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The Only Corel-Authorized Guide to CorelDRAW X5 Learn to create outstanding fine art and eye-catching commercial graphics with one powerful tool! CorelDRAW X5: The Official Guide is your comprehensive reference and workbook to get you started designing visually captivating CorelDRAW artwork. Learn, step by step, how to create the illustrations you've imagined, quickly assemble layouts for print and package designs, import and edit photos, master the art of typography and the science of color theory, make 3D scenes from 2D objects, and apply special effects to ordinary pictures. Packed with expert techniques and advice for creating professional-quality art, this is your one-stop CorelDRAW X5 reference and hands-on guide. Create drawings that look like paintings using the Artistic media and Free Transform tools, Mesh Fill, and the Smudge and Roughen brushes Master the Curves tools, including the new B-Spline tool Design logos, brochures, and other business items in a flash with the layers and page options features Use CorelDRAW as a desktop publishing program Create 3D objects with the Extrude tool Make your drawings look photorealistic with transparency, shadows, glows, and lens effects Import, edit, and retouch photos, including camera RAW files Go from novice to retouching pro with PHOTO-PAINT--the Suite's advanced image-editing application Master more than the tools--learn how to create impressive artwork with the guidance of an expert Gary David Bouton has used CorelDRAW professionally for more than 15 years and is the author of six books covering previous versions. He was a 1992 finalist in the CorelDRAW World Design Contest. A former advertising art director, Gary has received four international awards in design and desktop publishing and has written several other guides on digital graphics, including Xara Xtreme 5: The Official Guide.

The Only Corel-Authorized Guide to CorelDRAW X5 Learn to create outstanding fine art and eye-catching commercial graphics with one powerful tool! CorelDRAW X5: The Official Guide is your comprehensive reference and workbook to get you started designing visually captivating CorelDRAW artwork. Learn, step by step, how to create the illustrations you've imagined, quickly assemble layouts for print and package designs, import and edit photos, master the art of typography and the science of color theory, make 3D scenes from 2D objects, and apply special effects to ordinary pictures. Packed with expert techniques and advice for creating professional-quality art, this is your one-stop CorelDRAW X5 reference and hands-on guide. Create drawings that look like paintings using the Artistic media and Free Transform tools, Mesh Fill, and the Smudge and Roughen brushes Master the Curves tools, including the new B-Spline tool Design logos, brochures, and other business items in a flash with the layers and page options features Use CorelDRAW as a desktop publishing program Create 3D objects with the Extrude tool Make your drawings look photorealistic with transparency, shadows, glows, and lens effects Import, edit, and retouch photos, including camera RAW files Go from novice to retouching pro with PHOTO-PAINT--the Suite's advanced image-editing application Master more than the tools--learn how to create impressive artwork with the guidance of an expert Gary David Bouton has used CorelDRAW professionally for more than 15 years and is the author of six books covering previous versions. He was a 1992 finalist in the CorelDRAW World Design Contest. A former advertising art director, Gary has received four international awards in design and desktop publishing and has written several other guides on digital graphics, including Xara Xtreme 5: The Official Guide.

El Manual Imprescincible de CorelDRAW X5, el único libro editado en español sobre CorelDRAW X5, avalado por el CorelClub.org y recomendado por la propia Corel Corporation. El libro que tiene en sus manos, incluye numerosas ilustraciones y ejercicios prácticos que le harán más sencillo el aprendizaje de CorelDRAW, el programa de diseño vectorial líder en la plataforma PC desde hace más de 20 años. El contenido está organizado en 20 capítulos que siguen un orden lógico para optimizar el tiempo de aprendizaje. Mostrando desde las técnicas de dibujo de formas básicas, hasta la edición avanzada de nodos, la creación de formas complejas y la aplicación de todo tipo de efectos especiales. Incluye también técnicas de vectorización automática, tratamiento digital de imágenes y exportación a formato Web. Este manual emplea la metodología didáctica idónea para utilizarlo como libro de texto en centros de formación o escuelas de diseño, incluyendo ejercicios prácticos explicados paso a paso con archivos de prácticas que puede descargar de la Web de Anaya. Con este manual, el lector conocerá de primera mano los secretos y trucos que han convertido a CorelDRAW en el programa más versátil para la realización de todo tipo de diseños. Poniendo a su alcance los conocimientos para aprender a manejar el programa como un verdadero profesional.

