

# CORELDRAW8 PREVIEW

## Interface and Usability

### Flat UI

I don't find this all that exciting, but following the lead of Netscape, Microsoft, etc, Draw now has a "Flat" user interface. It is supposedly cleaner and saves space. I'll let you be the judge. One thing that has generally been improved, are the icons for various tools, etc.

### Modeless Editing

If you draw an object, for example a rectangle or closed curve, you can move it, size it or do basic node edits without changing tools... quite a productivity enhancement. So, you can resize a rectangle, then continue drawing another, without ever changing tools. You still must switch to the shape tool if you want to add/delete nodes, but you can move nodes while using a drawing tool or the pick tool. (*Notice the graphic at right. I can curve the rectangle corners, move it, resize it, all while still in rectangle drawing mode.*)

### Lockable objects

It used to be, if you wanted to lock objects in place, they had to be on a separate layer, which you then made non-editable. Now, you can lock individual objects, via the RMB (Right Mouse Button). When locked, they can't be resized, moved, or otherwise altered until unlocked. If you marquee select objects, only those unlocked will be included in the selected. Unlocking is a simple matter of clicking on the object and RMB/Unlock object. (Keep in mind, locked object won't print if you do a *Print/Selection*.)

### Guides as objects

Guidelines now behave like objects. That means, you can select one, rotate it to some angle, copy it then paste it and move, in order to create a series of guides all at the same slant. Since they are objects, guides can be individually locked and unlocked as well.

### Dockers

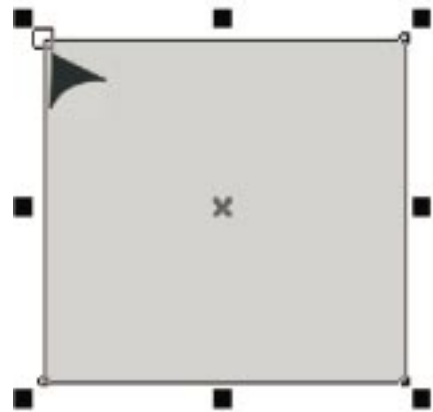
Sort of an enhanced version of roll-ups. There are some things for which Property Bars don't work. But roll-ups tend to clutter up your working area. Dockers do just that... dock to one edge of the drawing window and expand and collapse something like roll-ups. They can be stacked, so that each docker becomes a tab in the docker window. And, they can be floated if you want to move it around the screen.

### Quick Align keys

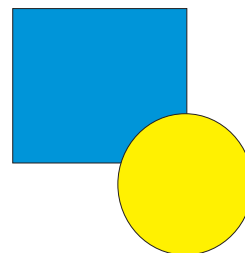
Select several objects and align by simply pressing L, C, E, T, etc. No more going to the align dialog... unless you need to align to page or distribute elements.

### Size on Import

It used to be that when you imported a graphic, it would always be centered on the page, and at its original size. Now, you are presented with cropping icons, so you can define the upper left and lower right corners of the imported graphic.



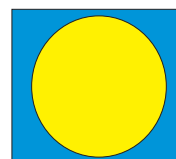
**Edit a node, while  
Rectangle Tool  
is selected**



**Select  
2 objects...**



**Press "C"  
to align  
horizontal...**



**Press "E"  
to align  
vertical...**

## Options and Workspaces

There is now a tree structure to the options dialog, and nearly every option you can modify is now found there. You can still get at many from other menus and double-clicks, but they're all consolidated here.

Also, you can now define all of your settings as a workspace, which will keep track of nearly every option you set, except for document styles. This means, different users who like different toolbars, ruler settings, etc. can set things up the way they like. Then, just activate the named workspace and all settings change at once. A single user might have different page sizes and ruler units set as workspaces, for different common projects they do.

## Printing

The print dialog has been redesigned, with an eye towards productivity. It takes a little getting used to, but definitely makes it easier to do quick changes to settings, as well as less confusing to do more elaborate print setups. Signature and "N-up" printing are enhanced and are easier to set up than their old counterparts "Edit Position" and "Edit Layout." The print engine now supports PostScript level 3.

## Palettes and palette editor

Palette editing has now been separated from the uniform fill dialog. I'm not convinced this is a great idea, but some of the enhancements are. You can:

- ◆ Sort your palette by hue, saturation, name, etc.
- ◆ Pick a color and find the closest match in an existing palette
- ◆ Identify "color harmonies," colors that complement one another. There are several color harmony models you can work with, then add the harmonic colors to your palette. (See top right picture)
- ◆ Create a palette from either your entire document, or selected objects
- ◆ Tint filled objects, by [Ctrl] clicking on a color in the on-screen palette. Each click tints the selected object(s) 10% towards that color
- ◆ Click and pause on a palette color to pop-up a mini-palette of shades, centered on that color.

