

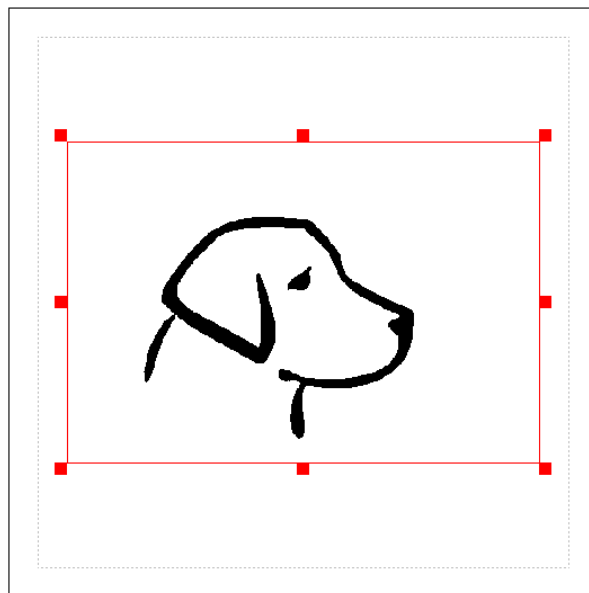


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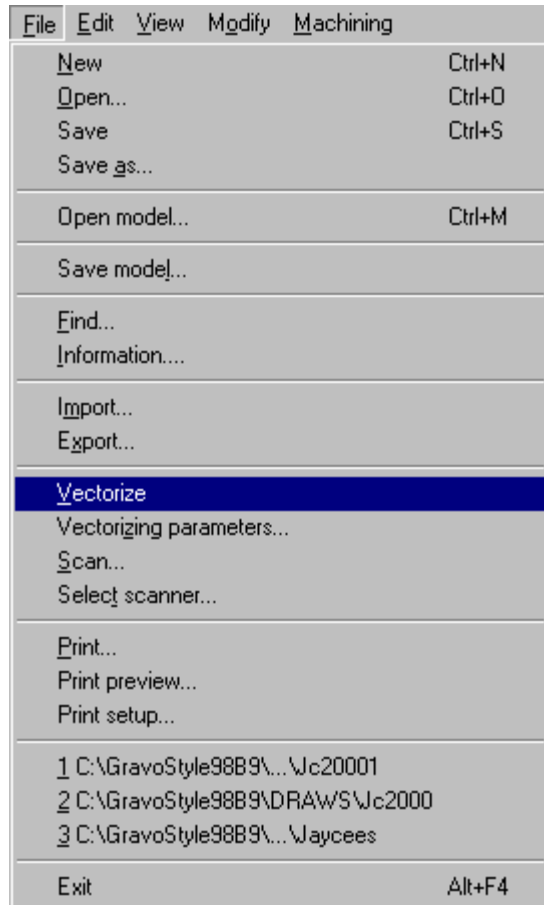
# GRAVOGRAPH NEW HERMES

## Vectorizing

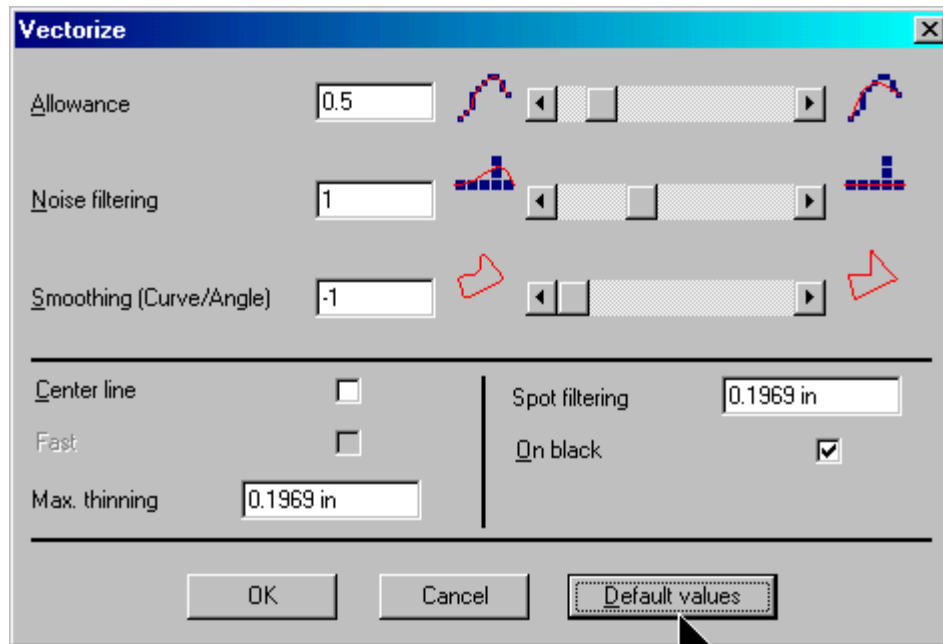
1. The Graphic Level of Gravostyle gives you the ability to scan or import Bitmap images. Once these images are brought in you can Vectorize (trace) them to design your own Logos. Your customers can bring in letterhead or other artwork for you to engrave on their pieces. Vectorizing is nothing more than outlining your image but this outline will be a vectored tool path. Black and white artwork is always the best to work with as you only have two colors to work with. Gravostyle does have the capability to vectorize color and grayscale images. It is just a more complex operation. Bring you image into Gravostyle by importing or scanning.



