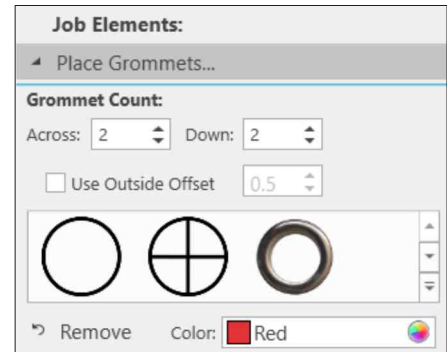
The Virtual Samples feature has the ability to create a virtual sample of a banner. You can then use the Place Grommets feature to apply the grommet effect.

The Place Grommets function will create a virtual grommet on a rendering of a banner. This effect will create a more realistic banner sample and allow you to position the banner graphic around the grommet locations.

Placing a Grommet

Steps to Follow

1. Select **Place Grommets** from the **Printing and Cutting** section in the **Smart Designer Command Center** docker.
2. Choose a grommet style.
3. Enter the desired settings for your grommets including diameter, outline width and outline color.
4. Enter placement, grommet count and grommet spacing settings and select the **Apply** button.
5. To remove the grommet effect and apply different settings, select the **Remove** button.



Place Grommet Features



Section 19

Manage Files and Fonts

This section will cover:

- Backup and Restore
- Corel Explorer
- File Converter
- Corel Font Manager
- Create Installed Font Book

Backup and Restore

>> *Tip:*

The Backup and Restore feature is a useful tool for transferring fonts and templates between computers when you purchase a new computer. You can use this feature with an external hard drive to easily transfer files between systems.

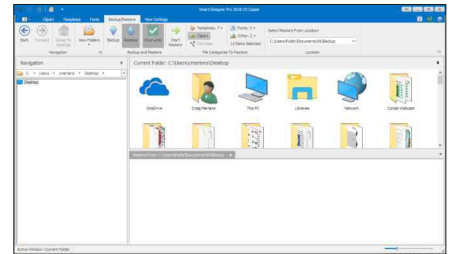
The Backup and Restore function in the CD Copier feature can be used to backup all of the Digital Art Solutions content on your system and restore them in the event that you have to reinstall Smart Designer or reformat your hard drive and reinstall Windows.

Backing Up and Restoring Fonts and Templates

Steps to Follow

Note: The Fonts backup will backup all of the fonts in your Windows Fonts folder.

1. Select **Backup and Restore** from the **Manage Files and Fonts** section in the **Smart Designer Command Center** docker.
2. The CD Copier feature window will appear.
3. Select either **Backup** button.
4. Use the **Browse** button in the **Select Backup to Location** to select a location to create your backup file.



Backup and Restore Utility

Note: We would recommend creating the backup file to a location on your hard drive or a removable storage device such as a USB drive or external hard drive. Once the backup file is created, you can copy the backup file to any location including a server or cloud drive.

5. Select the file types you would like to backup from the **Files to Backup** section. We would recommend backing up all file types.
6. Click on the **Start Backup** button to complete the backup process.
7. To restore a backup on any system with an installed version of Smart Designer Pro, open the **Backup and Restore** function and select the **Restore** button and browse to the location on your hard drive or removable storage media that contains the backup file and select **Files to Restore**.

Corel Explorer

>> *Tip:*

CoreIDRAW content is no longer installed during the installation process of CoreIDRAW. To access CoreIDRAW content including fonts, backgrounds and clipart, you must use the Corel CONNECT function and an online connection. This feature is accessible in the Clipart and Graphics section of the Smart Designer Command Center docker.

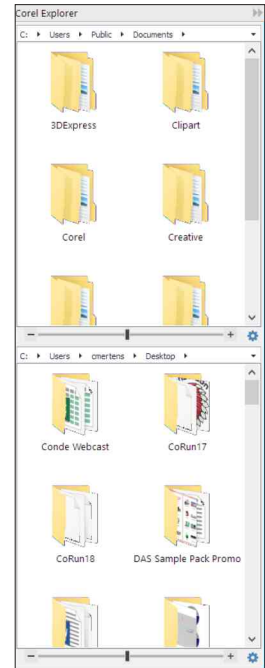
The Corel Explorer docker is a convenient way to view and access any content on your system

Viewing Content

Steps to Follow

Note: Only Digital Art Solutions clipart that was installed will be displayed in Corel Explorer.

1. Select **Corel Explorer** from the **Manage Files and Fonts** section in the **Smart Designer Command Center** docker.
2. The Corel Explorer docker will appear.
3. DAS Clipart, will be displayed in the top window.
4. Your Windows User folders will be displayed in the bottom window.
5. To import a file into a CoreIDRAW document, double-click on the file preview or drag and drop an image into your workspace. If an object is selected in your document it will be replaced with the selected image.



Corel Explorer

Note: You can drag and drop files between folders in the two windows to move them. You also have access to Windows right mouse-click functions within the docker. Simply right mouse-click on an image preview.

File Converter

>> **Note:**

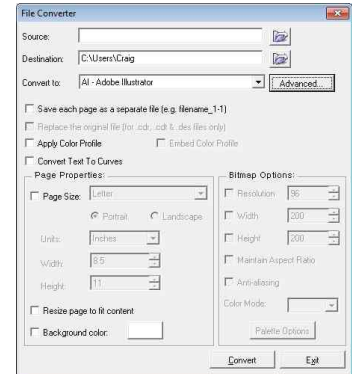
The File Converter function is a very useful function for bulk file conversions of clipart. Some graphics programs do not have an EPS or CDR import capability. For instance, you could convert your EPS clipart to SVG format for use with a program that supports the SVG format.

The File Converter is a simple macro that will convert image files from one format to another. You must download and install this macro using the **Get More** feature in the Launcher in CoreIDRAW. Fees may apply.

