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Tracing a bitmap in Inkscape



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.

<u>File Edit View Layer Object Path Text Filters Extensions Help</u>

Rew document 1 - Inkscape

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:

lipeg bitmap imag	e import X	
Image Import Type:	Embed	
Image DPI:	From file O Default import resolution	
Image Rendering Mod	age Rendering Mode: None (auto) Smooth (optimizeQuality Blocky (optimizeSpeed)	
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Use the **selection** tool to make sure the imported image is active--it will be surround 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.

Trace Bitmap (Shift+Alt+	-B)	- 🗆 🗙
Trace Bitmap (Shift+Alt+B)		a X
Mode Options Credits		SIOX foreground selection
Single scan: creates a path		Preview
<u>Brightness</u> cutoff	Threshold: 0.450	
○ <u>E</u> dge detection	Threshold: 0.650	
O Color quantization	Colors: 8	
□ <u>I</u> nvert image		
Multiple scans: creates a g	roup of paths	
○ B <u>r</u> ightness steps	Sc <u>a</u> ns: 8	· /
○ Co <u>l</u> ors		· // `
○ <u>G</u> rays		
☑ S <u>m</u> ooth ☑ Stac <u>k</u> scans	Remove background	Vve Preview Update
Reset		<u>S</u> top <u>Q</u> K

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).



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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.