- Remember to never enlarge the bitmap before you vectorize it. Once your bitmap is on the screen make sure it is selected. Click on File then down to Vectorize, click on the Vectorize. This will bring up the Vectorization window.



- The Vectorization window has filters you will have to setup. These filters are asking you how accurate you want your trace lines. Usually the best place is to start with the Default Settings. Click on the Default Settings button. Depending on how complicated your bitmap is will determine the rest of the adjustments we will make. We want to spend as little time as possible cleaning the logo up so we want to be as precise as possible, but we also do not want to be so precise that it complicates the process so much that it uses all the programs memory and causes the program to crash.



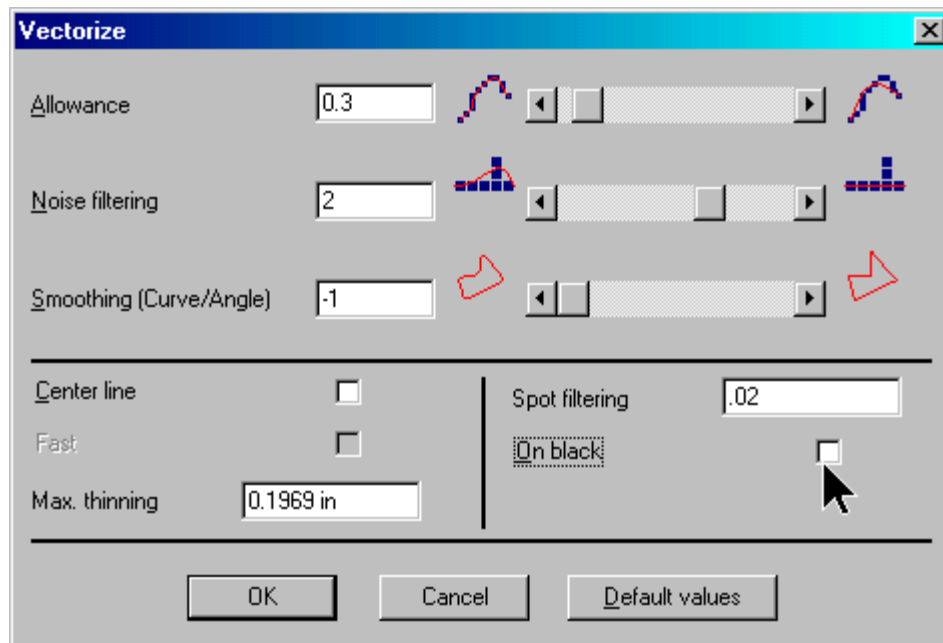
- The Allowance slide is asking how accurate you want the red vector line to follow the blue dotted line. If you move the slide to the right it will cut the corners short. This may cause you to do more clean up to get your image to look the way you wish.
- The Noise Filtering slide is saying if you have intersecting pixel line or stray pixels off the side of your image, do you want the vector line to assume that it as direction change. This will give you a little bump in your line causing you clean up time.

6. The Smoothing slide is asking you how precise you want the line to follow the pixel line. Remember that the more accurate the more memory it will take and most of the time, more clean up time. Zoom in closely to your bitmap and you will see that it is made of small square dots. If you slide it to the right it will try to follow it exactly, making your vectorized line look like a hacksaw blade. This will make the clean up time extensive and if you do not clean it up, it will increase the engraving time.

