

Beveled Glass Window Tutorial

The project will use both Corel Draw and Corel Photo Paint. I open both at once. For this tutorial, it will be assumed you have both open from now on.

In Corel Photo Paint open a new image set at 6 in x 6 in. I used 96 dpi. Minimize this we will come back to it later.

In Corel Draw

Open a new file

Open "Object Manager" and rename "Layer 1" to "Background"

Then create the following layers in this order

- Pictures
- Glass
- Frame
- Finished Window

The results should be the "Finished Window" layer on top, and the "Background" layer should be on the bottom.

Note: I prefer layers since it offers easy organization of my image.
As the image becomes more complex, layers become more important.

Notice leave "edit across layers" turned off, for now.

Make sure your color fill is set to "empty", not just white.

Select the "Frame" layer and make it active. We are all ready so lets begin.

Press F6 to select the rectangle tool. While holding Ctrl create a perfect square about 3" by 3"

Go to the Outline Tool and select a 16 point line, black should be you default color.

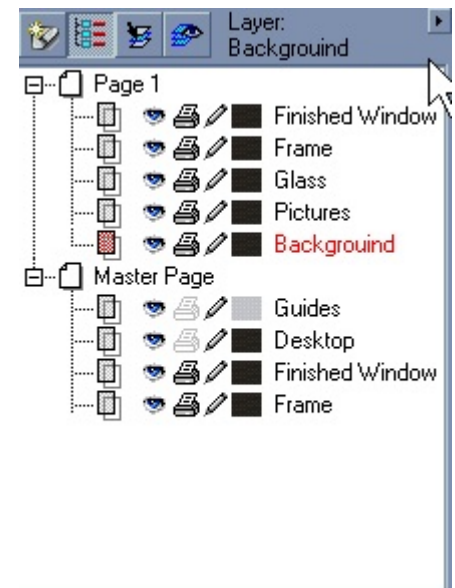
Now hit Ctrl C then Ctrl V to make an exact copy of that square, on top of the other.

Go the Outline tool again and select 1/2 pt outline

Change the color to the 1/2 pt outline to a deep yellow. I used C=0, M=11, Y=94, K=6

Now again select Ctrl C then Ctrl V to copy and paste a third square.

In the Scale Factor change your percentage to 60%. This allows for a good size bevel, and perfectly centers your square in the others.

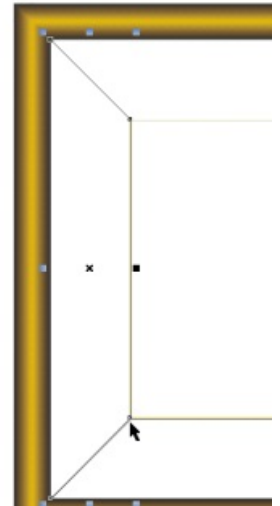


Now zoom into the corner of the main 16 pt square which has a 1/2pt square on top of it, and choose the Interactive Blend Tool. Place the arrow on the 1/2pt and while holding the left mouse drag it into the black line of the 16pt square. Wow, instant brass frame. Although it looks good it is still not done yet. We will come back to it later.

Now select the smaller interior square we created earlier, press Ctrl X. This will cut the square out of the "Frame" layer.

Go to the Object Manager and select the "Glass" layer. Now enter Ctrl V. This will paste a copy of the smaller square in the "Glass" layer, exactly where it was positioned before.

Choose "Zoom Levels", "To Fit". Select the Bezier Tool. A steady hand will be helpful at this point. Click on the upper inner left corner of the Brass Frame, then click on the upper left corner of the inner box. You may have to reset your line size to 1/2 point. Continue and click on the lower left corner of the inner box, and click on the lower left inner corner of the Brass Frame, then finally returning to the upper inner left corner of the Brass Frame. This should have completed one of the bevels on the glass.



Enter Ctrl C, then Ctrl V, then select Horizontal flip. Use the Pick Tool to place it on the right side of the inside square (your second bevel). Again enter Ctrl V, and rotate this copy 90%.

