

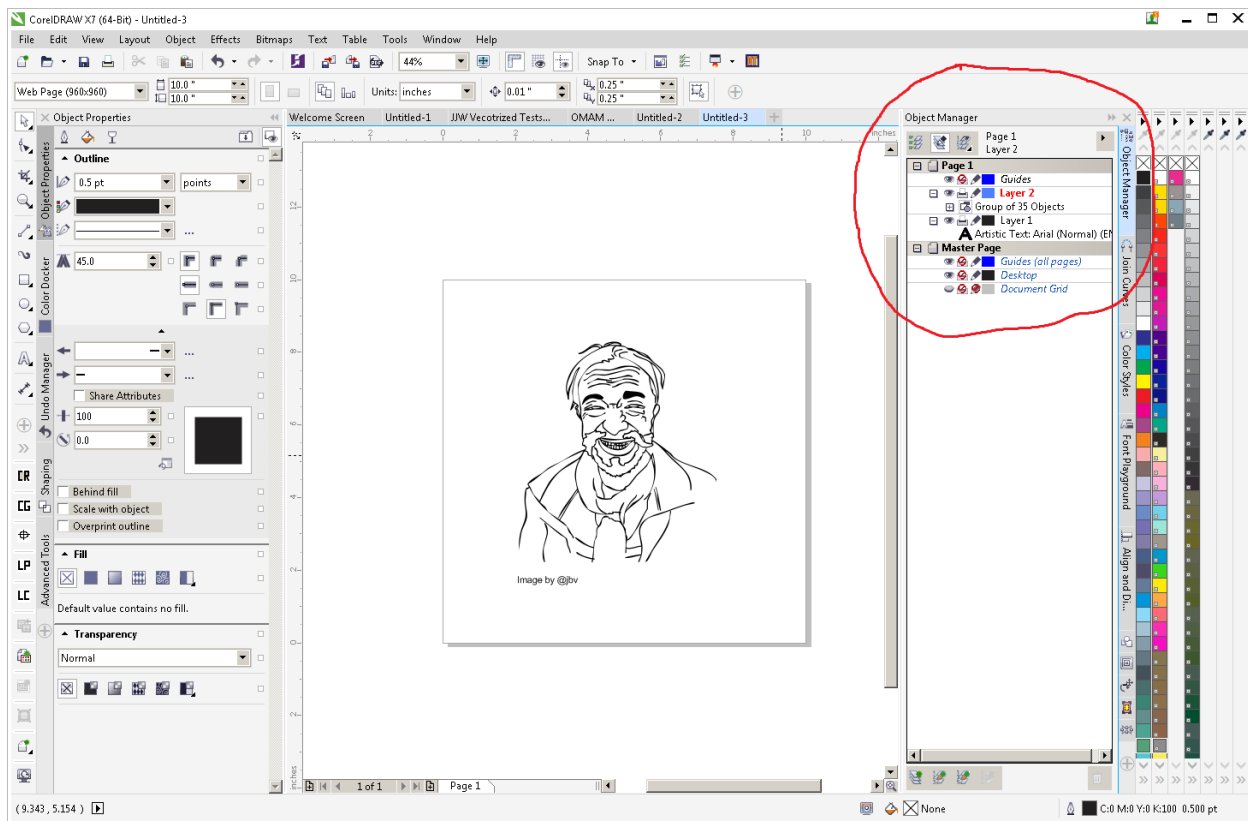
CorelDRAW: Layers

Any time you are dealing with a complex vector image, you might need to work with layers, adjust the visibility, or lock a layer so that you can select everything else *except* that layer.

Vector images are nothing more than multiple filled or empty objects stacked on top of each other. Taken together, they create a picture.

