

TEXT AND INTERACTIVE EFFECTS¹

CorelDRAW offers two modes for entering and editing text (they are mutually convertible with the context menu option (right-click on text)). *Artistic text* is meant for logos, symbols, titles and other special visual effects; artistic text objects are transformable as any other ones. *Paragraph text* is meant for ordinary “line-by-line” text, like in common text editors.

Besides their conversion, one can decide whether to start typing with artistic text just by simple clicking:

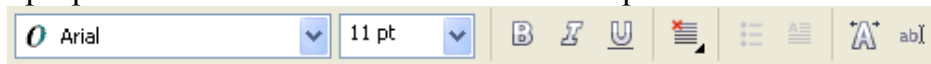
Narzędzie Tekst w programie CorelDRAW wybieramy z przybornika klikając na ikonę . Sam proces wprowadzania tekstu nie różni się niczym od pracy w zwykłych edytorach tekstu. Aby go rozpocząć klikamy w dowolnym miejscu obszaru roboczego i wpisujemy np. „To jest przykładowy tekst”. Do formatowania tekstu i zmiany jego właściwości wygodnie jest posłużyć się opcjami dostępnymi na pasku właściwości:

or to enter paragraph text by drawing a text bounding box:

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As shown in the figures above, both text modes are easily distinguishable.

Text and font properties can be set with the text toolbar options:



For example, a font style can be set:

To jest **przykładowy** tekst.

For applying changes to the whole text, one does not need select it, just select the text object and apply your style:

To jest przykładowy tekst.

As stated above, artistic text can be transformed as other objects:

To jest przykładowy tekst
 To jest przykładowy tekst
 To jest przykładowy tekst
 To jest przykładowy tekst
 To jest przykładowy tekst

The effects described in the instruction paper base on *artistic text*.

¹ Most of the described procedures apply to any object, not only text

Simple text manipulation

Type and select some text:



The image shows the text "To jest tekst" in a bold, black, sans-serif font. The text is surrounded by a grid of small white squares, which are selection handles. A mouse pointer is visible over the text, indicating it is selected.

Select the shape tool (notice the mouse pointer and edition points change):



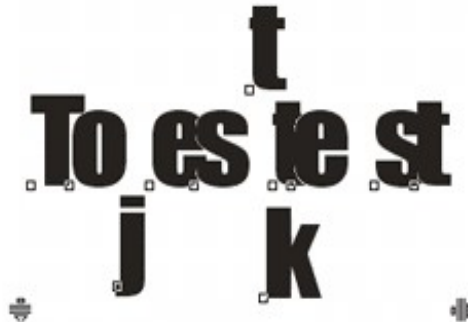
The image shows the text "To jest tekst" in a bold, black, sans-serif font. The text is surrounded by a grid of small white squares, which are selection handles. A mouse pointer is visible over the text, indicating it is selected.

By dragging the white squares one can displace letters, while the text still remains editable:



The image shows the text "To jest tekst" in a bold, black, sans-serif font. The text is surrounded by a grid of small white squares, which are selection handles. A mouse pointer is visible over the text, indicating it is selected. The letters 'j' and 'k' are displaced downwards, and the letter 't' is displaced upwards.

The handles on either side of the text object enable adjusting letter spacing (the left one – its effect shown in the figure below) and line spacing (the right one):



The image shows the text "To jest tekst" in a bold, black, sans-serif font. The text is surrounded by a grid of small white squares, which are selection handles. A mouse pointer is visible over the text, indicating it is selected. The letter spacing is adjusted, making the text appear more spread out.

Text to curves

Start with some text:



The image shows the text "TEKST" in a bold, black, sans-serif font. The text is surrounded by a grid of small white squares, which are selection handles. A mouse pointer is visible over the text, indicating it is selected.

