# Creating Pixel-perfect Graphics in CorelDRAW

In this tutorial you will learn how to use CorelDRAW's **Pixel Perfect Workflow** to create clean, sharp artwork for digital output.

What are pixels and why do they matter?

Pixels are the individual points of color that combine to make up digital artwork. When creating artwork for the web, we often have need to scale down our designs. Poor pixel alignment can lead to rough edges and distorted-looking artwork. Using the **Pixel Perfect Workflow** will help fix that.

Step 1: Preparing a Document to Work with Pixels

Go to **File > New**, then under **Preset** choose **Web**, and under **Page Size** choose **Medium Rectangle Ad**, which is exactly 300x250 pixels. Click **OK**.
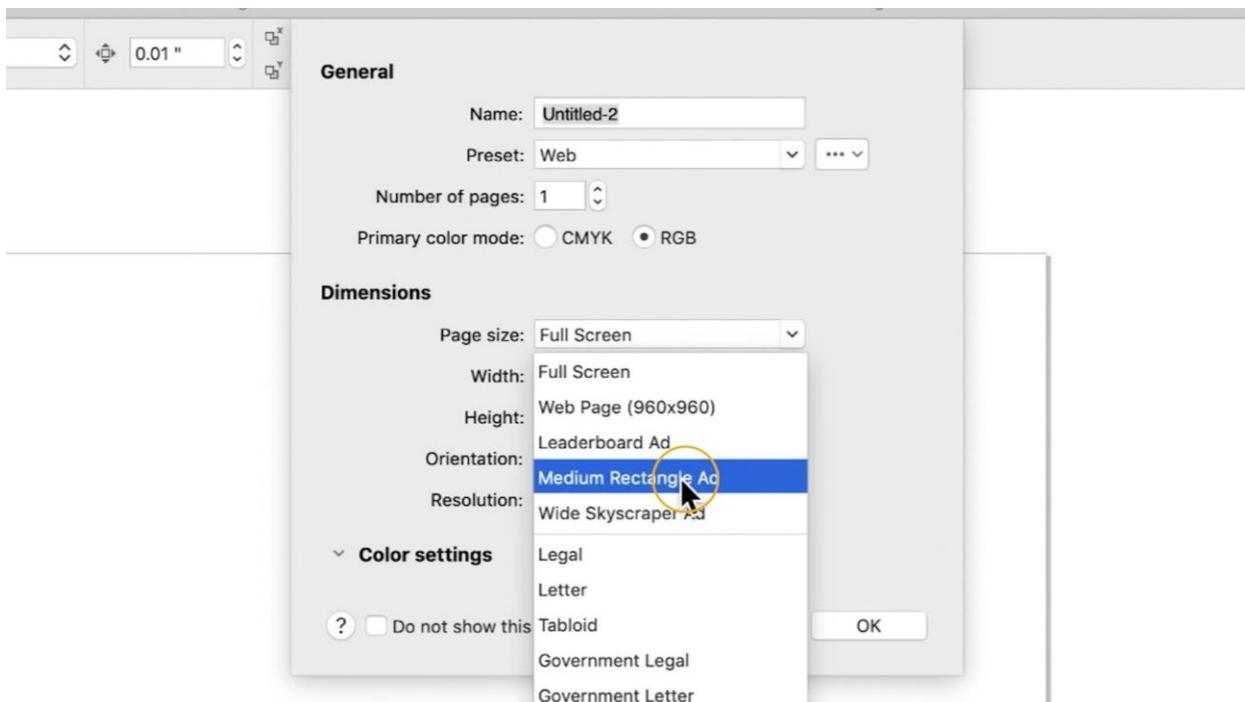

By default, Web presets will be set to **Pixel View**. If you zoom into the corner of your page, the **Pixel Grid** will appear. You will see that because your document is sized to a precise number of pixels, and the corner of your page is exactly aligned with the corner of a complete pixel.

