Introduction to *CorelDRAW 10*

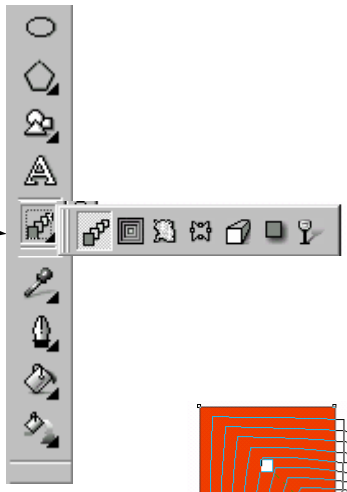
Special Effects

Blend Tool
Blend Along a Path
Distortion Tool
Extrude Tool

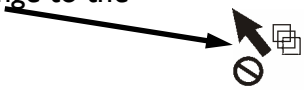
BLEND TOOL

1. Draw a square filled with any colour. Draw a circle filled with any colour. You will blend these later.

2. Open the Interactive tools flyout, and left click on the *Interactive Blend* tool.

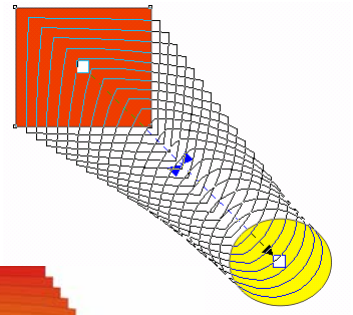


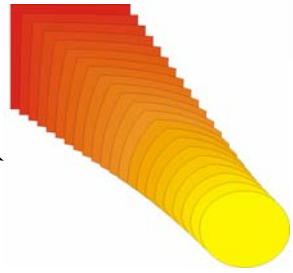
3. The pick tool/cursor will change to the *Interactive Blend*..



4. Select the first object and click & drag to the second object.

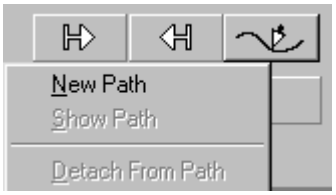
5. The following will result.

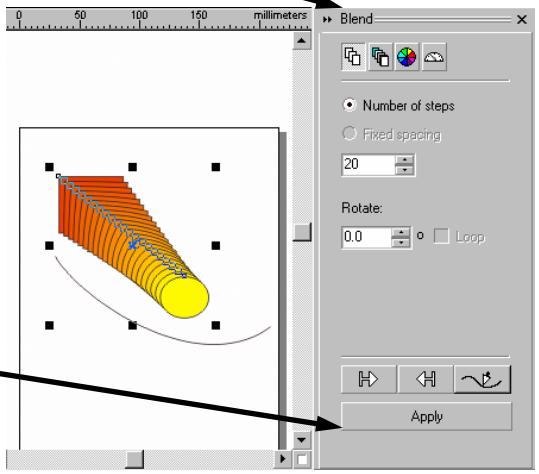




BLEND ALONG A PATH

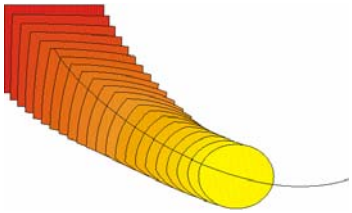
1. Select the blended object; from the *Blend Docker*, choose the *blend to line* button, then *New Path*.





2. The cursor will change to a curved arrow, select the line that you wish the blend to "attach."

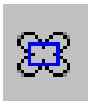
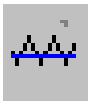
3. Complete the process by clicking on the *Apply* button.



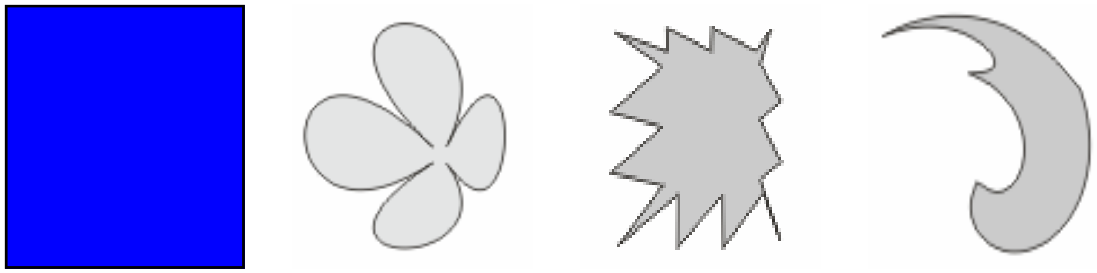
DISTORTION TOOL

You can apply three types of distortion Effects to shape objects.