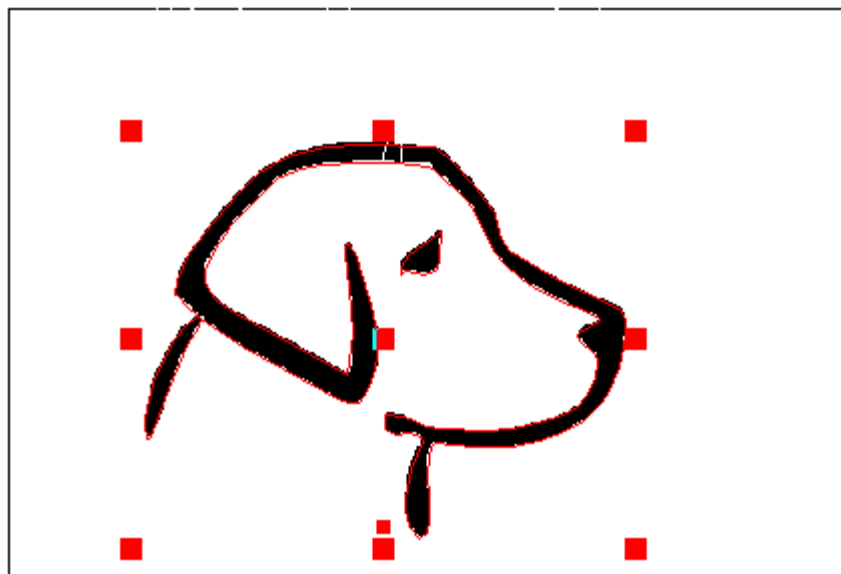


7. The Spot Filtering is for determining the smallest object on your image that you want to trace. With the measuring tools, measure the smallest thing that you want to create a tool path for and that will be the number you will enter into this box.

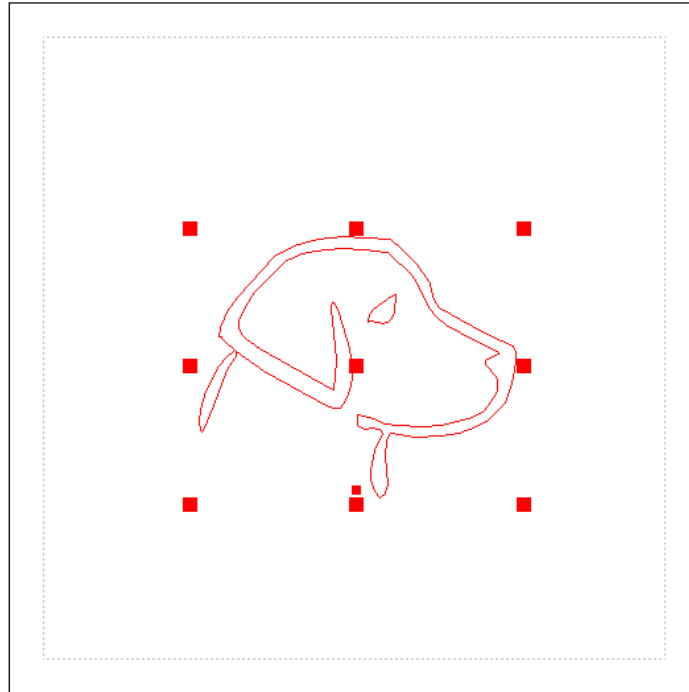
8. The On Black box is asking you what color you want to Vectorize on. Click so the  is in the box and you will Vectorize on the black. Click again and you will vectorize on the white. Remember that all bitmaps have a black square around them. If you choose the black then you will have a box around your logo.



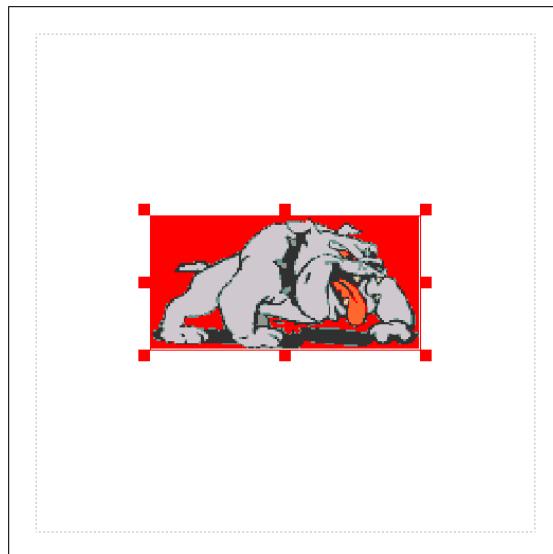
9. The Center Line and Max. Thinning is for Vectorizing on a centerline. Instead of tracing around the outside of the image it will trace right down the middle. The Max. Thinning is asking how thin of a line you want to trace.
10. Once you have all the filters setup and are ready to start vectorizing click the OK button.



