

Workspace tour

Welcome to Corel PHOTO-PAINT®, a powerful bitmap image-editing application that lets you retouch existing photos or create original graphics.

In this tutorial, you will become familiar with the terminology and workspace of Corel PHOTO-PAINT.

What you will learn

In this tutorial, you will learn

- to understand terms used in Corel PHOTO-PAINT
- to navigate the application window
- to identify tools in the workspace

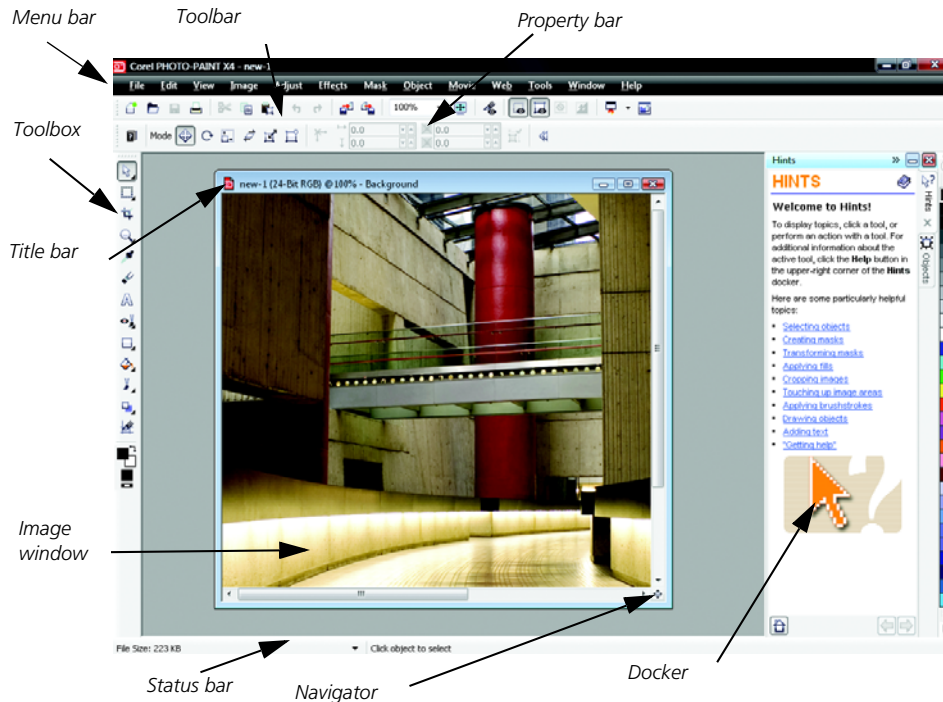
Understanding the terminology

Before you get started with Corel PHOTO-PAINT, you should become familiar with the following terms.

Term	Description
Channel	An 8-bit grayscale image that stores color or mask information for an image
Editable area	An area of a mask that allows paint and effects to be applied to a selected area of an image
Image	A file that you open or create with Corel PHOTO-PAINT
Lens	An object layer that protects part or all of an image when you perform color and tonal corrections
Mask	A method of defining protected areas and editable areas in an image during image editing
Object	An independent bitmap that is layered above the background image
Path	A series of line and curve segments connected by adjustable endpoints ("called nodes")
Thumbnail	A miniature, low-resolution version of an image

Using the application window

The Corel PHOTO-PAINT application window contains elements that help you access the tools and commands you need to view and edit images. Application commands are accessible through the menu bar, toolbox, property bar, toolbars, and dockers.



The following table describes the main components of the application window.

Part	Description
Menu bar	The area that contains drop-down menus with commands grouped by category
Property bar	A detachable bar with controls that change according to the tool that is active
Toolbar	A detachable bar that contains shortcuts to menu commands and other controls. The standard toolbar contains shortcuts to basic commands, such as opening, saving, and printing.
Toolbox	A bar that contains tools for editing, creating, and viewing images. The toolbox also contains the color control area, which lets you select colors and fills.







