

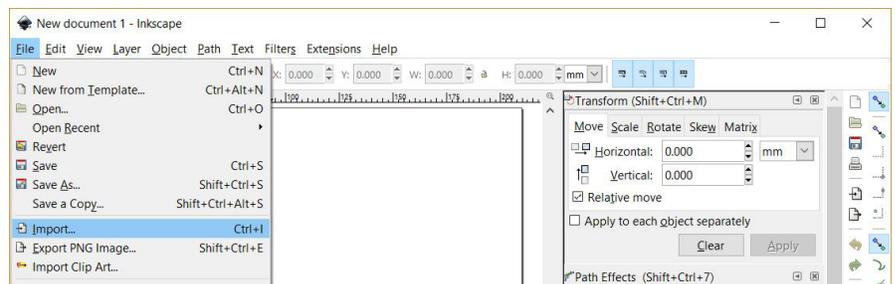
Tracing a bitmap in Inkscape



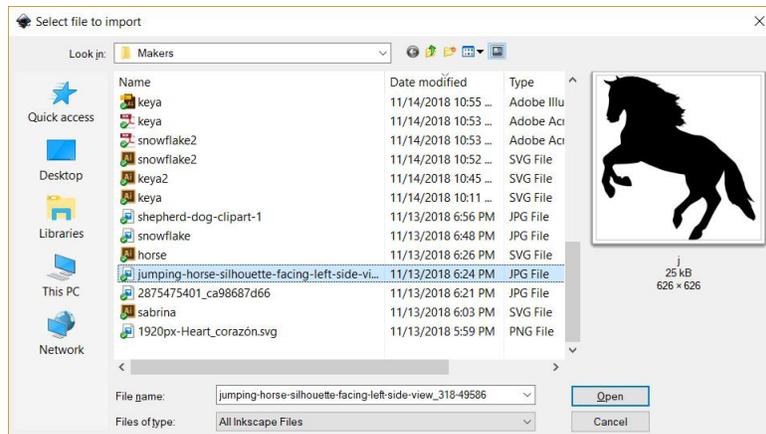
Sara Sherman NOWLab

In order to cut an image with the laser cutter or vinyl cutter, it must be converted from a *bitmap image* (JPG or PNG) to an *SVG file* (Scalable Vector Graphic). Inkscape is freely downloadable and will enable you to easily trace bitmaps as well as draw SVGs from scratch.

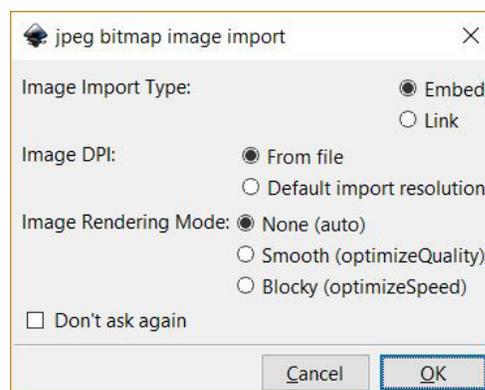
1. Under the **File** menu, choose **Import**.



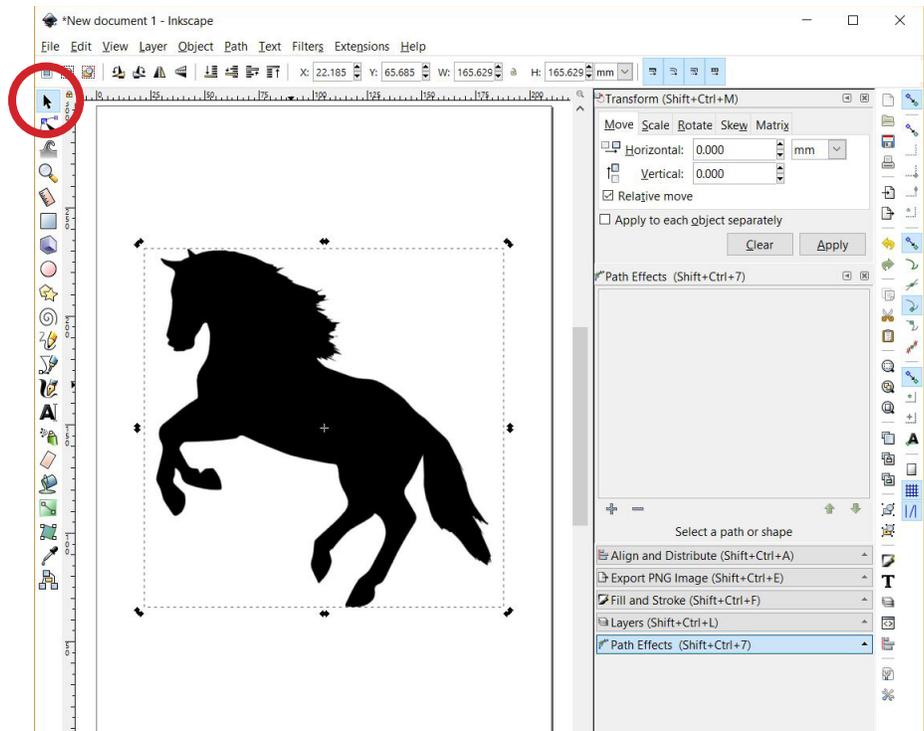
2. Select a JPG or PNG file you have previously downloaded.
Note: Silhouettes work best.



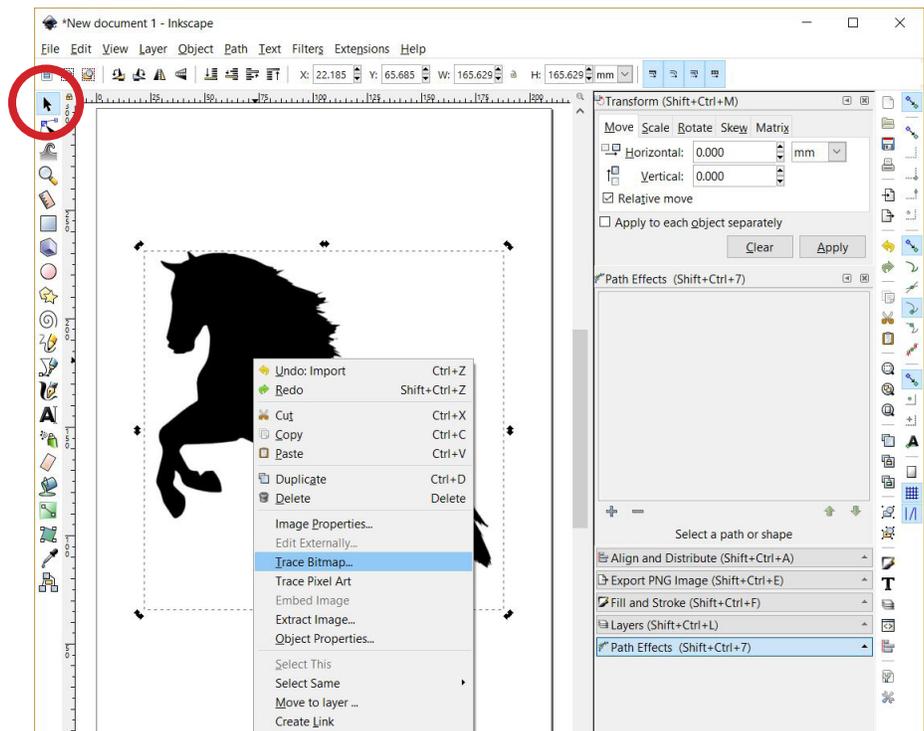
Use these settings:



Use the **selection** tool to make sure the imported image is active--it will be surrounded by a dashed-line box.



