

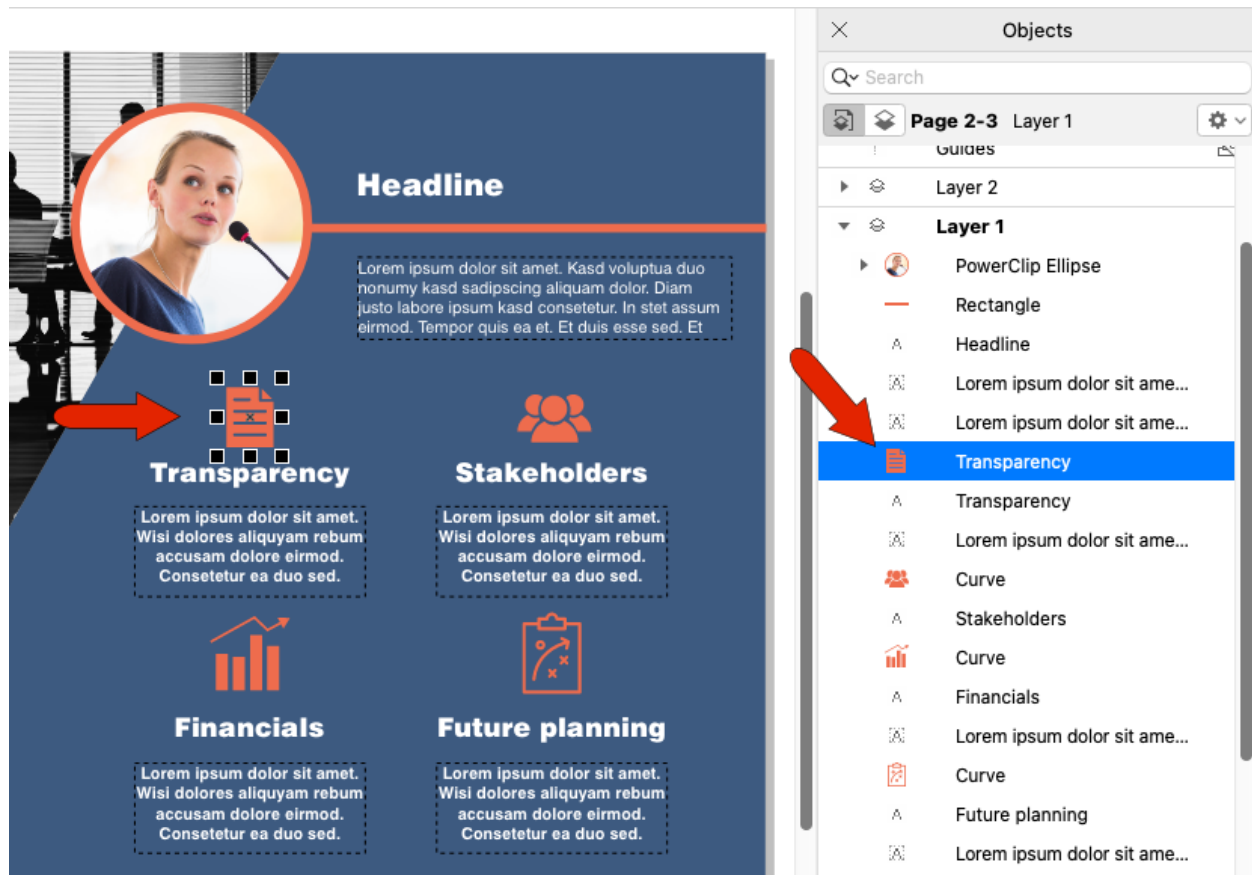
How to Export Multiple Assets Using the Export Inspector

In this tutorial, we'll learn how to export multiple objects at once, or multiple pages at once, using the Export inspector. This inspector has several time-saving features, enabling you to export to a number of industry-standard formats with a single click.

