

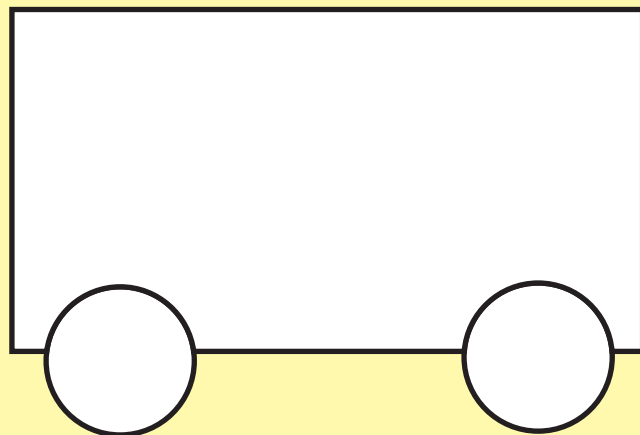
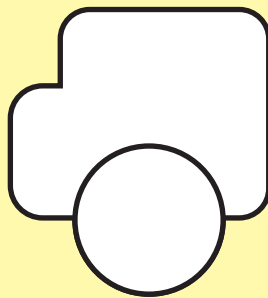
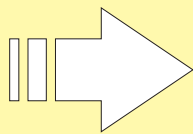


CORELDRAW...

simple drawings

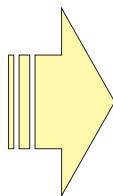
We are going to produce a simple drawing of a truck using the rectangle and ellipse tools and the Shaping docker.

We can then experiment with colours and types of fill.



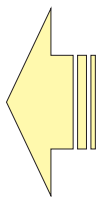
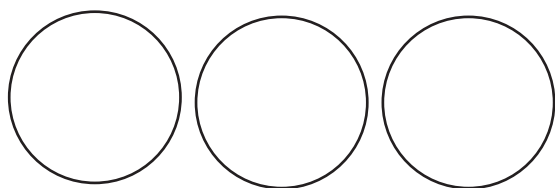
First of all, we need to draw a rectangle for the body of the truck.

To do this, select the rectangle tool



and click and drag a shape. Let go of the mouse when you are happy with the size and shape.

Now we need some wheels.



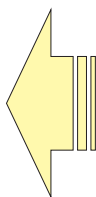
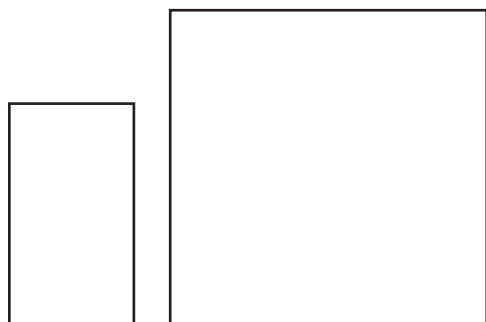
Create a circle by selecting the Ellipse tool



Click and drag as before, but this time hold down the ctrl button as you drag. This will give a perfect circle rather than an oval.

Copy and paste the circle twice to make three wheels.

Making the Cab...



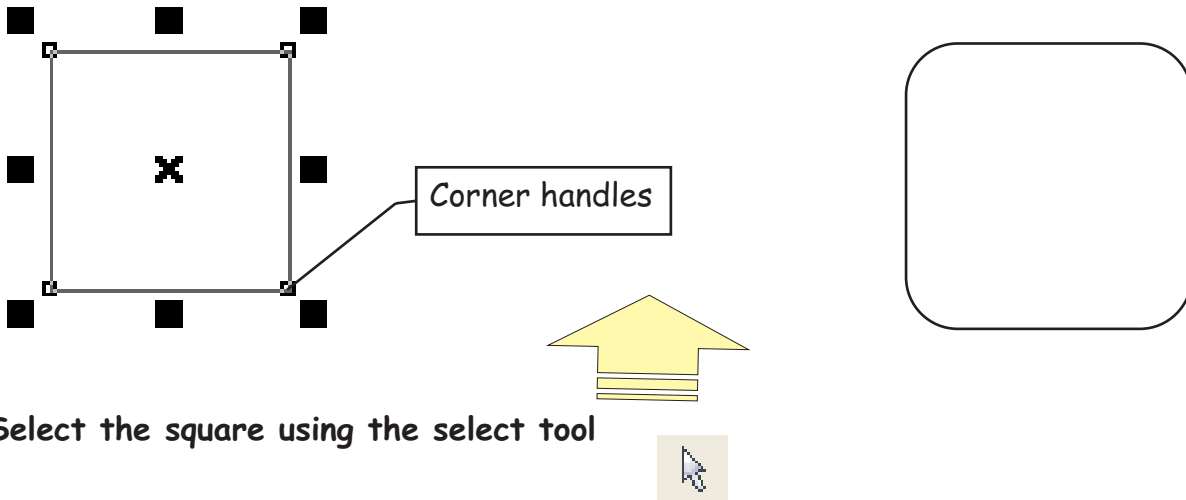
The cab is made from a square and a rectangle as shown.