Convert it to curves (the context menu option or Ctrl+Q). The text is not editable any more, but resulting shapes can be transformed as simple curves:



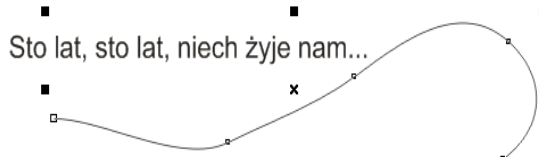
The image shows the text "TEKST" in a bold, black, sans-serif font. The text is surrounded by a grid of small white squares, which are selection handles. A mouse pointer is visible over the text, indicating it is selected. The text is now represented as a set of curves, and the letters are distorted into a stylized, angular shape.

Text on path

Type some slightly longer text:

Sto lat, sto lat, niech żyje nam...

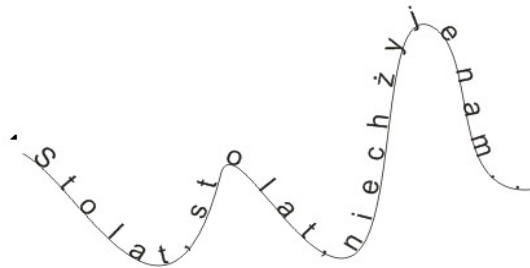
Then, draw a line:



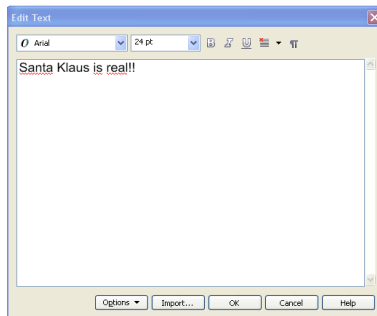
Select the text and click from main menu *Text* → *Fit Text To Path* :



Edit the line and the text layout:



If you need to edit your text, use the toolbar option **ab|** (accessible from *Text* → *Edit Text ...*) it is much more comfortable:



The last step is getting rid of the path curve. Select the object (i.e. curve + text) then select the curve. Delete it. Alternatively, you can click *Arrange* → *Break Apart* (Ctrl + K). Remove the curve:



Reusing the outline

Type some text:



Apply a thick red outline (contour):



Now, separate the outline from its object (*Arrange* → *Convert Outline To Object*, Ctrl+Shift+Q). The new object is automatically selected:



Apply the gradient fill:




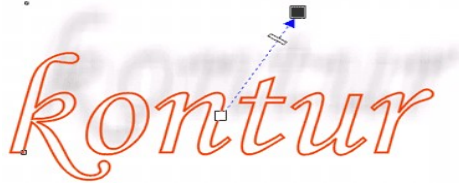
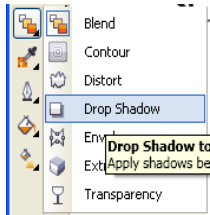
Finally, delete (or move somewhere beside) the original text:

**Outline with shadow**

Apply the uniform fill to the outline object from the previous exercise:



Drag the shadow with the interactive *drop shadow* tool  (select the object with the tool or the pointer before):



Test various shadow settings (including presets. For instance, *Perspective Top Right*). The final effect should resemble light through a semitransparent object:



3D text

Start with some text with a thick font (e.g. Arial Black):



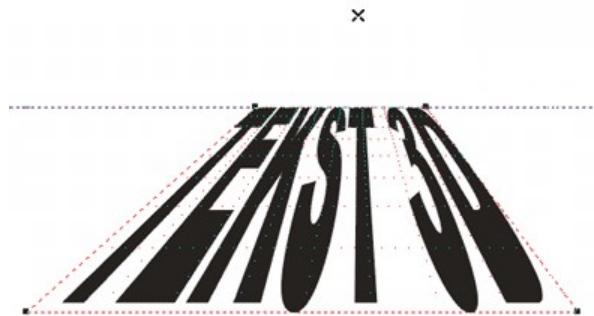
Select the text and introduce the perspective effect (*Effects* → *Add Perspective*):



