About CorelDEPTH

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

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

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

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

The CorelDEPTH environment

When you start CorelDEPTH, you can create a blank, new document, open an existing document, or use one of two types of Wizards to create 3D artwork.

The CorelDEPTH document window is similar to CorelDRAW's. Your workspace encompasses the entire window, both inside and outside the page boundaries. You can move and edit objects anywhere within the workspace, but only objects in the print area within the boundaries of the page are printed.

CorelDEPTH features an interruptible full-color preview, so that almost any action can be performed without waiting for the screen to redraw. You can also choose to work in wireframe view.

CorelDEPTH allows you to manipulate objects in three dimensions—rather than simply moving objects across a flat surface, you can move and rotate them freely within the 3D workspace. To help you negotiate the 3D workspace, CorelDEPTH provides two important features: the Working Plane and the Perspective Box.

{button ,AL("CorelDEPTH_environment;CorelDEPTH_basics;;;;",0,"Defaultoverview","")} Related Topics

How To:

The CorelDEPTH Wizards

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

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

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

The Template Wizard

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

The Step By Step Wizard

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

{button ,AL("CorelDEPTH_basics;;;;;",0,"Defaultoverview","")} **Related Topics**

Interruptible preview

CorelDEPTH's interruptible full-color preview feature allows you to perform almost any action—moving objects, choosing menu items, printing, and saving—without waiting for the screen to redraw. The interruptible preview is a great time saver because you never have to wait for CorelDEPTH to finish one action before you start another.

{button ,AL("CorelDEPTH_environment;;;;;",0,"Defaultoverview","")} Related Topics

Wireframe view

Instead of the normal view in the document window, you may choose to work in wireframe view. In wireframe view, objects display in skeleton form, without fills. Since the screen redraws faster in this view, you may want to use it for editing complex documents. You can switch freely between views by choosing Wireframe from the View menu.

{button ,AL("CorelDEPTH_environment;;;;;",0,"Defaultoverview","")} Related Topics

How To:

Extrusion

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

When you create or import an object, CorelDEPTH automatically extrudes it. You can use the Geometry palette to specify the extrusion depth of a new object, or to change the extrusion depth of an existing object. You can also change the extrusion depth of an existing object by manipulating the object's bounding box.

{button ,AL("CorelDEPTH_environment;;;;;",0,"Defaultoverview","")} Related Topics

Planes and perspective

CorelDEPTH allows you to manipulate objects in three dimensions. Rather than simply moving objects across a flat surface, you can move and rotate them freely within the 3D workspace. To help you negotiate the 3D workspace, CorelDEPTH provides the Working Plane grid and the Perspective Box.

Perspective

Perspective gives us a sense of relative position and distance, and is dependent on the point of view from which we perceive objects. An obvious example of the effect of perspective is a railroad track. From above the tracks appear parallel, but from ground level, if you follow them off into the distance, they appear to converge. The point at which they converge is called the vanishing point.

CorelDEPTH allows you to control the relative position of the view point (farther from or closer to objects), and the viewing direction. The Perspective Box and the Perspective adjustment tool are used together to manipulate the perspective.

Planes

CorelDEPTH enables you to work in three dimensions by allowing you to switch from one plane to another. Because the mouse is strictly a two-dimensional input device, you can only move and edit objects on one plane at a time. The plane that you are working on at any given time is called the Working Plane.

While the concept of working on different planes may seem strange at first, it will soon become second nature. Switching between planes is similar to switching between drawing layers in CorelDRAW. To help you negotiate the 3D workspace, CorelDEPTH displays a Working Plane grid.

{button ,AL("CorelDEPTH_environment;Perspective_concepts;;;;",0,"Defaultoverview","")} Related Topics

The Status Display

The Status Display, located in the lower left corner of the main window, tells you whether the program is idle, or extruding an object. You can continue to work while CorelDEPTH is extruding an object, since CorelDEPTH extrudes and redraws objects in the background.

The Status Display also tells you if you are in 3D or 2D Drawing mode. Some menu items are only available in one Drawing mode (e.g., you can only use the Combine command when you are in 2D Drawing mode). You can show or hide the Status Display by choosing Status Bar from the View menu.

{button ,AL("CorelDEPTH_environment;;;;;",0,"Defaultoverview","")} **Related Topics**

The Toolbar

The Toolbar is displayed vertically, on the left side of the screen. To choose a tool, click its icon. For many of the tools, the cursor takes on a distinctive shape. You can reposition the Toolbar by clicking the gray area surrounding the tools and dragging.

There are two types of tools in the Toolbar, 2D tools and 3D tools. Clicking a 2D tool places you in 2D Drawing mode, and clicking a 3D tool returns you to 3D mode. The Status Display tells you if you are in 2D Drawing mode. Some menu items are only available in one Drawing mode (e.g., you can only use the Combine command when you are in 2D Drawing mode).

{button ,AL("CorelDEPTH_environment;tool_functions;;;;",0,"Defaultoverview","")} **Related Topics**

The Geometry palette

The Geometry palette opens to the right of the main window, below the Styles browser. You can close the Geometry palette or move it anywhere on the screen. The Geometry palette allows you to control extrusion depth, and add bevels to objects. Bevels are angled cuts, used to enhance the appearance of text and shape objects, giving them a chiseled 3D look. Bevels are built from the edge of the front or back face, to the edge of the side surface. Bevels reduce the side surface, leaving the front and back faces unchanged.

When no objects are selected, the Geometry palette displays the application's default geometry settings. CorelDEPTH applies the current settings to any new object you create or import. When one object is selected, the Geometry palette displays that object's geometry settings.

When multiple objects are selected, the Geometry palette displays their geometry settings only if all selected objects have the same settings. If the selected objects have different geometry settings, the Extrusion window displays the application's default geometry settings.

The Extrusion Depth slider bar

The Extrusion Depth slider bar is used to adjust extrusion depth. Extrusion is the process by which CorelDEPTH creates 3D objects from 2D text and shapes.

The Bevel diagram

The Bevel diagram is used to add bevels, and visually determine their size and angle. The gray area within the diagram represents an object viewed from the side. The extrusion depth is also displayed in the Bevel diagram. If the extrusion depth is larger than what can accurately be displayed, a break appears down the middle of the diagram.

The Bevel diagram allows you to create bevels of virtually any size and angle, but there are four restrictions:

- Backwards bevels are not allowed. You can not drag the handles farther left than the front face, or farther right than the back face.
- Front and back bevels must be the same height. When you drag one handle, the other handle mirrors its vertical motion.
- Front and back bevels may not cross. You cannot drag one handle past the other.
- Be careful when applying large bevels to text objects. Counters—the holes in such letters as "a" and "o"—may be closed by large bevels.

{button ,AL("CorelDEPTH_environment;;;;;",0,"Defaultoverview","")} Related Topics

The Styles browser

The Styles browser opens to the right of the main window. You can close the Styles browser or move it anywhere on the screen. The Styles browser allows you to apply colorful Styles to your objects with a click of the mouse. The Styles browser comes with a library of pre-defined Styles, and you can easily create Styles of your own.

Styles can be applied to each face and bevel of any object. Styles include combinations of line color and width, fill, color model, gradation, decals, and shading.

{button ,AL("CorelDEPTH_environment;Using_Styles;;;;",0,"Defaultoverview","")} **Related Topics**

CorelDEPTH Preferences

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

The Preferences dialog box contains the following options:

Display Startup dialog box

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

Nudge Value

Specifies the nudge increment size.

Default unit

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

Default color model

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

Current Plane

Controls the appearance of the Working Plane grid.

Grid Step

Specifies the size of the squares in the grid.

Grid Color

Specifies the color of the grid.

{button ,AL("CorelDEPTH_environment;;;;;",0,"Defaultoverview","")} Related Topics

Open and Import dialog boxes

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

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

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

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

Save and Export dialog boxes

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

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

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

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

Save As dialog box

The Save As dialog box allows you to save documents in the CorelDEPTH format (.DEP) under a new name or location.

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

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

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

Composing illustrations

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

{button ,AL("Composing_Illustrations;;;;;",0,"Defaultoverview","")} **Related Topics**

Manipulating the Working Plane

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

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

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

{button ,AL("Composing_Illustrations;Manipulating_the_Working_Plane;;;;",0,"Defaultoverview","")}
Related Topics

The Working Plane

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

The Working Plane is visually represented on the screen by a grid. Like all planes, the Working Plane is of infinite size—it actually extends beyond the edges of the grid. You can adjust the Working Plane to the object, or adjust the object to the Working Plane. You can hide or display the Working Plane by choosing Working Plane from the View menu.

While the concept of working on different planes may seem strange at first, it will soon become second nature. Switching between planes is similar to switching between drawing layers in CorelDRAW.

