CorelDRAW Graphics Suite 2020


CorelDRAW 2020 Workspace

Menu bar: The area containing pull-down options and commands.

Toolbar: A bar that contains shortcuts to menu and other commands, such as zoom levels, view modes, and alignment commands.

Property bar: A bar with commands that relate to the active tool or object.

Toolbox: Contains tools for creating and modifying objects in the drawing.

Rulers: Calibrated lines with markers used to determine the size and position of objects in a drawing.

Drawing window: Includes the drawing page and the surrounding area, which is also known as desktop.

Drawing page: The rectangular area inside the drawing window. It is the printable area of your project.

Inspector: A panel containing available commands and settings relevant to a specific tool or task.

Color palette: A bar that contains color swatches.

Document navigator: An area that lets you move between pages and add pages.

With the Welcome Screen, you can quickly start or open a document, access online learning videos and other learning resources, and get inspired by a gallery of original artwork created with CorelDRAW Graphics Suite. Plus, discovery files can help you get started quickly with both CorelDRAW and Corel PHOTO-PAINT.
CorelDRAW 2020 toolbox

Many of the tools in the CorelDRAW toolbox are organized in flyouts. To access such tools, click the small arrow in the lower-right corner of a button. The illustration below shows the toolbox and flyouts available in the workspace, and can help you find tools easily.
Templates

With the New from Template dialog box (File ▶ New from Template), you can browse and search modern, fresh templates to start design projects such as logos, brochures, stationary, and more.

Lines

The drawing tools from the Curve flyout let you draw curved and straight lines, and lines containing both curved and straight segments. The line segments are connected by nodes, which are depicted as small squares.

The Freehand and Polyline tools let you draw freehand lines as if you were sketching on a sketchpad.

The Bézier and Pen tools let you draw lines one segment at a time by placing each node with precision and controlling the shape of each curved segment. The B-spline tool lets you create smooth curves with fewer nodes than curves drawn by using freehand paths.

The LiveSketch™ tool offers the simplicity and speed of freehand sketching combined with intelligent stroke adjustment and vector drawing. As you sketch, CorelDRAW analyses your strokes, adjusts them, and converts them into Bézier curves.

Shapes

CorelDRAW offers a wide variety of tools for drawing shapes.

Rectangles

By dragging diagonally with the Rectangle tool, you can draw a rectangle or a square (when holding down Command). The 3-point rectangle tool lets you quickly draw rectangles at an angle.
Ellipses

You can draw an ellipse by dragging diagonally with the Ellipse tool  . Hold down Command to constrain the shape to a circle. The 3-point ellipse tool  lets you quickly draw an ellipse at an angle.

To draw an arc or a pie shape, you can click the Arc  or Pie  button on the property bar and then drag.

Complex shapes

You can use the tools on the Object flyout to draw polygons, grids, spirals, and two types of stars: perfect and complex. Use the property bar to change the number of polygon sides, star points, grid columns, or spiral revolutions.

Predefined shapes

With the Common Shapes tool on the Object flyout, you can also draw basic shapes, arrows, flowchart shapes, banners, and callout shapes. Select a preset shape on the property bar, and drag the diamond-shaped handle (glyph) to modify the appearance of some shapes.

Symmetrical drawing

CorelDRAW lets you create symmetrical objects and designs in real time. You can include both vector and bitmap objects in your symmetrical designs.

To create a symmetrical design, select or draw a curve or a shape, click Object ➤ Symmetry ➤ Create New Symmetry. Add more objects, and edit the objects as needed. To add more symmetry lines, type a number in the Mirror lines box on the floating toolbar. Click Object ➤ Symmetry ➤ Finish Editing Symmetry.
Parallel drawing

CorelDRAW allows you to simultaneously draw multiple parallel curves while controlling the distance between them. You can also add parallel lines to an existing line.

To draw parallel lines, click a curve tool, and click the Parallel Drawing button on the property bar. On the Parallel Drawing toolbar, click the Parallel lines button, and draw in the drawing window.

Text

There are two types of text you can add to drawings: paragraph text (1) and artistic text (2). You can also import existing text from an external file or paste text from the Clipboard.

Paragraph text can be used for larger bodies of text that have greater formatting requirements. Before you add paragraph text, you must drag with the Text tool to create a text frame.

To insert placeholder text, click in the empty text frame with the Text tool, and click Text Paragraph Text Frame Insert Placeholder Text. Placeholder text makes it easier to assess the appearance of your document prior to finalizing its content.

