

Informatika va axborot texnologiyalari fanidan  
2-kurs 1semestr uchun

## ELEKTRON DARS TAQDIMOTI

**Mavzu:** CorelDraw da otkritka, vizitkalar hosil qilish

*Tuzuvchi:* Toshmurodov Sh



REJ

A

1. **Matnlar bilan ishlash**
2. **CorelDraw dasturida ob`ektlar hosil qilishda ranglar bilan ishlash**
3. **Ob`ekt rangini tahrirlash.**



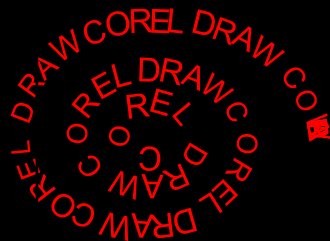
## MATNLAR BILAN ISHLASH

Corel Draw dasturi yaratuvchilar ikki xildagi matnli ob`ektlar bilan ishlash imkoniyatini berishgan.

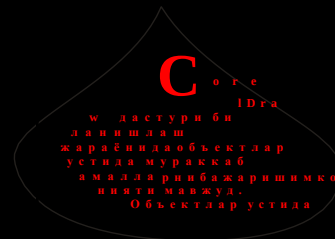
**Artistik Text (Figurniy tekst)** – shaklli matn. Bu matn turida asosan qisqa matnlar, sarlavhalarni har xil formatda yaratish mumkin.

**Paragraph Text(Prostoy tekst)** – Oddiy matn. Bu usul matn muharriri kabi bo`lib, unda katta hajmli matnlar maqola, qaydlar yaratish va ularni tahrirlash ishlari amalga oshiriladi.

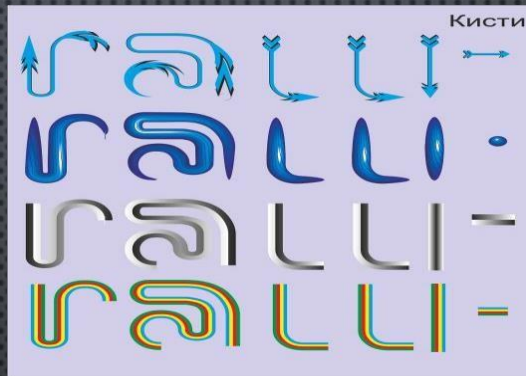
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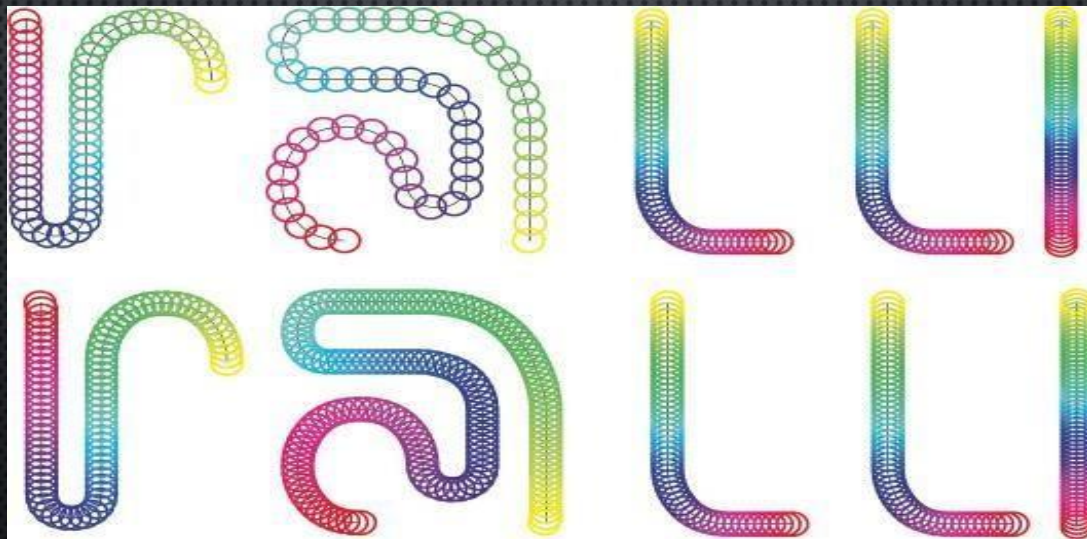
CorelDraw векторли график  
муҳарририда тасвир ихтиёрий  
у шаклдаги контурлардан  
ибора бўлади. Б контурлардан



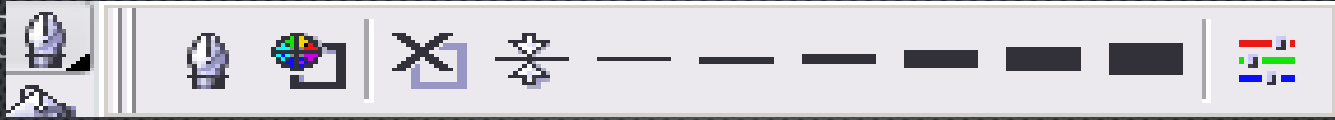
# ARTISTIK TEXT (FIGURNIY TEKST)