{button ,AL("Manipulating_the_Working_Plane;;;;;",0,"Defaultoverview","")} Related Topics

Moving the Working Plane

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

{button ,AL("Manipulating_the_Working_Plane;;;;;",0,"Defaultoverview","")} **Related Topics**

Sending an object to the Working Plane

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

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

{button ,AL("Manipulating_the_Working_Plane;;;;;",0,"Defaultoverview","")} **Related Topics**

Sending the Working Plane to an object

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

{button ,AL("Manipulating_the_Working_Plane;;;;;",0,"Defaultoverview","")} **Related Topics**

Adjusting perspective

The final appearance of your illustration depends on the chosen perspective. You can use CorelDEPTH's Perspective adjustment tool to change the perspective. Manipulating the Perspective Box allows you to change the illustration's viewpoint, indirectly determining the level of the horizon line and the location of the main vanishing point.

{button ,AL("Perspective;;;;",0,"Defaultoverview","")} **Related Topics**

Perspective concepts

Viewpoint

Changing an illustration's viewpoint affects the appearance of the 3D objects in the illustration. When you move the viewpoint down and to the left, for example, you will see more of an object's left face and bottom face, and less of its right face and top face.

Ground plane

The concept of a ground plane is another important concept in perspective drawing. The majority of objects in an illustration tend to be positioned on or parallel to the ground plane, mimicking objects in the real world. The ground plane is generally perpendicular to the page, giving the impression that the viewer is standing on level ground.

Horizon line

The horizon line is a line parallel to the ground plane that marks the level of the viewpoint relative to the page. Objects on the same vertical level as the horizon line appear as if viewed straight-on. Objects above the horizon line appear as if viewed from below, and objects below the horizon line appear as if viewed from above. The horizon line is not always visible in a perspective drawing—it simply helps to define the perspective.

Vanishing points

Parallel lines in a perspective drawing tend to converge on vanishing points as they extend into the distance. For all objects that are level to the ground plane, these vanishing points fall on the horizon line. The parallel rails of a railroad track provide a classic example of a vanishing point—as you look down the tracks, the two rails seem to meet at a certain point on the horizon.

Depending on an object's location and orientation, it may have one, two, or even three vanishing points. Objects that are level with the ground plane and parallel to the page tend to have just one vanishing point. Objects that are oriented at angles to the ground plane and the page generally have two vanishing points. The farther an object is from the viewpoint, the more likely it is to have a third vanishing point.

{button ,AL("manipulating_the_Working_Plane;;;;;",0,"Defaultoverview","")} Related Topics

The Perspective adjustment tool

You can control all aspects of your illustration's perspective by manipulating the Perspective Box with the Perspective adjustment tool. You can show or hide the Perspective Box by choosing Perspective Box from the View menu.

Moving the back wall of the Perspective Box moves the illustration's viewpoint relative to the page. The viewpoint corresponds to the center of the back wall. As you move the viewpoint, the horizon line and vanishing points move with it. The horizon line runs through the center of the back wall. The main vanishing point falls on the horizon line, directly in the center of the wall. The main vanishing point applies to objects that are level to the ground plane and parallel to the page.

Resizing the back wall of the Perspective Box adjusts the depth of the perspective. Making the back wall larger decreases depth; making the back wall smaller increases depth. Adjusting the depth of the perspective is similar to adjusting the focal length of a camera lens{emdash.bmp}the horizon line and the main vanishing point remain unchanged. By default, CorelDEPTH applies a perspective of moderate depth, making objects look realistic. An exaggerated perspective or an isometric view{emdash.bmp}no perspective{emdash.bmp}can produce striking effects.

{button ,AL("Moving_the_Viewpoint;Adjusting_the_Perspective_CorelDEPTH;CorelDEPTH_environment;;;",0,"Defaultoverview","")} Related Topics

Moving objects

You can move objects in CorelDEPTH by dragging them. Instead of just moving objects across the page, however, you can move them relative to (along, parallel to, or perpendicular to) the Working Plane. Objects located on the Working Plane move on the Working Plane itself; objects located off the Working Plane move on a plane parallel to the Working Plane.

{button ,AL("Arranging_objects_in_3D;;;;;",0,"Defaultoverview","")} **Related Topics**

Orienting objects in 3D space

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

{button ,AL("Arranging_objects_in_3D;;;;;",0,"Defaultoverview","")} Related Topics

Sizing and positioning objects

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

Position

Specifies the object's position relative to each of the three main axes. The origin of the axes is located in the lower left corner of the page. The x, y and z axes run parallel to the width, height, and depth of your screen, respectively.

Orientation

Specifies the object's orientation in 3D space. Yaw, Pitch and Roll are terms which refer to the object's rotation around each of its own axes, as illustrated by the diagram in the upper right corner of the dialog box.

Size

Specifies the object's dimensions (height, width, and depth). You can resize an object by changing the values in each field. If the Keep Proportions option is chosen, the ratio between an object's height and width is automatically maintained.

{button ,AL("Arranging_objects_in_3D;;;;;",0,"Defaultoverview","")} **Related Topics**

Resizing objects

You can resize objects by dragging their bounding box handles with the 3D Selection tool. You can resize an object's 2D outline without affecting its extrusion depth, or you can resize an object proportionally in all three dimensions.

{button ,AL("Arranging_objects_in_3D;;;;;",0,"Defaultoverview","")} Related Topics

Aligning objects

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

For each alignment operation, you can also specify which point on the selected objects{emdash.bmp}the Min, the Center, or the Max{emdash.bmp}should be used as a reference point. The terms Min, Center, and Max refer to an object's minimum, center and maximum points relative to a particular axis. CorelDEPTH performs an alignment operation by positioning each object's reference point relative to one or two main reference points, which are determined by the initial positions of the objects.

Align

Lines up the min, center, or max of each selected object with the min, center, or max of the entire selection.

Distribute

Controls the spacing between the selected objects and distributes them evenly between the min and the max of the entire selection.

Contact

Specifies which of the selected objects contain the min, center, or max of the entire selection. That object remains stationary, while the other objects are moved to bring all of the selected objects in contact with each other.

{button ,AL("Arranging_objects_in_3D;;;;;",0,"Defaultoverview","")} Related Topics

Grouping and ungrouping objects

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

To manipulate grouped objects individually, use the Ungroup command to separate the objects.

{button ,AL("Arranging_objects_in_3D;;;;;",0,"Defaultoverview","")} **Related Topics**

Setting the light source

The Lightsource dialog box allows you to set the position of the document's light source. The position of the light source affects the appearance of Shaded surfaces.

You can set the position of the light source by moving the highlight on the surface of the sphere in the Lightsource dialog box. The location of the highlight indicates the position of the light source relative to the objects in the document. For example, when the highlight is located on the left side of the sphere, surfaces facing the left side of the document are lit and surfaces facing the right side are shaded.

{button ,AL("Composing_Illustrations;;;;;",0,"Defaultoverview","")} **Related Topics**

Creating and editing 3D objects

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

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

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

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

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

{button ,AL("create_edit_3D;;;;;",0,"Defaultoverview","")} **Related Topics**

Creating and editing text objects

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

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

Text field

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

Font

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

Style

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

Font size

Specifies the point size of new or existing text.

Scaling

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

Alignment

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

Leading

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

Word spacing

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

Letter spacing

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

{button ,AL("create_text_object;;;;;",0,"Defaultoverview","")} Related Topics

Creating and editing shape objects

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

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

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

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

{button ,AL("create_shape_object;;;;;",0,"Defaultoverview","")} Related Topics

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Creating 3D cubes

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

Replacing a shape object's outline

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

Import/Replace Outline dialog box

The Import/Replace Outline dialog box allows you to choose the 2D illustration file that contains the new outline to be used for your CorelDEPTH shape object.

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

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

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

{button ,AL("create_shape_object;;;;;",0,"Defaultoverview","")} Related Topics

Editing a shape object decal

A decal is a 2D illustration which is mapped onto the front or back face of an object using the Decal effect. If you have applied a decal to an object, you can edit it with the drawing tools.

{button ,AL("decal;create_shape_object;;;;",0,"Defaultoverview","")} **Related Topics**

Editing an object containing text

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

{button ,AL("create_shape_object;create_text_object;;;;",0,"Defaultoverview","")} Related Topics

Converting text to curves

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

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

{button ,AL("create_shape_object;;;;;",0,"Defaultoverview","")} Related Topics

Using the drawing tools

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

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

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

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

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

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

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

The 2D Primitive tools allow you to create closed paths in a rectangle, ellipse or polygon shapes. After you create a path with one of the 2D primitive tools, you can edit it with the other drawing tools.

The Rectangle tool allows you to draw rectangles and squares.

The Ellipse tool allows you to draw ellipses and circles.

The Polygon tool allows you to draw triangles and polygons.

