

Corel TUTOR™



Workspace Tour

Welcome to Corel R.A.V.E.™, a powerful object-based animation program designed for creating animated graphics.

What you will learn




This tutorial introduces you to the workspace of Corel R.A.V.E. As you create an animated nameplate, you'll learn how to draw, edit, and animate graphics using the following tools:

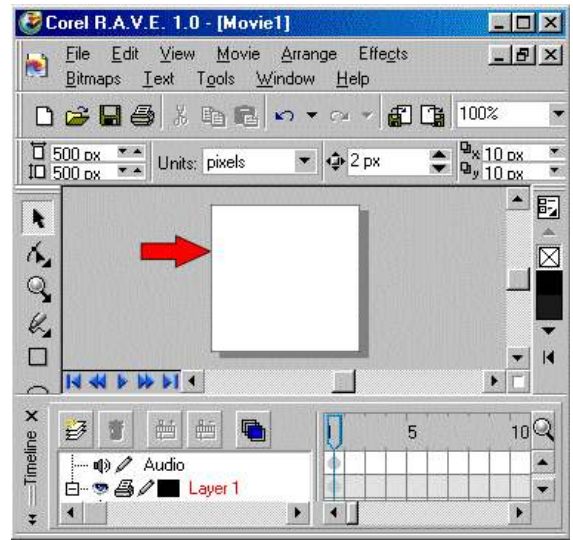
- ! toolbox
- ! property bar
- ! menu bar
- ! Docker windows
- ! flyouts
- ! **Timeline** Docker window
- ! movie control panel
- ! online Help

The toolbox

The toolbox contains tools designed to help you create, shape, color, and edit graphics.

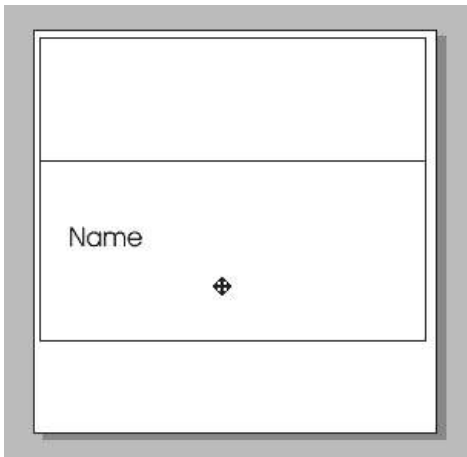
In the procedure below, you'll create a rectangle and add text using the toolbox. Then you'll learn how to select and move objects as you select and move the rectangle.

1. In the toolbox, click the **Rectangle** tool .
2. On the stage, drag to draw a rectangle almost as wide as the stage.
3. In the toolbox, click the **Text** tool .
4. Click below the rectangle, and type your name.
5. In the toolbox, click the **Pick** tool .
6. On the stage, click the rectangle to select it.
A selection box with eight black handles displays around the rectangle.
7. Drag the rectangle over the name.



Stage: the area of the drawing window indicated by a rectangle with a drop shadow.

This is how the stage should look:



The property bar

A quick and easy way to make changes to objects in your projects is to use the property bar. It is context sensitive: its contents change depending on the tool you select. For example, when you select the **Text** tool, the Text tool property bar displays under the standard toolbar.





The **Text** tool property bar provides access to controls that let you change the font attributes of text, and align and format text.

In the procedure below, you'll change the font attributes of text by using the **Text** tool property bar. Then, you'll change the width of the rectangle's outline and round the corners of the rectangle using the **Rectangle** tool property bar. Last, you'll resize the rectangle to make it fit the text.





The **Rectangle** tool property bar provides access to controls that let you position, size, rotate, and shape a rectangle.

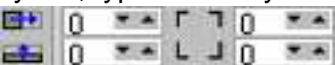
Change the font attributes

1. Using the **Pick** tool , click your name to select it.
2. Using the **Text** tool , highlight your name on the stage.
3. From the **Font** list box on the property bar, choose any font you want.
4. From the **Font size** list box, choose **72**.
5. Drag your name to the center of the rectangle.

Change the rectangle's outline, corners, and size

1. Using the **Pick** tool, click the rectangle on the stage to select it. The **Rectangle** tool property bar displays.
2. From the **Outline width** list box on the property bar , choose **11 px**. The outline width changes.

