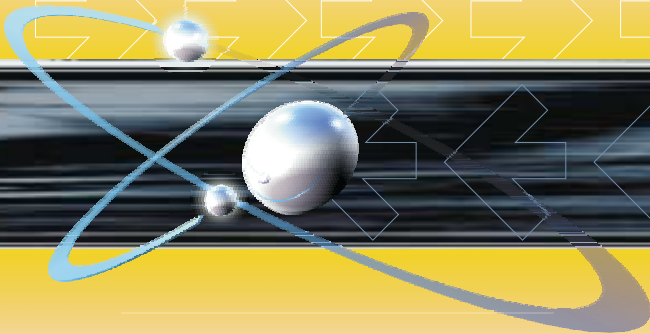
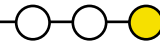


Corel **R.A.V.E.**™



USER MANUAL

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CorelR.A.V.E.™ User Guide

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Software Credit

This book was designed and created using award-winning Corel® publishing and graphics software. WordPerfect® and Corel VENTURA™ were used to produce this book, and the illustrations were created in CorelDRAW® and Corel PHOTO-PAINT®.

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INTRODUCTION





WELCOME TO COREL® R.A.V.E.™

Corel® R.A.V.E.™ is a comprehensive object-based animation program that makes it easy to create a wide range of animated graphics — from animated logos and navigation controls to interactive animated graphics for the World Wide Web. This application combines the familiar graphics capabilities and user interface of CorelDRAW® with a powerful yet easy to use set of animation features.

In this section, you'll learn about

- Corel Corporation
- installing and uninstalling components
- registering Corel R.A.V.E.
- starting and quitting Corel R.A.V.E.

- accessing Help
- Corel R.A.V.E. terminology
- Corel R.A.V.E. work area
- the Timeline Docker window
- the movie playback controls

ABOUT COREL CORPORATION

Corel Corporation is an internationally recognized developer of award-winning business productivity, graphics, and operating system solutions on the Windows, Linux, UNIX, Macintosh, and Java platforms. Corel also develops market-leading, World Wide Web-based solutions, including applications, e-commerce, and

online services. For access to these services and more information about Corel and its products, see www.corel.com/ or www.corelcity.com/ on the Internet. Corel is headquartered in Ottawa, Canada. Corel's common stock trades on the NASDAQ Stock Market (symbol: CORL) and on the Toronto Stock Exchange (symbol: COR).

COREL SUPPORT AND SERVICES

The Corel product you are using is supported by the Corel Client Services team. This team is committed to providing quality customer service and support that is easy to access and convenient to use, while fostering one-to-one customer relationships.

If you have a question about the features and functions of Corel applications or operating systems, see the user guide or online Help for the product you are using. Updates and technical information are also available in the Release Notes.

YEAR 2000 INFORMATION

Presenting timely solutions to the Year 2000 needs of users is a critical concern at Corel. For the latest information about new products and major upgrades of existing products that have been tested for Year 2000 date-related issues, visit Corel Corporation's year 2000 policy Web site at <http://www.corel.com/year2000> on the Internet.

REGISTERING COREL PRODUCTS

Registering Corel products is important. Registration provides you with timely access to the latest product updates, valuable information about product releases and access to free downloads, articles, tips and tricks, and special offers.

For more information about registering a Corel product see the online Help for the product or see <http://www.corel.com/support/register> on the Internet.

TECHNICAL SUPPORT

The Web address for Corel is <http://www.corel.com> on the Internet. A list of localized Corel Web sites is available at <http://www.corel.com/international/country.htm> on the Internet. Corel LINUX information is available at <http://linux.corel.com> on the Internet.

SELF-SERVE TECHNICAL SUPPORT OPTIONS

Several self-serve tools are available to address technical questions 24 hours a day, seven days a week.

Self-serve option	How to access
Support newsgroups	http://www.corel.com/support/newsgroup.htm

Self-serve option	How to access
Knowledge Base	http://kb.corel.com
FAQs	http://www.corel.com/support/faq
AnswerPerfect	http://www.corel.com/support/answerperfect.htm
File Transfer Protocol (FTP)	ftp://ftp.corel.com
FTP information	http://www.corel.com/support/ftpsite/ftpindex.htm
Online Help	Type keyword Technical Support
Interactive Voice Answering Network (IVAN)*	1-877-42-COREL
Automated Fax on Demand*	1-877-42-COREL

*IVAN and Fax on Demand are available only in North America.

Telephone technical support options

Corel users can use complimentary and fee-based telephone technical support options. Three levels of support are available.

Installation and Configuration Service

Installation and Configuration Service is a complimentary, 30-day service designed to address installation, configuration, and new feature issues. This service begins on the day of your first technical support call.

Installation and Configuration Service replaces Classic Service, however, Corel will honor previously purchased Classic contracts. For more information see <http://www.corel.com/support/options/telephone.htm> on the Internet.

Installation and Configuration Service is not available for OEM, "White box," Jewel Case (CD only), trial, or Academic versions of Corel products.

Priority Service

Priority Service is a fee-based service for users who require the help of second-level technicians. Priority Service may be purchased by the minute, by the incident, or on a term basis. Options range from core-business-hour access for individual users to around-the-clock access for multiuser environments.

Premium Service

Premium Service is Corel's highest level of support. This service is designed for organizations that want to establish a direct relationship with Corel and for organizations that employ

dedicated support professionals or have centralized technical management.

CUSTOMER SERVICE

Corel Customer Service can provide you with prompt and accurate information about Corel product features, specifications, pricing, availability, and services. Corel Customer Service does not provide technical support. You can access Customer Service support through the following avenues.

World Wide Web

You can access general customer service and product information at <http://www.corel.com/support> on the Internet.

Mail, fax, email

You can send specific customer-service questions to Corel Customer Service representatives by mail, fax, and email.

Corel Corporation
Corel Customer Service
1600 Carling Avenue
Ottawa, Ontario
Canada K1Z 8R7

Fax: 1-613-761-9176

Email: custserv2@corel.ca

Telephone

You can telephone Corel Customer Service centers with your questions.

In North America, you can reach Corel Customer Service by calling the 1-800-772-6735 toll-free line. The hours of operation are 9:00 A.M. to 9:00 P.M., eastern time (ET), Monday through Friday, and 10:00 A.M. to 7:00 P.M. on Saturdays.

Corel customers residing outside North America can contact Corel Customer Service representatives in Dublin, Ireland, by calling the 353-1-213-3912 toll line, or they can call a local authorized Corel Customer Service Partner.

COREL WANTS YOUR FEEDBACK

If you have any comments or suggestions about Corel R.A.V.E. documentation, you can send them by email to drawdoc@corel.ca or by regular mail to the following address:

Creative Products Documentation Manager
Corel Corporation
1600 Carling Avenue
Ottawa, Ontario, Canada
K1Z 8R7

Corel can't respond to all messages individually, but you can check the Corel R.A.V.E. World Wide Web site for the latest product news, tips and tricks, and product upgrade information.

You can access the Corel R.A.V.E. World Wide Web site at <http://www.corel.com/draw10/index.htm> on the Internet.

INSTALLING AND UNINSTALLING COMPONENTS

The Corel setup wizard makes it easy to install and uninstall Corel applications. With the setup wizard you can

- install any Corel applications included in your software package
- add components to installed applications
- refresh files and configurations of currently installed applications
- uninstall all or some components of Corel applications

To install Corel R.A.V.E.

- 1 Close all applications.
- 2 Insert **CorelDRAW Disc 1** into the CD drive.
If the Corel setup wizard does not start automatically, click **Start ▶ Run** on the **Windows** taskbar, and type D:\Setup, where D is the letter that corresponds to the CD drive.
- 3 Click **Install Corel R.A.V.E.**
- 4 Follow the instructions in the Corel setup wizard.

To install new components or update your current installation

- 1 Close all applications.
- 2 Insert **CorelDRAW CD#1** into the CD drive.
If the Corel Setup wizard does not start automatically, click **Start ▶ Run** on the Windows taskbar, and type D:\Setup, where D is the letter that corresponds to the CD drive.
- 3 Select one of the following options, and follow the instructions in the Corel Setup wizard:
 - **Add new components**
 - **Update current installation**
 - **Custom setup**

To uninstall Corel R.A.V.E.

- 1 Click **Start** on the Windows taskbar, and click **Programs ▶ CorelDRAW 10 ▶ Setup and notes ▶ Corel Uninstaller**.
- 2 Follow the instructions in the **Corel uninstaller wizard**.

REGISTERING COREL R.A.V.E.

You must register Corel R.A.V.E. to be eligible for technical support. Registered users receive our email newsletter, which contains information about new product releases and updates, free downloads, articles, tips, and special offers. If you have an Internet connection, you can register by following the

instructions provided during installation. You can also register Corel R.A.V.E. online after the installation.

To REGISTER COREL R.A.V.E.

- 1 Click **Start** on the Windows taskbar, and click **Programs** ▶ **CorelDRAW 10** ▶ **Setup and notes** ▶ **Corel registration**.
- 2 Follow the instructions on the screen.

STARTING AND QUITTING COREL R.A.V.E.

You can start Corel R.A.V.E. from the Windows taskbar and end your Corel R.A.V.E. session from the application.

To START OR QUIT COREL R.A.V.E.

To	Do the following
Start Corel R.A.V.E.	From the Windows taskbar, click Start ▶ Programs ▶ Corel R.A.V.E.
Quit Corel R.A.V.E.	Click File ▶ Exit .

Accessing Help

Corel R.A.V.E. has a variety of tools that help you work with the application:

- **Corel R.A.V.E. User Guide** — paper documentation explaining Corel R.A.V.E. concepts and features and providing procedures for the basic tasks you will perform
- **online Help** — comprehensive online documentation providing procedures for most of the tasks you will perform — information is accessed through the table of contents, index, or word/phrase search tool
- **context Help** — a type of online Help that provides information about a specific item in the application — also known as **What's This? Help**
- **CorelTUTOR** — provides a series of practical lessons that introduce you to the application's major capabilities
- **ToolTips** — display the name of a tool when you point to it
- **status bar** — displays additional information about the task you are performing

To ACCESS ONLINE HELP

- 1 Click **Help** ▶ **Help topics**.
2. Click one of the following tabs:

- **Contents** — lets you choose a topic from a section of the online Help
- **Index** — lets you use the index to find a topic
- **Find** — lets you find a topic by searching for a particular word or phrase in the online Help





You can also print

An entire Help section	Click a title on the Contents page, and click Print .
A Help topic	Click the Print button in the Help window.



After you access an online Help topic, you can access related topics by clicking the green highlighted text, the **How To** buttons, the **Related Topics** buttons, or the **Overview** buttons.

To access context Help

To access context help for	Do the following
Dialog boxes	Click the Context Help button  in the dialog box, and click the item for which you want help.
Menu commands	Point to the command, and press F1 .
Tools and controls	Click the Context Help button  on the toolbar, and click the item for which you want help.
Docker windows	Click the Context Help button  on the toolbar, and click the item for which you want help.
The status bar	Click the Context Help button  on the toolbar, and click the item for which you want help.

To START CorelTUTOR

- Click **Help** ► **CorelTUTOR**.



You can also start CorelTUTOR from the **Welcome** screen when you start the application.

To display ToolTips

- Point to an icon or a button.

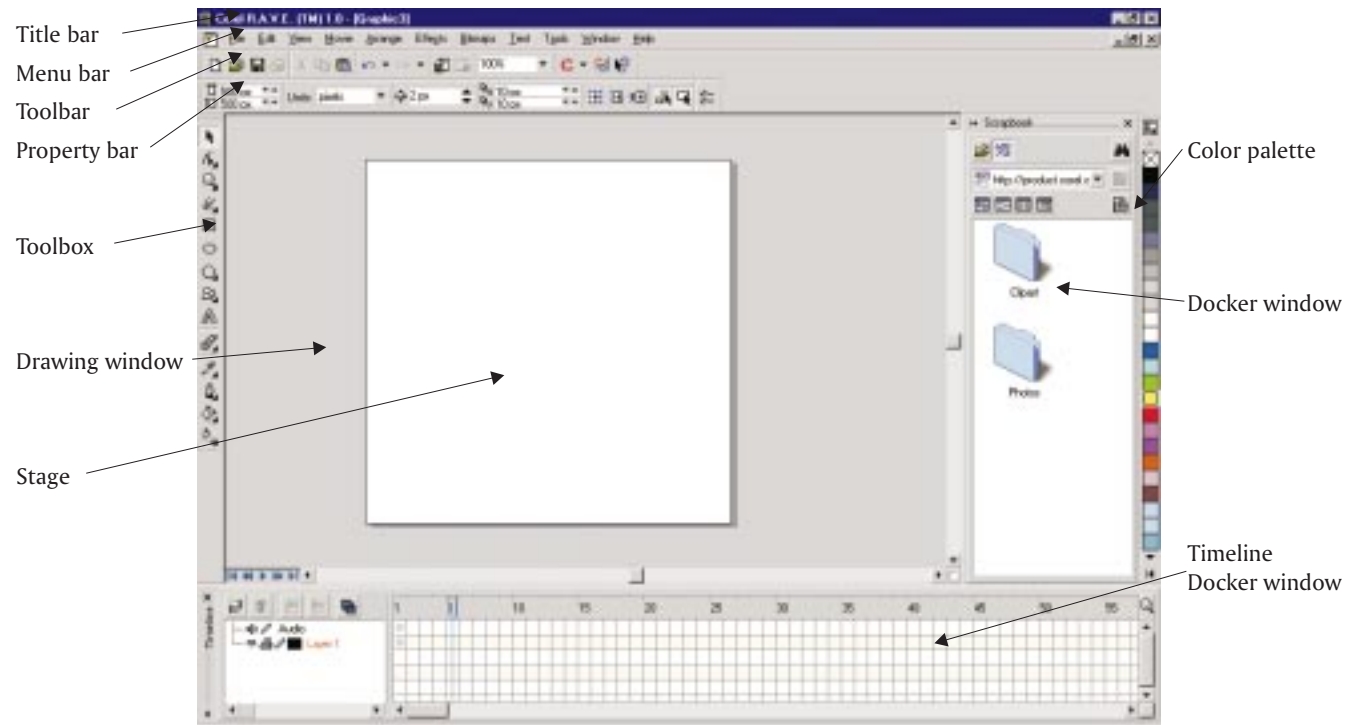
COREL R.A.V.E. TERMS

Before you get started in Corel R.A.V.E., you should be familiar with the following terms.

