JUST DESIGN IT!

BERNINA Embroidery Software Artwork Canvas

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A Tour of the ArtWork Canvas Icons and Tools

made to create **BERNINA**

CorelDRAW Essentials X6

CorelDRAW Essentials X6 is part of BERNINA Embroidery software and gives users many tools for creating high quality vector illustrations, which can be converted to embroidery. In addition, the program offers additional opportunities for creating printed materials and for editing photos.

There are three components included with Corel: CorelDRAW Essentials X6, Corel PHOTO-PAINT Essentials X6, and Corel CONNECT. This EBook will focus on the first component of Corel.

HINTS

When a tool is selected in CorelDRAW Essentials, hints will help you learn how to use the selected tool. If you need additional information about the selected tool, you can click on the help button in the upper-right corner of the Hints docker and you will be taken to the appropriate page in the Help Manual.

In addition, you can use the back and forth buttons in the lower right corner of the Hints docker box to scroll through more information.

VIDEOS

There are also short videos that can help you learn CorelDRAW Essentials.

Just click on the Video tab and click on the video you wish to view. You may need to minimize the software to view the video. The videos were recorded for the full version of Corel, so the screen will look different than what you see in CorelDRAW Essentials, but the written information will give you good instructions on what to do.
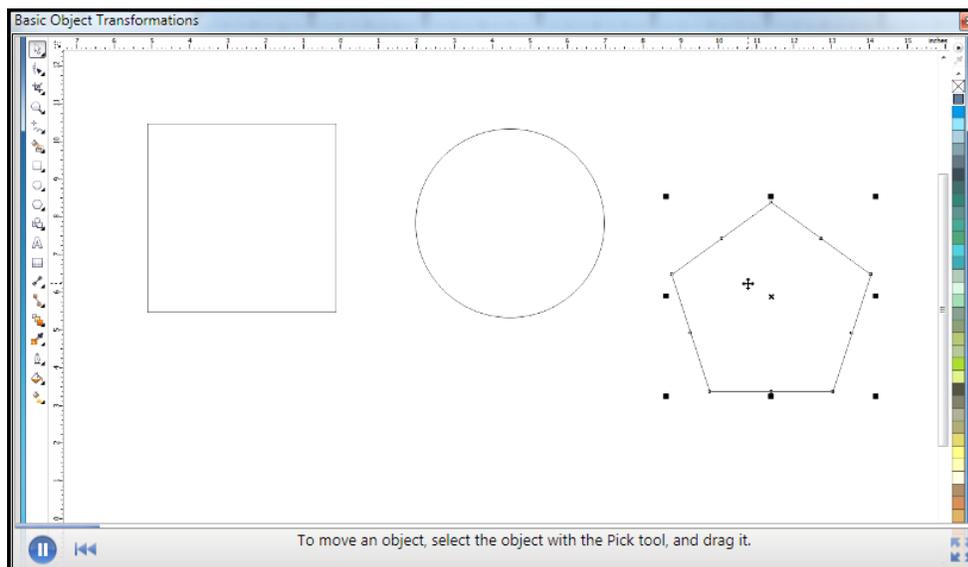
If the Hint Docker is not visible, go to Windows> Dockers and make sure there is a check mark by Hints.

Topics	Videos

HINTS

Drawing rectangles

☐ **Rectangle** tool

- To draw a rectangle, drag where you want to place it.

Holding down **Ctrl** draws a square, while holding down **Shift** draws from the center.

- To change the rectangle's shape, click the **Shape** tool

See "Moving, scaling, and stretching objects" or "Rotating and skewing objects" for information on transforming this object.

Learn more in the Help

WORKSPACE
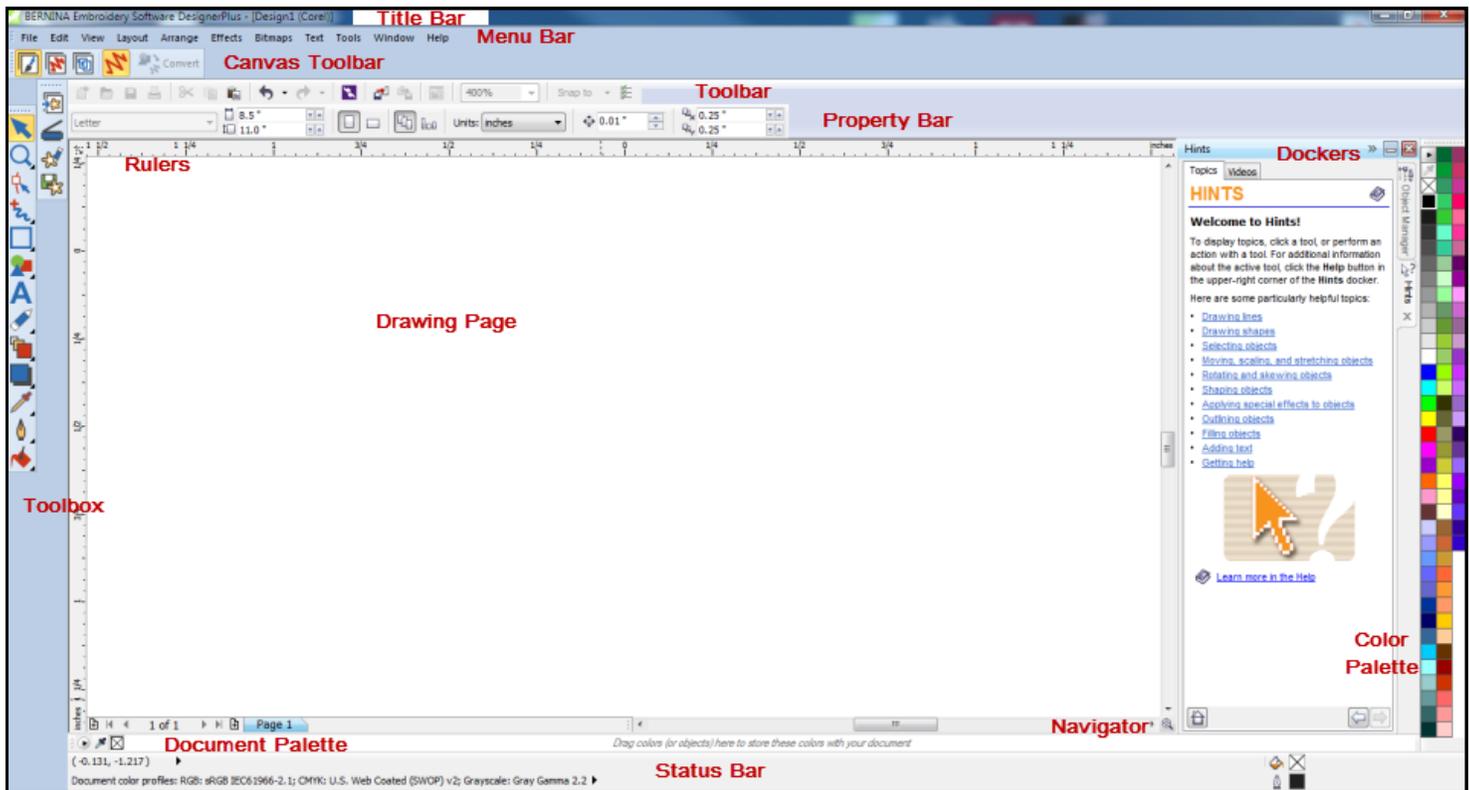
- **Title Bar:** Located at the top of the screen, this bar displays the title of the current file.
- **Menu Bar:** This area contains the pull-down menu options.
- **Canvas Toolbar:** These icons are used to change to Embroidery Canvas or Hoop Canvas, hide the embroidery, or convert a picture into stitches.
- **Toolbar:** These icons perform general commands.
- **Property Bar:** These icons relate to the active tool or object. This bar changes with each tool selected.
- **Rulers:** Horizontal and vertical rulers can be used to determine the position and size of the objects in the drawing.
- **Toolbox:** The two columns of tools are used for creating and modifying the objects on the drawing page.
- **Drawing Page:** The drawing page shows you the printable area of the design.
- **Document Palette:** This area will show the colors that are used in the drawing.
- **Status Bar:** Located at the bottom of the screen, the status bar will display information about the properties of the design as well as the position coordinates.
- **Dockers:** This window on the right side of the screen includes commands and settings relevant to the specific tool. Dockers are displayed by going to Windows> Dockers and checking the ones you wish to display. The inactive Dockers appear as tabs on the side of the window.
- **Navigator:** The button at the lower right hand corner of the Drawing Page opens a smaller display to help you move around the Drawing Page. To see the smaller display, click and hold on the icon.
- **Color Palette:** A dockable bar that contains color swatches. A right click on the color chip affects the outline; while a left click affects the fill of a selected object. The current colors of the fill and outline are shown in the status bar at the far right.

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WORKSPACE TOOLS

Commands are accessible through the menu bar, toolbars, property bar, and dockers. The property bar and dockers relate to the active tool. Not all the tools are active.

TOOLBAR

New: This tool is not active in Artwork Canvas.
Open: This tool is not active in Artwork Canvas.
Save: This tool is not active in Artwork Canvas.
Print: Prints what is displayed in the Drawing Page.
Cut: Cuts the selected objects to the Clipboard.
Copy: Copies the selected objects to the Clipboard.
Paste: Pastes the Clipboard contents to the drawing.
Undo: Used to undo an action.
Redo: Restores the action that was undone.
Corel Connect: Displays the Connect docker so that you can search for clipart, photos, fonts.
Import: Imports a drawing.
Export: Exports a drawing.
Welcome Screen: This tool is not active in Artwork Canvas.
Zoom Level: This tool is not active in Artwork Canvas.
Enable or disable automatic alignment: This tool is not active in Artwork Canvas.
Options: This opens the Options dialog box so that you can set options for Artwork Canvas. Not all the options are available in CorelDRAW Essentials.

TOOLBOX

The toolbox contains tools for drawing and editing images. Some of the tools are always visible, while others are grouped together in flyouts. Flyouts open by clicking and holding your cursor on the visible icon to show the set of related CorelDRAW tools. The flyout toolbars can be moved from the toolbox by clicking and dragging on the title bar. Clicking on the X in the upper right hand corner returns the flyout to its original position. Once another tool is selected from the flyout menu, the default tool is replaced by the new tool selected.

Select Artwork Object: This tool lets you select objects, which can then be sized, skewed, and rotated.

Zoom Tool: You can zoom in or out of the drawing page by left clicking (zooms in) or by right clicking (zooms out). In addition, you can draw a bounding box around any area of the design to zoom in. F4 is the short cut key to show all of the design.

Pan: Housed with the Zoom tool, the Pan tool allows you to move the design on the screen without changing the level of the zoom or the position of the object.

Reshape Vector Object: This tool lets you edit the shape of objects by clicking and dragging on a node or on the control handles (arrows that appear when a node is selected on objects converted to curves).

TOOLBOX CONTINUED

Freehand Draw: This tool is used to draw single line segments and curves by clicking and dragging on the screen.

Artistic Media: This tool gives you access to the Brush, Sprayer, Calligraphic, and Pressure tools. These create special effects that sometimes can be converted into embroidery.

Pen: This tool lets you draw lines one segment at a time. A straight line can be drawn by clicking, releasing your mouse, and dragging to a new area to click again. To draw a curved line, click and drag your mouse without releasing it, click again. Press the space bar to end the line.

Smart Drawing: This tool converts your lines and shapes to smoother lines and shapes.

Rectangle: This tool creates rectangles and squares. To draw a square, hold the Ctrl key and click and drag. Release your mouse before you release the Ctrl key.

Ellipse: This tool draws ellipses and circles. To draw a circle, hold the Ctrl key and click and drag. Release your mouse before you release the Ctrl key.

Polygon: The Polygon tool lets you draw polygons. You select the number of sides for your shape in the Property Bar.

Star: The star tool will draw stars.

Graph Paper: This tool will draw a grid of lines similar to those found on graph paper. You can adjust the number of vertical and horizontal lines.

Spiral: The Spiral tool lets you draw symmetrical and logarithmic spirals.

