

Windows



# CorelDRAW<sup>®</sup>

GRAPHICS SUITE 2020

Quick Start Guide

# CorelDRAW Graphics Suite 2020

CorelDRAW® Graphics Suite 2020 offers fully-integrated applications — CorelDRAW® 2020, Corel PHOTO-PAINT™ 2020, and Corel Font Manager™ 2020 — and complementary plugins that cover everything from vector illustration and page layout, to photo editing, bitmap-to-vector tracing, web graphics, and font management.

## CorelDRAW 2020 Workspace

**Title bar:** Displays the title of the open document.

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

**Standard toolbar:** A detachable bar that contains shortcuts to menu and other commands, such as opening, saving and printing.

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

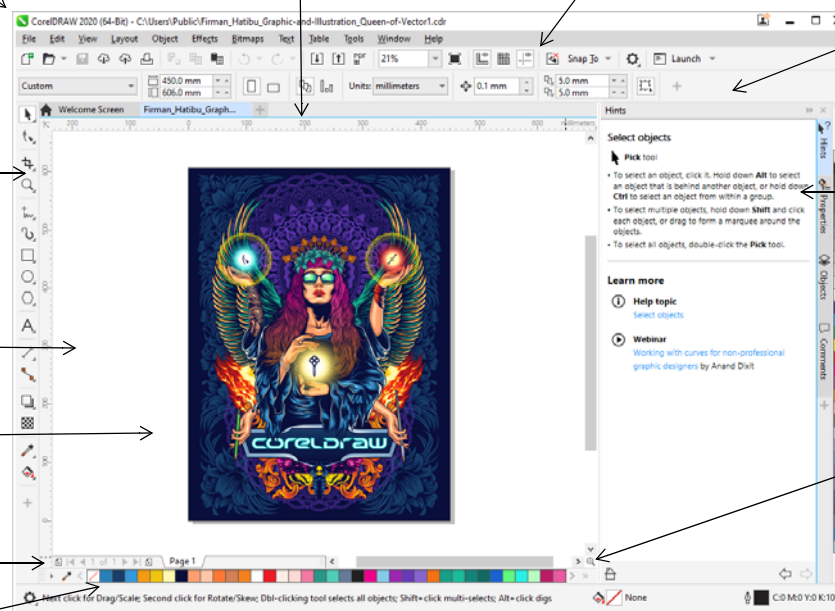
**Toolbox:** Contains tools for creating and modifying objects in the drawing.

**Drawing window:** The area bordered by the scroll bars and application controls. It 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.

**Document navigator:** An area that contains controls for moving between pages and adding pages.

**Document palette:** A dockable bar that contains color swatches for the current document.



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

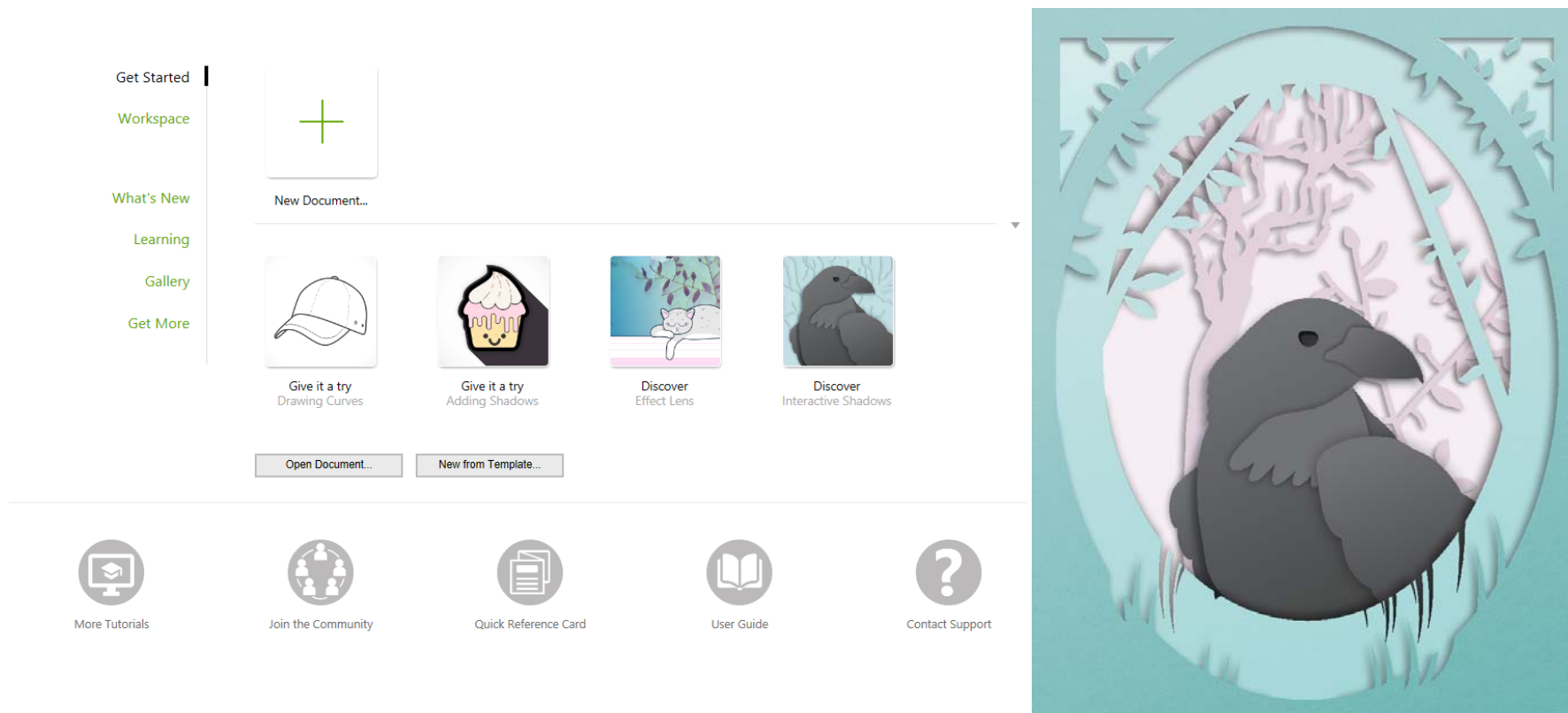
**Docker:** A window containing available commands and settings relevant to a specific tool or task.

**Color palette:** A dockable bar that contains color swatches.

**Navigator:** A button that opens a smaller display to help you move around a drawing.



**Status bar:** Contains information about object properties such as type, size, color, fill, and resolution. The status bar also shows the current cursor position.

With the Welcome Screen, you can quickly start or open a document, choose a workspace that suits your needs, 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.



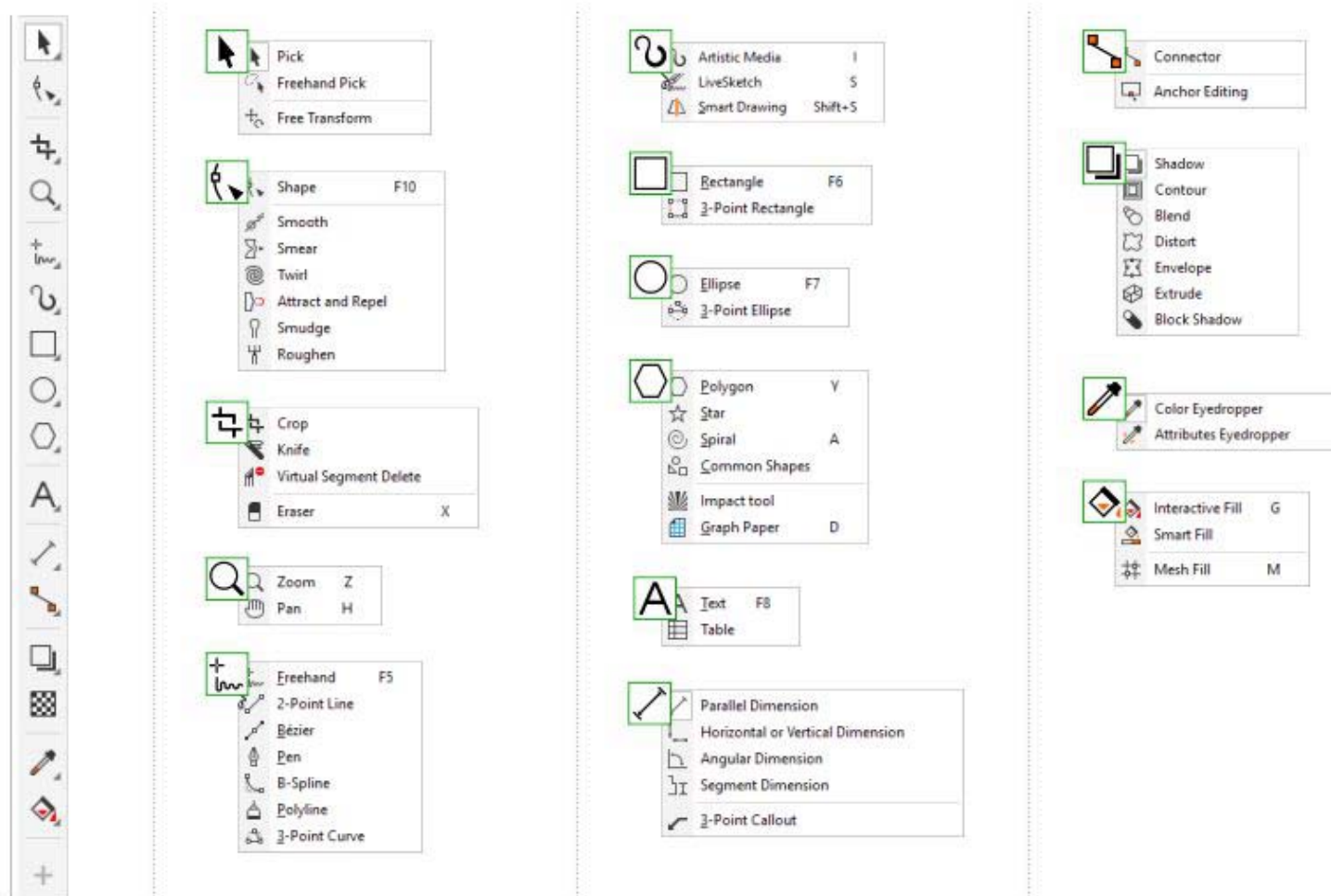
## Workspace selection

The collection of specialized workspaces are designed to help you increase your productivity by making more accessible the tools that you use most often in specific workflows or tasks. Available workspaces include Default, Touch, Lite, Illustration, Page Layout, and Adobe Illustrator.