{button ,AL("drawing_tools;;;;;",0,"Defaultoverview","")} Related Topics

Paths

A path refers to an entire shape object. The distance between two points is referred to as a segment or path segment. Paths can be open or closed. Closed paths are created by connecting the end point to the start point. Open paths do not connect the end point and start point.

{button ,AL("drawing_tools;;;;;",0,"Defaultoverview","")} **Related Topics**

Groups and combined paths

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

Grouping paths

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

Combining objects

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

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

{button ,AL("create_edit_3D;drawing_tools;Grouping_and_Ungrouping_objects;;;;",0,"Defaultoverview","")} Related Topics

No related topics were found.

No procedure topics were found.

To create an image with the Template Wizard

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

   Use the scroll bars to scroll through the sample images.
4. Type text in each text box.

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

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

{button ,AL("howto_wizard_proc;;;;;",0,"Defaultoverview","")} **Related Topics**

To create an image with the Step by Step Wizard

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

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

{button ,AL("howto_wizard_proc;;;;;",0,"Defaultoverview","")} **Related Topics**

To move the Working Plane grid along the Working Plane

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

{button ,AL("Manipulating_the_Working_Plane_proc;;;;;",0,"Defaultoverview","")} Related Topics

To move the Working Plane in 3D space

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

{button ,AL("Manipulating_the_Working_Plane_proc;;;;;",0,"Defaultoverview","")} **Related Topics**

To orient the Working Plane with the Virtual Trackball

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

{button ,AL("Manipulating_the_Working_Plane_proc;;;;;",0,"Defaultoverview","")} **Related Topics**

To send an object to the Working Plane

1. Select an object.
2. Click Arrange, Send to Working Plane.
   The object is sent to the center of the Working Plane grid, changing the perspective and focal point as defined by the Working Plane.

{button ,AL("Manipulating_the_Working_Plane_proc;;;;;",0,"Defaultoverview","")} **Related Topics**

To send the Working Plane to an object

1. Select an object.
2. Click Arrange, Send Working Plane to.
3. Choose an option from the flyout.
   You have the option of the object's front, back, left, right, top or bottom face.

{button ,AL("Manipulating_the_Working_Plane_proc;;;;;",0,"Defaultoverview","")} Related Topics

To send the Working Plane to the page

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

{button ,AL("Manipulating_the_Working_Plane_proc;;;;;",0,"Defaultoverview","")} Related Topics

To move the viewpoint

1. Click the Perspective adjustment tool.
2. Drag inside the back wall of the Perspective Box.
   As you drag, the back wall moves. The movement of the back wall is constrained by the edges of the page.
3. Release the mouse button.
   The center of the back wall determines the new viewpoint, and all objects are redrawn accordingly.

{button ,AL("Manipulating_the_Working_Plane_proc;;;;;",0,"Defaultoverview","")} **Related Topics**

To adjust the depth of the perspective

1. Click the Perspective adjustment tool.
2. Drag one of the handles on the back wall of the Perspective Box.

   As you drag, the back wall is resized around its center, leaving the horizon line and the main vanishing point unchanged.

{button ,AL("Manipulating_the_Working_Plane_proc;;;;;",0,"Defaultoverview","")} **Related Topics**

To move an object parallel to the Working Plane

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

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

To move an object perpendicular to the Working Plane

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

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

{button ,AL("Arranging_Objects_in_3D_proc;;;;;",0,"Defaultoverview","")} **Related Topics**

To move more than one object

1. Select two or more objects.

   To select multiple objects, hold down the SHIFT key while clicking objects.
2. Drag one of the selected objects to move the entire selection.

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

{button ,AL("Arranging_Objects_in_3D_proc;;;;;",0,"Defaultoverview","")} **Related Topics**

To orient an object with the Virtual Trackball tool

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

   A circle appears around the selected object. The circle represents the virtual trackball, which completely encases the object.
3. Drag within the circle to rotate the virtual trackball.

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

Note

- You can restrict an object's rotation to a single axis, parallel to the page, by clicking and dragging outside of the circle with the Virtual Trackball tool.

{button ,AL("Arranging_Objects_in_3D_proc;;;;;",0,"Defaultoverview","")} **Related Topics**

To orient more than one object

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

   A circle appears around one of the selected objects. Although only one circle appears, each object is encased in its own virtual trackball.
3. Drag within the circle to rotate all of the objects in unison.

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

Notes

- You can restrict the objects' rotation to a single axis, parallel to the page, by clicking and dragging outside of the circle with the Virtual Trackball tool.
- When you use the Virtual Trackball tool to orient objects that have been grouped, the entire group behaves like a single object—only one bounding box and one virtual trackball is displayed. All of the objects in the group rotate around a single point, retaining their positions relative to one another.

{button ,AL("Arranging_Objects_in_3D_proc;;;;;",0,"Defaultoverview","")} Related Topics

To size and position objects

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

{button ,AL("Arranging_Objects_in_3D_proc;;;;;",0,"Defaultoverview","")} Related Topics

To resize an object's 2D outline

1. Select an object.
2. Using the 3D Selection tool, drag any of the handles on the object's bounding box.

   As you drag a handle on the front or back face, the opposite corner of the face remains anchored in place while the bounding box stretches. You may change the proportions of the outline as you drag.

   To scale an object's 2D outline proportionally, hold down the SHIFT key while you drag a handle.
3. When you are satisfied with the object's new dimensions, release the mouse button.

{button ,AL("Arranging_Objects_in_3D_proc;;;;;",0,"Defaultoverview","")} Related Topics

To resize an object proportionally in 3D

1. Select an object.
2. Hold down the ALT and SHIFT keys and use the 3D Selection tool to click and drag one of the front- or back-face handles on the object's bounding box.

   As you drag a handle, the opposite corner of the bounding box remains anchored in place while the bounding box stretches.
3. When you are satisfied with the object's new dimensions, release the mouse button.

Note

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

{button ,AL("Arranging_Objects_in_3D_proc;;;;;",0,"Defaultoverview","")} **Related Topics**

To align objects

1. Select two or more objects.
2. Click Arrange, Align.
   The preview in the Alignment dialog box shows the relative positions of the selected objects.
3. Click the appropriate radio button(s) to choose the reference points for your alignment operations.
   As you work in the Alignment dialog box, the preview is redrawn to show the results of the alignment operations you choose.

{button ,AL("Arranging_Objects_in_3D_proc;;;;;",0,"Defaultoverview","")} **Related Topics**

To group objects

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

Note

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

{button ,AL("Arranging_Objects_in_3D_proc;;;;;",0,"Defaultoverview","")} **Related Topics**

To ungroup objects

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

{button ,AL("Arranging_Objects_in_3D_proc;;;;;",0,"Defaultoverview","")} Related Topics

To set the position of the light source

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

To modify 2D Styles

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

{button ,AL("styles_proc;types_of_effects_proc;;;;",0,"Defaultoverview","")} Related Topics

To specify the Current Style

1. Make sure that no objects are selected or that no documents are open.
2. In the Styles browser, click one of the full-color Style previews to choose the Current Style.
   Existing objects are not affected, but the Style you choose is applied to any new text and shape objects you create.

{button ,AL("styles_proc;types_of_effects_proc;;;;",0,"Defaultoverview","")} **Related Topics**

To change an object's Style

1. Select an object.
2. Click Edit, Style.
3. Choose a surface from the radio buttons in the upper left corner of the Style dialog box.
   A different effect can be applied to each of the five surfaces listed.
4. Choose an effect from the Effect list box.

{button ,AL("styles_proc;types_of_effects_proc;;;;",0,"Defaultoverview","")} Related Topics

To apply shading

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

{button ,AL("types_of_effects_proc;styles_proc;;;;",0,"Defaultoverview","")} Related Topics

To apply stroke and fill

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

{button ,AL("types_of_effects_proc;styles_proc;;;;",0,"Defaultoverview","")} Related Topics

To apply a gradation

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

{button ,AL("types_of_effects_proc;styles_proc;;;;",0,"Defaultoverview","")} Related Topics

To apply a decal

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

   Decals can only be applied to front and back faces.
4. Choose Decal from the Effect list box.
5. Click Choose decal.

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

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

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

   To position a decal, drag the preview of the decal within the Effects Panel. The portion of the preview that overlaps the profile of the selected surface determines the portion of the decal that actually appears on the surface.

   To scale a decal, drag one of the handles on the corners of the preview to resize the decal relative to the selected surface. Hold down the SHIFT key while you drag to resize the decal proportionally.

   Reset Size resets the decal back to its original size.