Place it on the bottom of the inner square (the third bevel). Enter Ctrl C, Ctrl V, and flip this one vertically. Place it at the top of the inner square (your fourth bevel.) You will need all four although it looked like you could have left the top and bottom ones out.

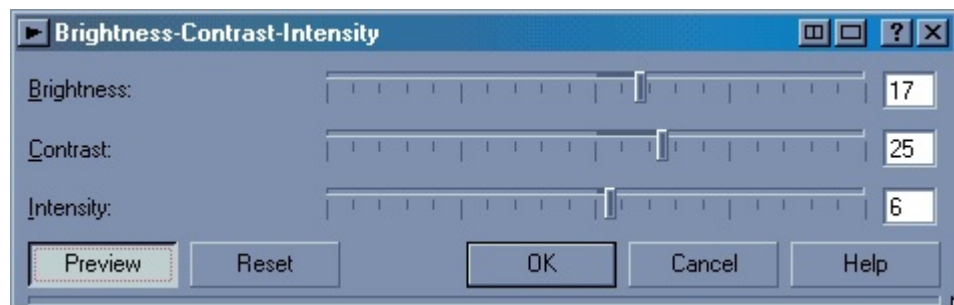
Now for some really fun stuff.

Now go to Corel Photo Paint.

I decided to use a file I thought everyone should have. Corel 9 disk 3, D:\Photo\Nature\879027.wi. If you don't have the Corel Draw 9, Disk 3, any 24 bit color image will work just fine. Pick something you would like to see outside your window. I thought about one of Corel's city scapes would work well too. Be adventurous.

This image (879027.wi) is not very clear, if you zoom in you can tell, but looks nice at the end. I think it is too dark. After you loaded the picture select "Image" at the top, "Adjust," "Brightness-Contrast-Intensity" Set the adjustments as follows

Brightness 17
Contrast 25
Intensity 6



The image is too large to use, so enter "R" to select the "Rectangle Mask Tool" and select a square area of the image. If you don't like the results, it is easy to select again.

Now crop your image. Image | Crop | To Mask. After you finish enter, Ctrl C

Go back to Corel Draw.

Make sure you are in the "Glass" layer and enter Ctrl V. The Paste command is going to drop the picture directly on your frame. Use the Pick tool and pull it over to the side.

At the top menu select, Effects | Powerclip | Place Inside Container. Select the center square. Your picture is in the square.

Change layers to the "Picture" layer and using the rectangle tool create a rectangle that is just inside the Brass Frame you created earlier.

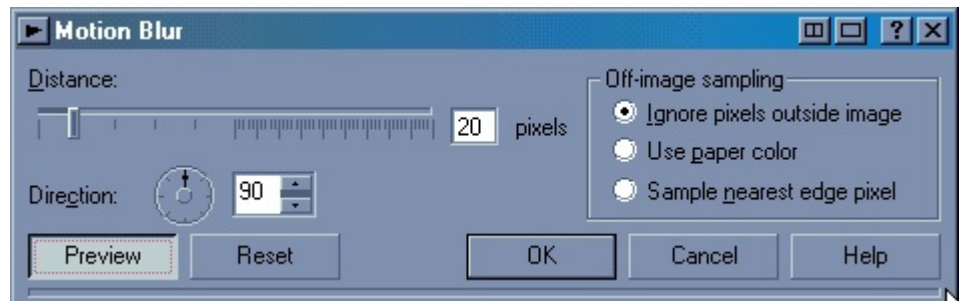
Return to Corel Photo Paint, your image should still have its mask around it.

Go to Effects | Blur | Motion Blur. Use a "Distance" of 20 and a "Direction" of 90, and Ctrl C.

Go back to Corel Draw
and enter Ctrl V.

Again go to Effects | Power
Clip | Place Inside Container.
Place the blurred image in the
square in the Picture layer.

Move to the Glass layer and
using the Pick Tool, select the
Top bevel, now select the Interactive Transparency Tool. Choose a "Uniform" with a transparency level of 60%, "Add."