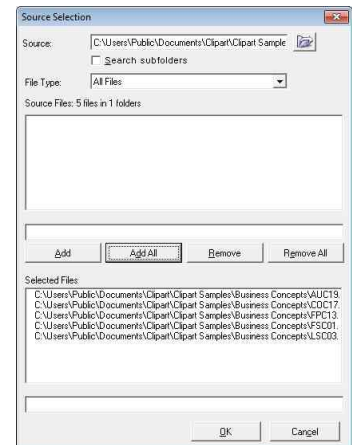
Converting Files

Steps to Follow

1. Select the **Get More** feature from the CoreIDRAW **Launcher** on the Standard Toolbar.
2. Select **Extensions** and browse to the File Converter and click on **Download** to install the macro. A fee may be required.
3. Once the macro is installed, you can open the program by selecting **File Converter** from the **Manager Files and Fonts** section in the Smart Designer Pro Command Center docker.
4. When the **File Converter** window opens, select the folder icon next to the **Source** field.
5. When the **Source Selection** window opens, select the desired file type from the drop down list and then select the folder icon to browse to a location that contains the files that you would like to convert. Any files in the selected format will be displayed.
6. Select individual files with your **Ctrl** key and select the **Add** button. To select all of the files in the directory, select the **Add All** button.
7. After selecting the files, select the **OK** button.
8. Use the browse button in the **Destination** field to specify a folder where the converted files will be saved.
9. Select the file type you would like to convert the files into, using the **Convert to** drop down list. To choose any specific conversion settings, choose the **Advanced** button.
10. Choose any specific Page or Bitmap properties, and select **Convert** to convert the files. All converted files will be located in your destination directory.



File Conversion Utility



Source Selection Window

Corel Font Manager

>> *Note:*

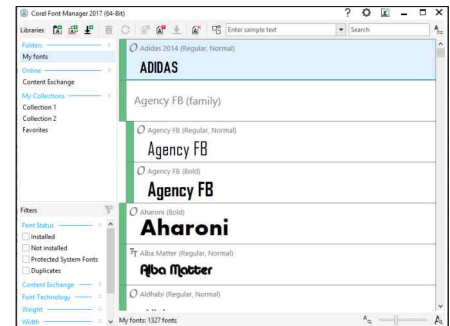
The Corel Font Manager is not included with CorelDRAW X7. CorelDRAW X7 uses the older Bitstream Font Navigator program to manage fonts. You can access Font Navigator from the CorelDRAW X7 program group in the Windows Start menu.

The Corel Font Manager is a font management program included with CorelDRAW X8, 2017 and 2018 that will help you organize and manage your fonts. Any font or set of fonts on your computer can be organized into groups and installed and uninstalled on the fly. Corel Font Manager will also enable you to access fonts on your system without installing them.

Accessing Corel Font Manager

Steps to Follow

1. Select **Corel Font Manager** from the **Manage Files and Fonts** section in the **Smart Designer Command Center**.
2. The first time you run Font Manager, you will need to scan your system for fonts. Click on the ? icon to view instructions in the online help system.



Corel Font Manager

Create Installed Font Book

>> **Note:**

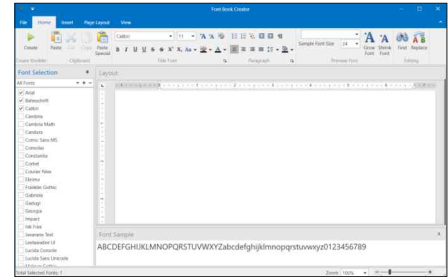
Once you create a font book in CorelDRAW, you can use the **Publish to PDF** function in CorelDRAW to convert the book into a PDF file to distribute to your clients.

The Create Installed Font Book feature will create an editable font booklet of the fonts installed on your system. This can be used as a tool for both clients or staff members to view available fonts.

Create a Font Book

Steps to Follow

1. Select **Create Installed Font Book** from the **Manage Files and Fonts** section in the Smart Designer Pro Command Center docker.
2. When the window opens, select the font group you would like for your font book from the **Font Groups** drop down list. If you would like to create a font book of every font installed on your system, select **All Fonts**.
3. Check the box for **All DAS Fonts** to include DAS fonts that were installed during the installation of your art volumes.
4. You can change the values in the sample text, by typing in new text values. The default sample text is recommended.
5. Choose your margin and spacing options. The defaults are recommended.
6. Select **Create** to create a formatted font book in CorelDRAW.
7. After the book has been created, you can save the book as a CDR file. You can also edit the book including adding a custom cover.
8. Select **Publish to PDF** in the CorelDRAW **File** menu to convert the book into a PDF file after saving it as a CDR file.



Create Installed Font Book

Section 20

Training and Support

This section will cover:

- Accessing Tutorials
- Accessing Manuals, Tip Sheets and Catalogs
- Important Links

Accessing Tutorials

>> **Tip:**

There are player controls in the Media Player that will allow you to start, stop, rewind and pause tutorials. You can also change the speed of a video by right mouse-clicking on the video and selecting **Enhancements** and **Play Speed Settings**



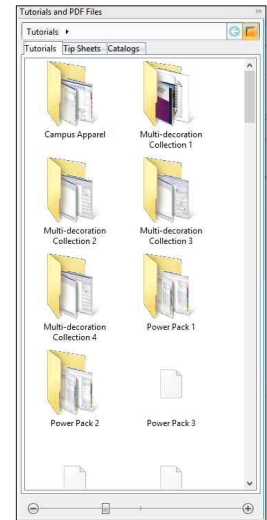
Play Speed Settings

The Smart Designer tutorials are interactive multimedia lessons that cover a variety of training topics. Smart Designer Pro uses a new multimedia technology to deliver fully narrated step-by-step instructions. All Smart Designer users are encouraged to take advantage of these excellent learning tools.

