
LESSON 9 CREATING A DESIGN LIBRARY

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9. CREATING A DESIGN LIBRARY

This lesson will deal with creating and managing a design library. We will also see how to design a block for a quilt, adding it to the design library and work with it to design a quilt.

9.0 Objectives

After going through this Lesson, you should be able to

- Create objects and use duplicate options.
- Create design for quilt.

9.1 Introduction

As designs are created using symbols and other tools in CorelDraw for various purposes, they can be saved for re-use in different projects. This is possible by saving the designs, symbols and symbol instances to the design library. CorelDraw allows creation and management of a design library for sharing the designs and symbols through Symbol Manager.

9.2 Management of Design Library

A design library is a collection of designs, symbols and symbols instances created using CorelDraw or imported from other places into CorelDraw. This library can be managed by adding or deleting objects to the existing library or creating different library for different designs.

9.2.1 To add a collection or library

1. Click Window → Dockers → Symbol Manager.
2. In the tree, click Local Symbols or Network Symbols.
3. Click the Add library button
4. Locate and choose a collection or library.
5. Click OK.

9.2.2 To delete a collection or library

1. In the Symbol manager docker, click a collection or library.
2. Press Delete.

9.2.3 To add a symbol to an existing library

1. Click File → Open.
2. Choose the drive and folder where the library is stored.
3. Choose CSL - Corel Symbol Library from the Files of type list box.
4. Choose the library file where you want to add a symbol.
5. Paste a symbol to the document.
6. Save the library file.

9.2.4 Sharing symbols between drawings

In CorelDRAW, each drawing has its own library of symbols, which is part of the CorelDRAW (CDR) file. Symbols can be shared between drawings by copying and pasting. Copying symbols to the Clipboard leaves the originals in the library.

Instances of a symbol can also be copied and pasted to and from the Clipboard. Pasting a symbol instance places the symbol in the library and also places an instance of the symbol in the drawing. Subsequent pasting will place another instance of the symbol in the drawing without adding to the library. If a modified symbol instance is pasted into a drawing, the new instance maintains the properties of the original instance, and the new symbol definition in the library maintains the properties of the original symbol. Symbol instances are copied and pasted in the same way other objects are.

Self-check Questions

1. What is a design library?
 2. What is the need of a design library?
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9.3 Designing a Block for a Quilt

This section will explain how to use one feature of the program to duplicate the blocks and still be able to work with them all at the same time.

The first step in designing a quilt will be designing the main block as shown in the figure below (Fig. 9.1). Though CorelDraw does not offer a library of blocks, it can be created by designing one block and adding it to the library as discussed in the previous section.

The steps involved are:

2. Set page to a custom size of 12 inches by 12 inches.
3. Under Grid and Ruler setup, set a grid size of four ticks to the inch.

