



**Karmaveer Bhaurao Patil University,
Satara**

Syllabus for

Skill Level 5 (Coral Draw Designer)

Under

Faculty of Science and Technology

(As per NEP 2020)

With effect from Academic Year 2025-2026

SKILL DEVELOPMENT PROGRAM

Title of Skill Course: Coral Draw Designer

1. Department: Computer Science (Entire)
2. Title: Coral Draw Designer
3. Sector: IT
4. Year of implementation: 2025

Course Structure

Skill Level	Theory Hours	Practical Hours	Total Hours	Credits	No. of students in batch
5	15	30	45	02	30

Syllabus

Course Objective: Students should be able to...

1. Design various graphical content.
2. Explain the ways coral Draw Works
3. Understand working of layout tools, printing & File format.

Theory Syllabus (Contact Hrs.: 15, Credits: 01)

Unit I: Coral Draw Interface

(07)

Starting and quitting CorelDraw X7, Object Overview, Tools Overview and study, Working with multiple drawings, Undoing, redoing, and repeating actions, zooming, panning, and scrolling, Working with lines, outlines and brushstrokes.

Unit II: Photoshop Basics

(08)

Working with layers, Set Default Font and Size Artistic Text, Text effects, working with Color, changing the transparency of objects, Adding and manipulating text, formatting text, filing objects.

Practical's (Contact Hrs: 24hrs, Credits: 01)

1. Open CorelDRAW X7, create a new document, explore and label the interface elements (toolbox, property bar, dockers, etc.). Save and close the document.
2. Create two different drawings in separate tabs; use copy-paste between documents. Use Undo, Redo, and Repeat on both.
3. Draw straight and curved lines using different tools. Apply different outline widths, colors, and brushstroke styles.
4. Draw a complex shape (e.g., flower or logo). Practice navigating the document using Zoom, Pan, and Scroll. Annotate the shapes.
5. Create a poster layout using rectangles, circles, and lines. Combine, align, and distribute objects with customized outlines.
6. Open an image and duplicate it into multiple layers. Adjust opacity levels for each layer and practice layer arrangement (send to back, bring to front).
7. Create an artistic text design using different fonts, sizes, styles, and effects (drop shadow, bevel, emboss). Adjust character and paragraph formatting.
8. Use the Fill tool, Gradient tool, and Paint Bucket to color different parts of an image. Practice with solid color and gradient fills.
9. Configure default font and text size. Create a text-based graphic (e.g., quote poster) using the new default settings.
10. Design a simple logo with text and shapes. Remove the background to make it transparent and save the file in PNG format.

Course Outcome: Students will be able to...

1. Create various designs using Coral Draw.
2. Operate Coral Draw and its Various tools
3. Formatting files, printings and apply layouts

References:

1. Bouton, Gary David. *CorelDRAW X5: The Official Guide*. New York: McGraw-Hill Education, 2010.
2. Altman, Steve. *CorelDRAW 12: The Official Guide*. New York: McGraw-Hill/Osborne, 2004.
3. Singh, Satish Jain, and Kratika. *Learning CorelDRAW X7*. New Delhi: BPB Publications, 2015.
4. Bhardwaj, Pradeep. *CorelDRAW X7 in Simple Steps*. New Delhi: Dreamtech Press, 2015.

BOS Sub Committee

Sr No	Name Of Member	Designation
1	Mr. R.P. Waghmare	Chairman
2	Ms. M.S. Nawadkar	Member
3	Ms. Pradnya Doke	Academic Expert
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