

Art Canvas



Open + Save File

- Select *File/Open* or click on the New File icon.
- Select *File/Save As* and navigate to the folder in which the design will be stored.
- Name the file Art Canvas Play.
- Click Save.

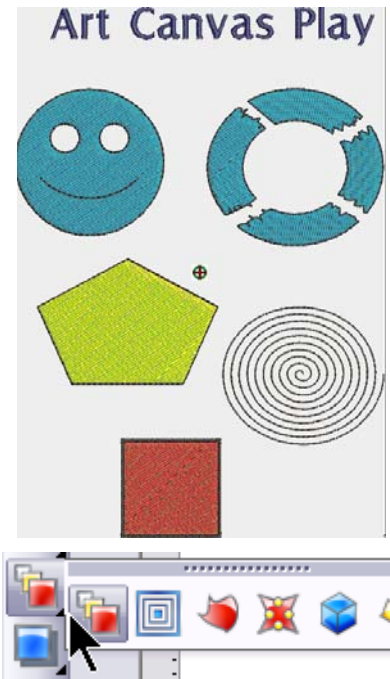
Quick Tour of Art Canvas

- Switch to *Art Canvas mode*.
- The *Toolbox* is along the far left-hand side and has many familiar-looking tools—zoom, reshape, drawing tools.
- Also included are—blending, shadow, and free-hand drawing tools.
- The *Toolbox* contains tools for drawing and editing images. Some of the tools are visible; others are grouped in fly-outs.
 - ⇒ By clicking on the arrow in the lower right-hand corner, the related tools will be displayed.
 - ⇒ When a different icon is selected from the flyout, the new fly-out replaces the previous icon in the *Toolbox*.
 - ⇒ Click and drag the flyout away from the toolbox to view all the related tools.
- The *Menu Bar* displays pull-down menu options.
- The *Toolbar* contains shortcuts to menu options and commands and is located under the Mode (View) bars.
- Under the *Toolbar*, is the *Property Bar*, which contains commands that relate to the active tool. This bar changes with the different tools selected.
- The *Hint Window* includes helpful information to assist while working in CorelDRAW[®] Essentials. Read the information to learn about each of the tools.
- There is also a color palette in the far right of the screen.



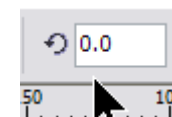
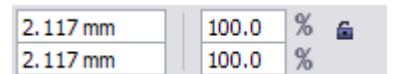
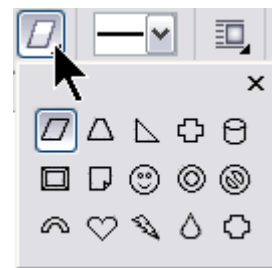
Drawing an object

- Click on the *Basic Vector Shapes* icon in the Toolbox.
- Click on the arrow of the *Perfect Shapes* picker on the *Property Bar*.
- Select a shape and draw it on the screen.
- Click twice on the screen to draw the object.
- Once an object is added to the canvas, the size of the canvas may be altered by numeric value or percentage.
 - Click on the lock icon to adjust the size of the object proportionately.
 - It is possible to adjust the object's angle of rotation.
- Click on a color chip on the far right; the selected object is filled with color.



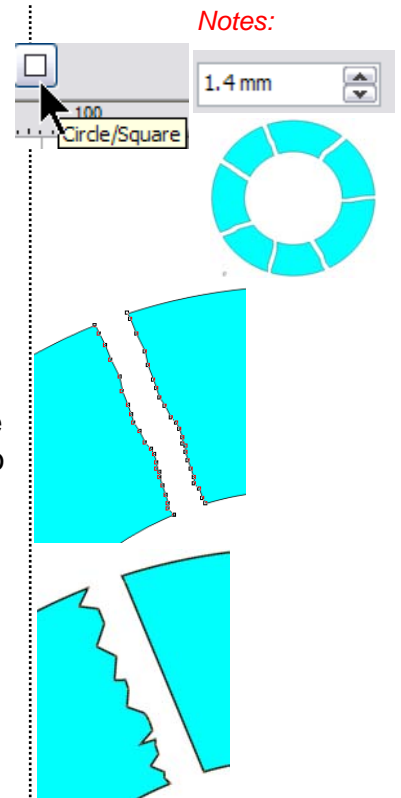
Notes:

You can move the flyouts by clicking and dragging the heading of the box and moving to a different location on the screen. Clicking on the "X" will close the screen and take it back to its original position.