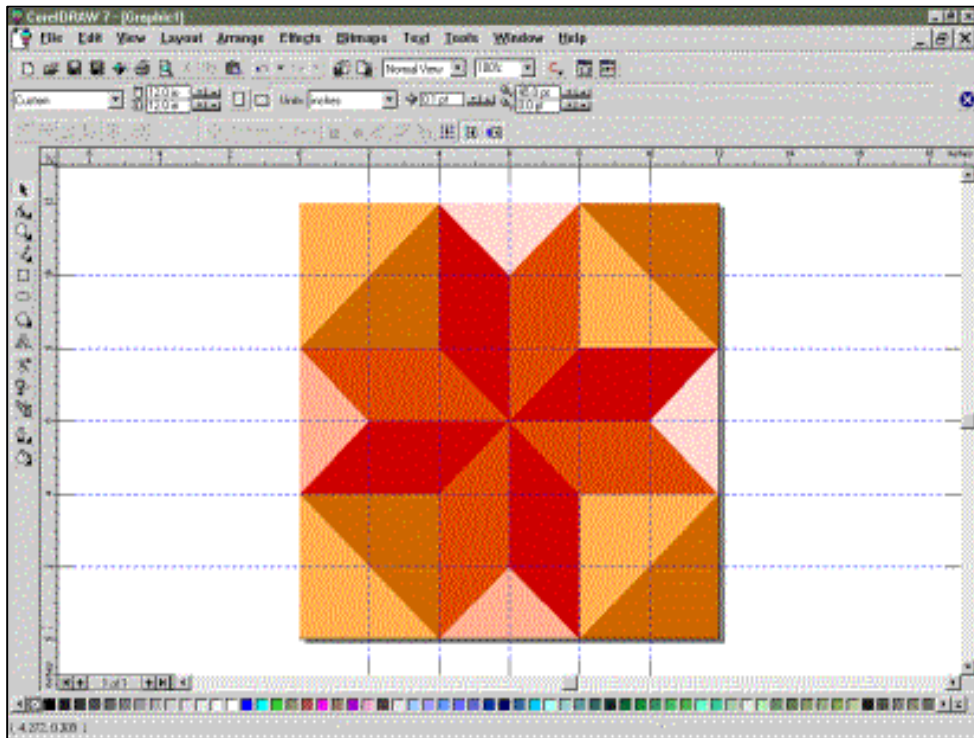
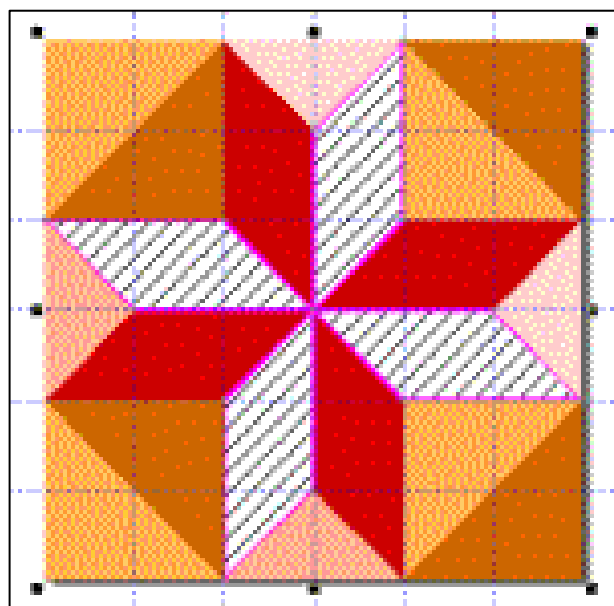


Fig. 9.1 Designing main block

4. Select "Snap to Grid" and "Snap to Guidelines" on tool bar.
5. Create guidelines at 2-inch intervals.
6. Draw the parts of the block using the bezier curve tool by clicking on the corners, using the guides set up. Some of the pieces need to be flipped and rotated into position. A sample block shown here is based on a basic 8-pointed star. (Fig. 9.2).

TIP: Clicking the right mouse button while dragging or rotating an object will create a duplicate of the object, leaving the original unchanged.



9.2 Sample block

7. Finalize those pieces in the block, which will be of the same colour or fabric. In this case, four parts of the star are of the same fabric.
8. Shift-select those four parts from the drawing and then "Combine" them into one shape.
9. Repeat Step 7 for all the parts that share a fabric colour. In the above sample, there are 6 shapes made of pieces which share a fabric colour: Rust (shown as the hatched area), dark rust, gold, brick, dark peach, and light peach.
10. Finally, select all the parts of the block and group them and save.

This is the master block. This block can be added to the library for future work.

9.4 Designing a Quilt

A quilt design is made up of blocks of similar design, placed side by side or at different angles to each other, depending on the quilt design. We will see how to create a quilt design using the block created in the previous section.

The steps involved are:

1. Open a new document and set up the page with the final quilt size.
2. Enable "Snap to Grid" and "Snap to Guidelines".
3. Set up guidelines at intervals equal to the size of the block.
4. Set the grid to one tick per inch.
Steps 2, 3, 4 will make it easy to position the block and its duplicates.
5. Drag guidelines from the rulers or use the "Guidelines Setup" dialog (under the "Layout" menu).
6. Import the block into the document, or use copy and paste from the open block drawing.
7. Place the master block in the upper left corner (Fig. 9.3).
8. Selecte the master block, pick "Clone" from the "Edit" menu (Fig. 9.4).

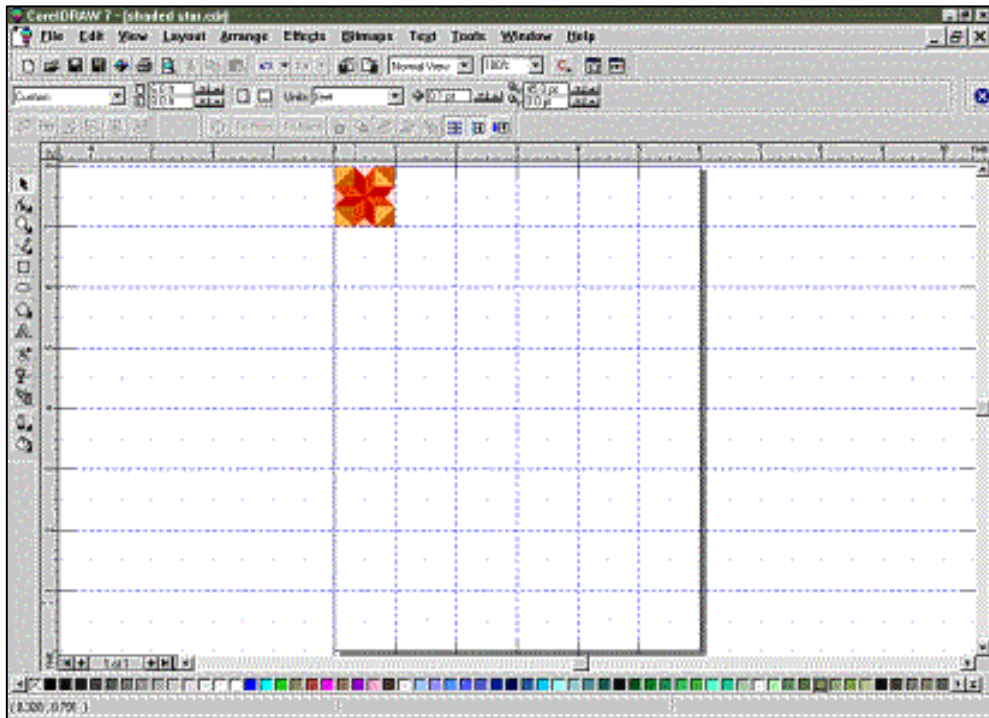


Fig. 9.3 Placing master block in upper left corner

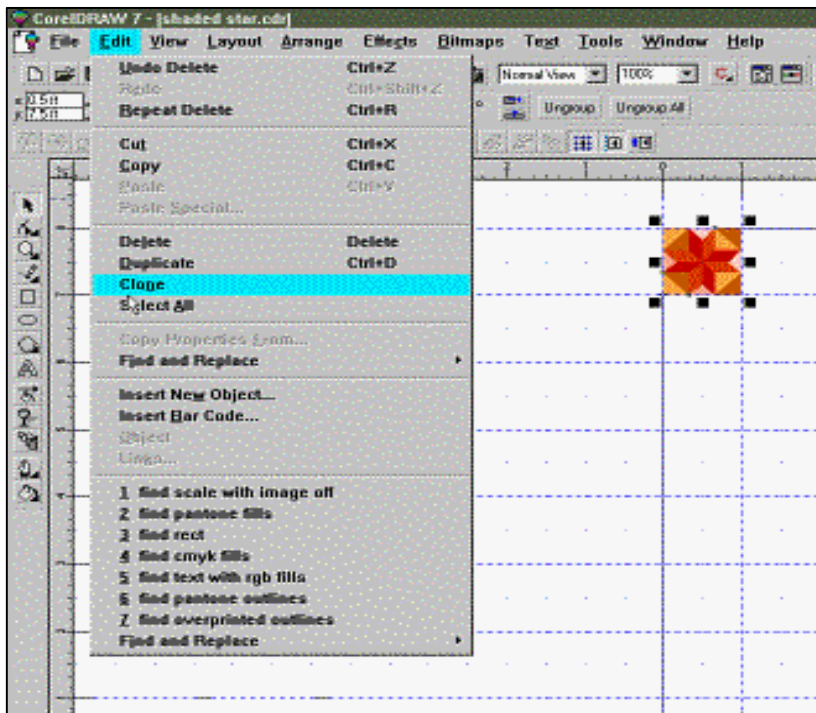


Fig. 9.4 Sending in the clones of master block

This step creates an exact copy of the original block with some very special properties. After cloning, the master block is now referred as “Control” group. Any changes made to the control group will be applied to the clone also. For instance, resizing, stretching, rotating or skewing the control group or changes in colour or fill type will also be applied to the cloned copies thereby updating them with each change.

8. Dragging the group to a new position and clicking the right mouse button, or by selecting "Duplicate" from the "Edit" menu or by using the keystrokes "Ctrl-D" will create duplicates of the cloned group.

A duplicate of a clone is also a clone of the original control group. Any changes applied to the control group will apply to all the duplicates. However, changes applied to a clone will only apply to that clone, not to any of its duplicates. The figures illustrated below (Figs. 9.5 and 9.6) show this property of clones.