Part	Description
Image window	The area in which the image appears. Although multiple image windows can be open at the same time, you can apply commands only to the active image window.
Title bar	The area on the image window that displays the title of the image
Navigator	A button that lets you view a thumbnail of the entire image so that you can focus the image window on a specific area. The Navigator is available only if some image areas exceed the image window.
Docker	A window that provides access to additional commands and image information. The Hints and Objects dockers are displayed by default.
Status bar	An area that displays image information, system information, and tips






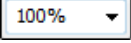








Workspace tools

Application commands are accessible through the menu bar, toolbars, property bar, dockers, and toolbox. The property bar and dockers provide access to commands that correspond to the active tool or current task. The property bar, dockers, toolbars, and toolbox can be opened, closed, and moved around your screen at any time.

Toolbars

Toolbars consist of buttons that are shortcuts to menu commands. The standard toolbar consists of commonly used commands. The following table explains the buttons on the standard toolbar.

Click this button	To
	Start a new image
	Open an image
	Save an image
	Print an image
	Cut selected objects and copy them to the Clipboard
	Copy selected objects to the Clipboard

Click this button	To
	Paste the Clipboard contents into an image
	Undo the last action
	Redo the last action
	Import an image
	Export an image
	Change the zoom level
	Display a full-screen preview
	Show or hide the image slicing grid
	Show or hide the mask marquee
	Show or hide the object marquee
	Clear a mask
	Invert a mask
	Start Corel applications
	Open the Welcome screen

Corel PHOTO-PAINT also has toolbars for specific kinds of tasks. For example, if you frequently work with masks, you can display the **Mask/Object** toolbar. Unlike the controls on the property bar, the contents of a toolbar remain the same.

To hide or display a toolbar

- Click **Window ► Toolbars**, and click a toolbar.

A check mark next to a toolbar name indicates that the toolbar is displayed.



Property bar

The property bar displays controls that are commonly used with the active tool. Unlike the contents of toolbars, the content of the property bar changes, depending on which tool is active. For example, when you use the **Text** tool, the property bar changes to display text-related settings, such as font type, font size, and alignment.

More advanced options for the active tool can be accessed on the extended property bar. A button with a double arrow at the end of the property bar lets you open or close the extended property bar.



To open or close the extended property bar

To	Do the following
Open the extended property bar	Click the Open advanced options button  .
Close the extended property bar	Click the Close advanced options button  .

Dockers

Dockers display controls such as command buttons, options, and list boxes. Some dockers also include additional visual information about the tools or image elements. You can keep dockers open while you work on an image.

You can attach, or dock, dockers to either side of the application window, or you can float, or undock, them so you can move them in the application window while you work. You can also minimize dockers to save valuable screen space. If you open more than one docker at a time, the windows stack on top of each other and have tabs that let you quickly access the docker that you want.

An example of a docker is the **Objects** docker. The **Objects** docker displays thumbnails of the image background and each object layer, as well as command buttons and options related to objects.

To open a docker

- Click **Window** ► **Dockers**, and click a docker.

To move a docker

- Drag the title bar of the docker to a new location.

To undock a docker, drag it away from the left or right edge of the application window. To dock a floating docker, drag it toward the left or right edge of the application window.


To minimize a docker

To minimize	Do the following
A floating docker	Click the roll-down arrow on the title bar of the docker.
A docked docker	Click the double arrow on the title bar of the docker. A tab appears along the right side of the application window.

Status bar

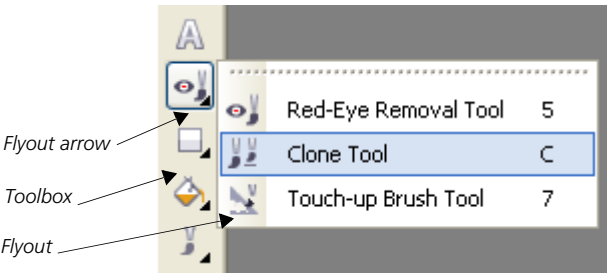
The status bar displays information about the image, system memory, and the active tool. To help you with your current task, you can change the type of information that is displayed. For example, if you are working with images that have different dimensions, you can display the dimension of the current image.

To change the type of information displayed on the status bar

- Click the arrow  on the status bar, and click one of the following:
 - **File size**
 - **Current tool**
 - **Document dimensions**
 - **Color mode**
 - **Memory**

Toolbox



The toolbox contains tools for editing, creating, and viewing images. Some of the tools are visible by default, while others are grouped in flyouts. Flyouts open to display a set of related tools. A small arrow in the lower-right corner of a toolbox button indicates a flyout. The last tool used in a flyout appears in the toolbox. For example, the **Red-eye removal** tool appears in the **Touch-up tools** flyout by default, but if you use another tool in the flyout, such as the **Clone** tool, the **Clone** tool appears in the toolbox with the flyout arrow. Flyouts also function as toolbars when you drag them away from the toolbox. This lets you view and easily access all related tools while you work.