-  To choose a workspace, click **Window ► Workspace**, or choose one of the available workspaces from the Welcome screen.
-  To add tools or controls to the active workspace, click the **Quick customize** button **+**.

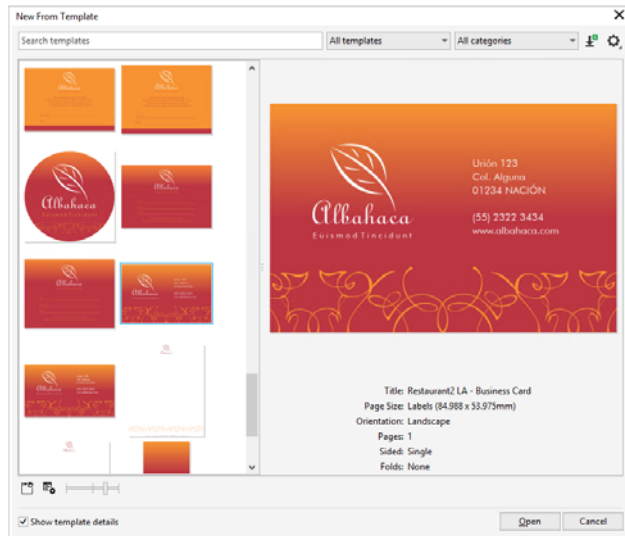
# CorelDRAW 2020 toolbox

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 default workspace, and can help you find tools easily. If you still don't see the tool you are looking for, click the **Quick customize** button **+** at the bottom of the toolbox. With the help of the **Quick customize** button, you can also hide tools you don't use often.





# 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.




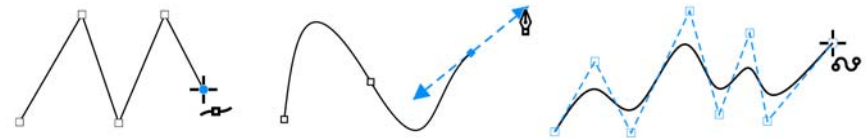
## Lines


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.

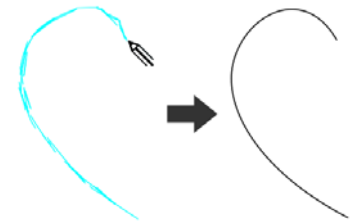
The **Freehand**  and **Polyline**  tools let you draw freehand lines as if you were sketching on a sketchpad.

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.

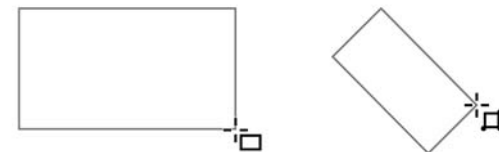


## Shapes



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 **Ctrl**). The **3-point rectangle** tool  lets you quickly draw rectangles at an angle.



## Ellipses

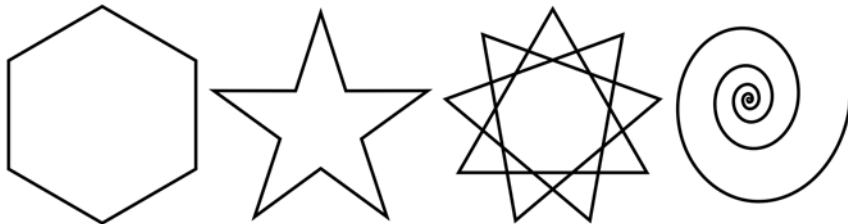
You can draw an ellipse by dragging diagonally with the **Ellipse** tool . Hold down **Ctrl** to constrain the shape to a circle. The **3-point ellipse** tool  lets you quickly draw an ellipse at an angle.



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.

