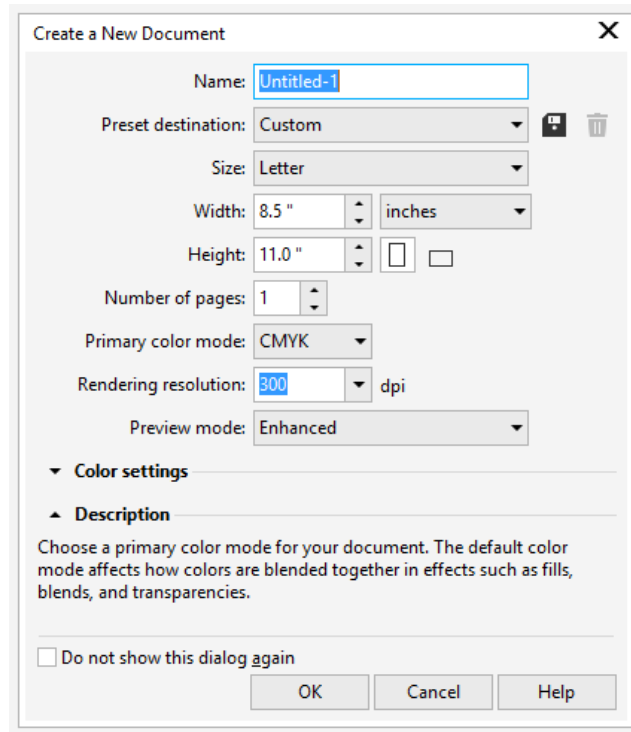


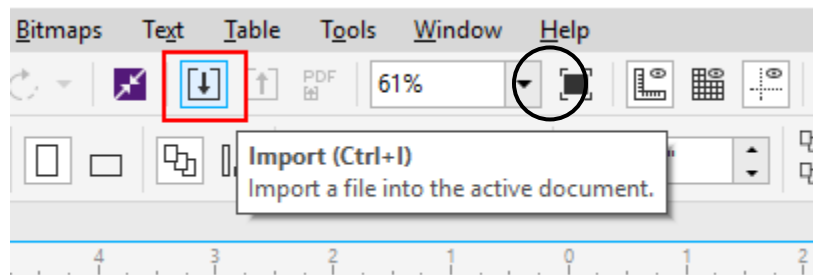
Ancient Cell Phone

Tracing an Object and Drawing with Layers

- 1) Open Corel Draw. Create a blank 8.5 x 11 Document.



- 2) Go to the “**Import**” option and browse to the **Graphics 1 > Lessons** folder

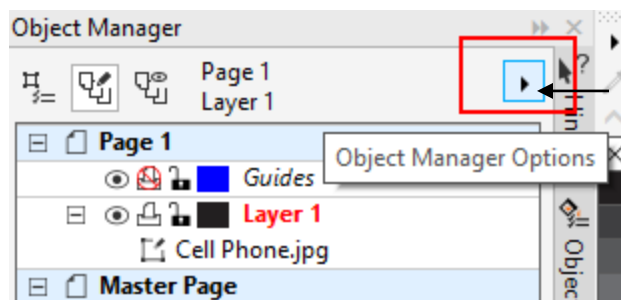


- 3) Find the “Cell Phone” file and double-click to **Import**.
- 4) Next, click and drag a box in your document that will size your image. Try it and you’ll see.

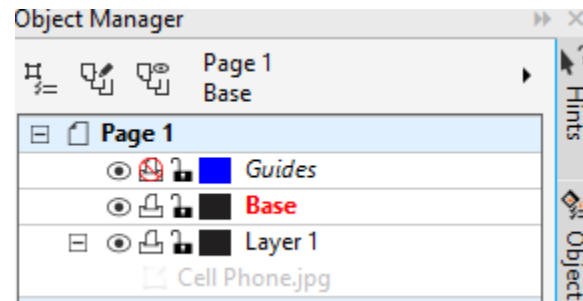
5) Re-size your picture so that it fits within the boundaries of your workspace.



