

Cutting Image Data

RSD-SUNMAX Series
SUNMAX LASER

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Cutting Image Data

Cutting requires outline data; image files such as monochrome bitmaps cannot be cut.

This technical document explains how to use CorelDRAW to convert monochrome bitmap image data into outline data that can be used for cutting.

Note: This document uses CorelDRAW 2020 and Adobe Illustrator CS6.

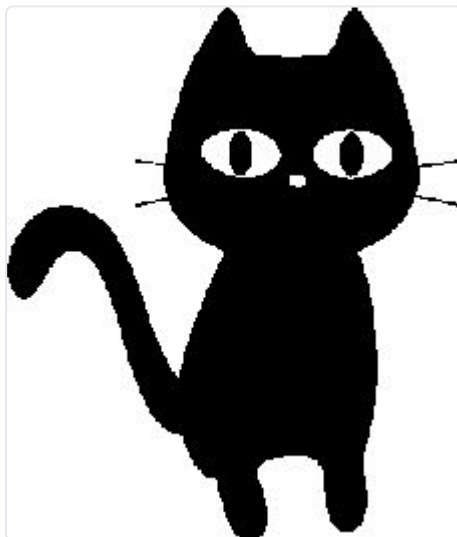
Note: Outline data is normally created by manually tracing the contour of an image in Adobe Illustrator or a similar application. Here, this process is automated using CorelDRAW. An Adobe Illustrator plugin may provide equivalent functionality in some cases.

① Prepare the monochrome bitmap data to be cut.

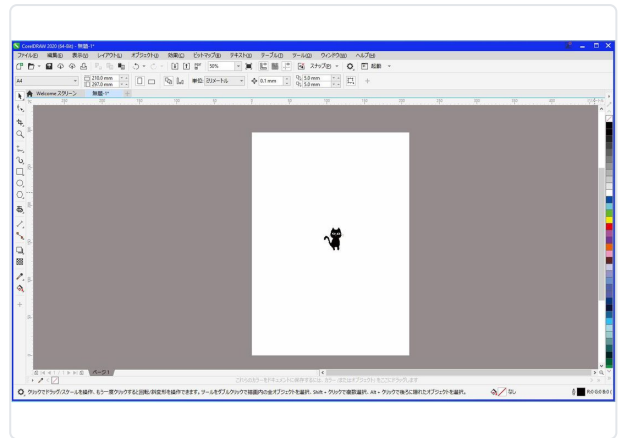
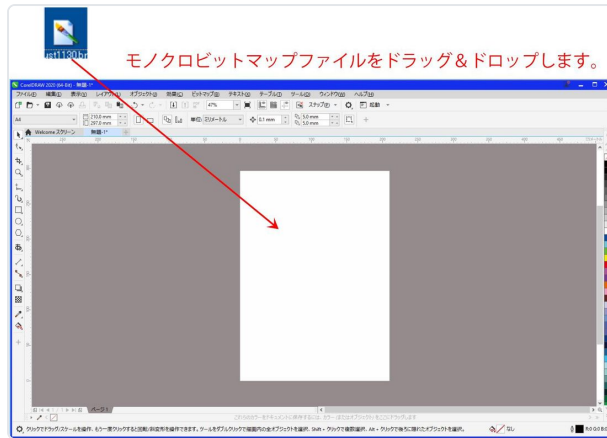
Note: Image data with grayscale tones can also be outlined, but the contours may become jagged or the generated data may not turn out as intended.

Note: Low-resolution data will produce jagged contours when enlarged. Prepare high-resolution image data (300 dpi or higher recommended; 1016 dpi is preferable).

Note: Very fine or detailed data may not be outlined properly.