## Digger

If you have lots of objects stacked on one another, you can [Alt]-click to dig through the stack to select the one you want. With the modeless editing, you can actually modify that object, without having to bring it to the top of the stack to do so. And... it sure beats tabbing through an entire drawing to get to the object!

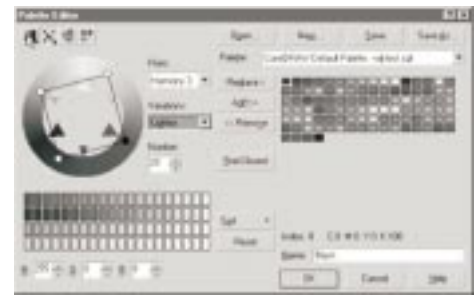
## Display of objects while moving

If you click and move quickly, you will see a wireframe representation of your object(s). Click and pause for a moment before moving, and you will see full-color preview as you move. (This is handier than one might think.)

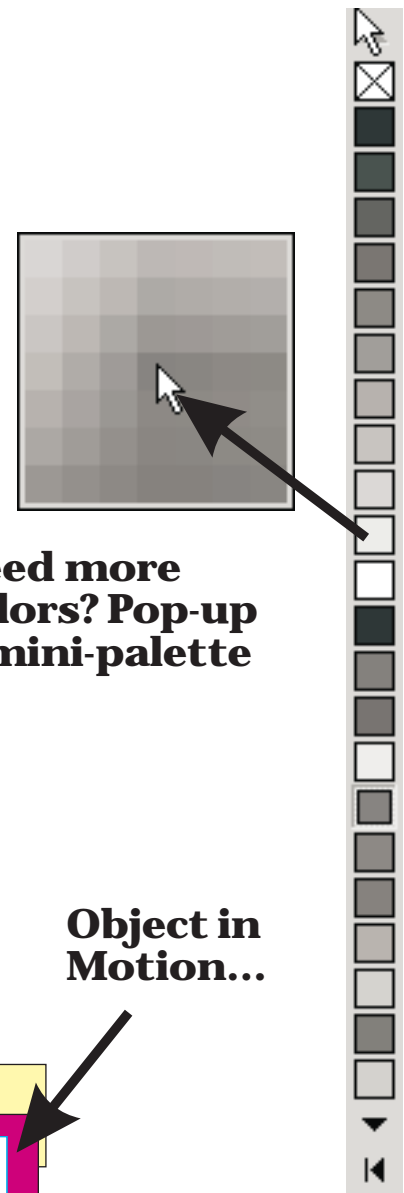
## Edit/Select All...

There are three things you can select now:

- ◆ All objects
- ◆ All text
- ◆ All Guidelines (remember, they're objects now)

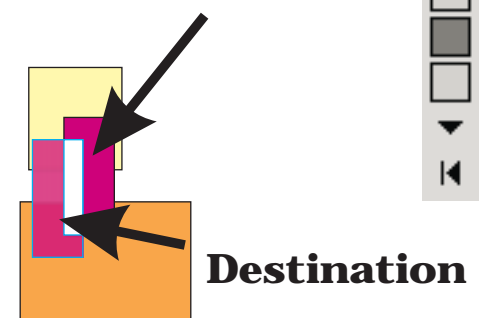


## Color Harmonies for the artistically challenged



## Need more colors? Pop-up a mini-palette

### Object in Motion...



### Destination

# New/Enhanced Drawing Tools

## Fill open paths

In the past, the only objects that would display a fill were those that had closed paths. Now, you can draw an open paths and opt to have them filled. This is a document-wide option, so if it is on, it's on for all open paths. To keep the path unfilled, click the "none" swatch in the palette.

## New functionality with Knife tool

You now have several options when applying a knife to an object.

- ◆ First, you can hold down the [shift] key to go into a bezier mode to shape your cut (along with straight line or freehand modes).
- ◆ Using the [tab] key, before you complete the cut, allows you to leave one or the other halves or both halves of the original object. Each hit of the tab will take cycle you to the next of the three options.

## Enhanced Interactive Tools

- ◆ **Interactive Extrude:** I hated this in 7. In 8, it is almost better than the extrude roll-up. Includes on screen rotation and depth controls.
- ◆ **Interactive Blend:** Sliders to control blend and color accelerations. Use the [Alt] key, and you can draw a free-hand path as you create your blend. Double-click an intermediate step to split a blend
- ◆ **Interactive Fill:** Big change is really to pattern fills. They can now be skewed and rotated, and done so interactively (along with sizing the tile). You can also make the fill transform with the object, which means rotation/skews as well as sizing.

## New Interactive Tools

- ◆ **Interactive Envelope:** Quick and easy way to use envelope to shape an object. Goodbye roll-up... this is much easier!
- ◆ **Interactive Drop Shadow:** Create soft (bitmapped) drop shadows for objects and groups of objects. The shadow is rendered as a bitmap, but is dynamically linked to the object, so it can be edited at any time.
- ◆ **Interactive Distortion Tools:** Remember those odd distortion tools Adobe showed us? Well... Draw now has three similar tools: Push/Pull, Zipper, and Twister; each with an endless variety of settings.