Basic Vector Shapes: The Basic Shapes tool lets you choose from several shapes, including a smiley face, a right triangle, and a heart.

Arrow Shapes: The Arrow shapes tool draws arrows of various shapes, direction, and number of arrows.

Banner Shapes: The Banner tool draws ribbon objects and explosion shapes.

Callout Shapes: This tool can be used to draw callouts.
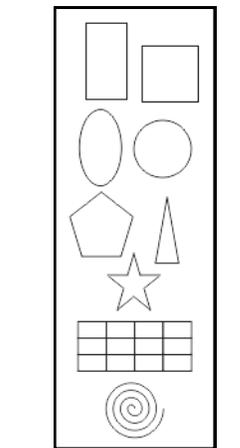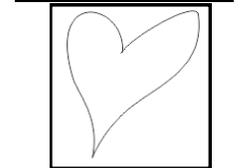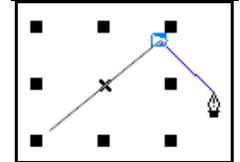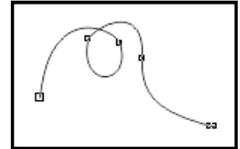
TOOLBOX CONTINUED

Vector Lettering Tool: Words can be typed directly on the screen either as artistic or paragraph text.

Crop Tool: The Crop tool lets you remove unwanted areas in objects by drawing a bounding box around the area you wish to keep and double clicking.

Eraser Tool: The Eraser tool removes areas of your drawing by dragging across the unwanted areas. You can adjust the size and the shape of the eraser. To erase a straight line through an object, click to outside the object, hold the Shift key down, and drag across the object, and click again.

Theses next tools are part of the Interactive Tool Flyout:

Blend Tool: The Blend tool lets you blend two objects. Both the shape and the color can be blended and either a straight path or curved path can be applied. To create a curved path, hold the Alt key as you draw from one object to another.

Contour Tool: This tool will add layers of color to an object. An outside or inside contour can be added. The number of layers and the offset (affects the sizes of the layers) can also be adjusted.

Distort Tool: With this tool, a Push or Pull distortion, a Zipper distortion, or a Twister distortion can be applied to an object.

Envelope Tool: This tool lets you shape an object by dragging the nodes of the envelope. It is similar to the Morphing tool in the Embroidery Canvas.

Extrude Tool: This tool lets you apply the illusion of depth to objects.

Interactive Fill: This tool lets you apply various types of fills to an object. You can quickly access the dialog boxes for the various fill types by clicking on the Fill icon (paint bucket), the last icon in the first column of tools.

DL
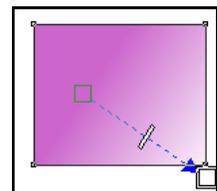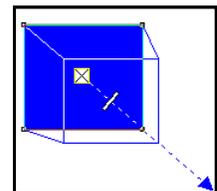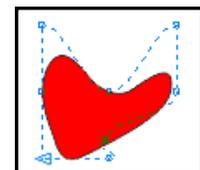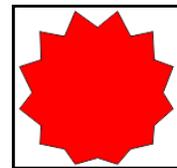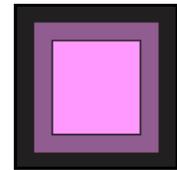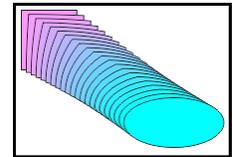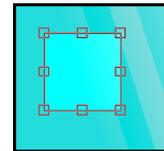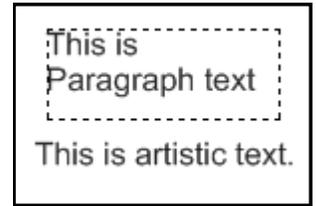
TOOLBOX CONTINUED

Drop Shadow: This tool applies a shadow to an object. This is an effect that cannot be converted to embroidery.

Transparency: This tool applies transparencies to objects. It is another effect that cannot be converted to embroidery.

Color Eyedropper: The Color Eyedropper tool lets you select and copy a color from an object in the drawing window.

Paint Bucket: The Paint Bucket applies the selected color to an object.

These tools are part of the Outline Flyout:

Outline Pen: This tool opens a flyout that gives you quick access to the Outline Color, size of the outline, and the Color Docker Window icons.

Outline Color: This icon opens the Outline Color dialog box. You can choose a new color from this dialog box.

Outline Properties: This series of icons let you change the thickness of the outline.

Color Docker Window: This icon is in both the Outline and the Fill Flyout. It opens the Color Docker window so that you can choose a new color for the outline or the fill by clicking on the appropriate button.

These tools are part of the Fill Flyout:

Uniform Fill: This icon opens the Uniform Fill dialog box. You can change the color of the fill in this dialog box to one color. Only the Uniform Fill converts to embroidery.

Fountain Fill: This icon opens the Fountain Fill dialog box and is used to impart two-color fills. The type of Fountain Fill can be chosen from Linear, Radial, Conical, or Square.

Pattern Fill: This icon opens the Pattern Fill dialog box and you can choose among several built-in patterns. In addition, you can create your own pattern. While these patterns do not convert to embroidery, they can be used for printing and also as backgrounds for digitizing.

Texture Fill: This tool opens the Texture Fill dialog box and you can choose among several textures. In addition, different colors can be applied to the various textures.
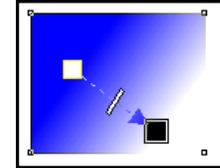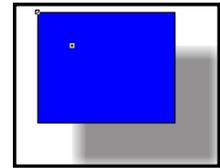
TOOLBOX CONTINUED

The second column of tools in the Toolbox contains icons that access different functions of Artwork Canvas.

Load Artwork: This icon is used to import either bitmap or vector artwork into Artwork Canvas.

Scan Bitmap: This icon lets you scan directly into BERNINA Embroidery Software from a TWAIN-compatible scanner.

Touch Up Bitmap: This icon loads a bitmap image into Corel PHOTO-PAINT. The bitmap can be then be edited.

Save Artwork: This icon will open a dialog box so that an adjusted or created image can be saved.

PROPERTY BARS

The Property Bar is interactive; in other words, it changes with each new icon selected. Let's look next at the Property bars for each of the tools in the Toolbox to learn about what each icon has available.

Select Artwork Object Property Bar
When this tool is selected, but nothing is selected on the drawing page, the Property Bar Shows These icons:

| Letter | 8.5 " / 11.0 " | | Units: inches | 0.01 " | 0.25 " / 0.25 " |

Paper Type: This is deactivated in CorelDRAW Essentials X6.

Paper Size: You can change the width and the height of the paper to know if the design will fit within a certain size. If you wish to hide the page border, go to View> Show and uncheck Page Border.

Paper Orientation: You can choose between portrait and landscape orientation for your paper size.

Page Layout: The first icon applies the page size to all pages; the second icon applies the page size to only the current page.

Units of Measurements: You can choose among many measurement methods.

Nudge Offset: This sets the amount a design will move when using the arrow keys.

Duplicate Offset: When you duplicate an object (not copy/paste), you can specify the distance between the original and the duplicate for the X and Y axes.

Some of the Property Bars have been divided in half so the icons will be larger.

inches
inches
millimeters
picas, points
points
pixels
ciceros, didots
didots
feet
yards
miles
centimeters
meters
kilometers
Q
H

DL
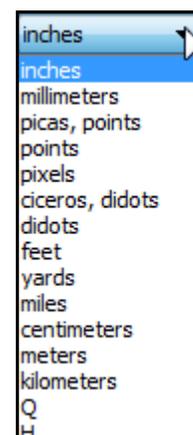
If an object or bitmap image is selected:

This first group of icons will be displayed when objects or bitmaps are selected.

| x: 0.0 " | ↔ 5.95 " | 100.0 % | 🔒 | ↻ 0.0 | ° | 📐 📑 |
| y: 0.0 " | ↕ 5.247 " | 100.0 % | | | | |
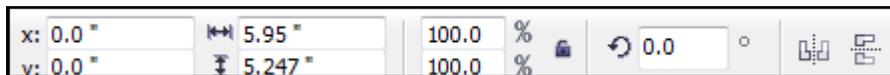
Object Position on X; Y Axis: Shows the position of the object.
Object Size: Shows the object size in the selected unit of measurement.

Scale Factor of Object: You can resize an object specifying a percentage.

Lock Ratio: If locked, both dimensions are changed proportionally by either a specified size or by percentage.

Angle: You can rotate a selected object by a certain degree.
Mirror Horizontally: Mirrors an object left/right.
Mirror Vertically: Mirrors an object up/down.

This group of icons appear when a bitmap is selected:

| 🖊 Edit Bitmap... | 🖋 Quick Trace | ⛶ 🔲 | 🗐 |

Edit Bitmap: Opens the bitmap in Corel PHOTO-PAINT.
Quick Trace: Creates a vector image from the bitmap image. The bitmap has to be deleted to get rid of it entirely. Use Object Manager Docker to delete the bitmap. To open Object Manager, go to Windows> Dockers and make sure a check mark is placed by Object Manager.

Crop Bitmap: Inactive icon, but the Crop icon in Toolbox can be used.

Resample Bitmap: Opens a dialog box where an image size and resolution can be changed.

Resolution: 300dpi vs 72 dpi

Wrap Text: Choose a style for wrapping paragraph text around an image. Select the bitmap, click on the icon to choose your style for wrapping, select the Vector Lettering icon and click and drag around the bitmap. Text boxes will appear of the wrapping style you chose.

Notes:

If you wish to change the size of the object, if Lock Ratio is unlocked, you can change either the Width or the Height independently of the other. If Lock Ratio is locked, changing the width will change the height proportionally or vice versa.
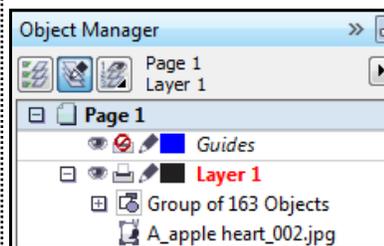
The Bitmap is listed as a jpg in this example; the Vector is the group of 163 Objects. To delete the Bitmap, click on it and press Delete.

In Resampling, you can change the image size or resolution or both. If you make an image larger without changing the resolution, the image may lose detail because the number of pixels cover a larger area. By Resampling, you may add pixels to preserve the detail. Resizing an image will maintain the same number of pixels in the new area. Upsampling adds pixels. Downsampling decreases the resolution of a bitmap.

Wrap Text:

Take time to smell

the flowers

DL
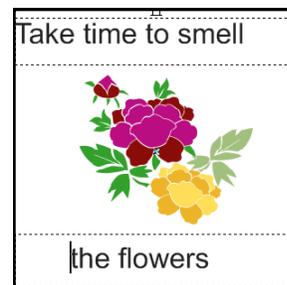
If one object is selected:
The icons that appear depend on what tool was used to create the object.

If more than one object is selected:
Additional icons appear when more than one object is selected on screen.

Combine: This combines objects into a single object with common properties. A combined object can be broken apart. The combination takes on the properties of the last selected object.

Group: Group preserves the attributes of the objects, but treats the grouped objects as a unit.

These icons become activated when a grouped object is selected.

Ungroup
Ungroup All: If two grouped objects are grouped with another object, Ungroup All will make each of the objects individual objects.

Weld: Weld combines the two shapes and the last one selected will be the one that dictates the properties of the other.

Trim: With Trim, one object cuts the other object. The last one selected will be the object that is trimmed.

Intersect: Intersect forms a new object from the overlapping of multiple objects. The new object takes on the properties of the last selected object.

Simplify: Simplify trims overlapping areas among objects.

Front Minus Back: Removes the back object from the front.
Back Minus Front: Removes the front object from the back.
These both differ from Trim because with Trim, you still have both objects; one will be trimmed, but the other remains.
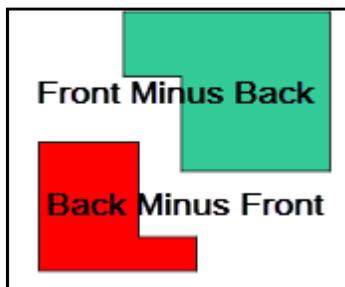
Align & Distribute: Opens the Align & Distribute Docker. You can align and space horizontally, vertically, to the left, center, or right.

Combined Objects

Weld

Trim

Intersect

Front Minus Back / Back Minus Front

Align and Distribute

Simplify
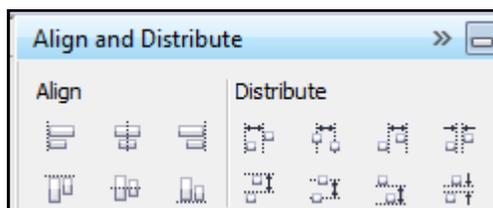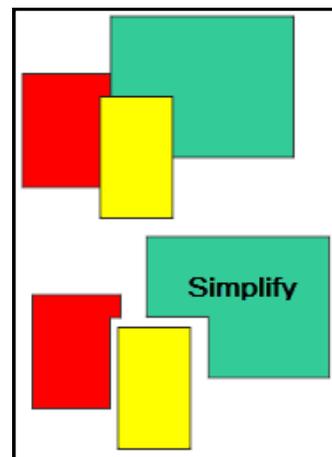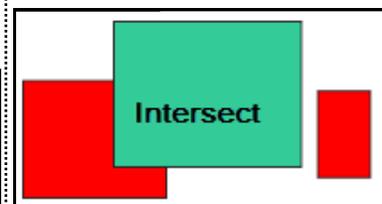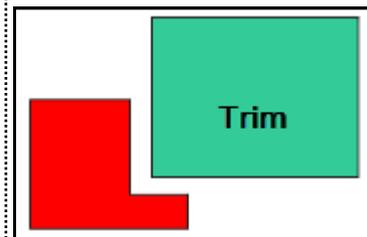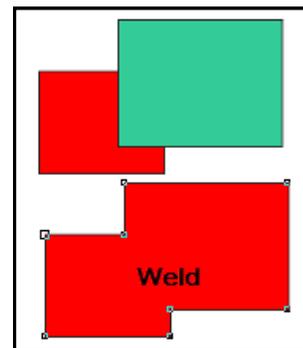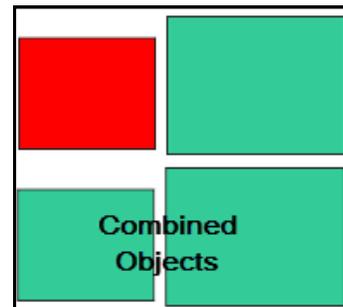
Zoom Property Bar
These are the icons displayed when Zoom is the selected tool.

Zoom Level: You can specify your level of zoom by selecting one of the selections from the drop-down menu or by highlighting the amount and entering a new amount. Pressing Enter activates the change.
Zoom In: Click this icon to zoom into the page.
Zoom Out: Click this icon to zoom out from the page.

Zoom to Selected: This icon is only highlighted when an object is selected.
Zoom to All Objects: This icon lets you see all objects on the drawing page.
Zoom to Page/Page Width/Page Height: These icons are nonfunctional.

Pan: When pan is selected, the icons in the Property Bar are the zoom icons.

Shapes Tools Property Bar

This Property Bar is displayed if the tool is selected or if the object drawn with that tool is selected. The first part of the bar is the same as when a picture is selected and appears for all the shape tools except Graph and Spiral Tools.
The middle part of the bar changes with the type of object that is selected or which type of shape tool is selected.
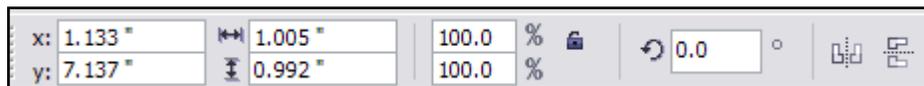
Rectangle Property Bar

Round Corner: By selecting this; then using the up arrows next to the appropriate corner, you can round the corners of a square or rectangle.

Scallop Corner: This icon changes the corner to a scallop.

Chamfered Corner: This icon changes the corner to a flat edge.

Edit Corners Together: When locked, all corners will be changed. When unlocked, each corner can be changed independently of the others.

Relative Corner Scaling: Scale the corners relative to the size of the rectangle.

Notes:

See page 8 for a description of these icons.
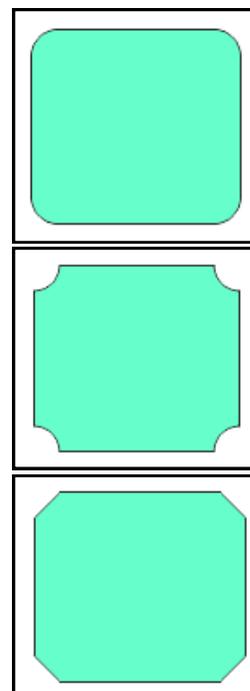
Ellipse Property Bar
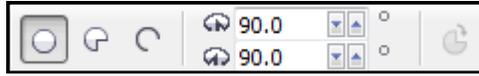
Ellipse: When this shape is activated with the Ellipse tool, an oval or circle will be drawn. It is the default shape for the Ellipse tool.

Pie: When this shape is activated with the Ellipse tool, a pie shape will be drawn. If an oval or circle or arc is selected; then this icon is activated, the shape will change to a pie shape.

Arc: When this shape is activated with the Ellipse tool, an arc shape will be drawn. If an oval or circle or pie shape is selected; then this icon is activated, the shape will change to an arc shape.

Starting & Ending Angles: These values can be manipulated to get different shapes for arcs and pie shapes.

Change Direction: This creates the missing piece (the opposite from the original) of the pie or arc shape.
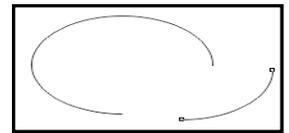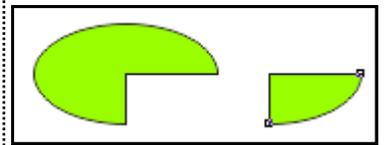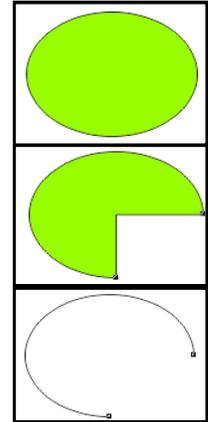
Polygon Property Bar

You can specify the number of points or sides of the polygon. You can specify the number either before or after you draw the shape.

Stars Property Bar

Points or Sides: Sets the number of points or sides of the star.
Sharpness: Adjusts the corner sharpness of the star.

The later part of the bar is the same for each of the above shape tools.
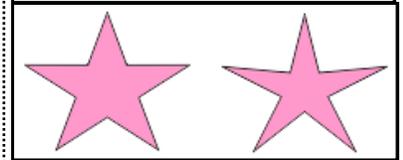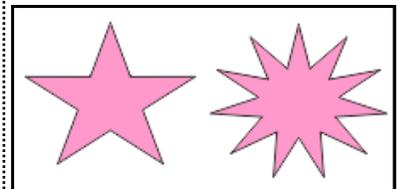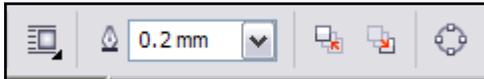
Wrap Text: Described earlier.

Outline Width: Adjusts the width of the outline around an object. Hairline, .5, .75, and 1 pt will convert to a single outline in embroidery. Other widths will convert to a satin fill.
Front of Layer: Sends the selected object of a stack of objects to the front of the stack.
Back of Layer: Sends the selected object of a stack of objects to the back of the layer.

Convert to Curves: Changes the drawn shape to an object that has control handles and nodes. You can manipulate the nodes and control handles to change the object's shape.

Notes:

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Notes:
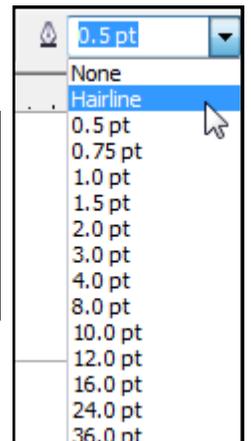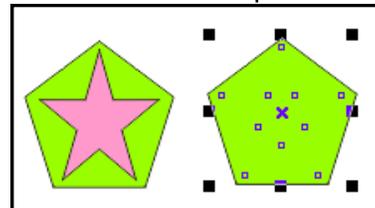
Graph Paper Property Bar
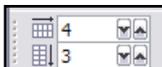
Columns & Rows: Specify the number of rows and columns in your graph. Values must be specified before drawing the graph. This will convert to embroidery.

Spiral Property Bar
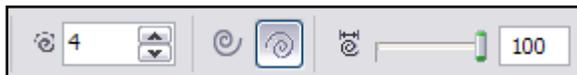
Spiral Revolutions: Set the number of full circle revolutions in the spiral.

Symmetric Spiral: Spiral has even revolutions.
Logarithmic Spiral: Spiral has tighter revolutions in the center.

Spiral Expansion Factor: Changes the rate that the spiral changes as it is drawn. A higher number places the revolutions further apart. This is only active for Logarithmic spirals.

Perfect Shapes Property Bar

The first part of the Property Bar is the same as when a picture or object shape is selected.
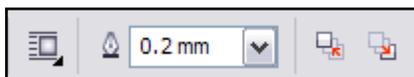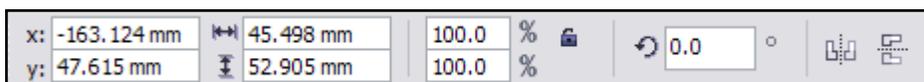
The last part of the Property Bar is the same as when an object shape is selected.

The only part that is different is the middle section. The middle section will change based on which vector shape is selected, but the tool shown will function the same—it allows you to select the type of shape.

Perfect Shape: Click on this icon to select from an assortment of shapes to draw. Just drag your cursor to select the desired shape. Click on the screen once to activate; then click and drag to draw.
Line Style: Choose from various built-in types of lines. When you click on More, you can edit a selected line.

Edit Line Style

Click on the squares to turn dots in the line style on and off:

Hint: The first dot in the line style must be black, and the last dot must be a space. You can adjust the end of the line style by moving the bar on the right side of the line. There is a limit of 5 dashes per outline style.

Add   Replace   Cancel   Help

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DL
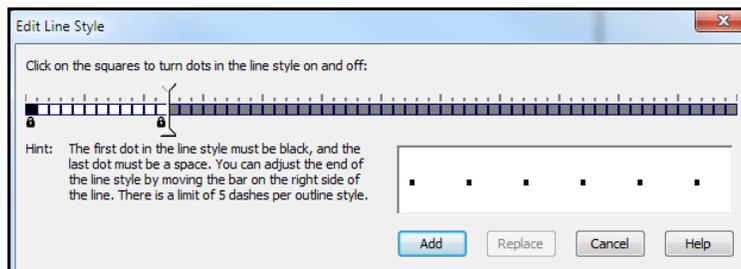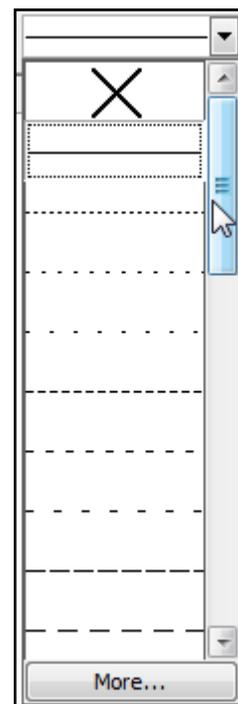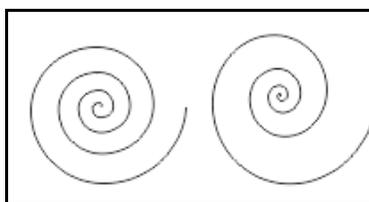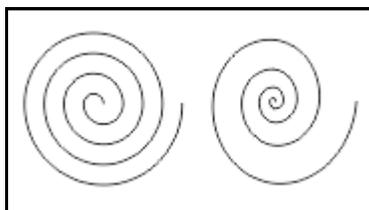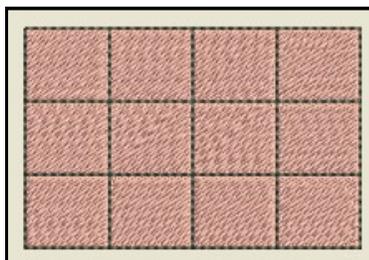
Curve Flyouts Property Bar

For the Freehand Draw Tool and the Pen Tool, the first part of the Property Bar is the same as for Shapes Tools.
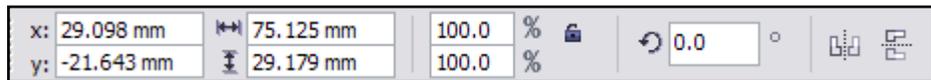
| x: 29.098 mm | ↔ 75.125 mm | 100.0 % | 🔒 | ↺ 0.0 ° | |
| y: -21.643 mm | ↕ 29.179 mm | 100.0 % | | | |

Freehand Draw Tool:

Break Apart: This icon is not active unless two objects have been combined; then selected.