Term	Description
Object	An independent element that you can modify. Objects include vector and bitmapped images, shapes, lines, curves, text, and symbols.
Movie	An animation project you create in Corel R.A.V.E. A movie consists of a succession of frames.
Flyout	A button that opens a group of related tool buttons
Scrapbook	A Docker window in which you can save and access clipart, photos, fills, and outlines as you work.

Term	Description
Artistic text	A type of text to which you can apply special effects.
Paragraph text	A type of text that you can use to add blocks of text to your projects
Thumbnails	Small, low resolution representations of images

Exploring the COREL R.A.V.E. work AREA










The following table describes the items in the Corel R.A.V.E. work area:









Work area item	Description
Title bar	Displays the title of the movie you are working on
Menu bar	The area containing menus
Toolbar	A dockable bar that contains shortcuts to menus and commands
Property bar	A detachable bar that contains commands that relate to an active tool. For example, when the Text tool is active, the property bar displays commands relevant to creating and editing text.
Toolbox	A dockable bar that contains tools for creating, filling, and modifying objects
Drawing window	The area in which you create, add, and edit objects

Work area item	Description
Stage	The area in the drawing window in which you add objects to a movie and compose the contents of individual frames
Timeline Docker window	A window in which you animate and organize objects in a movie
Color palette	A dockable bar that contains color swatches
Docker	A dockable window that provides access to additional commands and object information. The Scrapbook Docker window is the example shown on previous page.


Exploring the toolbar






The toolbar consists of buttons that are shortcuts to many of the menu commands.






Press this button	To
	Start a new movie
	Open a movie or a graphic
	Save a movie
	Print the contents of individual frames
	Cut selected objects to the Clipboard
	Copy selected objects to the Clipboard
	Paste the Clipboard contents into a movie

Press this button	To
	Undo an action or a series of actions
	Redo an action or a series of actions
	Import a file
	Export a file
	Set a zoom level
	Start Corel applications
	Connect to the Corel Graphics Community World Wide Web site
	Access What's This? or Context Help









Exploring the toolbox










Flyouts contain a set of related tools. A small arrow in the right corner of a toolbox button identifies a flyout. For example,  identifies the **Shape edit** flyout. The following table provides descriptions of flyouts and the tools they contain.










Flyout	Description
	The Shape edit flyout lets you access the Shape , Knife , and Eraser tools.
	The Zoom flyout lets you access the Zoom and Pan tools.
	The Curve flyout lets you access the Freehand , Bezier , and Artistic media tools.
	The Object flyout lets you access the Polygon , Spiral , and Graph tools.
	The Perfect shapes flyout lets you access the Basic shapes , Arrow shapes , Flowchart shapes , Star shapes and Callout shapes tools.







Flyout	Description
	The Interactive tools flyout lets you access the Interactive blend , Interactive contour , Interactive distortion , Interactive envelope , Interactive drop shadow , and Interactive transparency tools.
	The Eyedropper flyout lets you access the Eyedropper and Paintbucket tools.
	The Outline flyout lets you access the Outline pen and Outline color dialog boxes, and a selection of outlines of various widths.
	The Fill flyout lets you access the Fill color , Fountain fill , Pattern fill , and Texture fill dialog boxes, and the Color Docker window.
	The Interactive fill flyout lets you access the Interactive fill and Interactive mesh fill tools.

The following table provides descriptions of the tools in the toolbox and its flyouts.

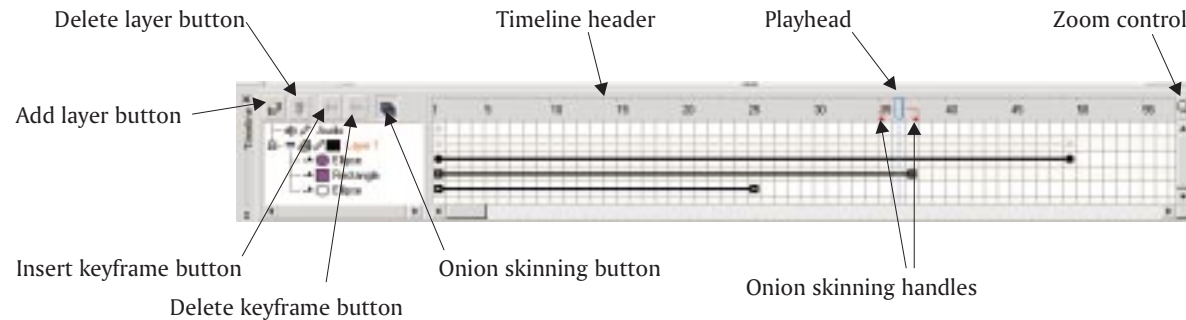
Tool	Description
	The Pick tool lets you select and transform objects.
	The Shape tool lets you edit the shape of objects.
	The Knife tool lets you cut through objects.
	The Eraser tool lets you remove areas of a drawing.
	The Zoom tool lets you change the magnification level on the stage.
	The Pan tool lets you move the display of the stage.
	The Freehand tool lets you draw lines and curves.
	The Bezier tool lets you draw curves using a connect-the-dots style of drawing.

Tool	Description
	The Artistic Media tool provides access to the Preset , Brush , Sprayer , Calligraphic , and Pressure tools.
	The Rectangle tool lets you draw rectangles and squares.
	The Ellipse tool lets you draw ellipses and circles.
	The Polygon tool lets you draw polygons and stars.
	The Spiral tool lets you draw symmetrical and logarithmic spirals.
	The Graph paper tool lets you draw a grid of lines similar to that on graph paper.
	The Basic shapes tool lets you add objects you choose from a full set of shapes.
	The Arrow shapes tool lets you draw arrows of various shapes and directions, and with different numbers of heads.
	The Flowchart shapes tool lets you draw flowchart symbols.

Tool	Description
	The Star shapes tool lets you draw ribbons and explosion shapes.
	The Callout shapes tool lets you draw callouts and labels.
	The Text tool lets you type artistic text and paragraph text.
	The Interactive blend tool lets you blend two objects.
	The Interactive contour tool lets you apply a contour to an object.
	The Interactive distortion tool lets you apply a Push or Pull distortion, a Zipper distortion, or a Twister distortion to an object.
	The Interactive envelope tool lets you distort an object.
	The Interactive drop shadow tool lets you apply a drop shadow to an object.
	The Interactive transparency tool lets you apply transparencies to objects.

Tool	Description
	The Eyedropper tool lets you choose a fill from an object in the drawing window.
	The Paintbucket tool lets you apply a fill you choose from an object in the drawing window using the Eyedropper tool.
	The Outline tool opens a flyout that lets you set the outline properties of objects.
	The Fill tool opens a flyout that lets you set the fill properties of objects.
	The Interactive fill tool lets you apply various fills to objects.
	The Interactive mesh fill tool lets you apply mesh grids to objects.

Exploring the Timeline Docker window



The **Timeline** Docker window lets you create animation. When you add objects to the stage, Corel R.A.V.E. lists them all in the left section of the **Timeline** Docker window and adds them to the timeline. Initially, objects exist in one frame only. You can use the timeline to extend the life of individual objects and add keyframes to change objects over time. For information about extending the life of objects and changing them over time, see “Creating animation” on page 29.







The following controls and elements of the **Timeline** Docker window let you organize, animate, and coordinate the contents of a movie.

Control or element	Description
Timeline header	Displays the frame numbers in a movie

Control or element	Description
Playhead	Shows which frame in a movie is displayed on the stage and lets you navigate through frames
Add layer button	Lets you add new layers
Delete layer button	Lets you delete layers
Insert keyframe button	Lets you add keyframes
Delete keyframe button	Lets you delete keyframes
Onion skinning button	Lets you display the contents of multiple frames on the stage
Onion skinning handles	Let you choose a range of frames to display on the stage
Zoom control	Lets you scale the frame header to display more or fewer frames in the Timeline Docker window

Exploring the movie playback controls

The movie playback controls that are located in the bottom left corner of the drawing window let you preview movies you've created in Corel R.A.V.E.

Playback control	Description
	Lets you play a movie
	Lets you stop a movie
	Lets you display the frame preceding the current frame
	Lets you display the next frame
	Lets you rewind to the beginning of a movie
	Lets you display the last frame in a movie



GETTING STARTED

How Corel R.A.V.E. works

Corel R.A.V.E. lets you create movies by following these steps:

- 1 **Start a movie project** — Start a movie project from scratch or by opening a graphic; see “Starting and opening movies” on page 22.
- 2 **Create the movie contents** — Use the drawing and effects tools to create and modify objects and text, or import artwork created in other applications; see “Drawing” on page 49.
- 3 **Animate, preview, and edit the movie contents** — Use the **Timeline** Docker window to create animation; see “Creating animation” on page 29.
- 4 **Add sound and interactivity** — Add sound and interactive buttons or graphics to further enliven the movie; see “Adding sound” on page 35 and “Creating interactive objects” on page 43.
- 5 **Export a movie** — When you complete a movie, prepare to share it with the world by exporting it to a standard animation format; see “Exporting and publishing movies” on page 101.

In this section, you’ll learn about

- starting and opening movies
- importing files
- setting the properties of movies
- saving movies

STARTING AND OPENING MOVIES

You can start a movie project from scratch or by opening or importing a graphic. For information about importing files, see “Importing files” on page 23.

You can also open a movie saved to the Corel R.A.V.E. format (.clk) to edit it.

Corel R.A.V.E. lets you use clipart, photos, and sound files to start or enhance movies. You can access these files by browsing or by searching.

TO START OR OPEN A MOVIE

To	Do the following
Start a movie from scratch	Click File ▶ New .
Open a graphic or a movie	Click File ▶ Open , choose the drive and the folder where the file is stored, and double-click a filename.



You can also open a movie by clicking the **Open** button on the toolbar.

You can view a thumbnail of a graphic or the first frame of a movie by enabling the **Preview** check box.

TO BROWSE FOR CLIPART, PHOTOS, AND SOUND FILES

- 1 Click **Window** ▶ **Dockers** ▶ **Scrapbook** ▶ **Browse**.
- 2 Navigate to a file stored on your computer or on the CD in your CD drive.



You can browse contents online by clicking the **Content on the Web** button .

The Corel Content on the Web site is an http:// protocol site accessible using only the **Scrapbook** Docker window

TO SEARCH FOR CLIPART, PHOTOS, AND SOUND FILES

- 1 Click **Window** ▶ **Dockers** ▶ **Scrapbook** ▶ **Search**.
- 2 Type a search keyword in the **Search for** box.
- 3 Click the **Search** button.



You can specify how you want the search results displayed by clicking one of the following buttons: **Large icons**, **Small icons**, **List icons**, **Detail view**.

Importing files

Corel R.A.V.E. lets you import files created in other applications to use for your movie projects. For example, you can import a file saved to the JPEG or GIF format. For information on file formats, see "File formats" in the online Help.

You can import a file and place it in the active application window as an object. The imported file becomes part of the active file. You can also import a file by opening it in a new application window. For more information about opening a file in a new application window, see "To start or open a movie" on page 22.

To import a file

- 1 Click **File** ► **Import**.
- 2 Choose the drive and folder where the file is stored.
- 3 Choose a file format from the **Files of type** list box.
- 4 Click the filename.
- 5 Enable any of the following check boxes:
 - **Link bitmap externally** — lets you link a bitmapped image externally instead of saving it in a file
 - **Combine multi-layer bitmap** — lets you import bitmapped images that contain multiple layers
 - **Check for watermark** — lets you check for an encoded Digimarc watermark when you import files

- **Do not show filter dialog** — lets you use the filter's default settings without opening its dialog box

6 Click **Import**.

7 Position the cursor where you want to import the object, and click.

Setting the properties of movies

When you create a movie, you should begin by choosing a background and setting the frame size and frame rate.

In Corel R.A.V.E. the life span of objects within your movie determines its length. You cannot set the length of a Corel R.A.V.E. movie in advance because it changes as you extend the life of objects within it. For more information about setting the life span of objects, see "Setting the life span of objects" on page 30.

Setting the frame size and frame rate of a movie

A movie consists of a succession of frames that are of equal size (500 X 500 pixels by default.) You can customize the frame size of a movie by specifying its width and height.

The frame rate of a movie refers to the number of frames that are played per second. It affects the smoothness of the animation and the file size of a movie. Higher frame rates result in

smoother animation and larger files, while lower frame rates result in choppy animation and smaller files.

Choosing a background

You can choose a solid color background, or you can use a bitmapped image, such as a textured design, photograph, or clipart to create a more intricate or dynamic background.

When you choose a bitmapped image as the background, you must link it to the movie or embed it. If you link a bitmapped image to a movie and later edit the source image, the change is automatically seen in the bitmapped image in the movie. Consequently, if you send the movie to someone else, you must also send the linked images. If you choose to embed a bitmapped image in a movie, edits you make to the source image aren't applied to the embedded image.

The image you choose is tiled across the stage. You can change the size of the bitmapped image background to create smaller or larger tiles. You can turn tiling off completely.



You can enhance a movie by adding a background.