To change the appearance of the pixel grid, go to **Layout > Document Preferences**, and choose **Grid** from the sidebar. Under **Pixel Grid**, you can change the grid's opacity and color.
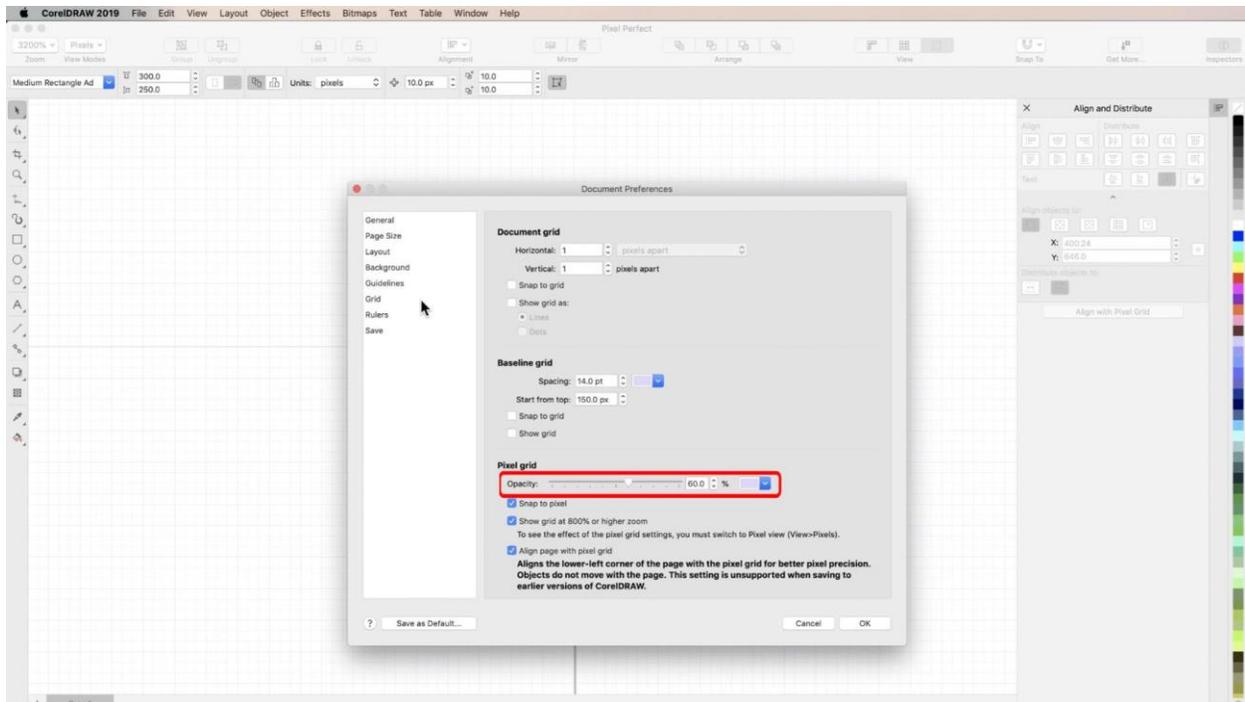
Step 2: Understanding the Pixel Workflow