While the top bevel is still selected, go the Outline Tool, and change the color of the 1/2 pt. line to a light color. I used C=14, M=10, Y=10, K=0, you only need to select a light color.

Select the left bevel, and again choose the Interactive Transparency Tool, Uniform, 60% but this time "Normal" Go over to the Outline tool and change the line color to a slightly darker color than the previous bevel. I used settings C=46, M=38, Y=39, K=1.

Now select the right bevel and change the outline color to C=41, M=34, Y=35, K=1

Lets do some of those finishing touches which make all the difference.

Go to your Frame layer, and select the Brass Frame, enter Ctrl C.

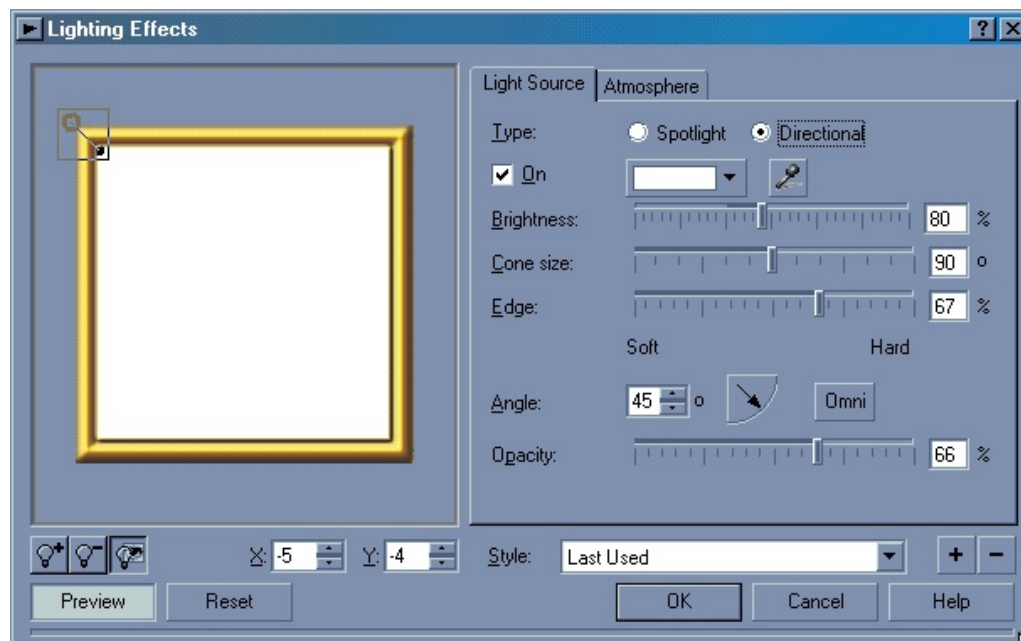
Go to Corel Photo Paint. Remember that new file, 6 in x 6 in, you opened at the beginning. Select it. Enter Ctrl V then Ctrl DnArrow to combine the object with the back ground.

Enter "W" this will select the Magic Wand from the Mask tools, Set it at, +, Normal, HSB=5. Note make sure "Anti-Alias" is off, and "feather mask" is off. Select outside the square, then again inside the square, Ctrl + Shift + I to invert the mask, masking only the frame.

Now go to Effects | Render | Lighting Effects. Here are the settings I used. There are a lot of them.

Light Source

Type: direction, on, color: White, Brightness 80%, angle 45%, Opacity 66%, X=-6, Y=-4



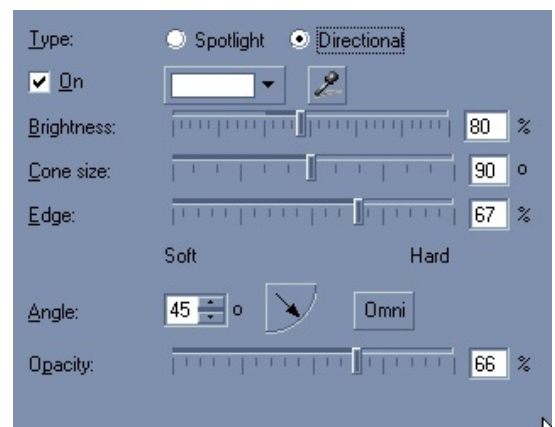
Atmosphere

Ambient Brightness: 65%, on, color: brass,
Image Brightness 118%,
Texture: Channel: RGB, Relief 71%, Contrast 12%

Finally for this part, enter Ctrl+Shift+R, to remove the mask.