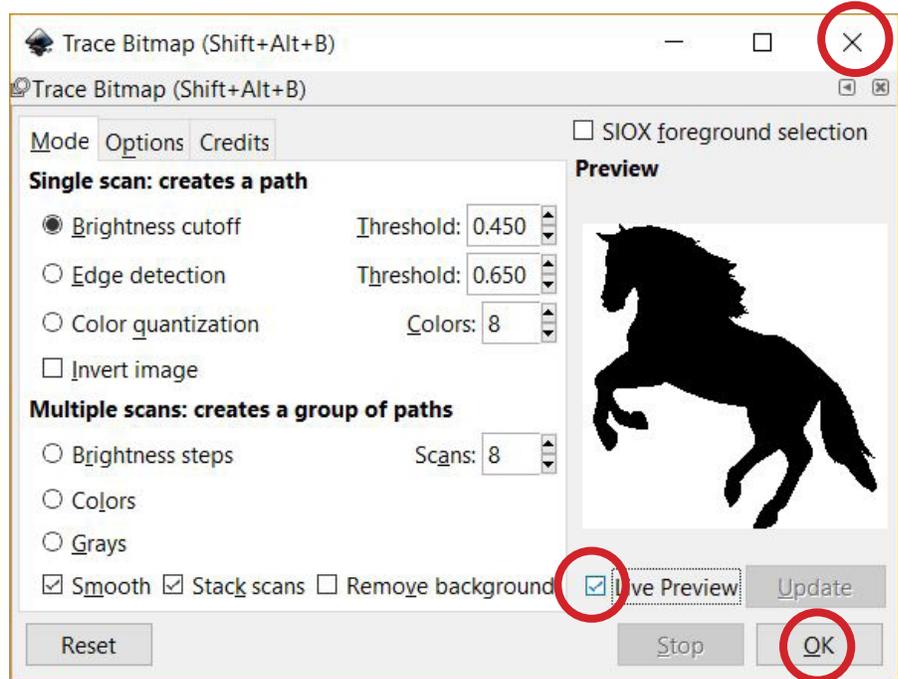
Right click on the image and choose **Trace Bitmap**.



Click on the **Live Preview** box. You may need to adjust the **Brightness cutoff** setting.

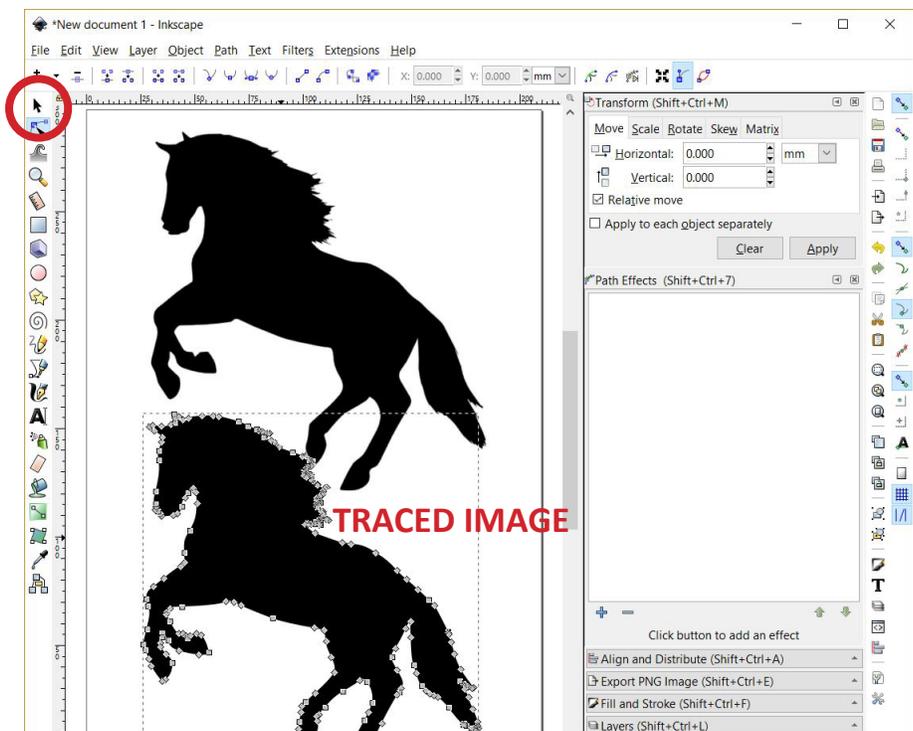
Click **OK** to trace image.

Click on the **X** in the upper righthand corner to dismiss the box.

