



Advanced Trace

Open Cut2D then click 'Create a new file'
Set Job Size to 180 x 180mm, then click 'OK'
Import bitmap image (DragonAdv.jpg)
Open 'Trace Bitmap' tool
Slide 'Bitmap Fading' to ~ 81%
Slide 'Number of Colors' to 5
Check grey, maroon, red and white boxes (1st, 3rd, 4th & 5th)
Slide 'Corner Fit' slider to 'Loose'
Click 'Preview', 'Apply', then 'Close'
Activate drop down layer menu, then deactivate / hide Bitmap Layer
Click on image - note how it's solid lines - this means it's grouped
Ctrl + U to ungroup - note how it's now dashed lines - this means it's ungrouped
Click 'Esc' key
Zoom in and delete eyes - Click drag from left to right vs Click drag from right to left
Need to modify tail so it won't 'drop out' - zoom in on inside of tail
Press the 'N' key or click 'Node Editing Mode' button
Click on the inside loop of the dragon tail
At the one o'clock position on the highlighted inner circle, click and drag the blue node upwards and drop it onto the 80 degree intersection (or corner) above it
To the left of the point we just moved, right click on the line and choose "Insert a Point"
Click and drag the new point upwards and drop it onto the line just above it
Click on the 'Interactive Trim' tool (the scissors)
Trim away all the extra lines between the newest point we just created and the intersection
Click 'Close' on the 'Interactive Trim' tool
Press 'N' to enter node editing mode
Click on and edit the Bezier curves / add points as necessary to clean up the graphic
Press 'Esc' to exit node editing mode
Press 'F' to zoom to material
Double click dragon and drag center point down to overlap the dragon onto the shield
Zoom into overlap of dragon and shield and trim away overlap with 'Trim' tool
Press 'Esc' key, then 'F' to zoom out
Try to trim away unwanted outer box with the 'Interactive Trim' tool - (cannot trim away outside 'box' - only if hold Shift key - and that trims too much away)
Close the 'Interactive Trim' tool
Zoom into top right intersection between shield/box - note the gap
Click 'N' or the 'Node Editing Mode' tool, then click on graphic
Drag node up to join the other and form a complete 'closed' graphic
Press 'Esc' key to exit node editing
Press 'F' Key to zoom out
Trim away the unwanted outer box with the 'Interactive Trim' tool
Close the 'Interactive Trim' tool

Congratulations - you're done!