To create a square, use the rectangle tool, but this time hold down ctrl as you did when making the circle.



CORELDRAW...

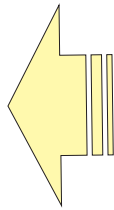
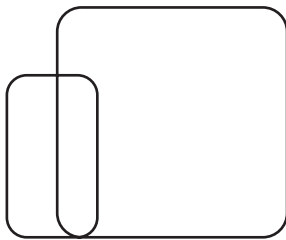
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Select the square using the select tool

Click on the corner handles (the hollow ones, not the large black ones) and drag to round the corners of the square.

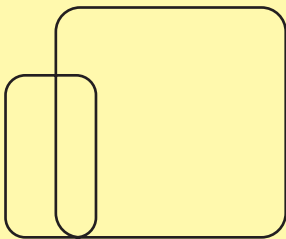
Do the same with the smaller rectangle.



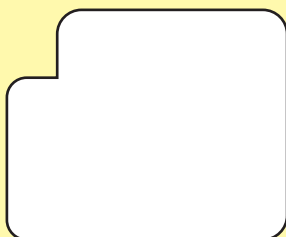
Move the shapes by clicking and dragging with the select tool until they overlap like this.

WELDING

From this...



To this...

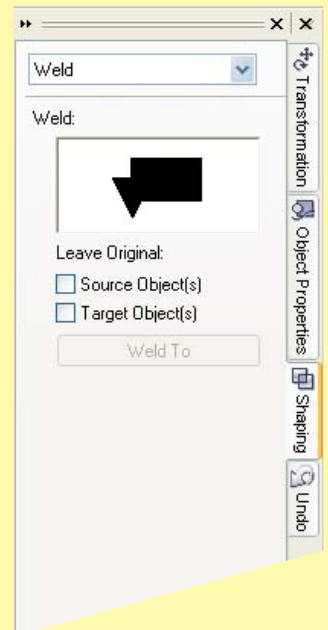


The Weld command is found in the Shaping docker. It allows you to join one object to another easily and simply.

To weld the cab, open the Shaping docker and make sure that Weld is selected on the drop down menu.

Check that neither 'source objects' or 'target objects' is selected.

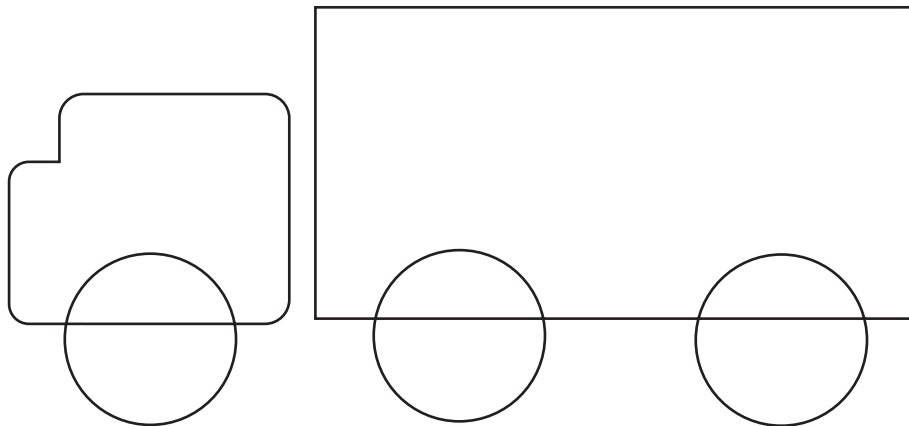
Select the smaller rectangle with the select tool and then click 'Weld To' in the docker. Now select the large square and the two should join as shown.





CORELDRAW...

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Position your objects on the screen as shown above

Open the Shaping docker again and this time select Trim from the drop down menu.

Select 'Source Objects'

Select the three circles. To select more than one object as once, hold down shift while you click on each one. Do not release shift until all three circles are selected.

Now press trim

Hold down shift again while you select the cab and the truck body. Your picture should end up like this:

