

B.Sc. (Fashion Design): Semester-II	
BFD257: CORAL DRAW	
Teaching Scheme	Examination Scheme
Practical: 2 hrs/Week	Class Test -4 Marks
Tutorials: Nil	Teachers Assessment – 2 Marks
Credits: 1	Attendance – 4 Marks
	End Semester Exam – 15 marks

Prerequisite: BFD 359 Digital Design, BFD 457 Minor Project, BFD 651 Graduation Design Collection, BFD 652 Portfolio Development.

Course Objective

1. To give complete knowledge about the software.
2. To give knowledge about the different working and use of the software.
3. To explain the use of the software in the fashion industries.
4. To explain the function and different tools of the software.
5. To give knowledge about the different type of editing that can be done.
6. To give knowledge for preparing artwork, business card, print development etc.

Detailed Syllabus:

Unit I: Introduction to Coral Draw Software
Introduction-Getting Started-Creating A New File - Title Bar-Menu Bar-Work Area-Printable Page-Property Bar-Page Counter Bar-Color Palette-Toolbox-Status Bar-Drawing Figures Lines-Ellipse-Circles-Rectangle-Square-Polygon-Saving-Closing-Opening-Views-Normal View-Preview-Wire Frame View-Draft View-Zoom-View Manager-Creating a View.
Unit II: DRAWING
Introduction - Toolbox-Selecting an Object-Resizing an Object-Moving an Object-Changing The Shape-Combining Two Objects-Skewing-Welding the Objects-Blending-Curve Lines Straight Lines-Continuing a Line-View Mode-Changing-Media Tool-Rotating An Object Grouping-Fill Tool Fly Out-Filling-Spray Mode.
Unit III: TEXT
Introduction-Text Tool-Entering Artistic Text-Entering Paragraph Text-Converting Text Formatting Text-Changing the Font Size-Arranging Objects-Ordering The Objects-Changing The Font-Bullets-Decorating the Text-Webdings-Text Editor-Opening-Changing the Alignment Type Style-Spell Checking-Grammar-Searching Synonyms-Find-Replace-Editing-Kerning Formatting Characters.
Unit IV: IMAGE Bitmap Images
Vector Image-Resizing-Rotating-Skewing-Moving-Cropping-Importing Images-Adding Special Effects-Converting to Bitmap-Exporting Images.



Unit IV: Page Layout

Changing the Page Size-Changing the Layout-Applying Styles-Applying Bitmaps to the Background -
Changing the Background-Adding a Page Frame-Moving Between Pages.

Unit V: LAB / MINI PROJECT/FIELD WORK

Course Outcomes:

After completing the course, students will be able to:


1. To remember the working of vector graphics.
2. To understand the importance graphic designing in fashion field.
3. To apply about the working of different tools.
4. To analyze the how to edit cards, newspaper.
5. To evaluate about bitmap and vector effect.
6. To create data merging and creating letterheads for your creation.

Suggested Readings

- Corel DRAW X6 - Official Guide (by Gary David Bouton)
- Bring it Home with Corel DRAW (by Roger Wanbolt)

Note: Latest edition of readings may be used

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