Tracing a Monochrome Bitmap

EngraveLab provides bitmap tracing functionality through the AccuScan module. When a bitmap is traced, vector shapes will be constructed that follow the contours of the bitmap. Tool paths may then be applied to the traced contours.
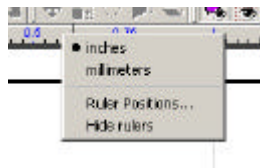
For example, the following steps describe how to trace a bitmap that has been imported into EngraveLab.

Initial Setup

Before beginning the procedure, the following workspace settings were made.

Workspace rulers

The ruler units were set to inches. This was done by left-clicking the ruler.
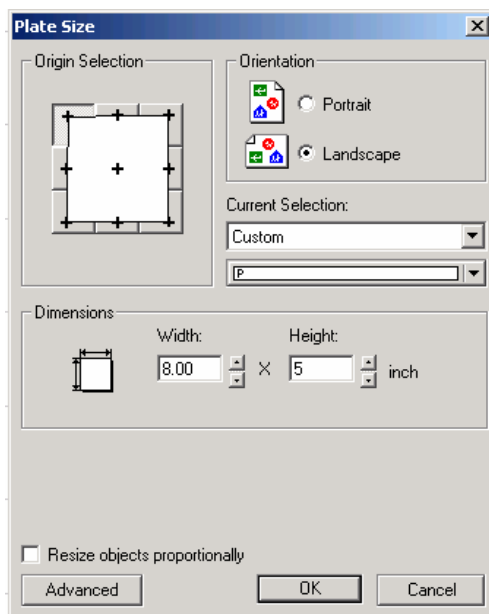

Plate Size

The **Plate Size** was set to the dimensions of one plate. This was done by selecting **Plate Size** from the **Layout** menu and setting the following:
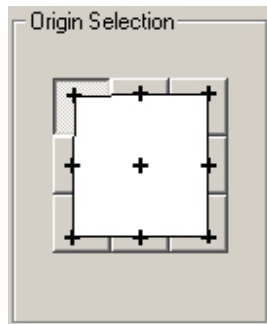
  ➢ Set **Current Selection** to **Custom**
  ➢ Set **Orientation** to **Landscape**
  ➢ Click the upper-left quadrant of the **Origin Selection**
  ➢ Set **Width** to 8.00 inches
  ➢ Set **Height** to 5.00 inches

The **Plate Size** dialog should appear as follows:

By clicking the upper-left quadrant of the **Origin Selection**, EngraveLab will use coordinates (0,0) as the upper-left corner of the workspace.
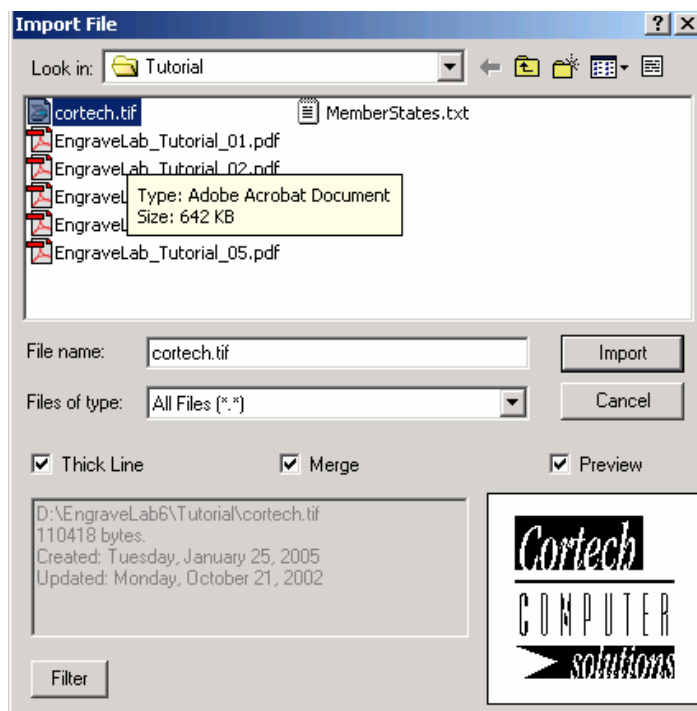