To set the frame size and frame rate of a movie

- 1 Click **Movie** ► **Movie setup**.
- 2 Type values in the following boxes:
 - **Width**
 - **Height**
 - **Frame rate**

To choose a solid-color background

- 1 Click **Movie** ► **Movie setup**.
- 2 In the list of categories, click **Background**.
- 3 Enable the **Solid** option.
- 4 Open the color picker, and click a color.

To create a background from a bitmapped image

- 1 Click **Movie ▶ Movie setup**.
- 2 In the list of categories, click **Background**.
- 3 Enable the **Bitmap** option.
- 4 Click **Browse**.
- 5 Choose a file format from the **Files of type** box.
- 6 Choose the drive and folder where the file is stored.
- 7 Double-click the filename.

If you want to set the height and width of the bitmapped background, enable the **Custom size** option, and type values in the **H** and **V** boxes.

- 8 Enable one of the following options:
 - **Linked**
 - **Embedded**

To remove a movie background

- 1 Click **Movie ▶ Movie setup**.
- 2 In the list of categories, click **Background**.
- 3 Enable the **No background** option.

Saving movies

Corel R.A.V.E. lets you save a movie as you work. If you want to make changes to a saved movie and keep a copy of the original,

you can save it with a new filename. By default files are saved in Corel R.A.V.E. format (.clk) so that you can later open and edit them.

You can also customize auto backup settings so that the movie is automatically saved at regular intervals you specify.


To use a movie on the Web, you must export it. For information about exporting movies, see “Exporting and publishing movies” on page 101.

To save a movie

- 1 Click **File ▶ Save**.
- 2 Choose the drive and folder where you want to save the file.
- 3 Type a filename in the **Filename** box.

If you want to specify advanced settings, click **Advanced**, specify the settings you want in the **Options** dialog box, and click **OK**.



You can also save a file by clicking the **Save** button  on the toolbar.

To save a movie with a new filename

- 1 Click **File ▶ Save as**.
- 2 Type a filename in the **Filename** box.
- 3 Click **Save**.

To customize auto backup settings

- 1 Click **Tools ▶ Options**.
- 2 In the list of categories, double-click **Workspace**, and click **Save**.
- 3 Enable the **Auto-backup** check box, and type a value in the **Minutes** box.
- 4 Enable one of the following options:
 - **Save back-up to same folder as the CLK file** — saves auto backup files in the same location as the original movie and to the Corel R.A.V.E. file format (.clk)
 - **Always back-up to** — lets you specify the location where you want to save the auto backup files



If you want a backup copy created every time you save a movie, enable the **Make backup on save** check box.

Auto backup files are named **auto backup_of_filename** and can be saved in any folder you specify. Backup files created when you save are named **backup_of_filename** and are saved in the same folder as the current file.

For more information about...	In the online Help Index, type...
Setting up the rulers	rulers, aligning objects
Setting up the grid	grid, setting up
Setting up guidelines	guidelines, adding
Zooming and panning	zooming, overview
Working with views	viewing, modes

FROM HERE

CREATING ANIMATION





CREATING ANIMATION

Corel R.A.V.E. lets you create animation by extending the life of objects in a movie and changing them over time.

In this section, you'll learn about

- animation methods and terms
- setting the life span of objects
- tweening objects
- animating blends
- animating objects frame-by-frame
- using animated GIF files
- previewing animation
- editing animation

- adding sound
- repeating animated objects
- tweening limitations

UNDERSTANDING ANIMATION METHODS AND TERMS

Corel R.A.V.E. lets you animate vector and bitmapped objects by editing object properties and interactive effects applied to objects over time. For example, you can make an object roll across the stage, fade out, or change size, color, and shape.

ANIMATION METHODS

Corel R.A.V.E. offers three animation methods: tweening objects, animating blends, and animating objects frame-by-frame.

Tweening lets you define changes in an object at specific frames within a movie, and then automatically applies the changes between these frames. Animating a blend over time lets you create a gradual transformation of an object's shape. Animating objects frame-by-frame lets you edit an object in each frame of its life span, giving you complete control over the way it changes over time.

ANIMATION TERMS

Before you start animating objects in a movie, you should be familiar with the following animation terms:

- frame — one image in the series of images that make up a movie. A frame can contain one or more objects.
- current frame — the frame that is displayed on the stage
- object's life span — the number of frames in which an object exists in a movie.
- object's timeline — a graphical representation of an object's life span in a movie
- keyframe — a frame at which you define change in an object
- static object — an object that does not change over time in a movie
- animated object — an object in a movie that changes over time

SETTING THE LIFE SPAN OF OBJECTS

When you add an object to the stage, it has a life span of one frame, and is represented by a black dot in the **Timeline** Docker window. You can increase the life span of an object and change the start and end frames of its timeline to specify when an object appears in and disappears from a movie.

Increasing the life span of a new object does not animate the object. It only produces a static object that exists in a number of successive frames. To animate a static object, you must tween it or animate it frame-by-frame. For information, see “Tweening objects” on page 31, or “Animating objects frame-by-frame” on page 36.

TO INCREASE THE LIFE SPAN OF A NEW OBJECT

- 1 Select a new object.
- 2 In the **Timeline** Docker window, click the black dot associated with the object, and drag it to the frame at which you want the object to disappear.

TO CHANGE THE START AND END FRAMES OF AN OBJECT'S TIMELINE

- 1 Select an object.
- 2 In the **Timeline** Docker window, drag the square in the start frame in the object's timeline to the frame you want.
- 3 Drag the end frame in the object's timeline to the frame you want.



You can use this procedure to change the life span of an animated object.

TWEENING objects

Tweening lets you animate static objects in a movie by changing their position and appearance at specific frames in their life spans.



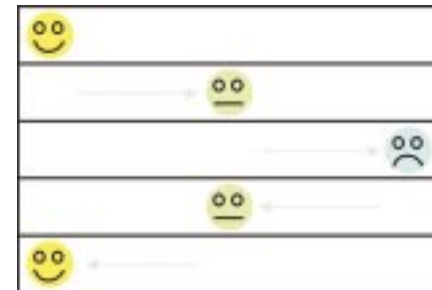
Editing an object's fill at a keyframe produces an animated object that gradually changes its color.

HOW TWEENING WORKS

To tween a static object, you turn the end frame of the object's timeline into a keyframe, and then modify the object at the keyframe. Simultaneously, the start frame of the object's timeline automatically becomes another keyframe that stores information

about the object's original state. This produces an animated object that changes gradually from its original state to its modified state.

You can also tween a static object by turning any intermediate frame on its timeline into a keyframe, and then modifying the object at that keyframe. This produces an animated object that changes from its original state to its modified state and then back to its original state.



Turning an intermediate frame in an object's timeline into a keyframe and modifying the object at that keyframe produces an animated object that changes over time and returns to its original state.

WHAT CAN BE TWEENED

Corel R.A.V.E. lets you tween object properties, such as size, position, rotation angle, and outline, as well as interactive effects you've applied, such as contour, transparency, fill, envelope, distortion, and drop shadow. You can tween one or several object properties and effects at the same time.



You can tween the size, position, and rotation angle of this image simultaneously to make it roll across the stage as it recedes.

However, not all attributes of object properties and interactive effects can be tweened. For more information, see “Tweening limitations” on page 41.

CREATING MOTION

Corel R.A.V.E. lets you create interesting motion effects by tweening the position, rotation angle, and size of an object.

Tweening the position of an object makes an object move across the stage. You can make an object move in a straight line or make it follow a freehand path. Tweening the object's rotation angle makes an object move around its center either clockwise or counterclockwise. Tweening the skew of an object can give it the effect of rotating forward or backward in three dimensions. When you tween the scale of an object, the object appears to be moving closer, or receding.

CREATING OTHER ANIMATION EFFECTS

The following are some animation effects and tips about how to create them.

Animation effect	Tween the
Fade an object in and out	Transparency
Change an object's color and pattern	Fill
Change an object's shape	Envelope and distortion effects
Move a light over an object	Drop shadow and transparency
Make an object glow	Fill and drop shadow



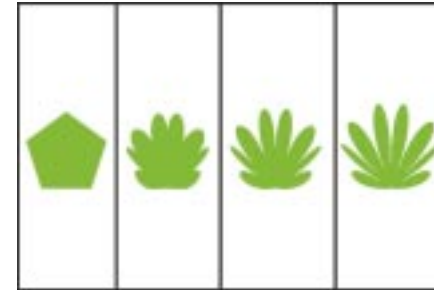
Tweening the drop shadow of this object produces the effect of a light moving over it.

To TWEEN AN OBJECT

- 1 Select an object.
- 2 In the **Timeline** Docker window, click the end frame in the object's timeline.
- 3 Click **Movie ▶ Insert keyframe**.
- 4 Modify the object on the stage by editing any of its properties or interactive effects already applied.




You can only tween objects that have a life span greater than one frame. For information about increasing the life span of objects, see “To increase the life span of a new object” on page 30.





Tweening a distortion effect applied to an object produces an animated object that changes its shape.

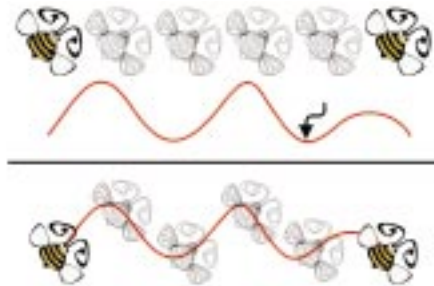
To MOVE AN OBJECT IN A STRAIGHT LINE

- 1 Select an object.
- 2 In the **Timeline** Docker window, click a frame in the object's timeline.
- 3 Click the **Insert keyframe**  button.
- 4 Drag the object to a new position on the stage.

To MOVE AN OBJECT ALONG A PATH


- 1 Select an object.
- 2 In the **Timeline** Docker window, click the end frame in the object's timeline.
- 3 Click the **Insert keyframe**  button.

- 4 Drag the object to a new position on the stage.
- 5 Draw a path using the **Freehand** tool .
- 6 In the **Timeline** Docker window, drag from the path's start frame to the start frame of the object's timeline.
- 7 In the **Timeline** Docker window, select the object and click an intermediate frame in the object's timeline.
- 8 Click **Movie ▶ Attach to path**.
- 9 Click the path.




Tweening the object's position and attaching the object to a path produces an animated object that moves along a specified path.


To ROTATE AN OBJECT OVER TIME

- 1 Select an object.
- 2 In the **Timeline** Docker window, click the end frame of the object's timeline.
- 3 Click the **Insert keyframe**  button.
- 4 Click the object on the stage to display the rotation handles. The rotation handles are the curved, double-headed arrows in the corners of the selection box.
- 5 Drag a rotation handle to a new position.

To add depth to a rotating object

- 1 Select an object.
- 2 In the **Timeline** Docker window, click the end frame in the object's timeline.
- 3 Click the **Insert keyframe**  button.
- 4 Click the object on the stage to display the skewing handles. The skewing handles are the straight, double-headed arrows located in the center of each side of the selection box.
- 5 Drag a skewing handle to a new position.

To scale an object over time

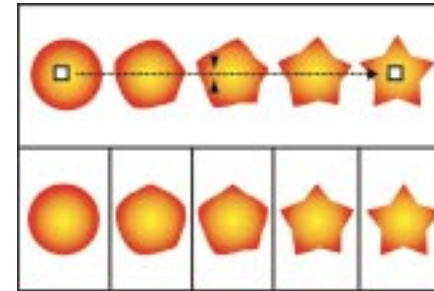
- 1 Select an object.
- 2 In the **Timeline** Docker window, click the end frame in the object's timeline.
- 3 Click the **Insert keyframe**  button.
- 4 Type values in the **Scale factor** list boxes on the property bar.



You can also scale an object by dragging a corner selection handle.

Animating blends

Animating blends lets you transform the shape of an object over time as you change the object type. For example, you can transform an ellipse into a star or a letter into a different letter. When you animate a blend, it appears as an animated object and is represented by a single timeline that extends over as many frames as there are objects in the blend. The animation begins with the start object of the blend, which moves across the stage as it transforms into the end object. If you want the animation to follow a specific route, you can attach the blend to a path.



Animating the blend in frame 1 spreads it across multiple frames and produces an animated object that transforms its shape as it moves across the stage.

Animated blends increase the file size of a movie. When you want to modify the shape of an object over time without changing the object type, tweening is recommended. For more information about tweening, see “Tweening objects” on page 31.


To animate a blend

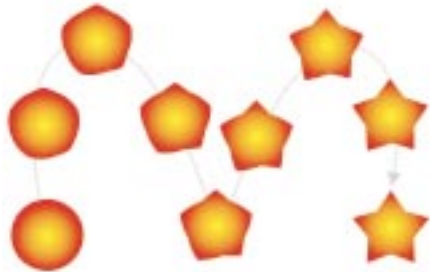
- 1 Select a blend.
- 2 Click **Movie ▶ Create sequence from blend**.



In the **Timeline** Docker window, the animated blend appears as an animated object and has a single timeline.

To ANIMATE A BLEND ALONG A PATH

- 1 Draw a path using the **Freehand** tool .
- 2 Select a blend.
- 3 Click **Movie ▸ Attach to path**.
- 4 Click the path.
- 5 Click **Movie ▸ Create sequence from blend**.




Animating a blend along a path produces an animated object that changes shape as it moves along the path you've created.

ANIMATING OBJECTS FRAME-BY-FRAME

Animating objects frame-by-frame offers full control over the way an object changes in time and lets you animate object properties and effects that cannot be tweened.

To animate an object frame-by-frame, you must turn all frames in an object's timeline into keyframes and then edit the object at each keyframe. As a result, the file size of a movie is substantially increased.

To ANIMATE AN OBJECT FRAME-BY-FRAME

- 1 Select an object.
- 2 In the **Timeline** Docker window, click a frame in the object's timeline.
- 3 Click the **Insert keyframe**  button.
- 4 Modify the object on the stage.
- 5 Repeat steps 2 to 4 until the object is modified at every frame in its timeline.

Using ANIMATED GIF files

When you import an animated GIF file, it appears as a group of objects in the **Timeline** Docker window. You can easily re-create its animation by creating an animation sequence from this group of objects. For information about importing files, see "Importing files" on page 23.

You can edit the animation by modifying the individual objects in the group. For example, you can extend an object's life span and tween an object. For information about editing animation, see "Editing animation" on page 37.

To RE-CREATE ANIMATION IN AN IMPORTED ANIMATED GIF file

- 1 Select the group of objects.
- 2 Click **Movie ▶ Create sequence from group**.

PREVIEWING ANIMATION

As you work on an animation project, you can preview it by playing the movie or by scrubbing through it.

When you play a movie, it plays in a continuous loop — automatically restarting from the first frame after reaching the last frame. You can stop a movie at any time and view specific frames.

When you scrub through a movie, you can control the speed, stopping at any frame.

To PREVIEW ANIMATION

To	Do the following
Play a movie	Click Movie ▶ Control ▶ Play Movie .
Stop a movie	Click Movie ▶ Control ▶ Stop movie .

To	Do the following
Rewind to the beginning of a movie	Click Movie ▶ Control ▶ Rewind to beginning .
Fast forward to the end of a movie	Click Movie ▶ Control ▶ Fast forward to end .
Move to the previous frame	Click Movie ▶ Control ▶ Step back one frame .
Move to the next frame	Click Movie ▶ Control ▶ Step forward one frame .
Scrub through a movie	In the Timeline Docker window, drag the playhead back and forth along the timeline.



You can also control the playback of a movie using the playback controls located in the bottom left corner of the drawing window.

EDITING ANIMATION

You can edit animated objects by shifting their timelines and modifying the way they change over time. As you edit animated objects, you can display multiple frames on the stage.

Shifting an object's timeline

Shifting an object's timeline lets you move the object to a different series of frames without affecting its life span. For example you can shift the timeline of an object that appears in frames 5 to 20 so that it appears in frames 10 to 25. You can also change the life span of animated objects. For information, see "Setting the life span of objects" on page 30.

Modifying animated objects

You can modify the way an animated object changes over time by adding, deleting, and moving keyframes. Adding keyframes gives you more control over the way an object changes between its start and end frames; deleting keyframes lets you remove unwanted changes to the object; and moving keyframes lets you control how quickly changes take place.

Displaying multiple frames on the stage

To make it easier to edit and coordinate animated objects, Corel R.A.V.E. lets you display the contents of successive frames on the stage by using onion skinning. Onion skinning makes objects in the current frame appear in full color while objects in other frames display in wireframe view. You can set the range of frames displayed.

Displaying multiple frames on the stage lets you compare the contents of different frames and select objects in frames other

than the current frame. Selecting objects in different frames lets you align and distribute them. You can also move and transform different animated objects in a movie simultaneously. For information about selecting, editing, and arranging objects, see "Working with objects" on page 59.

To shift an object's timeline

- 1 In the **Timeline** Docker window, select an object.
- 2 Click an intermediate frame in the object's timeline, and drag it to a new position.

To add, delete, and move keyframes

To	Do the following
Add a keyframe	Click a frame in an object's timeline, and click Movie ▶ Insert keyframe .
Delete a keyframe	Click a keyframe in an object's timeline, and click Movie ▶ Delete keyframe .
Move a keyframe	Click a keyframe in an object's timeline, and drag it to another frame.





You cannot move a keyframe beyond another keyframe in an object's timeline.



You can add a keyframe by double-clicking a frame in the object's timeline.

You can also delete a keyframe by double-clicking it.

To display the contents of multiple frames

- 1 In the **Timeline** Docker window, click the **Onion skinning**  button.
- 2 Drag the onion skinning handles  to set the range of frames you want to display on the stage.



You can avoid a confusing clutter of outlines on the stage by hiding the layers you are not editing.

Adding sound

Corel R.A.V.E. lets you add sound to movies by importing audio files saved to the uncompressed WAV format. When you import an audio file, it spans a succession of frames on the timeline. You can shift the audio object's timeline as you would any other object's timeline in a movie. For more information, see "Editing animation" on page 37.


When you play a movie, the sound plays only in the frames it spans. You can loop the sound so that it plays repeatedly for the duration of the movie.

You can also stretch sound to create interesting sound effects.

To add sound to a movie

- 1 Click **File** ► **Import**.
- 2 Choose the file and folder where the audio file is stored.
- 3 Double-click the filename.

To repeat sound in a movie

- 1 In the **Timeline** Docker window, click an audio object.
- 2 Click the **Single play** icon  to the left of the audio object's name.

To stretch sound in a movie

- 1 In the **Timeline** Docker window, click an audio object.
- 2 Drag the start or end frame of the audio object's timeline to the frame you want.

Repeating animated objects

Animated objects exist in a succession of frames in a movie. You can repeat an animated object or a group of objects for the duration of a movie by looping it.


When you loop an animated object, its timeline is repeated for the duration of a movie. Repeating timelines are grayed and cannot be edited; however, they reflect all changes made to the object's original timeline.

Looping a group of objects lets you repeat the group as a whole or repeat only individual animated objects in the group. The life span of the group determines the number of times an individual object loops.


You can also loop rollovers and audio objects. For information about looping rollovers, see "Repeating animation in rollovers" on page 46. For information about looping audio objects, see "Adding sound" on page 37.

If you want to use the repeating animation in other movies, you can save it as an independent Corel R.A.V.E. file. For example, you can create a company logo that rotates continuously while text about the company displays, and then save the rotating logo to reuse it in another movie.

To loop an animated object or a group of objects

- 1 Select an object or a set of grouped objects.
- 2 In the **Timeline** Docker window, click the **Single play** icon  to the left of the object's or group's name.

To loop individual objects in a group

- 1 In the **Timeline** Docker window, select a set of grouped objects.
- 2 Double-click the group's name to display its individual objects.
- 3 Select an object.
- 4 Click the **Single play** icon  to the left of the object's name.

To save a repeating animated object or group of objects

- 1 In the **Timeline** Docker window, select a looping animated object or a set of grouped objects.
- 2 Click **File** ► **Save as**.
- 3 Choose the drive and folder where you want to save the file.
- 4 Type a filename in the **Filename** box.
If you want to specify advanced settings, click **Advanced**, specify the settings you want in the **Options** dialog box, and click **OK**.
- 5 Enable the **Selected only** check box.
- 6 Click **Save**.

REFERENCE: CREATING ANIMATION

Some object properties and interactive effect attributes cannot be animated by tweening.

In this section, you'll learn about:

- tweening limitations

TWEENING LIMITATIONS

When you tween objects, Corel R.A.V.E. usually tweens the properties of the object between keyframes, creating smooth change. However, some attributes of the object's outline and fill, as well as some effects attributes, cannot be tweened; instead they change abruptly at a keyframe. To ensure smooth animation of an object in which such properties and effect attributes change, animate it frame-by-frame. For more information, see "Animating objects frame-by-frame" on page 36.

The following tables list the object properties and interactive effects attributes that cannot be tweened.

Object property	Attributes of the object property that cannot be tweened
Outline of an object	Corner shape of objects; line caps and line-ending shapes of open paths; Behind fill option; Scale with image option
Uniform fill	Color model of the fill
Fountain fill	Fountain fill type
Pattern fill	Pattern fill type
Texture fill	Texture fill types; Transform with object option; Mirror fill tiles option
Text wrapping and offset	All text wrapping and offset

Effect	Effect attributes that cannot be tweened
Blend	Loop blend; clockwise and counterclockwise path of color progression

Effect	Effect attributes that cannot be tweened	Effect	Effect attributes that cannot be tweened
Contour	Clockwise and counterclockwise path of color progression	Lens	Lens type
Artistic media	Preset stroke type Brush type Object sprayer attributes: spacing between objects, order of objects, rotation angle, and offset		
Distortion	Distortion type Zipper distortion: local zipper distortion and roundness of zipper distortion points Twister distortion: clockwise and counterclockwise rotation; Keep lines option; and Horizontal , Original , and Putty mapping modes		
Drop shadow	Drop shadow's perspective, feathering direction, and feathering edge style		



Corel R.A.V.E. lets you create interactive objects known as rollovers to use as navigation tools.

In this section, you'll learn about

- creating rollovers
- editing rollovers
- repeating animation in rollovers
- adding sound to rollovers
- creating hyperlinks

CREATING ROLLOVERS

You can create a rollover from almost any object or group of objects. Rollovers are interactive objects that change in appearance when you click or point to them.

To create a rollover, you add and edit the following rollover states:

- **Normal** — the default state of the object when there is no mouse activity associated with it
- **Over** — triggered when the mouse pointer is over the object
- **Down** — triggered when the object is clicked

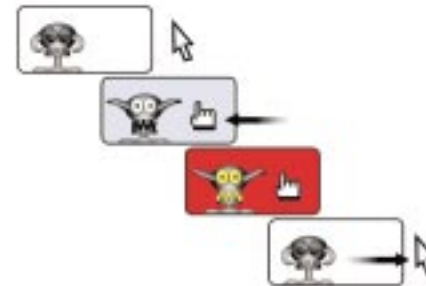
For example, you can make a red button change color when it is clicked, or display text when you point to it.

You can also animate the contents of different rollover states. For example, you can make the red button fade in and out in its normal state, and display rotating text when you point to it. For more information about animating objects, see “Tweening objects” on page 31 and “Animating blends” on page 35.

You can also add sound to a rollover state. After you create a rollover, you can preview it.



A simple button rollover in its Normal, Over, and Down states.



A more exotic button rollover in its Normal, Over, Down and Normal (again) states.

To CREATE A ROLLOVER

- 1 In the **Timeline** Docker window, select an object or a set of grouped objects that you want to turn into a rollover.
- 2 Click **Effects ▸ Rollover ▸ Create rollover**.
- 3 Click **Effects ▸ Edit rollover**.
- 4 Click one of the following tabs:
 - **Normal**
 - **Over**
 - **Down**
- 5 Edit the rollover state by adding, removing, or modifying objects.

- 6 Repeat steps 4 and 5 to modify the other rollover states.
- 7 Click **Effects ▶ Finish editing rollover**.



You can also finish editing the rollover by clicking **Finish editing rollover** in the bottom left corner of the main drawing area.


To ANIMATE A ROLLOVER

- 1 In the **Timeline** Docker window, click a rollover.
- 2 Click **Effects ▶ Rollover ▶ Edit rollover**.
- 3 Click the tab corresponding to the rollover state you want to animate:
 - **Normal**
 - **Over**
 - **Down**
- 4 Select an object or objects on the stage.
- 5 Tween any of the object's properties or interactive effects applied to the object.
- 6 Repeat steps 3 to 5 to animate other objects in the rollover.
- 7 Click **Effects ▶ Finish editing rollover**.



You can only tween objects with a life span greater than one frame. For information about determining the life span of objects, see “Setting the life span of objects” on page 30.

To PREVIEW A ROLLOVER

- 1 In the **Timeline** Docker window, click a rollover.
- 2 On the **Internet** toolbar, click the **Live preview of rollovers**  button.

If the rollover is animated, click **Movie ▶ Control ▶ Play movie** to preview the animation.



To continue working, disable **Live preview of rollovers** button when you finish testing the rollover.

Editing rollovers

You can edit rollovers at any time by changing the contents of individual rollover states. You can modify any object in a rollover state. When you no longer need a rollover state, you can remove it by deleting its contents. You can also duplicate a rollover state to populate an empty one. For example, removing the **Down** state of a rollover produces a rollover that doesn't change when you position the mouse over it. Duplicating the **Over** rollover

state populates the empty Down state and produces a rollover that looks the same when you click or point to it.

To edit rollover states

- 1 In the **Timeline** Docker window, click a rollover.
- 2 Click **Effects ▶ Rollover ▶ Edit rollover**.
- 3 On the **Internet** toolbar, choose a rollover state from the **Active rollover state** list box.
- 4 Edit the objects on the stage.
- 5 Click **Effects ▶ Rollover ▶ Finish editing rollover**.

You can also	Do the following
Delete a rollover state	Choose a rollover state from the Active rollover state list box, and click Delete .
Duplicate a rollover state	Choose a rollover state from the Active rollover state list box, and click Duplicate state .




You can only duplicate a rollover state if the next rollover state is empty.

Repeating animation in rollovers

You can repeat animation effects in rollovers by looping them. For example, you can produce a rollover that pulsates continuously and flashes text when you point to it.

You can loop rollovers as a whole, any of the individual rollover states, and objects in the rollover states. Looping a rollover repeats the rollover so that it exists for the duration of a movie. Looping a rollover state lets you repeat that state for the duration of the rollover; looping objects within a rollover state lets you repeat the object for the duration of the rollover state. The number of times a rollover state loops is determined by the life span of the rollover as a whole; the number of times an object in a rollover state loops is determined by the life span of the rollover state.

To loop a rollover

- 1 In the **Timeline** Docker window, click a rollover.
- 2 Click the **Single play** icon  to the left of the rollover's name.

To loop a rollover state


- 1 In the **Timeline** Docker window, click a rollover.
- 2 Click **Effects ▶ Rollover ▶ Edit rollover**.
- 3 On the **Internet** toolbar, choose a rollover state from the **Active rollover state** list box.

- 4 In the **Timeline** Docker window, click the **Single play** icon  to the left of the rollover state you want to loop.



A rollover state only loops when its timeline is shorter than the rollover timeline.


To loop AN object in a rollover state

- 1 In the **Timeline** Docker window, click a rollover.
- 2 Click **Effects ▶ Rollover ▶ Edit rollover**.
- 3 On the **Internet** toolbar, choose a rollover state from the **Active rollover state** list box.
- 4 In the **Timeline** Docker window, double-click the selected rollover state.
- 5 Click an object.
- 6 Click the **Single play** icon  to the left of the object you want to loop.