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The Corel-Authorized Guide to CorelDRAW®—Updated for CorelDRAW X8 This thoroughly revised guide offers complete coverage of CorelDraw X8, including the revamped interface and brand-new features. CorelDRAW X8: The Official Guide shows anyone—from a beginner to an experienced illustrator—how to create top-drawer commercial graphics and exquisite artwork. You will learn to draw photorealistic illustrations, use shortcuts to create complex art, lay out text like a pro, add special effects, and transform 2D objects into 3D graphics. The book features tips for printing high-quality work that matches what you've designed on your monitor. • Work in the customizable interface redesigned to reflect Windows® Metro style • Explore and understand the software's menus, palettes, and dockers • Lay out brochures, flyers, and other multi-page documents • Add paragraph, artistic, and custom-shaped text to your designs • Search the Content Exchange for fonts, vector patterns, background designs, and the Get More docker • Use the Perspective, Extrude, Smear, Twirl, Attract, Repel, and Distortion tools • Incorporate lens effects, transparency, shadows, glows, and bevels • Put all the elements together in a professional, visually compelling way with layout and design tips from the author

Offers tips and tricks for creating artwork using the graphics application, covering such topics as using object tools, working with text, and creating animations.

The only official guide to CorelDRAW—fully updated throughout to cover all the new features of the latest release CorelDRAW X The Official Guide is the one-stop tutorial/reference for learning how to create gorgeous graphics for a variety of print and web uses. Veteran graphic designer and author Gary Bouton shows you how to use the new product features, and shows off beautiful graphics and techniques in this Corel-authorized guide. Packed with examples and techniques, this book delivers details no CorelDRAW user can afford to be without! Ideal for beginners through experts getting started on the new release, the book explains how to install the software, use the illustration and drawing tools, work with text, apply colors, fills, and outlines, apply special effects, and work in 3D. CorelDRAW X The Official Guide Offers hundreds of tips, tricks, and shortcuts that show how to get the most out of product features, not just what the features do Includes online access to 30+ video tutorials of hands-on instruction from the author, plus CorelDRAW native files, stock images for tutorials in Corel PHOTO-PAINT, custom typefaces designed by the author, and other useful starter pieces for learning CorelDRAW Includes a full-color insert demonstrating results of various filters and effects Provides a comprehensive CorelDRAW X reference as well as drawing tips and illustration techniques Discusses print and web use and potential issues Explains how to use PHOTO-PAINT, Corel's image-editing tool

There has been an attempt to make this book survive through rapidly changing IT World. As you must know, computer world is evolving at a great pace so we should prepare for the latest technologies. Super Computer is a series of computer books for primary and middle class students providing an insight into the world of computer technology. All the textbooks have been designed to make the learning engaging and interactive.

The fundamental mathematical tools needed to understand machine learning include linear algebra, analytic geometry, matrix decompositions, vector calculus, optimization, probability and statistics. These topics are traditionally taught in disparate courses, making it hard for data science or computer science students, or professionals, to efficiently learn the mathematics. This self-contained textbook bridges the gap between mathematical and machine learning texts, introducing the mathematical concepts with a minimum of prerequisites. It uses these concepts to derive four central machine learning methods: linear regression, principal component analysis, Gaussian mixture models and support vector machines. For students and others with a mathematical background, these derivations provide a starting point to machine learning texts. For those learning the mathematics for the first time, the methods help build intuition and practical experience with applying mathematical concepts. Every chapter includes worked examples and exercises to test understanding. Programming tutorials are offered on the book's web site.

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