Now go back to Corel Draw.

OK, admittedly this is going to get a little strange. I am sure there are much better ways, but this is how I do it. Hold on and try to follow what you need to do.



In the Object Manager now turn ON "Edit Across Layers"



Turn OFF the visibility of the "Frame" layer. You should be able to see only the glass and the image in it. Using the "Pick Tool" drag a marquee which selects it all. In your Object Manager, if your layers are expanded, you should see everything in the "Glass" and "Picture" layer highlighted. Enter Ctrl C.

Back over to Corel Photo Paint

Enter Ctrl V. This should place the glass and pictures perfectly in the middle of the frame. If so, enter Ctrl DnArrow, to combine the glass with the frame.

Enter "W" to select the magic wand. Click outside the window, then Ctrl +Shift + I, this will mask only the window and the frame. Enter Ctrl C.

Now back to Corel Draw.

In the Object Manager select the "Finished Window" layer, and turn off visibility in the "Glass" and "Picture" layer. Your screen should look blank. Enter Ctrl V, to paste in the frame and glass from Photo Paint.

In Object Manager select the "Background" layer. At this point we want to make a wall to hang our window on. Enter Ctrl I, this will open the import window. For this I used an image from Corel 9, Disk 3, in D:\Tiles\Wood\wood33m.cpt.

Note: There are a LOT of great backgrounds which would work here. You could try some of the Stone, or Marble tiles just as well. Some of these are beautiful. If you like brick try D:\Tiles\Stone\Stone33m.cpt, or Stone37m.cpt.

The tile is going to be very tiny. Just use the Pick Tool and drag one corner of the tile until it creates a nice background frame behind your window.

When you finish with that, you should see your window with a wood background.

If so, using the pick tool, encompass your whole picture. Enter Ctrl C.

Back to Photo Paint for the final time.

Minimize everything currently open in Photo Paint. Now open a new file, which should be 6x6 like the last one. Set your Zoom level to "to Fit". Enter Ctrl V. Then Ctrl DnArrow, to combine the new object with the background.

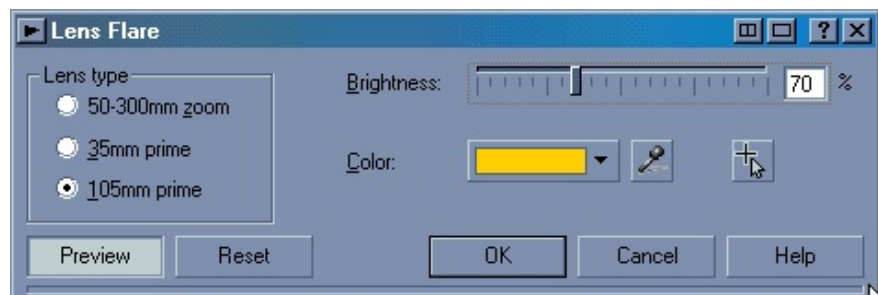
Go the top menu, Effects | Render | Lens Flare

The settings are: Lens type: 105 mm prime, Brightness: 70%, Color: a dark yellow.

Select the "+" and position the flare about a 1/2 down the left side of the window frame.

At this point you must exit the Lens Flare, and reopen it up again.

The Settings this time will be, 105mm prime, but the brightness will be changed to 65%, and the color should be white, or off white. Position the "+" this time one edge of the bevel.



Poof, you are done. You have just performed Corel Magic!

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