Coral Draw

Course Credit: 6 (Th-2 + Pr 4)

Marks: 50 (ESE: 3 Hrs) + 50 (Practical)   **Pass Marks ESE= 40**

Duration: Six Months

Aim and Objective:

Coral Draw is an important software that is used in various fields including Print Media, Logos, Advertising, and Designs.

Learning Outcome:

Students equipped with the knowledge of Coral Draw can take up jobs in the fields Print Media, Advertising, Freelancing etc.

Examination:

The examination pattern will be as follows: End-Semester Examination: 50 marks Theory and 50 marks Practical

MD·Riyaz
24-01-25

THEORY LECTURES: 20

Unit 1: Pre-Production (5 Lectures)
Introduction to Pre Production, Requisites, Workflow

Unit 2: Understanding Perspective (2 Lectures)
Vanishing Horizons, One Dimension, Two Dimensions, Three Dimensions, One Point Perspective, Two Point Perspective, Three Point Perspective, Camera Angles

Unit 3: Understanding Gesture (2 Lectures)
Anatomy, Figure Drawing, Line of Action, Changes in line of action to express attitude, Body Language, Pose Construction, Dynamic and Expressive poses, Balance and Center of Gravity,
Motion and Action

Unit 4: Character Development (2 Lectures)
Types of Characters, Cartoon, Fantasy, Realistic, Anthropomorphic, 2-head Characters, 4- head Characters, 5-head Characters

Unit 6: Storyboard Making (2 Lectures)
Rules for Storyboarding, Simplify, Focus, Combine characters, Camera Movements, Cut scenes, Pre Viz. and Animatics for Animation.

Unit 7: Introduction to Coral DRAW (2 Lectures)
Interface, Navigation, Selecting and Manipulating Objects, Tools, Text

Unit 8: Designing with CorelDraw (3 Lectures)
Fundamentals of Designing, Document Settings for Covers, Cards, Book Covers, Brochures, Advertisements, Banner, Web Graphics

Unit 9: Advanced Effects (2 Lectures)
Printing, Layouts and Layers, Symbols, Clipart, Layers Styles, Templates, Bitmaps, Exporting

PRACTICAL LECTURES: ~~100~~ 60

Unit 1: Types of Strokes on Paper *(2 Lectures)*
Vertical and Horizontal, Round and Spiral, Rhythmic and Zigzag, Wave, Circle
and Triangles, Rectangle and Squares, Sphere.

Unit 2: Perspective Drawing on Paper *(10 Lectures)*
One Point Perspective, Two Point Perspective, Three Point Perspective.

Unit 3: Stick Figure Drawing on Paper *(8 Lectures)*
Anatomy, Drawing Stick Figures, Basic Human Proportions, Line of Action,
Balance, Pose Construction, Scribbling, Live Sketching .

Unit 4: Character Development on Paper *(5 Lectures)*
Drawing types of Characters, Cartoon, Fantasy, Realistic, Anthropomorphic,
Character Construction with Basic Shapes, Character Blocking, Character
Dynamic Poses

Unit 5: Model Sheets on Paper *(10 Lectures)*
Creating Character Model Sheets, Front view, Side View, Three-fourth view,
Aligning

Unit 6: Shapes & Graphics in CoralDRAW *(25 Lectures)*
Drawing and Shaping Objects, Arranging Objects, Working with Logos & Artistic
Text.

Unit 7: Designing with CoralDRAW *(20 Lectures)*
Tools for Designing, Design Covers, Cards, Book Covers, Brochures,
Advertisements, Banner, Web Graphics

Unit 8: Advanced Effects in CoralDRAW *(20 Lectures)*
Printing, Layouts and Layers, Special Page Layouts, Arranging Objects, Using
Symbols and Clipart, Using Layers Styles and Templates, Interactive Effects,
Custom Creation Tools, Working With Bitmaps, Exporting Drawings.

Suggested Readings

1. *The Animator's Survival Kit Book by Richard Williams*
2. *Anatomy & Drawing by Victor Perard*
3. *The Art of the Storyboard: A Filmmaker's Introduction, Second Edition Paperback by John Hart*
4. *Adventures In The Screen Trade by William Goldman*
5. *CorelDRAW X7 - Official Guide by Gary David Bouton*
6. *Bring it Home with CorelDRAW by Roger Wanbolt*