

WORKSHEET 5

IMAGE TRACING

Illustrator is a vector editor, that looks at anchors and paths to create an image, if you import a standard image (like a jpeg) illustrator will just see the shape around the outside. Image trace allows you to draw over the lines and create vector art from your own pictures

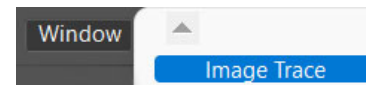
1. Find an image you would like to trace. This could be a scan of something you have drawn yourself, for this example we are using an illustrated Tiger.

1.



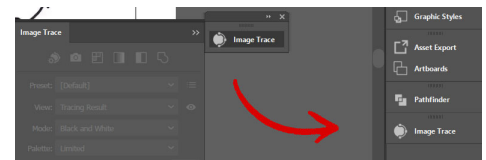
2. Go to the Window menu, and find "Image Trace" click to select

2.



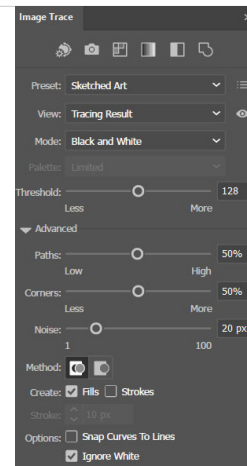
3. This will bring up the image trace menu, you can click and drag this into the additional tools panel so it is out of the way and easy to find

3.



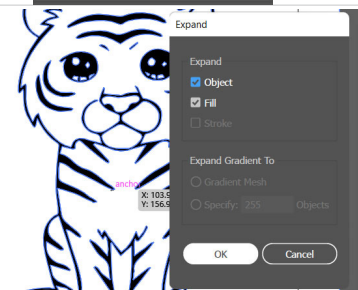
4. Select your image, then click on image trace, this will bring up the trace options. There are different presets depending on what you are tracing, select different ones to see the effects. As soon as you have selected a preset the trace is complete and you can minimise the image trace panel. We are using Sketched Art as this ignores the white in the image.

4.



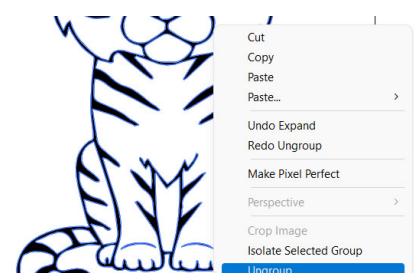
5. Go to the Object menu and select "Expand" this will bring up the expand menu, once you click Okay you will see that your design is now a number of vector shapes

5.



6. All your shapes are still grouped together so they need ungrouping. Right click on your image and click "Ungroup", repeat this process until there is no longer an option to ungroup

6.



7. You can now edit the vectors in your design. However if you wanted to cut and engrave a design there are a few more steps

8. Find the Layers panel on the left in the additional tools panel

9. In the layer panel click the plus button to add a new layer

10. Select all of your design and got to Edit menu, click "Copy"

11. In the Layer panel select Layer 2

12. to Edit menu "Paste in Place" this will position a copy of your design directly over the original

13. Click the eye to hide the top layer.

14. Select the outer line of the original design, you will see shapes that overlap with it are actually connected. To disconnect these, right click and select "Release Compound Path"

15. Select the whole design, hold shift, and click to outside line to deselect it and press delete. This is now just the outline

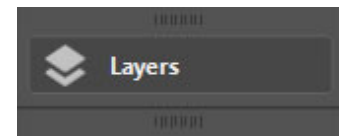
16. You can now format this layer to cut by setting fill to none and stroke to 0.1mm

17. Make layer 2 visible by clicking the eye and format it to Stroke none and Fill to black. Your design will now be cut out, while your details are engraved

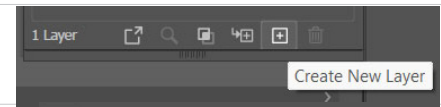
7.



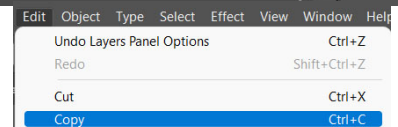
8.



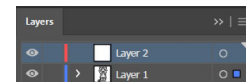
9.



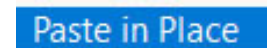
10.



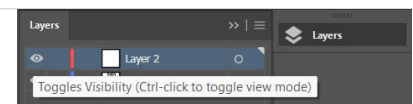
11.



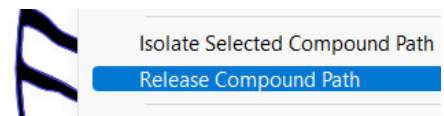
12.



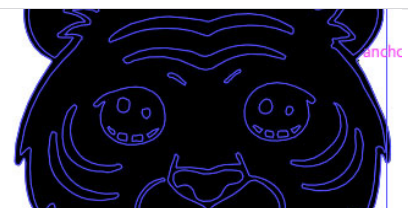
13.



14.



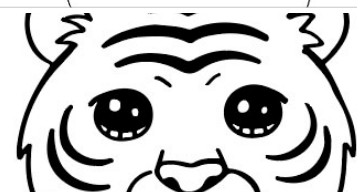
15.



16.



17.



GROUPING

You may find it useful to group elements of your designs, so you can treat them as one object will still retaining their individual shapes

Select the objects you want to group and go to Object menu and click "Group" now you can format and move these shapes as a single object. You can ungroup any time through the same.

For Example: Grouping the Tiger's details