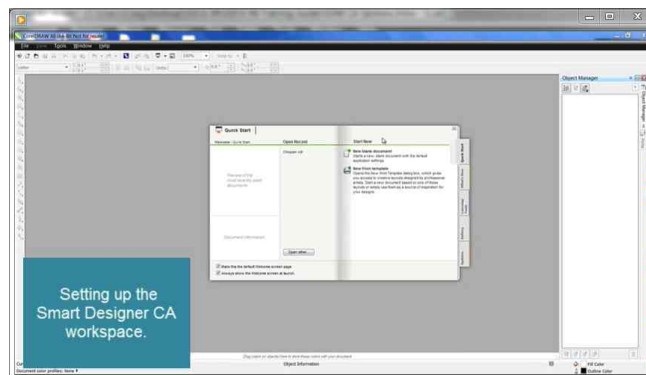
Accessing the Tutorials Docker

Steps to Follow

1. Multimedia tutorials were installed to your hard drive during the Smart Designer Pro installation.
2. Open the **Smart Designer Command Center** docker, **Tips and Tutorials** from the top of the docker. Select **Tutorials and PDF Files**.
3. To play an installed tutorial movie, select the **Tutorials** tab and double-click on a tutorial in the **Tutorials** docker.
4. To play an online tutorial, select **Online Tutorials** to access the Digital Art Solutions **Youtube** channel.
5. Each installed tutorial will play in Windows Media Player. You can resize your player by double-clicking on the video or by dragging the edges of the window with your mouse.
6. After the lesson has completed, you can close the player using the **X** button on the player. You can start, stop and pause a tutorial at any time with the media player controls on the bottom of your player window.



Tutorials Docker



Windows Media Player

Accessing PDF Files and Catalogs

>> **Note:**

If you do not have Adobe Acrobat Reader installed, you can download and install this free software from www.adobe.com.

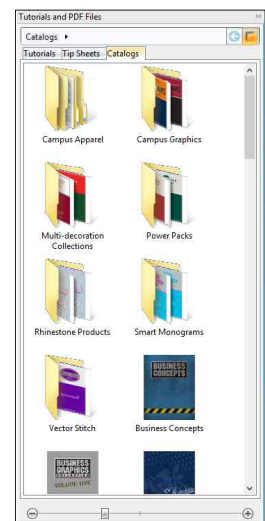
The Smart Designer Training Guide, tip sheets and DAS art volume catalogs are available in PDF format by accessing the **PDF Files and Catalogs** tabs in the **Tutorials and PDF Files** section of the **Smart Designer Command Center** docker. These documents will open in your default PDF reader software, normally Adobe Acrobat Reader.

Accessing a PDF File

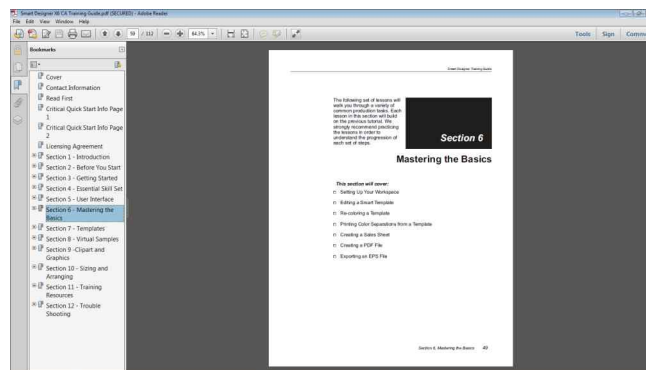
Steps to Follow

1. Select **Tips and Tutorials** in the **Smart Designer Command Center** docker.
2. Select the tab for **PDF Files** or **Catalogs**.
3. Double-click on a PDF document to open the document in your default PDF reader software.

Note: To have Acrobat read the contents of the PDF to you, select **Read Out Loud** from the **View** menu.



Tutorials Docker



PDF Training Guide

Important Links

>> Note:

Updates are released for a variety of reasons. The primary purpose of an update is to fix an existing problem with the software or improve features.

The Training and Support section of the Smart Designer Command Center docker contains important links to specific web sites.

Accessing an Internet Link

Steps to Follow

1. Log onto the Internet using your existing Internet connection.
2. Select the **Training and Support** section in the **Smart Designer Command Center** docker.
3. Click on a link to access a web page.

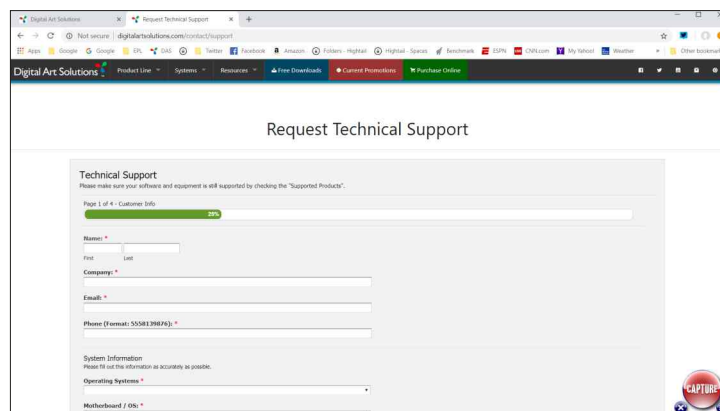
Request Support: Access the support request form on the Digital Art Solutions web site. This is the quickest way to receive support.

Campus Apparel: Access the Campus Apparel Marketing System web site.

DAS on the Web: Access the Digital Art Solutions web site.

DAS on Facebook: Access the Digital Art Solutions Facebook page.

CoreIDRAW.com: Access the CoreIDRAW.com web site.



Request Support Page

This appendix provides a brief overview of important and useful tips.