Adding sound to rollovers

When you add sound to a rollover, you associate a sound track to a rollover state that is activated by pointing or clicking. When the rollover state is not active, the sound stops. For example, pointing to a rollover may start a melody that stops when you point elsewhere.

To add sound to a rollover

- 1 In the **Timeline** Docker window, click a rollover.
- 2 On the **Internet** toolbar, choose a rollover state other than **Normal** from the **Active rollover state** list box.
- 3 Choose **Sound** from the **Behavior** list box.
- 4 Click the **Sound file** button .
- 5 In the **Open** dialog box, choose the drive and folder where the sound file is stored.
- 6 Double-click the filename.



If the **Internet** toolbar is not displayed, click **Window ▶ Toolbars ▶ Internet toolbar**.

Creating hyperlinks

Corel R.A.V.E. lets you create hyperlinks from rollovers and other objects in a movie. Hyperlinks are text, drawings, or images that let you connect to any document published on the Internet.

To link to a document published on the Internet, you must assign that document's URL to the selected object. This automatically creates a clickable area called a hotspot that is linked to the URL. You can define the hotspot area using the object's shape or the bounding box around the object. Also, you can display the

hotspot area and change the colors of its cross-hatch pattern and background fill for easier identification.

Corel R.A.V.E. lets you choose how to display the document to which an object is linked in a Web browser. For example, you can instruct the browser to open the document in the default browser window, a new window, or in a frame that you created.

You can add comments to a hyperlink. Added comments are displayed on the Web browser's status bar when the pointer is moved over the hyperlink.

To link an object to a URL

- 1 Select an object.
- 2 Click **Window ► Toolbars**, and enable the **Internet** toolbar.
- 3 Choose URL from the **Behavior** list box.
- 4 In the **Internet address** list box, type the URL to which you want to create a link, including the prefix `http://`.
- 5 Choose one of the following target options from the **Target** list box:
 - **Self** — to open the URL in the current frame
 - **Top** — to open the URL in the root frame of the browser
 - **Blank** — to open the URL in a new browser window
 - **Parent** — to open the URL in the parent frame of the frame containing the hyperlink

You can also	Do the following
Add comments	Open the ALT comments flyout, and type a comment in the ALT comments box.
Choose a hotspot's shape	Open the Hotspot dialog flyout, and enable one of the options in the Define hotspot using section.
Choose the cross-hatch color of a hotspot	Open the Hotspot dialog flyout, and click a color on the Cross-hatch color picker.
Choose the background color of a hotspot	Open the Hotspot dialog flyout, and click a color on the Background color picker.

DRAWING





DRAWING LINES

Corel R.A.V.E. lets you add lines and brush strokes using a variety of techniques and tools. After you draw lines or apply brush strokes to lines, you can format them. You can also format the outlines that surround objects.

In this section, you'll learn about

- drawing lines
- applying brush strokes and calligraphic lines

DRAWING LINES





Corel R.A.V.E. lets you draw all kinds of different lines, from curved or straight freehand lines to calligraphic lines. Curved freehand lines look hand drawn. If you make a mistake while

you're drawing freehand lines, curved or straight, you have the option to erase the most recently created portion of the line.





Another type of line you can draw is a bezier line. You can draw straight or curved segments, adding one segment at a time. Bezier lines have nodes and control points that you can manipulate to shape lines as you draw.

You can change the types of nodes after you complete a line. For more information about node types, see "Working with curve objects" in the online Help.





To draw a straight or curved line

To draw	Do the following
A straight line	Open the Curve flyout  , and click the Freehand tool  . Click where you want to start the line, and click where you want to end it.
A curved line	Open the Curve flyout  , and click the Freehand tool  . Click and drag across the drawing page.

To draw calligraphic lines and brush strokes

To draw	Do the following
A brush stroke	Open the Curve flyout  , and click the Artistic Media tool  . Click and drag across the drawing page.
A calligraphic line	Open the Curve flyout  , and click the Artistic Media tool  . Click the Calligraphic button on the property bar. Click and drag across the drawing page.

To draw bezier lines

To draw	Do the following
A straight or jagged bezier line	Open the Curve flyout  , and click the Bezier tool  . Click where you want to start the line, and click where you want to change direction. Press SPACEBAR to finish the line.
A curved bezier line	Open the Curve flyout  , and click the Bezier tool  . Click and drag to shape the line.



You can draw a closed shape while you draw a bezier line, by clicking the first node created.

FROM HERE

For more information about...	In the online Help Index, type...
Drawing preset lines	lines, drawing preset lines
Formatting lines and outlines	lines, formatting



DRAWING SHAPES

Corel R.A.V.E. lets you draw basic shapes, which you can transform with special effects and reshaping.


In this section, you'll learn about


- drawing rectangles and squares
- drawing ellipses, circles, arcs, and wedges
- drawing polygons and stars
- drawing spirals
- drawing grids
- drawing pre-defined shapes

DRAWING RECTANGLES AND SQUARES

Corel R.A.V.E. lets you draw rectangles and squares. After you draw a rectangle or square, you can reshape it by rounding one or more of its corners.

TO DRAW A RECTANGLE OR A SQUARE

To draw a	Do the following
Rectangle	Click the Rectangle tool  , and drag in the drawing window until the rectangle is the size you want.



To draw a	Do the following
Square	Click the Rectangle tool  , hold down CTRL , and drag diagonally in the drawing window until the square is the size you want.



You can draw a rectangle or a square from its center outward by holding down **SHIFT** as you drag.

You can draw a rectangle that covers the drawing page by double-clicking the **Rectangle tool**.

To round the corners of a rectangle or a square

- 1 Open the **Shape** flyout , and click the **Shape tool** .
- 2 Click a rectangle or a square.
- 3 Drag a corner node along the outline of the shape.





To round a single corner of a rectangle or a square, click a node with a **Shape tool**, pause and drag along the outline of the shape.

Drawing ellipses, circles, arcs, and wedges

You can draw an ellipse or circle and change the shape into an arc or wedge. You can also change the direction of arcs and wedges.





To draw an ellipse or a circle

To draw	Do the following
An ellipse	Click the Ellipse tool  , and drag in the drawing window until the ellipse is the shape you want.
A circle	Click the Ellipse tool  , hold down CTRL , and drag in the drawing window until the circle is the size you want.



You can draw an ellipse or a circle from its center outward by holding down **SHIFT** as you drag.

To draw an arc or a wedge

To draw	Do the following
An arc	Open the Shape flyout  , and click the Shape tool  . Click the node of the ellipse or circle, and drag outside the shape's perimeter.
A wedge	Open the Shape flyout  , and click the Shape tool  . Click the node of the ellipse or circle, and drag inside the shape's perimeter.



You can change the direction of a selected arc or a wedge by clicking the **Clockwise/counter-clockwise arcs or pies** button on the property bar.

You can constrain the movement of the node to 15-degree increments by holding down **CTRL** as you drag.





Drawing polygons and stars

Corel R.A.V.E. lets you draw polygons and stars and then reshape them. For example, you can convert polygons to stars and stars

to polygons, change the number of sides on a polygon or the number of points on a star, and sharpen the points of a star.

Changes made to a single node of a polygon or star can be applied to all other nodes so that all changes are symmetrical.

To draw a polygon or a star

To draw a	Do the following
Polygon	Open the Object flyout  , click the Polygon tool  , and drag in the drawing window until the polygon is the size you want.
Star	Open the Object flyout  , click the Polygon tool  , and drag in the drawing window until the polygon is the size you want, and click the Star button on the property bar.



You can draw a polygon or a star from its center by holding down **SHIFT** as you drag.

You can draw a symmetrical polygon or a star from its center by holding down **CTRL** as you drag.

To reshape a polygon or a star

To	Do the following
Change a polygon to a star or a star to a polygon	Select a polygon or a star, and click the Polygon/star button on the property bar.
Change the number of sides of a polygon or number of points on a star	Select a polygon or star, type a value in the Number of points on polygon box on the property bar, and press ENTER .
Sharpen a star's points	Select a star, and move the Sharpness slider on the property bar.



The **Sharpness** slider displays only if the star you select has at least seven points. The sensitivity of the slider increases with the number of points.

Drawing spirals



You can draw two types of spirals: symmetrical and logarithmic. Symmetrical spirals expand evenly so that the distance between each revolution is equal. Logarithmic spirals expand unevenly;

that is, with increasingly larger distances between revolutions. You can also set the rate by which a logarithmic spiral expands.



A symmetrical spiral (left) and a logarithmic spiral (right)

To draw a spiral

- 1 Open the **Object** flyout  , and click the **Spiral** tool  .
- 2 Type a value in the **Spiral revolutions** box on the property bar.
- 3 On the property bar, click one of the following buttons:
 - **Symmetrical spiral**
 - **Logarithmic spiral**If you want to change the amount by which the spiral expands as it moves outward, move the **Spiral expansion** slider.
- 4 Drag diagonally in the drawing window until the spiral is the required size.

You can draw a spiral from its center outward by holding down **SHIFT** as you drag.





You can also draw a spiral with even horizontal and vertical dimensions by holding down **CTRL** as you drag.

Drawing grids

You can draw a grid and set the number of rows and columns. A grid is a grouped set of rectangles, which you can break apart.

To draw a grid

- 1 Open the **Object** flyout  , and click the **Graph paper** tool  .
- 2 Type values in the top and bottom portions of the **Graph paper columns and rows** box on the property bar.
The value you type in the top portion specifies the number of columns; the value in the bottom portion specifies the number of rows.
- 3 Position the cursor where you want the grid to appear.
- 4 Drag diagonally to draw the grid.
If you want to draw the grid from its center point outward, hold down **SHIFT**.

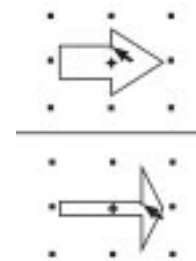


You can break apart a grid into its component rectangles by selecting the grid with the **Pick** tool and clicking **Ungroup** on the **Group** property bar.

Drawing pre-defined shapes

You can draw pre-defined shapes, such as basic shapes, arrows, and stars using the Perfect Shapes collection.







Some of these shapes have glyphs, which let you modify their appearance. Basic shapes, arrows shapes, star shapes, and callout shapes have glyphs. The right-angle, heart, lightning bolt, and explosion shapes do not have glyphs.



You can drag a glyph to alter a shape's form.

You can add text to the inside or outside of the shape. For example, you might want to put a label inside a flowchart symbol or a callout.

To draw a pre-defined shape

- 1 Open the **Perfect shapes** flyout , and click one of the following tools:
 - **Basic shapes** 
 - **Arrows shapes** 
 - **Flowchart shapes** 
 - **Star shapes** 
 - **Callout shapes** 
- 2 Open **Perfect shapes** picker on the property bar, and click a shape.
- 3 Drag in the drawing window until the shape is the size you want.


To change a pre-defined shape using its glyphs

- 1 Select a shape with a glyph.
- 2 Drag a glyph until the shape is the form you want.



Flowchart shapes do not have glyphs.

To add text to a pre-defined form

- 1 Click the **Text** tool .
- 2 Position the cursor inside the shape's outline until it changes to a **Text cursor** box.
- 3 Type and format the font inside the shape.



Working with objects

Working with objects is an essential part of creating movies.

In this section, you'll learn about


- selecting objects
- copying, duplicating, and deleting objects
- positioning objects
- sizing and scaling objects
- skewing and stretching objects
- rotating and mirroring objects
- changing the order of objects
- grouping objects
- aligning and distributing objects

- blending objects

Selecting objects

Before you change an object, you must select it. You can select visible objects, hidden objects, and a single object in a group or a nested group. You can also select all objects at once.


To select objects

To select	Do the following
An object	Click an object with the Pick tool  .
Multiple objects	Hold down SHIFT , and click each object you want to select.
An object, starting with the first object created and moving toward the last object created	Press TAB until a selection box displays around the object you want to select.
An object, starting with the last object created and moving toward the first object created	Press SHIFT + TAB until a selection box displays around the object you want to select.
All objects	Click Edit ▶ Select all ▶ Objects until a selection box displays around it.
An object in a group	Hold down CTRL , and click an object in a group.
An object in a nested group	Hold down CTRL , and click an object you want to select.


To select	Do the following
A hidden object	Hold down ALT , and click the topmost object until a selection box displays around the hidden object you want to select.
Multiple hidden objects	Hold down ALT + SHIFT , and click the topmost object until a selection box displays around the hidden objects you want to select.
A hidden object in a group	Hold down CTRL + SHIFT , and click the topmost object until a selection box displays around the hidden object you want to select.

The status bar displays a description of each hidden object when selected.



You can also select one or more objects by dragging around the object or objects with the **Pick** tool  .

To deselect objects

To deselect	Do the following
A single object	Click the Pick tool  , and click a blank space in the drawing window.
A single object in multiple selected objects	Hold down SHIFT , and click the object using the Pick tool.

Copying, duplicating, and deleting objects

Corel R.A.V.E. gives you two ways to copy objects: cutting and duplicating.

Cutting an object to the Clipboard removes it from the movie; copying an object to the Clipboard leaves the original in the movie; and duplicating an object places a copy directly in the drawing window, not the Clipboard.

When you no longer need an object, you can delete it.

To place an object on the Clipboard

- 1 Select an object.
- 2 Click **Edit**, and click one of the following:
 - **Cut**

- **Copy**



You can also cut or copy an object by right-clicking the object and clicking **Cut** or **Copy**.

To paste an object into a movie

- Click **Edit** ▶ **Paste**.

To duplicate an object

- 1 Select an object.
- 2 Click **Edit** ▶ **Duplicate**.

To delete an object

- 1 Select an object.
- 2 Click **Edit** ▶ **Delete**.



You can also delete an object by right-clicking the object and clicking **Delete**.

Positioning objects

You can position objects by dragging them to a new location, by nudging, or by specifying their horizontal and vertical position.

