Title of Course: CoralDRAW Designer

Department of Computer Science (Entire)

1. Title: CoralDRAW Designer
2. Year of implementation:2020

Structure of Skill Development Course

Duration	Theory Hours	Practical Hours	Total Hours	Credits	No. of students in batch
6 Month	20	30	50	03	30

Syllabus

Learning Objectives:
At the end of the course the students will be able to
1. Design various graphical content
2. Explain the ways Coral draw works
3. Study of layers, objects.
4. Understand working of layout tools, printing & File format.

Unit I: CorelDraw Interface: (10)
Starting and quitting CorelDraw X7, Object Overview, Tools Overview and study, Working with multiple drawings, Undoing, redoing, and repeating actions, zooming, panning, and scrolling, works with lines, outlines and brushstrokes.

Unit II: Object, and Layers, Text: (10)
Working with layers, Set Default Font and Size Artistic Text, Text effects, Working with color, changing the transparency of objects, Adding and manipulating text, formatting text, filling objects.

Learning Outcomes:
At the end of this student will be able to:
- Create various designs using Coral Draw.
- To operate coral draw and its various tools.
- Formatting files, printings, and apply layouts.

REFERENCES:
1. CorelDraw Training - Back to the Basics and Beyond
2. CorelDraw X7 the Official Guide - Gary David Bouton

BOS Sub Committee:

1. Mr. R.P. Waghamare

BOS Expert Committee:

1. Mr. Jaydip Kumar   - Educational Expert
2. Mr. Mithun Majgaonkar   - Industrial Expert

Course Outcome

- After Completion of CoralDRAW course student Work as Graphics Designer or Assistant of Graphics Designer
- Start-up Business in Graphics Designing