



Working with Text in CorelDraw

(Text is not a four-letter word)

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Many times we run into jobs that require text as the only design element. At first, working with text only, may seem very boring. This tutorial will provide you options for making your design and layout more appealing using text in CorelDraw.

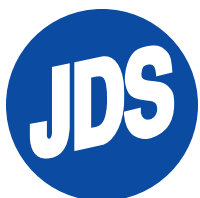
Class Details

4 Principles of Design

- *CARP is not just a bottom-dwelling fish*

Designing with Text

- **Arching Text**
How to fit text to path and how to use the Envelope Tool
- **Adding Perspective**
How'd you do that!
- **Adding Images to Text**
How to use the PowerClip tool
- **Adding Effects to Text**
Burning for you!



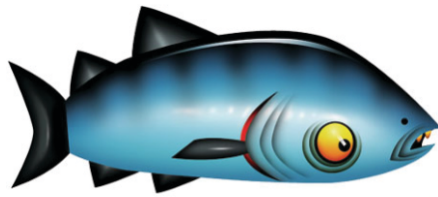
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4 Principles of Design



CARP?

Contrast

- *Keep color, size and shape in mind*
- *Use no more than 3 typeface families*



Alignment

- *Not just right, left, center anymore*
- *Place with purpose*
- *Make visual connections*

Repetition

- *Repeat some aspect of the design throughout the entire piece*
- *Repeating an element makes the eyes bounce*

Proximity

- *Group related items together*
- *Keep space between unrelated items*



4 Principles of Design

Contrast





4 Principles of Design

Alignment

If you have a visible line available, use it to your advantage when placing paragraph text.

If you have a circle that you want your text to wrap around, select the circle then on the top toolbar, click the Wrap Text icon. (Fig. 1) A dropdown will appear. Select, under Contour, the direction you want your text to curve. You can also select how far you want your text to be offset from the shape. (Fig. 2) Watch out for those widows and orphans.

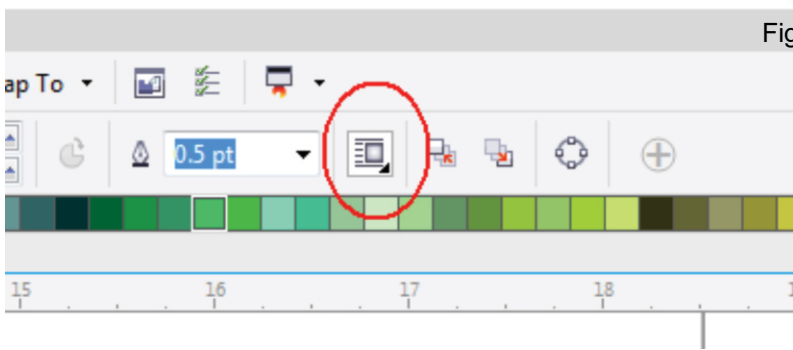


Fig. 1

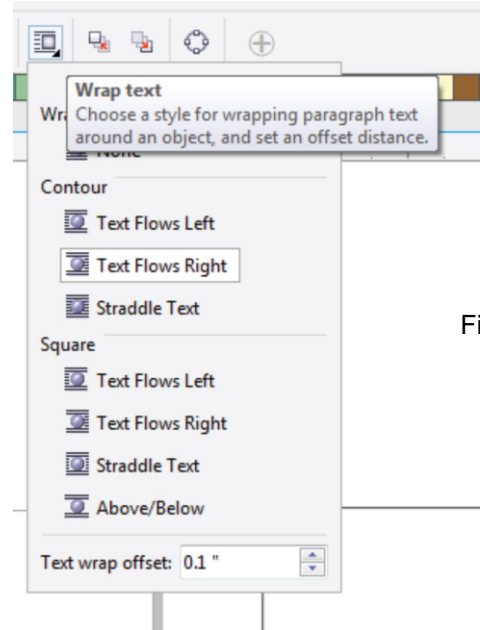


Fig. 2



30 years of loyal and faithful service to our established institution

We truly value the timeless dedication you have given our company and we thank you for all you have done for us.

Aligning your text with an object shows the viewer that the text is related to the photo or graphic that is next to it.