First, go to **Snap To** at the top of your screen, and choose **Pixels**. When working with pixels, it is best to turn off all other **Snap To** options.
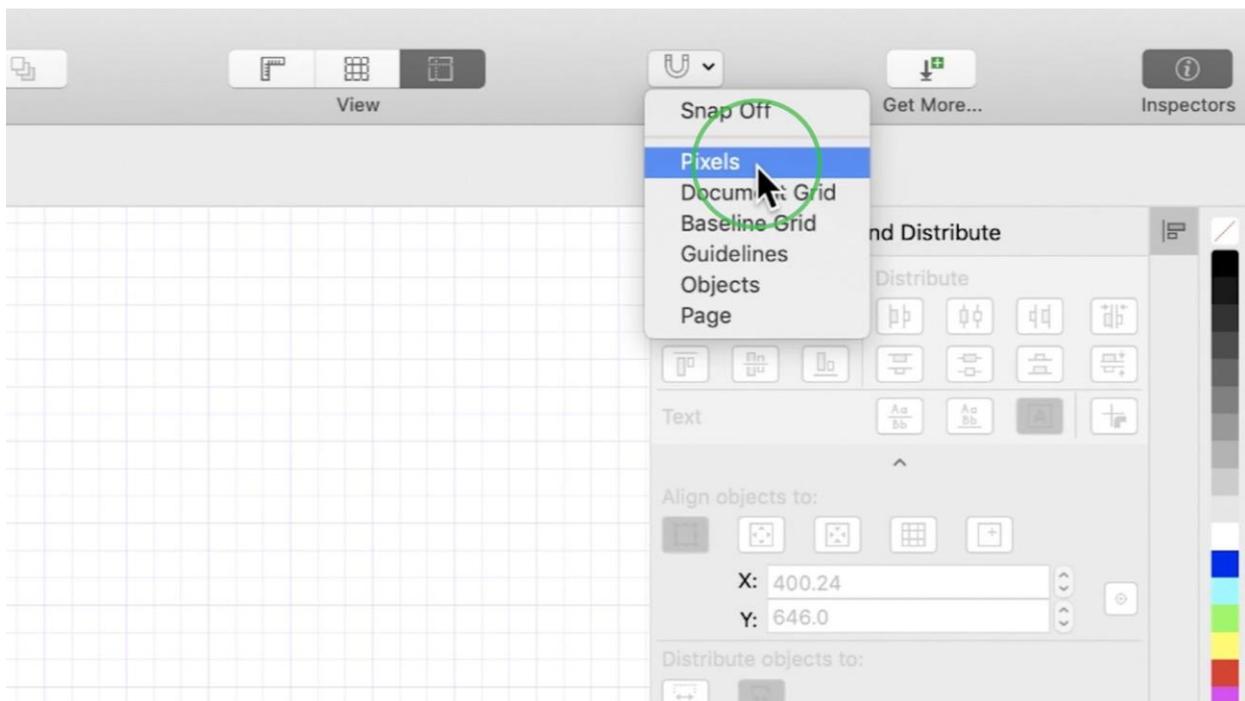
To start practicing, select the **Rectangle** tool, choose a Fill and Outline color, and set your **Outline Width** to **2 pixels**.

NOTE: If you get a pop-up asking you to confirm changes to default properties, click OK.

Zoom in until you can see your pixel grid. You will notice that your tool automatically snaps to **pixel corners** when drawing a shape. Even when you zoom out so that you can no longer see the pixel grid, your shapes will still snap to the grid.

Because your **Outline Width** is set to an even number, as you move or resize your object, it will continue to snap to **pixel corners**. This also applies when your outline is set to **None**.
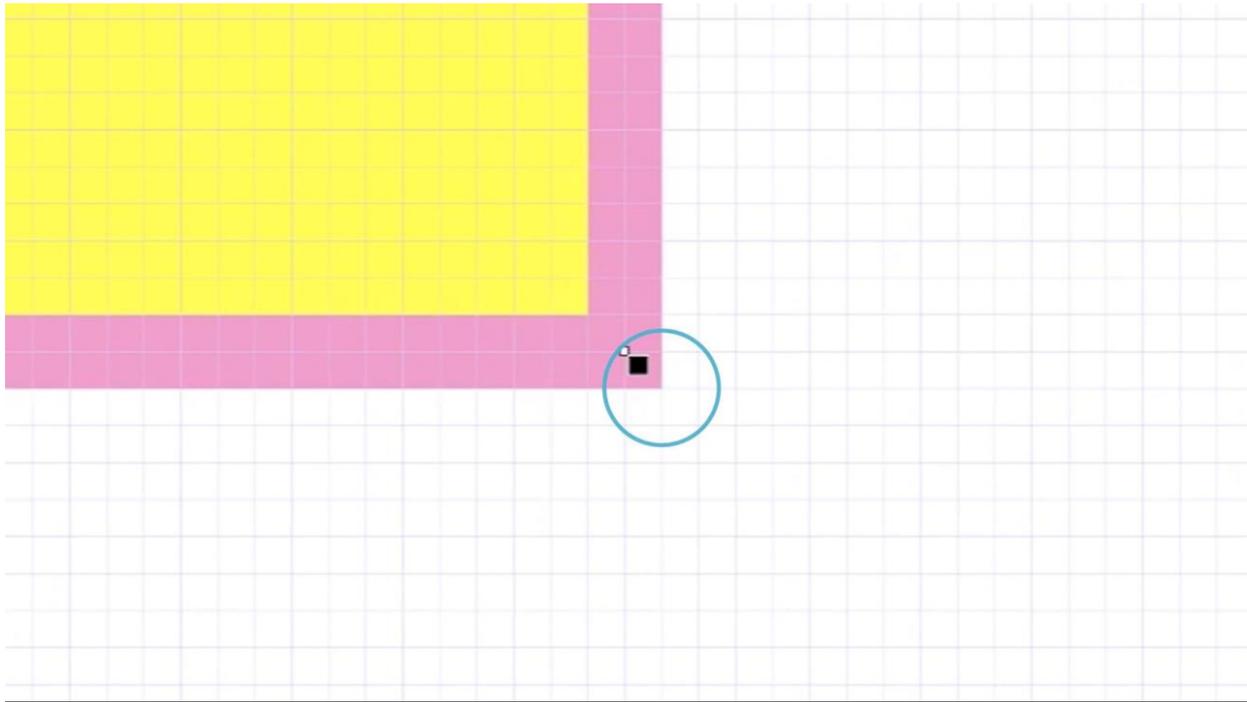