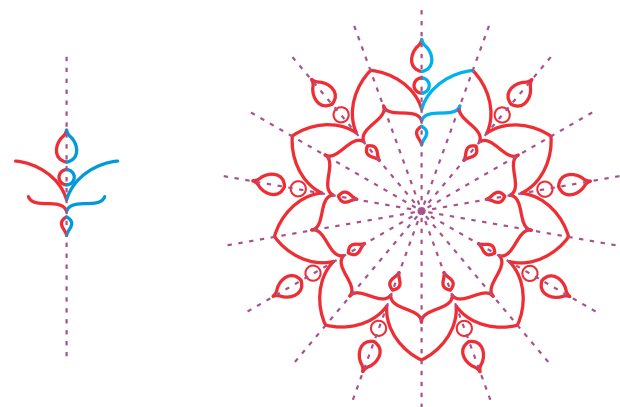


## Symmetrical drawing

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

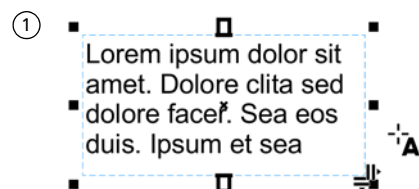
CorelDRAW allows you to simultaneously draw multiple parallel curves while controlling the distance between them. You can also add parallel lines to an existing line.




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.

You can use artistic text for short lines of text to which you can apply a wide range of effects, such as drop shadows or contours. You can add artistic text to an open or a closed path.

## Fit text to a path

To fit text to a path, select the text, and click **Text** ► **Fit Text to Path**. Move the pointer over a path and use the dynamic preview to position the text. Click to attach the text to the path.



To type text on a path, click the **Text** tool , and point to a path. When the pointer changes to a Fit to Path pointer, click to add text.



## 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.



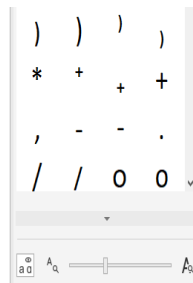
Take advantage of the flexibility of OpenType variable fonts, which let you interactively fine-tune a font's appearance. You can change a variable font along one or more axes of variation such as width, weight, and slant; or along custom axes specified by the font designer.



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

## Glyphs docker

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

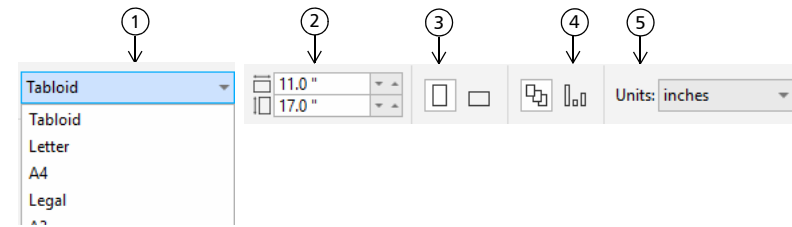


## Page layout

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

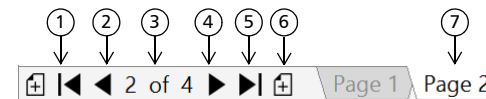
To access the **Page property bar**, click the **Pick tool** , and click a blank space in the drawing window.

Right-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.



- 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 navigate the pages in a document, use the document navigator in the lower left of the application window.



- ① Go to the first page.
- ② Go to the previous page.
- ③ Open the **Go to page** dialog box.
- ④ Go to the next page.
- ⑤ Go to the last page.
- ⑥ Add a new page.
- ⑦ Click any page tab to go to that page.

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



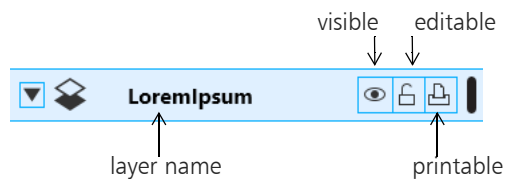
## Page layout tools

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.

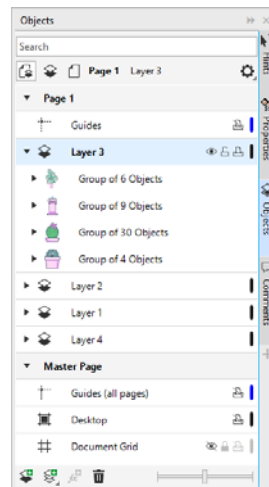
## Layers

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.

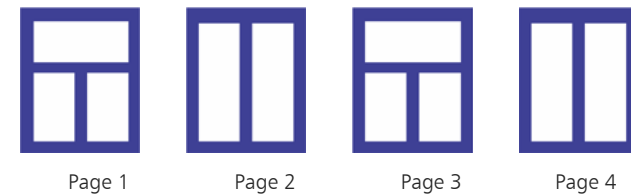


## Master layers

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 **Document Options** dialog box. Click **Edit scale**, and choose a preset or a custom drawing scale. If the rulers are not displayed, click **View ► Rulers**.

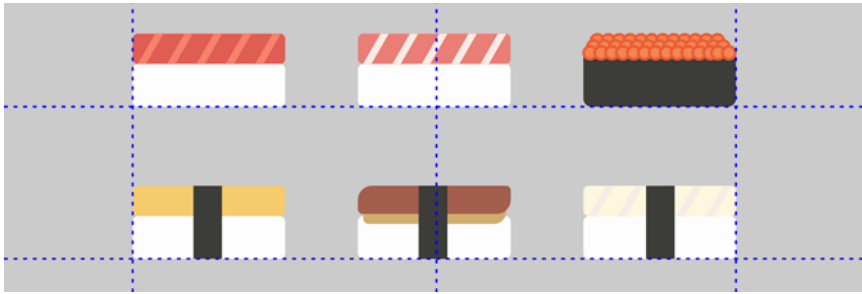
## Grid and baseline grid

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.