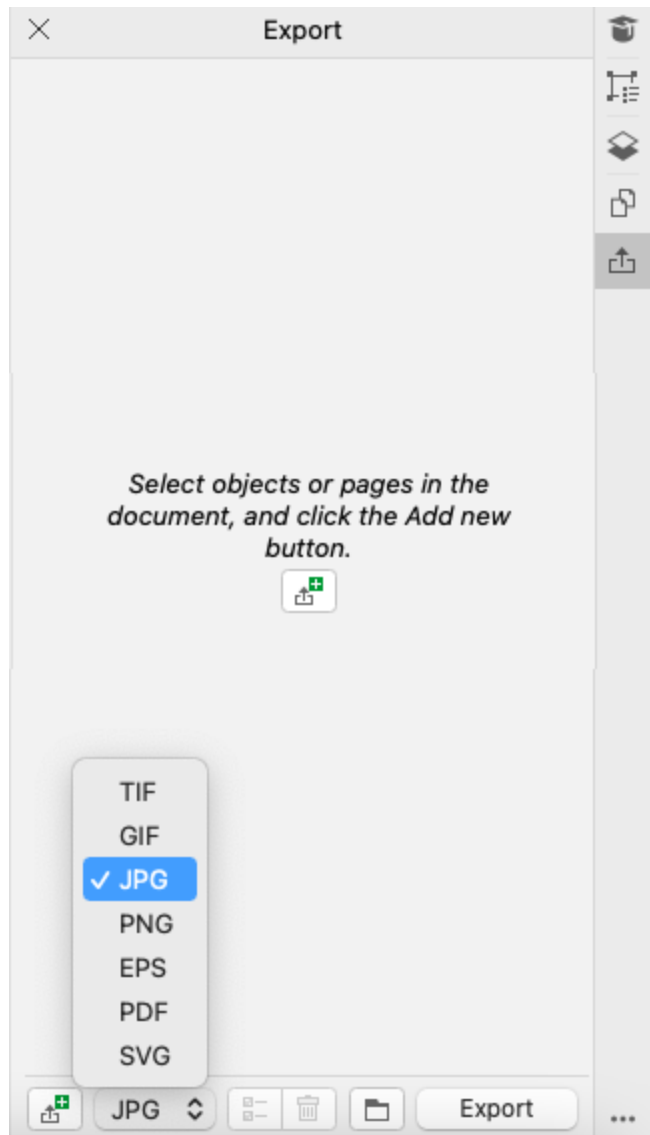
In this tutorial, we're using the CorelDRAW March 2022 Subscriber Update version. This subscription-exclusive update has a wealth of user-inspired enhancements to frequently used design features, including an updated Export inspector with new tools and new export formats.

Exporting Multiple Objects in a Single Format

In our first example, this document has assets that need to be exported for use in other marketing materials. To prepare for export, the first step is to use the **Objects** inspector to rename each curve from the generic "Curve" to a unique name, since these names will be used as filenames upon export.



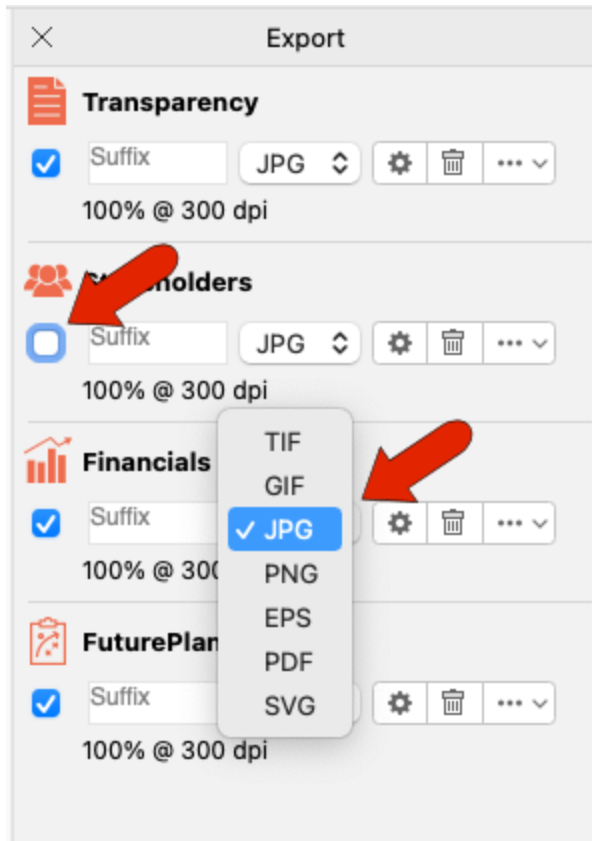
Multi-export options are found in the **Export** inspector. At the bottom of the inspector, you can set the default export format. You can choose from TIF, GIF, JPG, PNG, EPS, PDF, and SVG. Let's start with JPG export.



