

Corel Draw: Creating balls - Part 1

We embark on the creation of the tennis ball ...

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Use the tool

Picture 1 of Corel Draw: Creating balls - Part 1

draw a circle in some blank spot on the drawing domain

Click on the selection tool

Picture 2 of Corel Draw: Creating balls - Part 1

Select the 3 pt size for the newly created circle

Hold down the Ctrl key, drag the circle to the right to the position shown in Figure 1 and press the right mouse button one key before letting go of the left key of the mouse

Copy the circle you just drawn to create a new circle, lying right to the original circle

Press Ctrl + R (or choose **Edit> Duplicate**)

You have the third circle, to the right of the second circle (Figure 2)

Select the middle circle (Figure 2)

Select **Arrange> Shaping> Shaping**

The anchoring window of **Shaping** appears

On the **Shaping** window, select **Intersect** , turn on the **Source Object** box and turn off the **Target Object** browser (Figure 3).

Prepare to take the intersection of the middle circle with the circle on the left

Click the **Intersect With** button on the **Shaping** window and click on the circle of the left circle

The left circle is deleted. Appear the intersection of the circle on the left with the middle circle

Select the middle circle, press the **Intersect With** button on the **Shaping** window and click on the circle of the right circle

The circle on the right is deleted. Appear the intersection of the right circle with the middle circle. You get the tennis ball as shown in Figure 4

'Stretch' frame selects the ball

Select the middle circle with the two left and right intersections

Press Ctrl + G or select **Arrange> Group**

Combine 3 selected objects into one *group (group)* , making them "stick" together

Select **View> Snap To Guideline**

Turn off 'catch sticking to the line' mode

Calibrate the 'medium' ball, close to the **L** letter of the symbol (you do not need to adjust it correctly) and place it on the 'fourth piece' above, right of the symbol

You get the result as shown in Figure 5

Close the **Shaping** window

Picture 3 of Corel Draw: Creating balls - Part 1

Figure 1

Picture 4 of Corel Draw: Creating balls - Part 1

Figure 2

Picture 5 of Corel Draw: Creating balls - Part 1

Figure 3

Picture 6 of Corel Draw: Creating balls - Part 1

Figure 4

Figure 5

Line up the words

I am close to reaching my goal! Just a little 'stork' again. With the letter **L** as the standard, you need to adjust so that the diameter of the ball is exactly the same as **L** and they are equal. The letter **T** must be vertically aligned with the letter **L**. The letter **C** must be in line with the **T**.

Create two horizontal lines at the top and bottom of the letter **L**

Select **View> Snap To Guideline**

Turn on 'catch sticky lines' mode

Get close vision, enough to cover the letter **L** and the ball

Select **View> Simple Wireframe**

Switch to the frame view mode to clearly see the two horizontal lines just created. The screen before your eyes will look similar to Figure 6

Stretch the ball so that it fits nicely between the two lines (Figure 6)

Thanks to the active binding mode, you can do the same operation very easily.

Type the left or right arrow keys depending on whether you want to 'move' the ball to the left or right a little

Figure 6

The 'inching' operation you just made helps us to 'refine' the location of the selected object. Similar to the left and right arrow keys, the 'up' and 'down' arrow keys allow 'fine-tuning' the object position vertically. Such functions of the arrow keys are very popular with CorelDRAW users. The ball that the arrow keys on the keyboard are often 'people CorelDRAW' affectionately called the *key nudge* (*nudge key*) .

Note

- If you use the click tool to click on the blank of the printed page (ie, do not select anything), an input box called a **Nudge Offset** will appear in the **Property Bar**.

Picture 9 of Corel Draw: Creating balls - Part 1

. This is the place for you to specify the shift range of the selected object each time you type the arrow key. Open the anchor window **View Manager** (select **Tools> View Manager** if you have closed this window) click on **View 1** view

Remembered vision recovery

Select the T in the 'piece of cake' below the left and type the up or down arrow keys to refine the position of the letter T vertically so that it is 'viewable'

Now the letter T is in the 'selected' state.

Hold down Shift and click on the letter L

Choose the letter L

Type C

Center the T-center for a vertical line with the center of the L

You notice, the letter T is aligned with the letter L because the letter T is selected before the letter L. In general, the last selected object is the object taken as the standard when aligning. With this experience, we continue to align the C with the ball for the vertical line and align the letter C with the T for the horizontal line.

Select the letter C

Hold down Shift and click on the ball

Choose more balls

Type C key (Center align function)

Align the center of the C line straight along the center of the ball

Click somewhere to stop selecting the letter C and the ball

Click on the letter C

Select the letter C separately

Hold down Shift and click on T

Select the letter T

Type B key (Bottom align function)

Align the lower edge of the letter C to the horizontal line with the lower T-edge

Remove the alignment lines

Select **View > Enhanced**

Return to normal display mode. You get the result as shown in Figure 7

Press Ctrl + S

Save the drawing

Picture 10 of Corel Draw: Creating balls - Part 1

Figure 7

It's done! You can invite people around to see your work

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