Distortion effect Description

1. Push and pull		Lets you push the edges of an object in or pull the edges of an object out.
2. Zipper		Lets you apply a saw tooth effect to the edges of the object. You can adjust the amplitude and frequency of the effect.
3. Twister		Lets you rotate an object to create a swirl effect. You can choose the direction of the swirl, as well as the origin, degree, and amount of rotation.

You can use these three tools to create a variety of effects from the same object.

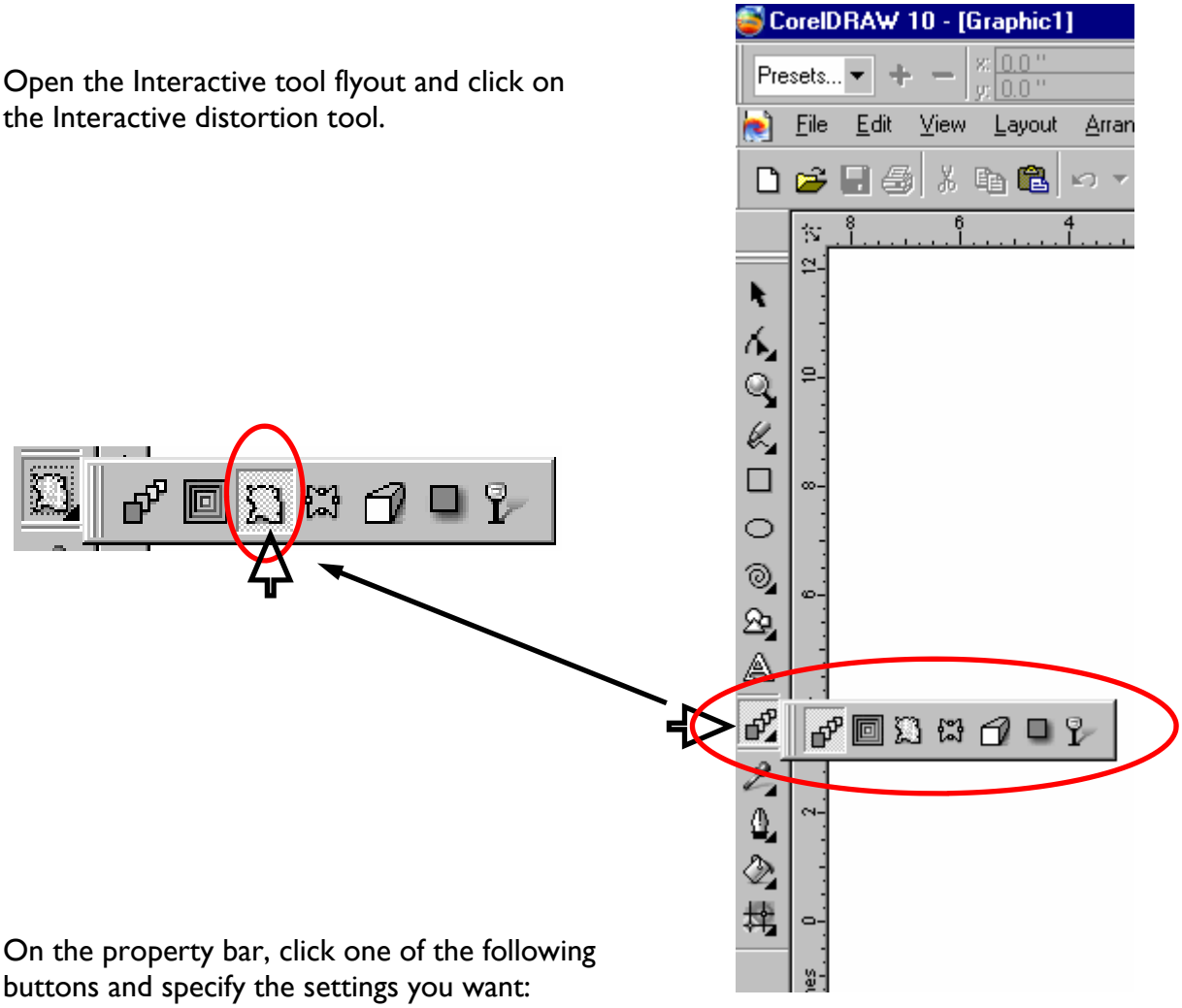


Original **Push and Pull** **Zipper** **Twister**

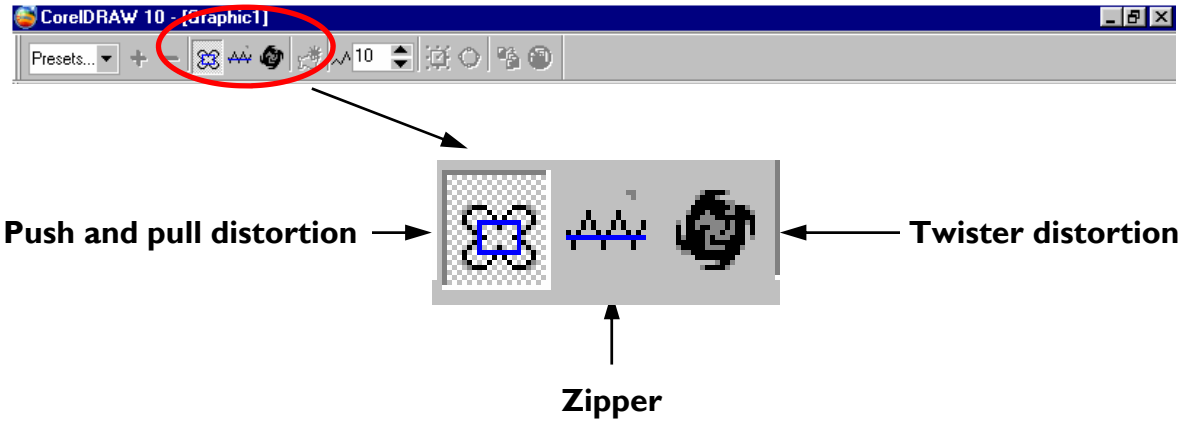
You can create an even more dramatic effect by applying a new distortion to an already distorted object. You don't lose the effect of the original distortion if, for example, you apply a zipper distortion on top of a twister d