{button ,AL("types_of_effects_proc;styles_proc;;;;",0,"Defaultoverview","")} **Related Topics**

To make a surface invisible

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

{button ,AL("types_of_effects_proc;styles_proc;;;;",0,"Defaultoverview","")} Related Topics

To choose a color from the Color Picker

1. Select an object.
2. Click Edit, Style.
3. Choose Shading, Stroke & Fill, or Gradation from the Effect list box.
   These are the only effect options which allow you to choose colors.
4. Click the color preview box, located above the Color slider bars.
5. Click any color or click Define Custom Colors to expand the dialog box for creating custom colors.
   The hue and saturation of the color are determined by where you click. Click inside the color picker box to the right of the dialog box to pick a custom color. You can change the brightness of the color by dragging the brightness slider on the right side of the Color Picker.

{button ,AL("types_of_effects_proc;styles_proc;;;;",0,"Defaultoverview","")} **Related Topics**

To open a specific Style Library when you start CorelDEPTH

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

   The Style Library you choose appears in the Styles browser.

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

{button ,AL("styles_proc;;;;;",0,"Defaultoverview","")} **Related Topics**

To open a different Style Library after starting CorelDEPTH

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

{button ,AL("styles_proc;;;;;",0,"Defaultoverview","")} **Related Topics**

To create a new Style Library

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

{button ,AL("styles_proc;;;;;",0,"Defaultoverview","")} **Related Topics**

To apply a Style to one or more objects

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

   The Style you choose is applied to the selected objects.

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

{button ,AL("styles_proc;;;;;",0,"Defaultoverview","")} **Related Topics**

To add a new Style to the open Style Library

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

{button ,AL("styles_proc;;;;;",0,"Defaultoverview","")} **Related Topics**

To grab an existing object's Style

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

{button ,AL("styles_proc;;;;;",0,"Defaultoverview","")} **Related Topics**

To delete a Style

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

{button ,AL("styles_proc;;;;;",0,"Defaultoverview","")} **Related Topics**

To duplicate a Style

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

{button ,AL("styles_proc;;;;;",0,"Defaultoverview","")} Related Topics

To edit a Style

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

{button ,AL("styles_proc;;;;;",0,"Defaultoverview","")} **Related Topics**

To import objects into CorelDEPTH

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

   The File Name box shows files in the current folder with the chosen format's extension. If the file you want is in another drive or folder, choose the drive from the Drives box and the folder from the Folders box.
3. In the File Name box, type the name of the file you want to import, or choose a name from the File Name list.

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

Note

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

{button ,AL("exporting_artwork_proc;;;;;",0,"Defaultoverview","")} **Related Topics**

To export a file

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

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

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

{button ,AL("importing_artwork_proc;;;;;",0,"Defaultoverview","")} Related Topics

To create a 3D cube

1. Click the 3D Cube tool.
2. Click anywhere on the Working Plane.
3. Type values in the Depth, Width, and Height boxes to specify the proportions of the 3D cube.
   You can specify the proportions in points, centimeters, or inches.
4. Type a value in the scaling field to determine how large the cube appears on the screen, relative to its actual dimensions.

{button ,AL("create_shape_object_proc;;;;;",0,"Defaultoverview","")} **Related Topics**

To create a new text object

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

{button ,AL("create_text_object_proc;;;;;",0,"Defaultoverview","")} **Related Topics**

To change text attributes with the Text menu

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

{button ,AL("create_text_object_proc;;;;;",0,"Defaultoverview","")} **Related Topics**

To create a new shape object

1. Click in an empty area of the workspace with the 3D Selection tool to deselect all 3D objects.
2. Click a drawing tool.
   CorelDEPTH automatically enters 2D Drawing mode, hiding all 3D objects. Only the Working Plane remains visible.
3. Draw the outline for your new shape object on the Working Plane.
4. Exit 2D Drawing mode by clicking a 3D tool.

{button ,AL("create_shape_object_proc;;;;;",0,"Defaultoverview","")} **Related Topics**

To edit the outline of an existing shape object

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

{button ,AL("create_shape_object_proc;;;;;",0,"Defaultoverview","")} Related Topics

To replace the outline of an existing shape object

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

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

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

{button ,AL("create_shape_object_proc;;;;;",0,"Defaultoverview","")} **Related Topics**

To edit a Decal with the drawing tools

1. Select a shape object containing a decal with the 3D Selection tool.
2. Hold down the ALT key and click the 2D Selection tool.
3. Click a button to choose a surface to edit.

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

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

{button ,AL("create_shape_object_proc;;;;;",0,"Defaultoverview","")} **Related Topics**

To edit text in 2D Drawing mode

1. Click the 3D Selection tool.
2. Select a text object, or a shape object containing text elements.
3. Click a drawing tool.
   CorelDEPTH automatically enters 2D Drawing mode.
4. Select a text element with the Text tool.
5. Edit the text in the Text dialog box.

{button ,AL("create_shape_object_proc;;;;;",0,"Defaultoverview","")} **Related Topics**

To convert text to editable Bezier curves

1. Click the 3D Selection tool.
2. Select a text object, or a shape object containing text elements.
3. Click a drawing tool.
   CorelDEPTH automatically enters 2D Drawing mode.
4. Select a text element with the 2D Selection tool.
5. Click Text, Convert to Curves.
   The selected text is converted to editable curved paths. After text has been converted to paths, it can no longer be edited as text.

{button ,AL("create_shape_object_proc;create_text_object_proc;;;;",0,"Defaultoverview","")} Related Topics

To add a corner point with the Bezier tool

1. Click the Bezier tool.
2. Click where you want the line to begin.
3. Release the mouse button and move the cursor to the location of your next point.

   Hold down the SHIFT key to constrain the position of a new point relative to the previous point. The angle between the two points is constrained to increments of 45 degrees.

{button ,AL("drawing_tools_proc;;;;;",0,"Defaultoverview","")} Related Topics

To add a curve point with the Bezier tool

1. Click the Bezier tool.
2. Drag to add a curve point.

   As you drag, a pair of handles extends from the point. By default, each pair of handles is bound together—the two handles remain parallel to one another.
3. Release the mouse button when the shape of the curve is defined the way you want.

   Hold down the SHIFT key while you drag to constrain the angle of the handles to 45 degree increments.

   Hold down the ALT key while you drag to break apart a pair of handles. You can then move each handle independently. Continue to hold the ALT key down—if you release the ALT key before releasing the mouse button, the handles snap back together.
4. Click a path's starting point to close the path.

{button ,AL("drawing_tools_proc;;;;;",0,"Defaultoverview","")} Related Topics

To draw a new path

1. Click the 2D Selection tool.
2. Click in an empty area of the Working Plane to deselect all paths and points.
3. Click the Bezier tool.
4. Click anywhere on the Working Plane to start the new path with a corner point.
5. Drag to start with a curve point.
6. Click or drag to add each subsequent point.
   As you add each point, the segment of the path connecting the previous point to the new point is drawn.

{button ,AL("drawing_tools_proc;;;;;",0,"Defaultoverview","")} **Related Topics**

To add points to an open path

1. Click the 2D Selection tool.
2. Select one of the end points of an open path.
3. Click the Bezier tool.
4. Click or drag to add the next point.
   The segment of the path connecting the previous point to the new point is drawn.
5. Continue adding points until you are satisfied with the path.

{button ,AL("drawing_tools_proc;;;;;",0,"Defaultoverview","")} **Related Topics**

To group one or more paths

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

Note

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

{button ,AL("drawing_tools_proc;;;;;",0,"Defaultoverview","")} Related Topics

To ungroup a group of paths

1. Select a group with the 2D Selection tool.
2. Click Arrange, Ungroup.
   Selection handles appear on the object, indicating the individual points on the path.

{button ,AL("drawing_tools_proc;;;;;",0,"Defaultoverview","")} Related Topics

To create a combined object

1. Create a 2D object using the Text tool or a 2D tool.
   You can also import a 2D image.
2. Select the created or imported object.
3. Click the 2D Selection tool to activate 2D Drawing mode.
4. Create other objects using the Text tool or any of the 2D tools.
5. Use the 2D Selection tool to position the objects.
   You can also edit the Style and stroke of the objects by clicking Edit, Style.
6. Press SHIFT and select all objects to be combined.
7. Click Arrange, Combine.
   Areas where paths overlap are cut-out. You can now click the 3D Selection tool and apply extrusion, change the position with the Virtual Trackball tool, and change the Style of the entire object using the Styles command.

{button ,AL("drawing_tools_proc;;;;;",0,"Defaultoverview","")} **Related Topics**

To break apart a combined object

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

{button ,AL("drawing_tools_proc;;;;;",0,"Defaultoverview","")} **Related Topics**

To create a new document

- Click File, New.

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

{button ,AL("working_with_documents_proc;wizard_proc;;;;",0,"Defaultoverview","")} **Related Topics**

To open an existing document

1. Click File, Open.
2. Double-click the drive where the file is stored.
3. Double-click the folder where the file is stored.
4. Double-click the document name.

