

Creating a Metallic Effect on Objects and Fonts

Follow this step-by-step tutorial by CorelDRAW Master Silvio Gomes and learn how to create an interesting metallic effect, bronze, on vector objects and text by combining the powerful resources of CorelDRAW and Corel PHOTO-PAINT.



Step 1: Select the object and text to which you will apply the metallic effect (bronze), and create an outlined contour around them using the **Contour** tool (**Toolbox > Contour**).



Step 2: Separate the contours of objects by right-clicking on the contours and selecting "Break contour group apart" (**CTRL+K**), and copy them to a new page (page 2), for future use. Keep only the main objects on page 1.

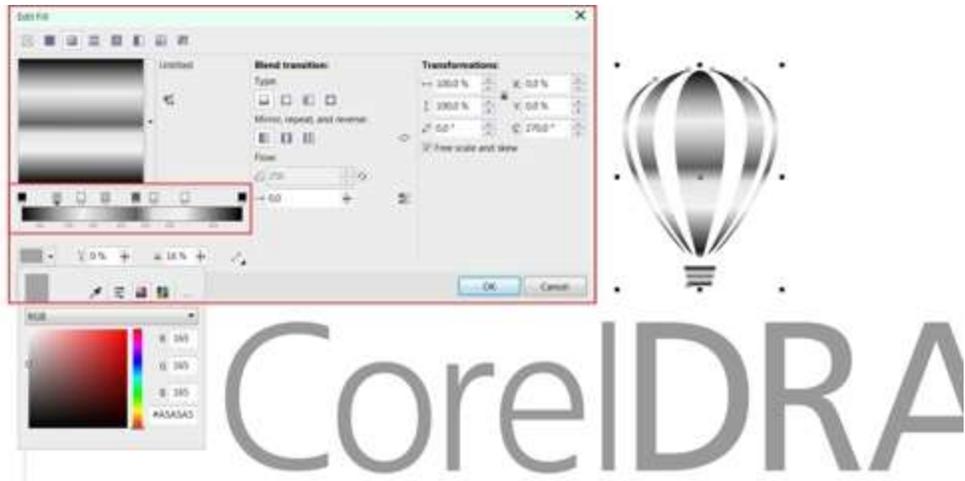
Page 2: reserve this image for future use



Page 1: Work on this image



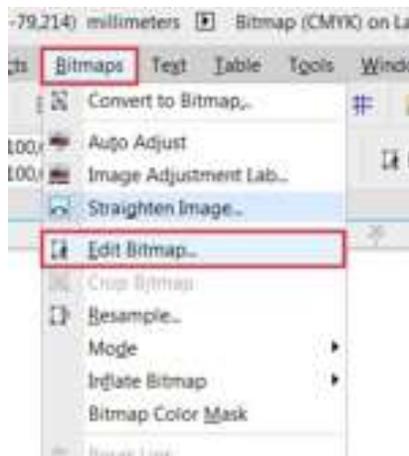
Step 3: Select only the first object (balloon). Hit **F11** to open the **Fountain Fill** settings, and edit the colors of the gradient as close as possible to the example below:



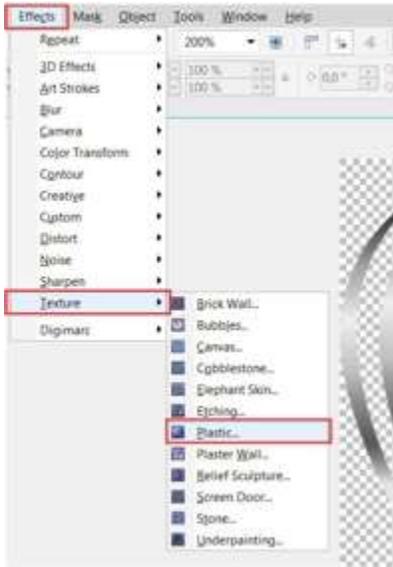
Step 4: Repeat the action for the text or simply copy the object's properties. To do this, select the vector object (balloon), click on: **Edit > Copy properties from...** and apply the same fill to the text.

CorelDRAW

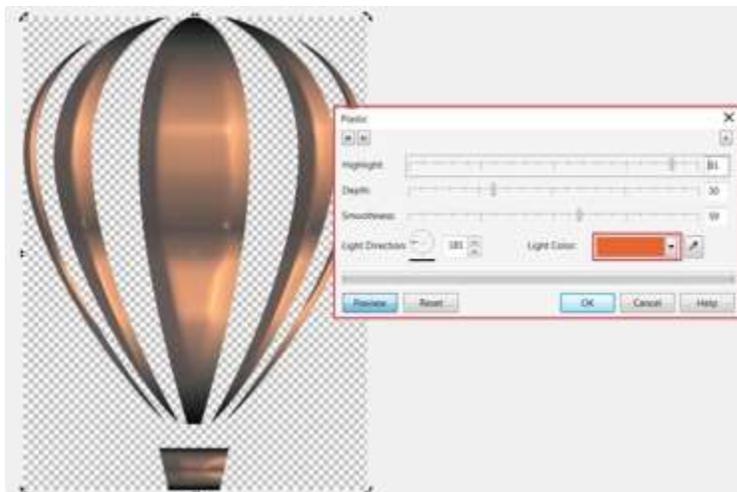
Step 5: Select only the vector object and convert it to a bitmap. Go to: **Bitmap > Convert to bitmap**. After converting, go to: **Bitmap > Edit bitmap** in order to open the image in Corel Photo-PAINT.