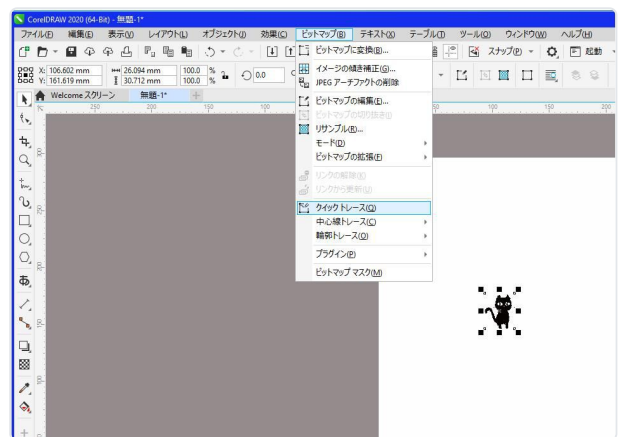
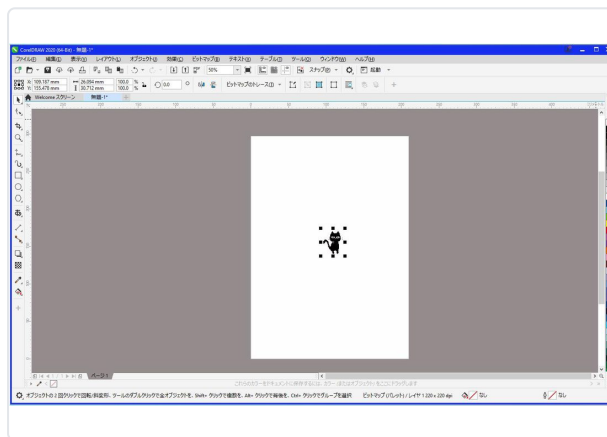
② Start CorelDRAW 2020, then drag and drop the image file into it.



The image data is displayed.

③ Click the image to select it.

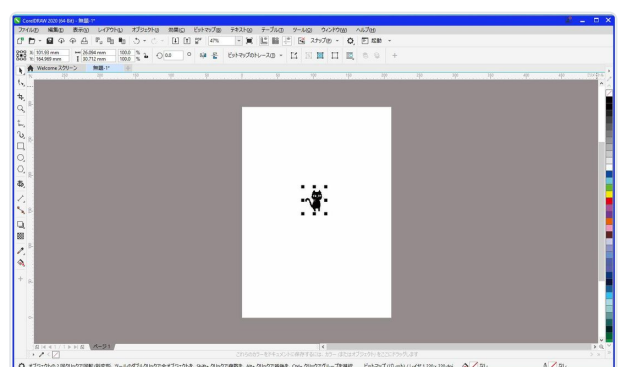
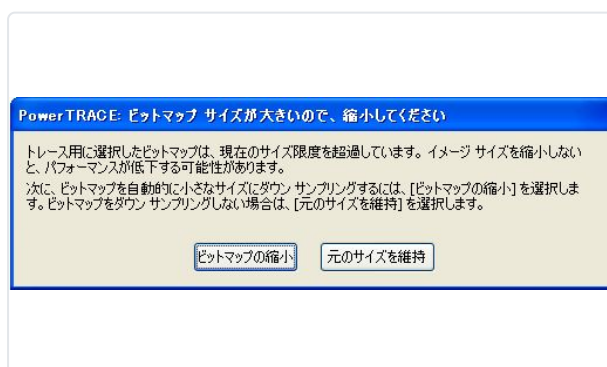
④ Open the **Bitmaps** menu and click **Quick Trace**.



