



KONGU ARTS AND SCIENCE COLLEGE

(An Autonomous Institution, Affiliated to Bharathiar University, Coimbatore)

ERODE – 638 107

DEPARTMENT OF COMPUTER TECHNOLOGY AND INFORMATION TECHNOLOGY

VALUE ADDED COURSE – SYLLABUS

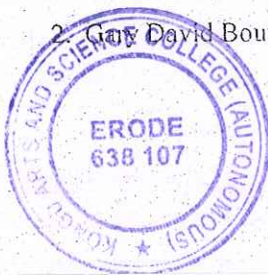
20VCTCD – CORELDRAW

Course Objective: The objective of the programme is to inculcate knowledge in designing using CORELDRAW.

UNIT I	Getting Started with CorelDraw	5 Hours
Exploring the user Interface of CorelDraw - Working with page layout - Using the zoom tool and pen tool - Viewing a drawing in different views - Previewing a drawing - Undoing and Redoing Actions - Inserting page Numbers - Saving a Drawing - Closing and Quitting the CorelDraw.		
UNIT II	Drawing Shapes in CorelDraw	5 Hours
Working with Basic Shapes - Working with Curves - Working with Lines - Working with Outlines - Working with Creative Shapes Tools - Modifying Shapes and Lines - Applying Convert to Curves Command - Splitting a Line.		
UNIT III	Managing Objects in CorelDraw	5 Hours
Transforming Objects - Combining Objects - Grouping Objects - Aligning and Distributing Objects - Colors and Bitmaps : Creating a Custom Color Palette - Working with Different Types of Fills - Applying a Fill to Areas.		
UNIT IV	Working with Text in CorelDraw	5 Hours
Exploring Text Types - Changing the Appearance of Text - Applying Effects to Text - Using Layers : Exploring the Object Manager Docker - Creating a Layer - Modifying Layer Properties - Moving Objects between Layers.		
UNIT V	Brushes, Object Styles, and Special Effects	5 Hours
Working with Brush Strokes - Working with Styles and Styles Sets - Creating Special Effects - Printing and Exporting a Drawing : Printing a Document - CorelDraw Web Graphics - Exporting a Document.		
		Total Hours 30 Hours

Reference Books

1. CorelDRAW X7 in Simple Steps, Dream tech Press, New Delhi.
2. Guy David Bouton, CorelDraw - The Official Guide, Corel Press.



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Course Outcome: On Completion of this course the students will be able to

- Demonstrate the understanding of various tools to draw Images.
- Relate objects with Colors and Bitmaps.
- Apply text and various effects used in creation of Graphics Images.

Paper II - CORELDRAW LAB (10 Hours)

Sl. No.	Program	Hours
1	Create Visiting Card using CorelDraw.	2
2	Create Logo using CorelDraw.	2
3	Create Invitation / Greeting Card using CorelDraw.	2
4	Create Special Effects to objects using CorelDraw.	2
5	Apply Various Fills to objects using CorelDraw.	2
Total Hours		10 Hours

OUTCOME: Upon successful completion the student will be able to:

- Design various Graphics Images using CorelDraw
- Work on CorelDraw and come out with effective outputs



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