{button ,AL("working_with_documents_proc;importing_artwork_proc;;;;",0,"Defaultoverview","")}
Related Topics

To close a document

- Click File, Close.
  If you have not saved the document in the CorelDEPTH format (*.DEP), you are prompted to save it before closing.

{button ,AL("working_with_documents_proc;;;;;",0,"Defaultoverview","")} **Related Topics**

To save a new document

1. Click File, Save.
2. Type a name in the File Name box.

{button ,AL("working_with_documents_proc;;;;;",0,"Defaultoverview","")} **Related Topics**

To save a document under a new name

1. Click File, Save As.
2. Type a name in the File Name box.

{button ,AL("working_with_documents_proc;exporting_artwork_proc;;;;",0,"Defaultoverview","")}
Related Topics

To restore a document to its last saved version

- Click File, Revert.

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

{button ,AL("working_with_documents_proc;;;;;",0,"Defaultoverview","")} **Related Topics**

To set up a document for printing

- Click File, Print Setup.

  The options you choose are saved with your file and retained when you open your file at a later date, provided that the type of printer is the same.

{button ,AL("working_with_documents_proc;;;;;",0,"Defaultoverview","")} **Related Topics**

To print a document

- Click File, Print.

{button ,AL("working_with_documents_proc;;;;;",0,"Defaultoverview","")} **Related Topics**

To set CorelDEPTH preferences

1. Click File, Preferences.
2. Type a value in the Nudge box.
3. Choose a unit of measure from the Nudge list box.
4. Choose a unit of measure from the Default unit list box.
5. Choose a color model from the Default color model list box.
6. Set preferences for the current plane.

{button ,AL("working_with_documents_proc;;;;;",0,"Defaultoverview","")} **Related Topics**

To set the current plane preferences

1. Click File, Preferences.
2. Type a value in Grid Step.
3. Choose a unit of measure from the Grid Step list box.
4. Click the color swatch and choose a grid color from the Color Picker.

{button ,AL("howto_set_CorelDEPTH_preferences;;;;;",0,"Defaultoverview","")} **Related Topics**

To increase extrusion depth

- Drag the Extrusion Depth slider bar to the right.

Note

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

{button ,AL("geometry_proc;;;;;",0,"Defaultoverview","")} **Related Topics**

To decrease extrusion depth

- Drag the Extrusion Depth slider bar to the left.

Note

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

{button ,AL("geometry_proc;;;;;",0,"Defaultoverview","")} **Related Topics**

To change the current geometry settings

1. Make sure that no objects are selected or no documents are open.
2. Use the Extrusion Depth slider bar to increase or decrease extrusion depth.
3. Use the Bevel diagram to alter the current geometry settings.
   The new settings do not affect existing objects, but are used to extrude any new objects you create or import.

{button ,AL("create_edit_3D;geometry_proc;;;;",0,"Defaultoverview","")} **Related Topics**

To edit a text object with the Text dialog box

1. Select the text object with the 2D or 3D Selection tool.
2. Click Text, Edit Text.

To view points on a path

- Click a path to view its points.
  The points on the path become visible, but are not selected.
  Hold down the SHIFT key and click additional paths to view the points on multiple paths.
  Hold down the SHIFT key and click a path whose points are visible to make them invisible.
  Click an empty area of the Working Plane to make all points invisible.

{button ,AL("drawing_tools_proc;;;;;",0,"Defaultoverview","")} Related Topics

To select points

- Click a point to select it.
  Its color changes from white to black and its handles, if it has any, become visible.
  Hold down the SHIFT key and click additional points to increase your selection.
  Hold down the ALT key and click a path to select all of the points on the path.
  Hold down the SHIFT key and click a selected point to deselect it.

{button ,AL("drawing_tools_proc;;;;;",0,"Defaultoverview","")} **Related Topics**

To deselect points

- Click an empty area of the Working Plane to deselect all points.

{button ,AL("drawing_tools_proc;;;;;",0,"Defaultoverview","")} **Related Topics**

To move points

- Drag selected points to move them.

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

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

{button ,AL("drawing_tools_proc;;;;;",0,"Defaultoverview","")} Related Topics

To drag handles

- Select all of the points on a path and drag them to move the entire path.

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

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

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

{button ,AL("drawing_tools_proc;;;;;",0,"Defaultoverview","")} **Related Topics**

To convert a corner point to a curve point

1. Drag a corner point with no handles.

   As you drag, a pair of handles extends from the point.
2. Drag a free handle to make a curve point.

   When you click the free handle, it is re-joined with its opposite handle. As you drag, the handles move together, remaining parallel.

{button ,AL("drawing_tools_proc;;;;;",0,"Defaultoverview","")} **Related Topics**

To convert a curve point to a corner point

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

{button ,AL("drawing_tools_proc;;;;;",0,"Defaultoverview","")} **Related Topics**

To add a point

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

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

{button ,AL("drawing_tools_proc;;;;;",0,"Defaultoverview","")} **Related Topics**

To delete a point

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

Notes

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

{button ,AL("drawing_tools_proc;;;;;",0,"Defaultoverview","")} Related Topics

To delete a path segment

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

Notes

- Removing a path segment leaves adjacent path segments unchanged.
- Deleting a path segment from a closed path creates an open path.
- Deleting a path segment from an open path creates two separate open paths.

{button ,AL("drawing_tools_proc;;;;;",0,"Defaultoverview","")} Related Topics

To draw an ellipse

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

{button ,AL("drawing_tools_proc;;;;;",0,"Defaultoverview","")} **Related Topics**

To draw a circle

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

{button ,AL("drawing_tools_proc;;;;;",0,"Defaultoverview","")} **Related Topics**

To draw a rectangle

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

{button ,AL("drawing_tools_proc;;;;;",0,"Defaultoverview","")} **Related Topics**

To draw a square

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

{button ,AL("drawing_tools_proc;;;;;",0,"Defaultoverview","")} **Related Topics**

To draw a triangle

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

Note

- Hold down the SHIFT key while you click and drag to create an equilateral triangle.

{button ,AL("drawing_tools_proc;;;;;",0,"Defaultoverview","")} **Related Topics**

To draw a polygon

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

Note

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

{button ,AL("drawing_tools_proc;;;;;",0,"Defaultoverview","")} **Related Topics**

To copy Styles using the Clipboard

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

{button ,AL("style_proc;;;;;",0,"Defaultoverview","")} **Related Topics**

To use the Gradation Dial

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

Note

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

{button ,AL("style_proc;types_of_effects_proc;;;;",0,"Defaultoverview","")} **Related Topics**

To use the Gradation Precision slider bar

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

Note

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

{button ,AL("style_proc;types_of_effects_proc;;;;",0,"Defaultoverview","")} **Related Topics**

To use the Shading slider bar

- Drag the Shading slider bar to the left to lighten the maximum shading color, or to the right to darken it.

  When you drag the slider all the way to the left, the darkest regions of the selected surface appear no darker than the main color. When you drag the slider all the way to the right, the darkest regions appear solid black.

{button ,AL("style_proc;types_of_effects_proc;;;;",0,"Defaultoverview","")} **Related Topics**

To use the Highlighting slider bar

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

{button ,AL("style_proc;types_of_effects_proc;;;;",0,"Defaultoverview","")} **Related Topics**

To specify a color with the Color slider bars

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

{button ,AL("style_proc;;;;;",0,"Defaultoverview","")} Related Topics

To use the Bevel diagram

- Drag a selection handle up and in. The left handle controls the front bevel. The right handle controls the back bevel.

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

{button ,AL("geometry_proc;;;;;",0,"Defaultoverview","")} **Related Topics**

To select objects

1. Click the 3D or 2D Selection tool.
2. Click a shape or text object.

   Selection handles appear at each corner of the object. Selected text objects are surrounded by a bounding box which indicates that the entire text block is selected.

Tip

- Hold down the SHIFT key while you click to select multiple objects.

{button ,AL("working_with_documents_proc;;;;;",0,"Defaultoverview","")} **Related Topics**

To zoom in on a document

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

Tip

- You can also zoom the view in by choosing a magnification factor from the list box in the bottom left corner of the document window.

{button ,AL("working_with_documents_proc;;;;;",0,"Defaultoverview","")} **Related Topics**

To zoom out on a document

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

Tip

- You can also zoom the view out by choosing a magnification factor from the list box in the bottom left corner of the document window.