Start Arrowhead: You can add an arrowhead to the beginning of a drawn line or preselect it; then draw the line. Use the scroll bar to find even more shapes.
Line Style
End Arrowhead: This will add an arrowhead to the end of a line.
Close Curve: Join the ends of the nodes so that a line creates an enclosed shape.
Wrap Text
Outline Width

Freehand Smoothing: Adjusts the smoothness of the Freehand Draw tool. A higher number creates fewer nodes as you draw a line.

Bounding Box: When activated, the black selection boxes are hidden when you draw with the Freehand tool.
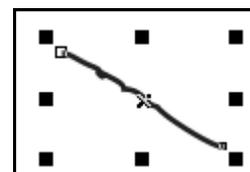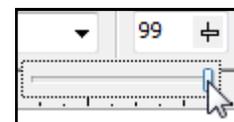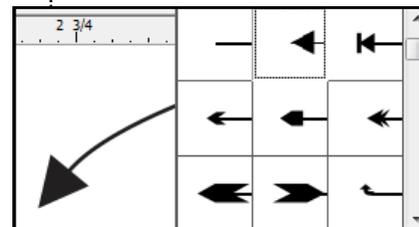
Pen Tool Property Bar

The Pen Tool shares the same Arrowhead and Line Style Lines, as well as Close Curve, Outline Width, Wrap Text, and Bounding Box.
The two new icons specific to the Pen Tool are:

Previewing a line

Preview Mode: Preview Mode lets you see the line segment as you are drawing it. When it is off, the line is drawn without a preview.

Auto Add/Delete: After the line is drawn, you can use this icon to add or delete nodes. If the icon is highlighted, point to an existing node and click and it will be deleted or click on the line to add a node.

Auto Add
edge
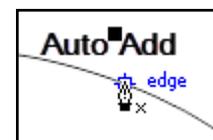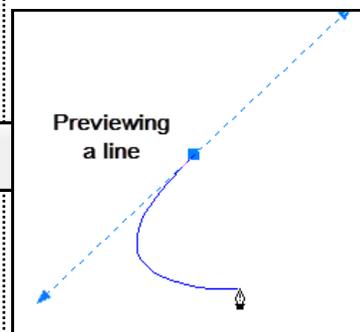
Artistic Media

The Property Bar changes depending on the type of Artistic Media you have selected. There are five types of Artistic Media.

- **Preset:** You can draw a curve choosing among various presets.
- **Brush:** Draw a curve that resembles a paint brush stroke.
- **Spray:** Draw by spraying a set of preset images.
- **Calligraphy:** Draw a curve by that resembles a calligraphy pen stroke.
- **Pressure:** Mimic the effect of drawing with a pressure sensitive pen.

Preset Property Bar

Freehand Smoothing
Artistic Media Tool Width: This icon adjusts the stroke width.
Preset Stroke List: Choose from many different types of preset strokes.

Scale Stroke With Object: Activate this when rescaling an object so that the width of the line will change proportionally.
Bounding Box

Brush Property Bar

Freehand Smoothing
Stroke Width: Adjusts the width of the object.

Category: Choose a category; then choose from an assortment of brush types. Have fun creating! These do convert to embroidery, but some editing may be necessary.
Brush Stroke: Choose the type of brush stroke from a drop-down menu. All sorts of fun objects are included that convert to embroidery.

Browse: Used to browse to your custom strokes.
Save: Used to save custom strokes.
Delete: Used to delete custom strokes.

Scale Stroke With Object
Bounding Box
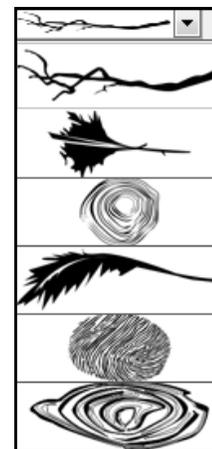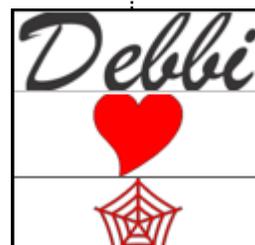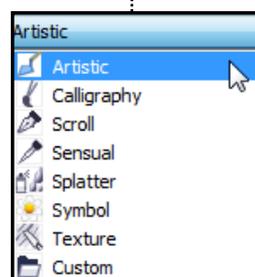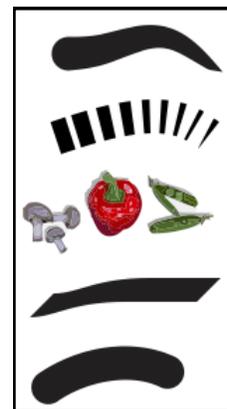
Spray Property Bar

The Spray Property Bar is shown in two parts.

Size of Object to be Sprayed:
The upper box resizes objects uniformly as percentage of their original size. The lower box resizes each object as a percentage of the preceding object.

Incremental Spraying: Must be in the locked position to change the size of the lower box.

Category: Choose a category; then choose among the options in the spray list. These do convert to embroidery, but will usually need some editing.

Spray Pattern: Choose from the drop-down menu.
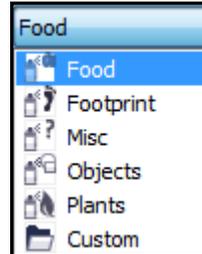
Browse
Save: Sprays can be created and saved; then deleted.
Delete
Spray Order: Sprays can be arranged randomly, sequentially, or by direction.
Add to Spray List: After a new object is created, if selected, it can be added to a spray list.

Spray List Options: After a spray is created, it can be edited by clicking on this icon. You can add, remove, or rearrange. A dialog box opens up to assist you in editing.

Images per Dab & Image Options: The upper box sets the number of images per dab. The lower box adjusts the distance between dabs along the length of each stroke.

Rotation: You can rotate the objects within the Spray.
Offset: You can offset the objects within the Spray and select different types of patterns; alternating, left, right, and random.

Scale Stroke with Object
Reset Values: This resets a spray list to its saved settings.
Bounding Box

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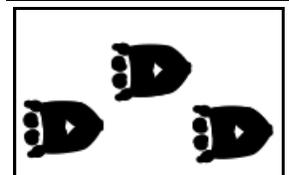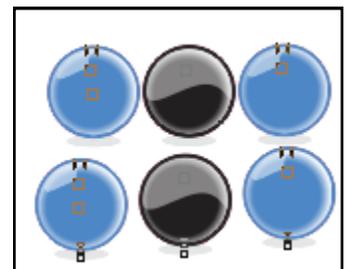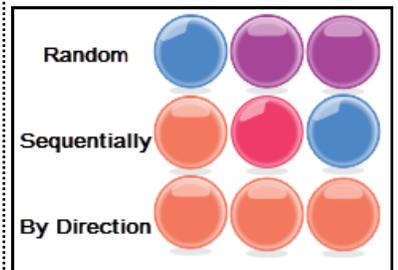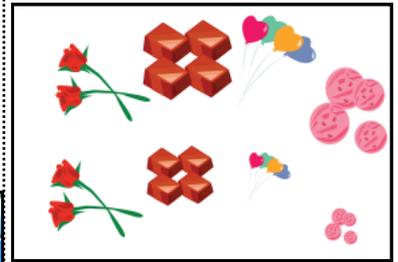
Calligraphy Property Bar

`100 ┿  0.5"  45.0 °`

Freehand Smoothing
Stroke Width
Calligraphic Angle: Changing the angle of the line will change the shape of the line much like when you draw with a Calligraphy pen.
Scale Stroke With Object
Bounding Box
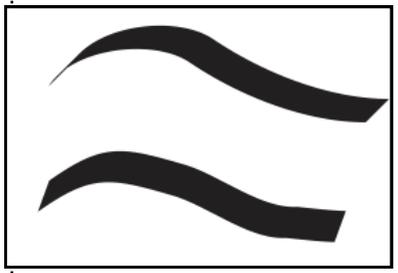
Pressure Property Bar
Freehand Smoothing
Stroke Width
Scale Stroke With Object
Bounding Box

`100 ┿  0.5"`

Smart Drawing Tool Property Bar

`Shape Recognition Level: Medium ▼  Smart Smoothing Level: Medium ▼  0.5 pt ▼`
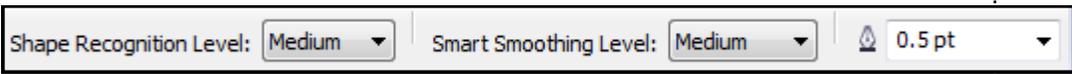
Shape Recognition Level: There are six levels that can be set to detect the shape you draw with the tool.
Smart Smoothing Level: There are six levels of smoothing that can be set before you draw the shape.
Outline Width: You can preselect or change the width of the outline.

```
None
Lowest
Low
Medium
High
Highest
```

Vector Lettering Property Bar

The first part of the Property Bar is the same as for the Shapes Tools.

`x: -18.411"  1.359"`
`y: 4.427"   0.313"   0.0 °`

`O Arial ▼  24 pt ▼  B I U  ✗  ≔ ≡  A⁺  ab`

Artistic text is created by selecting the Vector Lettering tool and clicking on the drawing page and typing.

Paragraph text is created by selecting the Vector Lettering tool and drawing a bounding box; then typing.

Font: Choose from all your True Type and Open Type installed fonts on your computer.
Size: Size of the lettering, measured in points. 72 points equals 1".
Bold/ Italics/ Underline: Underlining does not convert to embroidery unless the lettering is first converted to curves.
Horizontal Alignment: Chose from None, Left, Center, Right, Full Justify, or Force Justify.
Bulleted List: This only works with Paragraph Text
Drop Cap: A large capital letter is added at the beginning of paragraph text.
Text Properties: Opens the Text Properties docker window.
Edit Text: Opens a Text Editor dialog box to edit the text.

Reshape Property Bar

When a circular or rectangular shape is selected for reshape, the Property Bar shows the same icons that are displayed when that shape is selected.

When a curve is selected, which can be a shape that has been converted to curves or a shape drawn with the spiral tool or curve tools, a different set of icons appear. These icons allow you to adjust the shape or the line in many ways.

Selection Mode: You can choose between Rectangular Selection Mode and Freehand Selection Mode (like a lasso).
Add Node: You can add a node (reshape point) by right clicking on the selected object after Reshape is selected and select Add. A node can also be added by clicking on the line where you wish to add the node and then click on the Add Node icon. Double clicking on the line in Reshape Mode will also add a node.

Delete Node: If you wish to delete a node, select the node and click on the Delete Node icon or right click on the node and select Delete or select the node and press Delete.

Join Two Nodes: This icon will join a line by selecting the two end nodes while holding the Shift key; then clicking on the icon.
Break Curve: This icon is used to break a closed object into an open object at the selected node. Select the node, then click on the icon. You can then move the nodes to separate the object.

Convert to Line: Converts a curved segment to a straight line.

Convert to Curve: To convert a line to curve, select the node and click on this icon. A control handle appears at the node and you can click and drag on the control handle to change the shape of the line.

Cusp: Creates a sharp angle at the node. Each control handle can be moved independently of the other. Think left click in digitizing.
Smooth: These nodes form a curve. The control handles are opposite one another, but can be different distances from the node.
Symmetrical: These nodes also form a curve, but the control handles are equally distance from the node and give you a symmetrical curve.

To change the type of node, select it and select the new type of node.

Join Nodes

Break Curve

Convert to Line

Convert to Curve

Cusp

Smooth

Symmetrical
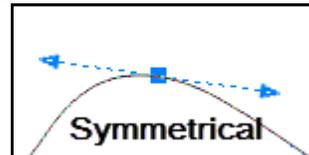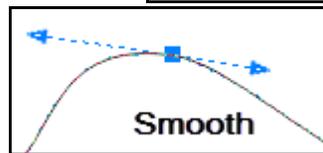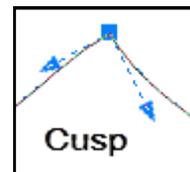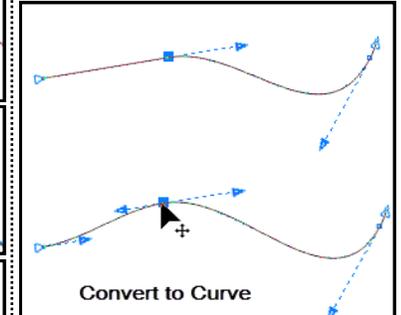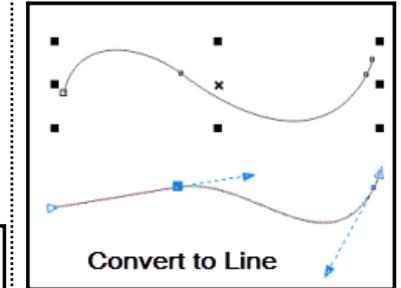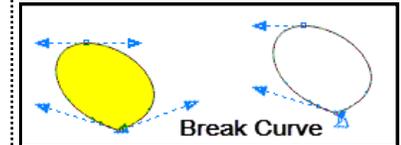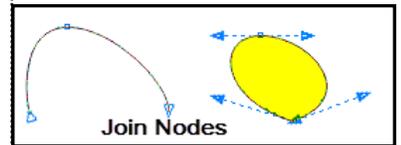
Reshape Property Bar Continued

Reverse Direction: Reverse Direction will change the start and end points of a line.

Extend Curve to Close: Joins the end nodes of a curve with a straight line.

Extract Sub-path: Extract a selected sub-path from an object, thus creating two objects. This is not active in CorelDRAW Essentials X6.

Close Curve: Close Curve joins the end nodes of a curve.
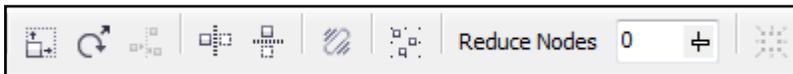
Stretch & Scale Nodes: This icon will add selection boxes around a selected node rather than around an entire object. The node can be stretched either vertically or horizontally or scaled proportionately.

Rotate or Skew Nodes: This icon lets you rotate or skew a single node, rather than an object. The corner arrows rotate; the horizontal arrows skew.

Align Nodes: By selecting two or more nodes with the Shift key and clicking on this icon, you can align nodes horizontally, vertically, or align control points. A dialog box opens and you make your selection from the dialog box.

Reflect Nodes Horizontally: This icon lets you select two nodes and mirror their positions as you move them. This reflection can be both horizontal and vertical if you have both icons active.
Reflect Nodes Vertically

Elastic Mode: This icon shapes a curve as though stretching an elastic band.

Select All Nodes: Selects all nodes in an object.

Reduce Nodes: This icon increases the smoothness of a curve by deleting nodes within the selection. In Reshape, drag a bounding box around the nodes; then click on the bar by the 0. This opens a slider bar. Click and drag the slider bar to reduce the nodes.

Bounding Box

Reverse Direction

Extend Curve to Close

Stretch & Scale Nodes

Rotate Node

Node Align

Reflect Nodes Horizontally & Vertically

Reduce Nodes 0

Crop Tool Property Bar

| x: | -2.158 " | | 0.096 " | | 0.0 | ° | Clear Crop Marquee |
| y: | 0.803 " | | 0.094 " | | | | |
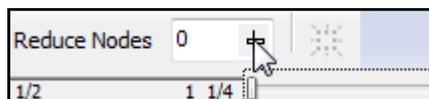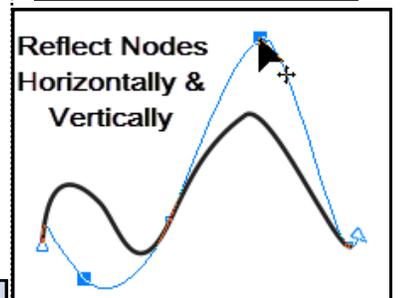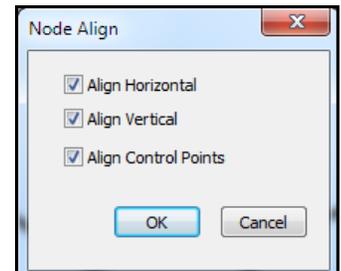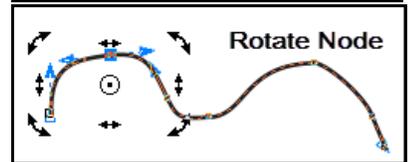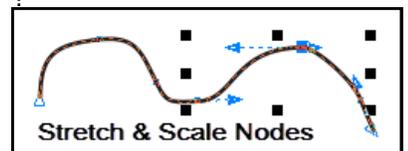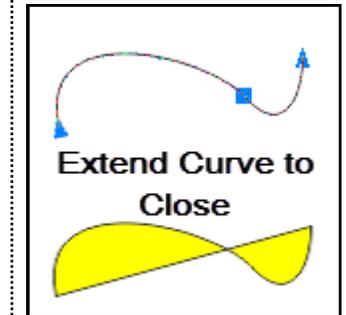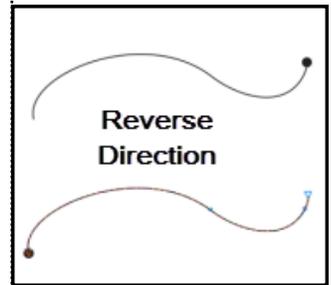
The Crop tool property bar has only one unique display—that is Clear Crop Marquee.
You can change the position or size of the crop and rotate the crop.
If you start to crop an object by clicking and dragging a bounding box around that object, Clear Crop Marquee will escape from the crop.

Eraser Tool Property Bar

| | | 0.05 " | | | ○ |
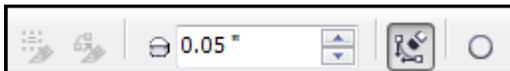
Keep as One Object: This is not active in CorelDRAW Essentials X6.
Auto-Close On Cut: This is not active in CorelDRAW Essentials X6.
Eraser Thickness: Changes the size of the Eraser Tool.
Reduce Nodes: The number of nodes produced by erasing is kept to a minimum when this icon is activated.
Eraser Shape: A round or square eraser can be chosen.

By clicking on an object after the Eraser Tool is selected; then moving to a new location through the object and clicking again, a straight eraser line will be drawn. Holding the Ctrl key down as you drag will constrain the line to a certain angle.

Interactive Tool Property Bars

Blending Property Bar

| Presets... | + − | x: | -2.663 " | | 0.966 " |
| | | y: | 0.794 " | | 0.549 " |
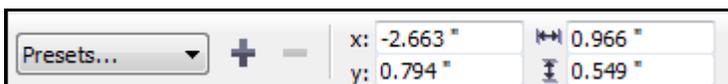
Presets: Choose from a drop-down selection of blend presets.
X/Y Position and Dimension of Blend

| | | 20 | | | 0.0 | ° |
| | | 0.2 " | | | | |

Number of Blend Steps: The number of steps between each object. Use the up/down arrows or highlight the number, enter and new number and press Enter.
Offset of Blend: This cannot be changed in CorelDRAW Essentials X6.

Blend Direction: Set the angle that the blend will rotate between the two objects. Creates a spiral effect.

Presets...
Straight 8 Step
Straight 10 Step
Straight 20 Decel
Rotation 90 Degree
Loop Blend
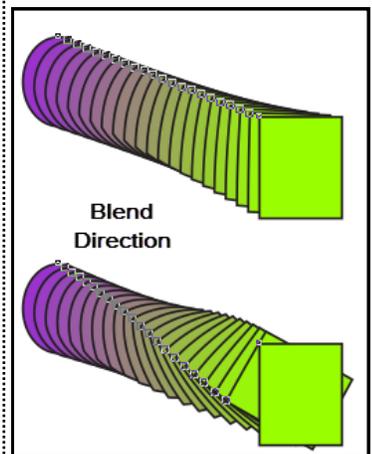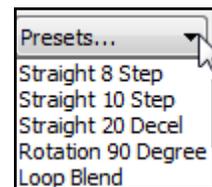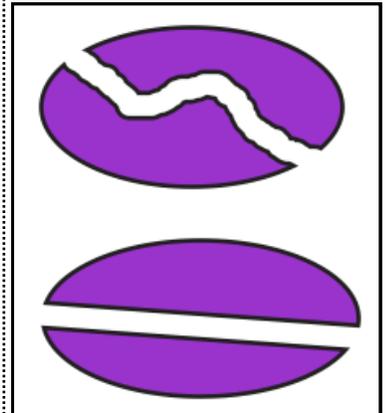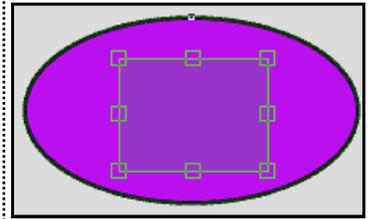
Blend
Direction

Blend Property Bar Continued

Loop Blend: This icon activates if you have changed the blend direction. The nodes of the two blended objects form a curved path. The larger the angle, the greater the curve of the path.

The next three icons change the type of blend, which will change the color appearance of the blend.

Direct Blend: Sets a direct color progression for the blend. The loop blend shown is a Direct Blend.
Clockwise Blend: Sets the color progression clockwise through the color spectrum.
Counterclockwise Blend: Sets the color progression counterclockwise through the color spectrum.

Object & Color Acceleration: Adjusts the rate at which objects & colors appear in the blend. The control starts in the middle and the two can be locked to adjust together or unlocked to be adjusted separately.
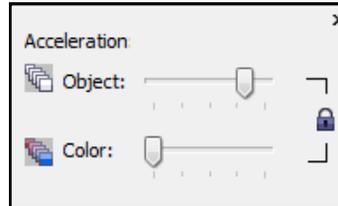
Size Acceleration: Adjusts the rate that the size in the blend changes. When the icon is activated, an arrow appears on the blend that can be clicked and dragged from one end to another of the blend.

More Blend Options:
  Map Nodes: Select the blend; then click on More Blend Options and select Map Nodes. Click on one of the nodes of the start object and one of the nodes of the end object to change the shape of the blend.

  Split Blend: Select the blend; then click on More Blend Options and select Split Nodes. Click on the intermediate object where you want the blend to split. When that intermediate object is moved, the blend changes shape.

