CorelDRAW®
GRAPHICS SUITE 2024

QUICK START GUIDE

CorelDRAW Graphics Suite

CorelDRAW® Graphics Suite offers fully-integrated applications — CorelDRAW®, Corel® PHOTO-PAINT™, and Corel® Font Manager — 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 Workspace

Title bar: Displays the title of the open document.

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 lets you show, add, rename, delete, and duplicate pages.

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

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.
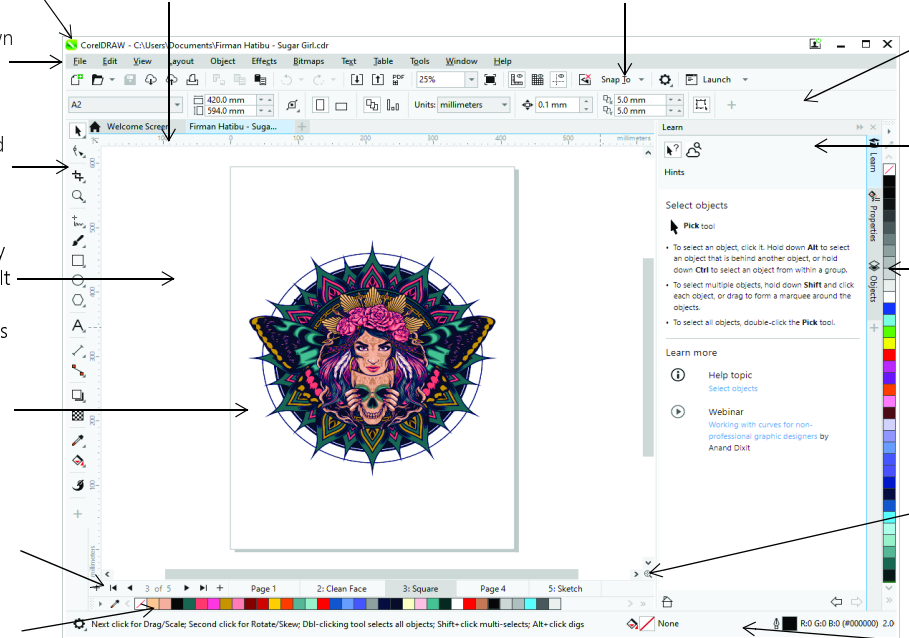
Welcome screen

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.
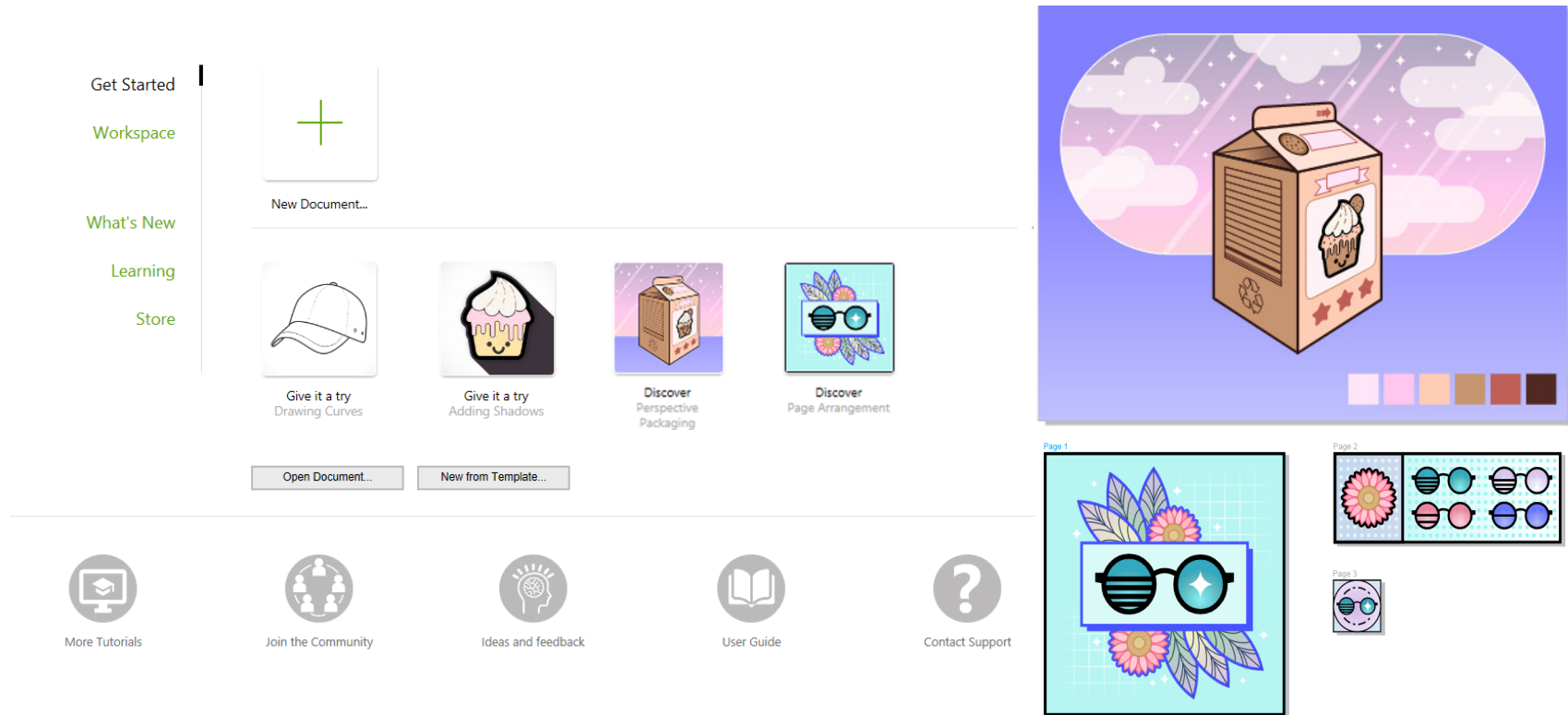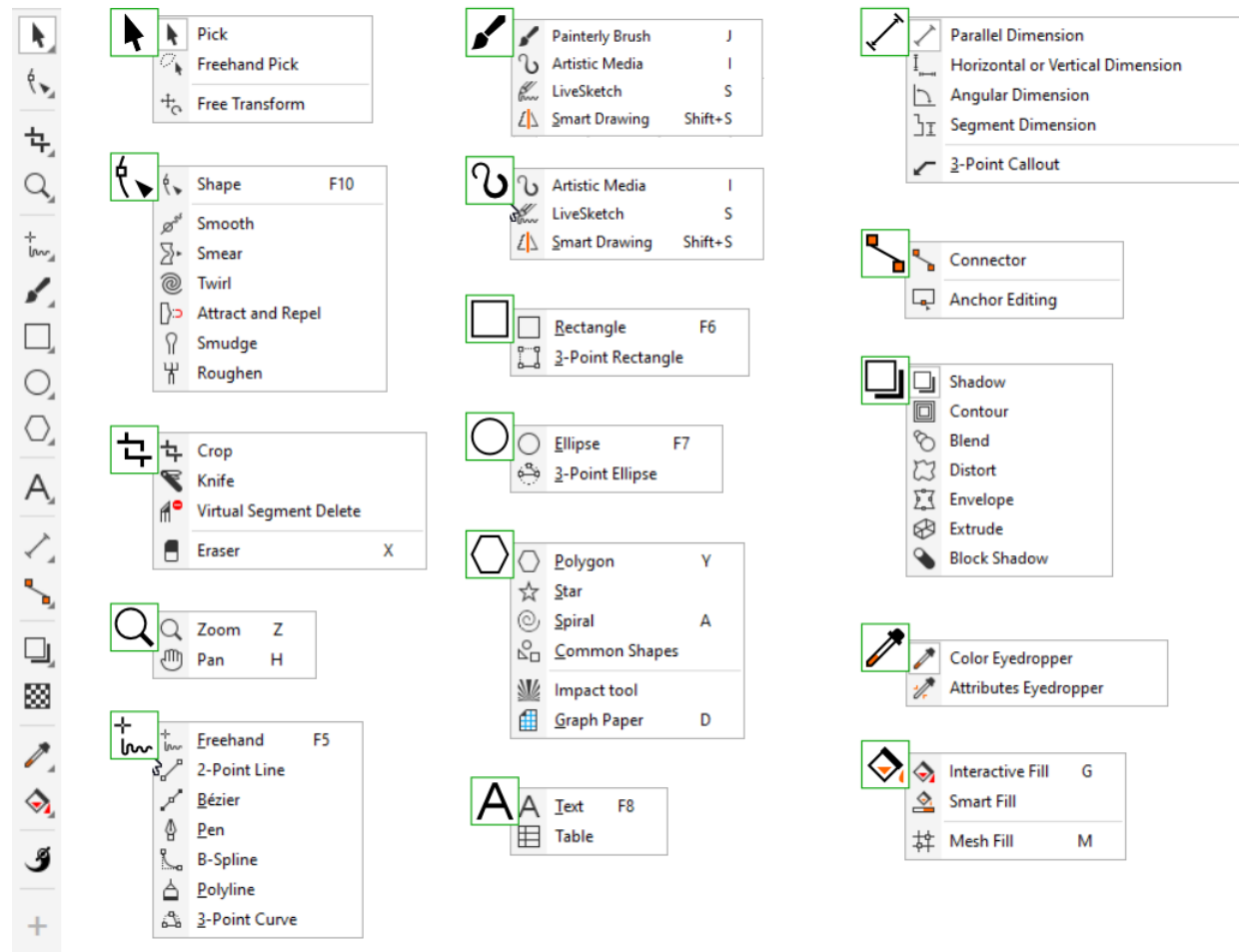