If you change your **Outline Width** to an odd number, or to one pixel, your objects will snap to **pixel centers** to keep them aligned with the grid.
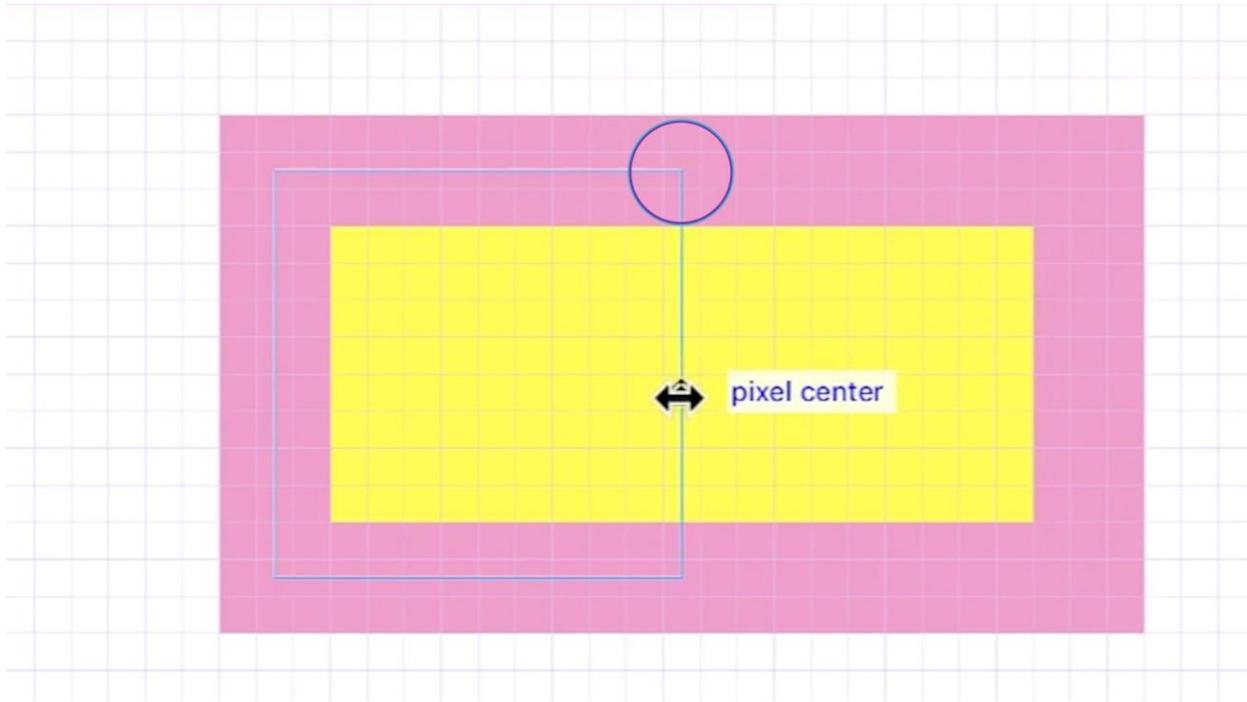
The same rules apply when working with curves. Using the pen tool with **Outline Width** set to 2 pixels, your **nodes** will align to **pixel corners**. Change the width to an odd number, and your nodes will align to **pixel centers**.