Starting & Ending Objects: This icon will let you change the start or the end of a blend by clicking on an object outside the blend that you want to use as a new start or end.
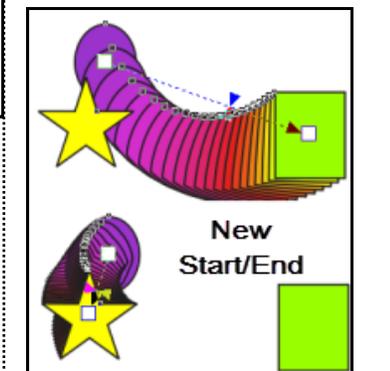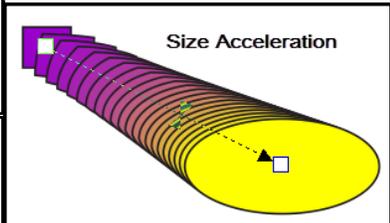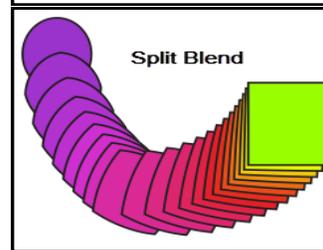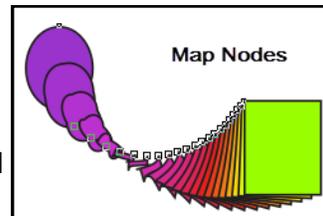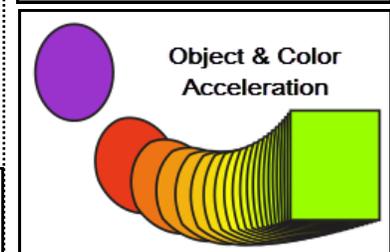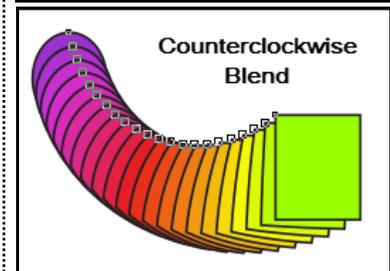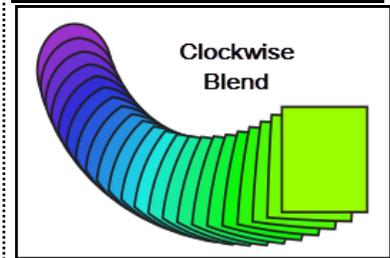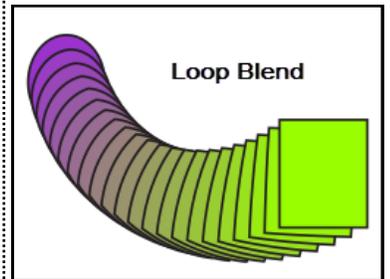
Blend Property Bar Continued

Path Properties: This allows you to move the blend to a new path. To change to a new path, draw a new path with the Freehand Draw Tool; then select the blend, select New Path, and click on the new path.

Copy Blend Properties: When two blends have been created, the Copy Blend Properties becomes highlighted. Select the blend you wish to change; click on the icon; then click the on the blend you want to copy. This does not affect the colors or shapes in the blend, only the number of steps in a blend.

Clear Blend: Removes the blend from the two objects.
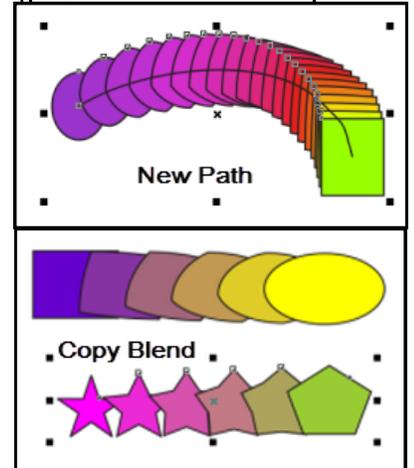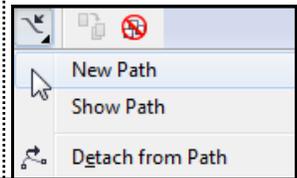
Contour Property Bar
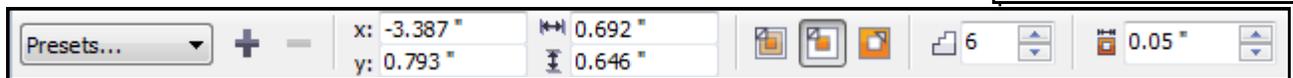
Presets: You can choose between two preset options for the contour—flow inward and flow outward.
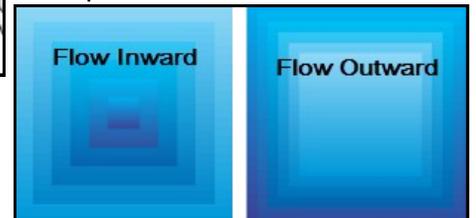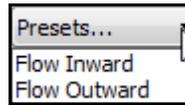
Object Position/ Size: These icons change the position or size of the contour object.

Contour to Center: This icon applies a contour that fills the object.
Contour to Inside: This icon applies a contour to the inside of an object.
Contour to Outside: This icon applies a contour to the outside of an object.
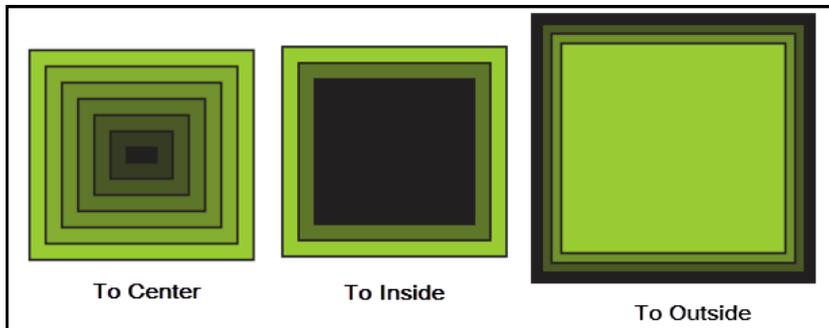
Contour Steps: This icon adjusts the number of steps in the contour.

Contour Offset: This icon adjusts the spacing between the contours of the object.

Notes:

If you receive an error message that the Offset is too large, you can adjust the size of the offset or the type of contour.

DL

Contour Property Bar Continued

Contour Corners: Not functional in CorelDRAW Essentials X6.

Contour Colors: Sets a color progression through the color spectrum—linear, clockwise, or counter-clockwise.

Linear   Clockwise   Counterclockwise

Outline Color: Choose the outline color for the contour.

Fill Color: Choose the fill color for the contour.

Last Fill Color: Is highlighted and active with Fountain Fills.

Outline   Fill

Object & Color Acceleration: Adjusts the rate that the size and color change within the contour. They can be adjusted together or independently.

Object & Color Acceleration

Copy Contour Properties: When there are two contours created, select the contour object you wish to change; click on the icon; then click on the contour you wish to copy.

Clear Contour: Removes the contour from the object.
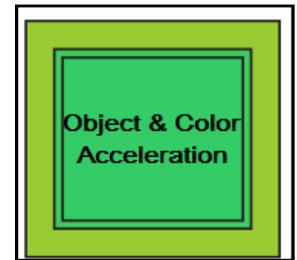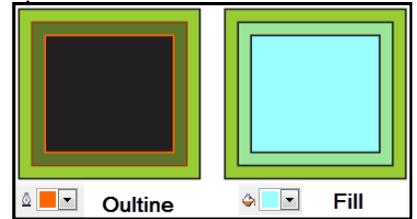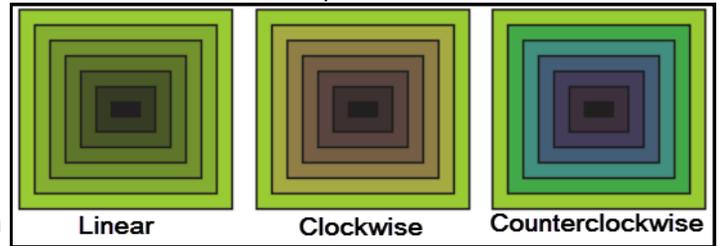
Distort Property Bar

Presets...

Preset Selection: You can choose among five types of preset distortions—pull corners, push corners, twister, stamp, and zipper. Each selection will change the property bar icons slightly.

You can manually distort an object by choosing one of next three icons. Just select the object, select the icon, and click on the object, drag, and release. There is a reshape bar that appears on the object so that you can make additional adjustments.

Pull Corners

Push Corners

Twister

Stamp

Zipper

  Push-Pull Distortion:
  Zipper Distortion:
  Twister Distortion:

Push Pull   Zipper   Twister
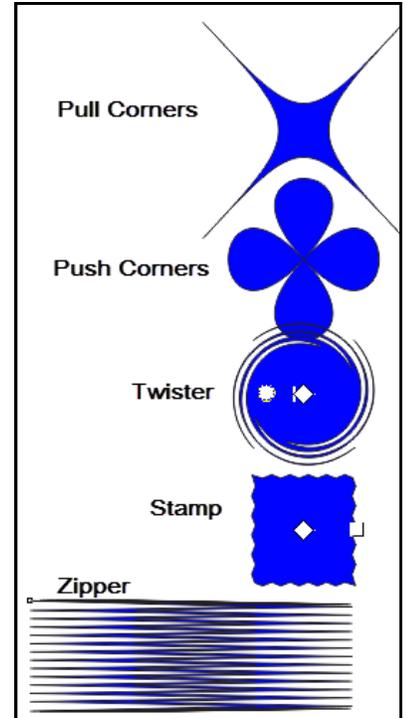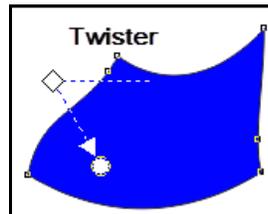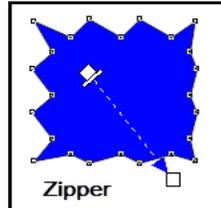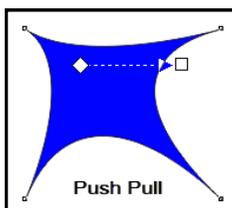
Distort Property Bar Continued

Push Pull

Zipper

Twister

The above Property Bars are displayed with each of the selected Distort Tools. First, let's look at the common icons.

Add New Distortion: This icon is only highlighted when an object has a distortion applied to it. You can click and drag on control points to add additional effects.

Center Distortion: This distorts the object from its center.
Convert to Curves: This converts the object to a curve so that the nodes can be reshaped.
Copy Distortion: When two distortions are present, you can copy the properties of the distortion from one to the other.
Clear Distortion: This icon clears the distortion from the object.
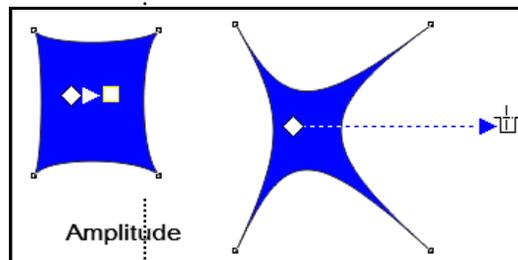
Amplitude

Additional Icons For Push Pull:
  Push Pull Amplitude: Adjusts the inflation or deflation of the object. This can be adjusted numerically or with the control handles.
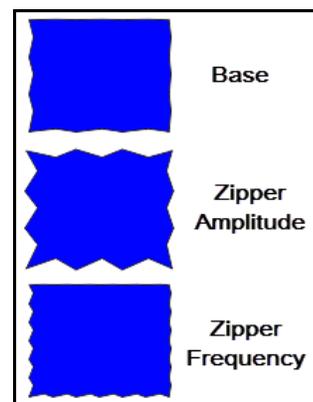
Additional Icons for Zipper
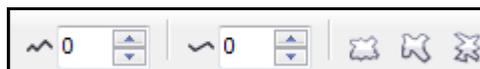
  Zipper Amplitude: Adjusts the height of the teeth in the sawtooth effect.
  Zipper Frequency: Adjust the number of teeth in the sawtooth effect.

  Random Distortion: Makes the effects in the distortion random.
  Smooth Distortion: Smoothes the nodes in the distortion.
  Localize Distortion: Reduces the effects as the distortion progresses.

Base

Zipper Amplitude

Zipper Frequency
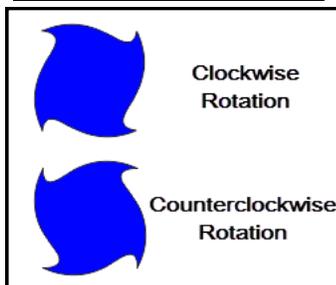
Additional Icons for Twister

These first directional icons apply the direction of rotation:
  Clockwise Rotation
  Counterclockwise Rotation
  Complete Rotations: Sets the number of complete rotations for a distortion.
  Additional Degrees: Set the number of degrees beyond a complete rotation.

