

# Creating a logo

Welcome to CorelDRAW®, a comprehensive vector-based drawing and graphic-design program for the graphics professional.

In this tutorial, you will create a logo based on a butterfly. This is what the final logo will look like:



## What you will learn

In this tutorial, you will learn how

- to set up a custom page size
- to use the **Artistic media** tool
- to use the **Shape** tool
- to duplicate objects
- to mirror objects

# Setting up the drawing

To start making the logo, you will first create a new document and set the page size.

## To set up the drawing

1 Click **File** ▶ **New**.

2 On the property bar, type 5 in the **Paper width** and **Paper height** boxes




## Drawing the butterfly

To draw the first butterfly wing, you will use the Artistic Media tool to give the logo a playful, hand-drawn feel. You will then fine-tune the wings with the Shape tool by manipulating the nodes in the Artistic Media stroke. You will also duplicate and mirror the Artistic Media stroke to create the second wing.

### To draw the butterfly wing

1 In the toolbox, click the **Zoom** tool .

2 From the **Zoom levels** list box on the property bar, choose **To width**.

3 In the toolbox, click the **Artistic media** tool .

4 From the **Preset stroke list** list box on the property bar, choose a stroke that is tapered at both ends




5 In the **Artistic media tool width** box, type **.177**.

6 On the color palette, click a **Red** color swatch.

7 In the **Uniform fill** dialog box, ensure the **Graphics** check box is enabled, and click **OK** to apply the color to graphics.

8 Drag in the drawing window to create one of the butterfly wings.

### To fine-tune the butterfly wing

1 Click the **Shape** tool .


2 Drag any node in the stroke to modify the butterfly wing to your liking.

This is what the butterfly wing looks like:

## Example Wing



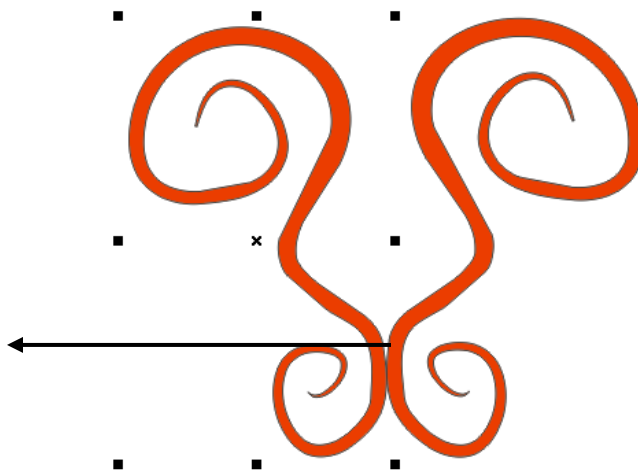
To Duplicate the butterfly wing:

- 1 Click the **Pick** tool  in the toolbox, and click the butterfly wing.
- 2 At the top of the screen find the "copy" and "paste" buttons.

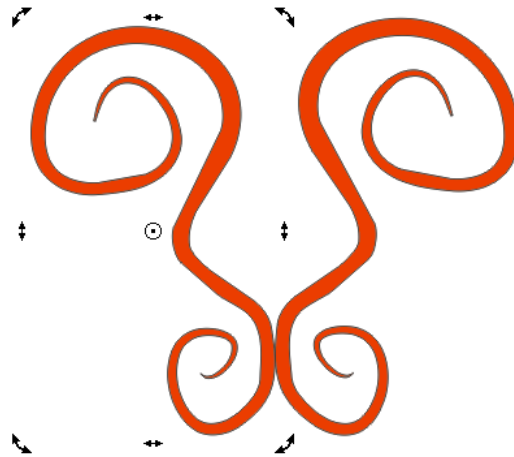


First click "copy" and then "paste". This places a replica of the wing **directly over the top** of the original wing.