When you specify the position of an object, you can set horizontal and vertical coordinates that are relative to the object's center anchor point or to another anchor point. You can also position objects by placing them at specific horizontal and vertical coordinates in the drawing window according to the center or one that you specify in the object.

By default, the point of origin (0,0) is at the lower left corner of the drawing page. When you enable the **Relative position** check box in the **Transformation** Docker window, the **H** and **V** boxes identify the position of the center anchor point as 0,0. When you specify a different position using the **H** and **V** boxes, the values represent a change from the object's current position as measured from the center anchor point.

To move an object

- Drag an object to a new position in the drawing window.

To position an object

- 1 Select an object.
- 2 On the property bar, type values in the following stacked boxes:

- **x** — lets you position the object on the x axis
- **y** — lets you position the object on the y axis

3 Press **ENTER**.

Sizing and scaling objects

Corel R.A.V.E. lets you size and scale objects. In both cases, you change the dimensions of an object proportionally by preserving its aspect ratio. You can size an object's dimensions by specifying values or changing the object directly. Scaling changes an object's dimensions by a specified percentage.

To size an object

To	Do the following
Size a selected object	Drag any of the corner selection handles.
Size a selected object from its center	Hold down SHIFT , and drag one of the selection handles.
Size a selected object to a multiple of its original size	Hold down CTRL , and drag one of the selection handles.
Stretch a selected object as you size it	Hold down ALT , and drag one of the selection handles.



You can also set a precise size for the object by typing values in the **Object size** boxes on the property bar.

To scale an object

- 1 Select an object.
- 2 Click **Window ▸ Dockers ▸ Transformations ▸ Scale**.
- 3 Type values in the following boxes:
 - **H** — lets you specify a percentage by which you want to scale the object horizontally
 - **V** — lets you specify a percentage by which you want to scale the object vertically

If you want to change the object's anchor point, enable the check box that corresponds to the anchor point you want to set.



You can also scale an object by dragging a selection handle.

If you want to maintain the aspect ratio, disable the **Non-proportional** check box.

ROTATING AND MIRRORING OBJECTS

Corel R.A.V.E. lets you rotate and create mirror images of objects.

You can rotate an object in a movie by specifying horizontal and vertical coordinates. You can move the center of rotation to a specific ruler coordinate or to a point that is relative to the current position of the object depending on the effect you are creating.

Mirroring an object horizontally flips it from left to right, top to bottom, or vice versa. By default, the mirror anchor point is in the center of the object.

To rotate an object

- 1 Select an object.
- 2 Click **Window ▸ Dockers ▸ Transformations ▸ Rotate**.
- 3 Disable the **Relative center** check box.
To rotate an object around a point relative to its current position, enable the **Relative center** check box.
- 4 Type a value in the **Angle** box.
- 5 Type values in any of the following boxes:
 - **H** — lets you specify the horizontal coordinates around which you want to rotate the object
 - **V** — lets you specify the vertical coordinates around which you want to rotate the object
- 6 Click **Apply**.



You can also rotate a selected object by dragging a rotation handle clockwise or counterclockwise.

To mirror an object

- 1 Select an object.
- 2 Click **Window ▸ Dockers ▸ Transformations ▸ Mirror**.
- 3 Click one of the following buttons:
 - **Horizontal mirror** — lets you flip the object left to right
 - **Vertical mirror** — lets you flip the object top to bottom
- 4 Enable the check box that corresponds to the anchor point you want to set.
- 5 Click **Apply**.



You can also mirror a selected object by holding down **CTRL** and dragging a selection handle to the opposite side of the object.

Changing the order of objects

You can change the stacking order of objects on a layer by sending objects to the front or back, or behind or in front of other objects. You can also position objects precisely in the stacking order, as well as reverse the stacking order of multiple objects.

To change the order of objects

- 1 Select an object.
- 2 Click **Arrange ▸ Order**, and click one of the following:
 - **To front** — moves the selected object to the front of all other objects.
 - **To back** — moves the selected object behind all other objects.
 - **Forward one** — moves the selected object forward one position
 - **Back one** — moves the selected object behind one position
 - **In front of** — moves the selected object in front of a specific object

Grouping objects

You can group objects in Corel R.A.V.E.

When you group two or more objects, they are treated as a single unit. This lets you apply the same formatting, properties, and other changes to all the objects within the group at the same time. Corel R.A.V.E. also lets you group grouped objects to create nested groups.

If you want to edit an object in a group individually, you can ungroup the objects. You can also add and delete objects to a group.

To group objects

- 1 Select the objects.
- 2 Click **Arrange ▸ Group**.

You can create a nested group, by selecting two or more groups of objects and clicking **Arrange ▸ Group**.



You can select objects from different layers and group them; however, once grouped, the objects will reside on the same layer.



You can also group objects by clicking **Window ▸ Dockers ▸ Object manager**, and dragging an object's name in the **Object manager** Docker window over the name of another object.

To ungroup objects

- 1 Select a grouped object or all grouped objects.
- 2 Click **Arrange ▸ Ungroup**.



You can also ungroup objects by clicking the **Ungroup all** button on the property bar.

Aligning and distributing objects

Corel R.A.V.E. lets you align and distribute objects in a movie.

Aligning objects lines up any series of objects precisely. You can, for example, align a series of objects horizontally and vertically.

To align a series of objects

- 1 Select the objects.
- 2 Click **Arrange ▸ Align and Distribute**.
- 3 Click the **Align** tab.
- 4 Enable the check boxes that correspond to the horizontal and vertical alignment you want.

If you want to align objects vertically, enable the **Left**, **Center**, or **Right** check box.

- 5 In the **Align** area, enable one of the following check boxes:
 - **Edge of stage** — aligns objects with the edge of the page
 - **Center of stage** — centers objects on the page
 - **Align to grid** — aligns objects with the nearest grid line



You can also align objects by selecting them and clicking the **Align** button on the property bar.

To distribute objects

- 1 Select the objects.
- 2 Click **Arrange ▸ Align and Distribute**.
- 3 Click the **Distribute** tab.
- 4 Enable the check boxes that correspond to the distribution you want.
- 5 In the **Distribute** area, enable a check box that corresponds to the distribution area.







Click the **Preview** button to preview the distributed object.


Blending objects

Corel R.A.V.E. lets you create blends, such as straight-line blends, blends along a path, and compound blends.

A blend shows a progression in shape and size from one object to another. The outline and fill colors of the intermediate objects progress along a straight-line path across the color spectrum.

To blend objects

To	Do the following
Blend along a straight line	Open the Interactive tools flyout  , and click the Interactive Blend tool  . Select the first object and drag over the second object. If you want to reset the blend, press ESC as you drag.
Blend an object along a freehand path or a shape.	Open the Interactive tools flyout  , and click the Interactive Blend tool  . Select the first object. Hold down ALT , and drag to draw a line to the second object.
Fit a blend to a path	Select a blend. Hold down the right mouse button, drag the blend over a curved object, and click Fit blend to path .

To	Do the following
Stretch the blend over an entire path	Select a blend. Hold down the right mouse button, drag the blend over a curved object, and click Fit blend to path . Click the Miscellaneous blend options button on the property bar, and enable the Blend along full path check box.
Create a compound blend	Using the Interactive blend tool  , drag an object to the start or end object of a blend.



A compound blend using four objects and three single blends

FROM HERE

For more information about...	In the online Help Index, type...
Copying, duplicating, and deleting objects	objects, copying
Moving and positioning objects	objects, positioning
Sizing and scaling objects	sizing objects
Skewing and stretching objects	objects, skewing and stretching
Rotating and mirroring objects	objects, rotating and mirroring
Changing the order of objects	objects, changing the order of
Grouping and combining objects	objects, grouping and combining
Aligning, distributing and snapping objects	objects, aligning
Cloning objects	objects, cloning
Blending objects	blends, creating
Spraying objects	objects, spraying



SHAPING objects

Corel R.A.V.E. lets you shape objects in various ways.

In this section, you'll learn about

- applying distortion effects
- shaping objects using envelopes

Applying distortion effects

You can apply three types of distortion effects to shape objects.

Distortion effect	Description
Push and pull	Lets you push the edges of an object in or pull the edges of an object out.



Distortion effect	Description
Zipper	Lets you apply a jagged saw tooth effect to the edges of the object. You can adjust the amplitude and frequency of the effect.
Twister	Lets you rotate an object to create a swirl effect. You can choose the direction of the swirl, the origin, degree, and amount of rotation.

After you distort an object, you can change the effect by altering the center of distortion. This point is a fixed location identified by a diamond-shaped handle, around which a distortion appears.

It is similar to a mathematical compass, where the pencil moves around a stationary point. You can place the center of distortion anywhere in the drawing window, or choose to center it in the middle of an object so that the distortion is distributed evenly and the shape of the object changes in relation to its center.

You can create an even more dramatic effect by applying a new distortion to an already distorted object. You don't lose the effect of the original distortion if, for example, you apply a zipper distortion on top of a twister distortion.

To distort an object

- 1 Open the **Interactive tool** flyout , and click the **Interactive distortion tool** .
- 2 On the property bar, click one of the following buttons and specify the settings you want:
 - **Push and pull distortion**
 - **Zipper distortion**
 - **Twister distortion**
- 3 Click where you want to place the center of distortion.
- 4 Drag until the object is the shape you want.

You can also

Change the center of distortion	Drag the diamond-shaped position handle to a new location.
Adjust the number of points on a zipper distortion	Move the slider on the center of the distortion handle.



You can reapply the effects to distorted objects.



You can center a distortion by clicking the **Center distortion** button on the property bar.

To remove a distortion

- 1 Select the distorted object.
- 2 Click **Effects** ► **Clear distortion**.



Removing a distortion this way clears the most recent distortion you've applied.






You can also remove a distortion by clicking the **Clear distortion** button on the property bar.




Shaping objects using envelopes

Corel R.A.V.E. lets you shape objects, including lines, artistic text, and paragraph text frames by applying envelopes to them. Envelopes are made of multiple nodes that can be moved to shape the envelope, and as a result, change the shape of the object. You can apply a basic envelope that conforms to the shape of an object or a preset envelope. After you apply an envelope you can edit it, or add a new envelope, to continue changing the object's shape.

You can edit an envelope by adding and positioning its nodes. Adding nodes gives you more control over the shape of the object contained in the envelope. Corel R.A.V.E. also lets you delete, move multiple nodes simultaneously, change nodes from one type to another, and change a segment of an envelope to a line or curve. For more information about the different types of nodes, see “Working with curve objects” in the online Help.

To apply an envelope

- 1 Select an object.
- 2 Open the **Interactive tools** flyout , and click the **Interactive envelope** tool .
- 3 Click one of the following buttons to choose an editing mode:
 - **Envelope straight line mode**  — creates envelopes based on straight lines, adding perspective to objects

- **Envelope single arc mode**  — creates envelopes with an arc shape on one side, giving objects a concave or convex appearance
- **Envelope double arc mode**  — creates envelopes with an S shape on one or more sides
- **Envelope unconstrained mode**  — creates freeform envelopes, that let you change the properties of the nodes and add and delete the nodes

4 Drag the nodes to shape the envelope.

If you want to reset the envelope, press **ESC** before releasing the mouse.

You can also

Apply a preset envelope	Click the Add preset picker on the property bar and click an envelope shape.
Apply an envelope to an object with an envelope	Click the Add new envelope button on the property bar, and drag the nodes to change the shape of the envelope.

You can also

Remove an envelope Click **Effects ▶ Clear envelope**.



You can prevent the object's straight lines from being converted to curves by enabling the **Keep lines** button on the property bar.

FROM HERE

For more information about...	In the online Help Index, type...
Editing envelopes	envelopes, editing
Editing the nodes of curve objects	nodes, manipulating
Splitting and erasing portions of objects	splitting
Welding, trimming, and intersecting objects	trimming
Editing PowerClip objects	PowerClip objects



Filling objects

You can add colored, patterned, textured, and other fills to the inside of objects. After you apply a fill, you can customize it and set it as a default, so that each object you draw has the same fill.

In this section, you'll learn about



- applying uniform fills
- applying fountain fills
- applying texture fills

Applying uniform fills

Corel R.A.V.E. lets you apply a uniform fill to an object. Uniform fills are solid colors you can choose or create using color models and color palettes. For information about creating colors, see

“Working with color” on page 77. You can also choose a default uniform fill so that objects you draw or add are automatically filled with that color.

To apply a uniform fill

- 1 Select an object.
- 2 Open the **Interactive fill** flyout , and click the **Interactive fill** tool .
- 3 Choose **Uniform fill** from the **Fill type** list box on the property bar.
- 4 Specify the settings you want on the property bar.



You can also fill a selected object by clicking a color on the color palette.

You can mix colors in a uniform fill by selecting an object, pressing **CTRL**, and clicking a color on the color palette.



Applying fountain fills

A fountain fill is a smooth progression of two or more colors that adds depth to an object. There are four types of fountain fills: linear, radial, conical, and square. A linear fountain fill flows in a straight line across the object. A conical fountain fill circles from the center of the object, a radial fountain fill radiates from the center of the object, and a square fountain fill is dispersed in concentric squares from the center of the object.

When you apply a fountain fill, you can specify attributes for the fill type you choose; for example, the direction of a fill's color blend, as well as the fill's angle, center point, midpoint, and edge pad. You can also adjust the print and display quality of the fountain fill by specifying the number of fountain steps. By default, the fountain step setting is locked so that the print quality of the fountain fill is determined by the value specified in the print settings and the display quality is determined by the default value you can set. However, you can unlock the fountain

steps setting when you apply a fountain fill and specify a value that applies to both the print and view quality of the fill.