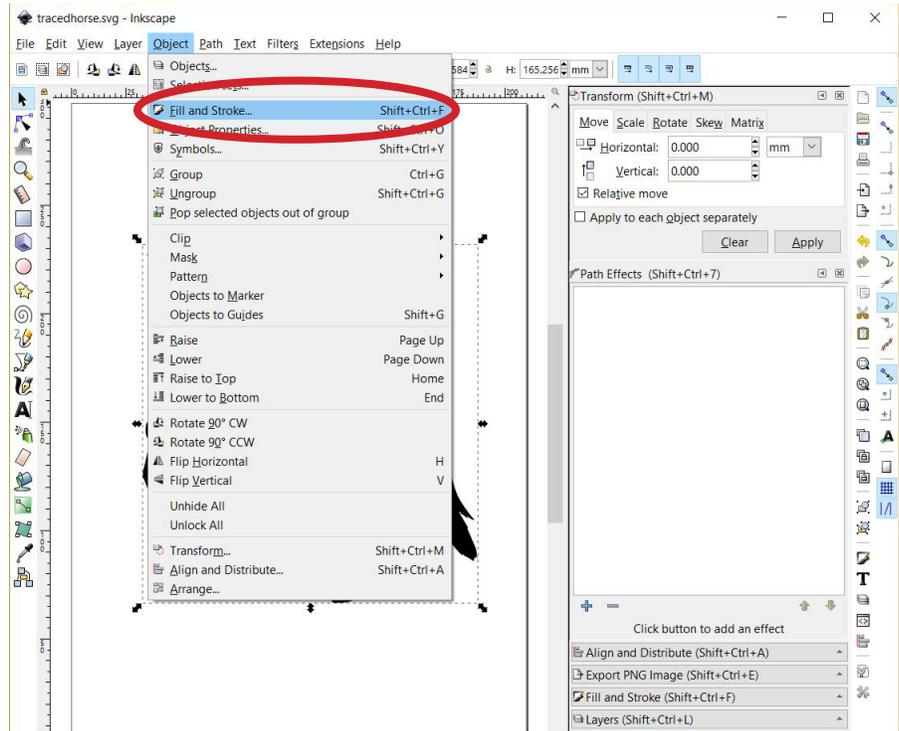


You'll now have 2 images, one on top of the other. Use the **selection tool** to move the top one away from the bottom one. If you **double click** on the image you moved, it should show the traced lines with control points (indicated by white squares).

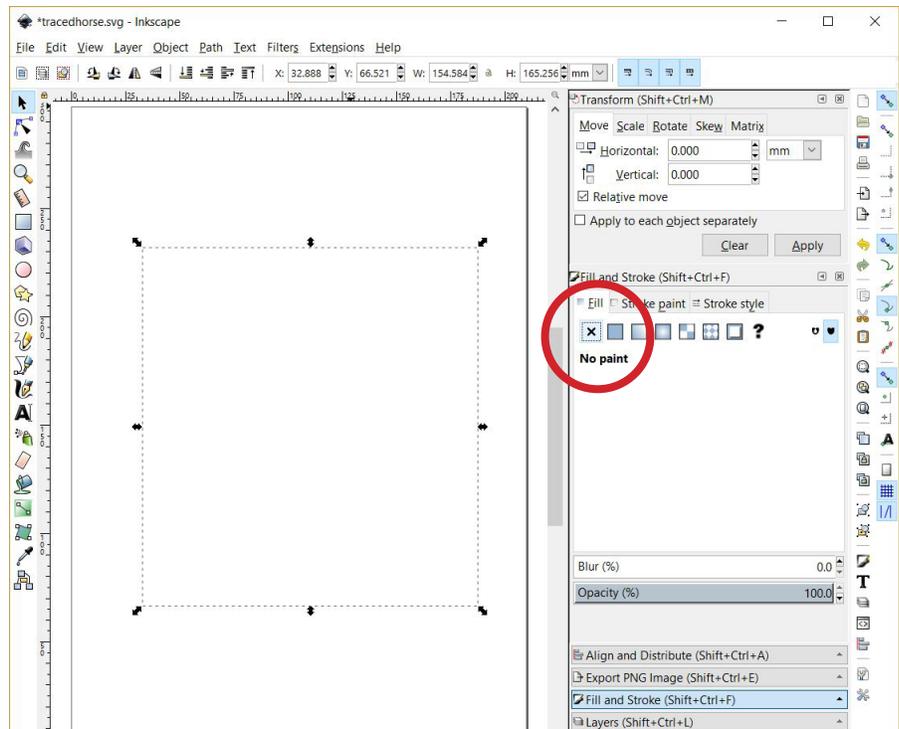
Delete the image **WITHOUT** the control points (upper image in this example).