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4 Principles of Design

Repetition

Poor Repetition

Toad Hall
Reilly Pickett

916 Old River Road
Red River, NM
(717) 555-1212

Good Repetition

Toad Hall
Reilly Pickett

916 Old River Road
Red River, NM
(717) 555-1212

Poor Repetition

Achievement
Award

Presented To

Katrina Walsh

In Recognition And Appreciation
Of Your Lasting Contributions &
Inspirational Visions

Good Repetition

*Achievement
Award*

Presented To

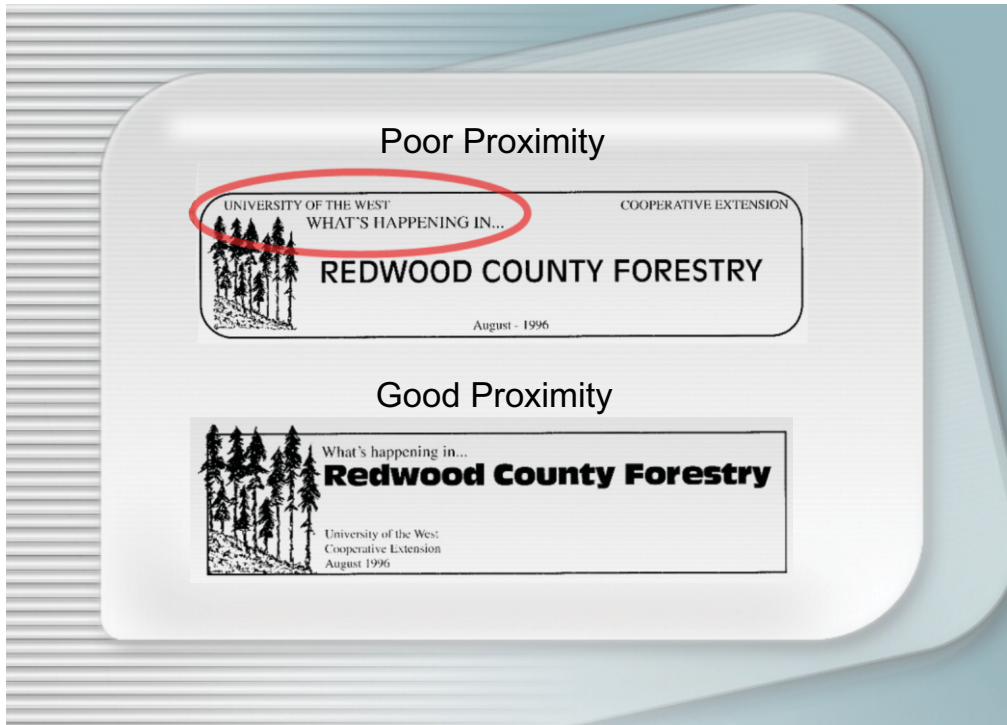
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4 Principles of Design

Proximity





Arching Text

Fit Text to Path

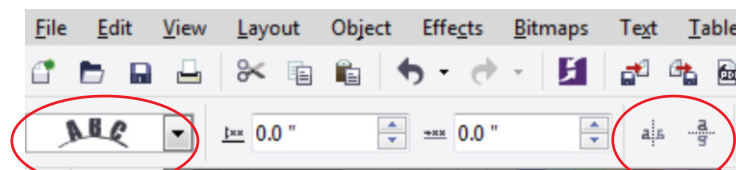
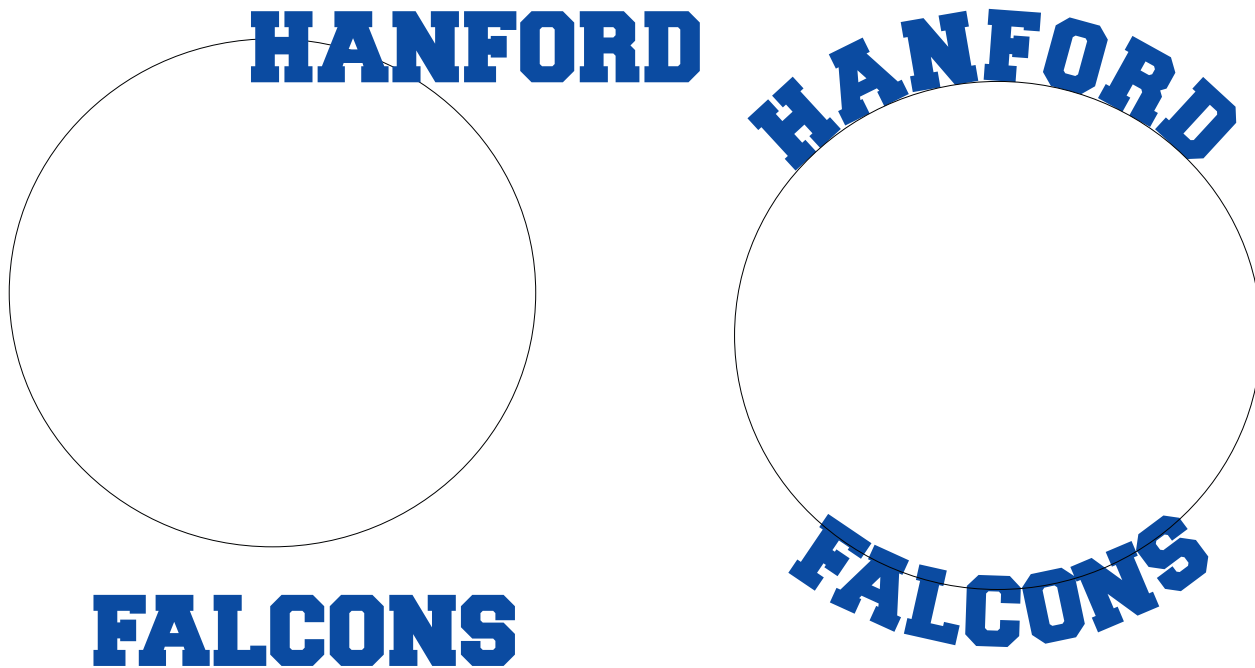
Create an oval (Ellipse Tool - F7).

