## **Using 2D Design (V2) to Vectorise**



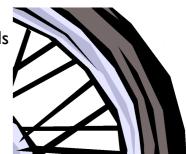
**DESIGN** 

There are 2 main types of image; **Bitmap** and **Vector** 



**Bitmaps** are made up of millions of tiny squares of colour (pixels) the more pixels there are the better the resolution and quality.

**Vector** images are made up of lines, curves and solid colour.

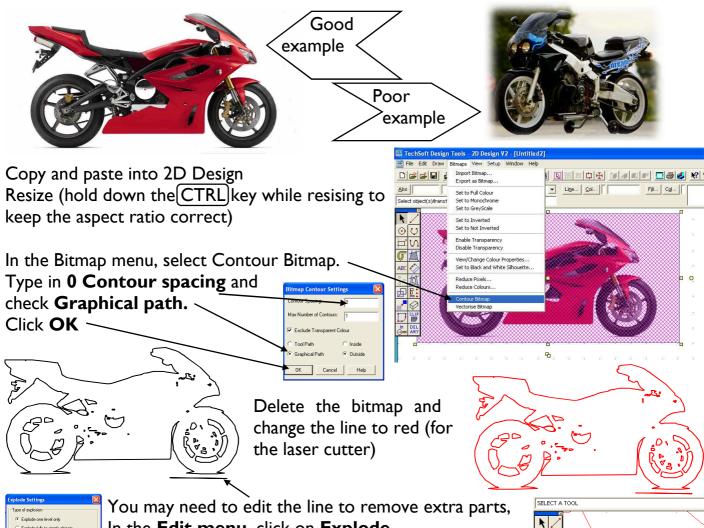


Close up of a Vector

Close up of a bitmap image

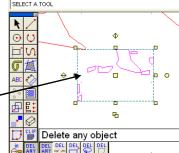
Bitmap images cannot be used to cut on a CNC machine BUT 2D Design V2 can convert from a bitmap to vector image.

You need to start with a good quality bitmap preferably against a plain background.



In the **Edit menu**, click on **Explode**. Click on Continue

Delete any lines you want to by selecting and deleting.



You may need to edit other lines rather than delete. Select the lines you want to edit and click on **Start Edit** -





You may find it easier to disable 'step lock' and zoom in.

Select each 'node' and move it to a new position.

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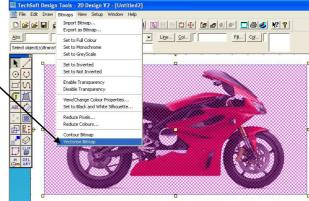
The **orange dots** are nodes and the **yellow dots** change the curvature.



Another method is to vectorise the entire image.

In the Bitmap menu, select Vectorise Bitmap.

Click on the image.
In the Colour
Selection for
Vectorisation
window, click OK



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| Detail Sellings | Convention Settings | Please Make | Please |

In the **Bitmap Vectorisation Settings** window, click **OK.** 



The image is now completely vectorised.

Select the image and click on Fill...

Check the No Fill button.



Click OK -

Change the line colour. (Red to cut or Blue to engrave)



Ungroup and Explode as before. Remove unwanted lines. Edit if necessary as before.



OK Apply Cancel Help Set

Load Fill

S Stockley May 2008