Find fonts

With the Font list box in CorelDRAW and Corel PHOTO-PAINT, you can view, filter, and find fonts easily. Filter fonts based on weight, width, supported scripts, and more; use keywords to search for fonts; and download font packs with ease.

OpenType features and variable fonts

OpenType features let you choose alternative appearances for individual characters (glyphs), provided that the font and selected characters support OpenType features. OpenType features include fractions, ligatures, ordinals, ornaments, small caps, swashes, and more. OpenType fonts are based on Unicode, which makes them ideal for cross-platform and
multi-language design work. In addition, CorelDRAW will suggest eligible OpenType features that you can apply to your text.

Take advantage of the flexibility of OpenType variable fonts, which let you interactively fine-tune a font’s appearance. You can change a variable font along one or more axes of variation such as width, weight, and slant; or along custom axes specified by the font designer.

To adjust variable font properties, select text that uses a variable font using the Text tool A. Click the Variable fonts button AA on the property bar, and adjust any available font properties.

**Glyphs inspector**

The Glyphs inspector (Text ➤ Glyphs) presents all characters, symbols, and glyphs associated with a selected font, making it easier to find and insert characters into your documents.

**Page layout**

The Page property bar lets you adjust page settings, such as page size, dimensions, orientation, units of measure, nudge distance, and duplicate distance.

To access the Page property bar, click the Pick tool , and click a blank space in the drawing window.

Control-click a page tab on the document navigator to open a context menu that lets you rename, delete, or duplicate the current page or insert new pages.

To adjust variable font properties, select text that uses a variable font using the Text tool A. Click the Variable fonts button AA on the property bar, and adjust any available font properties.

1. Choose a preset page size from the Page size list box on the property bar.
2. Specify custom page width and height in the Page dimensions boxes.
3. Set the page orientation to Landscape or Portrait.
4. Click the Current page button to apply the page size only to the current page.
5. Choose a unit of measure from the Units list box.

To insert page numbers, click Layout ➤ Page Number Settings, and choose the settings you want.

**Page layout tools**

You can display rulers, grids, and guidelines to help you organize and place objects.

To view or hide grids, guidelines, and rulers, click the View menu, and choose the items you want to display.
Layers

All content is placed on layers. Content that applies to a specific page is placed on a local layer. Content that applies to all pages in a document can be placed on a global layer called a master layer. Master layers are stored on a virtual page called the Master Page.

Master layers

With a choice of odd, even, and all-page master layers, it is easy to create page-specific designs for multi-page documents, such as 16- or 32-page brochures. For example, you might want a different header or footer design to appear on even-numbered pages and on odd-numbered pages.

Drawing scale

You can choose a preset or custom drawing scale so that distances in a drawing are proportionate to real-world distances. For example, you can specify that 1 inch in the drawing corresponds to 1 meter in the physical world.

To set the drawing scale, double-click a ruler to display the Preferences dialog box. Click Edit scale, and choose a preset or a custom drawing scale. If the rulers are not displayed, click View ➔ Rulers.

Grid and baseline grid

The grid is a series of intersecting dashed lines or dots that you can use to precisely align and position objects in the drawing window. The baseline grid consists of lines that follow the pattern of a ruled sheet, helping you to align text baselines.

To set up the grid and the baseline grid, click Layout ➔ Page Layout, and choose Grid in the left pane of the dialog box.

Guidelines

Guidelines are lines that can be placed anywhere in the drawing window to aid in object placement. You can select, move, rotate, lock, or delete a guideline, and you can change its color or dashed line pattern.
To add a guideline, drag from the vertical or horizontal ruler into the drawing window, or click Layout ➤ Page Layout, and choose Guidelines in the left pane of the dialog box.

**Snapping**

When you move or draw an object, you can snap it to another object in a drawing, to page elements (such as the center of the page), to the document grid, pixel grid, baseline grid, or the guidelines. When an object is moved near a snap point, it is locked to the snap point.

To turn snapping on or off, click Snap To on the standard toolbar, and enable or disable snapping for the page elements you want.

To disable all selected snapping options temporarily, click View ➤ Snap Off. To restore the selected snapping options, click View ➤ Snap Off once again.

**Alignment guides**

Alignment guides help you position objects more quickly. These temporary guidelines appear when you create, resize, or move objects in relation to the center or edges of nearby objects.

To display alignment guides, click View ➤ Alignment Guides. To modify alignment guide settings, click Window ➤ Inspectors ➤ Live Guides, and choose the options you want.