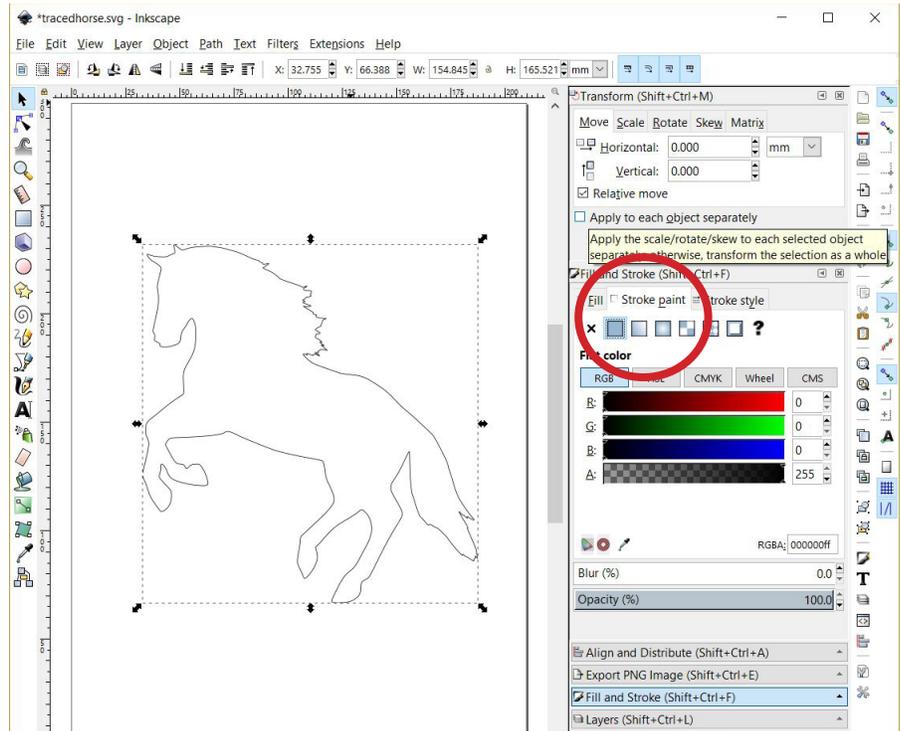
While the traced image is active, select **Fill and Stroke** from the **Object** menu.



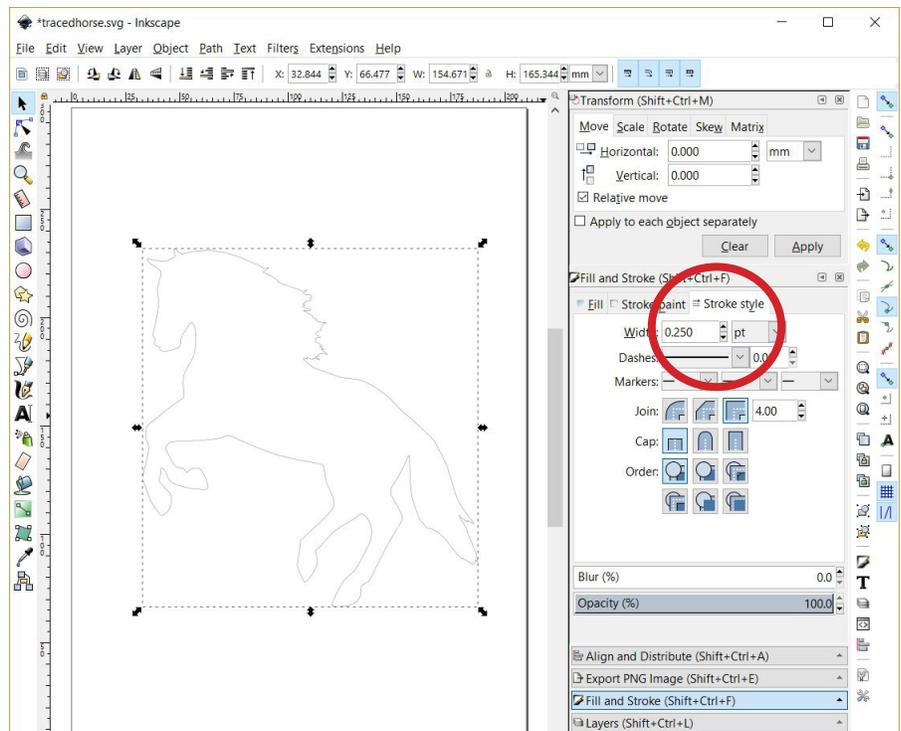
Set the **Fill** tab to **No paint**.



Set the **Stroke** tab to **black** (R=0, G=0, B=0, A=255)



Set the **Stroke style** tab to **0.25 pt.**



Now you're ready to cut.