# NEW AUTO TRACE TECHNIQUES

In this tutorial, you'll learn how easy it is to convert an image object to vector objects with the Canvas 11 Auto Trace command. If you have ever tried to do this manually, you already know how tedious the manual conversion process can be, and the many hours of work required.

We have selected a two color bitmap logo that we'll convert to a two color vector logo.

For best results, you should use a logo that is found on letterhead or other type of stationery. You get a print logo, when you really need is a digital vector file in Canvas format (CVX).


ORIGINAL SCAN IMAGE


AUTO TRACE VECTOR OBJECT

### *Objectives*

After this exercise you will be able to:

» Scan a image into Canvas
» Use image editing to fixed scan image.
» How to crop a image using the Camera Tool
» Use the new AutoTrace tool palette
» Modify a vector object, changing color

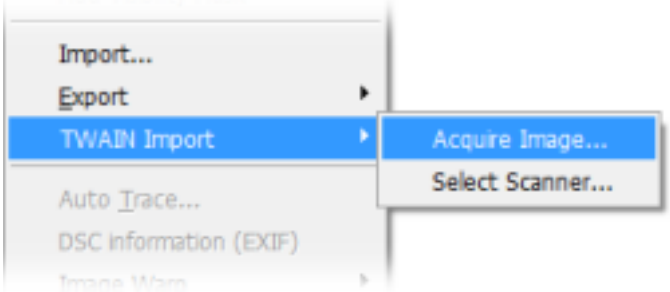
Required knowledge to perform this exercise:

» Scan image
» Select and manipulate bitmap image
» Cropping image
» Understand how to use Canvas palettes
» Move an object (vector or bitmap image)
» Editing vector objects

## STEP 1: CREATING THE IMAGE

The original logo was found on a printed postcard. We had to scan the postcard to convert the logo to an image file.

Choose Image > Twain Image > Acquire Image. Refer to your scanner information to create a scan of at least 150 dpi.

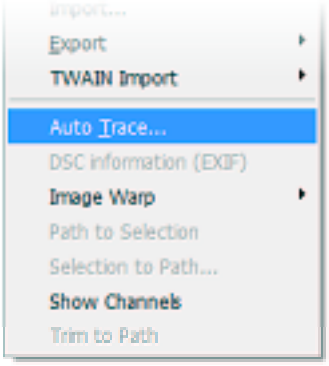



Once the scan is complete, select the camera tool and create a "snapshot" of the scanned logo. The idea is to isolate the logo so it's easier to convert it to a vector object.



## STEP 2: CONVERTING TO VECTOR OBJECTS

Now select the image and choose Image > Auto Trace.





In the Auto Trace dialog box, select the following properties:

| Input | Output |
|---|---|
| Use image | Color |
| Blur Radius = 0 | Trace: Fill |
| Image Resolution = maximum | Make Polygons |


Click OK to create the vector objects that you can modify to use in any artwork.