Modify the arch of the oval to match shape of the arc needed.

Use your text tool (F8) and type the text needed in the closest font and size needed.

Select the oval and Shift select the text. Go to Text/Fit Text to Path. Adjust the orientation to match.

To hide the circle, have the circle selected then right click on the transparent color option in your color palette.



**Text
Orientation**

**Mirror
Text**



Archiving Text

Envelope Tool

Select text then select the Envelope Tool (Fig. 1)

Select the Arc mode you'd like to use (Fig. 2)

Click and drag the center node in the text box to adjust the curve (Fig. 3)

Text remains editable. To change, select the text and select the text tool or press the F8 key, then click on the text again.

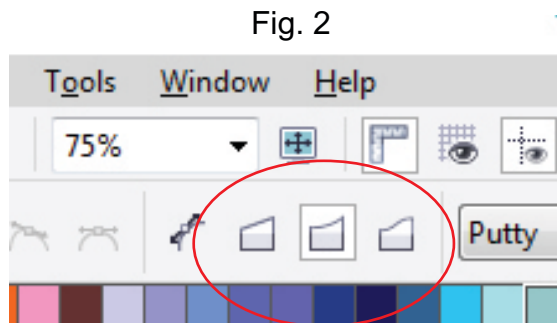
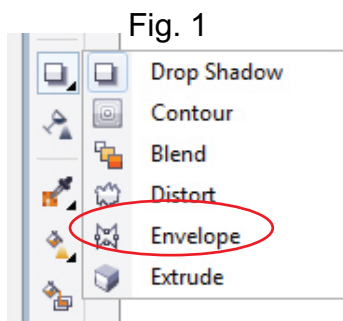
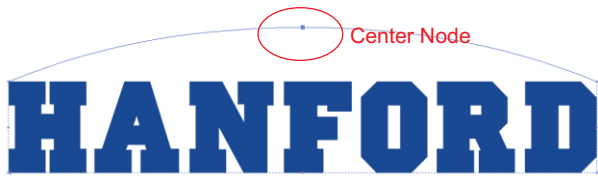


Fig. 3

Envelope Effect (Single Arc)



Creating a Monogram





Adding Perspective and Images to Text

Adding Perspective Effect to Text

Type your text as normal

Select the text with the Pick tool then go to Effects/Add Perspective (Fig. 1)

A red grid will appear around the text. Click and drag the corners to adjust the perspective. (Fig. 2)

If you don't like the effect and want to start over, select the text and go to Object/Transformations/Clear Transformations. This can even be done after saving and reopening the document.

Once complete, the text remains editable. To change, select the text and select the text tool or press the F8 key, then click on the text again.

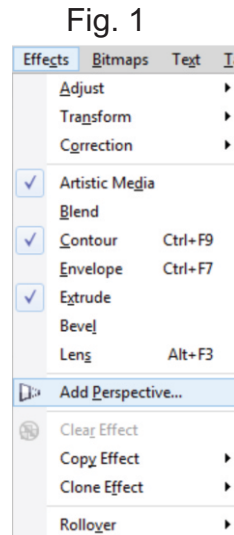


Fig. 1

Hanford



Fig. 2



Adding Images To Text

Type your text as normal. A thicker typeface works best.

Import the image you want to add to the text.

Place the image behind the text. With the image selected, go to Object or Effects/PowerClip/Place Inside Container or Frame (Fig. 3)

Once complete, the text remains editable. To change, select the text and select the text tool or press the F8 key, then click on the text again.



Fig. 3





Adding Effects to Text

Adding effects to text can give a very unique look. Sometimes the background used can overpower simple text so you have to adjust the text to make it stand out more. This tutorial will show you how to create a burned look to text when it is placed on a wood background.

Type your text as usual and set it to the size needed. A thicker font works best when adding effects.

Select the text and fill it with white (Fig. 1)

Copy and paste the text and fill it with brown.

