

Welcome to CoreDEPTH

About CorelDEPTH

CorelDEPTH provides all the features necessary to create full-color 3D text and graphics. It uses 2D drawing tools to create 3D text and shape objects. The program also has over 30 professionally designed Template Wizards, and a Step by Step Wizard to guide you through the steps of creating 3D text.

Once you've created text and shape objects, you can apply colors, shading and decals to them, as well as rotate the objects in 3D. You can also choose from predefined Styles, or group different color and lighting effects together to create your own custom Style. The text and objects remain editable throughout the design process.

Because you are working in three dimensions, you can view your document from any angle, and at any degree of magnification, simply by rotating the objects with the Virtual Trackball and using the Zoom tool.

CorelDEPTH documents can be exported in several different formats that are compatible with CorelDRAW, Corel VENTURA, and other graphics and page layout programs.

A CoreDEPTH session

A CorelDEPTH session

A CorelDEPTH session starts when you launch the application. The next step is to choose one of the following starting points:

- create a new drawing
- create a new drawing using the Template Wizard or Step by Step Wizard
- open an existing CorelDEPTH file
- open a file that was recently open

Once you choose a starting point, you can begin creating shapes and defining object properties with the drawing and editing tools to produce 3D artwork. The next step is to save the file in a location you specify so you can continue where you leave off in your drawing. The final step in a CorelDEPTH session is to exit the application.

This section also presents information on basic operations you'll need to be familiar with to use CorelDEPTH.

For more information see the following:

{button ,JI('`Working with new drawings')} [Working with new drawings](#)

{button ,JI('`Opening existing drawings')} [Opening existing drawings](#)

{button ,JI('`Working with CorelDEPTH')} [Working with CorelDEPTH](#)

{button ,JI('`Saving closing and exiting a drawing')} [Saving, closing, and exiting a drawing](#)

Starting CoreDEPTH

Starting CorelDEPTH

To get to work on your CorelDEPTH illustration, you need to first launch the application. Once you start CorelDEPTH, you'll be on your way to creating new and interesting 3D images and logos.

To start the CorelDEPTH application

- Click the Start button in the Windows 95 Start menu and click the CorelDEPTH entry.

Creating new drawings



Working with new drawings

Once you start the application, you can create a new drawing by clicking File, New or by clicking the New button in the Standard toolbar. You can also create a new drawing by using the Template Wizard or Step By Step Wizard. For more information about styles and templates, see "Using Effects and Styles".

Related Topics



Creating a new drawing

When you start to create a new drawing by clicking the New button or by clicking File, New, the Document Type dialog appears. This dialog box gives you the option to create a blank new document or to create it using the Template or Step By Step Wizard. In CorelDEPTH, the Style is stored as a file separate from the image file.

To create a blank new drawing

1. Click File, New.
2. In the Document Type dialog box, choose "Create A Blank New Document".
CorelDEPTH displays a new Drawing Window.

To create a new drawing using a Wizard

1. Click File, New.
2. In the Document Type dialog box, choose either "Use The Template Wizard" or "Use The Step By Step Wizard".
CorelDEPTH's Wizard will guide you through the steps of creating a new image.

You can now create or edit your drawing using the CorelDEPTH tools and features and then save the file.

Note

When a new document is created, CorelDEPTH assigns it a temporary name, consisting of the word "Doc" and a unique number. For example, the first new document is assigned the name Doc1.

Opening existing drawings



Opening existing drawings

Once you start CorelDEPTH, you can open an existing drawing to continue where you left off. The Open command opens drawings that have already been saved.

You can open drawings in one of three ways:

- click the Open button
- click File, Open
- choose a filename from the list of recently opened files at the bottom of the File menu

`{button ,AL(OVR A CorelDEPTH session;',0,"Defaultoverview",)}` [Related Topics](#)



Opening an existing drawing

CorelDEPTH lets you access files through the File Open dialog box or a list of recently opened files.

To open a drawing

1. Click File, Open.
2. In the Look In list box, choose the drive where the file is located.
3. Double-click the folder where the file is located.
4. Double-click the filename of the drawing.

To open a recently opened drawing

1. Click File.
A list of the last four opened files appears at the bottom of the menu.
2. Click the file you want to open.

Note

- You can use wild cards (* and ?) if you're not sure of the name of the file you want to open.

Working with CorelDEPTH

Working with CoreDEPTH

This section presents an introduction to the tools in the Toolbox and some basic skills that you'll need to work with CoreDEPTH.

For more information see the following:

{button ,JI('Using the Toolbox')} [Using the Toolbox](#)

{button ,JI('Zooming and panning')} [Zooming and panning](#)

{button ,JI('Undoing and redoing changes')} [Undoing and redoing changes](#)

{button ,JI('Selecting and deselecting objects')} [Selecting and deselecting objects](#)

{button ,AL('OVR A CoreDEPTH session';0,"Defaultoverview",)} [Related Topics](#)

Using the Toolbox



Using the Toolbox

CorelDEPTH's Toolbox contains drawing and shaping tools to create basic shapes, and filling and outlining tools to define object properties. You can use the drawing tools to build the foundation of your illustration and then use the Shape tool to modify the basic shapes. From here, you might want to add a fill, change the outline, and apply a special effect using one of the interactive tools.

`{button ,AL(OVR Working CorelDEPTH;',0,"Defaultoverview"),}` [Related Topics](#)

Using tools in the Toolbox

If you're new to CorelDEPTH, you might want to take a few moments to familiarize yourself with the Toolbox. For information about how to create shapes, see the "[Creating and editing shape objects](#)."

The Toolbox gives you quick access to the following tools and flyouts:

Use this tool ...		to ...
3D Selection tool		Select, move and resize 3D objects or groups of objects.
Virtual Trackball tool		Rotate objects in 3D space.
Perspective tool		Alter the 3D Perspective.
Zoom tool		Change the view in the Drawing Window.
Pan tool		Move the document within the window.
3D Cube tool		Create a six-sided 3D cube.
Text tool		Add or edit text objects.
2D Selection tool		Select, move, and resize 2D objects, and edit nodes.
Bezier tool		Create lines, draw new paths and add points to existing open paths.
Convert Point		Converts a corner point to a curve point, or a curve point to a corner point.
Add Point tool		Adds a new point between two existing points on the same path.
Delete tool		Deletes a point or a path segment.
2D Primitive tools		Create closed paths in rectangle, ellipse or polygon shapes.
Rectangle tool		
Ellipse tool		
Polygon tools		

Notes

- When you hold down the left mouse button on a tool with a black triangle at the bottom right corner of the icon, a flyout appears.
- You can move the Toolbox anywhere on the screen by clicking the area that surrounds the tools, and dragging it to the Drawing Window. The Toolbox becomes a floating toolbar with a Title Bar.
- You can also drag the Toolbox to any of the four sides of the Drawing Window to dock it, making it part of the window borders.

Zooming and Panning



Zooming and panning

The Zoom tool lets you reduce or magnify your view of your diagram. The Zoom tool lets you zoom in or out so that you can get a more detailed or general view. The Panning tool, on the other hand, lets you change your view by moving your diagram within the drawing window.

Zooming and panning have no effect on the drawing, only your view of it.

{button ,AL(OVR Working CoreDEPTH;'0,"Defaultoverview"),} Related Topics



Zooming in and out of your image

The following zoom capabilities are available in CorelDEPTH:

- zoom in or out by a factor of two
- zooming to fit
- zooming to set magnification factors (e.g. 1:2, 8:1)

To zoom in

1. Click the Zoom tool.
2. Click the document window to zoom in by a factor of two.
The magnified view is centered around the point where you clicked.

To zoom out

1. Click the Zoom tool.
2. Hold down the ALT key and click the document window to zoom out by a factor of two.

To zoom to the default page size

- Click View, Fit in Window.

To zoom by a set magnification factor

1. Click the zoom list box in the bottom left corner of the document window
2. Click a magnification factor.

`{button ,AL(PRC Zooming and Panning;',0,"Defaultoverview",)}` [Related Topics](#)



Moving the view in the document window

The Pan tool and scroll bars allow you to move your view of your drawing in the Drawing Window up, down, and sideways.

To move areas into view

1. Click the Panning tool.
2. Drag the image until the area you want to see is visible in the Drawing Window.

`{button ,AL(PRC Zooming and Panning;',0,"Defaultoverview",,)} Related Topics`

Undoing and redoing changes



Undoing and redoing changes

CorelDEPTH allows you the freedom to experiment. If you make a change to your document then wish you hadn't, you can undo the operation or revert to the last saved version of your file.

`{button ,AL(OVR Working CorelDEPTH;',0,"Defaultoverview"),}` [Related Topics](#)



Undoing the last change

In DEPTH, you can undo the last action performed or redo a reversed action.

To undo the last change

- Click Edit, Undo.
The last action you performed is reversed.

To redo a reversed change

- Click Edit, Redo.
The last action you reversed is redone.

Notes

- The name of this command varies depending on the last action, e.g., Undo Style or Undo Virtual Trackball rotation. When you cannot undo an action, this command changes to Can't Undo and is dimmed.
- You cannot undo the Revert command.

`{button ,AL(PRC Undoing and redoing changes';0,"Defaultoverview",)}` [Related Topics](#)



Restoring a document to the last saved version

CorelDEPTH allows you to quickly undo all the changes you have made to your document since it was last saved.

To restore a document to its last saved version

- Click File, Revert.

You can revert a document only if it has been saved in the CorelDEPTH format. When you click Revert, any changes you have made since saving the document are lost.

`{button ,AL("PRC Undoing and redoing changes";0,"Defaultoverview",)}` [Related Topics](#)

Selecting and deselecting objects



Selecting and deselecting objects

Before applying any operation to objects in your drawing, you need to select them. When an object is selected, eight sizing handles appear at the corners of a bounding box, called the selection box.

Selecting more than one object lets you apply the same commands to all of them at once. When you select multiple objects, a single selection box encloses all of them.

Selecting by clicking

The quickest way to select a single object is to use the 2D or 3D Selection tool to click the object. You can also select multiple objects by holding down SHIFT as you click the objects you wish to select.

Selecting by dragging (2D objects only)

Another way of selecting objects is to drag the marquee box around the entire object or objects you wish to select using the 2D Selection tool.

Using these simple techniques, you can select single or multiple objects and groups. You can then begin manipulating the selected objects.

[Related Topics](#)



Selecting by clicking

Clicking an object with the 3D Selection tool or 2D Selection tool is the quickest way to select a single object. You can also select several objects by holding SHIFT as you click single objects, grouped objects, and multiple groups of objects.

To ...	Do this...
Select an object	Click the object with the 2D or 3D Selection tool.
Select multiple objects	Hold down SHIFT and click each object with the 2D or 3D Selection tool.
Select a group	Click anywhere inside the selection box of the grouped object with the 2D Selection tool.
Select multiple groups	Hold down SHIFT and click inside the selection boxes of all groups you want to select with the 2D Selection tool.

[PRC Selecting and deselecting objects](#); '0, "Defaultoverview") **Related Topics**



Selecting by dragging (2D objects only)

The easiest way to select several objects in your drawing is to drag the outline that appears when you click and drag in the Drawing Window with the 2D Selection tool selected. This outline is called a marquee box. You need to surround the marquee box entirely around the objects you wish to select.

To ...

Do this...

Marquee select several objects Drag the mouse diagonally until a marquee box encloses all objects with the 2D Selection tool.

[Related Topics](#)



Selecting all objects

Use the Select All command if you wish to perform a global operation on all objects in your drawing.

To select all objects

- Click Edit, Select All.

{button ,ALC PRC Selecting and deselecting objects;',0,"Defaultoverview",)} [Related Topics](#)



Deselecting objects

When you select an object you indicate that you want your next action to apply to that object. When you deselect an object, you indicate that you want to stop manipulating it and move on to another task.

To ...	Do this...
Deselect all objects	Click any open space in the Drawing Window with the 3D Selection tool
Deselect an object from several selected objects	Hold down SHIFT and click anywhere on the object's fill or outline.



Tip

- If you're using one of the drawing tools, press SPACEBAR to select the 3D Selection tool.

[Related Topics](#)

Printing files

Setting up a document for printing

Before you print, you need to select the appropriate printing device and set its properties. If you are printing to a PostScript device, you only need to set Page Size, Orientation, Tray, and Resolution when you are selecting the device.

To set up a document for printing

- Click File, Print Setup.

`{button ,AL("PRC Printing files;',0,"Defaultoverview",)}` [Related Topics](#)

Printing a document

You may often find that the default printing settings let you print your work on your desktop printer without any problems. If this is the case, then the following is all you need to do to print.

To print a document

- Click File, Print.

`{button ,AL("PRC Printing files";0,"Defaultoverview"),}` [Related Topics](#)

Saving, closing, and exiting



Saving, closing, and exiting a drawing

When you close your drawing, CoreIDEPTH asks if you want to keep any changes, such as additions to your drawing or property changes that have yet to be saved. You have three choices: answer Yes to save the latest changes, No to lose them and close the drawing, or Cancel to indicate you've changed your mind and you want to keep working on the drawing.

`{button ,AL(OVR A CoreIDEPTH session;',0,"Defaultoverview",)}` [Related Topics](#)



Saving files

Remember to save your files if you wish to work on them at a later point or just keep them. Using the Save command, you can save a drawing under its existing filename. Using Save As, you can specify a new filename, and a location in which to store the file.

By giving a file a different name when you save a file, you create a copy of the existing drawing while keeping the original intact.

To save a new drawing

1. Click File, Save.
2. In the Save In list box, choose a drive and folder where you want to save your drawing.
3. Type a name in the File Name box.
4. Click Save.

To save a drawing that's been saved before

- Click File, Save.

`{button ,AL(PRC Saving closing and exiting;'0,"Defaultoverview"),}` [Related Topics](#)



Saving files using a different name

If you're editing a file and want to keep the original, or you want to save the file in a different location, you can make a copy of the file by saving it under a different name in another drive or directory.

To make a copy of an open drawing

1. Open the drawing you want to copy.
For more information, see "[Opening existing drawings.](#)"
2. Click File, Save As.
3. In the File Name box, type a new name for the drawing.
To save the file in a different folder, choose the folder in the Save In box.

{button ,AL(PRC Saving closing and exiting;'0,"Defaultoverview",)} [Related Topics](#)



Closing files

Before you close a drawing, save the file if you want to keep the changes made since the file was last saved. If you want to lose the changes, close without saving.

To close a file

- Click File, Close.



Note

- You can also close a drawing by clicking the Close button .

[Related Topics](#)



Exiting CorelDEPTH

Exiting means shutting down CorelDEPTH. It marks the last step in a CorelDEPTH session. If you wish to end your CorelDEPTH session, click File, Exit to close all open drawings that have been saved and stop running the program. If you try exiting without saving a document with changes, a message appears asking if you want to save it.

To exit

- Click File, Exit.
CorelDEPTH asks if you want to save any unsaved changes in the open file(s):
 - Click Yes to save changes first and then exit the application.
 - Click No to exit without saving changes.
 - Click Cancel to exit the dialog box and keep working on your drawing.

`{button ,AL(PRC Saving closing and exiting;'0,"Defaultoverview",)}` [Related Topics](#)

Creating images with Wizards



The CoreIDEPTH Wizards

The CoreIDEPTH Wizards are designed to make it easy to quickly create high-quality 3D graphics. You can access the Wizards when you start CoreIDEPTH, and when you create a new document.

If you want to use the Wizards to add templates or text to an existing document, create a new document using the Wizard, then copy and paste the objects. While you can use the 3D effects created by the Wizards just as they are, you can also use them as a starting point, then modify them to fit your specific needs.

Many of the templates are designed to work with text that is approximately the same size. Entering two lines of 20 characters each in a template designed for one short word may not give you the design effect you want. Either choose a template that is designed to accommodate larger amounts of text, or resize the text objects after you have used the Wizard to create your objects.



The Template Wizard

The Template Wizard provides over 30 professionally-designed 3D graphics templates. You add your own text to the templates to create custom 3D artwork. You may have to ungroup the objects in some of the templates before you can make any modifications.

To create an image with the Template Wizard

1. Click File, New.
2. Click Use The Template Wizard.
3. Click the picture you want to create and click Next.
Use the scroll bars to scroll through the sample images.

4. Type text in each text box.

You do not have to type text in all text boxes, however the default text will be displayed if you do not delete or replace it.

5. Click Done.

The chosen image and text appear in the document window. The extrusion, colors, and other style effects reflect the chosen template. All text objects are created whether or not text was entered. All images and text are editable.

`{button ,AL("PRC Creating images with Wizards;"0,"Defaultoverview",)}` [Related Topics](#)



The Step By Step Wizard

The Step By Step Wizard lets you pick your own text, extrusion depth, rotation and perspective, color effects, and lighting angle from pre-defined choices.

To create an image with the Step by Step Wizard

1. Click File, New.
2. Click Use The Step By Step Wizard.
3. Click a depth/bevel combination preview image and click Next.
4. Click a rotation/perspective combination preview image and click Next.
5. Click an effect preview image and click Next.
6. Click a light source preview image and click Next.
7. Type text in the text box.
8. Click Done.

The text appears in a new document window with the chosen effects. The text remains editable.

`{button ,AL("PRC Creating images with Wizards";'0,"Defaultoverview",;)} Related Topics`

Creating and Editing objects

Creating and editing 3D objects

CorelDEPTH uses a process called extrusion to create three-dimensional objects from two-dimensional text and shapes. Text objects and shape objects are the two basic types of objects in CorelDEPTH. Text and shape objects are alike in some respects — many of the same tools and commands are used to manipulate them. There are however, some important differences between them.

Text objects are blocks of editable 3D text. A text object may consist of a single letter, a word, or even several sentences. Text objects can be created in CorelDEPTH or imported from another application.

Shape objects are 3D objects extruded from 2D outlines. You can extrude shape objects from open or closed paths — you can even extrude combined objects to create shape objects with holes in them. Shape objects may be imported from another application or created with CorelDEPTH's drawing tools.

3D cubes are a special type of shape object. The 3D Cube tool allows you to create a six-sided cube of any size. You can specify any dimensions for your 3D cube, and apply decals and other Effects to each of its faces.

Both text objects and shape objects are solid 3D objects that you can manipulate in 3D space. You can control the extrusion depth of both text and shape objects, as well as add bevels and apply Styles. Each text or shape object is contained in a bounding box. An object's bounding box becomes visible when the object is selected with the 3D Selection tool, allowing you to move, orient, or resize the object.

For more information see the following:

{button ,JI('`Creating and editing text objects')} [Creating and editing text objects](#)

{button ,JI('`Creating and editing shape objects')} [Creating and editing shape objects](#)

Creating and editing text objects



Creating and editing text objects

You can create 3D text objects directly in CoreIDEPTH. Just as importantly, you can continue to edit and format your text, even after you've resized or applied 3D attributes to the text objects.

Text objects can be edited two ways; using the Edit Text command, or by changing individual attributes using commands in the Text menu. The Text dialog box contains the following options:

Text field

Operates like a simple word processor. A blinking cursor marks the text insertion point, and the cursor advances as you type. You can reposition the cursor by clicking the mouse anywhere within the text block, and highlight text by dragging. You can also cut and paste text to and from the Clipboard. Text in the text field appears in its actual size and style, but the effects of horizontal scaling, spacing and alignment are visible only in the document window.

Font

Displays a list box so you can choose from any of the fonts currently installed.

Style

Displays a list box so you can choose a font style. You may choose between Plain, Bold, Italic, and Bold Italic. Some styles are not available for some fonts. With the exception of Plain, which negates all other styles, text styles can be applied to fonts in almost any combination.

Font size

Specifies the point size of new or existing text.

Scaling

Specifies the horizontal scaling of the text. Type a percentage value in the box to alter the width of characters without affecting their height. A value less than 100% results in characters that are narrower than usual, while a value greater than 100% results in characters that are wider than usual.

Alignment

Controls the alignment of the text within the text block. Click one of the three alignment buttons to specify left, center, or right alignment. Alignment only affects text objects that consist of more than one line of text.

Leading

Specifies the vertical space between lines of text. Type a percentage between 0 and 999 in the box. The default Leading value is 120% of the font's point size. Decreasing the percentage makes vertical spacing more compact, and increasing the percentage expands it.

Word spacing

Specifies the horizontal spacing between words. A negative value decreases spacing, and a positive value increases spacing.

Letter spacing

Specifies the horizontal spacing between characters in an entire word, line, or text block. A negative value decreases spacing, and a positive value increases spacing.

{button ,AL("OVR Creating and Editing objects";,0,"Defaultoverview",)} [Related Topics](#)



Creating a new text object

To add text, you can click anywhere on the page with the Text tool selected, and enter text in the dialog box.

To create a new text object

1. Click the Text tool.
2. Click anywhere on the Working Plane to choose an insertion point for your text object.
3. Type your text and choose formatting options in the dialog box.



Note

The maximum number of characters in a text object is 255, including spaces and carriage returns.

[Related Topics](#)



Editing an object containing text

Any shape object containing text, including objects created using the Wizards, can be edited in either 2D or 3D mode. If you have created a combined object using text, you must break apart the object to edit the text, then recombine the object when you are finished editing.

To edit text

1. Click the Text tool.
2. Click the text object
3. Edit the text in the Text dialog box.

`{button ,AL('PRC Creating and editing text objects;',0,"Defaultoverview",)}` [Related Topics](#)



Changing text attributes

Formatting options for specifying the font type, size, style, alignment, and leading are available through the Text menu flyouts or the Edit text dialog box.

To change text attributes with the Text menu

1. Select one or more text objects.
2. Click Text, and click the text attribute you want to change.
3. Click an option from the flyout.

`{button ,AL("PRC Creating and editing text objects";0,"Defaultoverview",)}` [Related Topics](#)



Converting text to curves

There may be times when you need to modify the shape of text characters created by the font you have chosen. Choose the Convert to Curves command from the Text menu to convert your text to Bezier curves. You can edit the curves using CorelDEPTH's 2D drawing tools. This feature is also helpful if the document is going to be opened on a machine which does not have the font type you are using.

Any text created using the Text tool or the Wizard can be converted into a series of Bezier curves. However, once it has been converted, it can no longer be edited as text. Each letter becomes a separate shape object.

To convert text to editable Bezier curves

1. Click the 3D Selection tool.
2. Select a text object, or a shape object containing text elements.
3. Click a drawing tool.

CorelDEPTH automatically enters 2D Drawing mode.

4. Select a text element with the 2D Selection tool.
5. Click Text, Convert to Curves.

The selected text is converted to editable curved paths. After text has been converted to paths, it can no longer be edited as text.

`{button ,AL('PRC Creating and editing text objects;',0,"Defaultoverview",)}` [Related Topics](#)



Setting a custom font size

The font size you want to use may not be one of the default font sizes found in the Text, Size menu

To create a custom font size

1. Click Text, Size.
2. Click Other.
3. Type a font size from 3 to 127 points.

`{button ,AL('PRC Creating and editing text objects';0,"Defaultoverview",)}` [Related Topics](#)



Aligning text

Text is aligned with respect to the left margin of its original position.

To align text

1. Select the text with 2D or 3D selection tool.
2. Click Text, Alignment.
3. Click an option from the flyout menu.

`{button ,AL('PRC Creating and editing text objects';0,"Defaultoverview",)}` [Related Topics](#)

Creating and editing shape objects

Creating and editing shape objects

CorelDEPTH provides a 2D Drawing mode for creating and editing shape objects. In 2D Drawing mode, basic drawing tools are used to draw 2D outlines. When you are finished, CorelDEPTH automatically extrudes the outlines to create 3D shape objects.

2D Drawing mode works much like a simple drawing application, with one important difference. Rather than drawing on a flat plane, you can draw on the Working Plane. CorelDEPTH enters 2D Drawing mode when you choose a drawing tool from the Toolbar and returns to normal 3D mode when you choose a 3D tool.

To keep things simple, 2D Drawing mode allows you to work with the outline of only one shape object at a time. All other objects are temporarily hidden, leaving visible only the Working Plane and the outline of the object you are creating or editing.

The outline of a single shape object may consist of one path or of several paths. When you create or edit an outline containing multiple paths, 2D Drawing mode treats each path as a separate element. You can move and edit paths independently of each other, delete paths and draw new ones — even make combined objects and groups. When you resume working in 3D mode, the entire outline is extruded as a single object.

For more information see the following:

{button ,JI('`Drawing basic shapes')} [Drawing basic shapes](#)

{button ,JI('`Editing Outlines and Paths')} [Editing Outlines and Paths](#)

{button ,JI('`Groups and combined paths')} [Groups and combined paths](#)

{button ,AL('OVR Creating and Editing objects;',0,"Defaultoverview",)} [Related Topics](#)

Drawing basic shapes



Drawing basic shapes

CorelDEPTH provides a set of tools that let you create the basic shapes you'll use to build your drawing. All of these tools work in the same way. To draw a shape, you click and drag until the shape is the size you want.



The Ellipse tool lets you create ellipses and circles.



The Rectangle tool lets you create rectangles and squares.



The Polygon tool lets you create polygons.

{button ,AL('OVR Creating and editing shape objects';,0,"Defaultoverview",)} [Related Topics](#)



Drawing rectangles and squares

The Rectangle tool lets you draw rectangles and squares.

To draw a rectangle

1. Click the Rectangle tool.
2. Position the crossbar where you want the upper left corner of the rectangle's bounding box to appear.
3. Hold the mouse button down and drag up and down or on a diagonal.

To draw a square

1. Click the Rectangle tool.
2. Position the crossbar where you want the upper left corner of the square's bounding box to appear.
3. Hold down the SHIFT key and hold the mouse button down and drag up and down or on a diagonal.

`{button ,AL('PRC Drawing basic shapes';,0,"Defaultoverview",)}` [Related Topics](#)



Drawing ellipses and circles

The Ellipse tool lets you draw ellipses and circles.

To draw an ellipse

1. Click the Ellipse tool.
2. Position the crossbar where you want the upper left corner of the ellipse's bounding box to appear.
3. Hold the mouse button down and drag up and down or on a diagonal.

To draw a circle

1. Click the Ellipse tool.
2. Position the crossbar where you want the upper left corner of the circle's bounding box to appear.
3. Hold down the SHIFT key, hold the mouse button down, and drag up and down or on a diagonal.

`{button ,AL('PRC Drawing basic shapes';,0,"Defaultoverview",)}` [Related Topics](#)



Drawing polygons

The Polygon tool lets you draw simple n -sided polygons, where $3 < n < 128$.

To draw a polygon

1. Click the Polygon tool.
2. Position the crossbar where you want the upper left corner of the polygon's bounding box to appear.
3. Hold the mouse button down and drag up and down or on a diagonal.
4. Type a value in the sides box.



Note

- Hold down the SHIFT key while you click and drag to create a polygon with equal sides.

{button ,AL("PRC Drawing basic shapes";,0,"Defaultoverview",)} [Related Topics](#)



Drawing lines

CoreIDEPTH's Bezier tool can be used to create single or connected lines that form open or closed paths.

To draw a new line

1. Click the 2D Selection tool.
2. Click in an empty area of the Working Plane to deselect all paths and points.
3. Click the Bezier tool.
4. To start with a **straight line**
Click anywhere on the Working Plane to start the new path with a corner point.
To start with a **curved line**
Drag anywhere on the Working Plane to start with a curve point.
5. Click or drag to add each subsequent point.
As you add each point, a path connecting to the previous point is drawn.
6. To finish adding to the current path you can either:
 - close the path by clicking on the first point that you created in step 4, or
 - click on the 2D or 3D selector tool

`{button ,AL("PRC Drawing basic shapes";0,"Defaultoverview",)}` [Related Topics](#)

Editing Outlines and Paths



Editing Outlines and Paths

CorelDEPTH's drawing tools offer extensive Bezier curve-editing capabilities and support for such features as combined objects and groups. They allow you to create and edit shapes or decals quickly and easily.

2D Drawing mode distinguishes between two types of points: corner points and curve points. Both types of points appear white when deselected, and black when selected. All curve points and some corner points have handles. Handles help determine the curve of a path as it passes through each point. The handles on a curve point, called tangent handles, are bound together, creating a straight tangent for the path, resulting in a smooth curve. The handles on a corner point, called free handles (if there are any), may be moved independently of one another, allowing abrupt changes in the direction of the path.

The Bezier tool allows you to create lines, draw new paths and add points to either end of an existing open path. You create an object with the Bezier tool by adding one point at a time. When you add a new point, the segment of the path connecting the previous point to the new point is drawn.

The 2D Selection tool allows you to view the points on a path, select, deselect, and move points, and drag handles.

The Convert Point tool allows you to convert a corner point to a curve point, or to convert a curve point to a corner point.

The Add Point tool allows you to add a new point between two existing points on the same path.

The Delete tool allows you to delete a point or a path segment.

{button ,AL('OVR Creating and editing shape objects';,0,"Defaultoverview",)} [Related Topics](#)



Editing the outline of an existing shape

The outline of a shape can be edited using the 2D selection tool, Convert Point tool, and the Add or Delete Point tool. Basic shapes, such as ellipses and rectangles, must be ungrouped before their paths can be edited.

To edit the outline of an existing shape object

1. Select a shape object with the 3D Selection tool.
2. Click a drawing tool.
CorelDEPTH automatically enters 2D Drawing mode, hiding all 3D objects. Only the Working Plane and the outline of the selected shape object remain visible.
3. Edit the outline of the selected shape object on the Working Plane.

`{button ,AL("PRC Editing Outlines and Paths";0,"Defaultoverview",)}` [Related Topics](#)



Replacing the outline of an existing shape

The outline of an existing shape object can be changed using the Import/Replace Outline command. This command allows you to replace the outline of a selected object with an outline contained in a 2D illustration file.

To replace the outline of an existing shape object

1. Select a shape object with the 3D Selection tool.
2. Click File, Import/Replace Outline.
3. From the List Files of Type list box, choose a file format.

The File Name box shows files in the current folder with the chosen format's extension. If you want to open a file from another drive or folder, choose the drive from the Drives box and the folder from the Folders box.

4. Choose a name from the File Name list.

The dialog box closes and the object is redrawn. The object's proportions, location and orientation in 3D space, and color information remain unchanged — only the outline is replaced.

`{button ,AL('PRC Editing Outlines and Paths';0,"Defaultoverview",)}` [Related Topics](#)



Adding points to a path

Adding more points to a curve object is necessary if the existing nodes are not giving you the results you want.

To add points to the end of a path

1. Click the 2D Selection tool.
2. Select one of the end points of an open path.
3. Click the Bezier tool.
4. Click or drag to add the next point.

The segment of the path connecting the previous point to the new point is drawn.

5. Continue adding points until you are satisfied with the path.

To add points to the middle of a path

1. Click the Add Point tool.
2. Click an existing path.

CorelDEPTH determines whether to add a corner point or a curve point, depending on the shape of the path. The new point is automatically selected so that it can be moved with the 2D Selection tool.

`{button ,AL('PRC Editing Outlines and Paths';,0,"Defaultoverview",)} Related Topics`



Selecting and deselecting points

Selecting a point changes its color from white to black and its handles, if it has any, become visible.

To select points

- Click a point to select it.
- Hold down the SHIFT key and click additional points to increase your selection.
- Hold down the ALT key and click a path to select all of the points on the path.

To deselect points

- Hold down the SHIFT key and click a selected point to deselect it.
- Click an empty area of the Working Plane to deselect all points.

`{button ,AL('PRC Editing Outlines and Paths;',0,"Defaultoverview",)}` [Related Topics](#)



Moving Points and Dragging Handles

You can change the shape of an object by moving its points and handles. Normally, you move the points to make coarse adjustments, then fine tune the shape by moving the handles of the points.

To move points

- Drag selected points to move them.

All selected points move together. As you drag, the path segments that are affected by the move are redrawn.

Hold down the SHIFT key while you drag to constrain the movement of points relative to their previous positions. Their movement is restricted to angles of 45 degree increments.

To drag handles

1. Click a point with the 2D Shape tool.

Control points only extend from the selected point and from those points on either side of the selected point if it is on a curved segment.

2. Click and drag the handles.

As you drag, the curve is redrawn. By default, parallel handles move in pairs — when you move one handle, the opposite handle moves to remain parallel to it.

Hold down the SHIFT key while you drag to constrain the angle of a handle's motion to 45 degree increments.

Hold down the ALT key while you drag to break apart a pair of parallel handles. You can then move each handle independently.

`{button ,AL("PRC Editing Outlines and Paths";0,"Defaultoverview",)}` [Related Topics](#)



Converting Points

There are two types of points: corner and curve. The Convert Point tool makes it easy to convert from one point type to another.

To convert a corner point to a curve point

1. Click the Convert point tool
2. Click and Drag a corner point.
As you drag, a pair of handles extends from the point.

To convert a curve point to a corner point

1. Click the Convert point tool
1. Click a curve point to make a corner point with no handles.
The point's handles retract.
2. Drag one of a curve point's tangent handles to make a corner point.
When you click the handle, it is freed from its opposite handle. As you drag, it moves independently.

`{button ,AL("PRC Editing Outlines and Paths";0,"Defaultoverview",)}` [Related Topics](#)



Deleting a point

Removing points from an object reduces redraw and printing time, and can also make an object appear smoother.

To delete a point

1. Click the Delete tool.
2. Click a point.



Notes

- Deleting a point in the middle of a path changes the shape of the path by connecting the points on either side of the deleted point with a new path segment.

`{button ,AL('PRC Editing Outlines and Paths';,0,"Defaultoverview",)}` [Related Topics](#)



Deleting a path segment

Deleting a path segment from a closed path creates an open path.

To delete a path segment

1. Click the Delete tool.
2. Click a path segment.

{button ,AL("PRC Editing Outlines and Paths";,0,"Defaultoverview",)} [Related Topics](#)

Groups and combined paths



Groups and combined paths

2D Drawing mode allows you to make groups and create combined objects.

Grouping paths

Grouping paths can be helpful when you are working with complex outlines in the 2D Drawing mode. Grouping a single path (or object) allows you to manipulate it as an element rather than as a collection of points. Grouping several paths (or objects) allows you to manipulate the paths as a single element.

Combining objects

A combined object is the grouping of two or more shape objects for the purpose of using one object to create a cut-out in another object. A shape which overlaps or is enclosed by another shape in the same combined object is cut-out in the larger shape. You can create a combined object from two or more existing paths.

Combined objects are useful in creating extruded shape objects with holes. CorelDEPTH also recognizes groups and combined objects in the outlines of imported shape objects.

`{button ,AL('OVR Creating and editing shape objects';,0,"Defaultoverview",)}` [Related Topics](#)



Grouping paths

The Group command allows you to create a single unit using multiple paths. Each path in the group maintains its original properties. Group paths together if you want to prevent accidental changes to related paths. The Group command also lets you create nested groups — groups composed of several paths or groups of paths (or both). You'll find nested paths particularly effective for drawings that contain many complex elements.

To group one or more paths

1. Click a path with the 2D Selection tool.
2. To group several paths, hold down the SHIFT key and click additional paths to add them to the selection.
3. Click Arrange, Group.

To ungroup a group of paths

1. Select a group with the 2D Selection tool.
2. Click Arrange, Ungroup.

Selection handles appear on the object, indicating the individual points on the path.



Note

- To edit any grouped paths, you must first ungroup the paths using the Ungroup command.

[Related Topics](#)



Combining objects

CorelDEPTH's Combine command lets you fuse multiple curves, lines, and/or shapes to form a completely new shape. If the original objects overlap, their paths join at points where they intersect, thereby creating a single object. Overlapping areas are removed to create holes that allow you to see what's underneath. If the objects don't overlap, they still become part of a single object, but maintain their spatial separation.

To create a combined object

1. Create a 2D object using the Text tool or a 2D tool.
You can also import a 2D image.
2. Select the created or imported object.
3. Click the 2D Selection tool to activate 2D Drawing mode.
4. Create other objects using the Text tool or any of the 2D tools.
5. Use the 2D Selection tool to position the objects.
You can also edit the Style and stroke of the objects by clicking Edit, Style.
6. Press SHIFT and select all objects to be combined.
7. Click Arrange, Combine.

Areas where paths overlap are cut-out. You can now click the 3D Selection tool and apply extrusion, change the position with the Virtual Trackball tool, and change the Style of the entire object using the Styles command.

To break apart a combined object

1. Select a combined object with the 3D Selection tool.
2. Click the 2D Selection tool.
3. Click Arrange, Break Apart.

`{button ,AL("PRC Groups and combined paths";0,"Defaultoverview",)}` [Related Topics](#)

Creating 3D Cubes

Creating 3D cubes

When you create a 3D cube, the Create Six Sided Box dialog box appears. You can type in values to specify the height, width, and depth dimensions of the box, and also to specify a scaling factor. You can also change the units of measure for the dimensions by choosing different measurement options from the list boxes. The scaling factor you choose scales the on-screen size of the cube up or down, allowing you to view any cube on the screen, regardless of the actual dimensions.

To create a 3D cube

1. Click the 3D Cube tool.
2. Click anywhere on the Working Plane.
3. Type values in the Depth, Width, and Height boxes to specify the proportions of the 3D cube.

You can specify the proportions in points, centimeters, or inches.

4. Type a value in the scaling field to determine how large the cube appears on the screen, relative to its actual dimensions.



Note

Using the Ungroup command, a 3D Cube can be separated into 6 rectangles.

Using Effects and Styles

Using Effects and Styles

Once you have created or imported 3D objects, you can enhance their appearance by adding depth, and applying Effects and Styles. You can apply a different Effect to each surface of an object; a full set of Effects, one for each surface, is called a Style. You can produce an unlimited variety of Styles for your objects by applying different combinations of Effects.

The Color Style dialog box allows you to edit the Style of each object you create or import. The customizable Styles browser allows you to build libraries of your favorite Styles and apply them to text and shape objects.

For more information see the following:

{button ,JI(`,`Effects')} [Effects](#)

{button ,JI(`,`2D Styles')} [2D Styles](#)

Effects



Effects

CorelDEPTH allows you to choose from five different types of Effects for each surface. You can apply only one Effect to each surface, but you may use any combination of Effects to create a single Style.

Each Effect has its own set of options. When you choose an Effect from the list box, the controls for the options appear in the Effects panel. The Effects panel is located in the lower half of the Color Style dialog box.

`{button ,AL("OVR Using Effects and Styles";0,"Defaultoverview",)}` [Related Topics](#)



Copying and pasting an effect

Using the Color Style dialog box, effects can be copied from one surface to another.

To copy Styles using the Clipboard

1. In the Color Style dialog box, Click the radio button for the surface with the effect attributes you want to copy.
2. Press CTRL + C.
3. Choose the surface to receive the copied effect attributes.
4. Press CTRL + V.

Shading



Shading

Displays the effects of lighting on a surface. You choose a main color, and CoreIDEPTH creates highlights and shaded regions based on the position of the light source. You can control the darkness of the shaded regions, the brightness of the highlights, and the overall smoothness of the shading. You can use the fill color from the original 2D object, or you can choose a custom color.

Use original fill color

Uses the original 2D fill color as the main color. The color slider bars and the color preview box are dimmed.

Custom color

Specifies the custom color used in the shading. Use the color slider bars or the Color Picker to choose a color.

Gradation Precision slider bar

Controls the smoothness of the shading on a shaded surface. The more precise you make the gradation, the smoother the shading becomes.

Shading slider bar

Controls the darkness of the shading. Any region of a shaded surface which is darker than the main color is considered to be shaded. The Shading slider bar allows you to choose how dark the darkest shaded regions appear. You can set the maximum shading color to be any shade between the main color and solid black.

Highlighting slider bars

Controls the brightness of an object's highlights. Any region of a shaded surface which is brighter than the main color is considered to be highlighted. The Highlighting slider bar allows you to choose how bright the brightest highlighted regions appear. You can set the maximum highlight color to be any shade between the main color and pure white.

`{button ,AL("OVR Effects";,0,"Defaultoverview",)} Related Topics`



Applying shading

The Shading slider bar allows you to choose how dark the darkest shaded region of a surface will appear.

To apply shading

1. Select an object.
2. Click Edit, Style.
3. Choose a surface from the radio buttons in the upper left corner of the dialog box.
A different effect can be applied to each of the five surfaces listed.
4. Choose Shading from the Effect list box.
5. Choose options and type in values. Available options include: Use Original Fill Color, Custom Color, Gradation Precision slider bar, Shading, and Highlighting slider bars.
Any changes made are reflected in the Image Preview in the upper right corner of the dialog box.

`{button ,AL('PRC Shading;',0,"Defaultoverview",)}` [Related Topics](#)



Setting the smoothness of shade gradation

The Gradation Precision slider controls the smoothness of the blend from shadow to highlight color.

To set the shade gradation smoothness

- Drag the Gradation Precision slider to the left to reduce the smoothness of the shading, or to the right to increase the smoothness.



Note

- As you increase the gradation precision, the amount of time and memory required to redraw objects increases, as does the size of the exported or print file.

`{button ,AL("PRC Shading";',0,"Defaultoverview",)} Related Topics`



Setting the shading level

Any region of a shaded surface which is darker than the main color is considered to be shaded. The Shading slider bar allows you to choose how dark the darkest shaded regions appear

To set the Shading level

- Drag the Shading slider bar to the left to lighten the maximum shading color, or to the right to darken it.
When you drag the slider all the way to the left, the darkest regions of the selected surface appear no darker than the main color. When you drag the slider all the way to the right, the darkest regions appear solid black.

{button ,AL('PRC Shading;',0,"Defaultoverview",)} [Related Topics](#)



Setting the highlight level

Any region of a shaded surface which is brighter than the main color is considered to be highlighted. The Highlighting slider bar allows you to choose how bright the brightest highlighted regions appear.

To set the Highlighting level

- Drag the slider to the left to darken highlighted regions, and to the right to lighten highlighted regions.

`{button ,AL("PRC Shading";',0,"Defaultoverview",)}` [Related Topics](#)

Stroke and Fill



Stroke and Fill

Applies a stroke and a plain-color fill to a surface. You can specify the color and weight of the stroke and the color of the fill. Stroke & Fill's bold appearance can be an asset, but its lack of shading tends to lessen the impact of CoreIDEPTH's 3D perspective. You can use the stroke and fill attributes from the original 2D object, or you can specify new attributes.

No stroke

Applies no stroke to the selected object. The stroke attribute controls are dimmed.

Original stroke

Uses the line weight and color, as well as the cap and join attributes from the original 2D object. The stroke attribute controls are dimmed.

New stroke

Allows you to customize the stroke of the selected object. Once selected, the stroke attribute controls on the lower part of the dialog box are available.

Weight

Controls the weight of the line stroke in points. Type a value into the text box.

Join

Controls the type of corner joint of the lines. You can choose miter, round, or bevel line joins. The type of line join you choose determines how the corners of a stroked surface appear.

Caps

Controls the type of line cap used to determine how the endpoints of a stroked path appear. You can choose butt, round, or projecting line caps. Line caps affect open paths only.

The results of your Join and Cap selections are only visible in your printed output, not on the monitor screen.

Stroke color model

Determines the type of color model used; CMYK or RGB. The color selected is for the stroke or line of the selected object. Click the color swatch above the Models to access the Color Picker. Using the color slider bars or the Color Picker, choose a color.

Original fill

Uses the original 2D fill color as the main color. The color slider bars and the color preview box are dimmed.

Custom fill

Controls the custom color used in the fill. The color model and color slider bars can be used to determine the custom color. Once selected, the fill attribute controls on the lower part of the dialog box are available.

Fill color model

Determines the type of color model used; CMYK or RGB. The color selected is for the fill of the selected object. This option is not available if Custom Fill is not selected. Using the color slider bars or the Color Picker, choose a color.

`{button ,AL('OVR Effects;',0,"Defaultoverview",)} Related Topics`



Applying stroke and fill

CorelDEPTH allows you to change a variety of stroke and fill properties, including corner styles and line caps.

To apply stroke and fill

1. Select an object.
2. Click Edit, Style.
3. Choose a surface from the radio buttons in the upper left corner of the dialog box.
4. Choose Stroke and Fill from the Effect list box.
5. Choose options and type in values. Options include: No Stroke, Original Stroke, New Stroke, Weight, Join, Caps, Stroke Color Model, Original Fill, Custom Fill, and Fill Color Model.

Gradation



Gradation

Gradation is the blending of two colors across a surface. You can create a one-way Gradation, which simply blends from one color to another, or a two-way Gradation, which blends from one color to another and then back again. You control Gradation by choosing two colors and specifying the angle of the blend.

Starting/Ending color

Specifies the starting and ending colors of the gradation or blend. Use the Color slider bars or the Color Picker to pick the starting and ending colors.

There are two separate color preview boxes, and two sets of slider bars — one for the starting color, and one for the ending color.

Gradation precision

Controls the smoothness of the blend. Use the Gradation Precision slider bar judiciously. As you increase the gradation precision, the amount of time and memory required to redraw objects increases, as does the size of the exported or print file.

Gradation dial

Specifies the angle of the blend. The gradation dial is in the middle of the dialog box, and is only available for Front and Back faces. You can also specify a two-way gradation, which blends from the starting color to the ending color, and then back to the starting color.

`{button ,AL('OVR Effects';,0,"Defaultoverview",)}` [Related Topics](#)



Applying a gradation

The gradation effect can be used to simulate the appearance of neon tubes, metal cylinders, and a variety of other real-life objects.

To apply a gradation

1. Select an object.
2. Click Edit, Style.
3. Choose a surface from the radio buttons in the upper left corner of the dialog box.
4. Choose Gradation from the Effect list box.
5. Choose options and type in values. The following options are available: Starting/Ending Color, Gradation Precision, Gradation Dial.

`{button ,AL("PRC Gradation";',0,"Defaultoverview",)}` [Related Topics](#)



Setting the gradation blend angle

Use the gradation dial to specify the angle of the blend.

To set the gradation blend angle

1. Click anywhere inside or around the edge of the circle to position the endpoint of the gradation line.
The angle of the line determines the angle of the gradation.
The endpoint of the line marks the position of the ending color.
2. Position the endpoint on the edge of the circle to create a one-way gradation, or within the circle to create a two-way gradation.



Note

- The angle of the Gradation dial has no effect on side surfaces and bevels. The gradation on a side surface always blends from the front face to the back face.

`{button ,AL('PRC Gradation';,0,"Defaultoverview",)}` [Related Topics](#)



Setting the smoothness of a gradation

The Gradation Precision slider controls the smoothness of the gradation blend.

To set the gradation smoothness

- Drag the Gradation Precision slider to the left to reduce the smoothness of the shading, or to the right to increase the smoothness.



Note

- As you increase the gradation precision, the amount of time and memory required to redraw objects increases, as does the size of the exported or print file.

`{button ,AL("PRC Gradation";0,"Defaultoverview",)}` [Related Topics](#)

Choosing colors in the Effects Panel



Choosing colors in the Effects Panel

The Effects panel for Shading, Stroke & Fill, and Gradation allows you to choose a color or colors for the selected surface. You can choose colors from the Color Picker, or specify RGB (Red, Green, Blue) or CMYK (Cyan, Magenta, Yellow, Black) values with the Color slider bars. RGB refers to a computer's native color model. CMYK is the standard model for 4-color separations.

`{button ,AL('OVR Effects';0,"Defaultoverview",)}` [Related Topics](#)



Choosing colors

You can choose colors in the Effects by using either the Color Picker or the Color Slider bars.

To choose a color from the Color Picker

1. Select an object.
2. Click Edit, Style.
3. Choose Shading, Stroke & Fill, or Gradation from the Effect list box.
These are the only effect options which allow you to choose colors.
4. Click the color preview box, located above the Color slider bars.
5. Click any color or click Define Custom Colors to expand the dialog box for creating custom colors.

The hue and saturation of the color are determined by where you click. Click inside the color picker box to the right of the dialog box to pick a custom color. You can change the brightness of the color by dragging the brightness slider on the right side of the Color Picker.

To specify a color with the Color slider bars

1. From within the Color Style dialog box, choose a color model from the Color Model list box.
2. Drag the sliders to specify a value for each color component—Red, Green, and Blue for RGB, or Cyan, Magenta, Yellow, and Black for CMYK.

Decals



Decals

A decal is a 2D illustration which is mapped onto all six sides of a 3D Cube or the front and back face of a any regular object. You have complete control over the scaling and positioning of a decal, and CoreIDEPTH automatically clips it to fit an odd-shaped surface. You can use any importable file as a decal or create your own using CoreIDEPTH's 2D drawing tools.

`{button ,AL('OVR Effects';0,"Defaultoverview",)}` [Related Topics](#)



Applying a decal

Decals are applied, positioned and scaled using the Decal setting of the Color Style dialog box.

To apply a decal

1. Select an object.
2. Click Edit, Style.
3. Choose a surface from the radio buttons in the upper left corner of the dialog box.

Decals can only be applied to front and back faces of regular objects.

4. Choose Decal from the Effect list box.
5. Click Choose decal.

A dialog box similar to the standard Open dialog box appears. The names of importable files in the current folder appear. You can choose a 2D illustration to be used as a decal.

If you do not choose a decal, CorelDEPTH applies a blank white decal to the selected surface. After you choose a decal, a preview of the decal appears in the Effects Panel.

The profile of the selected surface also appears in the Effects Panel. By positioning and scaling the decal preview relative to the profile, you determine the actual appearance of the decal on the selected surface.

To position a decal

- Drag the preview of the decal within the Effects Panel.

The portion of the preview that overlaps the profile of the selected surface determines the portion of the decal that actually appears on the surface.

To scale a decal

- Drag one of the handles on the corners of the preview to resize the decal relative to the selected surface.



Notes

- Hold down the SHIFT key while you drag to resize the decal proportionally.
- Reset Size resets the decal back to its original size.

`{button ,AL("PRC Decals";0,"Defaultoverview",)}` [Related Topics](#)



Creating a new decal

CoreIDEPTH's 2D drawing tools can be used to create new decals.

To create a Decal with the drawing tools

1. Select a shape object that will contain the new decal with the 3D Selection tool.
2. Hold down the ALT key and click the 2D Selection tool.

The Edit Decal dialog box opens.

3. Click a face button to choose a surface to place the new decal.

If the selected face already has a decal, the new one will automatically replace it

4. Click New

CoreIDEPTH enters 2D Drawing mode, and displays an outline of the shape face as guide for creating the new decal.

5. Use the drawing tools to create the Decal.

When you exit 2D Drawing mode, the Decal is applied to the face.

`{button ,AL('PRC Decals','0','Defaultoverview',)}` [Related Topics](#)



Editing a decal

The drawing tools can be used to edit decals that were either created in CorelDEPTH or imported.

To edit a Decal with the drawing tools

1. Select a shape object containing a decal with the 3D Selection tool.
2. Hold down the ALT key and click the 2D Selection tool.

The Edit Decal dialog box opens.

3. Click a face button to choose a surface to edit.
4. Click OK

CorelDEPTH enters 2D Drawing mode, and the Decal artwork appears. If you have chosen a face with no Decal, you can create a new Decal with the drawing tools.

5. Edit the Decal.

When you exit 2D Drawing mode, the Decal is re-applied to the face.

`{button ,AL('PRC Decals';0,"Defaultoverview",)}` [Related Topics](#)

Invisible surfaces

Making a surface invisible

You can achieve unusual results by making faces and bevels invisible. Making surfaces invisible increases redraw speed and reduces file sizes.

To make a surface invisible

1. Select an object.
2. Click Edit, Style.
3. Choose a surface from the radio buttons in the upper left corner of the dialog box.
4. Choose Invisible from the Effect list box.



Tip

Applying the Invisible Effect to completely hidden surfaces, can save time and disk space.

3D Styles

Using Styles

Applying a Style

CoreIDEPTH allows you to apply styles through the Styles browser. When you apply a style to an object, the object takes on all the attributes governed by the style.

To apply a Style to one or more objects

1. Select one or more objects.
2. In the Styles browser, click the preview of the Style you wish to apply.

The Style you choose is applied to the selected objects.

When you apply a Style to an object, CoreIDEPTH creates a link between the Style and the object — any changes you subsequently make to the Style in the Styles browser are automatically applied to the object.

`{button ,AL('PRC Using Styles';0,"Defaultoverview",)}` [Related Topics](#)

Specifying the current style

CoreIDEPTH allows you to specify the style of any new objects you create.

To specify the Current Style

1. Make sure that no objects are selected or that no documents are open.
2. In the Styles browser, click one of the full-color Style previews to choose the Current Style.

Existing objects are not affected, but the Style you choose is applied to any new text and shape objects you create.

{button ,AL("PRC Using Styles";,0,"Defaultoverview",)} [Related Topics](#)

Style Libraries



Style Libraries

Style Libraries are used to store groups of Styles; you access the Libraries by loading them into the Styles browser. CoreIDEPTH comes with one pre-built Style Library, which appears in the Styles browser the first time you start the application. You can customize a Style Library by creating new Styles, or by editing, adding and deleting existing Styles.

You can also open specific Style Libraries, or create new Style Libraries from scratch. Only one Style Library can be open in the Styles browser at any given time. You can apply Styles from the Styles browser to any CoreIDEPTH object or group of objects.

`{button ,AL('OVR 3D Styles';,0,"Defaultoverview",)}` [Related Topics](#)



Opening a Style Library

Each new image you start using the Open command uses the default library. If you don't want to use this library, you can load a specific library before or after CoreIDEPTH has started.

To open a specific Style Library when you start CoreIDEPTH

1. Hold down the CTRL key as you start CoreIDEPTH from the Start menu.
2. Choose the name of the Library you want to open and click Open.

The Style Library you choose appears in the Styles browser.

If you do not choose a Style Library when you start the application, CoreIDEPTH automatically opens the Style Library that was open the last time the application was used.

To open a different Style Library after starting CoreIDEPTH

1. Click Window, Styles Browser.
The check mark beside the menu item disappears.
2. Hold down the CTRL key, and click Window, Styles Browser.
3. Choose the name of the Library you want to open and click Open.

The Style Library appears in the Styles browser.

`{button ,AL("PRC Style Libraries";,0,"Defaultoverview",)}` [Related Topics](#)



Creating a new Style Library

You can create a style in CoreIDEPTH by saving any collection of styles in a file with a DPS (CoreIDEPTH Style) extension.

To create a new Style Library

1. Close the open Styles browser by clicking Window, Styles Browser.
The check mark beside the menu item disappears.
2. Hold down the CTRL key and click Window, Styles Browser.
A dialog box appears, prompting you to choose a Style Library.
3. Instead of choosing an existing Style Library, click Cancel.
A dialog box appears prompting you to enter a name for the new Style Library.
4. Type a name for the new Style Library.
An empty Styles browser appears. Any new Styles you create while you work can be saved in the new Style Library.

{button ,AL('PRC Style Libraries';,0,"Defaultoverview",)} [Related Topics](#)



Adding to a Style Library

A style is a set of attributes that you can use to control the appearance of a specific object or group of objects. You can create a new style or create a style that is based on an object that has the attributes you want. For example, you could define a style from an object that has a red outline and blue fill. Then, if you apply the new style to another object, the object takes on a red outline and a blue fill.

To add a new Style to the open Style Library

1. Click New in the Expanded Styles browser.
2. Type a name for the new Style.
3. Use the Color Style dialog box to specify an Effect for each face and bevel.

To grab an existing object's Style

1. Select the object with the Style you want to add to the Styles browser.
2. Click Grab in the Expanded Styles browser.
3. Type a name for the Style.
The Color Style dialog box appears, displaying the selected object's Style.

{button ,AL("PRC Style Libraries";,0,"Defaultoverview",)} [Related Topics](#)



Deleting a Style

You can remove styles from any Style library. When you delete a style, the appearance of objects that use the removed style is not effected.

To delete a Style

1. Click the preview of the Style you wish to delete.
2. Click Delete in the Expanded Styles browser.

`{button ,AL("PRC Style Libraries";,0,"Defaultoverview",)}` [Related Topics](#)



Duplicating a Style

Creating a new style often involves editing the duplicate of an existing style.

To duplicate a Style

1. Click the preview of the Style you wish to duplicate.
2. Click Duplicate in the Expanded Styles browser.
3. Type a name for the Style.

`{button ,AL('PRC Style Libraries;',0,"Defaultoverview",)}` [Related Topics](#)

Editing a Library Style



Editing Library Styles with the Color Style dialog box

The Color Style dialog box is the primary tool for modifying Styles. It is used to change the Styles of individual objects, as well as edit the Styles stored in Style Libraries.

The upper half of the dialog box has three features: image preview, surface selector buttons, and the Effect list box. The lower half of the Color Style dialog box is the Effects panel.

Image preview

A full-color preview of the Style being edited appears in the upper right corner of the Color Style dialog box. Whenever you make

a change to the Style, the preview is redrawn to show the change. The preview is interruptible  you can make further changes without waiting for it to finish redrawing.

The preview is enclosed in an invisible virtual trackball. Just as you can orient an object in the 3D workspace, you can orient the preview within the dialog box to view all of its surfaces. Simply drag on or around the preview. A bounding box appears and rotates in real time as you drag. When you release the mouse button, the preview is redrawn.

The surface selector buttons

Each surface is represented by a radio button in the upper left corner of the dialog box. Click the buttons, to select a different surface to edit. The Effect attributes for the currently-selected surface are displayed in the Effects panel.

The Effect list box

Lists the five Effects you can apply: Shading, Stroke & Fill, Gradation, Decal, and Invisible.

Effects panel

Each Effect has its own set of control options. Located in the lower half of the Color Style dialog box, the Effects panel displays the set of controls that corresponds to the chosen effect.

`{button ,AL('OVR 3D Styles';,0,"Defaultoverview",)}` [Related Topics](#)



Editing a Library Style

Editing CoreIDEPTH's 3D Styles involves using the Color Style dialog box to make specific adjustments to the style's attributes. CoreIDEPTH automatically updates all objects in the current drawing that use the style.

To edit a Library Style

1. Click the preview of the Style you want to edit.
2. Click Edit in the Expanded Styles browser.
3. Edit the Effects contained in the Style using the Color Style dialog box.

2D Styles



2D Styles

In addition to applying styles to 3D objects you can also edit 2D Styles. Editing 2D Styles is especially useful for changing style information in imported objects. In 2D Drawing mode you can apply changes to individual parts rather than to the entire object. The Edit 2D Style dialog box contains several options.

Stroke

Controls the stroke or line attributes of the front surface of the selected object.

Model

Determines the type of color model used; CMYK or RGB. The color selected is for the stroke or line of the selected object. Click the color swatch above the Models to access the Color Picker. Using the color slider bars or the Color Picker, choose a color.

Weight

Controls the weight of the line stroke in points. Type a value into the text box.

Join

Controls the type of corner joint of the lines. You can choose miter, round, or bevel line joins. The type of line join you choose determines how the corners of a stroked surface appear.

Caps

Controls the type of line cap used to determine how the endpoints of a stroked path appear. You can choose butt, round, or projecting line caps. Line caps affect open paths only.

The results of your Join and Cap selections are only visible in your printed output, not on the monitor screen.

Fill

Controls the fill attributes of the front surface of the selected object. The color model and color slider bars can be used to determine the custom color.

Model

Determines the type of color model used; CMYK or RGB. The color selected is for the fill of the selected object. This option is not available if Fill box is not checked. Using the color slider bars or the Color Picker, choose a color.

[{button ,AL\('OVR Using Effects and Styles;',0,"Defaultoverview",\)} Related Topics](#)



Editing a 2D Style

Editing CorelDEPTH's 2D Styles involves adjustments to the style's stroke, fill, and weight.

To modify 2D Styles

1. Select a text, shape or imported object with the 2D Selection tool.
2. Click Edit, Style.
3. Choose options and type in values in the Edit 2D Style dialog box.

Composing Illustrations

Composing illustrations

With CorelDEPTH, creating 3D objects is just the beginning of the creative process. CorelDEPTH's powerful object-manipulation tools allow you to move and orient objects in 3D space, group, ungroup, combine, and align them. The Perspective adjustment tool allows you to alter an illustration's perspective to produce a variety of effects. You can also specify the location of the light source to determine the appearance of shaded surfaces.

For more information see the following:

{button ,JI('`CorelDEPTHs Working Plane')} [CorelDEPTH's Working Plane](#)

Working Plane



CoreIDEPTH's Working Plane

While traditional 2D illustration applications limit your workspace to a single, fixed plane, CoreIDEPTH offers a true three-dimensional workspace, allowing you to manipulate objects on any plane. Although you can move objects anywhere within the workspace, only one plane is active at any given time. This plane is called the Working Plane.

The Working Plane is visually represented on the screen by a grid. Like all planes, the Working Plane is of infinite size



it actually extends beyond the edges of the grid. You can adjust the Working Plane to the object, or adjust the object to the Working Plane. You can hide or display the Working Plane by choosing Working Plane from the View menu.

Understanding how to use the Working Plane is the key to arranging objects in three dimensions. When you move objects in the 3D workspace, they move relative to the Working Plane, rather than relative to the page as they do in 2D applications.

When you create a new document or import a file from another application, CoreIDEPTH initially aligns the Working Plane with the plane containing the page. You can move the Working Plane by manipulating it directly with the 3D Selection tool and the Virtual Trackball tool, or by aligning it with one of an object's faces.

In the case of a simple illustration, you may not need to move the Working Plane at all. In fact, it's possible to move an object anywhere in the 3D workspace without making an adjustment to the Working Plane. However, once you start thinking in 3D, you will find that moving the Working Plane makes the precise arrangement of objects easier and more intuitive.



Moving the Working Plane

When you hold down the CTRL key, you can use the 3D Selection tool and the Virtual Trackball tool to move and orient the Working Plane freely within the 3D workspace as if it were an object. After you position the Working Plane, you can create new objects on it, send objects to it, and move objects relative to it.

To move the Working Plane grid along the Working Plane

1. Click the 3D Selection tool.
2. Hold down the CTRL key and drag the Working Plane grid.

To move the Working Plane in 3D space

1. Click the 3D Selection tool.
2. Hold down the ALT and CTRL keys and drag the Working Plane grid.
As you drag, the Working Plane moves perpendicular to its current location.

{button ,AL('PRC Working Plane;',0,"Defaultoverview",)} [Related Topics](#)



Orienting the Working Plane

To orient the Working Plane with the Virtual Trackball

1. Click the Virtual Trackball tool.
2. Hold down the CTRL key and drag the Working Plane grid.
The Working Plane is oriented in 3D space.

{button ,AL("PRC Working Plane";,0,"Defaultoverview",)} [Related Topics](#)



To send an object to the Working Plane

Sending an object to the Working Plane positions the selected object relative to the Working Plane. The perspective and focal point of the object change to match the Working Plane settings.

If you prefer to place the Working Plane relative to an object face instead, choose the Send Working Plane to command from the Arrange menu.

1. Select an object.
2. Click Arrange, Send to Working Plane.

The object is sent to the center of the Working Plane grid, changing the perspective and focal point as defined by the Working Plane.

`{button ,AL("PRC Working Plane";',0,"Defaultoverview",)} Related Topics`



To send the Working Plane to an object

The Send Working Plane to command sends the Working Plane to any of an object's faces. The ability to position the Working Plane relative to an object makes it easy to place objects precisely relative to each other. You can also send the Working Plane to the page.

1. Select an object.
2. Click Arrange, Send Working Plane to.
3. Choose an option from the flyout.

You have the option of the object's front, back, left, right, top or bottom face.

`{button ,AL('PRC Working Plane;',0,"Defaultoverview",)}` [Related Topics](#)



To send the Working Plane to the page

1. Click Arrange, Set Working Plane To.
2. Click Page from the flyout.

{button ,AL("PRC Working Plane;";0,"Defaultoverview",)} Related Topics

Arranging Objects

Moving Objects



Moving Objects

Dragging is the quickest and simplest way of changing the position of objects. Instead of just moving objects across the page, however, you can move them relative to (along, parallel to, or perpendicular to) the Working Plane. Objects located on the Working Plane move on the Working Plane itself; objects located off the Working Plane move on a plane parallel to the Working Plane.

CorelDEPTH also gives you the option to move or nudge objects in increments using the keyboard. By changing the nudge distance in the Preferences dialog box, you can set the increment to any size you want.

`{button ,AL("OVR Arranging Objects";,0,"Defaultoverview",,)} Related Topics`



Moving objects relative to the working plane

To move an object parallel to the Working Plane

1. Select an object.
2. Drag the selected object.

If the object is on the Working Plane, its motion is restricted to the Working Plane. If the object is not on the Working Plane, its motion is restricted to a plane parallel to the Working Plane.

To move an object perpendicular to the Working Plane

1. Select an object.
2. Hold down the ALT key and drag the selected object.

The object's motion is restricted to the line which passes through the center of the object and is perpendicular to the Working Plane. This line, called the perpendicular projection, is displayed as you move the object.

{button ,AL('PRC Moving Objects';0,"Defaultoverview",)} [Related Topics](#)



Moving more than one object

To move more than one object

1. Select two or more objects.

To select multiple objects, hold down the SHIFT key while clicking objects.

2. Drag one of the selected objects to move the entire selection.

As you drag, all of the selected objects move parallel to the Working Plane. To move objects perpendicular to the Working Plane, hold down the ALT key and drag.

{button ,AL("PRC Moving Objects";'0,"Defaultoverview",)} Related Topics



Nudging an object

The arrow keys on the keyboard allow you to nudge an object in any direction. By default, objects move in 1 point increments. You can change this increment in the Preferences dialog box.

Holding down an arrow key moves the object in continuous steps.

To nudge an object

1. Select the object with the 3D Selection tool.
2. Press an arrow key to nudge the object vertically or horizontally.

{button ,AL("PRC Moving Objects";0,"Defaultoverview",)} [Related Topics](#)

Orienting Objects



Orienting Objects

Orienting objects in 3D is analogous to rotating them in 2D. The Virtual Trackball tool allows you to orient an object freely in space, almost as if you were manipulating it directly with your hand. When you use the Virtual Trackball tool to orient an object, CoreIDEPTH encases the object in a virtual trackball. You may think of the virtual trackball as a crystal ball that completely surrounds the object. When you drag to roll the virtual trackball, the object rolls with it.

`{button ,AL("OVR Arranging Objects";0,"Defaultoverview",)}` [Related Topics](#)



Orienting an Object

To orient an object with the Virtual Trackball tool

1. Select an object with the 3D Selection tool.
2. Click the Virtual Trackball tool.

A circle appears around the selected object. The circle represents the virtual trackball, which completely encases the object.

3. Drag within the circle to rotate the virtual trackball.

As the virtual trackball rotates in space, the object's bounding box rotates with it. When you release the mouse button, the fully shaded object is redrawn in the background as you continue to work.

To orient more than one object

1. Hold the SHIFT key and use the 3D Selection tool to select the objects.
2. Click the Virtual Trackball tool.

A circle appears around one of the selected objects. Although only one circle appears, each object is encased in its own virtual trackball.

3. Drag within the circle to rotate all of the objects in unison.

Each object rotates around the center of its own virtual trackball. The objects' bounding boxes rotate in real time. When you release the mouse button, the objects are redrawn.



Notes

- You can restrict the objects' rotation to a single axis, parallel to the page, by clicking and dragging outside of the circle with the Virtual Trackball tool.
- When you use the Virtual Trackball tool to orient objects that have been grouped, the entire group behaves like a single object



only one bounding box and one virtual trackball is displayed. All of the objects in the group rotate around a single point, retaining their positions relative to one another.

Sizing and Positioning Objects



Sizing and Positioning Objects

CorelDEPTH's tools for sizing and positioning let you opt for speed or precision. You can either use the mouse to transform objects interactively and quickly or use the Properties dialog box to transform objects with precise values. Sizing changes an object's dimensions by specific values. You can size an object horizontally, vertically, or maintain the aspect ratio.

When you size an object while maintaining the aspect ratio, you change its dimensions without altering its basic shape.

When you stretch an object, you change its horizontal and/or vertical dimensions to alter the object's proportions. By dragging one of the object's side handles, you can stretch objects either in a vertical or a horizontal direction.



Note

- Scaling changes an object's dimensions by a percentage.

{button ,AL('OVR Arranging Objects;',0,"Defaultoverview",)} [Related Topics](#)



Sizing and positioning objects with precision

The Properties dialog box allows you to view and edit the numerical values which specify an object's size, position, and orientation in space. When you use the Properties dialog box to specify the size of a 3D cube, you can also specify a scaling factor. This enables you to enter real-world dimensions for the cube and still be able to view the entire cube on the page or screen.

To size and position objects using the Properties dialog box

1. Select an object or group with the 3D Selection tool.
2. Click Edit, Properties.
3. Choose options and type in values in the Properties Dialog box.
4. Click Apply to preview your changes without exiting the dialog box.
If you want to exit the dialog box without changing the object, click Cancel.

`{button ,AL('PRC Sizing and Positioning Objects;',0,"Defaultoverview",)}` [Related Topics](#)



Sizing objects interactively

The easiest way to size objects is to drag the corner handles of the selection box using the mouse. You can also size with precise values using the Properties dialog box.

To resize an object's 2D outline

1. Select an object.
2. Using the 3D Selection tool, drag any of the handles on the object's bounding box.
As you drag a handle on the front or back face, the opposite corner of the face remains anchored in place while the bounding box stretches. You may change the proportions of the outline as you drag.
To scale an object's 2D outline proportionally, hold down the SHIFT key while you drag a handle.
3. When you are satisfied with the object's new dimensions, release the mouse button.

To resize an object proportionally in 3D

1. Select an object.
2. Hold down the ALT and SHIFT keys and use the 3D Selection tool to click and drag one of the front- or back-face handles on the object's bounding box.
As you drag a handle, the opposite corner of the bounding box remains anchored in place while the bounding box stretches.
3. When you are satisfied with the object's new dimensions, release the mouse button.



Note

- When you resize an object in 3D, CorelDEPTH automatically re-calculates extrusion depth, and, in the case of text objects, font size.

{button ,AL('PRC Sizing and Positioning Objects;',0,"Defaultoverview",)} [Related Topics](#)

Extrusion and Bevel

Extrusion and Bevel

CorelDEPTH's strongest feature is the easy extrusion and beveling of objects. The extrusion depth and bevel are both set from the Geometry palette.

For more information see the following:

{button ,JI('`Extrusion')} [Extrusion](#)

{button ,JI('`Bevels')} [Bevels](#)

{button ,AL('OVR Arranging Objects';,0,"Defaultoverview",,)} [Related Topics](#)

Extrusion

Extrusion

Extrusion is the process CoreIDEPTH uses to transform 2D objects into 3D objects. To extrude an object, CoreIDEPTH pulls a 2D shape through space along a straight line, creating a solid 3D volume. The resulting 3D object has three distinct surfaces: a front face, a back face, and a side surface. An object's extrusion depth is the distance between its front face and its back face. CoreIDEPTH measures extrusion depth in points.



When you create or import an object, CoreIDEPTH automatically extrudes it.

{button ,AL('OVR Extrusion and Bevel','0,"Defaultoverview",)} Related Topics



Setting the extrusion depth using the Geometry palette

You can use the Geometry palette to specify the extrusion depth of a new object, or to change the extrusion depth of an existing object. When the extrusion depth cannot be accurately displayed in the Bevel diagram, a break is drawn on the dialog box, indicating the extrusion is larger than shown.

To increase extrusion depth

- Drag the Extrusion Depth slider bar in the Geometry palette to the right.

To decrease extrusion depth

- Drag the Extrusion Depth slider in the Geometry palette bar to the left.



Note

- To set a specific extrusion depth, type a value in the extrusion depth field to the right of the slider bar and press ENTER or TAB. You can specify any value between zero and 1000 points.

{button ,AL("PRC Extrusion";,0,"Defaultoverview",)} [Related Topics](#)



Setting the extrusion depth interactively

The extrusion depth of an existing object can be set by manipulating the object's bounding box.

To change extrusion depth using an object's bounding box

1. Click the 3D Selection tool
2. Hold down the ALT key and drag one of the handles on the object's bounding box.

As you move the mouse, the bounding box expands or compresses to show the object's change of depth. Release the mouse button, and the object is redrawn.

{button ,AL("PRC Extrusion";,0,"Defaultoverview",)} [Related Topics](#)

Bevels

Bevels

Bevels are angled cuts on the edges of an object. In CorelDEPTH, bevels are used to enhance the appearance of both text and shape objects, giving them a chiseled or carved 3D look. You can add bevels to the front, back, or both faces of your CorelDEPTH objects.



The right character is beveled and the left character is without a bevel

Bevels are built from the edge of the front or back face to the edge of the side surface. Bevels reduce the side surface, leaving the front and back faces unchanged.

`{button ,AL("OVR Extrusion and Bevel";0,"Defaultoverview",)} Related Topics`



Adding a bevel

You can use the bevel diagram in the Geometry palette to specify the bevel of a new object, or to change the bevel of an existing object.

To add a bevel using the bevel diagram

- Drag a selection handle up and in.

The left handle controls the front bevel. The right handle controls the back bevel.

As you drag the handles, the shape of the shaded area changes to show the object's new profile.

Organizing Objects



Organizing Objects

CorelDEPTH provides many powerful tools to help you arrange and organize the objects in your drawings. These tools help you accomplish virtually any organizational task, ranging from simple operations like copying, grouping, and combining objects to aligning or distributing objects to get the exact arrangement you want. By learning to apply CorelDEPTH's object arrangement tools, you're sure to expand the scope of your creativity.

`{button ,AL('OVR Arranging Objects;',0,"Defaultoverview",)}` [Related Topics](#)



Aligning objects

The Alignment dialog box allows you to align objects precisely in three dimensions. You can align objects along one, two, or three axes at a time.  Depth, Vertical, or Horizontal. For each axis you choose, you can specify one operation: Align, Distribute, or Contact. The dialog box has a preview window which shows outlines of the objects selected for the alignment.

For each alignment operation, you can also specify which point on the selected objects  the Min, the Center, or the Max

 should be used as a reference point. The terms Min, Center, and Max refer to an object's minimum, center and maximum points relative to a particular axis. CoreIDEPTH performs an alignment operation by positioning each object's reference point relative to one or two main reference points, which are determined by the initial positions of the objects.

To align objects

1. Select two or more objects.
2. Click Arrange, Align.

The preview in the Alignment dialog box shows the relative positions of the selected objects.

3. Click the appropriate radio button(s) to choose the reference points for your alignment operations.

As you work in the Alignment dialog box, the preview is redrawn to show the results of the alignment operations you choose.

`{button ,AL('PRC Organizing Objects';,0,"Defaultoverview",)}` [Related Topics](#)



Grouping and ungrouping objects

CoreIDEPTH allows you to create groups of objects. When you group two or more objects, they are enclosed in a single bounding box and may be moved and oriented as a unit. When you apply a Style to a group, the Style is applied to each of the objects in the group.

To group objects

1. Select two or more objects with the 2D or 3D Selection tool.
To select multiple objects, hold down the SHIFT key while clicking on objects.
2. Click Arrange, Group.



Note

- To edit any grouped objects, you must first ungroup them using the Ungroup command.

To ungroup objects

1. Select a group of objects with the 2D or 3D Selection tool.
To select multiple objects, hold down the SHIFT key while clicking on objects.
2. Click Arrange, Ungroup.
Selection handles appear, defining the individual objects.

`{button ,AL('PRC Organizing Objects';,0,"Defaultoverview",)}` [Related Topics](#)

Setting the light source and perspective

Setting the position of the light source

To make your 3D artwork appear more realistic, CorelDEPTH applies a light source to any objects that contain a Shading effect. You can adjust the direction or angle that the light source shines from. The light source feature applies to the entire document window.

To set the position of the light source

1. Click Arrange, Light Source.
2. Drag the highlight on the surface of the sphere to position the light source.

{button ,AL('PRC Setting the light source and perspective;',0,"Defaultoverview",)} [Related Topics](#)

Changing perspective

The final appearance of your illustration depends on the chosen perspective. You can control the perspective of objects by manipulating the Perspective Box. Moving the Perspective Box changes the angle of the perspective or viewpoint for the entire page. Changing its size increases or decreases the amount of perspective.

Manipulating the Perspective Box allows you to change the illustration's viewpoint, indirectly determining the level of the horizon line and the location of the main vanishing point.

To adjust the angle of perspective

1. Click the Perspective adjustment tool.
2. Drag inside the back wall of the Perspective Box.
As you drag, the back wall moves. The movement of the back wall is constrained by the edges of the page.
3. Release the mouse button.

The center of the back wall determines the new viewpoint, and all objects are redrawn accordingly.

To adjust the depth of perspective

1. Click the Perspective adjustment tool.
2. Drag one of the handles on the back wall of the Perspective Box.
As you drag, the back wall is resized around its center, leaving the horizon line and the main vanishing point unchanged.

{button ,AL('PRC Setting the light source and perspective;',0,"Defaultoverview",)} Related Topics

Importing and Exporting objects

Importing objects



What CorelDEPTH reads from an imported file

When you import a file, CorelDEPTH reads most of the information contained in the file. However, some advanced features of 2D drawing programs are not supported by CorelDEPTH. When CorelDEPTH reads a file, it takes the information it can use and disregards the rest. When CorelDEPTH imports a file, any information that cannot be used is displayed in the Import Report dialog box.

CorelDEPTH reads the following information from all types of imported files:

Basic drawing elements

CorelDEPTH recognizes all of the basic elements contained in a 2D illustration file, including open and closed paths, lines, and geometric primitives such as ovals and rectangles. Groups of elements are also supported.

Text elements

Text elements from imported files remain editable as text in CorelDEPTH. Basic text attributes such as color, font, font size, style, leading, kerning, and scaling are maintained. However, some special text effects are not directly supported.

Stroke and fill attributes

CorelDEPTH keeps the line weight and color information from 2D strokes, and the color information from 2D fills. You can use this information to create Styles within CorelDEPTH.

`{button ,AL('OVR Import and Exporting objects;',0,"Defaultoverview",)} Related Topics`



Importing objects into CoreIDEPTH

CoreIDEPTH can import .WMF, .CGM, or .AI file formats.

To import objects into CoreIDEPTH

1. Click File, Import.
2. From the List Files of Type list box, choose a file format.

The File Name box shows files in the current folder with the chosen format's extension. If the file you want is in another drive or folder, choose the drive from the Drives box and the folder from the Folders box.

3. In the File Name box, type the name of the file you want to import, or choose a name from the File Name list.

The outlines in the file are extruded to create a 3D object on the Working Plane.



Note

- By setting the default extrusion depth to zero before importing a 2D illustration file, you can import flat artwork into CoreIDEPTH. This technique allows you to apply CoreIDEPTH's perspective to artwork that is not suited for extrusion. Importing a file as flat artwork also takes considerably less time than extruding the same file.

Exporting files



Exporting files

By exporting a CorelDEPTH illustration as a .WMF, .CGM, or .EPS file, you can import it to nearly any Windows page-layout, presentation, or word-processing application. In most cases, you can move and resize the artwork, but you cannot edit it directly.

You can use the various CorelDEPTH export file formats to export your artwork to a wide number of other Windows applications. Which file format is most appropriate depends on your usage and the application. In general, if you are importing artwork into a desktop publishing, presentation or draw document to be printed on a PostScript output device, the .EPS format will usually produce the best results.

Export file formats

CorelDEPTH allows you to save documents in the CorelDEPTH file format (.DEP), or export them to these foreign formats:

- Windows MetaFile (*.WMF)
- Computer Graphics Metafile (*.CGM)
- Encapsulated PostScript (*.EPS)
- Adobe Illustrator (*.AI)

Documents exported to a foreign format may be of lower fidelity than documents saved in the CorelDEPTH format (.DEP). If you intend to further edit your document in CorelDEPTH, you should save it in the CorelDEPTH format.

`{button ,AL("OVR Import and Exporting objects";0,"Defaultoverview",)}` [Related Topics](#)



Exporting a file

A CoreIDEPTH illustration can be exported as a .WMF, .CGM, or .EPS file.

To export a file

1. Open the CoreIDEPTH file you want to export.
2. Click File, Export.
3. From the List Files of Type list box, choose a file format.

The File Name box shows files in the current folder with the chosen format's extension. If you want to export the file to another drive or folder, choose the drive from the Drives box and the folder from the Folders box.

4. Type a new file name in the File Name box or choose a name from the File Name list.

Although you can save CoreIDEPTH documents in various formats, these formats are for exporting artwork only. If you want to make further changes to a CoreIDEPTH document, you must save it in the CoreIDEPTH format (*.DEP).

CoreIDEPTH Preferences dialog box

The Preferences dialog box allows you to set several application preferences. You can open it by clicking File, Preferences. CoreIDEPTH preferences are stored in a Preferences file, called CoreIDEPTH.ini, which is automatically placed in the CoreIDEPTH default folder.

The Preferences dialog box contains the following options:

Display Startup dialog box

Specifies whether the Startup dialog box will be displayed when CoreIDEPTH is started. If the option is turned off, the Startup dialog box is not displayed when CoreIDEPTH is started.

Nudge Value

Specifies the nudge increment size.

Default unit

Specifies the default unit of measure to be used in any dialog boxes which display units of measure.

Default color model

Specifies the default color model to be used in the Color Style dialog box.

Current Plane

Controls the appearance of the Working Plane grid.

Grid Step

Specifies the size of the squares in the grid.

Grid Color

Specifies the color of the grid.



Open and Import dialog boxes

The Open dialog box allows you to open documents in the CoreIDEPTH format (.DEP). The Import dialog box allows you to import documents into CoreIDEPTH in foreign file formats.

Look in

Shows the name of the folder being searched. You can browse for drives and folders using the Up one level, List, and Details buttons.

Files of Type

Specifies the file format of the file to be opened or imported. All files in the current folder with the specified file format will be shown.

File Name

Shows the name of the file to be opened or imported. You can type a name in the box, or click a file to make its name appear in the box. You can also double-click a file to open or import it.

`{button ,AL("OVR A CoreIDEPTH session";0,"Defaultoverview"),}` [Related Topics](#)



Save and Export dialog boxes

The Save dialog box allows you to save documents in the CoreIDEPTH format (.DEP). The Save As dialog box allows you to save documents in the CoreIDEPTH format under a new name or location. The Export dialog box allows you to save documents in foreign file formats.

Save in

Shows the name of the folder in which the file will be saved. You can browse for drives and folders using the Up one level, List, and Details buttons.

Save as type

Specifies the file format in which the file will be saved. All files in the current folder with the specified file format will be shown.

File Name

Shows the name of the file to be saved. You can type a name in the box, or click an existing file to make its name appear in the box.

`{button ,AL('PRC Saving closing and exiting';0,"Defaultoverview",)} Related Topics`



Leading dialog box

The Leading dialog box specifies the vertical space between lines of text. Type a percentage between 0 and 999 in the box. The default Leading value is 120% of the font's point size. Decreasing the percentage makes vertical spacing more compact, and increasing the percentage expands it.

`{button ,AL('PRC Creating and editing text objects;',0,"Defaultoverview",)}` [Related Topics](#)



Font dialog box

The Font dialog box displays a list box so you can choose from any of the fonts currently installed.

{button ,AL('PRC Creating and editing text objects;',0,"Defaultoverview",)} [Related Topics](#)



Number of Sides dialog box

The Number of Sides dialog box controls the number of sides of the polygon being drawn. Type the number of sides in the Sides box.

`{button ,AL("PRC Drawing basic shapes";0,"Defaultoverview",)}` [Related Topics](#)



Name Effect dialog box

The Name Effect dialog box allows you to add a new style to the open Style Library. When you enter a name in the Please name the Effect Setting box and click OK, the Color Style dialog box is displayed. Use the Color Style dialog box to specify an Effect for each face and bevel.

`{button ,AL('PRC Style Libraries;',0,"Defaultoverview",)}` [Related Topics](#)

