

Freeform Computer Design for Quilters: Introduction to Corel Draw

with Caryl Bryer Fallert

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2 day class

What you must know to take this workshop:

- How to plug in your computer and make it work.
- Basic windows operations: How to open and close files and programs
- How to use your mouse or track ball
- How to select, copy, cut, and paste
- How to switch between programs which are open

On the first day of this class, Caryl will demonstrate many of the computer techniques she uses in designing her own quilts. She will lead you through a series of simple exercises so that you can try each of the functions of the program, and familiarize yourself with what it does and how it can be used in designing quilts. This will include freeform designs as well as square blocks. We will start with the simple, basic stuff, and build on that. You will have a chance to try each operation yourself before we move on to the next level.

On the second day we will work with original freeform designs. You will have a chance to scan your original pencil drawings into the computer so they can be manipulated and colored. If you have designs you want to work on, bring them along. If not, Caryl will lead you through some simple design exercises to develop a workable design.



To see the computer design process for some of Caryl's quilts, look at the following page
http://www.bryerpatch.com/wkshps/computer_design_links.htm

Caryl works in Corel Draw so that is the drawing program she will be teaching. Many of the same functions can be done in other programs, but she is not familiar with all of the programs which are available. As of November 2002, Caryl is working with Corel Draw, Version 8, which is not the latest version (note: she may have upgraded by the time this class meets in 2004)

What to Bring:

- ❖ Ultra fine point sharpie marker
- ❖ Copier paper and paper for taking notes
- ❖ **Hardware:**
 - Computer: It is strongly suggested that you bring your own computer if at all possible. If you do not have a laptop you can probably get by with just your processor, monitor, keyboard, and mouse. Caryl will have a scanner/printer you can use, so you don't need to bring one unless you want to.
 - Blank floppy discs or cd's for sharing files. (please check the supply list on Caryl's website before the class. We may be able to use a smart card reader for sharing files by the time of the class)
 - Surge protector strip for plugging in your computer.
 - Mouse pad if you use a mouse.
- ❖ **Software:**
 - **Vector Drawing Program:**
Some version of Corel Draw (8, 9, 10 or whatever is available before the class) installed on your computer. **It does not have to be the latest and greatest.** You should be able to find a copy of Corel Draw 8 or 9 on eBay, www.pricewatch.com or at a used software store for \$100.00 or less. Get the "graphics" version, which includes Corel Photo Paint, rather than the "office" version.
 - **Trace program:**
Adobe Streamline is recommended for tracing your drawings. Corel OCR trace can be used for the same function but it is not as precise. If you want to wait, you can do the class with Corel OCR Trace, and decide later if you want to buy Streamline.