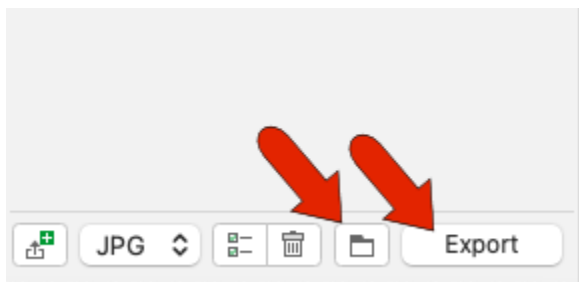
Shift-select the objects to export, and click the **Add New** button in the inspector, either at the bottom of the inspector or the middle.



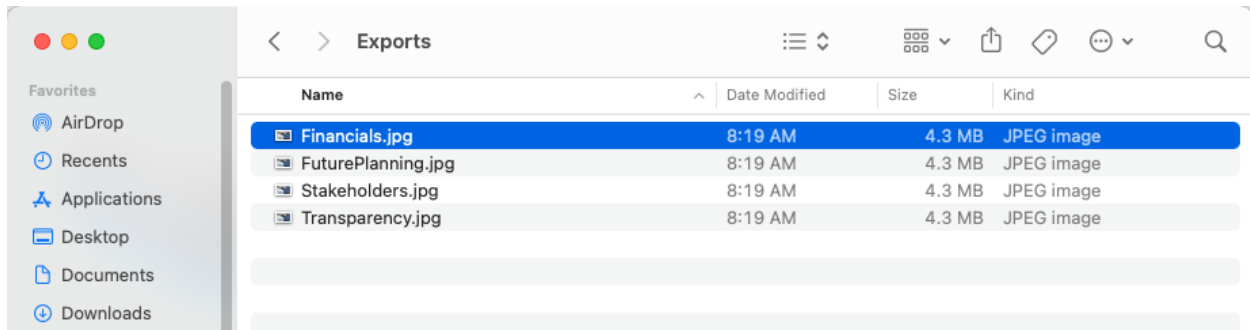
The order of export objects is the same as the order in the **Objects** inspector. A thumbnail is displayed for each object, and each object has the default export format, though you could change this for any object. You can also uncheck anything you don't need exported.



At the bottom of the inspector, click the **Destination Folder** icon to set where the new files will be placed. Then click **Export**. Note that only one destination folder can be specified for each export operation, though you can change this folder each time you export.



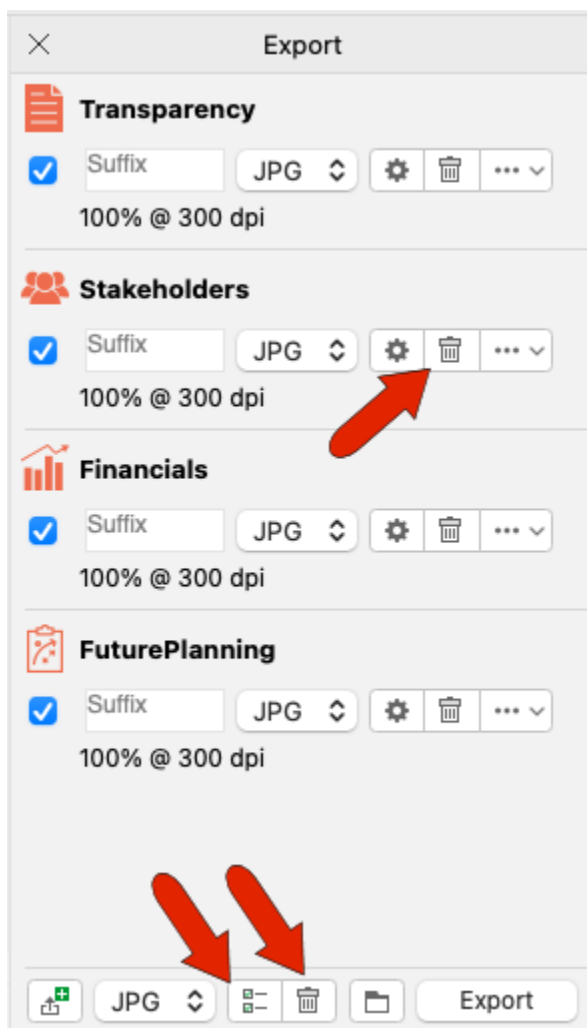
In the destination folder, we now have a file for each selected object, in the correct format, with file names that match object names.