Section 21

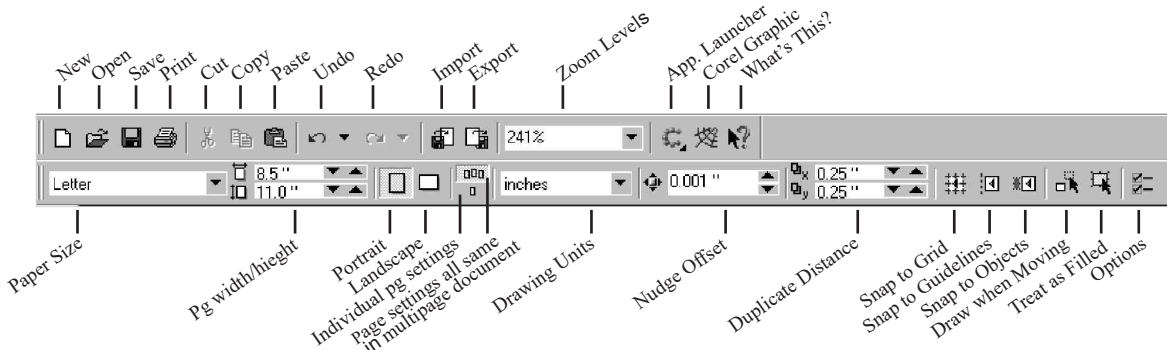
Training Resources

This section will cover:

- CoreIDRAW Workspace
- CoreIDRAW Short Cuts
- CoreIDRAW Tips and Tricks

CorelDRAW Workspace

Standard & Property Toolbars



Toolbox & Fly-out Menus

Pick Tool

Shape Tool

Zoom Tool

Curve Tool

Rectangle Tool

Ellipse Tool

Polygon Tool

Text Tool

Interactive Fill Tool

Transparency Tool

Blend Tool

Eyedropper Tool

Outline Tool

Fill Tool

Shape Edit

A Shape Knife Eraser Free Transform

Curve

C Freehand Bézier Artistic Media Dimension Connector Connector

Object

D Polygon Spiral Grid

Interactive Tool

E Fill Mesh

Interactive Tool

F Blend Contour Distortion Envelope Extrude Drop Shadow

Eyedropper

G Eyedropper Paintbucket

Outline

H Outline Color No Outline Hairline 1/2 Point 2 Point 8 Point 16 Point 24 Point

Shortcuts for Alignments

T-Top R-Right P-Center to Page
 B-Bottom C-Center Vert.
 L-Left E-Horiz.

TL TC TR
 EL EC ER
 BL BC BR

Fill

I Fill Fountain Pattern Texture PostScript No Fill Color docker

Function Keys

| | | | | | |
|-----------------|-------------------|---------------------|---------------------|-----------------|-------------------|
| F1 | F2 | F3 | F4 | F5 | F6 |
| Help | Marquee Zoom In | Zoom Out | Zoom to All Objects | Last Curve Tool | Rectangle Tool |
| What's This? | Zoom to Selection | Change Case | Zoom to Page | | SHIFT+ |
| | View Docker | | | Styles Docker | Next Window |
| | Linear Dimensions | Lens Docker | Exit CorelDRAW | | CTRL+ |
| F7 | F8 | F9 | F10 | F11 | F12 |
| Ellipse Tool | Text Tool | Full Screen Preview | Shape Tool | Fountain Fill | Outline Pen |
| | | Toggle Display | | Uniform Fill | Outline Color |
| | Convert Text Type | | Text Options | Symbols Docker | Spell Checker |
| Position Docker | Rotate Docker | Scale/mirror Docker | Size Docker | VBA Editor | Align to Baseline |
| | | | | | ALT+ |

© Copyright 2004, Digital Art Solutions, Inc. Thanks to Gloria Clanin for putting together this terrific tips sheet.

CoreIDRAW Short Cuts

Align Selected Objects

| | |
|-------------------------|---|
| Top | T |
| Bottom | B |
| Left | L |
| Right | R |
| Center to Page | P |
| Vertical Center | C |
| Horizontal Center | E |

Arrange Selected Objects

| | |
|---------------------------------|--------------|
| Group | Ctrl+G |
| Ungroup | Ctrl+U |
| Break Apart | Ctrl+K |
| Combine | Ctrl+L |
| Convert To Curves | Ctrl+Q |
| Convert Outline to Object | Ctrl+Shift+Q |
| Order: Back One | Ctrl+PgDn |
| Order: Forward One | Ctrl+PgUp |
| Order: To Back | Shift+PgDn |
| Order: To Front | Shift+PgUp |

Dockers

| | |
|-------------------------|----------|
| Lens | Alt+F3 |
| Linear Dimensions | Alt+F2 |
| Symbols | Ctrl+F11 |
| Text Styles | Ctrl+F5 |
| View Manager | Ctrl+F2 |

Edit

| | |
|----------------------------|--------------|
| Copy | Ctrl+C |
| Copy Properties From | Ctrl+Shift+A |
| Cut | Ctrl+X |
| Delete | Delete |
| Duplicate | Ctrl+D |
| Paste | Ctrl+V |
| Redo | Ctrl+Shift+Z |
| Repeat | Ctrl+R |
| Undo | Ctrl+Z |

File

| | |
|--------------------|--------|
| Open | Ctrl+O |
| Save | Ctrl+S |
| New Document | Ctrl+N |
| Import | Ctrl+I |
| Export | Ctrl+E |
| Print | Ctrl+P |

Miscellaneous

| | |
|--------------------------|-------------|
| Help: What's This? | Shift+F1 |
| Options | Ctrl+J |
| Properties | Alt+Return |
| Property Bar | Ctrl+Return |
| Select All Objects | Ctrl+A |
| Snap To Grid | Ctrl+Y |
| Spell Check | Ctrl+F12 |
| VBA Editor | Alt+F11 |
| Next Page | PgDn |
| Previous Page | PgUp |