Workspace selection

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 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.

Pick	
Freehand Pick	
Free Transform	

Shape	F10
Smooth	
Smear	
Twirl	
Attract and Repel	
Smudge	
Roughen	

Crop	
Knife	
Virtual Segment Delete	
Eraser	X

Zoom	Z
Pan	H

Freehand	F5
2-Point Line	
Bézier	
Pen	
B-Spline	
Polyline	
3-Point Curve	

Painterly Brush	J
Artistic Media	I
LiveSketch	S
Smart Drawing	Shift+S

Artistic Media	I
LiveSketch	S
Smart Drawing	Shift+S

Rectangle	F6
3-Point Rectangle	

Ellipse	F7
3-Point Ellipse	

Polygon	Y
Star	
Spiral	A
Common Shapes	
Impact tool	
Graph Paper	D

Text	F8
Table	

Parallel Dimension	
Horizontal or Vertical Dimension	
Angular Dimension	
Segment Dimension	
3-Point Callout	

Connector	
Anchor Editing	

Shadow	
Contour	
Blend	
Distort	
Envelope	
Extrude	
Block Shadow	

Color Eyedropper	
Attributes Eyedropper	

|	
Interactive Fill	G
Smart Fill	
Mesh Fill	M

Templates

In the **Create a New Document** 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.
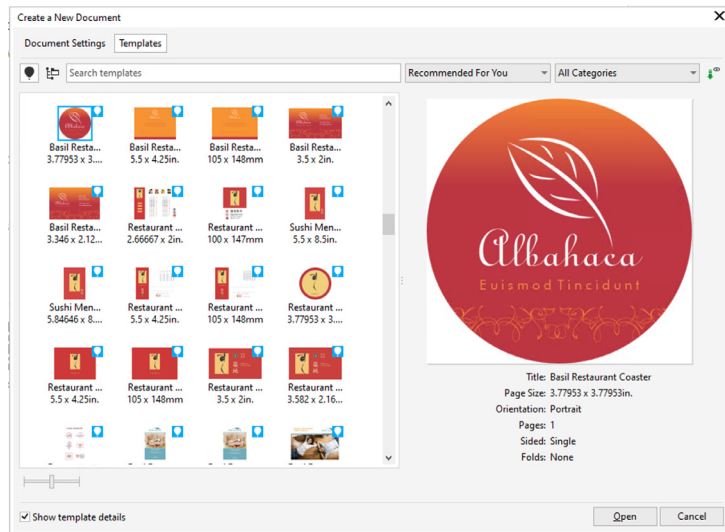