Place the brown text on top of the white, offsetting it slightly. (Fig. 2)

Select both pieces of text and convert them to curves (Ctrl + Q). The text is now changed to objects and is no longer editable.

Select both objects then go to the tool bar and click Trim or go to you can also go to Object/Shaping/Trim. This trims away any part of the white area that was covered with the brown object. (Fig. 3)

Add a brown outline to the brown object then separate the outline object. Select the object then go to Object/Convert Outline to Object or Ctrl + Shift + Q. (Fig. 4)

Select the white object and go to Bitmaps/Convert to Bitmap. The resolution will be 300 and the color mode will depend on what process you will be using the image on. Repeat this for the filled object then the outlined object. (Fig. 5)



Fig. 1



Fig. 2

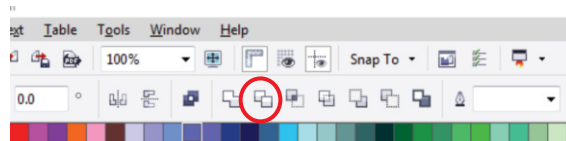


Fig. 3



Fig. 4

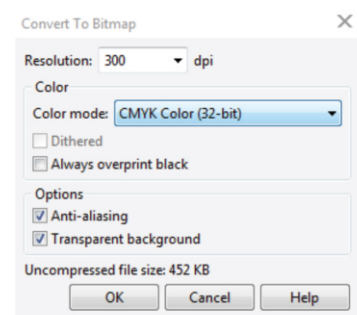


Fig. 5



Adding Effects to Text

Now we can add the effects.

Select the white object and go to Bitmaps/Distort/Blocks. You can play with the settings until you get the look desired. (Fig. 6)



Fig. 6

Again select the white object and go to Bitmaps/Blur/Gaussian Blur. Set the blur between 4 and 5 pixels. (Fig. 7)



Fig. 7

Select the white object again and go to the Transparency Tool. Make the transparency Uniform and change the Merge Mode to Add. Adjust the amount of transparency to about 70. (Fig. 8)



Fig. 8

Select the brown filled object. Go to Bitmaps/Distort/Blocks. You can use the same settings as before. (Fig. 9)



Fig. 9

Select the object again and go to Bitmaps/Creative/Scatter. Set the scatter to about 15. (Fig. 10)



Fig. 10

With the object selected again apply a Gaussian Blur as you did on the white object. (Fig. 11)



Fig. 11

Select the brown filled object again and go to the Transparency Tool. Make the transparency Uniform and change the Merge Mode to Subtract. Adjust the amount of transparency to about 20. (Fig. 12)



Fig. 12

Next, create a inner burn. Using the Freehand tool, draw inside the filled object with squiggly lines. (Fig. 13) Once completed, select the drawn lines and convert them to a bitmap then apply a Gaussian Blur. (Fig. 14)



Fig. 13



Fig. 14



Adding Effects to Text

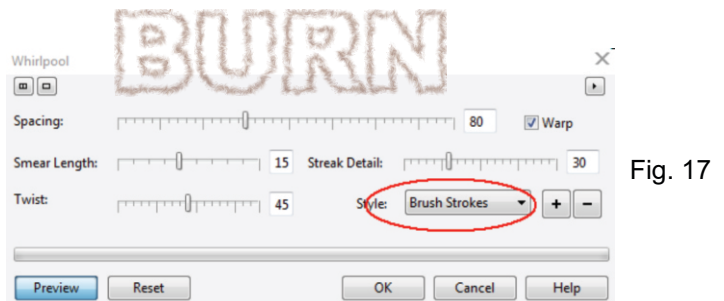
Next, add effects to the outlined object.

Select the object and go to Bitmaps/Distort/Blocks. Use the same setting as before. (Fig. 15)



Now with the object selected, go to Bitmaps/Creative/Scatter. Use the same settings as before. (Fig. 16)

Next, select the object and go to Bitmaps/Distort/Whirlpool. Use the Brush Strokes style. (Fig. 17)



Now add a Gaussian Blur - go to Bitmaps/Blur/Gaussian Blur. (Fig. 18)

Lastly, select the outlined object again and go to the Transparency Tool. Make the transparency Uniform and change the Merge Mode to Subtract. Adjust the amount of transparency to about 20. (Fig. 19)



Now we can put it all together.

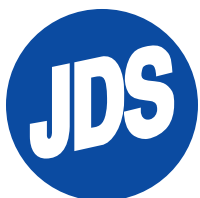
Stack the objects on top of the background as follows (Fig. 20):

- Outlined object
- Solid brown filled object
- Inside burned marks (black squiggles)
- White object

It may take a couple of tries to get the exact look you are trying to achieve. Don't be afraid to deviate and try different settings too.



Fig. 20



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