Nudge

| | |
|-------------------|---------------------|
| Nudge Down | Dn Arrow |
| Nudge Left | Left Arrow |
| Nudge Right | Right Arrow |
| Nudge Up | Up Arrow |
| Super Nudge | Shift+Arrow (!#"\$) |

Text

| | |
|--------------------------------|----------------|
| Align To Baseline | Alt+F12 |
| Bullet Text | Ctrl+M |
| Convert Text | Ctrl+F8 |
| Edit Text | Ctrl+Shift+T |
| Format Text | Ctrl+T |
| Horizontal Text | Ctrl+, (comma) |
| Vertical Text | Ctrl+ (period) |
| Decrease Font Size | Ctrl+NUMPAD2 |
| Increase Font Size | Ctrl+NUMPAD8 |
| Next Font Combo Size | Ctrl+NUMPAD6 |
| Previous Font Combo Size | Ctrl+NUMPAD4 |

Toolbox

| | |
|--------------------------------|---------------|
| Artistic Media | I |
| Ellipse | F7 |
| Eraser | X |
| Fountain Fill | F11 |
| Grid Tool (Graph Paper) | D |
| Interactive Fill | G |
| Interactive Mesh Fill | M |
| Last Used Curve | F5 |
| Outline Color | Shift+F12 |
| Outline Pen | F12 |
| Pan Screen | H |
| Polygon | Y |
| Rectangle | F6 |
| Shape | F10 |
| Spiral | A |
| Text | F8 |
| Toggle: Pick & Last Used | Spacebar |
| Toggle: Pick & Text Tool | Ctrl+Spacebar |
| Uniform Fill | Shift+F11 |

Transform Docker

| | |
|--------------------|---------|
| Position | Alt+F7 |
| Rotate | Alt+F8 |
| Scale/Mirror | Alt+F9 |
| Size | Alt+F10 |

View

| | |
|---------------------------|-------------------|
| Refresh Window | Ctrl+W |
| Full-Screen Preview | F9 |
| Toggle Display | Shift+F9 |
| Pan Screen | Alt+Arrow (!#"\$) |
| Marquee Zoom In | F2 |
| Zoom Out | F3 |
| Zoom To All Objects | F4 |
| Zoom To Page | Shift+F4 |
| Zoom To Selection | Shift+F2 |

Artistic or Paragraph Text

| | |
|--------------------------------|-----------------------|
| Left Justification | Ctrl+L |
| Center Justification | Ctrl+E |
| Right Justification | Ctrl+R |
| Full Justification | Ctrl+J |
| No Justification | Ctrl+N |
| Bold | Ctrl+B |
| Italic | Ctrl+I |
| Underline | Ctrl+U |
| Small Caps | Ctrl+Shift+K |
| Change Case | Shift+F3 |
| Drop Cap | Ctrl+Shift+D |
| Find Text | Alt+F3 |
| Non-Printing Char | Ctrl+Shift+C |
| Styles | Ctrl+Shift+S |
| Manual Line Break | Shift+Enter |
| Delete Char. to Right | Delete |
| Delete Word to Right | Ctrl+Delete |
| Font List | Ctrl+Shift+F |
| Font Weights | Ctrl+Shift+W |
| Font Size | Ctrl+NUMPAD2 |
| Font Size | Ctrl+Shift+P |
| HTML Font Size | Ctrl+Shift+H |
| Increase Font Size | Ctrl+NUMPAD8 |
| Move Down 1 Frame | PgDn |
| Move Down 1 Line | DnArrow |
| Move Down 1 Par. | Ctrl+DnArrow |
| Move Left 1 Char | LeftArrow |
| Move Left 1 Word | Ctrl+LeftArrow |
| Move Right 1 Char | RightArrow |
| Move Right 1 Word | Ctrl+RightArrow |
| Beginning of Frame | Ctrl+Home |
| Beginning of Line | Home |
| Beginning of Text | Ctrl+PgUp |
| End of Frame | Ctrl+End |
| End of Line | End |
| End of Text | Ctrl+PgDn |
| Up 1 Frame | PgUp |
| Up 1 Line | UpArrow |
| Up 1 Paragraph | Ctrl+UpArrow |
| Select Character to Left | Shift+LeftArrow |
| Sel. Character to Right | Shift+RightArrow |
| Sel. Down 1 Frame | Shift+PgDn |
| Sel. Down 1 Line | Shift+DnArrow |
| Sel. Down 1 Paragraph | Ctrl+Shift+DnArrow |
| Sel. Beg. of Frame | Ctrl+Shift+Home |
| Sel. Beg. of Line | Shift+Home |
| Sel. Beg. of Text | Ctrl+Shift+PgUp |
| Sel. End of Frame | Ctrl+Shift+End |
| Sel. End of Line | Shift+End |
| Sel. End of Text | Ctrl+Shift+PgDn |
| Sel. Up 1 Frame | Shift+PgUp |
| Sel. Up 1 Line | Shift+UpArrow |
| Sel. Up 1 Paragraph | Ctrl+Shift+UpArrow |
| Sel. Word to Left | Ctrl+Shift+LeftArrow |
| Sel. Word to Right | Ctrl+Shift+RightArrow |

CorelDRAW Tips and Tricks

Selecting, Positioning and Aligning Objects

- Double click the Pick tool to select all objects on the Page at once.
- Hold the "Alt" key down when dragging a box around an object. The object will be selected as soon as the box surrounds a portion of the object.
- Hold the "Alt" key down to select an object behind another object. Hold the "Alt" and "Shift" keys down to select multiple objects. Grab the "X" to reposition the selected objects.
- Hold down the "Control" key to constrain an object horizontally or vertically when repositioning.
- Without reselecting the pick tool, it is possible to manipulate an object's shape or position using any of the basic drawing tools including the Freehand Pen Tool, Rectangle Tool and the Ellipse Tool.
- Hold down the "Shift" key to resize an object from the center.
- Hold down the "Ctrl" key to select an object inside a group.
- Select two objects. On your keyboard press "C" for center alignment, "B" for bottom alignment, "T" for top alignment, "L" for left alignment and "R" for right alignment. The first object selected will automatically align to the second object selected.