Drag the bottom corners of the red bounding box (a guideline might be useful):




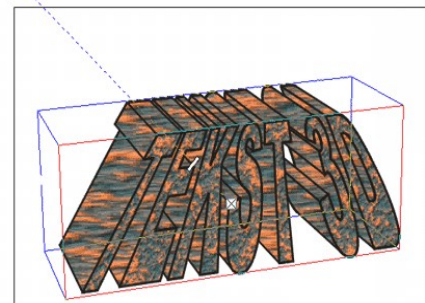
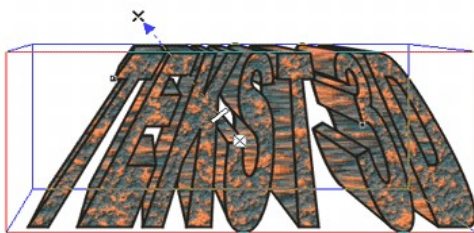
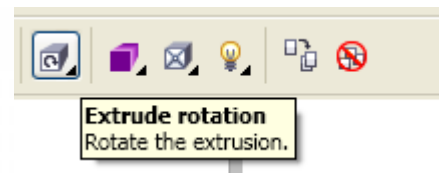
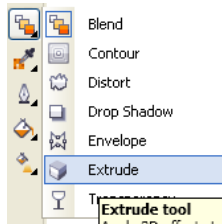
Notice that the perspective centre marked with X appears above the text (at the beginning it is somewhere in infinity). It also enables modifying the perspective effect:



Fill the text with some texture and apply the thin outline:




Now, switch to the interactive *Extrude* tool from the toolbar (see below ). Select the text and drag the pointer as shown in the figures below (you can rotate the object during extrusion using extrusion toolbar):



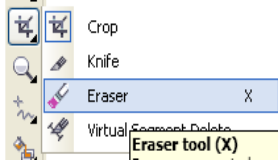
Cracked text

Type some text with the uniform fill:

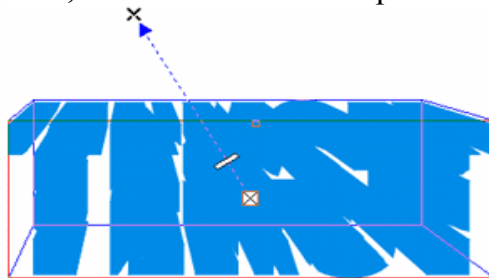


Select the *Eraser* tool  and erase text parts (set the appropriate rubber size before). Notice different rubber behaviour when you drag it with the left mouse button down or simply click

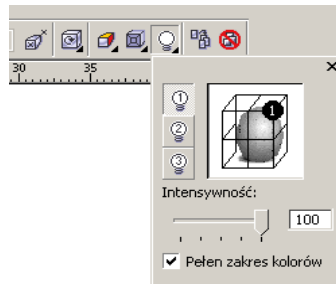
in different places. The erased text becomes automatically converted to curves and it is not editable any more:



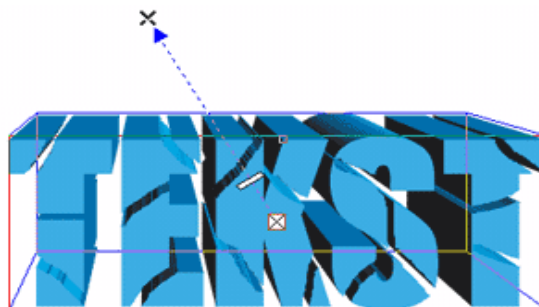
Similarly to the previous exercise, use the interactive depth tool:



Apply lighting  from the *Extrude* toolbar:



One can set up to three light sources with different properties. The light should reveal and enhance the 3D object structure:



You can still edit the depth for a better visual effect:



Finally, test the lighting with the result of the previous exercise (remove the outline before):