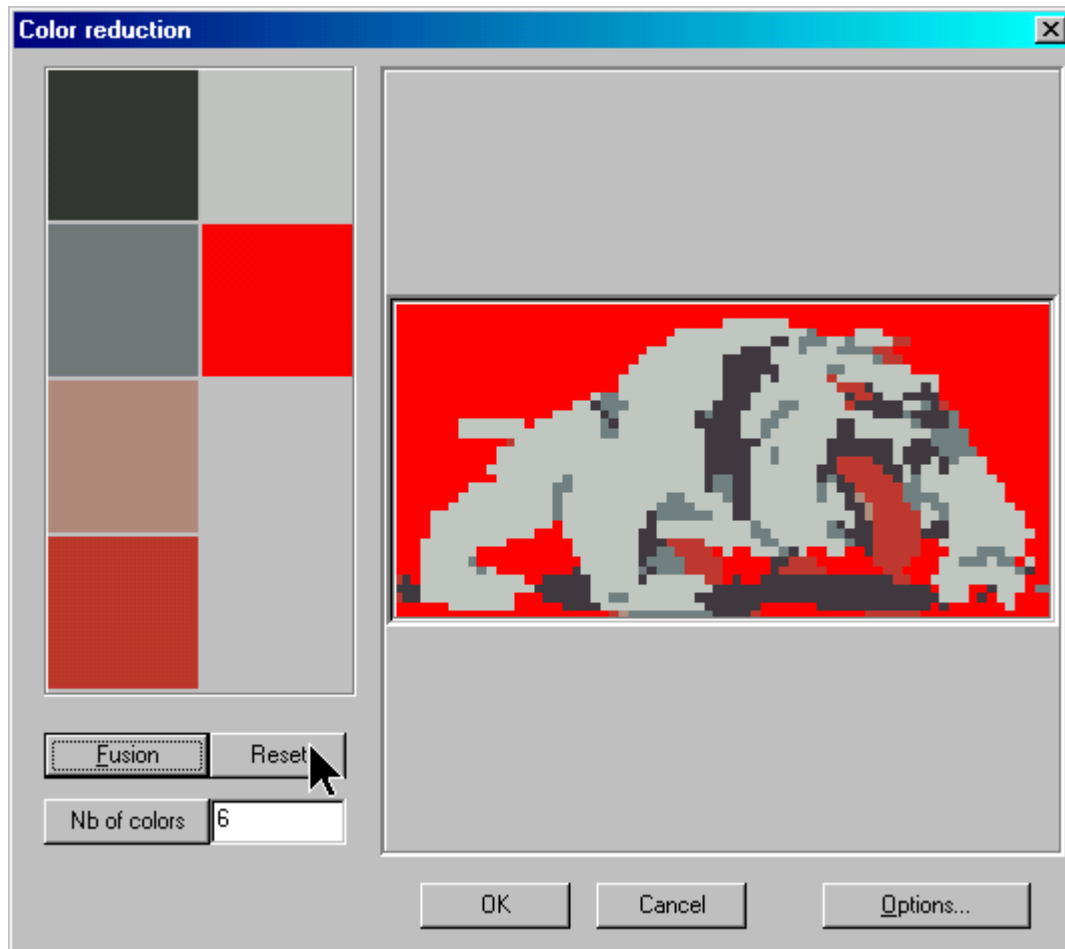
11. You can zoom in on the piece and see just how accurate your vectorizing is. If you are satisfied with it move the vectored image out of the way and select the bitmap. We no longer need the bitmap so press the Delete key. Move your image back to the place you want on your material.



12. If you are working with a grayscale image or a color image you will have another page to deal with. You will still go through the same process as before but when you click on the OK button on the Vectorization Filters page the Color Reduction page will pop up.



13. In the Color Reduction page you can accomplish a couple different things. In the Color Reduction page you can accomplish a couple different things. You can click on a color square and then press and hold the Control key and click on another color. Then click on the Fusion button. The program will fuse those two colors together. This may distort you image. You can also select the color that you wish to trace. Click on the color you want to trace on and then click OK. To get the whole image vectorize the whole image you may have to do this several times. You will not be very successful with vectorizing if you try to do all the colors all at once.



14. You also can click on the Options button and adjust the sensitivity of this operation.