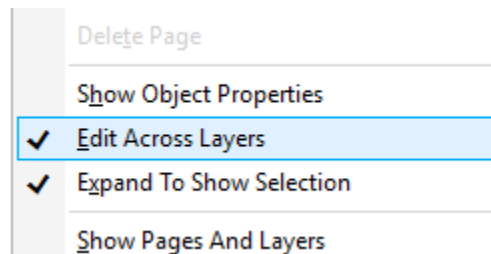
6) Create a new Layer to trace the drawing with. Go to your “Object manager” and click the small arrow in the right corner.



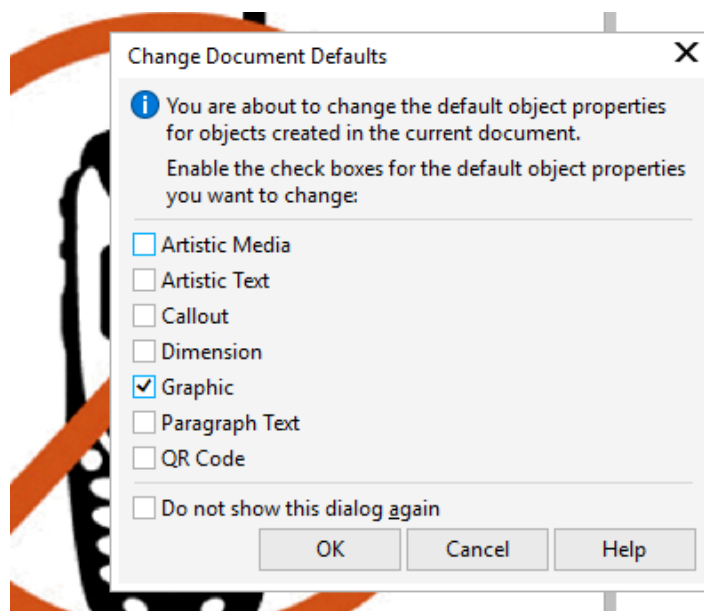
- 7) From the drop down list, click “**New Layer**”. You will now have a highlighted layer called Layer 2. **Re-name** this new layer to “**Base**”.



- 8) Now go back and click on the small arrow in the corner again. From the dropdown list click “**Edit Across layers**”. This will uncheck the option.

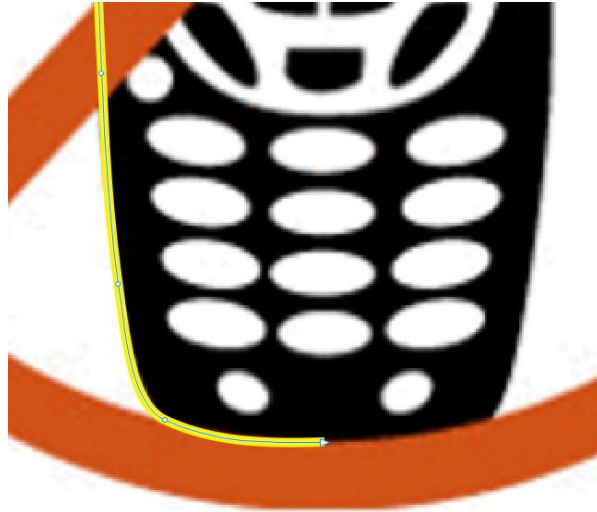


- 9) Now you can draw over the top of the cell phone pic without accidentally selecting it, as long as you stay on the “**Base**” layer.
- 10) Next, begin tracing the outline of the phone exactly. Click the **3-Point Curve tool**, and then go the line width selector dropdown. Choose **3pt line** for because you’re a beginner. You are now setting the default line width for the rest of your drawing. If a box pops up, click **OK**



11) Begin at a bottom corner of the phone, and slowly make a 3-pt curve line that begins and ends along part of the curve of the phone. Remember, **CLICK > HOLD > RELEASE**. Then adjust the curve of your line and click again to set it.