To apply a fountain fill

- 1 Select an object.
- 2 Open the **Interactive Fill** flyout  , and click the **Interactive fill** tool  .
- 3 Choose a fountain fill from the **Fill Type** list box on the property bar.
- 4 Open the **Fill dropdown** picker, and click a color.
- 5 Open the **Last fill** picker, and click a color.

If you want to change the fill's attributes, specify the settings you want.

Applying texture fills

A texture fill is a random generated fill that you can use to give your objects a natural appearance. Texture fills increase the size of a file. Therefore, you may want to use these fills sparingly, especially with larger objects.

Corel R.A.V.E. provides preset textures, and each texture has a set of options that you can change. You can use colors from any color model or palette to customize texture fills. Since texture fills can only hold RGB colors, however, other color models and palettes can cause a color shift when you display or print the files. For

information about color models, see “Understanding color models” in the online Help.

You can change the tile size of texture fills. Decreasing the size of a texture tile increases the density of the fill. You can also specify exactly where these fills begin by setting the tile origin. Corel R.A.V.E. also lets you offset tiles in a fill. Adjusting the horizontal or vertical position of the first tile, relative to the top of the object, affects the rest of the fill. You can preview any changes you make to the offset.

You can rotate, skew, adjust the tile size, and change the center of the texture to create a custom fill. You can also adjust the texture fill using the on-screen fill tiling vector.

You can choose how the texture fill appears by specifying whether or not to mirror the fill. If you want a texture fill to change according to actions you perform on the filled object, you can specify it to transform with the object. For example, if you enlarge an object filled with a texture that is set to transform, then the texture changes proportionally with the object.

To apply a texture fill

- 1 Select an object.
- 2 Open the Fill flyout , and click the **Texture fill** dialog button .

- 3 Choose a texture library from the **Texture library** list box.
- 4 Choose a texture from the **Texture** list box.

To remove a fill

- 1 Select an object.
- 2 Open the Fill flyout , and click the **No fill** button .



You can also remove a fill from a selected object by clicking the **No color swatch** on the Color palette.

You can also

Create a custom texture fill	Specify the settings you want in the Style name area.
Change the size of texture tiles	Click Tiling , type values in the Width and Height boxes.
Set the tile origin of a texture fill	Type values in the X and Y boxes in the Origin area.
Offset the tile origin of a texture fill	Enable the Row or Column option, and type an amount of offset in the % of tile size box.

You can also

Rotate a texture fill	Type a value in the Rotate box.
Skew a texture fill	Type a value in the Skew box.
Mirror a texture fill	Enable the Mirror fill check box.



You can modify the texture you choose from the texture library and save it to another library, but you cannot save textures to, or overwrite textures in, the texture library.

FROM HERE

For more information about...	In the online Help Index, type...
Applying uniform fills	fills, applying uniform
Applying fountain fills	fountain fills, overview
Adjusting fountain fill quality	fountain fills, overview
Applying pattern fills	pattern fills, applying
Applying texture fills	texture fills, overview

Applying and customizing mesh fills mesh fills, overview



Corel graphics applications let you choose and create colors using various color models.

In this section, you'll learn about

- choosing colors

Choosing colors

You can choose fill and outline colors using fixed or custom color palettes.



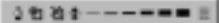

For information about applying the colors you choose, and choosing default colors, see “Applying uniform fills” in the online Help.

Fixed color palettes are provided by third-party manufacturers. Some examples of these are PANTONE, HKS, and TRUMATCH. It may be useful to have a manufacturer's swatch book on hand. This is a collection of color samples that shows exactly what each color looks like when printed.

Custom color palettes can include colors from any color model or fixed color palette. Custom color palettes are saved as color palette files.

To choose a color using a fixed or custom color palette

- 1 Select an object.
- 2 Do one of the following:

- Open the **Fill tool** flyout , and click the **Fill color dialog tool** .
 - Open the **Outline tool** flyout , and click the **Outline color dialog tool** .
- 3 Click the **Palettes** tab.
 - 4 Choose a fixed or custom palette from the **Palette** list box.
 - 5 Click the color scroll bar to set the range of colors displayed in the color selection area.
 - 6 Click a color in the color selection area.



Each color swatch on a fixed color palette is marked with a small white square.

You should use the same color model for all of the colors in a movie.



You can display or hide the names of fixed or custom colors by clicking **Options ▸ Show color names**.

You can swap the old and new colors by clicking **Options ▸ Swap color**.

FROM HERE

For more information about...	In the online Help Index, type...
Choosing colors	colors, choosing
Working with custom color palettes	working with custom palettes



Adding THREE-DIMENSIONAL effects TO objects

You can create the illusion of three-dimensional depth in Corel R.A.V.E. objects by adding contour or drop-shadow effects.

In this section, you'll learn about

- contouring objects
- creating drop shadows

CONTOURING objects



You can contour an object to create lines that progress to the center, inside, or outside of the objects. The lines create a series of concentric steps within an object.

Corel R.A.V.E. also lets you set the number and distance of the contour lines.

After contouring an object, you can copy or clone its contour settings to another object.

You can also change the colors of the fill between the contour lines and the contour lines themselves. You can set a color progression in the contour effect, where one color blends into another. The color progression can follow a straight, clockwise, or counterclockwise path through the color range of your choice.

To CONTOUR AN OBJECT

- 1 Open the **Interactive tools** flyout  , and click the **Interactive contour** tool  .
- 2 Click an object or a set of grouped objects and drag the start handle toward the center to create an inside contour.
- 3 Move the slider to change the number of contour steps.

You can also	Do the following
Specify the number of contour lines	Click the Inside button on the property bar, and type a value in the Contour steps box on the property bar.
Specify the distance between contour lines	Type a value in the Contour offset box on the property bar.
Accelerate contour line progression	Click the Object and color acceleration button on the property bar and adjust the object slider.



You can create an outside contour by dragging the start handle away from the center.

CREATING drop shadows

Drop shadows simulate light falling on an object from one of five particular perspectives: flat, right, left, bottom, and top.

You can add drop shadows to most objects or groups of objects, including artistic text, paragraph text, and bitmapped images. When you add a drop shadow, you can change its perspective, and you can adjust attributes such as color, opacity, fade level, angle, and feathering.





A feathered effect applied to a drop shadow

By separating a drop shadow from its object, you can gain more control over the drop shadow itself. You can also set the rendering resolution of a drop shadow.

You can also remove a drop shadow.

To add a drop shadow

- 1 Open the **Interactive tools** flyout , and click the **Interactive drop shadow** tool .
- 2 Click an object.
- 3 Drag from the center or side of the object until the drop shadow is the size you want.
- 4 Specify any attributes on the property bar.



You can't add drop shadows to linked groups, such as blended objects, contoured objects, beveled objects, extruded objects, objects created with the **Artistic media** tool, or other drop shadows.

For more information about...	In the online Help Index, type...
Editing lenses	lenses, changing viewpoint

FROM HERE

For more information about...	In the online Help Index, type...
Contouring objects	objects, applying contours
Creating drop shadows	drop shadows
Applying lenses	lenses, creating

An illustration of a goldfish in a blue bowl, with a large, stylized number 12 to its right. The background is a soft, watercolor-like wash of yellow and blue.

CHANGING THE TRANSPARENCY of objects



You can apply transparency to an object so that all objects behind it show through. Corel R.A.V.E. also lets you specify how the color of the transparent object combines with the color of the object beneath it.

Applying a transparency

When you apply a transparency to an object, you create a grayscale mask similar to a fill. By positioning a transparent object on top of another object, you simulate a lens. You can apply transparencies using the same kind of fills you apply to objects; that is, uniform, fountain, texture, and pattern. For more information about these fills, see “Filling objects” on page 73.

After you decide what type of transparency you want to apply, you have a couple of options. By default, Corel R.A.V.E. applies all transparencies to the object’s fill; however, you can specify whether you want the transparency to apply to the object’s outline only or to both the fill and the outline.

To apply a uniform transparency



- 1 Select an object.
- 2 Open the **Interactive tools** flyout , and click the **Interactive transparency** tool .
- 3 On the property bar, choose **Uniform** from the **Transparency type** list box.

- 4 Click a color on the color palette.
- 5 Type a value in the **Starting transparency** box on the property bar, and press **ENTER**.





You can fix the contents of the transparency so that the contents move with the object, by clicking the **Freeze** button on the property bar.



To apply a **FOUNTAIN TRANSPARENCY**

- 1 Select an object.
- 2 Open the **Interactive tools** flyout , and click the **Interactive transparency** tool .
- 3 On the property bar, choose one of the following fountain transparencies from the **Transparency type** list box:
 - **Linear**
 - **Radial**
 - **Conical**
 - **Square**
- 4 Point to where you want the transparency to start on the object, and drag to where you want the transparency to end. If you want to reset the transparency, press **ESC** before releasing the mouse button.
- 5 Type a value in the **Transparency midpoint** box on the property bar, and press **ENTER**.

To apply a **TEXTURED TRANSPARENCY**

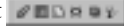

- 1 Select an object.
- 2 Open the **Interactive tools** flyout , and click the **Interactive transparency** tool .
- 3 Choose **Texture** from the **Transparency type** list box on the property bar.
- 4 Choose a sample from the **Texture library** list box on the property bar.
- 5 Open the **First transparency picker** on the property bar and click a texture.
- 6 On the property bar, type values in the following boxes:
 - **Starting transparency** — lets you change the opacity of the starting color
 - **Ending transparency** — lets you change the opacity of the ending color

To apply a **PATTERN TRANSPARENCY**

- 1 Select an object.
- 2 Open the **Interactive tools** flyout , and click the **Interactive transparency** tool .
- 3 On the property bar, choose one of the following from the **Transparency type** list box:

- **Two-color pattern** — a simple picture composed of “on” and “off” pixels. The only colors included in the picture are the two that you assign.
 - **Full-color pattern** — a picture composed of lines and fills, instead of dots of color like bitmapped images. These vector graphics are smoother and more complex than bitmapped images and are easier to manipulate.
 - **Bitmap pattern** — a color picture composed of patterns of light and dark or differently colored pixels in a rectangular array.
- 4 Open the **First transparency** picker on the property bar and click a pattern.
 - 5 On the property bar, type values in the following boxes:
 - **Starting transparency**
 - **Ending transparency**

To specify the location of a transparency

- 1 Open the **Interactive tools** flyout  and click the **Interactive transparency** tool .
- 2 Select the object.
- 3 On the property bar, choose one of the following from the **Apply transparency to** list box:
 - **Fill**
 - **Outline**
 - **All**



Working with bitmapped images

You can scan, import, and edit bitmapped images in Corel R.A.V.E.. You can also add special effects and change the color and tone of the images.

In this section, you'll learn about

- adding bitmapped images
- cropping and editing bitmapped images
- applying special effects to bitmapped images

Adding bitmapped images

You can import a bitmapped image into a movie either directly or by linking to the image externally. When you externally link to a

file, any edits to the original file can be updated in the imported image.

To import a bitmapped image

- 1 Click **File** ► **Import**.
- 2 Choose the drive and folder where the bitmapped image is stored.
- 3 Double-click the folder to open it.
If you want to link the image to the movie, enable the **Link bitmap externally** check box.
- 4 Select the file.
- 5 Click **Import**.
- 6 Click where you want to place the bitmapped image.

- Ensure that **Files of type** is set to **All file formats** when you import an image.



The status bar provides information about the bitmapped image, including color mode, size, and resolution.



You can import a bitmapped image in its original size by pressing the space bar when you click the **Import** button.

CROPPING AND EDITING BITMAPPED IMAGES

After you add a bitmapped image to a movie, you can crop, resample, and edit the image.

Cropping removes unwanted areas of a bitmapped image. Resampling changes the size or the resolution of a bitmapped image by adding or removing pixels. When you resample a bitmapped image, you can change the image size, the resolution, or both.

Editing a bitmapped image is done in Corel PHOTO-PAINT, which starts automatically when you start to edit the bitmapped image. For more information about editing bitmapped images, see Corel PHOTO-PAINT online Help.

Corel R.A.V.E. automatically inflates a bitmapped image to make a special effect cover the entire image. You can disable the automatic inflate and specify how much you want to inflate the bitmap manually.

TO CROP A BITMAPPED IMAGE

- 1 Open the **Shape** flyout , and click the **Shape** tool .
- 2 Select a bitmapped image.
- 3 Drag nodes to crop the bitmapped image.
- 4 Click **Bitmaps** ► **Crop bitmap**.



You can also crop a bitmapped image by clicking the **Crop bitmap** button on the property bar.

TO CHANGE THE SIZE OF A BITMAPPED IMAGE

- 1 Select a bitmapped image.
- 2 Click **Bitmaps** ► **Resample**.
- 3 Choose a unit of measure from the list box beside the **Width** and **Height** boxes.
- 4 Type values in any of the following boxes:
 - **Width**
 - **Height**

If you want to minimize the jagged appearance of curves, enable the **Anti-alias** check box.



You can maintain the proportions of the bitmapped image, by enabling the **Maintain aspect ratio** check box.

You can also resample the bitmapped image as a percentage of its original size by typing values in the % boxes.

Applying special effects to bitmapped images

You can apply a wide range of special effects to bitmapped images, such as three-dimensional and artistic effects.

Adding plug-in filters to Corel R.A.V.E. provides additional features and effects that you can use to edit images. You can enable or disable plug-in filters and you can remove them when you no longer need them.

Special effect type	Description
3-D	Lets you create the illusion of three-dimensional depth. The 3-D effects include embossing, page curl, and perspective.

Special effect type	Description
Art strokes	Lets you apply hand-painted techniques. The art strokes effects include crayon, impressionist, pastels, watercolor, and pen and ink.
Blur effects	Lets you blur an image to simulate gradual change, movement, or speckling. The blur effects include Gaussian blur, motion blur, and zoom.
Color transform	Lets you create photographic illusions by using color reduction and replacements. The color transform effects include half-tones, psychedelic, and solarizing.
Contour	Lets you highlight and enhance the edges of an image. The contour effects include edge tracing and highlighting.

