

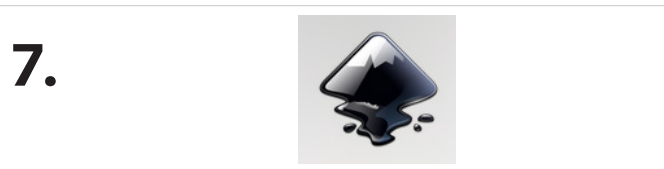
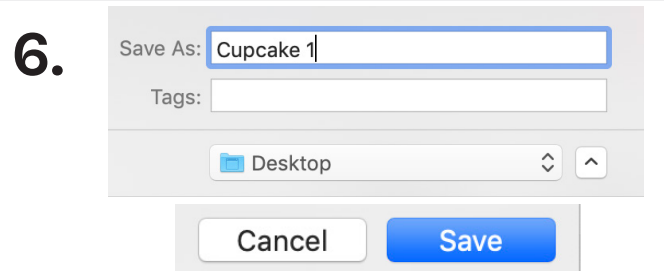
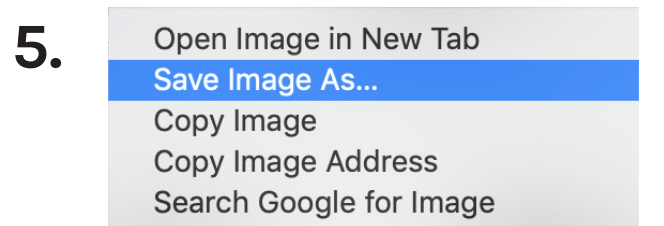
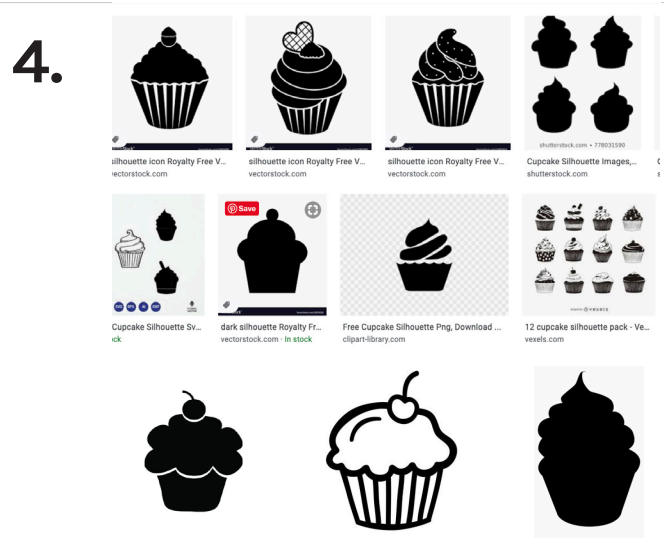
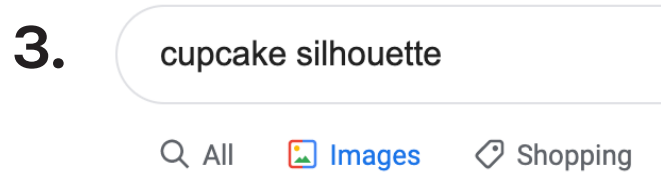
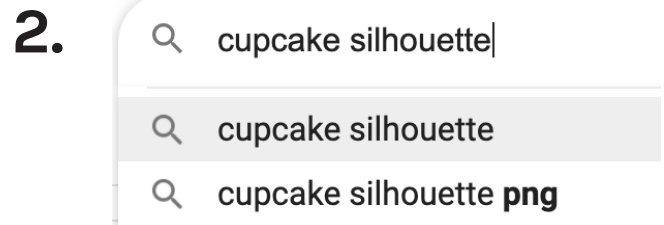
HOW TO:

USE TRACE BITMAP TO VECTORISE AN IMAGE

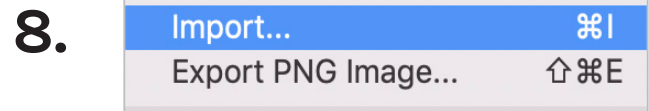
1. Open your internet browser (Google Chrome, Safari, Firefox or Internet Explorer)
2. Open Google or another search engine and type in the shape or image you are looking for, followed by the word 'silhouette'
3. Press **Enter** ↵ on your keyboard and select **Images** under the search bar
4. Browse the images to find a shape you like.