HINT: Right click on the color **Yellow** to temporarily change the color of your line to make it more visible

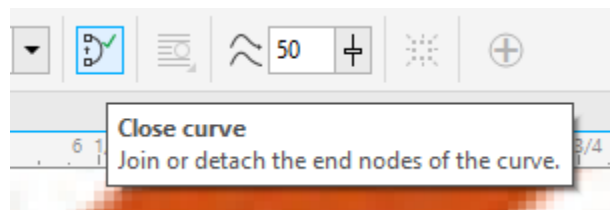


12) Draw in small increments, connecting one line section to the next as you go. Simply hover your mouse over the endpoint of your last line, and when the cursor **changes to a slanted arrow** the computer will connect your line.

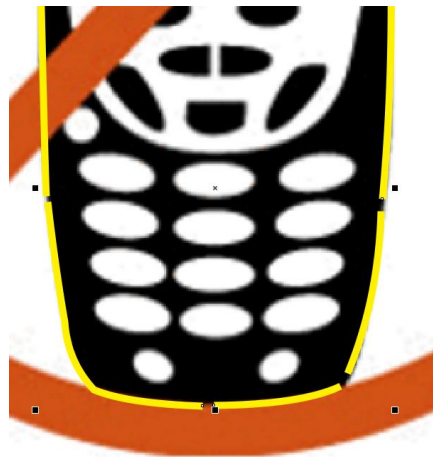
13) Carefully work your way around the outline of the drawing. This will take some practice at first, so don't be discouraged!!!!



- 14) When you get the outline traced, be sure to connect it with the beginning point of your line. It should all be one single line that connects to form a single OBJECT that you can fill.
- 15) Test your drawing by click any fill color. If the outline completely fills, then success and click the X at the top of the color picker to clear it. **Skip to step 17 if this is the case.**
- 16) If it does not fill then you have a break(s) in your outline.
- a. If you have a break: Click on your outline and move it to see where the break is. If the whole thing moves with you, then there is 1 break, and all you do is find the “Close Curve” button and click it.

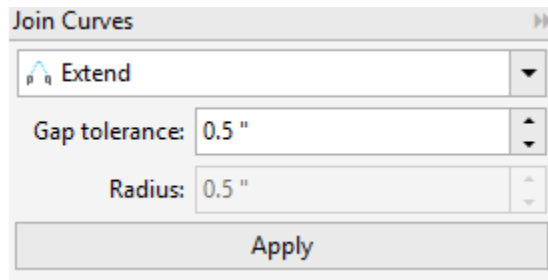


- b. If you have multiple breaks: Then you must locate each individual line segment. Hold the **Shift** key and click on each segment in turn until they are all selected at once.



Now go to **Object > Join Curves**. A new **Join Curves Docker** will appear to the right.

Adjust the Gap Tolerance setting so that it is **.5** then click apply



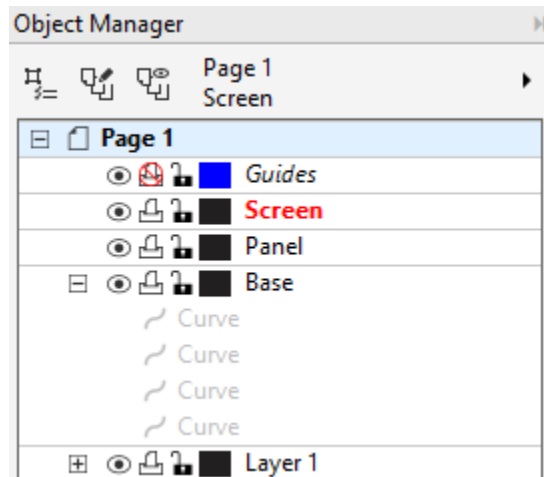
If you did it right, then all the different line segments will be joined into **1** and you'll have a single object that you can fill.

17) Next, Begin tracing the white interior panel using the same method. Create a **new layer** on your Objects Manager and name it **Panel**.

18) Make sure to connect all line segments, and join the beginning point with the end point.



19) Next, make a **new layer**, and name it **Screen**.



20) Choose the **Rectangle** tool and draw a square that matches the size of the screen of the phone. Position it over the original screen.

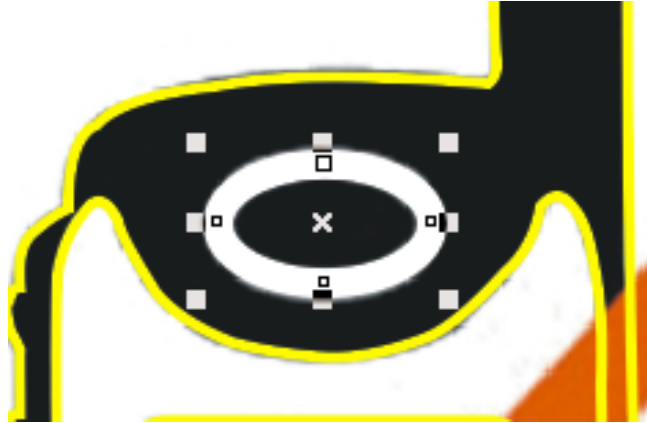
21) Make sure your square is still selected. Click the **“Shape”** button. Grab a corner of your rectangle, and gently **“pull”** it. Your corners will become rounded! Match the outline to the screen. **Left-click Black** to fill it, and **Right-Click black** for the outline to change from yellow the black as well.



22) Now create a **new layer** following the same process as before. Re-name it **“Buttons”**

23) Next, select the ellipse tool. Draw an oval approximately matching the one over the screen. Then, change the line width to **8pt** (**note:** depending on how large or small you made your cell phone picture to begin with, this size might change. Find the correct line width)

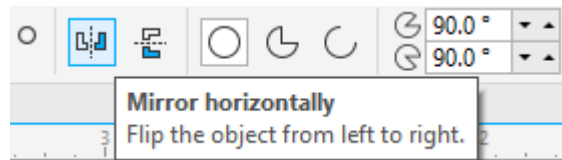
24) **Right Click** the color **White** to make your new oval outline white.



25) Next, draw the buttons on the lower section of the phone. Again, use the oval tool to recreate the outline of the button. 3 pt line should be fine. Remember to use the “**rotate**” option and the “**shape**” tool to fine tune your objects.

HINT: Use copy and paste to save time. Hit **Ctrl+C** and **Ctrl+V** and rapidly place your buttons

HINT: Use the **Mirror** buttons to “flip” new objects back and forth without having to rotate by hand

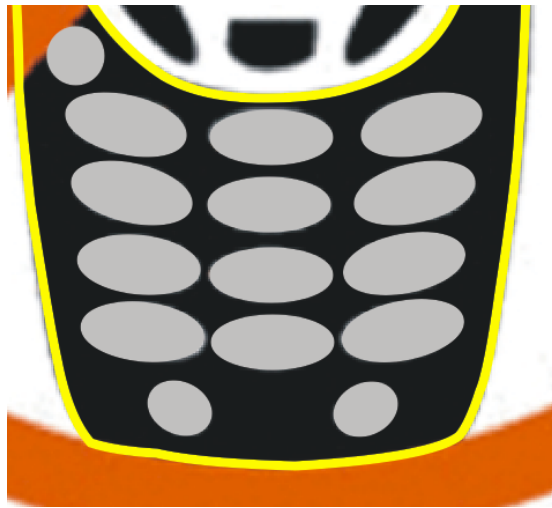


26) Create the small buttons on the lower half.



27) Next, drag a box around all the buttons you just created. **Left-Click** a light “gray” fill from your color palette to fill all the buttons at once (you can also hold Shift and click each individual button to add it to the selection)

28) With all the buttons still selected, **Right-Click** the same gray fill to change the outline line color to match.