Lines

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.
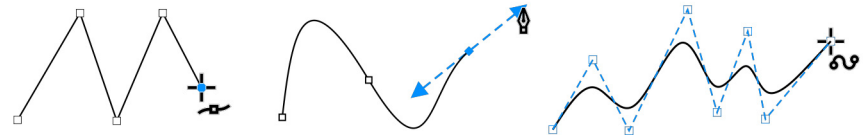

The **LiveSketch™** tool offers the simplicity and speed of freehand sketching combined with intelligent stroke adjustment and vector drawing. As you sketch, CorelDRAW analyses your strokes, adjusts them, and converts them into Bézier curves.
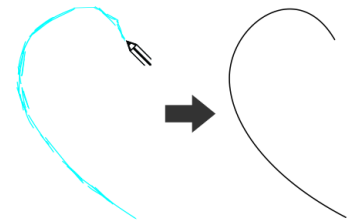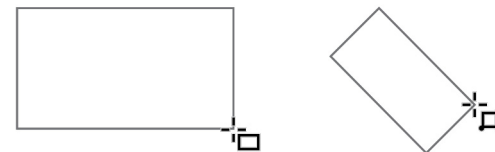

Shapes

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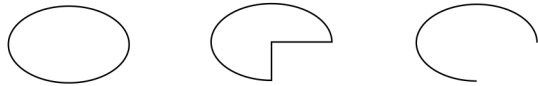
To draw an arc or a pie shape, you can click the **Arc** ⌣ or **Pie** ◔ button on the property bar and then drag.

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.
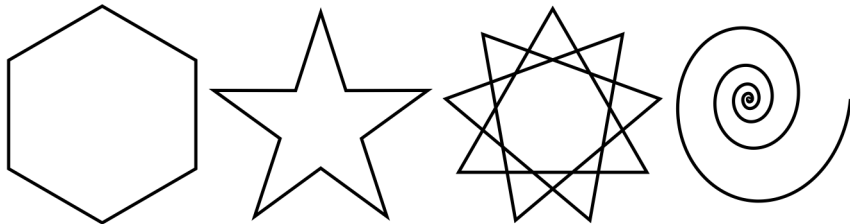
Predefined shapes

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.

Painterly brushstrokes

Painterly brushstrokes not only replicate the aesthetics of traditional art mediums like paint, pastels, pencils, and chalks, but also incorporate digital effects and physics-inspired particle brushes. The pixel-based brush marks (1) of Painterly brushes are controlled by vector curves (2), allowing for easy editing and manipulation of lines and shapes.
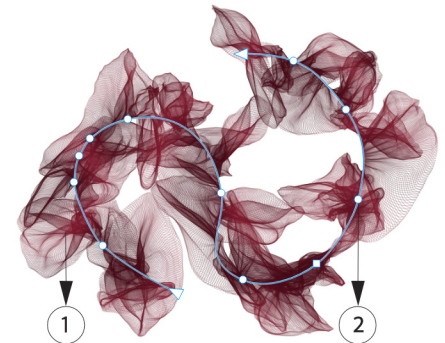
To add a brushstroke, click the **Painterly Brush** tool 🖌 in the toolbox, open the **Brush picker** on the property bar, click a brush style, and drag in the document window. Use the **Brush size** ⬛ and **Brush transparency** ▨ controls on the property bar to adjust the brushstroke size and transparency.

To apply a brushstroke to an object, click the **Painterly Brush** tool, open the **Brush picker** on the property bar, and click a brush style.

To change the color of a brushstroke, select the brushstroke with the **Painterly Brush** tool, and right-click a color on the default color palette.

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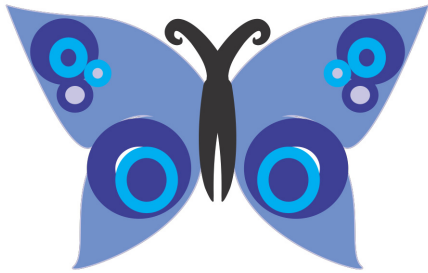
To create a symmetrical design, select or draw a curve or a shape, click **Object ▸ Symmetry ▸ Create New Symmetry**. Add more objects, and edit the objects as needed. To add more symmetry lines, type a number in the **Mirror lines** box on the floating toolbar. Click **Object ▸ Symmetry ▸ Finish Editing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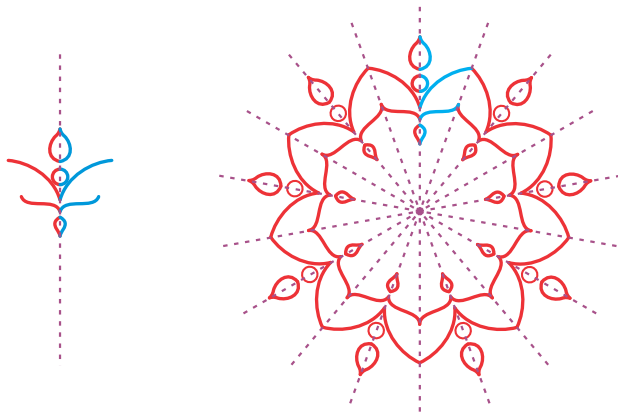
Parallel drawing

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.

Perspective drawing

Using perspective drawing, you can draw complex sketches, patterns, and designs, creating the illusion of distance and depth. When you draw in perspective, CorelDRAW automatically creates a perspective field and lets you add lines and shapes that align with the perspective lines. The result is a perspective group comprising of the perspective field and the objects you added.
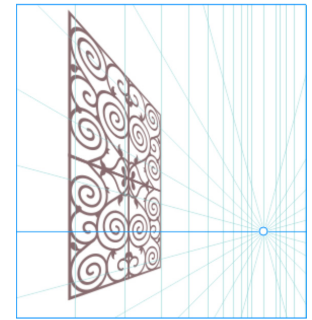
To draw in perspective, make sure no objects are selected by clicking an empty space in the drawing window with the **Pick** tool. Click **Object ▸ Perspective ▸ Draw in Perspective**, and choose a perspective type from the **Type** list box on the floating toolbar. Drag in the drawing window to set the perspective field. To choose the plane you want to draw on, click one of the following buttons: **Orthographic** , **Top** , **Left** (**Side** for one-point perspective) , or **Right** . Click a line or a shape tool, and draw one or more objects. Click **Finish** on the floating toolbar.