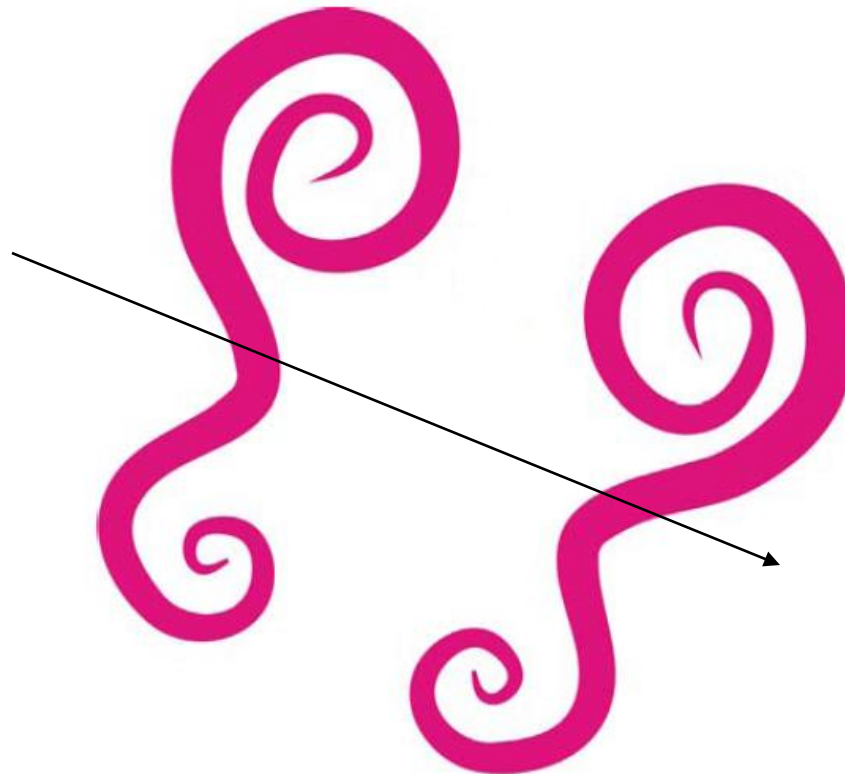
- 3 Click the sizing "Handle" on the middle right section of the box. Drag it slowly to the left to change the orientation of the wing.





- 4 Next click the selected wing again to cycle through to the "rotate" handles.



- 5 Grab a corner and "spin" the wing so that it is at the same angle as the original.
- 6 Next, grab the wing and position it so it mirrors of the original, and re-position it again so that it looks like the example below. You may have to do some additional rotating to get it right.



## To draw the body of the butterfly

- 1 Click the **Artistic media** tool .
- 2 From the **Preset stroke list** list box on the property bar, choose the stroke that is tapered at one end and thin at the other .
- 3 Now, you'll add the head. In between the two wings, draw a circle that is approximately centered between the wings.



- 4 Now you'll add the body by drawing an ellipse below the head.

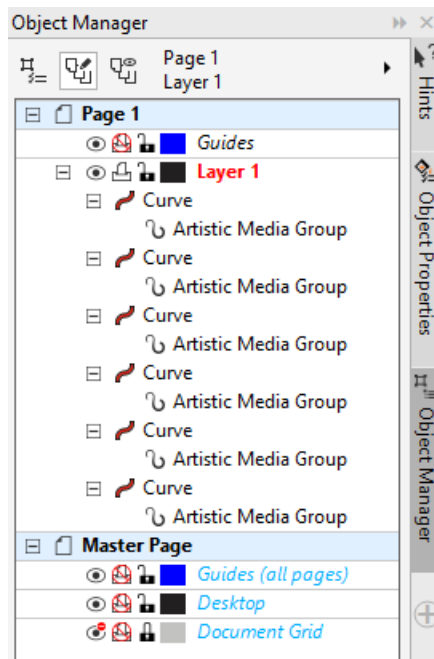


- 5 To finish the butterfly, draw two antennae.

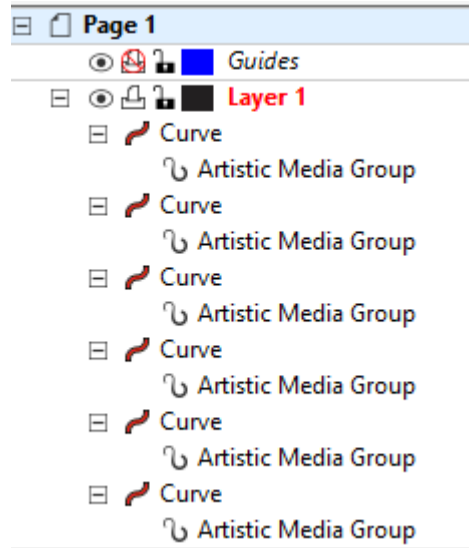


## Layers

- 1 Look at the right side of your screen. You will see a tab titled *Object Manager*. Click it to view its properties. You will see two main areas labeled "**Master Page**" and "**Page 1**".



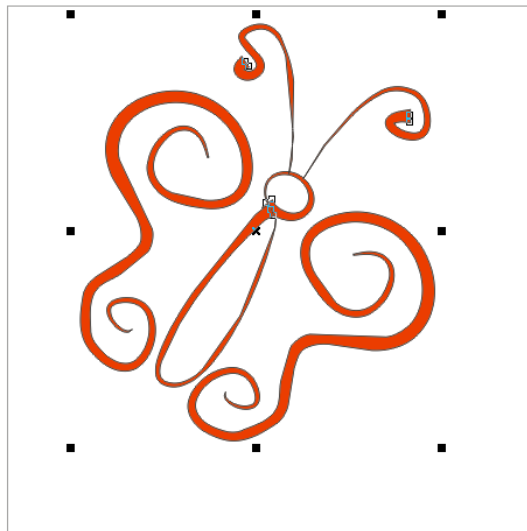
- 2 The objects of the Butterfly you just created are located under Layer 1.



- 3 You can click on each individual object, and it will highlight on your workspace. Click on different curve layers and observe each corresponding object become selected in the workspace. You can also move these objects up and down by clicking and dragging (handy for later on).

### Grouping and Ungrouping Multiple Objects


- 1 Your Butterfly should be created with 6 individual vector objects. You can temporarily group many objects together easily, so that they all act as one unit.
- 2 **Drag a box** around your butterfly, so that all objects are selected at once.

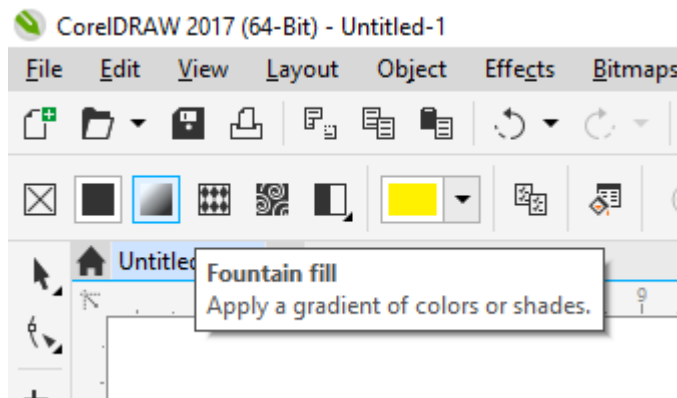


- 3 Use the keyboard shortcut **Ctrl+G** to *Group* all the objects together.
- 4 Now, if you click on any section of the drawing, it will all move, and can be re-sized as a single entity. You can re-size by clicking and dragging the “handles” located at the corners and sides of the group.