Special effect type	Description
Creative	Lets you apply a variety of textures and shapes to an image. The creative effects include fabric, glass block, crystal fragments, vortex, and stained glass.
Distort	Lets you distort image surfaces. The distort effects include ripples, blocks, swirl, and tile.
Noise	Lets you modify the graininess of an image. The noise effects include adding noise, applying dust and scratch, and diffusing to change an image's granularity.
Sharpen	Lets you create a sharpening effect to focus and enhance edges. The sharpen effects include accentuating edge detail and sharpening smooth areas.
Plug-ins	Lets you apply effects from a third-party filter to bitmapped images in Corel R.A.V.E. An installed plug-in appears at the bottom of the Bitmaps menu.

To apply a special effect

- 1 Click **Bitmaps**, choose a special effect type, and click an effect.
- 2 Adjust any special-effect settings.

FROM HERE

For more information about...	In the online Help Index, type...
Applying color and tone effects	bitmapped images, applying color and tone effects to
Changing the color mode of bitmapped images	bitmapped images, color modes



Working with TEXT

Corel R.A.V.E. lets you use text to create or enhance movies.

In this section, you'll learn about

- adding and selecting text
- moving text
- changing the appearance of text
- formatting paragraph text

Adding and selecting TEXT

There are two types of text you can add to movies — artistic text and paragraph text. Artistic text can be used to add short lines of text to which you can apply a large range of effects, such as drop

shadows. Paragraph text can be used for larger bodies of text that have greater formatting requirements.

You can add text directly in the drawing window; however, you must create a text frame for each paragraph text object that you want to add.

A text frame can be fixed-sized or automatically sized. A fixed-sized text frame displays a limited amount of paragraph text. Any text that continues past the bottom right border of the text frame is hidden until you enlarge the text frame. An automatically sized text frame adjusts as you type to display all the text.

Inserting paragraph text frames in graphic objects lets you use objects as containers for text so that you can change the shape of


the text frames. You can also separate a text frame from a container object. When you do, the text frame retains the object's shape.



To modify text, you must first select it. You can select entire text objects, specific characters, or single characters. The tool that you use to select text depends on whether you want to affect an entire text object (for example, a paragraph text frame) or only a portion of the text.

To add ARTISTIC TEXT


- Click anywhere in the drawing window using the **Text** tool and type.

To add PARAGRAPH TEXT



To	Do the following
Add paragraph text	Click the Text tool  . Drag in the drawing window to size the paragraph text frame, and type.

To	Do the following
Add paragraph text in an object	Click the Text tool  . Move the cursor over the object's outline, and click the object when the cursor changes to an Insert in object cursor. Type inside the frame.
Separate a paragraph text frame from an object	Select the object using the Pick tool  , and click Arrange ▸ Break paragraph text inside a path apart . Click a blank space in the drawing window, and drag either the text frame or the object to a new location.



You can adjust the size of a paragraph text frame by clicking the text frame using the **Pick** tool , and dragging any selection handle.

TO SELECT TEXT

To select	Do the following
An entire text object	Click the text object using the Pick tool  .
Specific characters	Drag across the text using the Text tool  .



You can select multiple text objects by holding down **SHIFT** and clicking each text object.

MOVING TEXT

Corel R.A.V.E. lets you move paragraph text between frames, artistic text between artistic text objects, and both types of text between paragraph text and artistic text. You can also move artistic text to create an artistic text object, and you can move paragraph text to create a paragraph text frame.

TO MOVE TEXT

- Drag the text using the **Pick tool** .

CHANGING THE APPEARANCE OF TEXT

You can enhance artistic text and paragraph text by modifying their character properties. For example, you can change the font type and size or make the text bold or italic. You can also change the default text style, so that every artistic or paragraph text object you create has the same properties, and change the case of text to lowercase or uppercase without deleting or replacing letters. If a movie includes scientific notation, you can make text subscript or superscript.

You can also add underlines, overscores, and strikethrough lines to text and change the thickness of these lines, as well as the distance between text and a line.

As you add text, you can change its appearance. By default, the unit of measure is points; you can change this setting for the active movie and all subsequent movies you create.

TO CHANGE FONT ATTRIBUTES

- 1 Select the text.
- 2 Click **Text** ► **Format text**.
- 3 Click the **Character** tab.
- 4 Specify the font attributes you want.

FORMATTING PARAGRAPH TEXT

Corel R.A.V.E. offers various formatting options for paragraph text. By default, Corel R.A.V.E. applies formatting to all selected paragraph text frames; however, you can change your settings so that formatting is applied to all linked frames, selected frames, or all selected and subsequently created frames. For example, if you make the text in one text frame bold, you can choose whether you want all the linked frames to include bold text or just those you specify. For information on linking paragraph text frames, see “Combining and linking paragraph text frames” in the online Help.

You can fit text to a paragraph text frame. Fitting text to a frame increases or decreases the point size of text so that it fits the text frame exactly.

Managing paragraph text frames helps you use them more effectively. Corel R.A.V.E. lets you size a paragraph text frame like any other object.

To choose paragraph text frame formatting options

- 1 Click **Tools ▶ Options**.
- 2 In the list of categories, double-click **Text**, and click **Paragraph**.
- 3 Click one of the following options:

- **To all linked frames** — applies the same text formatting to all connected frames
- **To selected frames only** — applies the same text formatting only to selected frames
- **To selected and subsequent frames** — applies the same text formatting only to selected and succeeding linked frames

To fit text to a paragraph text frame

- 1 Select a paragraph text frame.
- 2 Click **Text ▶ Fit text to frame**.

FROM HERE

For more information about...	In the online Help Index, type...
Shifting, rotating and spacing text	text, manipulating
Aligning text	text, aligning
Assigning language to text	languages, alternating in text



SHAPING TEXT

Corel R.A.V.E. lets you shape both paragraph and artistic text in unique ways. For example, you can make paragraph text straddle an object or a sentence follow the outline of a circle.

In this section, you'll learn about

- wrapping paragraph text around objects and text
- fitting text to a path

WRAPPING PARAGRAPH TEXT AROUND OBJECTS AND TEXT


You can change the shape of text by wrapping a paragraph text frame around an object, artistic text, or another paragraph text frame. You can wrap text using contour or square wrapping styles. The contour wrapping styles follow the curve of the

object. The square wrapping styles follow the bounding box of the object. You can also adjust the amount of space between paragraph text and the object or text, as well as remove any wrapping style you apply.

TO WRAP PARAGRAPH TEXT AROUND AN OBJECT OR TEXT

- 1 Select the object or text.
- 2 Click **Window ▸ Dockers ▸ Properties**.
- 3 In the **Object Properties** docker window, click the **General** tab, and choose a wrapping style from the **Wrap paragraph text** list box.

If you want to change the amount of space between wrapped text and the object or text, type a value in the **Text wrap offset** box.

- 4 Click the **Text** tool , and either draw a new paragraph text frame, or drag an existing paragraph text frame over the object or text.
- 5 Type text in the paragraph text frame.



You can wrap existing paragraph text around a selected object by applying a wrapping style to the object and dragging the paragraph text frame over the object.

To REMOVE A WRAPPING style

- 1 Select the object or wrapped text.
- 2 Click **Window** ► **Dockers** ► **Properties**.
- 3 In the **Object Properties** Docker window, choose **None** from the **Wrap paragraph text** list box.


FITTING TEXT TO A PATH

You can position artistic text along the path of an open object (for example, a line) or a closed object (for example, a square).

After you fit text to a path, you can adjust the text's position relative to that path. For example, you can place the text on the opposite side of the path, or you can adjust the distance between the text and the path.

Corel R.A.V.E. treats text fitted to a path as one object; however, you can separate the text from the object if you no longer want it to be part of the path. When you separate text from a curved or closed path, the text retains the shape of the object to which it was fitted. Straightening reverts the text to its original appearance.

To fit TEXT TO A PATH

- 1 Select the path using the **Pick** tool .
- 2 Click **Text** ► **Fit text to path**.
- 3 Type along the path.
The text is centered along the path.




You can't fit text to the path of another text object.




You can also fit text to a path by clicking the **Text** tool, pointing over an object, clicking where you want the text to begin, and typing the text.


To ADJUST THE POSITION OF TEXT FITTED TO A PATH

- 1 Select the text using the **Pick** tool .
- 2 On the property bar, choose a setting from any of the following list boxes:
 - **Distance from path**
 - **Vertical placement**

- Horizontal offset
- Text orientation
- Text placement



You can also change the horizontal position of fitted text by selecting it with the **Shape** tool , and dragging the character nodes you want to reposition.

Using the **Pick** tool , you can move text along the path by dragging the small red node that appears beside the text.

To SEPARATE TEXT FROM A PATH

- 1 Select the fitted text using the **Pick** tool.
- 2 Click **Arrange ▸ Break apart**.

To STRAIGHTEN TEXT

- 1 Select the fitted text using the **Pick** tool.
- 2 Separate the text from the path.
- 3 Click **Text ▸ Straighten text**.

Output





EXPORTING AND publishing MOVIES

Corel R.A.V.E. lets you export movies and publish them to the World Wide Web.

In this section, you'll learn about

- exporting movies
- publishing movies to the World Wide Web

Exporting movies

Corel R.A.V.E. lets you export a movie to the following file formats so that you can publish it to the World Wide Web:

- Macromedia Flash (.swf) — lets you preserve animation, interactivity, and sound in a movie
- GIF Animation (.gif) — lets you export movies

- Video for Windows (.avi) — lets you export movies that can be opened in video-editing applications
- QuickTime — lets you export a movie to the QuickTime 4 format

When exporting a movie to the Macromedia Flash format, you can control the quality and file size of the exported file by adjusting filter settings. You can determine bitmap settings, optimize objects in a movie to reduce file size, and set the frame size of the exported movie. If you have added sound to rollovers or an audio layer to the movie, you can ensure that it is exported with the movie. Also, you can protect the exported .swf file from importing.

Before exporting, you can preview the resulting Macromedia Flash movie in your Web browser. If you are satisfied with the export settings, you can save them as a preset for later use.

To export a movie to the GIF, Video for Windows, or QuickTime file format

- 1 Click **File** ► **Export**.
- 2 Choose a file format from the **Files of type** list box.
- 3 Type a filename in the **File name** box.
- 4 Enable any of the following check boxes:
 - **Crop to stage** — crops objects to the stage
 - **Web_safe_filenames** — replaces the white space in a filename with an underscore. Special characters are replaced by characters suitable for Web-based filenames.
- 5 Click **Export**.



You can compress a movie by choosing a compression type from the **Compression type** list box.

To export a movie to the Macromedia Flash file format

- 1 Click **File** ► **Export**.
- 2 Double-click the folder where you want to store the file.

- 3 Choose **SWF - Macromedia Flash** from the **Files of type** list box.
- 4 Type a filename in the **File name** box, and click **Export**.
- 5 In the **Flash export** dialog box, specify the export settings you want.

Publishing movies to the World Wide Web

Corel R.A.V.E. lets you publish a movie to the Web by exporting it to the Macromedia Flash format and embedding it in an HTML file that is automatically generated based on templates. For information about Macromedia Flash settings, see “Exporting movies” on page 101.

The HTML document in which a movie is embedded lets you activate the movie and control its playback. Before publishing the movie, Corel R.A.V.E. lets you set the dimensions of the embedded Macromedia Flash file by specifying its width and height or by matching it to the default size of the movie. You can also choose to repeat the movie continuously, display the Macromedia Flash Player plug-in control menu, and control the quality of the animation playback. If you don't want the movie to start as soon as the HTML document opens, you can pause the movie at start. You can also set the position of the exported movie in the HTML document by aligning it to the left, right, or top of the document.

You can use the preflight feature to identify potential export problems. Preflight checks the Macromedia Flash file and displays a summary of issues and suggested solutions.

To publish a movie to the Web

- 1 Click **File** ► **Publish to the Web**.
- 2 Double-click the folder in which you want to store the file.
- 3 Type a filename in the **File name** box, and click **Export**.
- 4 Click the **General** tab and specify the options you want.
- 5 Click the **HTML** tab and specify the options you want.

You can also

Match the dimensions of the HTML document with the movie dimensions	Enable the Match movie check box.
Examine potential export problems	Click the Issues tab, and click an error or a warning.



You can type values in the **Width** and **Height** boxes only when you disable the **Match Movie** check box. **Match Movie** is the default and sets the dimensions to the size of the movie.

You should have the latest Macromedia Flash player plug-in installed on your computer to preview a .swf file in a browser.



You can also choose a template by clicking the **Open** button.

FROM HERE

For more information about...	In the online Help Index, type...
File formats	file formats
Object linking and embedding (OLE)	objects, linking
Filter technical notes	file formats



Corel R.A.V.E. provides extensive options for printing your work.

In this section, you'll learn about

- printing your work

Printing your work

In Corel R.A.V.E., you can print multiple copies of the same movie. You can specify whether to print the current movie, current frame, a series of movies, specific frames, or selections.

Before printing a frame, you can specify printer properties, including paper size, graphics, and device options.

To set printer properties

- 1 Click **File** ► **Print**.
- 2 Click the **General** tab.
- 3 Click **Properties**.
- 4 In the **Properties** dialog box, set any properties.

To print your work

- 1 Click **File** ► **Print**.
- 2 Click the **General** tab.
- 3 Choose a printer from the **Name** list box.
- 4 Type a value in the **Number of copies** box.
If you want the copies collated, enable the **Collate** check box.
- 5 Enable one of the following options:

- **Current movie** — prints the active movie
- **Current frame** — prints the active frame
- **Frames** — prints the frames that you specify
- **Movies** — prints the movies that you specify
- **Selection** — prints the objects that you specify



You must select objects before printing a selection.



You can preview your work by clicking on the **Mini preview** button on the title bar.

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