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**Work with objects**

Working with objects is an essential part of creating drawings.
To erase unwanted portions of bitmaps and vector objects, use the Eraser tool 🛠️. If you want to erase only portions of a specific object, you have to select it. When no object is selected, the Eraser tool removes any part of the drawing over which you drag.

Properties inspector

The Properties inspector (Window ➔ Inspectors ➔ Properties) presents object-dependent formatting options and properties. For example, if you create a rectangle, the Properties inspector automatically presents outline, fill, and transparency options, as well as the rectangle's properties. If you create a text frame, the inspector will instantly display character, paragraph, and frame formatting options, as well as the text frame's properties.

Shape objects

You can change the shape of an object by using the Shape tool 🛠️. Different types of objects can be shaped in different ways.

Rectangles

You can drag any corner of a rectangle with the Shape tool 🛠️ to round all corners. You can also create chamfered, scalloped, or rounded corners from the property bar when you click the Rectangle tool □.

Ellipses

To create a pie shape from an ellipse, drag the node of the ellipse with the Shape tool 🛠️, keeping the pointer inside the ellipse.

To create an arc from an ellipse, drag the node while keeping the pointer outside the ellipse.

Polygons and stars

To reshape a polygon or a star, click the Shape tool 🛠️, and drag a node in any desired direction. To create a star from a polygon, drag a node toward the center.
Convert objects to curves

Objects created with shape tools like the Rectangle tool □ and the Ellipse tool ○ must be converted to curves (Object ▷ Convert to Curves) before you can edit individual nodes. One exception to this rule are objects created with the Polygon tool ○.

Shape lines and curves

You can shape curve and line objects by manipulating their nodes and segments with the Shape tool ⋁, and by adding and deleting nodes.

Fills and outlines

You can add various fills to the inside of objects or other enclosed areas, as well as change the color of object outlines.

Fill types

You can fill objects with uniform, fountain, pattern, texture, PostScript, and mesh fills. Fountain fills have a smooth progression of two or more colors.

You can also fill objects with vector graphics (vector pattern fills) or bitmap images (bitmap pattern fills).

Texture fills can simulate the look and feel of natural materials such as water, clouds, and stone. PostScript fills are complex texture fills that are created in the PostScript language.
Mesh fills create smooth color transitions to give objects volume and realistic three-dimensional effects.

To fill a selected object, click the Interactive fill tool in the toolbox, choose the type of fill you want on the property bar, open the Fill picker and double-click a fill. To apply a mesh fill, use the Mesh fill tool.

Choose colors

A color palette is a collection of color swatches. You can choose both fill and outline colors by using the default color palette. The selected fill and outline colors appear in the color swatches on the status bar.

To fill an object with a solid (uniform) color, click a color swatch on the color palette, or drag a color onto an object.

To change the outline color, control-click a color swatch on the color palette, or drag a color onto the outline of the object.

To choose from different shades of a color, click and hold a color swatch.

Color styles and harmonies

The Color Styles inspector lets you add the colors used in a document as color styles. To create a color style from an object, simply drag the object onto the Color Styles inspector. Any time you update a color style, you also update all objects using that color style. A color harmony is a group of matching color styles that are linked to produce a color scheme. You can apply a rule to a color harmony to shift all colors together and create alternate color schemes.

Eyedropper tool

When you sample color with the Color Eyedropper tool, the tool automatically switches to the Apply Color mode so that you can immediately apply the sampled color.

An eyedropper tool is also conveniently located throughout in various color dialog boxes to let you sample and match colors from a document without closing the dialog box.

More color palettes

The Palettes inspector (Window > Inspectors > Palettes) makes it easy to create, organize, and show or hide both default and custom color palettes. You can create web-specific RGB palettes or print-specific CMYK palettes, and you can add third-party color palettes. The Palettes inspector includes...
PANTONE® profiles such as the PANTONE® Goe™ system and the Fashion+Home palette.

**Color management**

Color management ensures a more accurate color representation when a document is viewed, modified, shared, exported to another format, or printed. You can use default or document-specific color management settings to set color profiles, policies, and rendering intent. Document-specific settings override the default application settings while you are working on that file.

To access default or document-specific color management settings, click CorelDRAW menu > Preferences > Color Management.

**Effects**

Create the illusion of three-dimensional depth in objects by adding contour, drop shadow, block shadow, or bevel effects. Add impact to your projects with impact effects, or turn them into mosaics. Take advantage of non-destructive bitmap effects to enhance the appearance of objects without permanently changing them.

**Contour**

You can contour an object to create a series of concentric lines that progress to the inside or outside of the object.