3. Ensure the **Round corners together** button  is enabled.

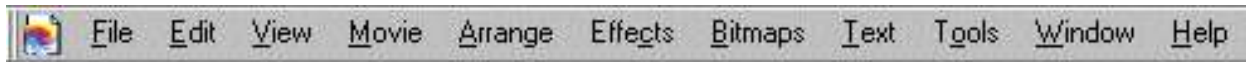
4. On the property bar, type 50 in any of the **Rectangle roundness** stacked boxes, and press **ENTER**  .

5. To resize the rectangle, drag any selection handle towards its center, as shown below.



The menu bar


The menu bar gives you access to commands that let you open, edit, save, and export projects.

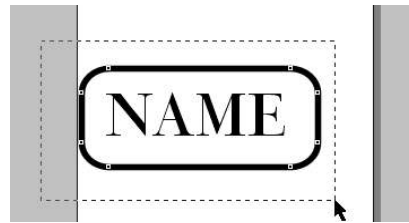


The menu bar provides access to commands that let you create, edit, and animate graphics; customize the workspace; and get help with the application.

In the procedure below, you'll use the **Arrange** menu to precisely align the elements of the nameplate you created. You'll begin by selecting both the rectangle and your name on the stage.

Select the rectangle and text


1. Click the **Pick** tool .
2. On the stage, drag a box that surrounds the rectangle and text, as shown.



Align the rectangle and text



1. Click **Arrange** menu ► **Align and distribute**. The **Align and distribute** dialog box displays.
2. Click the **Align** tab.
3. In the **Align to** area, enable the **Center of stage** check box.
4. Click **OK**.

Flyouts

When you work in Corel R.A.V.E., you will often need to use tools in flyouts. A flyout appears when you hold down a tool that has a small black triangle in the bottom right corner. 

In the procedure below, you'll apply a drop shadow and a fountain fill to the rectangle to simulate light falling on the nameplate you created.

Apply a drop shadow




1. Hold down **SHIFT**, and click any letter in your name to deselect it.
Now, only the rectangle is selected.
2. Open the **Interactive tools** flyout , and click the **Interactive dropshadow** tool .
3. From the **Preset list** box on the property bar, choose **Flat bottom right**.
4. On the stage, move the rectangular slider towards the square, white vector handle to make the drop shadow more transparent.

If you want to make the drop shadow more opaque, move the slider in the opposite direction, towards the square, black vector handle.



Moving the slider lets you adjust the transparency of the drop shadow.

Apply a fountain fill

1. Using the **Pick** tool , select the rectangle.
2. Open the **Interactive fill** flyout , and click the **Interactive fill** tool .
3. From the **Fill type** list box on the property bar, choose **Radial**.
4. Open the **Fill dropdown** color picker, and click the yellow color swatch.
5. Open the **Last fill** color picker on the property bar, and click the white color swatch.

6. On the stage, drag the square, white vector handle to position it as shown.





Dragging the start vector handle lets you alter the appearance of the radial fill.

Docker windows

Docker windows offer another convenient way to edit graphics. They contain the same kinds of controls found in dialog boxes, such as buttons, options, and list boxes. However, unlike most dialog boxes, you can keep Docker windows open as you work.

In the procedure below, you'll add a thin outline to your name and then change the outline color of the rectangle and your name by using the **Object properties** Docker window.

1. Using the **Pick** tool , select your name on the stage.
2. Click **Window ▸ Dockers ▸ Properties**.
The **Object properties** Docker window displays on the right side of the screen.
3. Click the **Outline** tab .
4. In the **Width** list box, type **3 px** to add this choice to the list.
5. From the **Width** list box, choose **3 px**.
6. Double-click the **Pick** tool to select all objects on the stage.
7. In the **Object properties** Docker window, open the **Outline** color picker, and click an orange color swatch.
The outline color of the rectangle and the text changes to orange.

You can keep the **Object Properties** Docker window open as long as you need to, and you can collapse it, expand it, or close it when you want.