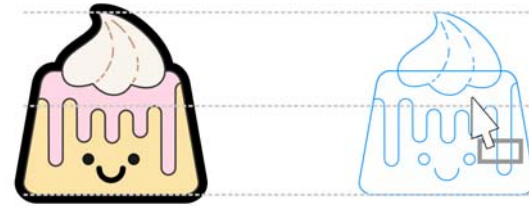
- To turn snapping on or off, click **Snap To** on the standard toolbar, and enable or disable snapping for the page elements you want.

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.

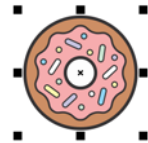
- To display alignment guides, click **View** ► **Alignment Guides**. To modify alignment guide settings, click **Window** ► **Dockers** ► **Live Guides**, and choose the options you want.



## Work with objects

Working with objects is an essential part of creating drawings.

- Select an object with the **Pick tool** (arrow icon) to activate the selection handles. Drag a corner handle to change object dimensions proportionally. Drag a middle handle to change object dimensions non-proportionally.



- To select multiple objects, hold down **Shift**, and then click each object.
- To move a selected object, point to its center and then drag the object to a new location. Press the **Arrow** keys to nudge objects by a preset distance. To nudge by a fraction of the preset distance, hold down **Ctrl** and press an **Arrow** key. To nudge by a multiple of the preset distance, hold down **Shift** and press an **Arrow** key.
- Click twice an object to activate the rotation handles. Drag a corner handle to rotate an object clockwise or counterclockwise. Drag a middle handle to skew an object interactively. Drag the center to set the relative center of an object.

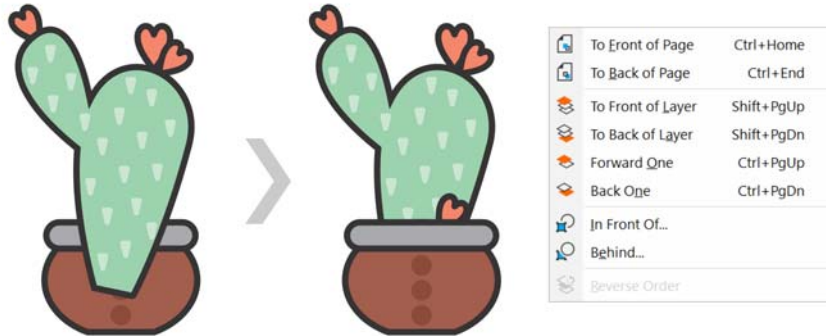


When you group two or more objects, they are treated as a single unit. Grouping lets you apply the same formatting to all the objects within the group.


- To group or ungroup selected objects, click **Object** ► **Group**, and choose the option you want.

Objects in a drawing exist in a stacking order, usually the order in which they are created or imported.

To change the order of selected objects, click **Object ► Order**, and choose an option from the menu.



To select objects in the order in which they were created, press the **Tab** key.

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.

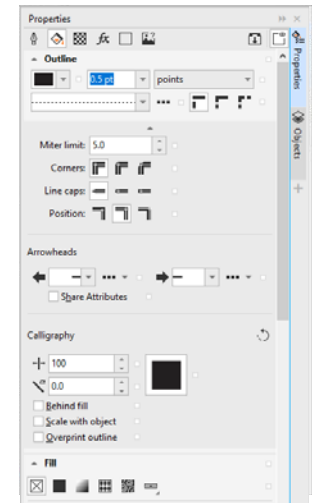
To fit objects along a path, select the objects by using the **Pick** tool. Holding down **Shift**, click the path, and click **Object ► Fit Objects to Path**. In the **Fit Objects to Path** docker, choose any settings you want, and click **Apply**.




## Properties docker

The **Properties** docker (**Window ► Dockers ► Properties**) presents object-dependent formatting options and properties.



For example, if you create a rectangle, the **Properties** docker automatically presents outline, fill, and transparency options, as well as the rectangle's properties. If you create a text frame, the docker will instantly display character, paragraph, and frame formatting options, as well as the text frame's properties.