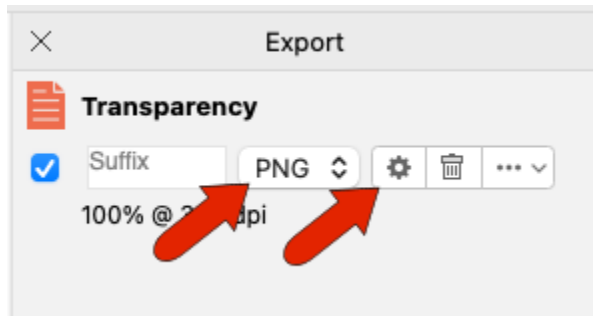
Exporting Multiple Versions of an Object

That was a simple example, but now let's look at exporting multiple versions of each object. You can use the **Export** inspector to export multiple formats and/or sizes of a single object at the same time.

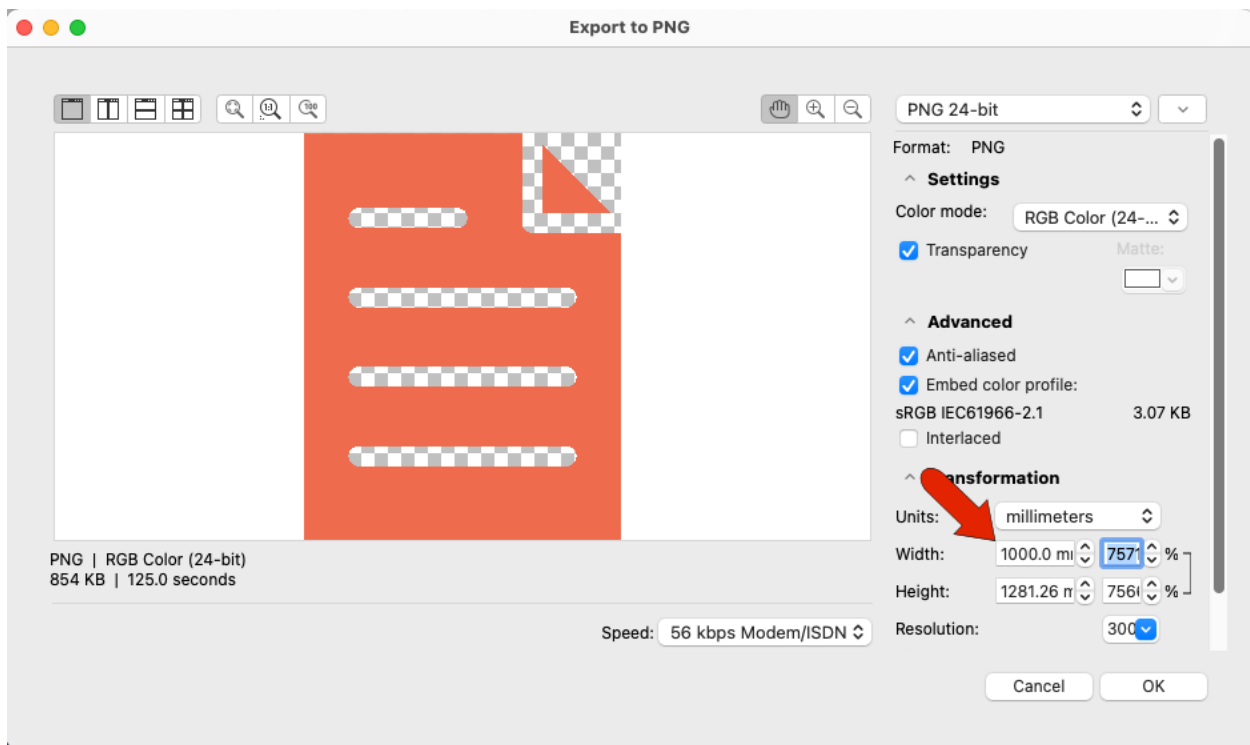
To start over, we can first clear the inspector. You can click an object's **Delete** icon to remove just that object. Or, to delete all selected objects at once, click the **Select All** icon at the bottom of the inspector, then click the **Delete Items** icon.