Creating, Duplicating and Importing Objects

- Double click the Rectangle tool to create a rectangle the size of the page and behind all other objects on the page. Hold down the "Shift" key when creating a rectangle, ellipse or polygon to create the shape from the center out - hold the "Shift" and "Control" key at the same time to constrain the object to a circle or square.
- Duplicate an object (Control D). Once the duplicated object is repositioned, the duplicate command will use the new position to place the next duplicate (Smart Duplication).
- Select an object with your left mouse button, drag the object and select the right mouse button to create a copy.
- When importing a file, hold down your "Space Bar" to disable the placement feature and directly import the file.

Modifying Objects and Colors

- Right mouse click on any object or text and select "Properties" to modify the attributes of the object or text (fill, outline, size).
- Right mouse click on an object or text, hold the right mouse button down and drag the object over the top of another object. When the bombsight appears, release the mouse button. You can now copy Fills, Outlines or Properties from one object to another. You can also use this feature to PowerClip an object inside another object.
- Right mouse click on an object, depress the right mouse button and the "Shift" key to drag and drop fill colors from one object to another.
- Right mouse click on an object, depress the right mouse button and the "Alt" key to drag and drop outline colors from one object to another.
- Double click the color palette to change the outline color of an object. Single click to change the fill color.
- Select two objects. Select the "Weld", "Trim" or "Intersect" icon on your property bar. The first object selected will weld to, trim through or intersect the second object selected.
- Right mouse click on an object. Select "Lock" to lock an object's position. Right click again to Unlock.
- Hold the "Shift" key down and double-click on a color in the color palette, the color name will appear. Select another color by Pantone Name or Number and the cursor will jump to that color on the palette.
- Hover your cursor over a color on the color palette, depress the left mouse button and all of the shades of that color will appear as a fly-out, select the desired shade from the fly-out to color your image.

Manipulating Text

- Select a text object with the Shape Tool. Two arrows will appear. Select the left arrow to change the spacing between lines (leading). Select the right arrow to change the spacing between letters (kerning). Select the white box next to a letter to reposition the letters with the arrow keys or change the color of an individual letter from the color palette. Hold down the "Shift" key to select multiple letters. Hold down the left mouse button on a selected box to drag the letter(s) into a new position. Hold down the "Control" key to constrain the letter(s) horizontally or vertically while repositioning.
- Right mouse click on a text object, hold the right mouse button down and drag the text over the top of another text object. When the bombsight appears, release the mouse button. You can now copy the text properties from one object to another.

Displaying Roll-Ups, Dialogs or Views

- Hold the cursor over the Outline Tool and double click to display the Pen roll-up.
- Hold the cursor over the Fill Tool and double click to display the Special Fill roll-up.
- Hold the cursor over the Zoom Tool and double click to display the View Manager dialog box.
- Hold the cursor over the Shape Tool and double click to display the Node Edit roll-up.
- To see the printable area while working on a drawing, click on View | Printable Area.
- Double click the shadow on the right border of your work page to open the Page Setup dialog.
- To toggle between the current view and "Wireframe View" select "Shift, Tab, F9".
- Double click on the title bar of any CorelDRAW toolbar to return the bar to its home position.

Node Editing

- CorelDRAW has a Curve Smoothness slider bar for reducing nodes. Using the Shape Tool, drag a box around the excess nodes. The Curve Smoothness slider bar will appear at the far right of your Property Bar (it contains a "0" and an equalizer icon). Select the slider bar and move the slider to the right to reduce the nodes in the image. If the image starts to distort, simply move the slider bar back to the left.
- Double click on a line in an object to select the Shape Tool for node editing (make sure the object or text is converted to curves first). Click the right mouse button on a line to display the node editing options for that object or text.
- Double-click on a node with the shape tool to delete a node.
- Double-click on a line with the shape tool to add a node.

Rulers, Guidelines, Views or ToolBars

- Double click on a ruler to display the Grid and Ruler setup dialog box.
- Select a guideline and click "Delete" to delete the line. To select multiple guidelines, hold down the "Shift" key.
- Hold down your "Shift" key to drag a ruler out into your drawing area with your left mouse button. Hold down the "Shift" key and double click the ruler to reset the ruler to the original position.
- If a Toolbar is accidentally removed, simply right mouse click on any open gray space on the Toolbox, Property Bar or Standard Tool Bar. Place a check next to the name of the tool that has disappeared. It is possible to drag any floating tool bar to a docked location anywhere on the perimeter of your workspace.
- If your CorelDRAW workspace becomes corrupted or you lose a tool bar, start CorelDRAW while holding down the F8 key to restore CorelDRAW to the default workspace.

Contouring

- CorelDRAW has an interactive contouring tool. Select the Interactive Contour tool (fourth flyout from the bottom on your Tool Box). After selecting the tool, drag a contour line from the lower left corner of your object. Contour attributes such as steps, offsets and styles (inside, outside, to center) can be adjusted from the Property Bar.
- CorelDRAW allows contoured text to be edited. After contouring the text, select the original text and click on "Control, Shift, T" to edit the text. The new text value will have the same contour.
- The "Convert Outline to Object" feature will convert outline strokes to contour lines. Place an outline stroke around an object, select "Convert Outline to Object". The stroke will be converted to a contour line automatically. Enter the wireframe view by entering "Shift, Tab, F9". The contour is line is on either side of the original object. Select both new objects and click on the "Trim" command on the property bar to remove the inside contour line.