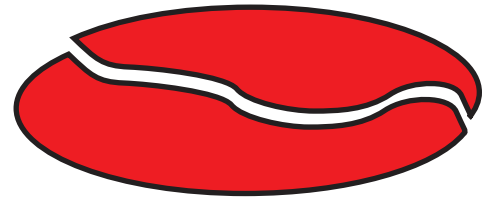
## In-Line Graphics

Did you notice the little graphic in the title of this handout? It is actually part of the text flow. Any graphics can be copied to the clipboard then pasted as an in-line graphic in either artistic or paragraph text.

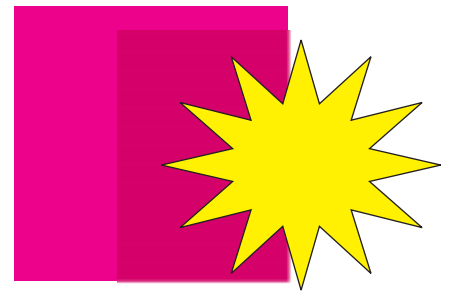
It will act as a character, adopting the size of the chosen font. You can select it with the text tool, and increase or decrease its "font" size.



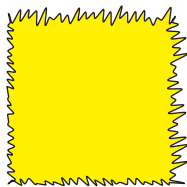
**Open Curves can be filled**



**Bezier knifing**



**Cool Drop Shadows made Easy**



**Believe it or not... These are all Rectangles**

## Free Transform Tools

These are found on the Shape Tool flyout. Though personally I think they should be on the Interactive Tool flyout. These are a bit difficult to explain. They basically allow you to scale, skew, rotate, and angle reflect objects. Sounds simple, but because you are choosing a point about which to do the transformation, which may be on the object or far from it; the results are not at all what you would expect.

I'm not sure how useful these tools will be—they were introduced in the Mac version first—but I do think the angle reflection has possibilities. To the right, I've reflected two objects about an angled center-line. Try doing that with your normal transform tools (and be accurate about it)!

## Dynamic Import of Dream 3D Objects

There is a special format you can create in Dream 3D (or get objects from others in this format) that can be placed in Draw. They are essentially OLE objects, that can be edited in-place. This means, you can bring in a 3D object, and rotate it in space till you get what you like, then render it. The rendering is a bitmap.

At the right are two chairs, rendered from the same imported 3DMF file. At any time, I can select one and edit its position in space and lighting.

## Extruded Text

This one should have been one of the highlights of version 8. It is an interesting concept, similar to the 3DMF file import. The idea was to allow you to work with text in the same way that CorelDepth does, except within Draw. (Depth is no longer part of the suite).

Unfortunately, it tends to be unstable, and most beta testers found it very difficult to get decent results. The example at the right is about as good as I could do.

## Miscellany

### Paragraph Text

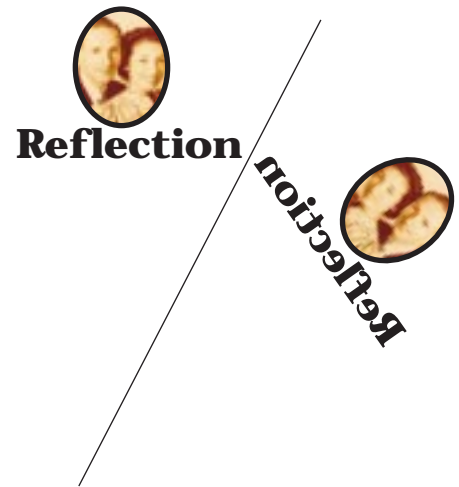
- ◆ **Fit text to frame:** Resizes all text to fit inside the frame
- ◆ **Linking:** More control over linked text frames. Links shown by arrows or page numbers. Can even link to text fit inside an object
- ◆ **Show Text frames:** A toggle to show or hide the text frame borders, making it easier to differentiate paragraph and artistic text.
- ◆ **Shape Tool Spacing:** You can now adjust character, word, and line spacing for paragraph text, just like artistic text.

### Inflate Bitmaps

To properly apply some of the bitmap effects, there needs to be some space around the visible borders of a bitmap. There is now a feature to automatically create that space for you. *Note the two bitmaps on the right, with the **Wet Paint** effect applied. The first does not have any inflation, and the effect is clipped at the bottom. The second was auto-inflated, producing a much better result.*

### Export to HTML

In version 7, you could create an image map for a web page, or use Barista—which is next to useless. In 8, you can export whole sets of pages to HTML and create an entire set of linked pages. It's a little quirky, but with some practice and planning, it could become a pretty good web design tool. We'll hold exploration of this to a future meeting.



3D Text?