Distort an Object

1. Open the Interactive tool flyout and click on the Interactive distortion tool.



2. On the property bar, click one of the following buttons and specify the settings you want:



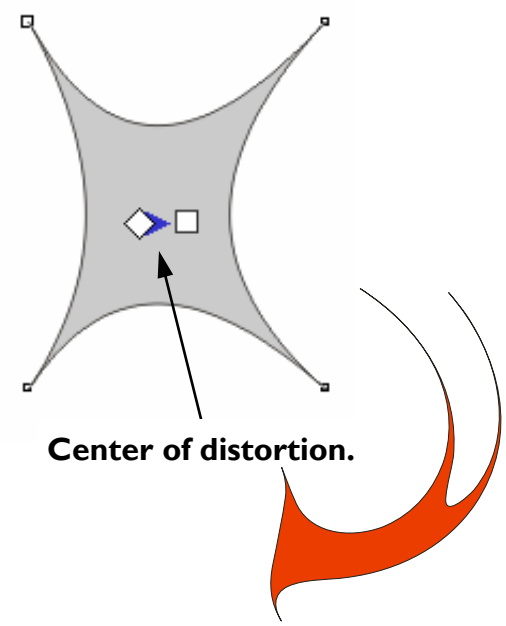
DISTORT AN OBJECT

3. Select the distortion tool you wish to use.

4. Click where you want to place the center of distortion.

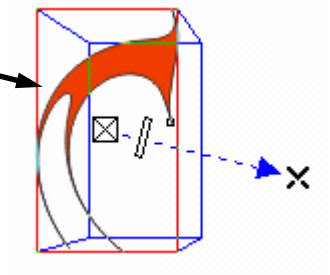
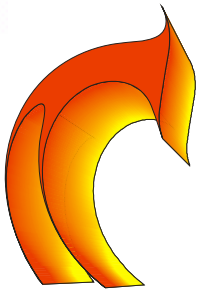
5. Drag until the object is the shape you want.

6. Rotating the mouse may result in a rotational change to the original shape.



EXTRUDE TOOL

1. Create any shape (including text) to use the *Interactive Extrude* tool. (from effects flyout bar)

2. Click and drag on the object to be extruded.

3. The extruded object may be "adjusted" further by utilizing the tools found in the *Docker Window*.