{button ,AL("working_with_documents_proc;;;;;",0,"Defaultoverview","")} **Related Topics**

To move the document in the document window

1. Click the Pan tool.
2. Drag the document.

{button ,AL("working_with_documents_proc;;;;;",0,"Defaultoverview","")} **Related Topics**

To create a custom font size

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

{button ,AL("create_text_object_proc;;;;;",0,"Defaultoverview","")} **Related Topics**

To align text

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

{button ,AL("create_text_object_proc;;;;;",0,"Defaultoverview","")} **Related Topics**

To change extrusion depth using an object's bounding box

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

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

{button ,AL("geometry_proc;;;;;",0,"Defaultoverview","")} **Related Topics**

To nudge an object

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

{button ,AL("Arranging_objects_in_3D_proc;howto_set_CorelDEPTH_preferences;;;;",0,"Defaultoverview","")} Related Topics

Importing and exporting

CorelDEPTH can import and export a number of different file formats used by other applications. You can use CorelDEPTH alone, with other Corel applications and clipart, or with other illustration programs. You can import 2D artwork into CorelDEPTH to give it depth and perspective, and then print directly from CorelDEPTH, or export your illustration back into a 2D program.

{button ,AL("importing_artwork;exporting_files;Using_the_Clipboard;;;",0,"Defaultoverview","")}
Related Topics

Importing files

CorelDEPTH can import artwork in the following file formats:

CorelDRAW v.3.0 and v.4.0 (*.CDR)

Adobe Illustrator (*.AI)

Windows Metafile (*.WMF)

Computer Graphics Metafile (*.CGM)

You can use imported artwork in a number of different ways. You can extrude the outlines in an imported file to produce text and shape objects. You can also import a file as a piece of flat artwork by setting the extrusion depth to zero. Finally, you can use imported 2D art as a Decal, applying it to the one of the faces of a 3D object.

Import dialog box

The Import dialog box allows you to import documents into CorelDEPTH in the formats listed above.

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

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

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

{button ,AL("importing_files;;;;;",0,"Defaultoverview","")} Related Topics

Importing objects into CorelDEPTH

In many cases, you may want to add new objects to a document you are already working on, rather than opening a separate file. The Import command places all of the objects from a particular 2D illustration file into your current document.

When you import a file, CorelDEPTH extrudes all of the outlines in the file and places the resulting 3D object(s) on the Working Plane. All of the objects are initially grouped together. To manipulate them separately, you must first ungroup them.

{button ,AL("importing_artwork;;;;;",0,"Defaultoverview","")} Related Topics

Opening 2D illustration files in CorelDEPTH

When most or all of the objects you wish to work with are contained in a single 2D file, the most convenient way to import them is to open the file within CorelDEPTH. Complex files may require large amounts of time and memory to open, but you can often streamline the process by simplifying the file in a 2D application before opening it in CorelDEPTH.

When you open a file from another application, CorelDEPTH automatically extrudes all of the objects in the file, using the current extrusion settings. Initially, all of the objects in the file are grouped, but they can be ungrouped and manipulated separately.

To open a file from another application, CorelDEPTH actually creates a new file, and leaves the original file intact. CorelDEPTH assigns a temporary name to each new document, consisting of the word “Doc” and a unique number (e.g., Doc1).

{button ,AL("importing_artwork;;;;;",0,"Defaultoverview","")} Related Topics

What CorelDEPTH reads from a file

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

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

Basic drawing elements

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

Text elements

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

Stroke and fill attributes

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

{button ,AL("import_report;;;;;",0,"Defaultoverview","")} Related Topics

Import report

Not all information contained in a graphics file is useful to a 3D program such as CorelDEPTH. CorelDEPTH ignores some formatting information contained in various graphic file formats. If any information was ignored, the Import Report dialog box appears, and reports on the elements of the file that were ignored.

{button ,AL("What_CorelDEPTH_Reads_from_a_File;;;;;",0,"Defaultoverview","")} **Related Topics**

Importing Adobe Illustrator files

Text layout

CorelDEPTH does not directly support all of Adobe Illustrator's powerful text-handling capabilities. If you want to import text that has been entered along a path, wrapped around a path, or entered in an irregularly shaped area, you must convert the text to outlines before exporting it from Adobe Illustrator. If you do not convert the text to outlines, it is imported as text on a straight line.

Patterns

CorelDEPTH does not support Adobe Illustrator's tiled patterns. If you want to achieve a patterned effect using Adobe Illustrator in conjunction with CorelDEPTH, you have two options:

1. Where possible, use masking instead of patterns. You can often create a similar effect, and CorelDEPTH offers full support for masking.
2. Export your finished CorelDEPTH artwork back to Adobe Illustrator and apply patterns.

Dashed lines

Dashed lines in Adobe Illustrator files are imported into CorelDEPTH as solid lines.

Placed artwork

Encapsulated PostScript (EPS) artwork that has been placed within an Adobe Illustrator document is not included when you import the Adobe Illustrator document into CorelDEPTH.

Making compound paths

Illustrator Outlines in Adobe Illustrator 1.1 lacked the capability to create compound paths. As a result, elements were often layered to create the illusion of holes in objects. This technique does not create proper holes in CorelDEPTH.

If you want to extrude an object with true holes from the outlines in an Adobe Illustrator 1.1 file, you need to enter CorelDEPTH's 2D Drawing mode and make a combined object from the original layered elements.

{button ,AL("importing_files;;;;;",0,"Defaultoverview","")} **Related Topics**

Importing CorelDRAW files

Text Effects

CorelDRAW's Fit Text to a Path feature is supported in CorelDEPTH, but the text is converted to outlines and is not editable.

Special Fills

Special bit-mapped fills such as texture fills and patterns are not retained when you import a CorelDRAW file into CorelDEPTH.

Placed Artwork

Artwork from other programs that has been placed within a CorelDRAW document is not included when you import that document into CorelDEPTH.

{button ,AL("importing_files;;;;;",0,"Defaultoverview","")} **Related Topics**

Exporting files

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

Windows MetaFile (*.WMF)

Computer Graphics Metafile (*.CGM)

Encapsulated PostScript (*.EPS)

Adobe Illustrator (*.AI)

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

Export dialog box

The Export dialog box allows you to save documents in the formats listed above.

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

Files of Type
Specifies the file format in which the file will be exported. All files in the current folder with the specified file format will be shown.

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

{button ,AL("Placing_Artwork_in_Other_Applications;;;;;",0,"Defaultoverview","")} **Related Topics**

Exporting artwork to other applications

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

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

{button ,AL("exporting_files;;;;;",0,"Defaultoverview","")} **Related Topics**

Using the Clipboard

Like all Windows applications, CorelDEPTH allows you to transfer data to and from other applications using the Clipboard.

You can paste .WMF pictures from the Clipboard into CorelDEPTH. When you paste a picture, CorelDEPTH automatically extrudes it, using the document's current geometry settings.

When you cut or copy an object from CorelDEPTH, a 2D version of the object is placed on the Clipboard, along with the object's 3D information. This allows you to paste a CorelDEPTH object into any application that reads .WMF pictures from the Clipboard.

{button ,AL("importing_artwork;exporting_files;;;;",0,"Defaultoverview","")} **Related Topics**

Using Styles

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

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

{button ,AL("using_styles;;;;;",0,"Defaultoverview","")} Related Topics

Types of Effects

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

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

{button ,AL("types_of_effects;;;;;",0,"Defaultoverview","")} **Related Topics**

Shading

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

Use original fill color

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

Custom color

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

Gradation Precision slider bar

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

Shading slider bar

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

Highlighting slider bars

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

{button ,AL("types_of_effects;;;;;",0,"Defaultoverview","")} **Related Topics**

Stroke and Fill

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

No stroke

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

Original stroke

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

New stroke

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

Weight

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

Join

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

Caps

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

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

Stroke color model

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

Original fill

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

Custom fill

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

Fill color model

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

{button ,AL("types_of_effects;;;;;",0,"Defaultoverview","")} Related Topics

Gradation

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

Starting/Ending color

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

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

Gradation precision

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

Gradation dial

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

{button ,AL("types_of_effects;;;;;",0,"Defaultoverview","")} Related Topics

Decal

Maps a 2D illustration on the front or back face of any extruded text or shape object, or on any surface of a 3D cube. You have complete control over the scaling and positioning of a decal, and CorelDEPTH automatically clips it to fit an odd-shaped surface. You can use any importable file as a decal.

{button ,AL("types_of_effects;;;;;",0,"Defaultoverview","")} **Related Topics**

Invisible

Makes a surface disappear completely. You can achieve unusual results by making faces and bevels invisible. There are no additional controls for the Invisible Effect.

Making surfaces invisible increases redraw speed and reduces file sizes. By applying the Invisible Effect to completely hidden surfaces, you can save time and disk space.

{button ,AL("types_of_effects;;;;;",0,"Defaultoverview","")} Related Topics

Default Styles

When you create or import a new object, CorelDEPTH assigns it a default Style. An object's default Style is determined by its type (text object, shape object, or 3D cube), and whether you import it from another application or create it directly in CorelDEPTH.

