CorelDRAW Graphics Suite 2021


CorelDRAW 2021 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.

**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.

**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.

**Docking window:** 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.

**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.
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 2021 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.
Templates

With the New from Template 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.

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.

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 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, 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; 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 A. Click the Variable fonts button AA 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 A, 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 pages 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.

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.
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.

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.

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.

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%.

Collaborate

Using CorelDRAW in conjunction with CorelDRAW.app, you can collaborate on design projects with others, on any device. The Comments docker (Windows > Dockers > Comments) in CorelDRAW lets you view and address any comments added to a document in context and in real-time, and provide feedback. You can mark up a document with note icons, arrows, rectangles, ellipses, lines, and free-form shapes and add comments associated with the markup. Plus, the Collaborative Text tool can help you involve contributors and clients in co-authoring and co-editing text.

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A dashboard accessible from both CorelDRAW and CorelDRAW.app acts as your collaboration hub. It contains all your Corel Cloud drawings and in a click displays a preview, the number of comments and team members, and project status. The dashboard also lets you share designs directly from CorelDRAW without having to open each file.

To access the dashboard, click File > Open from Cloud or File > Save to Cloud.
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. 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 +, and choose an adjustment. Adjustments include White Balance, Light, Tone Curve, Contrast Enhancement, and more.

To show or hide an adjustment, enable or disable the check box, located to the right of the adjustment's name.

To replace colors in a photo, use the Replace Colors adjustment.

In CorelDRAW, adjustments can be accessed from the Effects docker (Window ▶ Dockers ▶ Effects) or the Effects ▶ Adjust menu.
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 discretely 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 Bokeh blur, Colorize, 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.

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 upsampled 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, 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.
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.

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, and GIF 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 All.

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.

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.

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.
Find and manage content

You can easily find and manage clipart and photos that are stored on your computer and portable devices, or in network folders. The CONNECT Content docker (Window ▶ Dockers ▶ CONNECT Content) provides a central location where you can search and browse available content. 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.

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.