To add an existing object to the perspective group, right-click the object, click **Move to Plane,** and choose a plane.

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.

① Lorem ipsum dolor sit amet. Dolore clita sed dolore facer. Sea eos duis. Ipsum et sea

② *M*
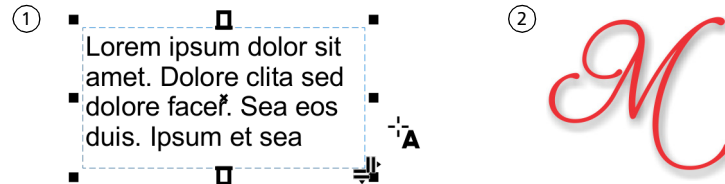
Paragraph text can be used for larger bodies of text that have greater formatting requirements. Before you add paragraph text, you must drag with the **Text** tool A to create a text frame.

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 A, 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; access remote fonts, such as Google 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.
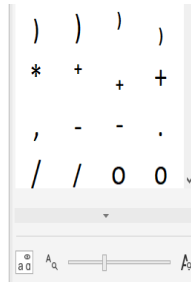
Page layout

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.
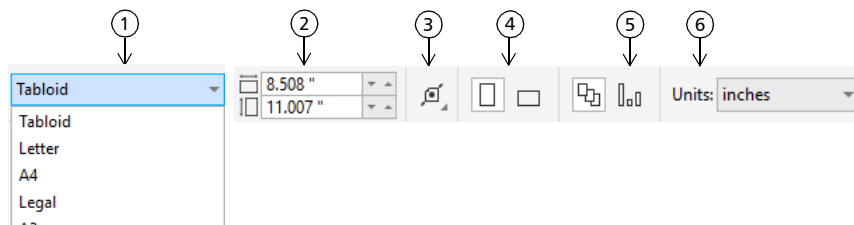
① Choose a preset page size from the **Page size** list box on the property bar.

② Specify custom page width and height in the **Page dimensions** boxes.

③ Click the **Autofit page** button to resize the page to the bounds of the content placed on local layers.

④ Set the page orientation to **Portrait** or **Landscape**.

⑤ Click the **Current page** button to apply the page size only to the current page.

⑥ Choose a unit of measure from the **Units** list box.

Work with pages

You can view one page or multiple pages at a time. In multipage view, you view all document pages at once without having to constantly click back and forth between tabs.

To switch to multipage view, click **View ▶ Multipage View**.
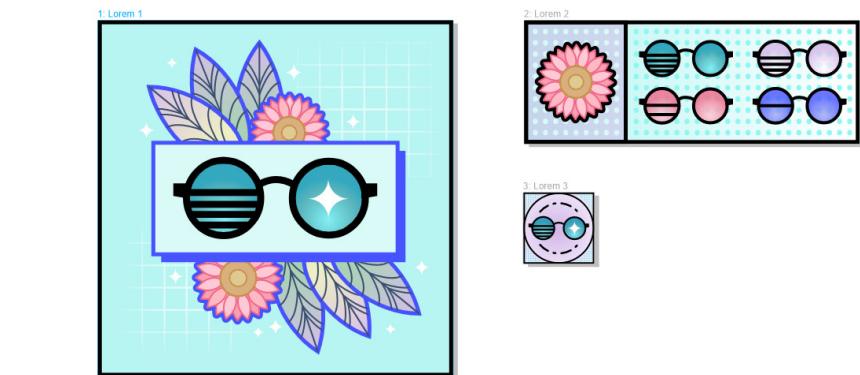
The **Pages** docker (**Window ▶ Dockers ▶ Pages**) lets you display pages in document order or free-form mode. When designing and reviewing proofs for printed materials, such as brochures, books, and magazines, where pages have a fixed sequence, you can choose to arrange pages in a column, row, or grid. Custom mode, which allows for a free-form, non-sequential layout, is great for working with documents in which different assets for a project are placed on separate pages.
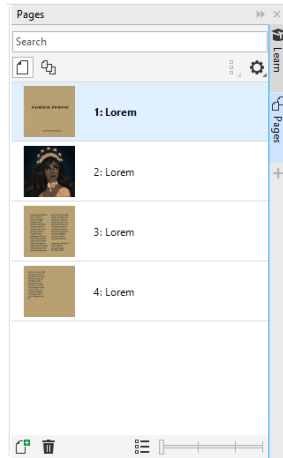
To arrange multiple pages, click the **Multipage View** button in the **Pages** docker, and then click the **Multipage view settings** button. Click the **Grid** ⊞, **Vertical** ⁝ , or **Horizontal** ▫▫▫ button to display pages in document order. Click the **Custom** button ⊔⊏ to display pages in free-form mode.

To navigate to a page in the drawing window, click the page in the **Pages** docker, or click the corresponding page tab at the bottom of the application window.

To insert, duplicate, rename, or delete a page, right-click the page in the **Pages** docker, and click the corresponding command.

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.

visible   editable

layer name   printable
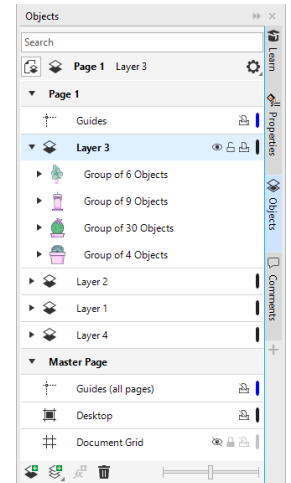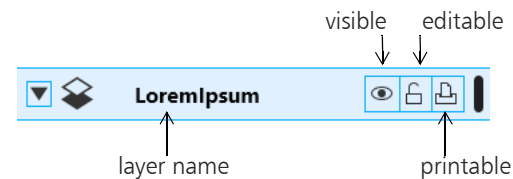
Master layers

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.