Default Style of an object created in CorelDEPTH

When you use the text or drawing tools to create an object, CorelDEPTH applies the Current Style to the new object. You can specify any of the Styles contained in the Styles browser to be the Current Style.

Default Style of a 3D cube

When you create a 3D cube, CorelDEPTH applies Shading to each of the six faces. Each face is assigned a unique color.

Default Style of an imported object

When you import a text or shape object from another application, CorelDEPTH applies Shading to each of the object's surfaces, taking the main colors from the original 2D outline.

The fill color of the 2D outline determines the main color of the front and back faces. If the 2D outline has no fill, CorelDEPTH makes the front and back faces of the 3D object invisible.

The stroke color of the 2D outline determines the main color of the side surface. If the 2D outline has no stroke, CorelDEPTH uses the 2D fill color as the main color for the side surface.

{button ,AL("using_styles;;;;;",0,"Defaultoverview","")} Related Topics

Modifying 3D Styles with the Color Style dialog box

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

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

Image preview

A full-color preview of the Style being edited appears in the upper right corner of the Color Style dialog box. Whenever you make a change to the Style, the preview is redrawn to show the change. The preview is interruptible—you can make further changes without waiting for it to finish redrawing.

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

The surface selector buttons

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

The Effect list box

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

Effects panel

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

{button ,AL("effects_panel;Modifying_2D_Styles;;;;",0,"Defaultoverview","")} Related Topics

Choosing colors in the Effects Panel

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

{button ,AL("effects_panel;Modifying_2D_Styles;Modifying_3D_Styles;;",0,"Defaultoverview","")}
Related Topics

Modifying 2D Styles

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

Stroke

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

Model

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

Weight

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

Join

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

Caps

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

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

Fill

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

Model

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

{button ,AL("using_styles;;;;;",0,"Defaultoverview","")} **Related Topics**

Style Libraries

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

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

{button ,AL("Customizing_a_Style_Library;;;;;",0,"Defaultoverview","")} **Related Topics**

Customizing a Style Library

You can customize a Style Library by creating new Styles, or by editing, duplicating, and deleting existing Styles. When you click Edit, Style Library, or click the maximize button in the upper right corner of the Styles browser, the Styles browser expands to display five additional buttons: New, Delete, Duplicate, Grab, and Edit.

The Styles browser's expanded mode is for customizing a Style Library only. You cannot apply Styles while the browser is expanded. To apply Styles, you must first return the Styles browser to its normal mode—click the maximize button in the upper right corner of the palette, or turn off the Style Library command in the Edit menu.

{button ,AL("opening_building_Style_Libraries;;;;;",0,"Defaultoverview","")} **Related Topics**

File menu shortcuts

CTRL + N	New
CTRL + O	Open
CTRL + W	Close
CTRL + S	Save
CTRL + I	Import
CTRL + E	Export
CTRL + P	Print
ALT + F4	Exit

Edit menu shortcuts

CTRL + Z	Undo/Redo
CTRL + X	Cut
CTRL + C	Copy
CTRL + V	Paste
CTRL + D	Duplicate
CTRL + A	Select All
CTRL + Y	Style

View menu shortcuts

CTRL + M	Fit in Window
SHIFT + F9	Wireframe

Arrange menu shortcuts

CTRL + K	Align/Distribute
CTRL + A	Align Again
SHIFT + PgUp	To Front
SHIFT + PgDn	To Back
CTRL + G	Group
CTRL + U	Ungroup
CTRL + L	Combine
CRTL + K	Break Apart
CTRL + B	Send to Working Plane

Text menu shortcuts

CTRL + T	Edit Text

Window menu shortcuts

F1	Help contents
CTRL + F1	Search for Help on

Arrange menu commands

Align/Distribute

Displays a dialog box listing alignment options. You can align selected objects along their edges (tops, left sides, right sides, or bottoms), their centers (vertically or horizontally), or to the drawing grid. If only one object is selected when you choose this command, the object is aligned to the page.

All objects are aligned by the object handles that define their boundaries. To select multiple objects, you must press the SHIFT key while making your selections.

Align Again

Performs the last Alignment. command again. Any of the options you chose in the Alignment dialog box are applied to the selected object(s). You can select new objects, or re-align the same objects.

To Front

Moves the selected object(s) to the top layer. This command only affects objects that have drawing order conflicts.

To Back

Moves the selected object(s) to the bottom layer. This command only affects objects that have drawing order conflicts.

Group

Combines selected objects into a group so you can perform operations on them as a unit. This is useful if you want to move several objects and maintain their relative spacing, or if you want to change the same attribute for several objects.

Ungroup

Returns a grouped object to its individual components.

Combine

Combines two or more shape objects (paths) to create cut-outs. Combined objects can be used to extrude shape objects with holes. You can create a combined object from two or more existing paths.

Break Apart

Ungroups objects combined using the Combine command.

Send to Working Plane

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

Send Working Plane to

Displays a flyout menu of options to set the Working Plane to any of a selected object's faces. You can also set the Working Plane to the page.

Light Source

Displays a dialog box which allows you set the position of the document's light source. The position of the light source affects the appearance of shaded surfaces.

The location of the highlight indicates the position of the light source relative to the objects in the document. For example, when the highlight is located on the left side of the sphere, surfaces facing the left side of the document are lit and surfaces facing the right side are shaded.

Edit menu commands

Undo

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

Redo

Restores changes reversed by the Undo command. Redo becomes available immediately after you select the Undo command. The name of the Redo command changes depending on the last action, e.g., Redo Style or Redo Virtual Trackball rotation.

Cut

Deletes the current selection and holds it in the Clipboard until you cut or copy something else. Select an object, character, or block of text before choosing Cut.

Copy

Copies the current selection and holds it in the Clipboard until you cut or copy something else. Select an object, character, or block of text before choosing Copy.

Paste

Copies the contents of the Clipboard into the active document.

Delete

Permanently removes the selected object(s) from the active document. It does not place a copy in the Clipboard.

Duplicate

Duplicates selected objects in the active CorelDEPTH document. The duplicated object is placed near the original and can be moved anywhere within the active document when selected.

Select All

Selects all objects in the active CorelDEPTH document. This command can be used to reposition or align all objects in the document at the same time.

Properties

Displays a dialog box showing the numerical values which specify an object's dimensions and its position and orientation in space. All values can be edited.

Style

Displays a dialog box from which you can create and/or modify the shading, fill, lines, and gradation on the front and back faces, front and back bevels, and the side surface of any selected object. This feature allows you to set the fill color, style, and the line width, color, and style as well as other special effects all at one time.

Style Library

Expands the Styles palette to display five additional buttons: New, Delete, Duplicate, Grab, and Edit. These buttons are used to add new styles to the palette, duplicate existing styles so you can develop variations of a style, grab a style from the active document, or edit any existing style.

You can also expand the Styles palette by clicking the Expand Box in the upper right corner of the palette.

File menu commands

New

Creates a new CorelDEPTH document. Displays a dialog box giving you the option to create a blank new document, use the Template Wizard, or use the Step by Step Wizard.

Open

Displays the standard dialog box for opening an existing document.

Close

Closes the active document without quitting CorelDEPTH. If you have made changes to the active document and have not saved it, a dialog box appears prompting you to save the changes.

Save

Saves the active CorelDEPTH document. If the document is unnamed, Save displays the Save As dialog box.

Save As

Displays the standard Save As dialog box for renaming the current document or saving it to another location.

Revert

Displays a dialog box so you can revert back to the last version of the current document that was saved.

Import

Displays a dialog box which allows you to import a 2D illustration file into your current document.

Import/Replace Outline

Displays a dialog box so you can change the outline of an existing shape object. This command allows you to replace the outline of a selected object with an outline contained in a 2D illustration file.

Export

Displays a dialog which allows you to save your document in a different file format so you can export it to other applications.

Print

Displays the standard Print dialog box to print an open CorelDEPTH document. The dialog box options depend on your printer. Consult your printer manual for complete information about the options in this dialog box.

Print Setup

Displays the standard Print Setup dialog box showing page size and orientation, image reduction or enlargement, and other output-related options. The dialog box options depend on your printer.

Preferences

Displays a dialog box listing CorelDEPTH defaults such as unit of measure, color and size of the Working Plane grid, default color model, and the Startup dialog box display status.

Exit

Exits CorelDEPTH and returns you to the Desktop or to another open application. If you have made changes to any open document without saving, a dialog box appears prompting you want to save the changes.

Window menu commands

Cascade

Cascades all open CorelDEPTH document windows so they are arranged in descending order, offset by the height of the Title bar.

Tile

Tiles all open CorelDEPTH document windows so they are arranged across the screen.

Arrange Icons

Arranges any minimized document icons at the bottom of the CorelDEPTH window. The icons can also be arranged manually.