Click the **OK** button to accept the changes, and the view will return to the **Sign Plate**.
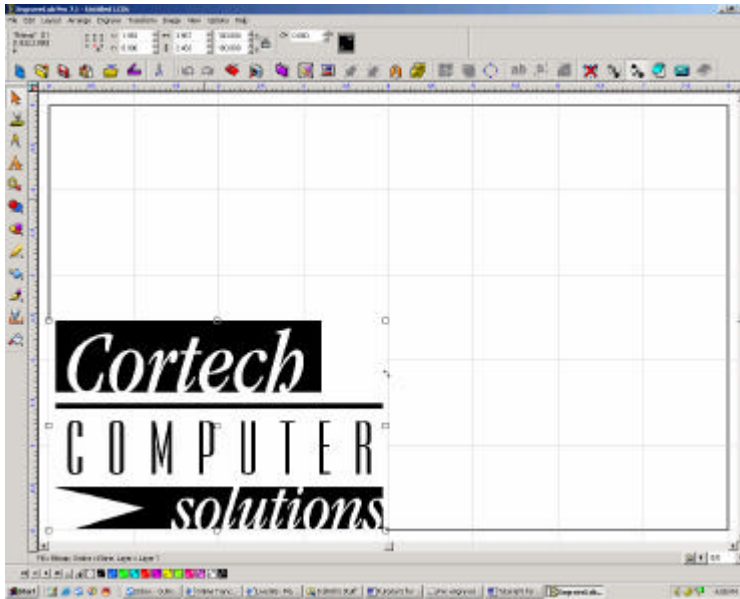
Importing a Bitmap Image

Now that the workspace has been prepared, a bitmap can be imported and scanned.

1. From the **File** menu, choose the **Import** item.
2. The **Import File** dialog will open. In this case, we want to import a TIFF image, so set the **Files of type** drop-list to *TIFF Image Files (*.tif).*
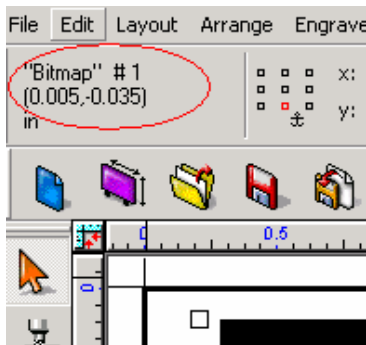3. Browse to where the desired image is located, and then double-click to import the image.

4. After being imported, the image will be selected. Though we had chosen a TIFF image, the SmartBar indicates that the image is a bitmap. This conversion from TIFF to 24-bit bitmap was performed automatically.

5.

Setting a Monochrome Image

In order to scan the image with AccuScan, the image must first be converted into a monochrome image. For our example, the imported image is already monochrome. However, if an RGB image must be converted to monochrome, then perform the following:

1. Make certain that the bitmap is selected. If it is not selected, then either click the image, or choose **Select All** from the **Edit** menu.

2. Once the image is selected, choose **Monochrome** from the **Mode** flyout (**Image** menu).

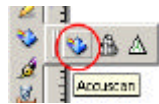**Lesson 5 - Tracing a Monochrome Bitmap**
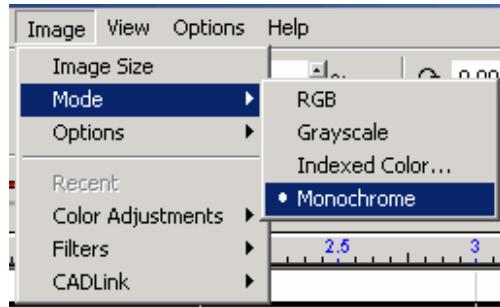
3. The image will now be in monochrome format.

Tracing the Image with AccuScan

The monochrome image is now ready to be traced by AccuScan.

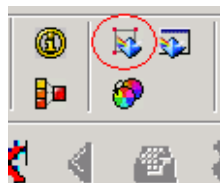1. With the image selected, choose **AccuScan** from the **Scan Tools** flyout.

2. The **AccuScan** controls will become available within the SmartBar. At the far-right of the SmartBar, the **Vectorization**, **Trace Setup**, and the **Save Settings Controls** drop-list are available.

3. From the **Save Settings Controls** drop-list, choose the "Small Serif Text" item.
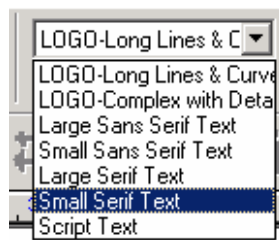
4. To begin tracing the image, click the **Vectorization** button. Our sample image is relatively simple, so only a moment will be required to complete the tracing.

5. Once the image trace is complete, click the **Close** button to close **AccuScan** and return to the Select state. The trace is now grouped on the workspace.