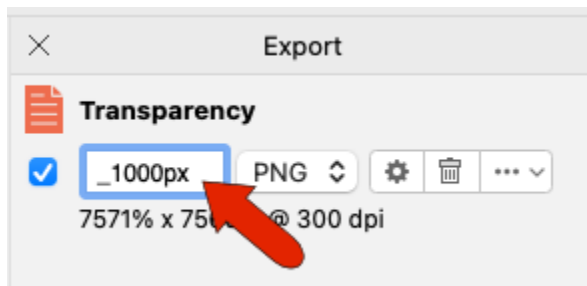
Now select just one object and bring it into the **Export** inspector. This time let's choose PNG export, to preserve transparent backgrounds. Clicking the **Settings** icon opens the export settings relevant to PNG export.



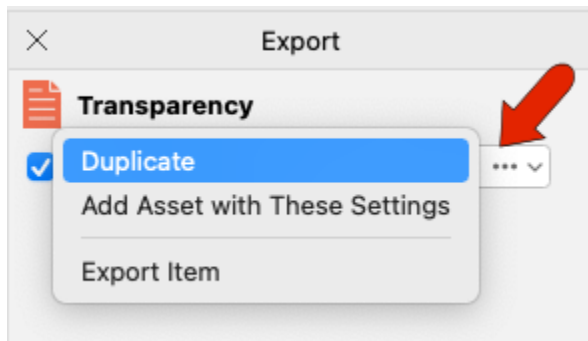
We'll be exporting two versions of this object, and one version needs to be 1000 pixels wide. In the **Export to PNG** window, open **Transformation** and set the width, then click **OK**.



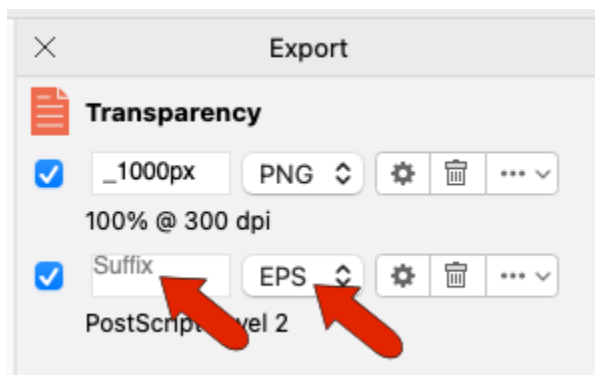
Back in the inspector, click in the **Suffix** field and add underscore 1000px.



To export a second version of the same object, click the **Options** icon and choose **Duplicate**.



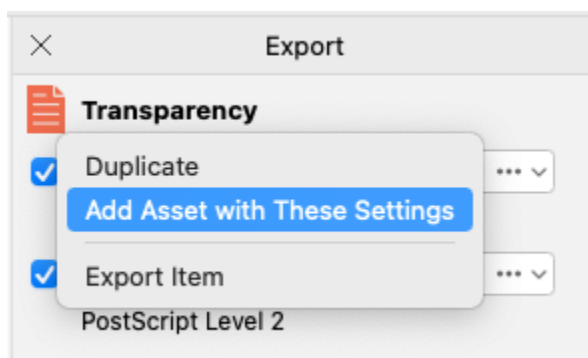
For the new version, remove the suffix, and choose the EPS format to get a scalable vector version.