Styles Browser

Shows or hides the Styles browser. A checkmark beside the command shows the browser.

Geometry Palette

Shows or hides the Geometry palette. A checkmark beside the command shows the palette.

Doc1

Lists the names of the currently open CorelDEPTH documents. To display a listed document, choose the name from the menu.

View menu commands

Status bar

Shows or hides the Status bar. A checkmark beside the command shows the Status bar.

Toolbars

Shows or hides the Toolbars. A checkmark beside the command shows the Toolbars.

Wireframe

Switches the document window to a wireframe view. A checkmark beside the command indicates you are in wireframe view.

Working Plane

Shows or hides the Working Plane grid. A checkmark beside the command shows the Working Plane.

Perspective Box

Shows or hides the Perspective Box. A checkmark beside the command shows the Perspective Box.

Fit in Window

Resizes the active document to fit to the size of the window. You can resize the window and use this command again to achieve the size best suited for the operations you are performing.

Show/Hide Clipboard

Shows or hides the Clipboard window, which contains the last text or object cut or copied. You can move, size, and close this window just as you would other windows.

Text menu commands

Font

Displays a flyout menu listing currently installed fonts. Choose a typeface from the list to change text or specify a typeface before typing. Changing the typeface affects the entire text object. If you have more typefaces than can be shown on the screen, a More Fonts item will appear at the end of the fonts list.

More Fonts

Displays a dialog box listing all available fonts, even if you have more typefaces in your system than can be shown in the Font flyout menu.

Size

Displays a flyout menu listing standard type sizes. You can also choose to create a custom size. Changing the type size affects the entire text object.

Style

Displays a flyout menu of options to style selected text. Choose a style from the list to change selected text or specify a style before typing. Changing the type style affects the entire text object.

Alignment

Displays a flyout menu of options to align the selected text.

Leading

Displays a flyout menu of options to set the spacing between lines.

Edit Text

Displays a dialog box showing the attributes for any selected text object(s). This dialog box allows you to set the type face, style, size, scaling attributes, alignment, leading, word spacing, and letter spacing at one time.

Convert to Curves

Converts selected text blocks to editable Bezier curves. The object's front and back faces, side surfaces, and front and back bevels (if the original object had these surfaces) are converted to editable paths. Available in the 2D Drawing Mode only.

Help menu commands

Contents

Displays a categorized list of Help topics available for CorelDEPTH.

Search For Help On

Displays a dialog box so you can search the CorelDEPTH help system for information about a specific topic.

How to Use Help

Displays a list of topics for using the Windows help system.

About CorelDEPTH

Displays a dialog box containing information about CorelDEPTH and its version number.

Tool command keys

All tools

Spacebar	Toggles between 3D Selection tool and last used tool

3D Selection tool

Hold down	*To*
SHIFT	Select multiple objects
SHIFT	Scale 2D outlines proportionally when dragging
SHIFT + ALT	Scale 3D dimensions proportionally when dragging
CTRL	Move the Working Plane grid along the Working Plane
CTRL + ALT	Move the Working Plane in 3D space
CTRL + TAB	Toggles between the 3D Selection tool and the Virtual Trackball tool
ALT	Move an object perpendicular to the Working Plane
ALT	Change extrusion depth when dragging
TAB	Swiches to the Virtual Trackball tool for as long as you press the TAB key.

Virtual trackball tool

Hold down	*To*
CTRL	Orient the Working Plane
CTRL + TAB	Toggles between the 3D Selection tool and the Virtual Trackball tool
TAB	Swiches to the 3D Selection tool for as long as you press the TAB key.

Zoom tool

Hold down	*To*
ALT	Zoom out by a factor of two

2D Selection tool keys

Hold down	*To*
SHIFT	View points on multiple paths
	View additional points on one path
	Make visible points on a path invisible
	Deselect a point on a path
	Constrain the movement of points relative to their previous positions to 45° increments
	Constrain the angle of a handle’s motion to 45° increments
ALT	Select all points on a path
	Break apart a pair of parallel handles

Bezier tool keys

Hold down	*To*
SHIFT	Constrain the angle of a handle’s motion to 45° increments
ALT	Break apart a pair of parallel handles

2D Primitive tools keys

Hold down	*To*
SHIFT	Create an object with proportionate sides; e.g., a circle, a square, or a polygon with all sides equal

Attitude

See Orientation.

Axis

A hypothetical linear path. The x, y, and z axes (width, height, and depth, respectively) define the directions of the 3D workspace. The axis along which an object is rotated is the axis of rotation. An object's axes are parallel to its bounding box.

Bevel

An angled cut on the edge of an object.

Bezier Curve

A path defined by the position of four control points (at the ends of the tangents of the vertices). The length and angle of the tangents describe the deviation from linear that a path follows between vertices.

Bounding box

A hypothetical box drawn around an object or group. A bounding box is the smallest rectangular box in which the object (or group) will fit completely. The bounding box is parallel to the axes of the object. The bounding box is shown (around the preview of selected objects and groups) in the Perspective window, and it is the bounding box, not the object itself, that casts the projections onto the working box grid.

Color, CMYK

The subtractive color model, used in printing. Colors are created by assembling different densities of cyan, magenta, yellow, and black pigments on a surface. When white light strikes the surface, only specific bandwidths are reflected, depending on the density of the specific pigments. The reflected bandwidths create the perceived color. Called the subtractive model because the pigments subtract (by absorption) the bandwidths of white light that do not contribute to the specified color.

Color, RGB

The additive color model, used in your computer monitor. Colors are created by adding varying degrees of red, green, and blue light.

Combining

Placing shapes inside one another and then extruding them with the result that the inner shape “cuts” holes in the larger shapes. A donut is an example of the kind of object that can be created by combining shapes.

Constrain

To restrict object movement to a particular plane, axis, or angle.

Extrusion

The process used to convert 2D objects into 3D objects. To extrude an object, CorelDEPTH pulls a 2D shape through space along a straight line, creating a solid 3D volume. The resulting 3D object has three distinct surfaces: a front face, a back face, and a side surface.

Extrusion depth

The distance between an object’s front face and back face. CorelDEPTH measures extrusion depth in points.

Group

A set of collected objects. Grouping enables a set of objects to behave as one.

Orientation

The direction in which an object faces. The compound effect of the object pitch, yaw, and roll. Usually, the most important aspect of an object orientation is its relation to other objects.

Pitch

The aspect of an object attitude that describes its angular deviation along its vertical (top-to-bottom) axis.

Plane

A hypothetical, two-dimensional construct that can exist at any attitude in space. You can think of a plane as a flat sheet of invisible paper that stretches infinitely in two dimensions.

Roll

The aspect of an object attitude that describes its angular deviation along its lateral (side-to-side) axis.

Shape

A 2D path that may be open, a line, or closed, such as an oval or a polygon.

Shape object

A 3D object extruded from 2D outlines.

Text object

A block of fully editable 3D type. A text object may consist of a single letter, a word, or even several sentences.

3D (three-dimensional)

An object or volume that exists in the dimensions of width, height and depth.

2D (two-dimensional)

A shape, path, or plane that exists in the dimensions of width and height only.

Wireframe view

One of two ways of viewing objects in the drawing window. In wireframe view, objects display in skeleton form without fills or outlines. Since the screen redraws faster in this view, you may want to use it for editing complex drawings. In normal view, you see the outlines and fills of objects as you create them. You can switch freely between views by choosing Wireframe from the View menu.

Yaw

The aspect of an object attitude that describes its angular deviation along its linear (front-to-back) axis.

Glossary

A B C E G O P R S T W Y

Attitude
Axis

Bevel
Bezier Curve
Bounding box

Color, CMYK
Color, RGB
Combining
Constrain

Extrusion
Extrusion depth

Group

Orientation

Pitch
Plane

Roll

Shape
Shape object

Text object
3D (three-dimensional)
2D (two-dimensional)

Wireframe

Yaw

Tool functions

3D Selection tool
Selects, moves and resizes 3D objects or groups of objects.

Virtual Trackball tool
Rotates objects in 3D space.

Perspective adjustment tool
Alters the 3D Perspective.

Zoom tool
Zooms the view in or out.

Pan tool
Moves the document within the window.

3D Cube tool
Creates a six-sided 3D cube.

Text tool
Creates and edits text objects.

2D Selection tool
Selects, moves, and resizes 2D objects, and edits nodes.

Bezier tool
Creates lines, draws new paths and adds points to existing open paths.

Convert Point
Converts a corner point to a curve point, or a curve point to a corner point.

Add Point tool
Adds a new point between two existing points on the same path.

Delete tool
Deletes a point or a path segment.

2D Primitive tools (Rectangle, Ellipse and Polygon tools)
Create closed paths in rectangle, ellipse or polygon shapes.