

CorelDRAW Graphics Suite

Corel Corporation

The CorelDRAW Graphics Suite is an ensemble of software application that provides a panoply of tools for accomplishing virtually any graphics task. In addition to the diverse and powerful drawing functions and features available in CorelDRAW (“DRAW”), the Suite is delivered with software including Corel PHOTO-PAINT which provides a full complement of (bit-map) image-editing and painting tools; CorelDREAM 3D which provides features prerequisite for creating three-dimensional illustrations including a nifty modeling wizard; and graphics utilities including CorelCAPTURE for convenient instantaneous screen-captures; CorelDEPTH .which provides wizards for creating three-dimensional text and logo designs; CorelTEXTURE which provides tools for creating simulated natural textures or custom textures; CorelSCAN which provides an easy vehicle for applying preset processing or automatic effects such as red-eye removal from photographs; and CorelMEMO which enables “sticky notes” to be superimposed upon images or text.

DRAW has become a standard drawing and design tool not only for professional designers, but also for users seeking to create images and promotional materials to enhance the effectiveness of communications. Similar to the ready access to functions and features available within Corel WordPerfect, e.g., maximal implementation of right-button access to context-sensitive functions, most of DRAW’s power is triggered with the mere click of the mouse. Corel has made the learning process profoundly easy via CorelTUTOR which walks new users through specific tasks on a hand-holding, step-by-step basis. Using this tutoring facility flattens out the learning curve and essentially makes even complicated tasks immediately at the user’s fingertips.

In DRAW, basic drawing shapes are invoked by simply clicking an icon with the intended shape in an on-screen Tool Box. The cursor assumes the shape of the invoked tool. For example, by clicking the Rectangle Tool in the Tool Box, a rectangular-shaped cursor appears and a rectangle may be drawn by first positioning the cursor pointer where the upper left corner should appear, then dragging the pointer to define the lower right corner of the rectangle. Simultaneously with this dragging procedure, the rectangle is drawn in real-time. Releasing the mouse establishes the rectangle. To draw a square — as a special case of a rectangle — the procedure is the same except that the control key is depressed simultaneously. To fail-safe this drawing operation, and, indeed, virtually any drawing operation, a Hints dialog box is displayed (unless turned off) to list the steps prerequisite for accomplishing the invoked design task.

Similar procedures are followed for drawing the various other shapes such as ellipses and polygons. The Polygon Tool normally draws a five-sided polygon. By using the Property Bar (similar to the WordPerfect context-sensitive Property Bar) up to a maximum of 500 sides may be specified; the option to draw a star with internal construction lines is readily invoked by simply clicking the Polygon/Star Button and the sharpness of the polygon or star drawn may be controlled via a Sharpness slider. But, drawing shapes of objects is normally just the beginning of the design process.

To beautify shapes, DRAW provides interactive tools for every conceivable facility for incorporating color, shading, manipulation of objects, special effects, etc. Templates are included so that users may benefit from proven design techniques. CorelDREAM 3D and CorelDEPTH enable a design to be taken to three-dimensions under the guiding hand of modeling wizards. Of course, text and photographs or scanned images may be included into a design. CorelCAPTURE may be conveniently

invoked wherein it is parked in memory awaiting a hot-key combination to be pressed to trigger the capture operation. Either an entire screen or a selected portion may be captured, and the captured image may be output as a file or pasted into PHOTO-PAINT or another application.

Of course, full image-editing capabilities are provided in PHOTO-PAINT. With an intuitive user interface similar to DRAW, PHOTO-PAINT enables the user to invoke virtually any darkroom function without any mess. Chemicals are not included in the Corel Design Suite and, of course, are hardly necessary. Thus, a Tool Box of photo-editing and painting facilities are readily by a simple mouse-click. Typical darkroom techniques such as cropping, burning, and filtering are immediately accessible. These and a host of other techniques may be applied to the image as a whole or be selectively applied to an isolated object or to objects contained in layers. The normal editing mode, multi-mode, is the default *modus operandi* wherein all pixels being operated on are affected. Single mode, on the other hand, only affects an isolated object. Layering mode, the most versatile, allows objects to be grouped into layers, wherein only the group of objects situated in the top layer is affected by the editing operations. While layering may appear to be complicated, it is easy to use and enables professional-looking superimposed images with varying transparency effects and the like to be created. CorelTUTOR is also available for step-by-step instruction to avoid dead-ends and frustration.

Besides providing an unlimited toolkit of graphics capabilities for the law office, the CorelDRAW Graphics Suite boasts another benefit: once an awareness of the extent and breadth of capabilities for editing and manipulating digital images has been attained, attorneys will become alerted to the importance of establishing the evidentiary basis of digital images intended for use at trial.