

Corel TUTOR™



Converting to Bitmaps

Welcome to CorelDRAW® 10, a powerful vector-based drawing program designed for creating professional artwork. CorelDRAW lets you convert vector graphics to bitmapped images and apply wide range of special effects to the bitmaps.

What you will learn

In this tutorial, you will learn how to:

- convert a vector image to a bitmapped image
- apply special effects to the bitmapped image

Before you start

Before you start, you will need to download the sample files from the first page of the online tutorial, or substitute with your own graphics.

You will use a CorelDraw 10 format (.cdr) file. This is a vector graphic of a logo for a fictitious cafe, The Coffee Shop, that you will convert to a bitmapped image.



Why convert a vector image to a bitmapped image?

You can use bitmapped images as single object in print and online.

For example, you might need to convert a vector graphic to a bitmapped image so that the image can be displayed by a Web browser.

CorelDRAW 10 contains a wide range of special effects that can only be applied to bitmapped images. To use them, you will need to convert a vector image to a bitmapped one.

In this tutorial, you will convert a vector image to a bitmapped image and apply two special effects to the bitmap.

Bitmap - definition

A bitmapped image is comprised of a grid of squares called pixels. Each pixel contains information that describes whether it is black or white or has a color value. For example, a black and white image will consist of pixels that are either black or white.


Vector - definition

A vector graphic is comprised of series of points joined by lines along a defined path. It contains mathematical information about its direction, size, angles, thickness, color, and other attributes. You can change these attributes independently. CorelDRAW is a vector graphics program.

Convert a vector image to a bitmapped image

In this lesson, you will convert a logo for a coffee shop to a bitmapped image. The logo was created in CorelDRAW 10 as a vector image. Before you convert it, however, you must open it. See the CorelDRAW online documentation for information about your conversion options.

Open a vector image

1. Click **File** menu  **Open**.
2. Navigate to the working directory into which you saved the file **coffee_logo.cdr**.
3. Double-click the **coffee_logo.cdr** file.

Convert the vector image to a bitmapped image

In this conversion to a bitmapped image, you will choose the RGB Color setting, which is used for color monitor displays. To show the details of the logo fully, you will choose the highest display resolution.

1. In the toolbox, click the **Pick** tool .
2. Click The Coffee Shop logo.
3. Click **Bitmaps** menu ► **Convert to bitmap**. The Convert to bitmap dialog appears.
4. From the **Color** list box, choose **RGB Color (24-bit)**.
5. From the **Resolution** list box, choose **300 dpi**.
6. Click **OK**.

You can now add special effects to the image.


Apply special effects to the bitmapped image

In CoreIDRAW 10, you can apply a wide range of special effects to bitmapped images. In this lesson, you will apply two special effects to The Coffee Shop logo:

- Tile effect
- Page Curl effect or Sphere effect

First, you will tile the image: multiplying a miniature version of it on a grid. You can select how many images will run horizontally and vertically along the grid.

Apply the tile effect to the bitmapped image

1. Click the **Pick** tool and select the object.
2. Click **Bitmaps** menu ► **Distort** ► **Tile**.
3. In the **Tile** dialog, click the **Enable the Lock** button  to set equal values in the Horizontal and Vertical boxes.
4. Type **5** the **Horizontal tiles**, **Vertical tiles**, and **Overlap %** boxes.
5. Click **OK**.

Now, you can apply another special effect to the tiled logo.

This is what the tiled image should look like:



To apply the Page Curl effect to the tiled image

1. Click the **Pick** tool and select the object.
2. Click **Bitmaps** menu ► **3D Effects** ► **Page Curl**.
3. In the **Page Curl** dialog, enable the following options:
 - a. **Direction:** Horizontal
 - b. **Paper:** Opaque
4. Set the **Width** and **Height** to **50%**.
5. Click the **Eyedropper** button beside the **Curl** color picker.
6. Click the center of the coffee cup to set the Curl color to the same orange color as the cup.
7. Click **OK**.

Page Curl effect gives the tiled image the appearance of peeling wallpaper.

*If you want to remove a special effect that you have just applied to a bitmapped image, press **Ctrl+Z**.*

This is what the page curl effect looks like:



To apply the Sphere effect to the tiled image

1. Select the tiled object.
2. Click **Bitmaps** menu ► **3D Effects** ► **Sphere**.
3. Enable the **Quality** option.
4. Type **50** in the **Percentage** box.
5. Click **OK**.

Sphere effect forces the center image into a bubble-like appearance

This is what the sphere should look like:



From here...

Adding more effects

You can explore the wide range of special effects and color modes for bitmapped images. For more information see the topic "Working with bitmapped images" in the *CorelDRAW 10 User Guide* and online Help. To access online Help, click **Help** menu ► **Help Topics**.

Editing bitmapped images

Corel PHOTO-PAINT® is a bitmapped image editing and creation program included in the CorelDRAW 10 Suite. You can edit bitmapped images using Corel PHOTO-PAINT by clicking **Bitmaps** menu ► **Edit Bitmaps**. For more information, see the *Corel PHOTO-PAINT User Guide* and online Help at **Help** menu ► **Help Topics**.