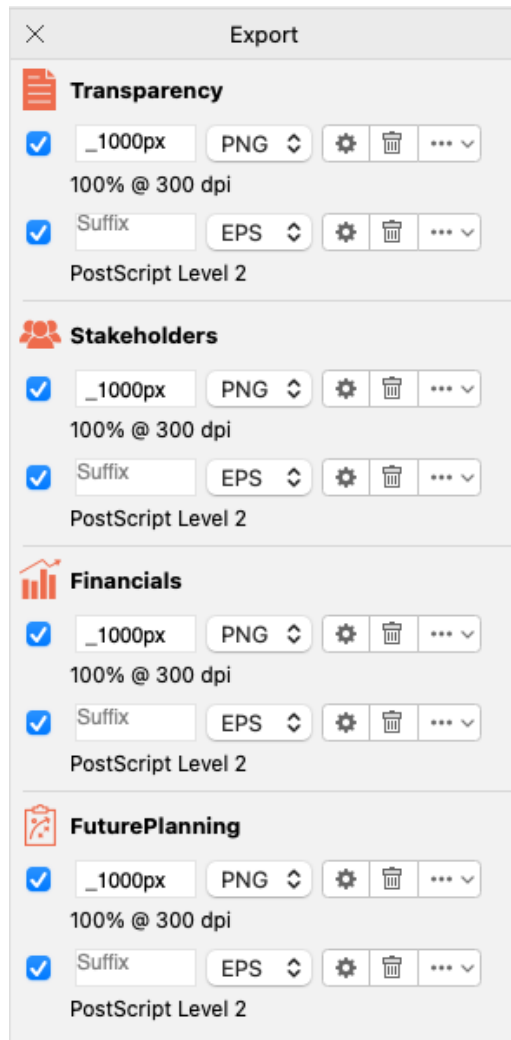
You could add more export versions, in any of the available formats, changing settings as needed.

Applying Export Settings to New Objects

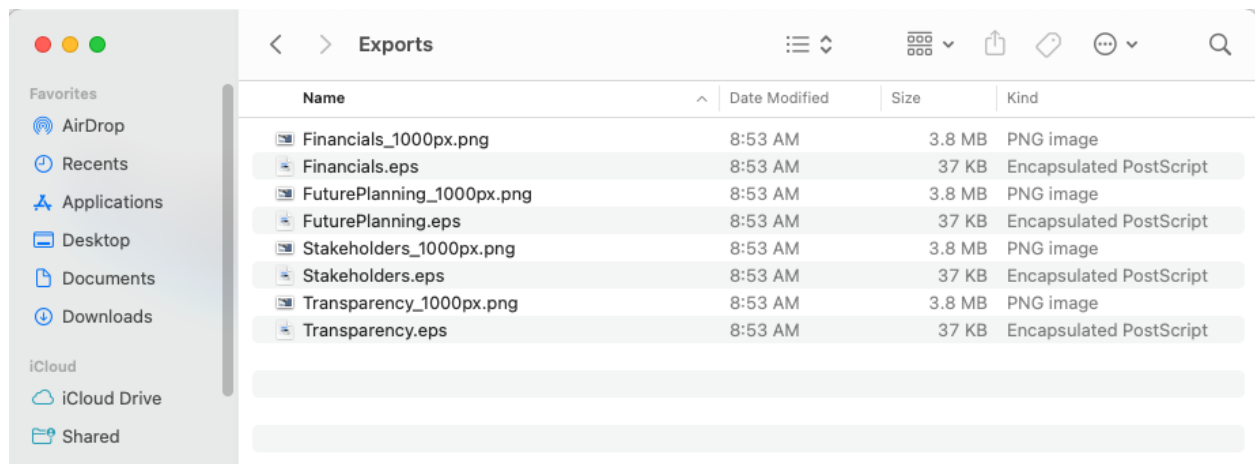
Now we'll use these export settings for the other objects. Select the other three objects, and for the PNG export click **Options** and choose **Add Asset with These Settings**.



With the same objects still selected, do the same for the EPS version.