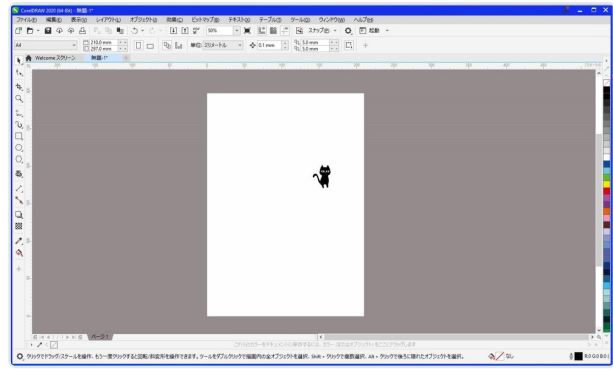
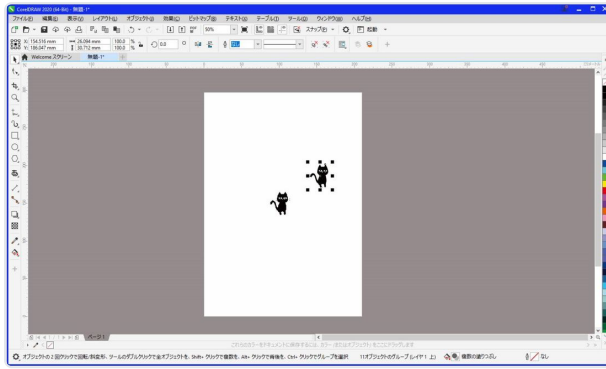
Depending on the image data, a warning dialog may appear.

Normally, select **Reduce bitmap**.

⑤ The outlined data is generated on top of the original bitmap image, overlapping it. Drag and drop the overlapping data to move it aside.

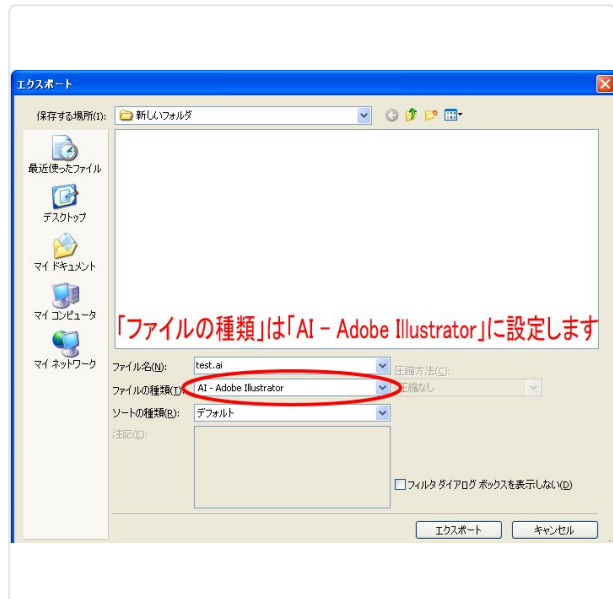
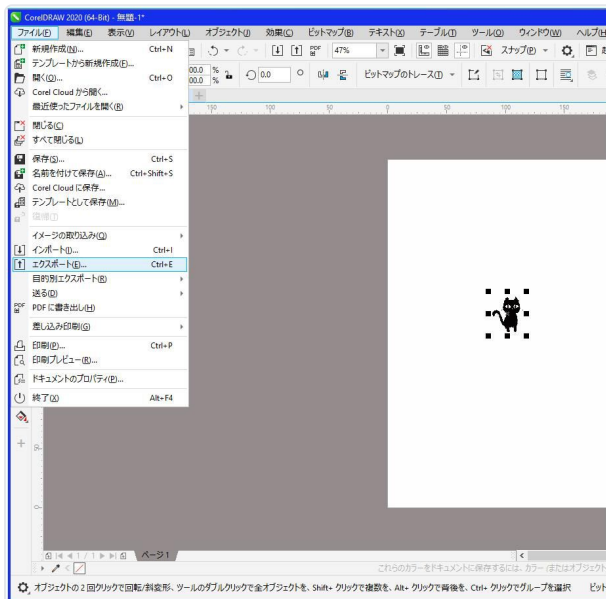


⑥ Delete the original image data.



⑦ On the **File** menu, click **Export**.

⑧ When the **Export** dialog appears, set the file type to **AI - Adobe Illustrator**, then click the **Export** button.

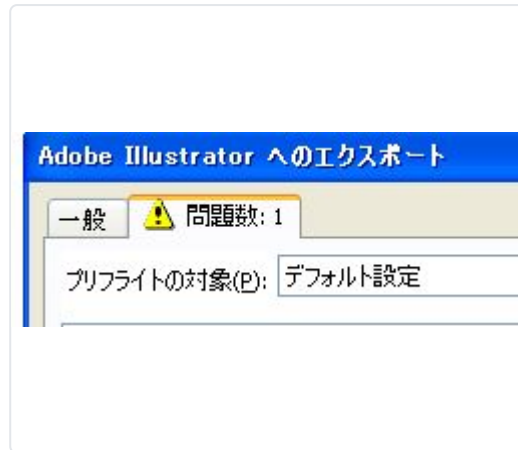
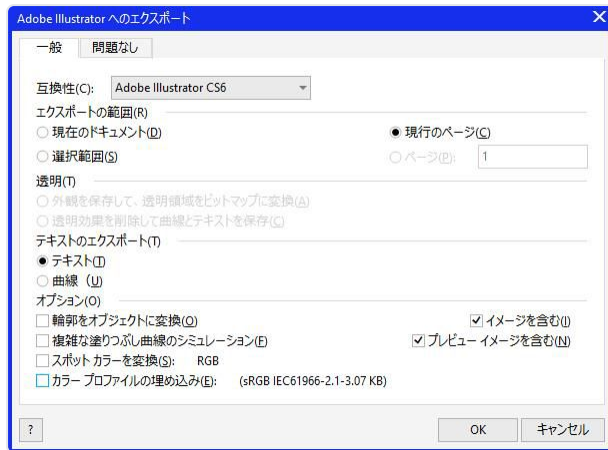


⑨ The **Export to Adobe Illustrator** dialog appears.

There is no need to change any settings.

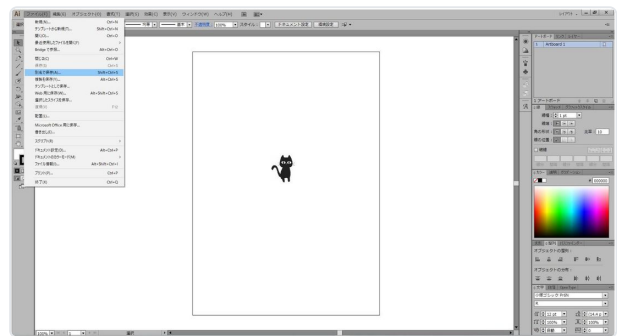
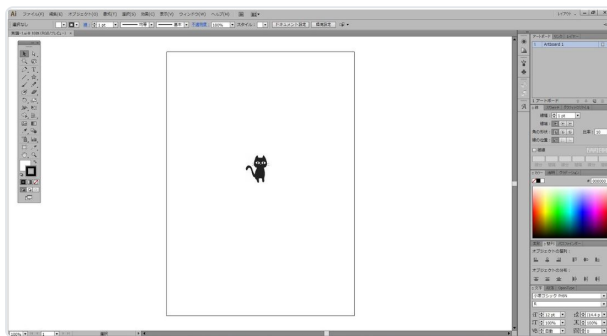
Click the **OK** button to save the data.

In the dialog shown below, the tab reads "No issues," but depending on the data it may read "Issues found." Even in that case, there is usually no actual problem, so you can proceed as is.