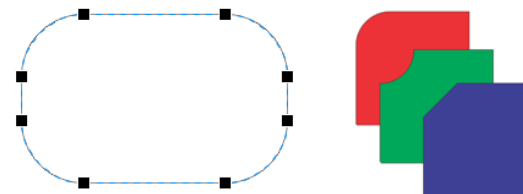


## Shape objects


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

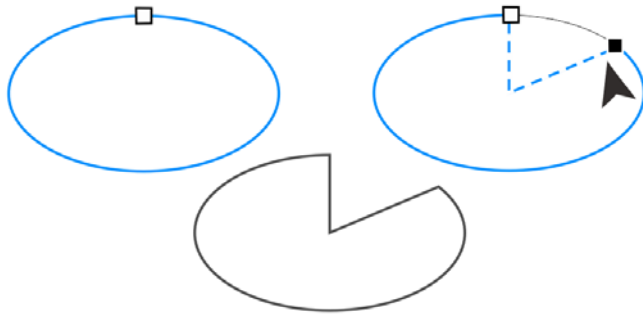
### Rectangles

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

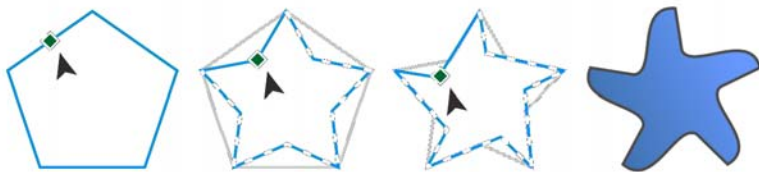
To create a pie shape from an ellipse, drag the node of the ellipse with the **Shape** tool , keeping the pointer inside the ellipse.






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.

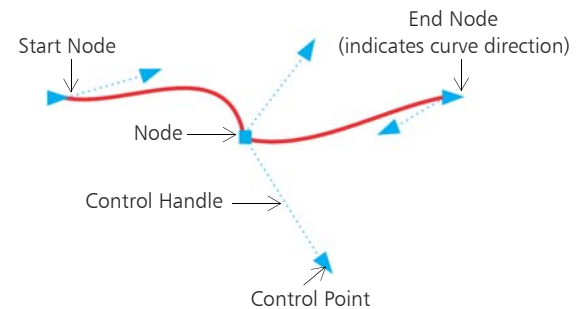






## Convert objects to curves

Objects created with shape tools like the **Rectangle** tool  and the **Ellipse** tool  must be converted to curves (**Object** ► **Convert to Curves**, or **Ctrl + Q**) 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.



-  To add a node, double-click on the path, or click on the path and then click the **Add nodes** button on the property bar.
-  To delete a node, double-click the node, or select the node and then click the **Delete nodes** button on the property bar.
-  To reduce the number of nodes, marquee select them with the **Shape** tool , and click **Reduce Nodes** on the property bar.

## 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).

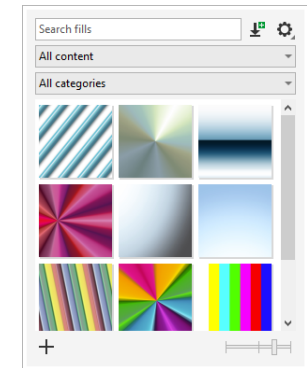


Texture fills can simulate the look and feel of natural materials such as water, clouds, and stone. PostScript fills are complex texture fills that are created in the PostScript language.



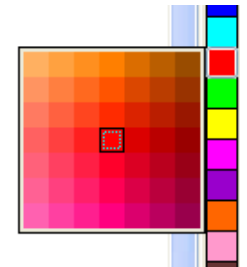
Mesh fills create smooth color transitions to give objects volume and realistic three-dimensional effects.

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.

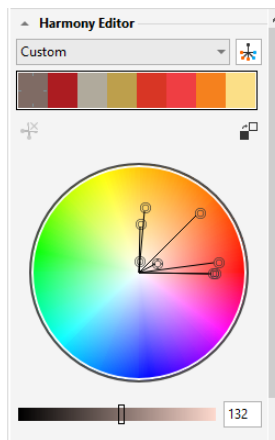


To fill an object with a solid (uniform) color, click a color swatch on the color palette, or drag a color onto an object.


- To change the outline color, right-click a color swatch on the color palette, or drag a color onto the outline of the object.
  - To mix colors, select a colored object, press **Ctrl**, and click another color on the color palette.
  - To choose from different shades of a color, click and hold a color swatch.
- You can also choose fill and outline colors from the color dialog boxes by double-clicking the **Fill** button  or the **Outline** button  on the status bar.

## Color styles and harmonies

The **Color Styles** docker 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** docker. 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. To activate the **Color Eyedropper** tool quickly, press **Ctrl + Shift + E**.

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** docker (**Window** ► **Dockers** ► **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** docker 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 **Tools** ► **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

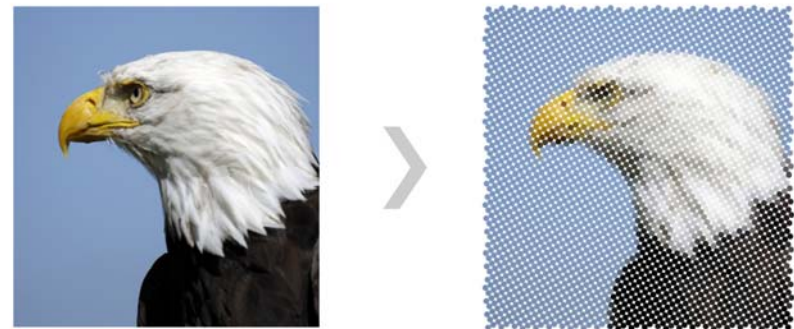
Unlike drop shadows and extrusions, block shadows consist of simple lines, which makes them ideal for screen printing and sign making. You can adjust the depth and direction of a block shadow, and you can change its color. A block shadow may contain holes, but you can remove them to create a solid curve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

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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.