Clockwise Rotation

Counterclockwise Rotation

Base   Increased number   Increased degrees
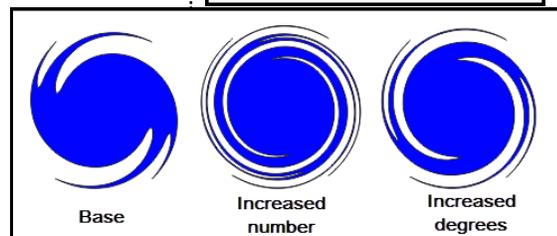
Envelope Property Bar

Envelopes will let you shape objects and text to a particular shape. You can also edit these shapes. The first icons in the property bar should look familiar to some of the Reshape icons.

Presets: Like other Interactive Tools, you can choose among a list of presets.
Selection Mode
Add Node
Delete Node
Convert Curve to Line
Convert Line to Curve
Cusp Node
Smooth Node
Symmetrical Node
Convert to Curves
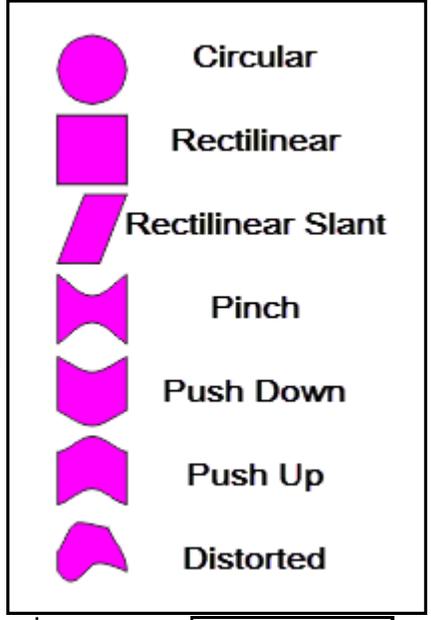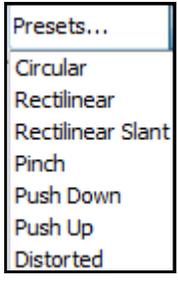
The rest of the Envelope Property Bar looks like this:

Straight Line Mode: Applies an envelope of straight lines.
Single Arc Mode: Apply an envelope to produce an arc shape.
Double Arc Mode: Apply an envelope to produce an S shape
Unconstrained Mode: Apply a free-form shape that allows changes to node properties.
Add New Envelope: Apply a new envelope to an object that already has an envelope.
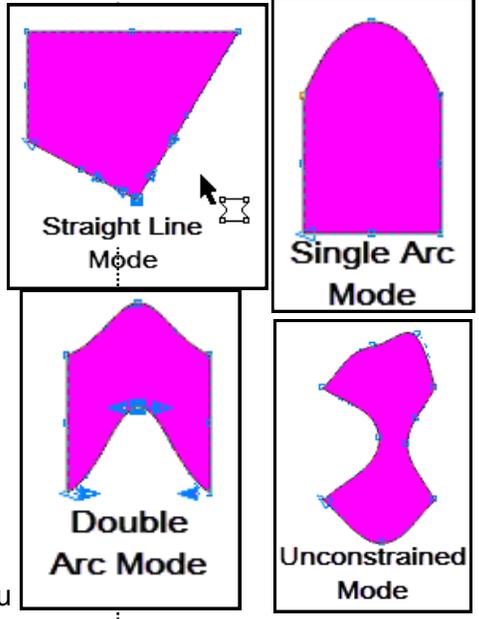
Mapping Mode: Choose how the object fits within the envelope. There are four choices of modes.
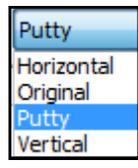
Keep Lines: Preserves straight lines when applying an envelope.
Copy Envelope Properties: When two envelopes are present, you can copy the envelope properties from one envelope to the other.
Create Envelope From: Create an envelope based on the shape of another one.
Clear Envelope: Clear the envelope from the object.

Extrude Property Bar

Extrusions make objects appear three-dimensional. Most of these effects are for printing and not for embroidery.

| Presets... ▼ | ➕ ➖ | x: -3.023 " y: 2.01 " | ▭ ▼ 🗑 20 ▲▼ |
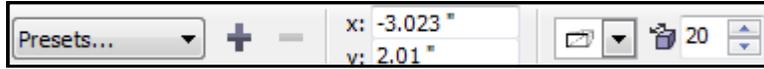
Extrude Presets: There are six extrude presets.
Extruded Object Position: Shows the position of the extruded object.
Extrusion Type: Choose among six extrusion types to apply to an object.
Extrusion Depth: Adjusts the depth of the extrusion for the object.

Extrude Top Left   Extrude Top   Extrude Top Right

Extrude Bottom Right   Extrude Bottom   Extrude Bottom Left

Increasing Depth

📐 0.406 "   VP Locked To Object ▼

📐 -0.26 "
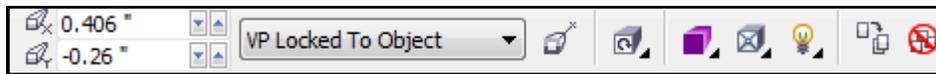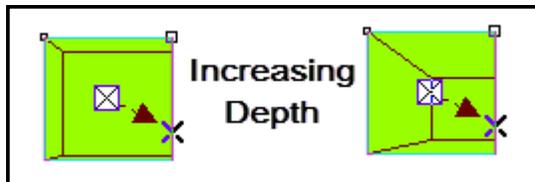
Vanishing Point Coordinates: You can set the X & Y coordinates for the vanishing point that creates the perspective.
Vanishing Point Properties: Select different ways to set the vanishing point.
Page or Object Vanishing Point: Locks the location of the vanishing point to a page or object.
Extrude Rotation: Lets you visually rotate the extruded object to change the vanishing point.
Extrusion Color: Lets you apply a uniform color to the entire object or a contrast solid color to the extrusion or a shaded color to the extrusion.
Extrusion Bevels: Adds sloped bevels to the extrusion.
Extrusion Lighting: You can change the position of lighting effects.
Copy Properties of Extrusion: With two extruded objects, you can copy the properties of one to another.
Clear Extrusion: Clears the extrusion from the object.

Extrude Rotation ×

Extrusion Color

Extrusion Bevels

Extrusion Lighting
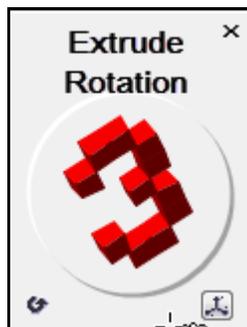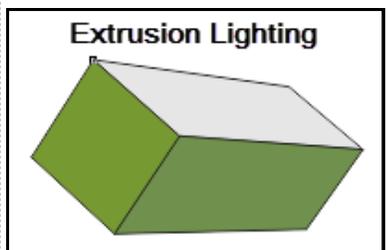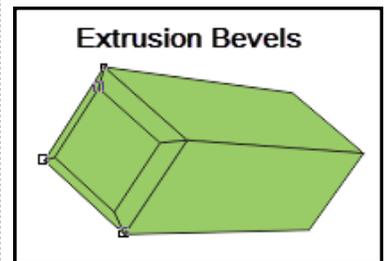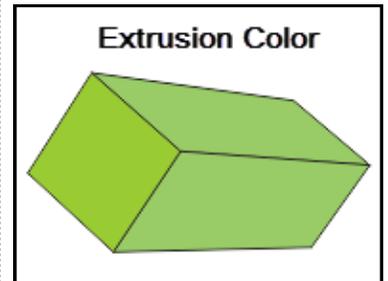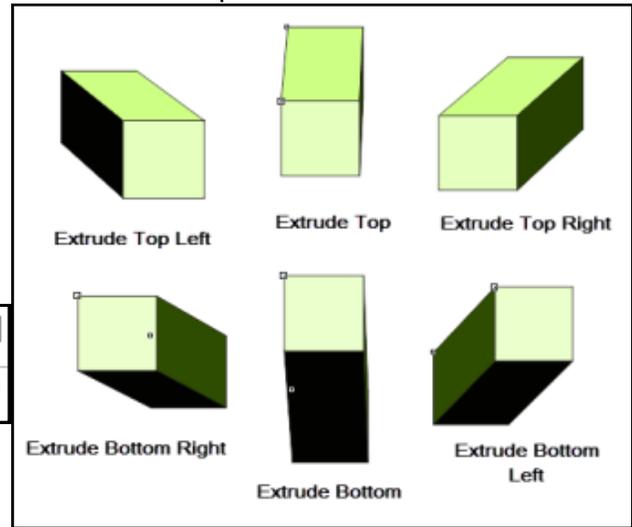
Interactive Fill Property Bar

When you select the Interactive Fill, the Property Bar will change to one of those shown below depending on the type of fill you select from the Fill Type. These fills, other than uniform fills, are for printing and will not translate to embroidery.

Uniform Fill Property Bar
Uniform fills are solid colors that you can choose from the color chips or create from the Fill dialog box which opens when you click on the icon shown to the left.

	Uniform Fill	Palette	RGB palette	Blue Violet	0 %

Edit Fill icon: Opens the dialog box to edit the fill.
Fill Type (first bar)**:** Lets you choose from various types of fills.
Uniform Fill Type (second bar): Choose a color model for the fill. Choosing a type from the drop-down choices will change the icons that are visible.
Uniform Fill Palette (third bar): Choose a color palette for the fill.
Uniform Fill Color Palette: Choose a color from the drop down choices.
Color Tint: Adjust the intensity of the color with a slider or by a percentage.
Copy Fill Properties: When two fill types are used, you can copy the fill properties of one filled object to another.

Uniform Fill
No Fill
Uniform Fill
Linear
Radial
Conical
Square
Two Color Pattern
Full Color Pattern
Bitmap Pattern
Texture Fill
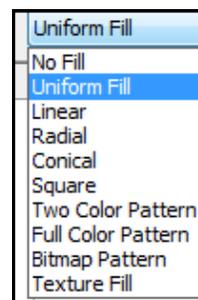
Fountain Fill Property Bar
The Fountain Fill is a smooth progression of two or more colors. These types of fills are also known as gradient fills. There are four types of Fountain fills: linear, radial, conical, and square.

	Linear		50 %	0.0 ° 0 %	256

Linear Fills Property Bar
Edit Fill icon
Fill Type
Color Boxes: Choose two colors to use for the Fountain Fill.
Fill Midpoint: Adjusts where the color will split.
Angle & Edge Pad: Sets the direction and the distance from the edge for a Fountain Fill. You can change the angle mathematically in the Property Bar or visually by clicking and dragging on the boxes at either end of the object.
The Edge Pad changes the amount of fading of the colors. A higher percentage makes the colors more definitive.