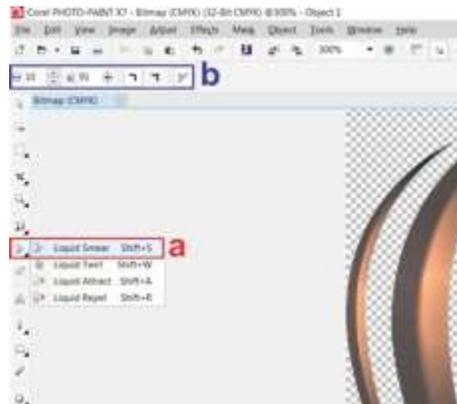
Step 6: In PHOTO-PAINT select the object and go to: **Effects > Texture > Plastic...**



Step 7: In "Light Color" settings, choose a color that simulates "bronze". Adjust "Highlight", "Depth" and "Smoothness" to your own preferences.



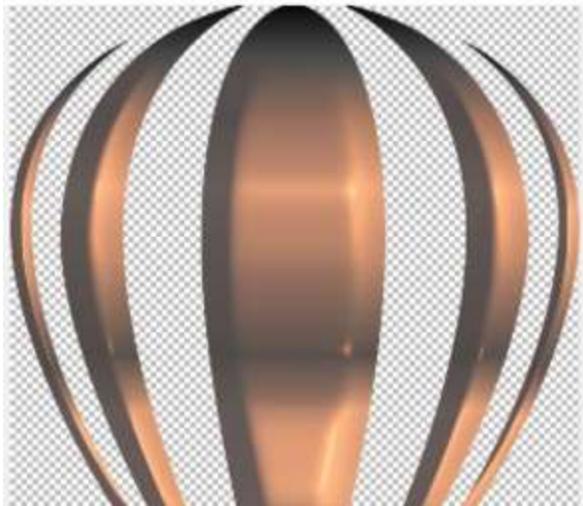
Step 8: Select the **Liquid Smear** tool from the **Toolbox** (a) and adjust nib size, pressure, pen pressure, etc. in the **Property Bar**. (b)



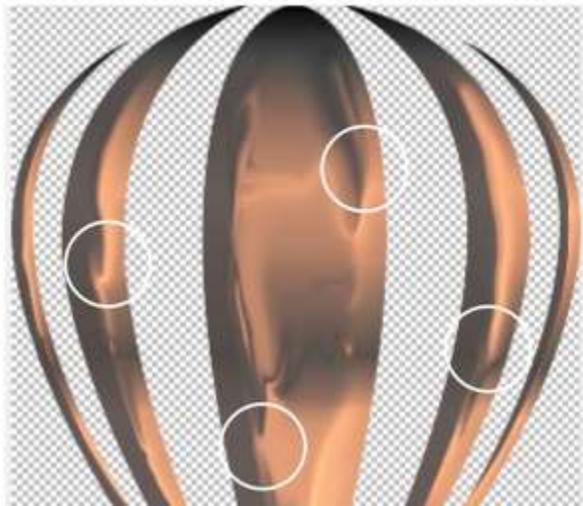
Step 9: With the **Smear** tool active, hold down the left button and carefully drag the mouse over the light and dark areas to create tone distortions. If necessary, change the nib size and the pressure.

TIP: Drag the mouse slowly from the darker to the lighter areas. Rub again over the affected areas to add minor corrections. Save and go back to CorelDRAW.

Before Smear



After Smear



Step 10: Repeat steps 5 to 9 with the Text object. Save and go back to CorelDRAW.



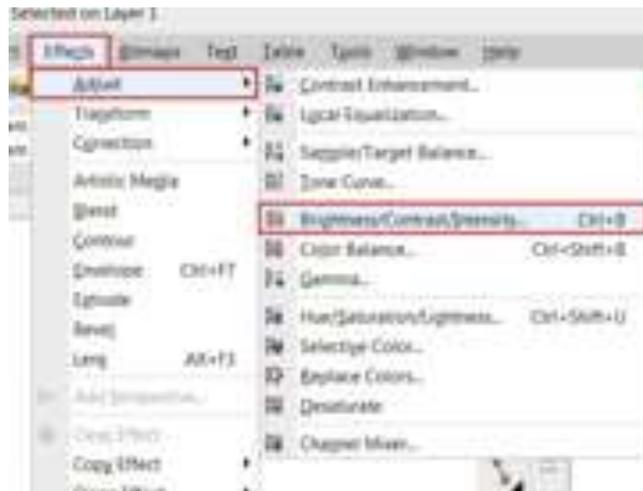
Step 11: Go to Page 2 and bring back the outline (boundary) that was reserved as shown in **Step 2**. Make sure that all objects are centered by selecting the text and the balloon and pressing **C** on the keyboard.



Select only the boundary and apply a **Drop Shadow** effect (**Toolbox > Drop Shadow** tool). Drag a color similar to “bronze” over to the shadow to change the shadow color.



Step 12: Now select the individual objects (balloon and text) and adjust the **Brightness/Contrast/Intensity**. Go to: **Effects > Adjust > Brightness/Contrast/Intensity**



Step 13: Adjust the parameters as you prefer. **DONE!**