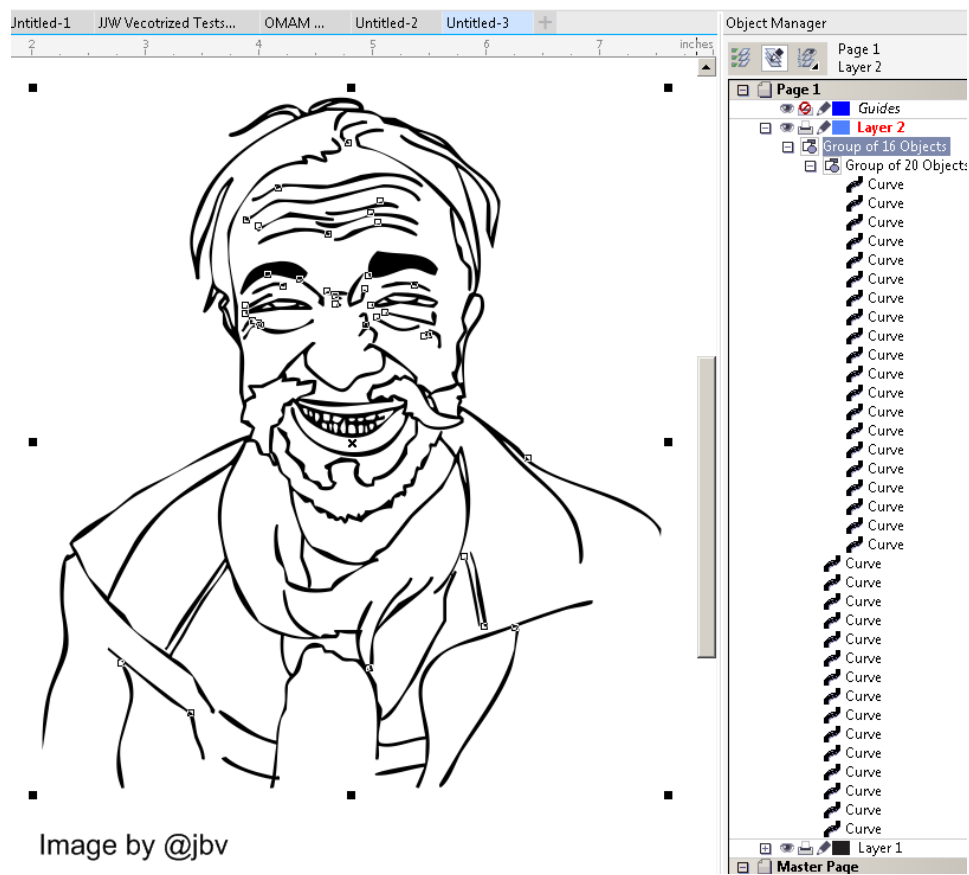
In CorelDRAW, the **Object Manager Docker** allows you to manage layers. Here, you can see which objects are on the bottom and which are on top and gives you the option to shift individual objects or layers up or down in the stack, lock them, duplicate them, delete them and perform other functions.

If you don't see the **Object Manager Docker** on your screen, you can turn it on by clicking on **Window → Dockers → Object Manager**. You can have it as a floating docker that you can leave anywhere on the screen (or even on a second monitor) or you can anchor it to either side or the bottom of the CorelDRAW window.



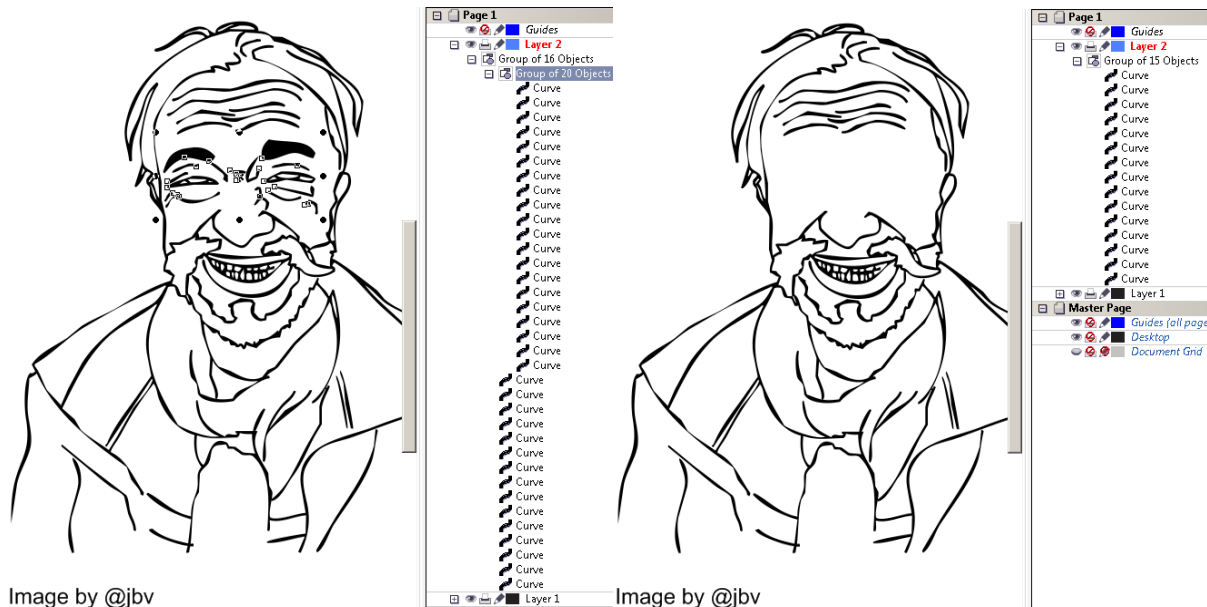
The Object Manager breaks your design up into Pages, Layers, Groups, Objects, and Effects. Objects can be Curves, Rectangles, Text, Bitmap Images, or other things. Layers contain a lot of information. It helps to know a few tricks for dealing with them. Multiple Objects on the same Layer are stacked in the order in which they appear within the Object Manager.