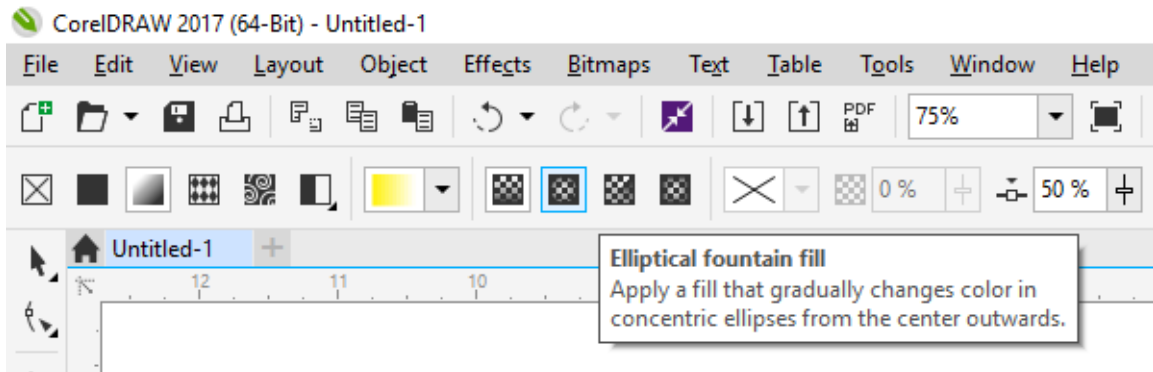
(**note:** to **UNGROUP** objects, use the keyboard shortcut **Ctrl + U** )

### **Background**

- 1 You can add a custom fill background to place behind your butterfly drawing.
- 2 First, click on the Rectangle drawing tool at the left of your screen. 
- 3 Drag a rectangle shape carefully across the workspace area. Make sure it matches up to the borders of your drawing.
- 4 Go to the right side of your screen and left click on bright yellow from your color picker. This will change the fill color to yellow. Then right click on yellow to change the outline color. The yellow square will entirely cover your butterfly drawing.
- 5 Apply a gradient to the square. Go to the lower left of your tools palette, and click the “Interactive Fill” button. Then look toward the top of the page to find “Fountain Fill” and click it.

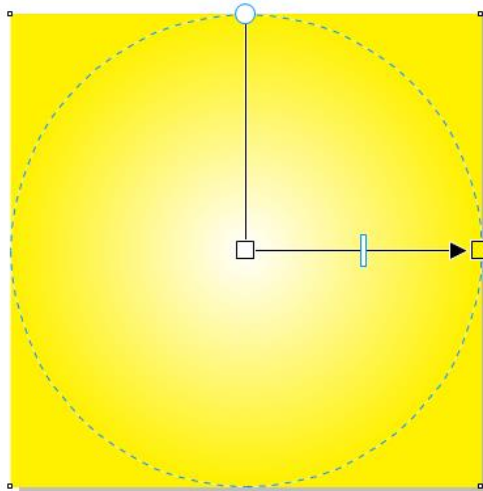


- 6 A basic gradient fill will appear on your yellow block. To change it to an **Elliptical Fill**, click the checkerboard button shown below.





Your yellow block will now look like this



- 7 Next go back to your **Object Manager** menu. You will see the yellow “**rectangle**” layer above your group of 12 objects.
- 8 Click and drag your yellow rectangle *down* so that it ends up below the group of objects which is your butterfly.
- 9 Your yellow gradient box should now be behind your butterfly, and is now a background, similar to the example below.



**Grading:** 1) All parts of the butterfly are drawn, 2) Accuracy of the replication, 3) Objects are grouped, 4) Yellow block has an elliptical fountain fill, 5) Background beneath butterfly, 6) saved with correct filename

## **Saving your file**

- 1 Save all your finished works to your student folder to be turned in later. There is a proper way to do this for every project, in order to get credit for your work.
- 2 Go to **File > Save As** and browse to your student folder.
- 3 Name your file properly. The proper way to name your file is to type your last name, then a brief hint of what the file actually is.
- 4 EXAMPLE: If Mr. Page was saving the file, it would look like this –  
"Page butterfly"
- 5 **Always write your last name first when saving a file.** This way you will get credit when you eventually turn it in.
- 6 Use the "Save As" process to turn your file into the Computer Graphics **Inbox**