## 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.



## 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** docker (**Windows ▶ Dockers ▶ Properties**) to show, hide, and edit effects, apply additional effects, and more.



## 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** docker, choose an option from the **QR code type** list box.

## Import files

CorelDRAW lets you import files (**File ▶ Import**, or **Ctrl + I**) created in other applications to use in your projects. For example, you can import 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 import a file in the active application window as an object. You can also resize and center a file as you import 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** docker (**Windows ▸ Dockers ▸ 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 importing 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

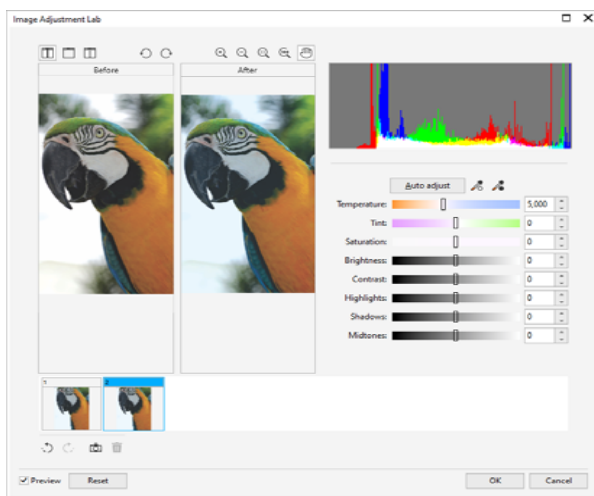
The Cutout Lab in Corel PHOTO-PAINT (**Image ▸ Cutout Lab**) lets you cut out image areas from the surrounding background. This feature allows you to isolate image areas and preserve edge detail, such as hair or blurred edges.

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.



To access the Image Adjustment Lab, click **Effects ► Adjust ► Image Adjustment Lab** (CorelDRAW) or **Adjust ► Image Adjustment Lab** (Corel PHOTO-PAINT).

## 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** docker (**Window ► Dockers ► Effects**) or the **Add Effect** button  in the **Objects** docker (**Window ► Dockers ► Objects**).

## Objects docker




The **Objects** docker in Corel PHOTO-PAINT (**Window ► Dockers ► 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.

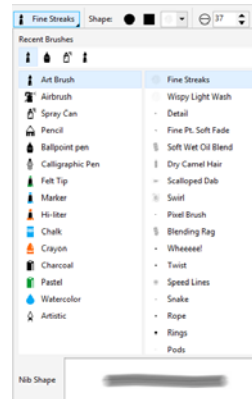
## Image size and resolution

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-learned models, these additions preserve clean edges, sharpness, and fine details in upscaled files.



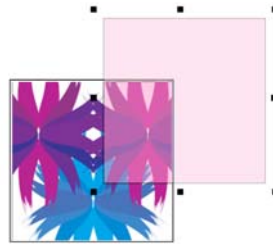
## Brush picker

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** docker.

 To apply transparency in CorelDRAW, click **Object** ► **Properties**, and use the controls in the **Transparency** area of the **Properties** docker.

## 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.

## Stylus, touch, and wheel devices

Make the most of your pen and stylus to control your brushstrokes. In CorelDRAW, both the **Artistic Media** tool's **Expression** mode and the **Eraser** tool react to the pressure, tilt, and bearing of your stylus. And in Corel PHOTO-PAINT, the **Eraser** tool, the **Paint** tool, and other brush tools support pen pressure, tilt, bearing as well as rotation.



CorelDRAW Graphics Suite provides touch gesture support, a Touch workspace (**Window** ► **Workspace** ► **Touch**), and automatic workspace switching to help you make the most of your touch-enabled device.

Native support for wheel devices such as Microsoft Surface Dial helps you add other tools to your creative toolbox. You can easily transition between tools and tasks by using your nondominant hand while you are sketching or designing with your stylus.

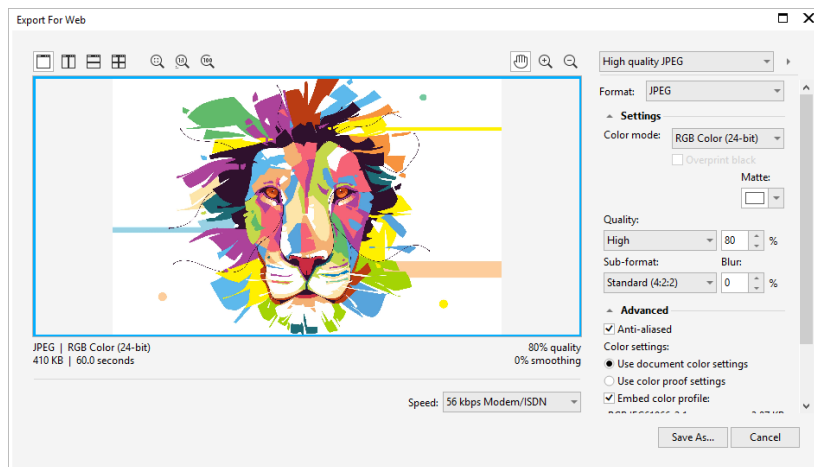




## Export files

You can export (**File** ► **Export**, or **Ctrl + 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 For** ► **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.