Page 1   Page 2   Page 3   Page 4
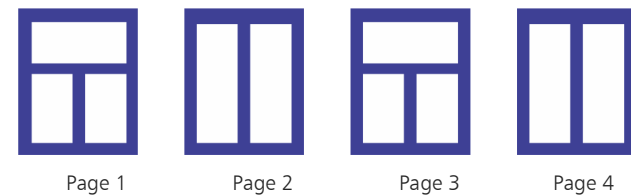
Drawing scale

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.
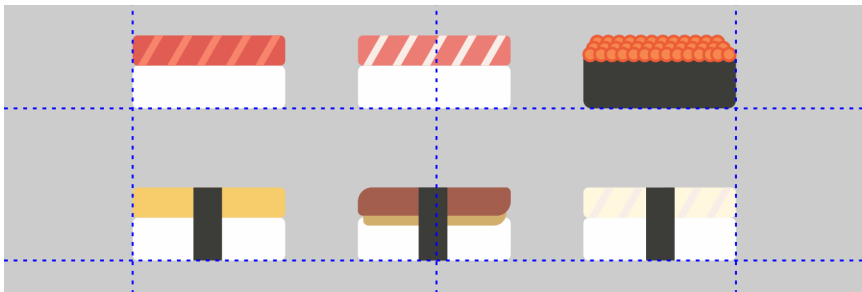
To add a guideline, drag from the vertical or horizontal ruler into the drawing window, or click **Layout ▸ Page Layout**, and choose **Guidelines** in the left pane of the dialog box.

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.
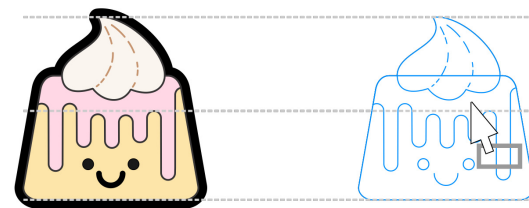
Work with objects

Working with objects is an essential part of creating drawings.

Select an object with the **Pick** tool to activate the selection handles. Drag a corner handle to change object dimensions proportionally. Drag a middle handle to change object dimensions non-proportionally.
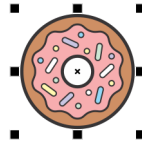
To select multiple objects, hold down **Shift**, and then click each object.

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.

Use Focus mode to easily select and edit objects, such as objects within groups and overlapping objects. This allows you to isolate an object and still see it in the context of your drawing. To activate Focus mode, first select the object. If the object is within a group, hold down **Ctrl** and click until you select the object

you want. Then click **Edit ▶ Bring into Focus**. To exit Focus mode, double-click anywhere in the drawing window away from the object.

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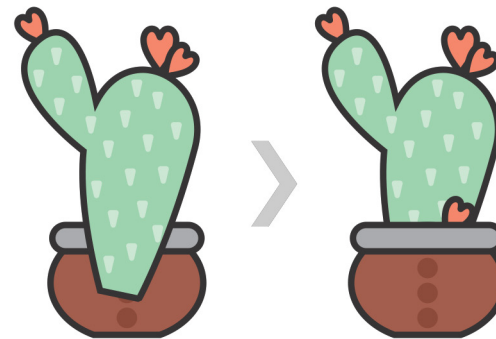
To select objects in the order in which they were created, press the **Tab** key.

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.
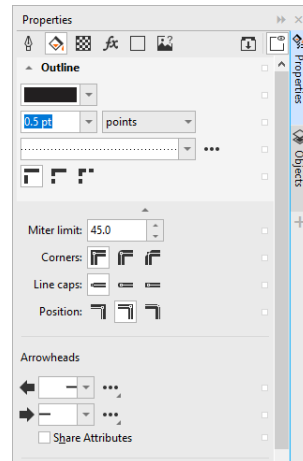
Shape objects

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.
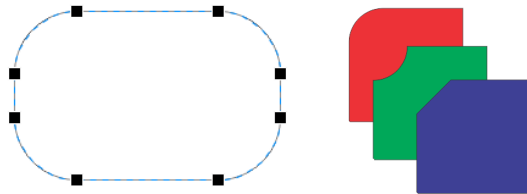
Ellipses

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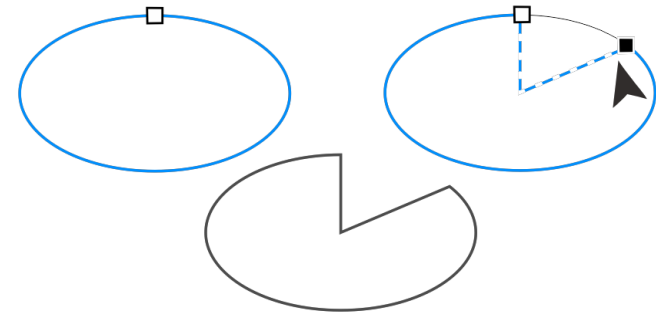
To create an arc from an ellipse, drag the node while keeping the pointer outside the ellipse.

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.

Start Node

End Node
(indicates curve direction)

Node

Control Handle

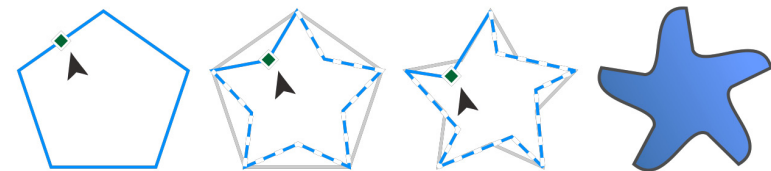Control Point
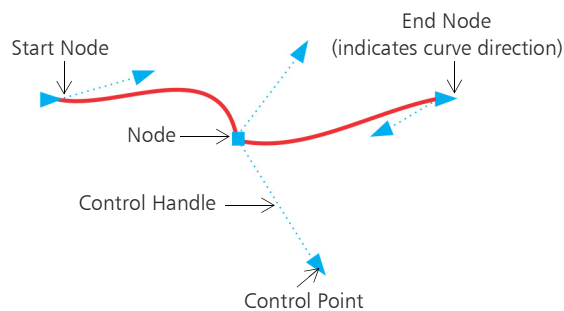
🖱 To add a node, double-click on the path, or click on the path and then click the **Add nodes** button on the property bar.

🖱 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.