# HAR XIL SOZLAMALAR BILAN ARALASH EFFEKTINI QO'LLANGAN MATN



OB

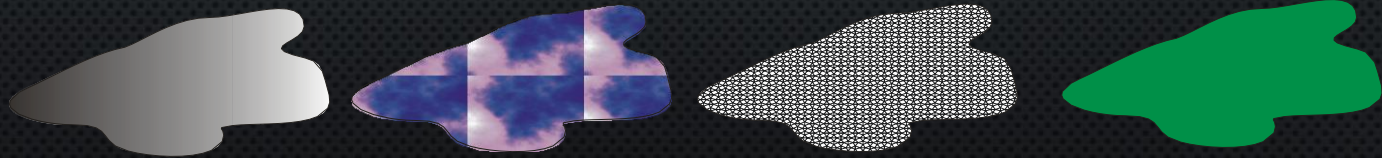


Kontur chizish. Kontur chizish buyrug`i orqali ochilgan oynadan konturga rang berish, chiziq turlari, o`lchami, biror burchakka burish, ochiq kontur bo`lsa boshlang`ich va oxirgi nuqtalariga tayyor shakllar qo`yish amallari mavjud.



# CORELDRAW DASTURIDA OB'EKTLAR HOSIL QILISHDA RANGLAR BILAN ISHLASH

Konturni ko`rish uchun unga atroflama chiziq yoki rang berish muhim hisoblanadi. Chiziq ham, rang to`ldirish ham, o`ziga xos xususiyatlarga ega (uzluksiz, maxsus). Natijada shakli bir xil bo`lgan konturlar ham bu amallar oqibatida har xil ko`rinishga keladilar.





## RANG BILAN ISHLASH

– Kontur rangini tahrirlash (o`zgartirish).



– Rang to`ldirilgan sohani chegarasiz tasvirlash.

| <i>Berilgan shakl</i> | <i>hosil bo`lgan shakl</i> |
|-----------------------|----------------------------|
|                       |                            |



# RANG BILAN ISHLASH

- RANGLAR DOKERI OYNASI. BU BUYRUQ ORQALI OYNANING O`NG QISMIDA RANGLAR DOKERI OYNASI OCHILADI.
- UNDAN KERAkli RANGNI HOSIL QILISH VA OB`EKT BO`YASHDA FOYDALANISH MUMKIN..

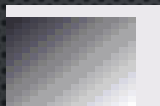
# RANG BILAN ISHLASH



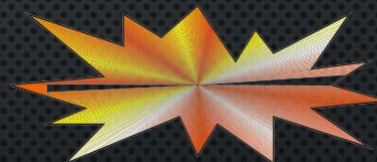
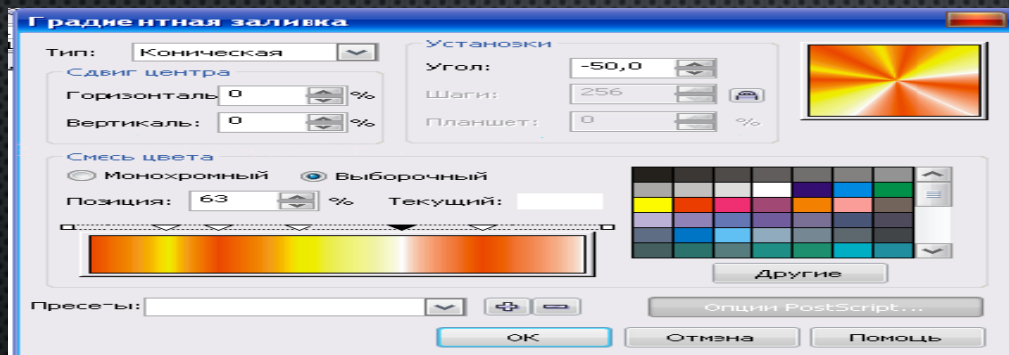
shakllarga bir turdagi rang to`ldirish muloqot oynasi ochiladi. Bu oynadan foydalanuvchi kerakli modellarni tanlab, komponentlarni o`zgartirib, rang to`ldirish amalga oshiriladi.



# RANG BILAN ISHLASH



– Gradient to'ldirish muloqot oynasi ochiladi

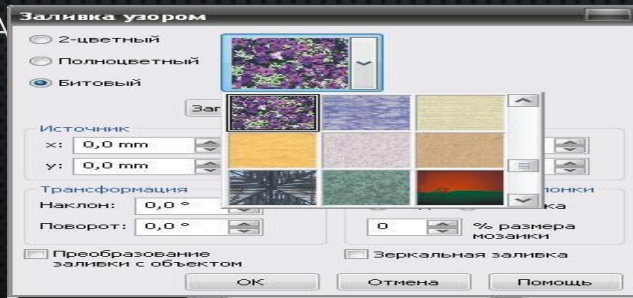




# RANG BILAN ISHLASH

- –HAR XIL SHAKLLI TO`LDIRISHLAR MULOQOT OYNASI OCHILADI. “ ZALIVKA UZOROM”
- BANDIDAN BELGILANGAN SOHANI HAR XIL KO`RINISHDAGI
- TAYYOR YOKI FOYDALANUVCHI YARATGAN NAQSHLAR BILAN TO`LDIRISH

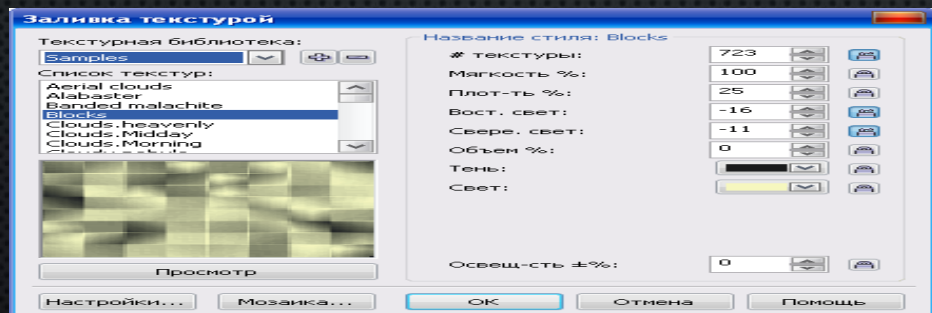
IMKONIYATI MA



# RANG BILAN ISHLASH



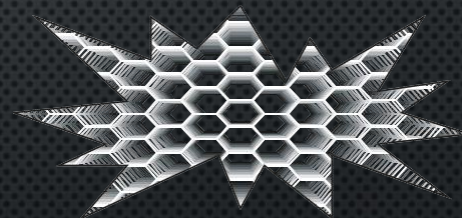
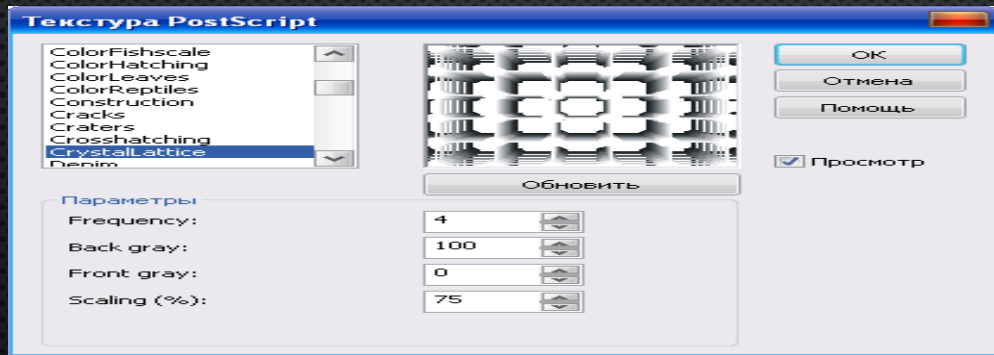
– Teksturali to'ldirishlar muloqot oynasi ochiladi. Bu oynada tayyor kutubxona mavjud bo'lib, bir – birini takrorlamaydigan teksturalar bor.



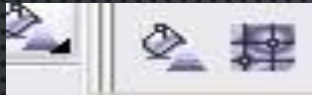
# RANG BILAN ISHLASH



– Tekstura (PostScript) to'ldirishlar muloqot oynasi



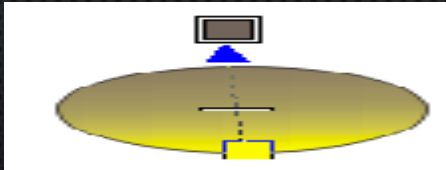
## RANG BILAN ISHLASH



– Interaktiv rang to`ldirish



– Rang to`ldirish sohani qisman to`ldirish imkoniyati.

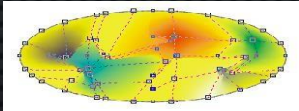
| <i>Berilgan ob`ekt</i>                                                            | <i>Bajarilgan amal</i>                                                             | <i>natija</i>                                                                       |
|-----------------------------------------------------------------------------------|------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|
|  |  |  |

## RANG BILAN ISHLASH



– Interaktiv to`r( setka) bilan to`ldirish.

To`r ustiga rang qo`yish va uning tugunlaridan tortib turli ranglar berish, shaklini o`zgartirish mumkin.

| <i>Berilgan ob`ekt</i>                                                            | <i>Bajarilgan amal</i>                                                             | <i>natija</i>                                                                       |
|-----------------------------------------------------------------------------------|------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|
|  |  |  |



– Pipetka. Shakl rangining ixtiyoriy qismidan namuna oladi. Rang tanlash imkonini beradi.



– Rang quyish idishchasi. Namunada olingan rangdan foydalanish.

E`TIBORINGIZ UCHUN RAHMAT