In addition to tools, the color control area appears in the toolbox. The color control area lets you choose colors and fills.

The following table describes the tools and other controls that appear in the Corel PHOTO-PAINT toolbox and shows how certain tools are grouped in flyouts.



Pick tools

	The Object pick tool lets you select an object.
	The Mask transform tool lets you edit the shape of editable areas.

Mask tools

	The Rectangle mask tool lets you define rectangular editable areas.
	The Ellipse mask tool lets you define elliptical editable areas.
	The Freehand mask tool lets you define irregularly shaped or polygonal editable areas.
	The Lasso mask tool lets you define editable areas that are irregular in shape and surrounded by pixels of similar colors.
	The Magnetic mask tool lets you detect the areas that contrast in color with the surrounding areas. The tool then lets you place a mask marquee along the edges of these areas.
	The Magic wand mask tool lets you define irregularly shaped editable areas containing all pixels that are adjacent and similar in color to the pixel that you first select.
	The Brush mask tool lets you define an editable area by brushing as if you were painting.

Zoom tools

	The Zoom tool lets you change the magnification level in the image window.
	The Pan tool lets you drag areas of an image into view when the image is larger than the image window.

Crop tool



The **Crop** tool lets you remove unwanted areas and straighten crooked images.

Eyedropper tool



The **Eyedropper** tool lets you choose colors from an image.

Eraser tool



The **Eraser** tool lets you erase image areas or object areas to reveal the object or background underneath.

Text tool



The **Text** tool lets you add text to your image and edit existing text.

Touch-up tools



The **Red-eye removal** tool lets you remove the red-eye effect from the eyes of subjects in photos.



The **Clone** tool lets you duplicate a part of an image and apply it to another part of the same image, or to another image.



The **Touch-up brush** tool lets you improve an image by blending textures and colors to remove imperfections, such as tears, scratch marks, and wrinkles.

Shape tools



The **Rectangle** tool lets you draw square or rectangular shapes.



The **Ellipse** tool lets you draw circular or elliptical shapes.



The **Polygon** tool lets you draw polygons.



The **Line** tool lets you use the foreground color to draw single or joined straight-line segments.



The **Path** tool lets you create and edit paths.

Fill tools



The **Fill** tool lets you fill areas with one of four fill types: uniform, fountain, bitmap, or texture.



The **Interactive fill** tool lets you apply a gradient fill to an object, selection, or entire image.

Brush tools



The **Paint** tool lets you use the foreground color to paint on an image.



The **Effect** tool lets you perform local color and tonal corrections on the image.



The **Image sprayer** tool lets you load one or more images and paint them on your image.



The **Undo brush** tool lets you restore image areas to their appearance before your last brushstroke.



The **Replace color brush** tool lets you replace the foreground color in your image with the background color.

Interactive/Transparency tools



The **Interactive dropshadow** tool lets you add shadows to objects.



The **Interactive object transparency** tool lets you make the colors of an object fade gradually toward the image background color.



The **Color transparency** tool lets you create transparent pixels in an object from pixels that have a specific color value.



The **Object transparency brush** tool lets you brush areas of an object to make them more transparent.

Image slicing tool



The **Image slicing** tool lets you cut a large image into smaller sections that can be modified for the Web.

Color control area



The **color control area** lets you choose colors and fills. The color control area consists of three swatches: a **Foreground color** swatch, a **Background color** swatch, and a **Fill color** swatch. The arrow lets you swap the foreground color and the background color, and the **Reset color** icon lets you return to the default colors.

From here . . .

You can explore Corel PHOTO-PAINT on your own, or you can learn more by completing other CorelTUTOR™ tutorials.

For more information about the topics and tools presented in this tutorial, see the Help. To access the Corel PHOTO-PAINT Help, click **Help ► Help topics**.

Copyright © 2007 Corel Corporation. All rights reserved. All trademarks or registered trademarks are the property of their respective owners.