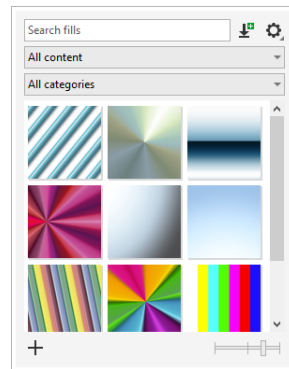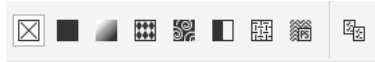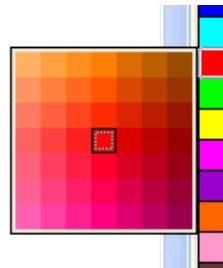🖱 To fill an object with a solid (uniform) color, click a color swatch on the color palette, or drag a color onto an object.

🖱 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.
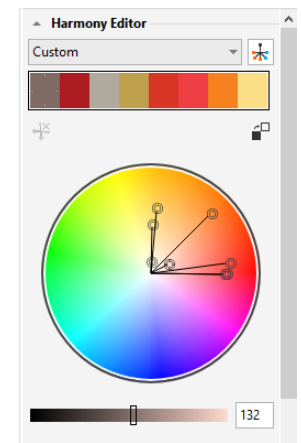
Eyedropper tool

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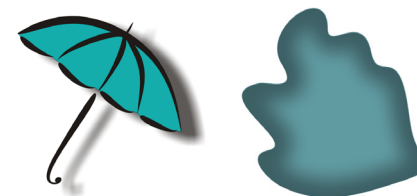
To apply a drop shadow, select an object, click the **Shadow** tool ▱, and on the property bar, click the **Drop Shadow** tool ▱. Drag from the center of the object for a flat shadow, or from the object edge for a perspective shadow. Specify any attributes on the property bar.

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.

🖱 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.
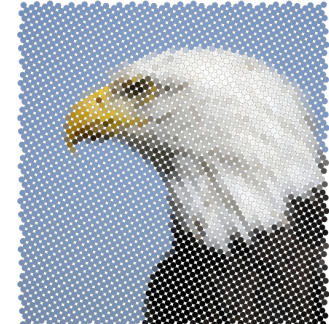
Bevel effect

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.
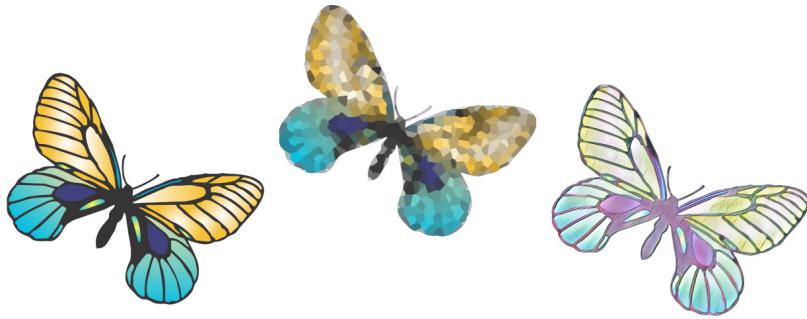
QR codes

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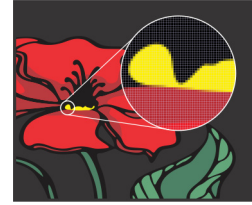
Pixels view displays a pixel-based rendition of the drawing, which allows you to zoom in on an area and align objects more precisely. It also provides a more accurate representation of how a design will appear on the web.

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

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.

Adjustments docker

The **Adjustments** docker (**Window ▶ Dockers ▶ Adjustments**) in Corel PHOTO-PAINT is your first stop for photo adjustments. It lets you apply the most commonly used adjustments non-destructively as you view your changes in context. You can create multi-filter adjustment presets in Corel PHOTO-PAINT, and apply these presets in both CorelDRAW and Corel PHOTO-PAINT. Plus, you can use the local adjustment mode to edit only specific areas of a photo.
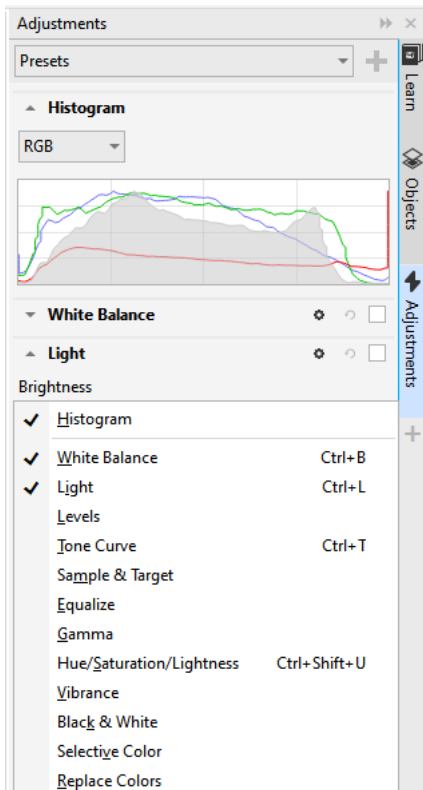
To add an adjustment to the docker, click the **Add adjustment** button ![icon], and choose an adjustment. Adjustments include **White Balance**, **Light**, **Tone Curve**, **Equalize**, and more. To show or hide an adjustment, enable or disable the check box, located to the right of the adjustment's name.

![mouse icon] To replace colors in a photo, use the **Replace Colors** adjustment.

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 ![icon] 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.

Special effects

Camera effects, such as Colorize, Lens Flare, 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.

In Corel PHOTO-PAINT, special effects accessed from the **Effects** menu are applied destructively. To add a non-destructive effect in Corel PHOTO-PAINT, you can use the **Effects** docker (**Window ▶ Dockers ▶ Effects**) or the **Add Effect** button 🗗 in the **Objects** docker (**Window ▶ Dockers ▶ Objects**).

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.