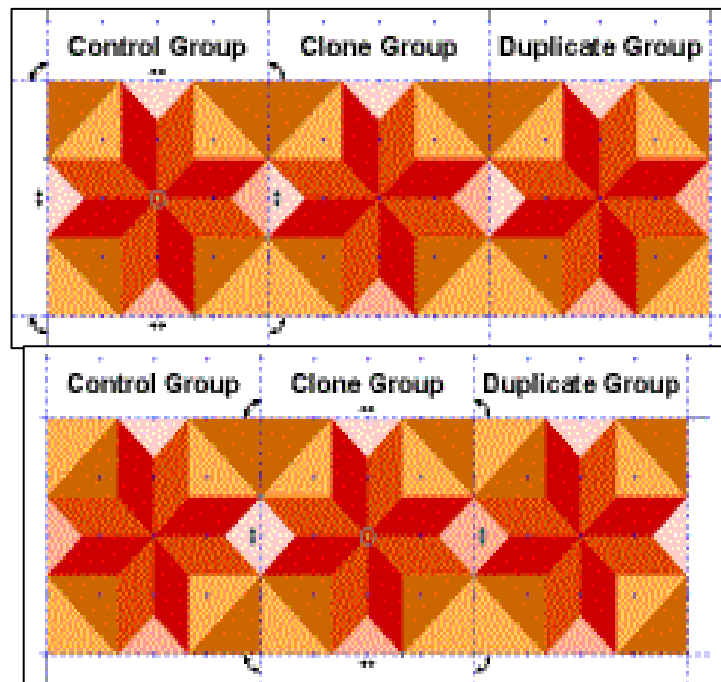


Fig. 9.6 Rotating a clone will not affect its duplicates

Cloning is a time saving technique for creating complex designs as well as simple block quilts. This technique can be used to design sashes, border strips etc. The final design of the quilt is illustrated as under (Fig. 9.7).

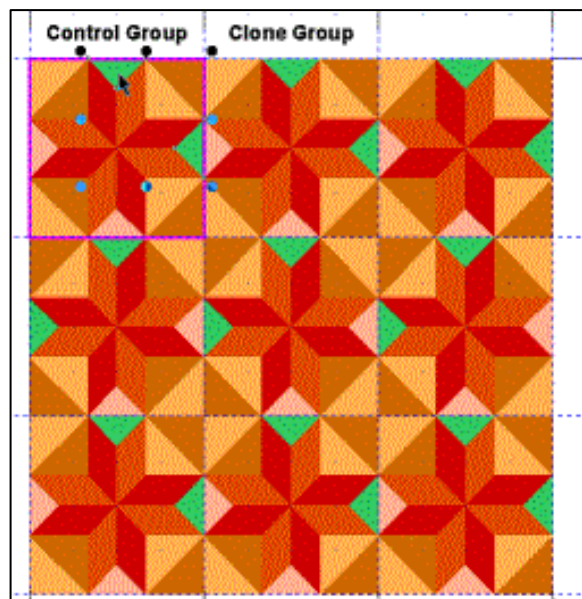


Fig. 9.7 Final quilt design

Activity

1. Make the design demonstrated in the previous section and add it to library.
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9.5 Assignments

9.5.1 Class assignments

- i) Create a few design samples and create a design library.
- ii) Import some symbols and add them to the existing library.

9.5.2 Home assignment

- i) Write down the steps to create a border strip with a sample design created in class assignment.

9.6 Summing Up

This lesson dealt with the design library and its management. Creating a design block and adding it to the library was discussed. Steps involved in designing a block for a quilt and creating a quilt design from the block design were demonstrated. An important and time saving technique of cloning was also discussed.

9.7 Possible Answers to Self-check Questions

1. Design library is possible a collection of the designs, symbols and symbol instances in the CorelDraw. Through Symbol Manager of CorelDraw creation and management of a design library for sharing the designs and symbols can be done easily.
2. Designs are created by the designers by putting lot of creativity and hard work. Designer would certainly want to save them for their re-use for various purposes or in different projects.

9.8 Terminal Questions

1. How can you share symbols between libraries of different drawings?
2. Discuss how the cloning technique works does.

9.9 Suggested Further Reading

1. Help Menu & Tutorials of CorelDraw
2. <http://www.textiledesigning.org>
3. <http://www.textilesource.com>

9.10 Glossary

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|----|-----------|--|
| 1. | Imported | Brought from outside |
| 2. | Instances | Examples, pieces |
| 3. | Flipped | Turn over |
| 4. | Skewing | Make slanting or crooked |
| 5. | Sashes | Decorative strip of cloth worn round the waist or one shoulder |