



## Level 5 Diploma in Graphic Design (991) 177 Credits



<b>Unit:</b> CorelDraw	<b>Guided Learning Hours:</b> 220
<b>Exam Paper No.:</b> 5	<b>Number of Credits:</b> 22
<b>Prerequisites:</b> Keystroking ability. Knowledge of Windows terminology and mouse techniques.	<b>Corequisites:</b> A pass or better in Diploma in eCommerce & Web Design or Diploma in Information Technology or equivalence.
<p><b>Aim:</b> This unit is designed to give participants an understanding of using CorelDraw software, and the drawing techniques. CorelDRAW is an image and graphics editing program published by Corel Corporation. The software was first released in 1989 for the Windows 3.0 operating system. CorelDRAW has certain hardware requirements in order for it to run properly. CorelDRAW is an award-winning graphics program for those who want to create professional-looking artwork. The unit is designed to teach learners the fundamental concepts of CorelDRAW to create and publish their own graphics. Learners will learn the basic tools and techniques— page layout, drawing basic shapes, and working with lines and nodes. The unit covers the following topics in detail: moving around and viewing drawings, selecting and manipulating objects, drawing and shaping objects, arranging objects, outlining and filling objects, using symbols and clipart, special effects, transferring information between applications and printing. Also covered are more advanced topics—applying special effects, organizing drawings, and basic design principles for the Internet.</p>	
<b>Required Materials:</b> Recommended Learning Resources.	<b>Supplementary Materials:</b> Lecture notes and tutor extra reading recommendations.
<p><b>Special Requirements:</b> This is a hands-on unit, hence practical use of computers is essential. Requires intensive lab work outside of class time.</p>	
<p><b>Intended Learning Outcomes:</b></p> <ol style="list-style-type: none"> <li>1. Vector drawing program fundamentals and how Vector graphics drawing software is used for creating and editing vector graphics</li> <li>2. Using CorelDraw extracting, porting clipping paths and masks, animation, and matte colors with transparent GIFs and drawing in CorelDraw.</li> <li>3. Creating, editing, applying color styles in CorelDRAW and changing colors quickly using color styles.</li> </ol>	<p><b>Assessment Criteria:</b></p> <ol style="list-style-type: none"> <li>1.1 Describe vector drawing programs</li> <li>1.2 Compare and contrast vector vs. bitmap</li> <li>1.3 Explain vector illustration hierarchy</li> <li>1.4 Analyse CorelDRAW interface</li> <li>1.5 Demonstrate setting up a CorelDRAW page</li> <li>1.6 Analyse document navigation</li> <li>1.7 Describe object terminology</li> <li>2.1 Analyse line segments and anchor points</li> <li>2.2 Analyse points and control handles</li> <li>2.3 Demonstrate how to draw rectangle</li> <li>2.4 Demonstrate how to draw ellipse</li> <li>2.5 Demonstrate how to draw polygon</li> <li>2.6 Demonstrate how to draw spiral grid</li> <li>2.7 Demonstrate how to draw perfect shapes</li> <li>3.1 Create predefined object shapes</li> <li>3.2 Outline objects, paths and subpaths</li> <li>3.3 Analyse differences between object grouping, composite paths and combining objects</li> <li>3.4 Explain how to select objects</li> <li>3.5 Analyse how CorelDraw handles line drawing</li> <li>3.6 Analyse how to transform objects</li> <li>3.7 Demonstrate how to group objects</li> <li>3.8 Demonstrate how to stack objects</li> <li>3.9 Demonstrate how to duplicate and align</li> <li>3.10 Compare CorelDraw terminology with</li> </ol>

	other vector drawing programs
4. Using the color management tool in CorelDRAW to reproduce same or different colors	4.1 Demonstrate coloring objects 4.2 Demonstrate how to use eyedropper tool 4.3 Explore the color palettes 4.4 Explain lines and outlines 4.5 Define a mask
5. Using the shape editor and shape tool and creating with the Knife tool and also designing by editing a shape.	5.1 Demonstrate how to weld, trim, intersect 5.2 Outline bézier curves 5.3 Outline tracing and scanning 5.4 Analyse using corelTRACE 5.5 Define powerclipping 5.6 Demonstrate how to create a mask using a photo
6. CorelDraw layers, frames and how to use objects, layers, and pages to organise documents effectively.	6.1 Explain how to use layers in CorelDraw 6.2 Describe the process of creating frame images 6.3 Demonstrating floating objects 6.4 Demonstrate how to create a new layer for frames.
7. Creating a typography portrait or an image which is made entirely of text.	7.1 Explain artistic text basics 7.2 Demonstrate how to add text on path 7.3 Analyse paragraph text handling
8. Working with CorelDraw's Interactive shape tools and how to blend 2 objects using the Interactive Blend Tool in Corel Draw.	8.1 Demonstrate how to create shadows 8.2 Analyse the interactive blend tool 8.3 Explain extrude tool 8.4 Describe transparency in CorelDraw 8.5 Demonstrate how to add contours 8.6 Demonstrate how to use the interactive envelope tool
<b>Methods of Evaluation:</b> A 2½-hour written examination paper with five essay questions, each carrying 20 marks. Candidates are required to answer all questions. Candidates also undertake coursework/project in CorelDraw with a weighting of 100%.	

### Recommended Learning Resources: CorelDraw

<b>Text Books</b>	<ul style="list-style-type: none"> <li>• CorelDraw: An Introduction by Chris De La Nougerede ISBN-10: 0751337072</li> <li>• CorelDRAW! Made Easy by Emil Ihrig and Sybil Ihrig ISBN-10: 0078816270</li> <li>• CorelDraw! Design Workshop by JS Hamlin ISBN-10: 0782118178</li> </ul>
<b>Study Manuals</b> 	BCE produced study packs
<b>CD ROM</b> 	Power-point slides
<b>Software</b> 	CorelDraw