Scanning and Tracing

- Scan directly into CorelDRAW by selecting "Acquire Image" from the File menu. Select your source device and click "Acquire" to activate the TWAIN software included with your scanner.
- After scanning an image or opening a bitmap file, right click on the image and select "Outline Trace" to convert the bitmap to vectored line artwork. Corel Power TRACE will open automatically. After tracing the image, the vectored image will be placed directly on top of the original bitmap. Select the wireframe view (Shift, Tab, F9) to compare the two images. The vectored image can now be ungrouped and edited.

Publishing PDF Files

- The Portable Document Format (PDF) was created by Adobe Systems as a universal file format for printing and proofing files on both Macintosh and Windows platforms. The Acrobat Reader viewing software is available free of charge from www.adobe.com. CorelDRAW is fully capable of creating native PDF files from any file created or opened in CorelDRAW. PDF files will compress the original image by up to 90% and are ideal for email attachments.
- After opening or creating a file, select "Publish to PDF" from the File menu. Use the Browse button to select the location where the PDF file will be saved. Select the desired options, name the file and click on "OK". The PDF for Editing option will produce the best quality. To reduce your file size and print quality, select the PDF for the Web option under settings.
- CorelDRAW has a password security option for protecting your PDF files. Select the "Security" tab after selecting Settings in the Publish to PDF window.
- If the Acrobat Reader software is installed, the Reader software will open and display the graphic if the file is double clicked. The Acrobat Reader software can be downloaded from www.adobe.com.

The trouble-shooting section will cover common problems associated with CorelDRAW and Smart Designer. Please consult this section before contacting Digital Art Solutions Technical Support.

Section 22

Trouble-Shooting

This section will cover:

- Installation Problems
- Problems Activating Smart Designer
- Problems Starting Smart Designer
- Menu and Display Problems
- CorelDRAW Problems
- Problems with Smart Templates and Fonts
- Problems Importing Files
- Printing Problems

Installation Problems

CorelDRAW Not Found Error

Problem: You receive a “CorelDRAW Not Found” error prior to installation.

Solution: You must have installed a full version of CorelDRAW X8 or higher with the most current service packs and hot fixes installed.

Not Enough Disk Space Message

Problem: You receive an message telling you that you do not have enough disk space to install CorelDRAW or Smart Designer.

Solution: You must free up some space on your hard drive before attempting to install the software.

Problems Activating Smart Designer

You are Prompted to Purchase Additional Codes During Online Activation

Problem: You attempted to activate Smart Designer with an online connection and you were prompted to purchase additional codes.

Solution: You have used up your allotted number of activations. Please call Digital Art Solutions at 1-800-959-7627 for licensing options on activating additional computers.

Serial Number Does Not Work

Problem: The Smart Designer Activation feature will not accept your serial number.

Solution: Make sure that you are entering zeros instead of the letter O or vice versa. The serial number must be entered exactly how it was given to you . If the serial number was emailed to you, you can copy and paste it from the email into the activation feature.

Receive Error Code During Online Activation

Problem: You are attempting to activate Smart Designer using an Internet Connection and you receive an error code.

Solution: If you receive an error code, you will be prompted to contact Digital Art Solutions technical support. Technical Support will be able to diagnose your code and resolve the issue. you can contact support by filling out a support request form online at:
<http://www.digitalartsolutions.com/contact/support.php>

Problems Starting Smart Designer

Evaluation Period Has Expired Message

Problem: You receive a message indicating that your Smart Designer evaluation period has expired.

Solution: The Smart Designer evaluation period will expire 30 days from your installation day. You will be required to activate the software in order to continue using it.

Prompted for New Activation

Problem: You installed Smart Designer on a new computer or reformatted your hard drive and are prompted for a new activation.

Solution: Each individual computer must be activated separately. Activation will only unlock a single computer. After reformatting your hard drive, all of your registration information was lost and you must activate using the online activation system.

Menu and Display Problems

Smart Designer or CorelDRAW Workspace is Corrupted

Problem: Your Smart Designer or CorelDRAW workspace is completely out of order or is displaying gibberish.

Solution: It is possible to accidentally rearrange your workspace or corrupt a CorelDRAW workspace. You can restore the workspace back to the original condition. Make sure Smart Designer and CorelDRAW are closed. Launch CorelDRAW by itself while holding down the **F8** key on your keyboard. When prompted to overwrite the current workspace with the default workspace, select **Yes**. Select the CorelDRAW Default workspace from the drop down list.

Color Palette is Gone

Problem: Your color palette has disappeared from the right side of your screen.

Solution: It is possible to undock your color palette and reposition it as a floating window on your screen. If you click on the **X** on the palette, it will close the palette and disappear. To restore the palette, select a color palette (Pantone solid coated is recommended) by selecting **Color Palettes** from the **Window** menu. If the palette appears as a floating window, drag the window to right side of your screen with your left mouse button. It will dock against the right side of the main CorelDRAW window. You can also double-click on the title bar of any color palette to return the palette to its home position.

CorelDRAW Toolbox or Property Bar is Missing

Problem: Your CorelDRAW Toolbar or Property Bar has vanished.

Solution: You have accidentally undocked your bar or have unchecked the option for viewing the bar. Right mouse click on the blank gray area next to the Help menu. Verify that your **Toolbox** or **Property Bar** option is checked. Check any desired bar that you would like to view in your workspace. If the bar or toolbox appears as a floating window, drag the window to the desired location of your screen with your left mouse button. It will dock against the main CorelDRAW window.

CorelDRAW Problems

NOTE: Corel Corporation has an extensive database of common problems on their web site at www.corel.com.

CorelDRAW CDR Thumbnail Previews Showing as CorelDRAW Icons

Problem: You cannot see a thumbnail preview of your CDR files and they are displaying as CorelDRAW icons.