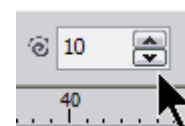
Using the Eraser Tool

- Click on the *Basic Vector Shapes* tool; select the *Perfect Shapes* picker and choose the ring.
- Draw a ring on the screen. Remember to click twice on the screen.
- Color the shape by clicking on one of the color chips.
- Select the ring with the *Select Vector Object* tool.
- Select the *Eraser tool*. (It is paired with the *Crop tool*.)
 - ⇒ Choose a circle or a square eraser nib by clicking on the icon on the Property bar.
 - ⇒ Change the size of the eraser by changing the values in the Property bar, or hold the shift key and drag the mouse up to increase or down to decrease the size of the nib.
- Erase parts of the ring.
- Click on the *Zoom tool* and zoom in on part of the object by drawing a bounding box around one of the eraser lines.
- Notice all the nodes on the line.
- Select the *Reshape Vector Object* tool.
 - ⇒ Reshape the object by clicking on a node and dragging it into a different place.
 - ⇒ Add a node by double clicking on the line.
 - ⇒ Delete nodes by selecting the node and pressing the delete key. Deleting all the nodes between the two corner nodes, will result in a straight line.



Drawing an Outline

- Click on the corner arrow of the *Object Tool* on the Toolbox.
- Many kinds of shapes can be drawn with this tool.
- Select different shapes and draw on the screen.
- Click on the screen twice and drag to draw the shape.
- Add color to the objects.
 - ⇒ Hold down the Control key while drawing a Polygon or Star, for objects with sides of equal length.
 - ⇒ Holding down the Control key while drawing a rectangle, results in a square.
 - ⇒ Holding down the Control key while drawing an Ellipse, results in a circle.
 - ⇒ Holding down the Control key with the Spiral results in a circular spiral ; without the Control key, an oval spiral.
 - ⇒ The direction drawn with the Spiral affects whether the spiral justification is clockwise or counter clockwise.
 - ⇒ Spiral: Increase the number of revolutions in the Property bar to increase the tightness of the spiral..



Outlining an Object

- Select one of the drawn objects, click on the Outline icon.
- Select the thickness of the outline desired using the flyout menu.

Converting to Stitches

- Select *Edit > Select All > Objects*.
- Click on the *Convert to Embroidery* icon.
- While objects are selected, open *Object Properties*. Click *Effects*. Select the *Others Tab*.
- Change *Pull Compensation* to *.4*. Click OK.

Activating the Color Wheel

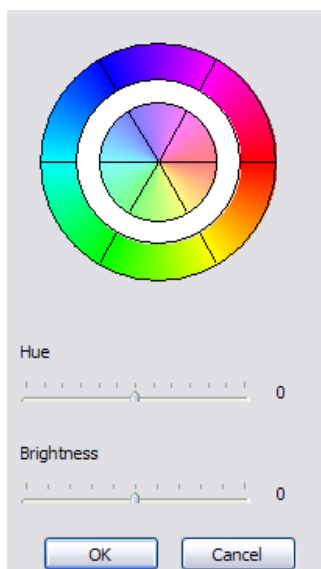
- *Show All*.
- Press Control+A on the keyboard to select all objects.
- Click on the Color button drop down arrow.
- Select *Color Wheel*.
- Change the hue and/or brightness of the colors by dragging on the sliders and moving them to the right or to the left.
- Click OK to save the changes or click Cancel to return to the original colors.
- Click on the Color Bar drop down arrow.
- Click on *Thread Colors* to open the thread chart dialog box.
- Select Isacord 40 wt numerical from the Thread Chart brands.
- Click on *Match & Assign All* and the software will assign new thread colors to the design. Click OK.
- Save the file.



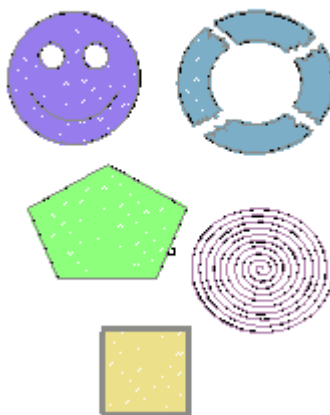
Vector objects converted to stitches must have the Pull Compensation changed to .4mm.

The size of the object within the Color Wheel is determined by the amount of zoom applied to the design. To see the entire design, click Show All before opening the Color Wheel dialog box.

If new colorway has been confirmed using Color Film, the default must be restored using Undo.



Art Canvas Play



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