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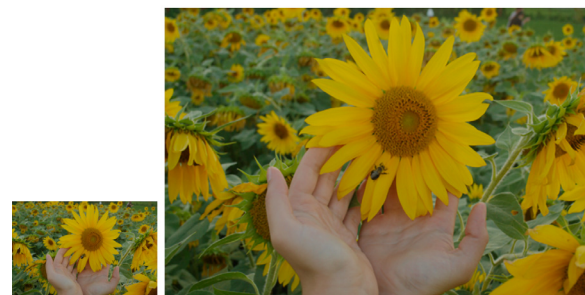
Brush picker

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** 𐐪 , and **Clone** 🖌🖌 tools, the **Brush** picker provides nib and brush stroke previews and stores the settings for the last five brushes you've used.
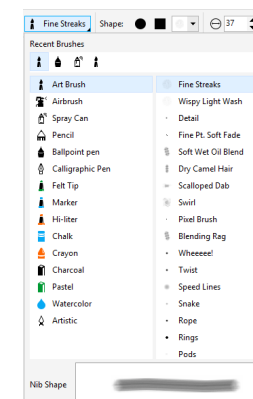
Transparency

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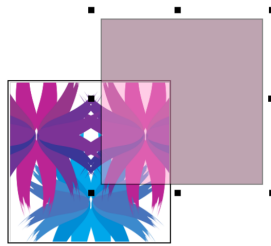
🖱 To apply transparency in CorelDRAW, click **Object ▸ Properties**, and use the controls in the **Transparency** area of the **Properties** docker.

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.

Comments and annotations

Adding, viewing, and managing comments and annotations is essential to effective communication and project management. CorelDRAW provides a comprehensive set of tools, enabling you to add and delete comments, resize annotation marks, and respond to feedback effortlessly. Additionally, you can easily select, move, and search for comments, ensuring a smooth and efficient navigation of your notes.

Corel Cloud

You can use Corel Cloud, an online storage service, to store, view, and organize your files with ease. Whether opening, saving, finding, or managing documents, Corel Cloud ensures a seamless and efficient experience. A project dashboard helps you store, view, and organize files saved to the Cloud.

🖱 To access the dashboard, click **File ▸ Open from Cloud** or **File ▸ Save to Cloud**.
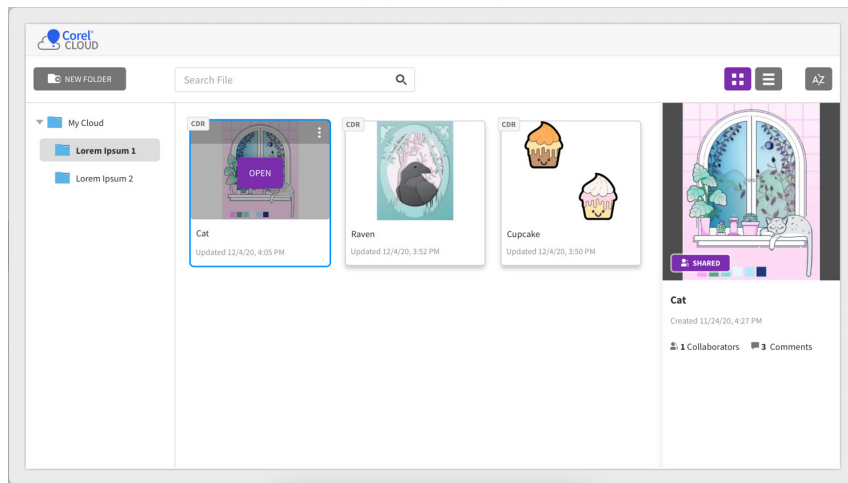
Export files, objects, and pages

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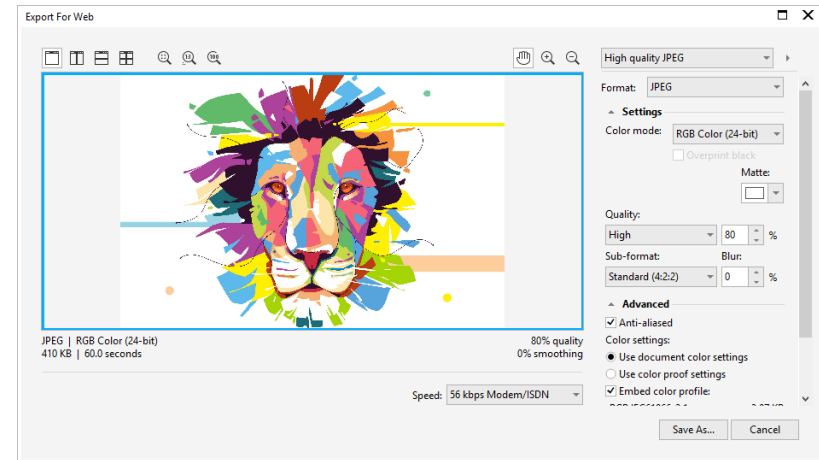
You can also export your projects to bitmap images suitable for WordPress and then upload them to your WordPress account (**File ▸ Export For ▸ WordPress**).

Using the **Export** docker (**File ▸ Export For ▸ Multiple Files**) in CorelDRAW, you can export one or more objects and pages, or a group of objects to the PDF, JPEG, PNG, SVG, EPS, TIFF, GIF, AI, DWG, and DXF formats.

🖱 To export an object, you must first select it in the document and click the **Add new** button 🔼 in the **Export** docker to add it to the export list.

To add the active page to the export list, you must deselect all objects on the page, and click the **Add new** button 🔼 in the **Export** docker.

To export assets from **Export** docker, enable the check boxes beside their names, specify the export settings you want for each asset, and click **Export**.

To add an asset by reusing the settings of an item in the export list, select the asset in the document. In the **Export** docker, click the **Options** button ■■■ beside the entry whose settings you want to copy, and click **Add Asset with These Settings**.