Simple shapes work well, as the black areas will become the vector shapes on your design.

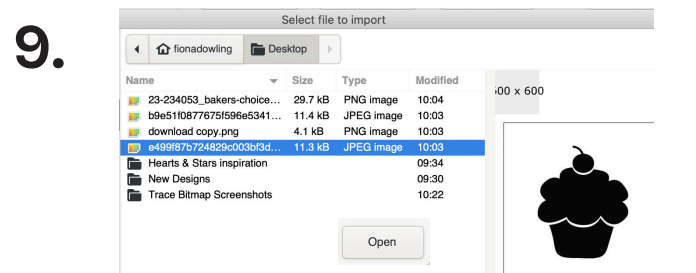
Think carefully about which parts of the design you want to be connected or separated.
5. Right click on the image you have chosen and click **Save Image As...**
6. In the pop-up box, type in a name for your image file, select to save to your **Desktop** and click **Save**
7. Open up Inkscape from the bar at the bottom of your screen



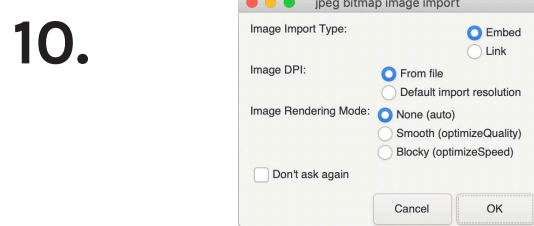
8. Go to **File** menu and click **Import...**



9. Find and select your image on the **Desktop** and click **Open**



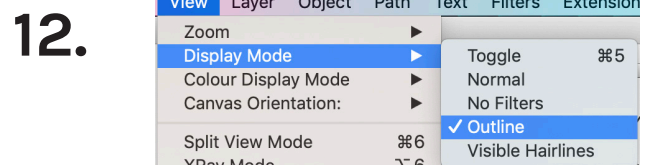
10. Click **OK** in the pop-up box



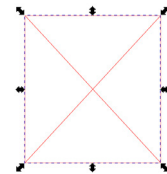
11. Click the **Select and transform objects** tool and move or resize your image if needed



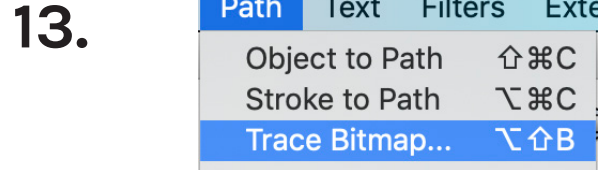
12. Go to **View** menu and click **Display Mode** and **Outline**



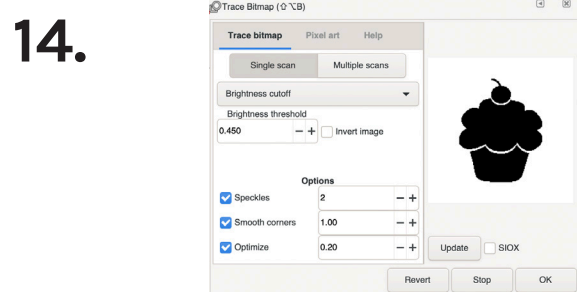
Your image will now appear as a box with a red cross



13. Click your image to select it, go to **Path** menu and click **Trace Bitmap**

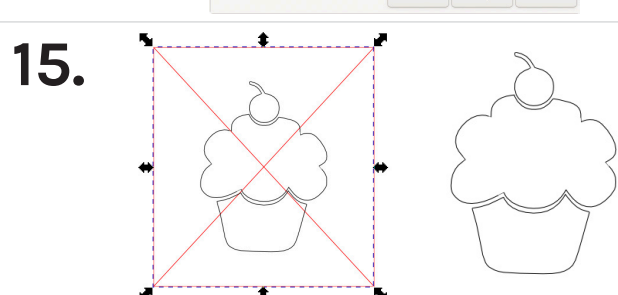


14. In the pop-up box click **Update** to load a preview and you should see your shape.



Click **OK** and close the box.

15. Click the box with the red cross and press backspace to delete.



You now have a vector of your image!