To apply a contour, select an object, and click the Contour tool. Drag the start handle toward the center to create an inside contour or away from the center to create an outside contour.

**Drop shadow and inner shadow**

Drop shadows and inner shadows simulate light falling on objects, adding 3D depth for a more realistic appearance. Drop shadows appear behind or below objects; inner shadows appear inside objects. You can adjust shadow attributes such as color, opacity, offset, and feathering.

To apply a drop shadow, select an object, click the Shadow tool, and on the property bar, click the Drop Shadow tool. Drag from the center of the object for a flat shadow, or from the object edge for a perspective shadow. Specify any attributes on the property bar.

To apply an inner shadow, select an object, click the Shadow tool, and on the property bar, click the Inner Shadow tool. Drag from the center of the object until the inner shadow is the size you want.

You can apply preset drop shadows and inner shadows from the property bar.
Block shadow

Unlike drop shadows and extrusions, block shadows consist of simple lines, which makes them ideal for screen printing and sign making. You can adjust the depth and direction of a block shadow, and you can change its color. A block shadow may contain holes, but you can remove them to create a solid curve object.

To apply a block shadow, click the Block shadow tool, click the object, and drag in the direction you want until the block shadow is the size you want.

Bevel effect

A bevel effect (Effects > Bevel) adds 3D depth to a graphic or text object by making its edges appear sloped. Bevel effects can contain both spot and process (CMYK) colors, so they are ideal for printing.

Bitmap effects

Bitmap effects, which are pixel-based and non-destructive, can be applied both to vector and bitmap objects. Bitmap effects are listed in the top part of the Effects menu in CorelDRAW. You can use the FX tab in the Properties inspector (Windows > Inspectors > Properties) to show, hide, and edit effects, apply additional effects, and more.

Mosaics

With the Pointillizer effect (Effects > Pointillizer), you can create high-quality vector mosaics from any number of selected vector or bitmap objects. From precise halftone patterns to artistic effects that resemble pointillistic art, this effect gives you the tools you need to create striking designs.
QR codes

Popular in consumer advertising and packaging, Quick Response (QR) codes give smartphone users quick access to a brand’s website which can offer additional product information. You can choose what information to include in the QR code, such as URL, email address, phone number, SMS, Contact, Calendar event, or Geo location.

To insert a QR code, click Object ▶ Insert ▶ QR Code. In the QR code area of the Properties inspector, choose an option from the QR code type list box.

Place files

CorelDRAW lets you place files (File ▶ Place, or Command + I) created in other applications to use in your projects. For example, you can place a Portable Document Format (PDF), JPEG, or Adobe® Illustrator® (AI) file. You can sort the file types by most recent, extension, text, or description.

You can place a file in the active application window as an object. You can also resize and center a file as you place it.

Pixels view

Pixels view displays a pixel-based rendition of the drawing, which allows you to zoom in on an area and align objects more precisely. It also provides a more accurate representation of how a design will appear on the web.

To enable Pixels view, click View ▶ Pixels. From the Zoom levels list box on the property bar, choose 800%.

Collaborate

Using CorelDRAW in conjunction with CorelDRAW.app, you can collaborate on design projects with others, on any device. The Comments inspector (Windows ▶ Inspectors ▶ Comments) in CorelDRAW lets you view and address any comments added to a document in context and provide in-context feedback. You can mark up a document with note icons, arrows, rectangles, ellipses, lines, and free-form shapes and add comments associated with the markup.

Plus, the Collaborative Text tool ™ can help you involve contributors and clients in co-authoring and co-editing text.

Edit photos

CorelDRAW Graphics Suite offers a large number of features to effectively and efficiently edit photos and other bitmaps. Some of these features are available only in Corel PHOTO-PAINT.
RAW camera files

When placing RAW camera files, you can view information about file properties and camera settings, adjust image color and tone, and improve image quality. You can also download Corel® AfterShot™ 3 HDR at no extra cost from within CorelDRAW and Corel PHOTO-PAINT to correct and enhance your RAW or JPEG photos with ease, and apply adjustments to one or thousands of photos at once with batch processing tools. Plus, you can create HDR (high dynamic range) images with the HDR module, included in AfterShot 3 HDR.

Remove unwanted areas from photos and fix imperfections

The Cutout Lab in Corel PHOTO-PAINT (Image ➤ Cutout Lab) lets you cut out image areas from the surrounding background. This feature allows you to isolate image areas and preserve edge detail, such as hair or blurred edges.

The Healing Clone tool discreetly removes unwanted spots and imperfections from an image by painting with sampled texture and matching it to the color of the area that you’re retouching.