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.
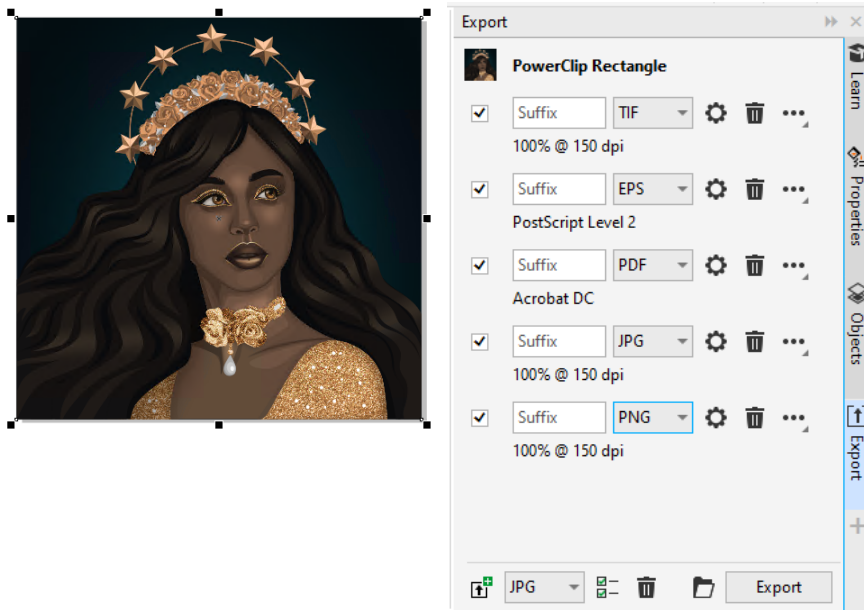

Keyboard shortcuts

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**.
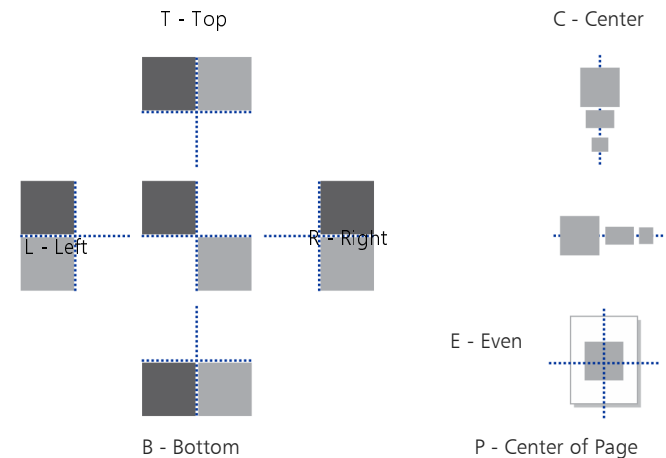
Find and manage content

You can easily access all your local, shared, and Cloud content from within CorelDRAW. The **Assets** docker (**Window ▶ Dockers ▶ Assets**), formerly known as the CONNECT™ Content docker, provides a central location where you can search and browse available content, including symbol libraries and other files saved and shared to your Cloud folder. 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.
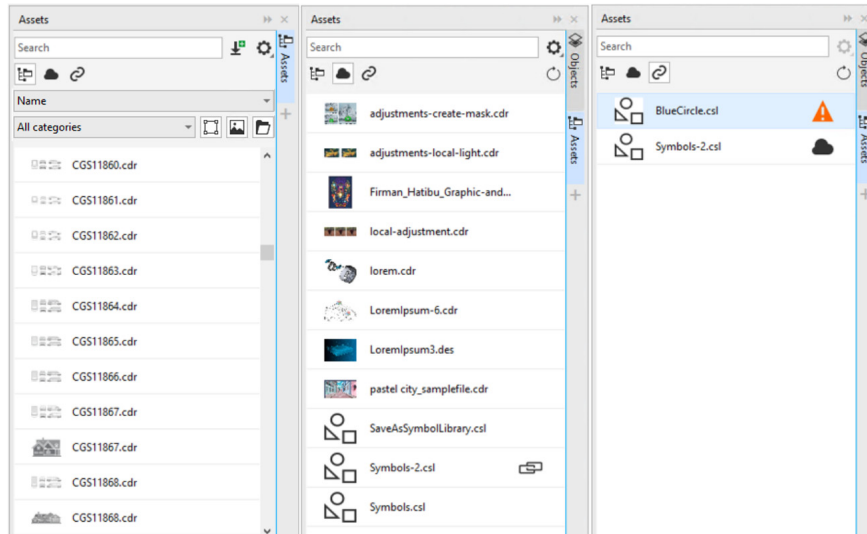
Find learning resources

Search for learning resources and tools, from within the application, in the **Explore** tab of the **Learn** docker (**Help ▶ Learn**). You can access and browse an extensive library of online resources to get familiar with product features quickly. Complete your profile first so that we can recommend videos and written tutorials that match your experience level and needs.
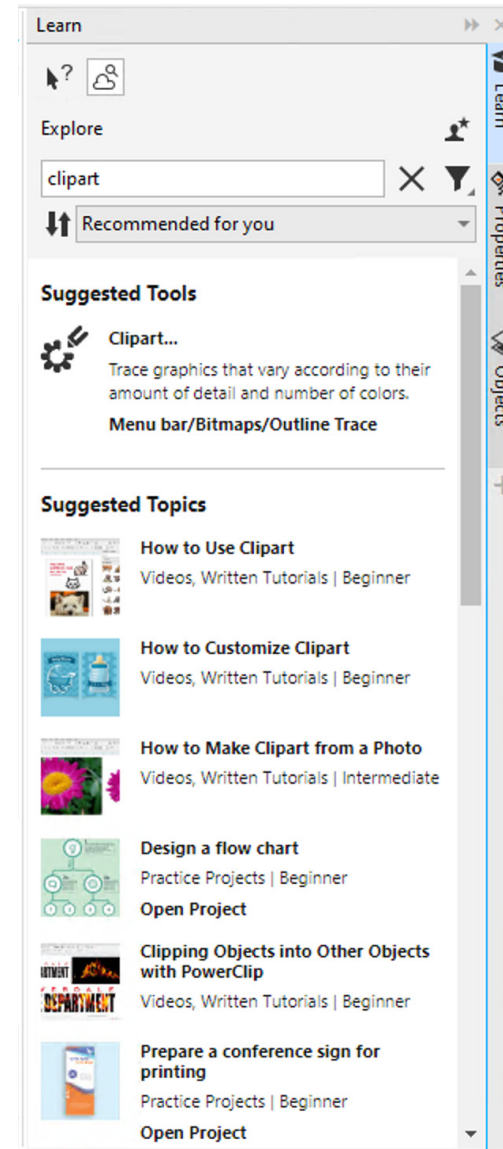
Corel Font Manager

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, and download fonts and font packs. Plus, Corel Font Manager lets you import and export font folders and collections, making it easy to share them or use them in another version of the software.