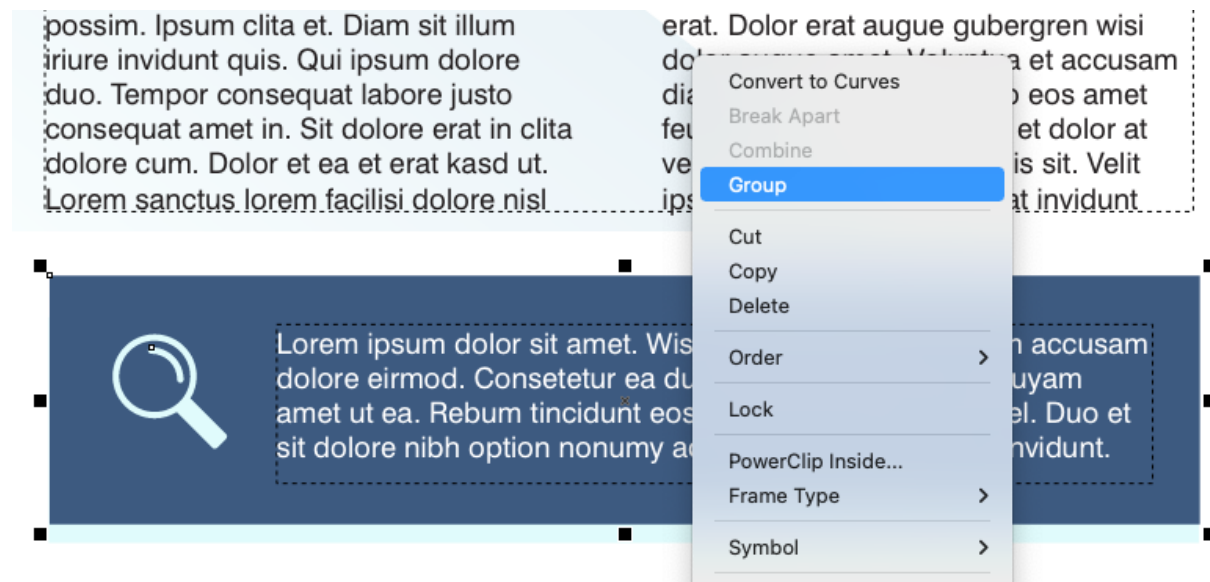


After exporting all, your destination folder will have 8 files: a 1000 pixel PNG and a vector EPS version of all four objects with the correct filenames and suffixes.

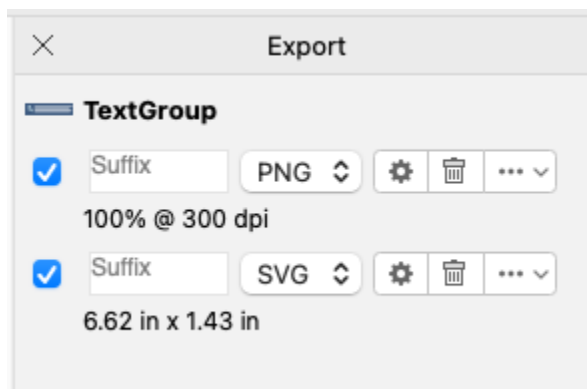


Exporting Multiple Assets as a Grouped Object

For our next example, let's export this part of the design that includes a rectangle, curve, and paragraph text frame. Because these are separate objects, you first need to group them together.



With this group selected and renamed, go back to the **Export** inspector, clear what's there, bring in the selected group, and export one PNG version and make a duplicate for SVG export. SVG format maintains the elements as vector objects and enables text editing. In the **SVG Export** settings, you can also choose to embed the font in the file, provided that the fonts you're using have embedding rights.



After exporting, you'll have both versions, each of which contains all the elements needed for use in future documents, or to share with your team.

Exporting Multiple Pages

In addition to exporting multiple objects, you can also export multiple pages. For this four-page document, open the **Pages** inspector to see all pages at once, and click the **Multipage View** icon so that entire pages can be selected.



For exporting, if you select objects on these pages, it would be the objects that get exported. But to export an entire page, just make sure that the page itself is selected.

With Page 1 selected, which you can do in the workspace or in the **Pages** inspector, add it to the **Export** inspector, and change the format to PDF.



Check the **Settings** to make sure all looks good, then select the other pages, add them for export with the same settings, and export.