Image Adjustment Lab

The Image Adjustment Lab consists of automatic and manual controls, which are organized in a logical order for image correction, starting in the upper-right corner. It is best to crop or retouch any areas of the image before beginning the color and tone corrections.

Special effects

Camera effects, such as Bokeh blur, Colorize, Sepia Toning, and Time Machine, give your photos unique visual appearance and help you recreate historic photographic styles. Also, you can transform images to simulate drawings, paintings, etchings, or abstract art. Special effects can be accessed from the Effects menu in CorelDRAW or Corel PHOTO-PAINT.
Corel PHOTO-PAINT lets you apply effects destructively and non-destructively. When you apply an effect destructively, the changes are permanent. When you apply an effect non-destructively, the original image is not affected; so you can edit, remove, show or hide the effects, and revert to the original object or image at any point.

To apply an effect destructively, use the Effects menu.

To add an effect non-destructively, use the Effects inspector (Window ▸ Inspectors ▸ Effects) or the Add Effect button in the Objects inspector (Window ▸ Inspectors ▸ Objects).

Objects inspector

The Objects inspector in Corel PHOTO-PAINT (Window ▸ Inspectors ▸ Objects) lets you view and manage the objects in your image. For example, you can hide, display, rename, or change the stacking order of objects. You can also choose a merge mode, which determines the way an object blends with underlying objects.

Image size and resolution

The size and resolution of an image affect its print quality. You can use the Resample dialog box (Image ▸ Resample) to choose dimensions and resolution that match the intended use of your artwork. AI-powered upsampling options, such as Illustration and Photorealistic, help enlarge images without losing detail, as well as deliver better image upscaling and enhanced bitmap tracing. Using machine-learnt models, these additions preserve clean edges, sharpness, and fine details in upscaled files.

Brush picker

The Brush picker in Corel PHOTO-PAINT helps you find brushes by combining all brush categories and brush types in one location. Available from the property bar for the Paint , Effect , and Clone tools, the Brush picker provides nib and brush stroke previews and stores the settings for the last five brushes you’ve used.
Transparency

You can change the transparency of an object to reveal image elements underneath. You can apply uniform, fountain, texture, or bitmap pattern transparencies.

To apply transparency in Corel PHOTO-PAINT, click the Object transparency tool , and use the controls on the property bar, or use the Opacity control in the Objects inspector.

To apply transparency in CorelDRAW, click Object ▶ Properties, and use the controls in the Transparency area of the Properties inspector.

Trace bitmaps

You can trace bitmaps and turn them into vector graphics in one step by using the Quick Trace command, or you can use the PowerTRACE controls to preview and adjust the traced results. AI-assisted features, accessible from the Adjustments page in Corel PowerTRACE, deliver the best bitmap-to-vector trace results yet. You can use cutting-edge image-optimization options that help improve the quality of a bitmap as you trace it.

To trace a bitmap, select the bitmap in CorelDRAW, click Trace Bitmap on the property bar, and choose a trace method.

Export files

You can export (File ▶ Export, or Command + E) and save images to a variety of file formats that can be used in other applications.

For example, you can export a file to the Adobe Illustrator (AI), PDF, or JPEG format. Some file formats may not support all the features that a CorelDRAW (CDR) file has so it is a good idea to save the original file as a CDR file before exporting it.

The Export for Web dialog box (File ▶ Export To ▶ Web) provides common export controls and lets you preview the results of various filter settings before you export the file. In addition, you can specify object transparencies and matting colors for anti-aliased edges — all with real-time preview.

You can also export your projects to bitmap images suitable for WordPress and then upload them to your WordPress account (File ▶ Export To ▶ WordPress).

Keyboard shortcuts

You can use alignment keyboard shortcuts to quickly position objects on the page. Select the objects that you want to align, and press a shortcut key.
Find and manage content

You can easily find and manage clipart and photos that are stored on your computer and portable devices, or in network folders. The Connect Content inspector (Window ▶ Inspectors ▶ Connect Content) provides a central location where you can search and browse available content. After you find the clipart or bitmap you need, you can add it to your project. To get you started, Corel provides local content that is stored in your Documents\Corel\Corel Content\Images folder. If you are looking to expand your image collection, you can download additional image packs from within the Get More dialog box.

Corel Font Manager™

Corel Font Manager™ lets you easily handle, organize, and explore your typeface and font collections. You can find and install fonts for your projects, create font collections for easy access to your favorite fonts, manage unneeded fonts, download fonts and font packs, and more.