Fountain Steps: Adjusts the number of steps in the Fountain Fill. To change this amount, you must first activate the Lock icon.
Copy Fill Properties

To add a third color to the Fountain Fill, click and drag on a color chip to the slotted bar on the dotted line.
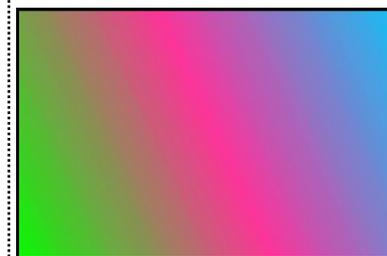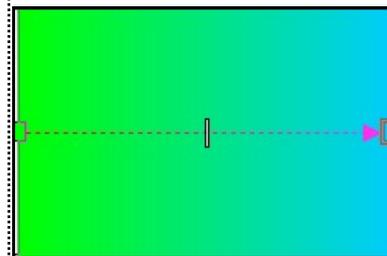
Radial Fills Property Bar

Radial Fills radiate color from the center out. The icons are the same as for Linear Fills.

| Radial | | 50 % | 0.0 / 0 % | 265 |
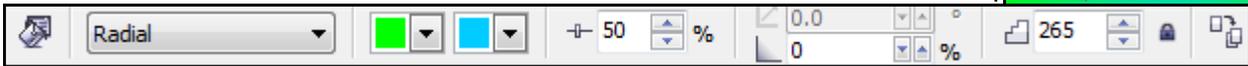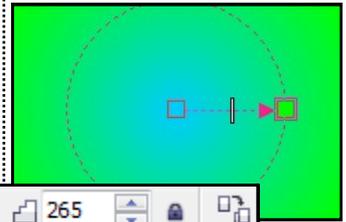
Conical Fills Property Bar

Conical Fills create the illusion of light hitting a conical shape. The icons are the same as for Linear and Radial Fills

| Conical | | 50 % | 355.336 / 0 % | 265 |
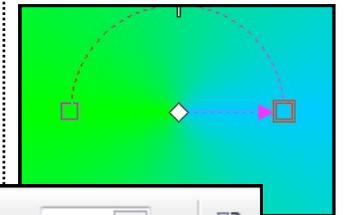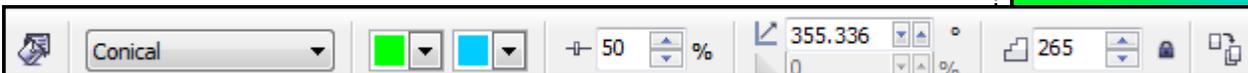
Square Fills Property Bar
In a Square Fill, the color radiates in a square from the center out. The icons are the same as for Linear, Radial, and Conical Fills.

| Square | | 50 % | 355.336 / 0 % | 265 |
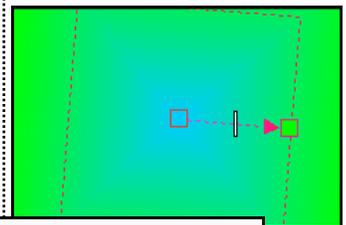
Pattern Fills Property Bar
There are three types of Pattern Fills—two-color, full-color, and bitmap pattern fills.
A Two-Color Pattern Fill is composed of the two colors you choose.
A Full-Color Pattern is a more complex vector graphic fill.
A Bitmap Pattern Fill is composed of a bitmap.

There are preset pattern fills, but you can also create your own from objects that you draw or import.

| Two Color Pattern | | | | 4.0 " / 4.0 " |

Edit Fill
Fill Type
Pattern Selection: Click on this to choose among preset patterns.
Front Color/Back Color: Choose the colors for your pattern.
Size of Tile—sm, med, lg: Choose the size of the pattern.
Editing: Adjust the height and width of the tiles.
Transform with Object: You can skew the orientation of the pattern or edit the size by making changes to the object shape that appears when the object is selected.
Mirror Fill Tiles: Alternating tiles will be mirrors of each other.
Create Pattern: Use this icon to create your own pattern.
Copy Properties

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Page 27

DL

| 🖼 | Full Color Pattern ▾ | 🟦 ▾ | ▾ | ▾ | ▦ ❌ ▨ | 6.442 " / 1.999 " | ↗ | ▮▮ | 🌟 | ⬜ |

| 🖼 | Bitmap Pattern ▾ | 🟥 ▾ | ▾ | ▾ | ▦ ❌ ▨ | 4.0 " / 4.0 " | ↗ | ▮▮ | 🌟 | ⬜ |
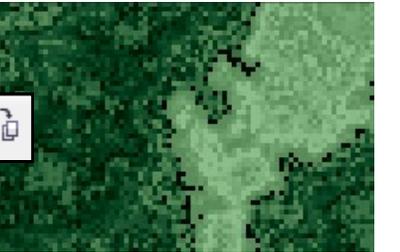
Texture Fills Property Bar

There are preset textures and each texture can be changed—the tile size, resolution, offset, rotation, and center point can all be adjusted in the Texture Dialog Box.

| 🖼 | Texture Fill ▾ | Samples ▾ | 🟩 ▾ | ↗ | ▮▮ | ⟲ | ▤ | ⬜ |

Edit Fill
Fill Type
Texture Library: Choose from different samples of textures.
First Fill or Pattern: Chose the first color or the pattern of the fill.
Transform with Object
Mirror Fill Tiles
Regenerate Texture: Applies the new look to the texture.
Texture Options: Modify texture fill properties, such as resolution and maximum tile width. When this icon is selected, a dialog box opens so that adjustments can be made.
Copy Properties

Shadow Tool Property Bars

| Presets... ▾ | ➕ ➖ | x: 0.192 " / y: -0.122 " | ☐ 0 ⊹ | ⏏ 50 ⊹ | ⌀ 15 ⊹ |

Presets: Choose from the Preset options shown at the right.
Drop Shadow Offset: This sets the distance between the object and the drop shadow.
Drop Shadow Angle: Not functional in CorelDRAW Essentials X6.
Drop Shadow Opacity: Adjust the transparency of the drop shadow.
Shadow Feathering: Sharpen or soften the edges of the shadow.
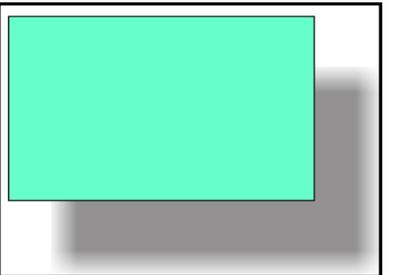
Flat Top Right
Flat Bottom Right
Flat Bottom Left
Flat Top Left
Perspective Top Right
Perspective Bottom Right
Perspective Bottom Left
Perspective Top Left
Small Glow
Medium Glow
Large Glow

The Presets will automatically adjust the angle of the shadow, but you can change the angle if you wish by dragging the arrow when the object is selected.

For Opacity, the lower the number, the lighter the shadow.
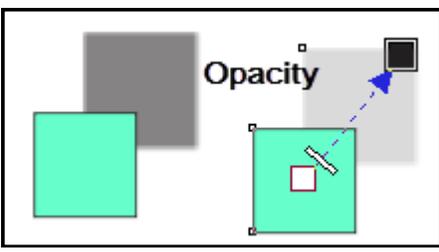
For Feathering, the higher the number the more disperse the shadow.
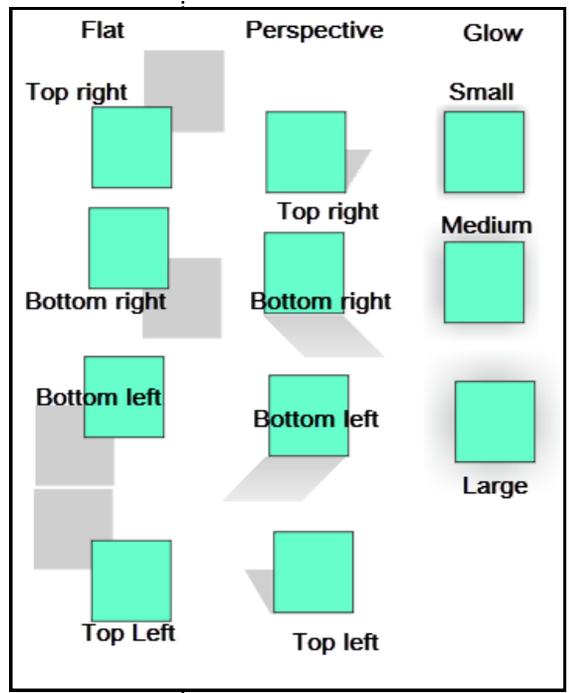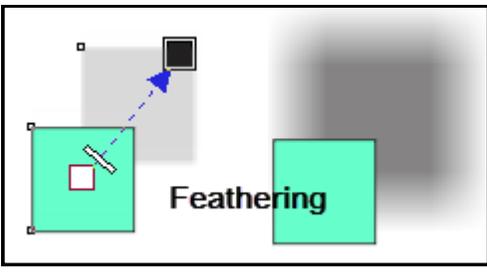
The remainder of the Property Bar has these icons:

Drop Shadow Feathering Direction: This icon will open a list of choices.
Feather Edge: This icon opens a list of choices.
Shadow Fade: Not functional in CorelDraw Essentials X6.
Shadow Stretch: Not functional in CorelDraw Essentials X6.
Transparency Operation: This affects how the color of the drop Shadow blends with the object. Choose among several types.
Shadow Color: Choose the color of the shadow.
Copy Shadow Properties
Clear Shadow Properties
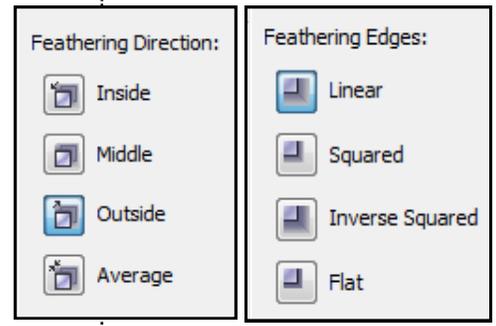
Transparency Property Bar

When you apply transparencies to an object, objects beneath it become visible.
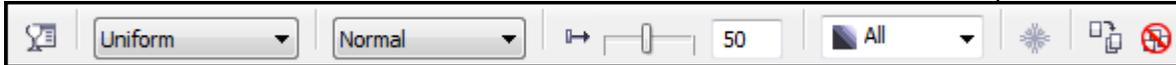
Edit Transparency: This icon opens a property bar so that you can edit the transparency.
Transparency Type: Choose the type of fill from the drop-down list.
Transparency Operation: Choose how the color of the transparency blends with the underlying object.
Starting Transparency: Set the opacity of the starting color.
Transparency Target: Apply the transparency to the fill, the outline, or both.
Freeze Transparency: Freezes the view of the object through the transparency so that the view does not change when the object is moved.
Copy Transparency: When two transparencies are applied, you can copy the properties from one to another.
Remove Transparency: Remove the transparency from the object.

The Property Bar will change slightly for the different types of fills selected.

Frozen
Transparency

Object moves when
transparency is moved
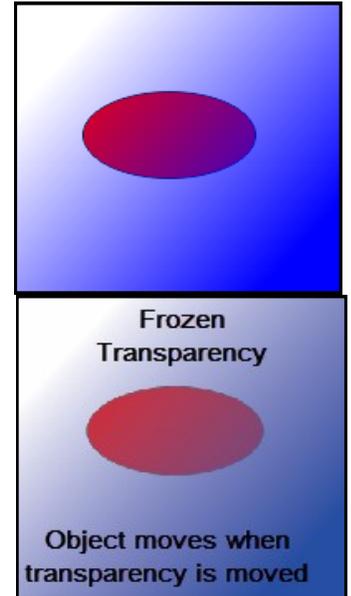
Eyedropper/Bucket Property Bar

Select Color: Select a color from the document window.
Apply Color: Apply the selected color to an object.

Sample from Desktop: Sample a color from outside the software.

1 x 1: Sample the color of a single pixel.
2 x 2: Sample the average color value in a 2 x 2 area.
5 x 5: Sample the average color value in a 5 x 5 area.

Selected Color: Shows the selected color.
Add to Palette: Choose the color palette for the selected color.

DOCKERS

Dockers are found on the right side of the design screen. At the right, you will see a list of all the dockers that can be opened in CorelDRAW Essentials X6.

Dockers provide quick access to editing functions that are available through icons or dialog boxes that open in the software.

To make the docker visible, go to Window> Dockers and place a check mark by those that you wish to have available. Only one docker will show at a time. The rest will show as tabs along the side of the Docker Window.

Object Properties	Alt+Enter
Object Manager	
Connect	
Tray	
Hints	
Artistic Media	
Blend	
Contour	Ctrl+F9
Extrude	
Bevel	
Envelope	Ctrl+F7
Lens	Alt+F3
Align and Distribute	Ctrl+Shift+A
Transformations	▶
Shaping	
Fillet/Scallop/Chamfer	
Color	
Color Palette Manager	

This concludes the tour of Artwork Canvas. This is only a beginning guide to understanding this powerful part of our BERNINA Embroidery Software. It is necessary to first understand the tools available along with a brief idea of what the different tools do. Don't be afraid to jump in and play and discover what else can be created!