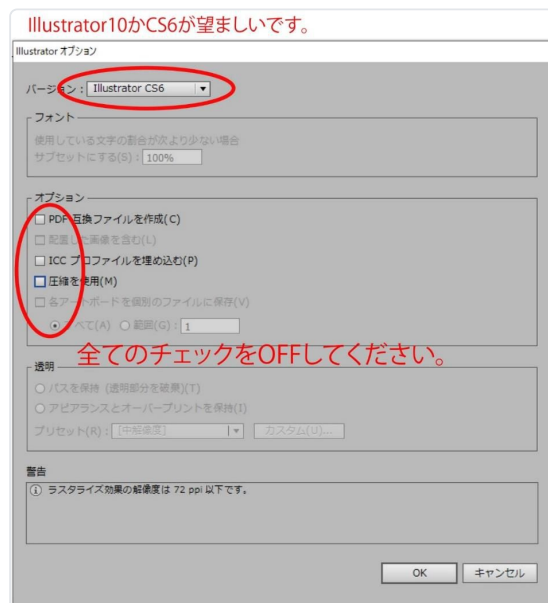
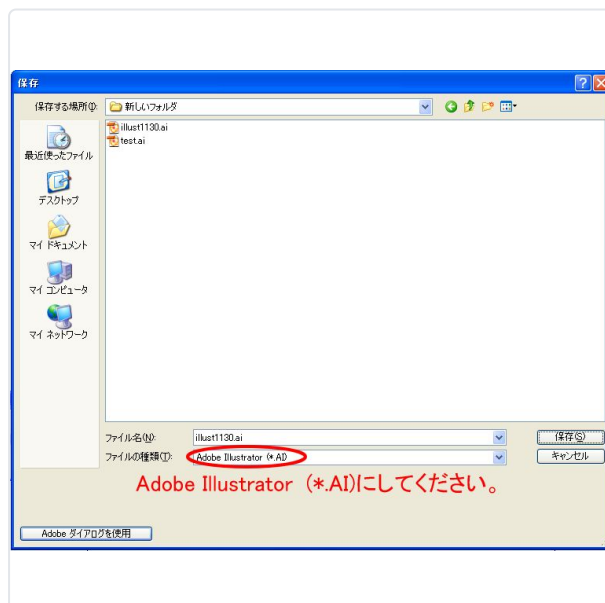
⑩ Start Adobe Illustrator and open the data saved in step ⑨.

⑪ If the outline data needs correction, make the corrections and then click **File > Save As**. If no corrections are needed, simply click **Save As**.

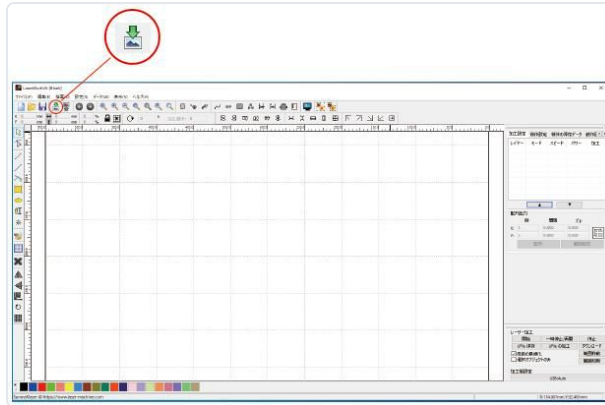


⑫ When the save dialog appears, enter a file name and click the **Save** button.

⑬ When the **Illustrator Options** dialog appears, clear all of the check boxes and click the **OK** button.



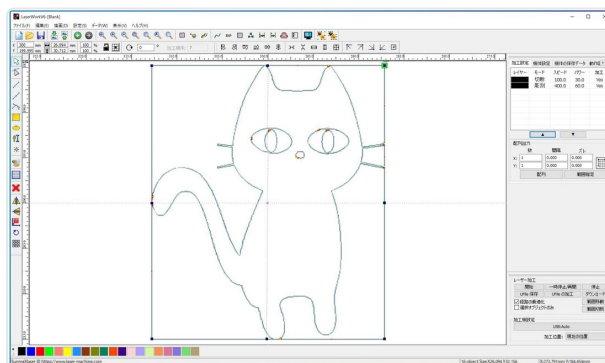
⑭ Start LaserWorkV6 and click **Import** on the toolbar.



⑮ The **Open File** dialog appears. Select the file you saved earlier in Adobe Illustrator and click **Open**.



⑯ The file is now imported into LaserWorkV6.



Notes

Caution: If the original image data is complex, fine details may not be converted to outlines correctly. In that case, either correct the paths in LaserWorkV6 (note that LaserWorkV6 cannot edit nodes), or go back to step ⑩ and correct the paths in Adobe Illustrator.

Caution: If the outline stroke color is transparent when the file is opened in Adobe Illustrator, it may not be possible to import the file into LaserWorkV6. Set the stroke color to black.