Sometimes as you work, you will end up with objects that are not perfectly aligned with your pixel grid. For example, if you take your rectangle with an outline width of 2 pixels, and change it to an odd number like 3 pixels, you will end up with 2 completely filled pixels and 2 partially filled pixels making up your outline. The same thing will happen if you draw an object from scratch with **Snap to Pixels** turned off.

Correcting this is easy. Simply **right-click** on the object and choose **Align with Pixel Grid** to snap it back to proper alignment. You can also find the **Align with Pixel Grid** option within the **Align and Distribute Inspector**.
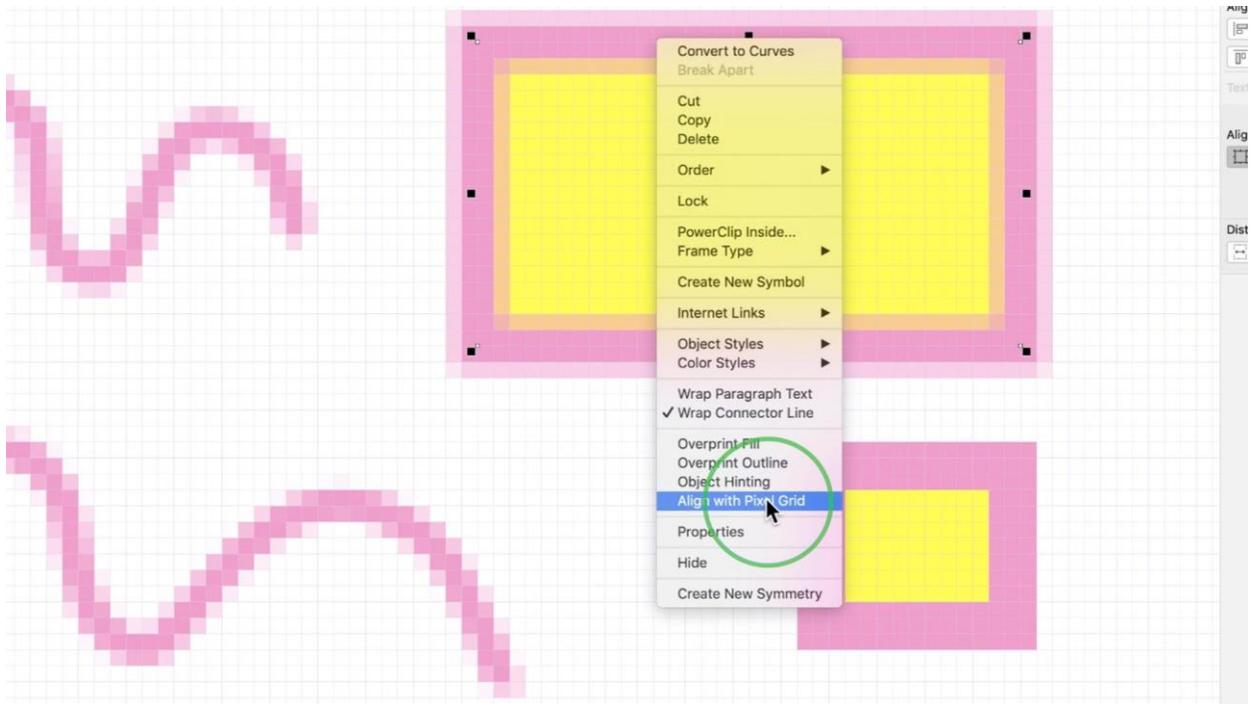
Step 3: Preparing Artwork for Digital Output

Import a design with hard edges that is larger than the size of your **Medium Rectangle Ad** page. When you scale that design down, you will likely notice it looks pixelated, and the edges are not sharp.

To correct this, simply use **Align with Pixel Grid**. If you zoom in, you will see that your edges are now perfectly aligned with the grid, and you are ready for digital output.

And that's how easy it is to use CorelDRAW's **Pixel Perfect Workflow**.