29) Now trace the buttons in the middle of the phone. You may need to use a combination of ellipses and the 3-Point curve tool. Remember **copy and paste** and the **mirror** button.



- 30) Hold down the **Shift** key, and carefully click on each button that you just drew to select them all at the same time.
- 31) When all buttons are selected, click the **Black** fill from your color palette, and then **right click** black to change the outline color to match.



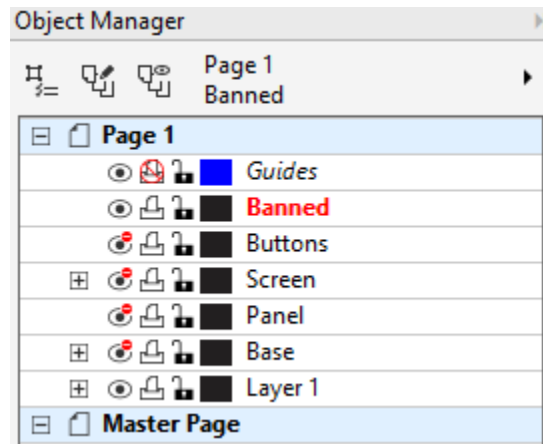
- 32) Go to your **Object Manger** again. Scroll down and find the “**Panel**” layer. Click on it to activate.
- 33) Click on the Panel outline to select it. Now click **White** to fill it, and **right click White** to change the outline color to match.
- 34) Next click on the **Base** layer, then the outline of the phone. Now click **black** to fill it, and **right click** black to change the outline.



35) Congratulations, you have just drawn an ancient cell phone and made it so that they're NOT banned in the process. Now let's ban them.

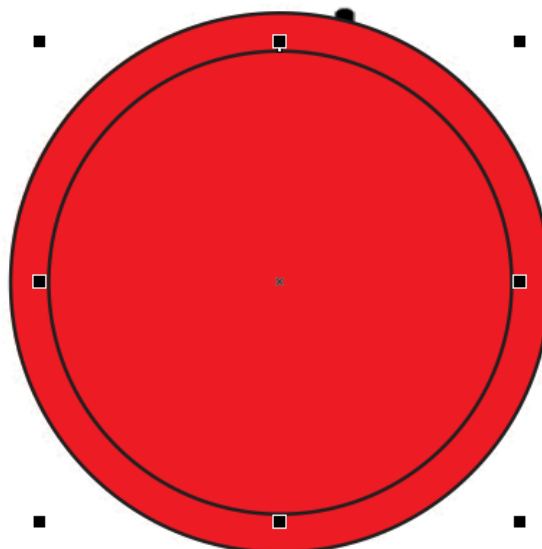
36) Create a new layer, name it **Banned**.

37) Look at your object manager. Notice that there is an **Eye** icon to the left of each layer. If you click the eye, you can **turn off the visible objects** of that layer. Go through and turn off the eyeball for each layer, with the exception of **Banned Layer One**.



38) Hold down **Ctrl** and drag a circle that is the approximate size of the red circle on your screen. Release the mouse first, then release **Ctrl**. You can then adjust the size manually to match the red circle. Fill it **Red**.

39) Now **copy and paste** the circle you just made. Hold down **Shift**, and use the sizing handles to shrink the new circle. Shrink it down so it resembles the example below. This is called "**Constraining**"



40) Make sure both circles are selected. Use the **Front Minus Back** option you practiced previously.



41) Next drag a rectangle across the circle that is close to the width of the circle (we're not getting too exact here) and use the rotate feature to turn it correctly. Fill it **Red** too.



42) Hold **Shift** to select both the circle and the rectangle. Then use the **Weld** button.



43) Now, **turn off** the **Eyeball** for **Layer 1**

44) Turn **ON** all the Eyeballs for **all the rest of the layers**. You can now view your freehand work as it will be turned in.

45) Check it over, make any tweaks or adjustments with the **Shape** tool. Save your file as "**Last name phone**" to the Inbox.