- ! To collapse the Docker window, click the double arrows at the top-left corner of the Docker window.
- ! To expand the Docker window, click the double arrows at the top of the Docker bar.
- ! To close the Docker window, click the X in the top-right corner of the Docker window.

The Timeline Docker window

The Timeline Docker window lets you animate objects in projects. The animated graphics you create in Corel R.A.V.E. are called movies.

By default, the **Timeline** Docker window displays below the drawing window. If you cannot see the **Timeline** Docker window, click **Movie** menu ► **Timeline** to display it.

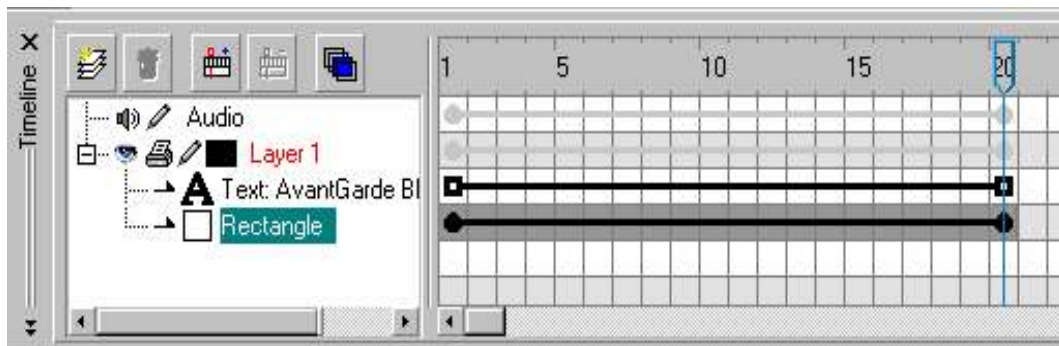
Currently, both the text and the rectangle display in one frame only. You'll make them display in 20 frames by extending their timelines.

Object's timeline - definition

The graphical representation of an object's existence in a movie.

1. In the **Timeline** Docker window, click the black dot associated with the rectangle and drag it to frame 20.
The black dot is the rectangle's timeline.
2. Click the black dot associated with the text, and drag it to frame 20.

Now the rectangle and the text exist for 20 frames as static objects.



Object's timeline - definition

The graphical representation of an object's existence in a movie.

The Timeline Docker window and the movie control panel




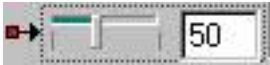
The **Timeline** Docker window lets you animate objects in a movie by adding keyframes. Keyframes let you define changes to objects at a specific time in their existence.

The movie control panel  lets you preview movies as you create them.



You'll insert a keyframe in the middle of the text's timeline and make the text completely transparent at the keyframe. This will make the text gradually fade out during the first part of the

animation, and then fade in during the second part. To preview the animation, you'll play the movie.

Make your name fade in and out

1. In the **Timeline** Docker window, click frame 10.
2. Click the text's name to select it.
3. Click the **Insert keyframe** button .
A square displays in the text's timeline in frame 10, and the start and end points also change into squares. A square indicates a keyframe.
4. Open the **Interactive tools** flyout , and click the **Interactive transparency** tool .
5. From the **Transparency type** list box on the property bar, choose **Uniform**.
6. To make the text completely transparent at frame 10, move the **Starting transparency** slider  to 100.

Preview the animation

1. Click the **Play** button  on the control panel to preview the animation.
2. Click the **Stop** button .

Online Help

Corel R.A.V.E. has extensive online Help that you can use when you are unsure how to perform a task.

In this procedure, you'll use the online Help to get instructions on how to publish a movie to the World Wide Web. When you publish a movie, Corel R.A.V.E. exports it to the Macromedia Flash format (.swf) and embeds it in an automatically generated HTML file.

1. Click **Help** ► **Help topics**.
2. Click the **Index** tab.
3. In the first box, type the word **publishing**.

4. In the second box, double-click the index entry **publishing movies to the Web**.
5. In the **Topics found** dialog box, choose the topic "To publish a movie to the Web".
6. Click the **Display** button.
7. Follow the step-by-step instructions.

From here ...

This tutorial has introduced you to the Corel R.A.V.E. workspace. You can continue to explore the application on your own, or you can do the other Corel R.A.V.E. tutorials to become productive quickly.