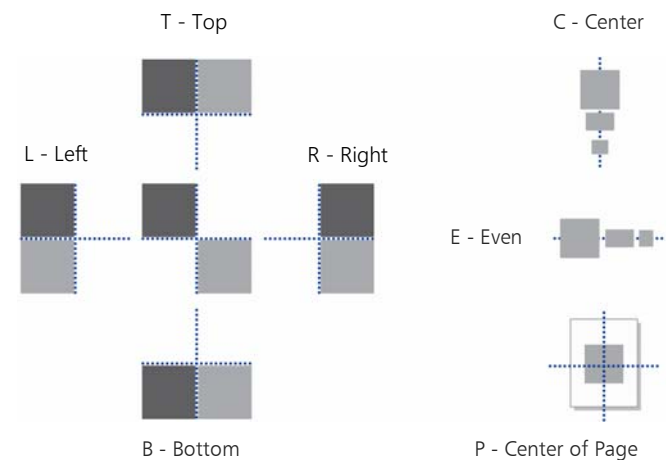


You can also export your projects to bitmap images suitable for WordPress and then upload them to your WordPress account (**File** ► **Export For** ► **WordPress**).

## Keyboard shortcuts

To view all keyboard shortcuts, click **Tools** ► **Options** ► **Customization**. In the **Customization** list of categories, click **Commands**, click the **Shortcut Keys** tab, and click **View all**. To download a list of keyboard shortcuts, visit [product.corel.com](http://product.corel.com).

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.

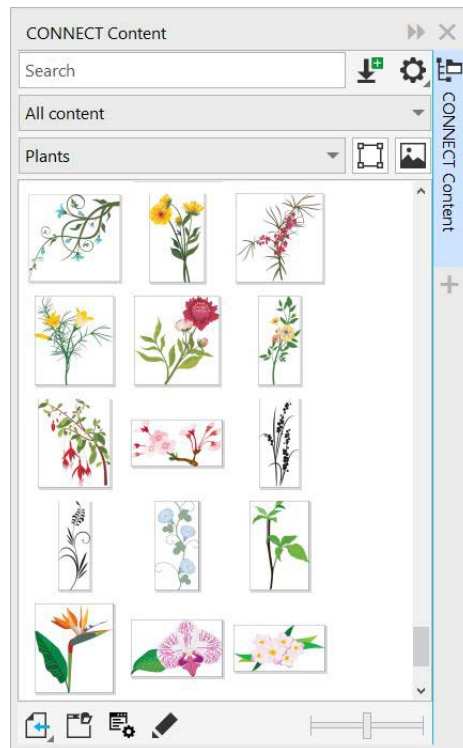




## Find and manage content

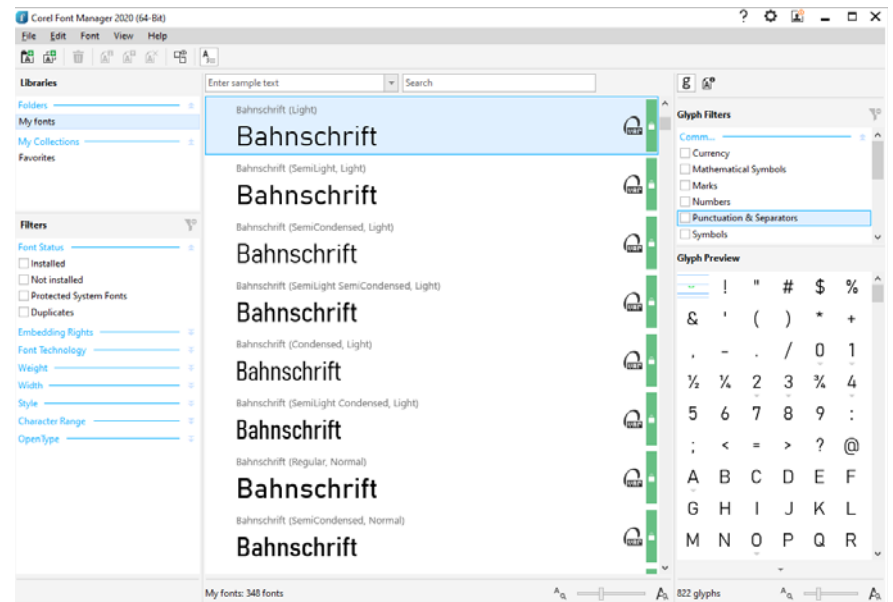
You can easily find and manage clipart and photos that are stored on your computer and portable devices, or in network folders. The CONNECT Content docker (Window ► Dockers ► **CONNECT Content**) provides a central location where you can search and browse available content. After you find the clipart 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.



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CorelDRAW® Graphics Suite 2020 Quick Start Guide

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