Solution: You have multiple versions of CorelDRAW installed on your system. Your CDR files are not associated with the newest version of CorelDRAW on our system. Locate a CDR file on your system. Right click on the file and select **Properties**. Choose **Open With** and **Change to** select your default program to open CDR files. From the list, select the newest version of CorelDRAW on your system. Click on **Apply**. If this does not correct the problem, contact Digital Art Solutions technical support by submitting an online support request.



Can't Figure Out How to Do Something in CorelDRAW

Problem: You are stuck trying to figure out how to do something in CorelDRAW

Solution: CorelDRAW has both a Tutorial and Help Index. Try the **Help Index** first from the **Help** menu. If you are experiencing great difficulty in CorelDRAW, we strongly recommend viewing the Video Tutorials from the **Help** menu.

Resize Object with Outline and Object Distorts

Problem: Your object or text has an outline. When you resize the graphic, the outline stays the same width and distorts the image.

Solution: The outline has not been set to resize with the graphic. Right mouse-click on the object or group of objects. Select **Properties** and the **Outline** tab. Check the box for **Scale with Image** and click **Apply**.

Tried Coloring Clip Art or Scanned Image and Will Not Color

Problem: You try to ungroup and color an image in CorelDRAW and nothing happens.

Solution: Your image is most likely a scan or bitmap. It must be converted to vectored line art before you can color it. To verify that your image is bitmap, select the **Wireframe** view in CorelDRAW. A bitmap will display as a shaded grey box with a black outline. A vectored graphic will display as a set of black outlines.

Problems with Smart Templates and Fonts

Click on Template and Receive Font Substitution Message

Problem: You get a font substitution error when opening a Smart Template in CoreIDRAW.

Solution: The font required for your design or template has not been installed. You can either substitute another font style or install the proper font. Please consult **Section 2** for instructions on installing the fonts used in the templates.

Cannot Edit Text in Template

Problem: You are not given the option of editing the text in the template.

Solution: The text in the design has been locked or has been converted to curves. You can manually ungroup the design and attempt to edit the text.

Text Appears Distorted or Colors Blacked Out When Templates from Smart Templates Volume 1 or 2 are accessed.

Problem: When you are accessing templates from Smart Templates Volume 1 or 2, the text on a path appears distorted or the colors in the template are converted to solid black.

Solution: You do not have the current versions of Smart Templates Volumes 1 or 2 that are compatible with CoreIDRAW X6. Please contact Digital Art Solutions technical support to order an updated disk. The current version of Smart Templates 1 is version 1.3. The current version of Smart Templates 2 is version 2.1

CoreIDRAW Freezes when importing templates from Smart Templates Volume 2

Problem: When accessing a template from Smart Templates Volume 2, CoreIDRAW freezes.

Solution: You do not have the current versions of Smart Templates Volume 2 that is compatible with CoreIDRAW X6 or higher. Please contact Digital Art Solutions technical support to order an updated disk. The current version of Smart Templates 2 is version 2.1

Cannot Edit Text

Problem: You ungroup the design and cannot edit the text.

Solution: The text in the design has been converted to curves or is a drawing. You will not be able to edit this text. The only solution is to delete the existing text elements and replace them with new text. Note: Some designs in the Sample Designs category in Smart Templates Volume 1 have non-editable text. These designs can be imported and used as clip art, but cannot be edited as templates.

Problems Importing or Opening Files

Imported EPS File and Image Looks Bitmapped

Problem: You are importing a vectored EPS file and it appears to be bitmapped.

Solution: It is possible that the image is a bitmap; however, it is more likely that you have chosen the **Place as Encapsulated PostScript** option in the EPS import feature. Choose **Import as Editable** instead.

Imported Clip Art Image and Cannot Ungroup or Color

Problem: You have imported a clip art image from a third party CD-ROM and you cannot ungroup or color the image.

Solution: The image is a bitmap and cannot be colored in CorelDRAW. Use a vectored image from your Digital Art Solutions art volumes or convert the image to vectored line art using the CorelDRAW Power TRACE feature.

Image Disappears using Clip Art Browser

Problem: You import an image using the Clipart Browser and the image on your page disappears when the new image is imported.

Solution: The image on your page was selected. Both features will replace a selected image with the new image. Deselect the image with your Pick Tool before importing.

Printing Problems

Cannot Print Spot Color Separations

Problem: You have created a graphic and cannot print out spot color separations. Your separations are printing out as CMYK (process colors).

Solution: You must first check the **Print Separations** option in the CorelDRAW Print functions Separations tab. If spot colors are not present in the **Separations** window, you have not used spot colors to color the design. An easy solution to resolve this issue is to select **Edit Current As Template** and select the **Convert to Spot Colors** button (Color wheel icon) in the **Color** tab.

Can Not Print Halftones or Trapping Does Not Show Up

Problem: After coloring an image, you cannot print halftones from your printer or your color trapping does not show up.

Solution: You must have a PostScript compatible printer driver or RIP software in order to output halftones or trapping. Most inkjet printers will require a third party RIP (Raster Image Processing software) in order to print halftones. You must use spot colors to create a halftone.

Only Part of the Image Prints

Problem: You are printing a graphic and only part of the image is printing.

Solution: Most likely your image exceeds the printable area that your printer is capable of printing to. Select **Show/Printable Area** from the **View** menu to display the printable area for your currently selected printer driver. Resize your image to fit within this area.

Artwork Looks Jagged When Printed

Problem: You scanned in a logo or imported a clip art image and it prints jagged.

Solution: Your image probably contains a bitmap. Bitmaps will typically print very jagged, especially if the a low resolution image has been scaled up in size. To verify that your image is bitmap, select the **Wireframe** view in CorelDRAW, a bitmap will display as a shaded gray box with a black outline. A vectored graphic will display as a set of black outlines. The bitmap must be converted to vectored line artwork and cleaned up in order to improve the print quality.



For more information call 800-959-7627
or visit us online at www.digitalartsolutions.com