When you click on a Group of objects on the page, that group is highlighted in the Object Manager. To see what objects are part of that group, expand the group by clicking on the small plus sign (+) to the left of the group name. If there are Groups within Groups, those can be expanded as well.



It works the other way as well. If you wish to select *only* the Objects that are contained in a Group or sub-group, click on the group name in the Object Manager and the group and its objects will become selected.

You can use the **Object Manager Docker** to **Delete** single objects contained in a Group without Ungrouping first. Select the object within the Object Manager. Verify that the correct object is selected on the page. Then press the **<DELETE>** key on your keyboard.



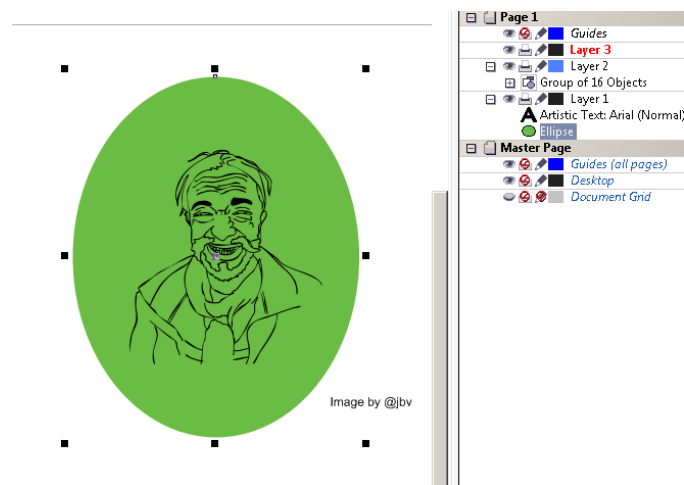
To create a new Layer, click the **New Layer** icon () in the lower left of the Object Manager Docker. Existing Objects and Groups can be moved to the new layer by clicking and dragging them within the Object Manager. Objects that are part of a group must be removed from the group before they can be moved to another layer.

New objects you create will be placed on whichever layer you have selected in the Object Manager. Keep that in mind when creating new objects or you may find yourself confused later if you start turning off layers.

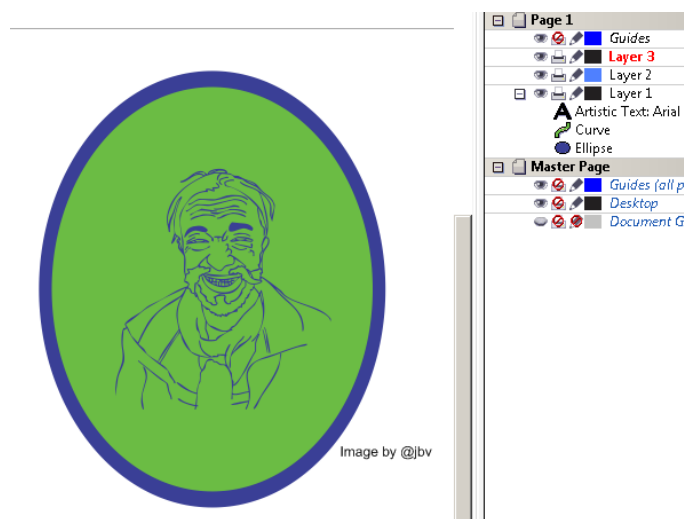
You can change which layers appear on top by selecting the layer within the Object Manager and dragging it up or down within the list. You can also do this with Groups or Objects that are not part of groups.

Below you can see the black sketch on top of a green oval (so you could engrave the sketch onto an oval cutout). In this case, you could either have each Object (the sketch and the oval) on different layers or ordered appropriately within a

single layer. The decision is one of personal preference and the overall complexity of the design.



Shifting layers up and down in the stack is very helpful when creating **Island Fill** engrave patterns (discussed in another tutorial). In the image below, you can see the green oval which has unfilled openings in the shape of the original sketch (the lines of the sketch have been removed from it using **Back Minus Front**). As a result, the blue from the larger oval behind it show through. In this case, you might engrave the green areas.



You can toggle visibility of a layer or lock it so that it can't be selected by accident using the **Show/Hide** (👁) and **Lock/Unlock** (🔒) icons within the Object Manager Docker. This method works if the items you want to hide or lock are on a separate layer(s) from items you don't want to hide/lock. If you chose to have both Objects

on the same Layer, you can lock individual Objects by right-clicking on the either on the page on in the Object Manager Docker and choosing **Lock Object**.

On particularly complex designs with lots of objects and/or lots of layers, you can name Objects, Groups, and Layers to make it easier to identify them later. In the example below, CorelDRAW was used to design a graphic design studio. Layers were used for the floorplan, the furniture plan, and the electrical plan so each could be turned on and off separately to print for different purposes. Objects drawn precisely to scale where named for easy reference. Look at the 9th object down on the list.

