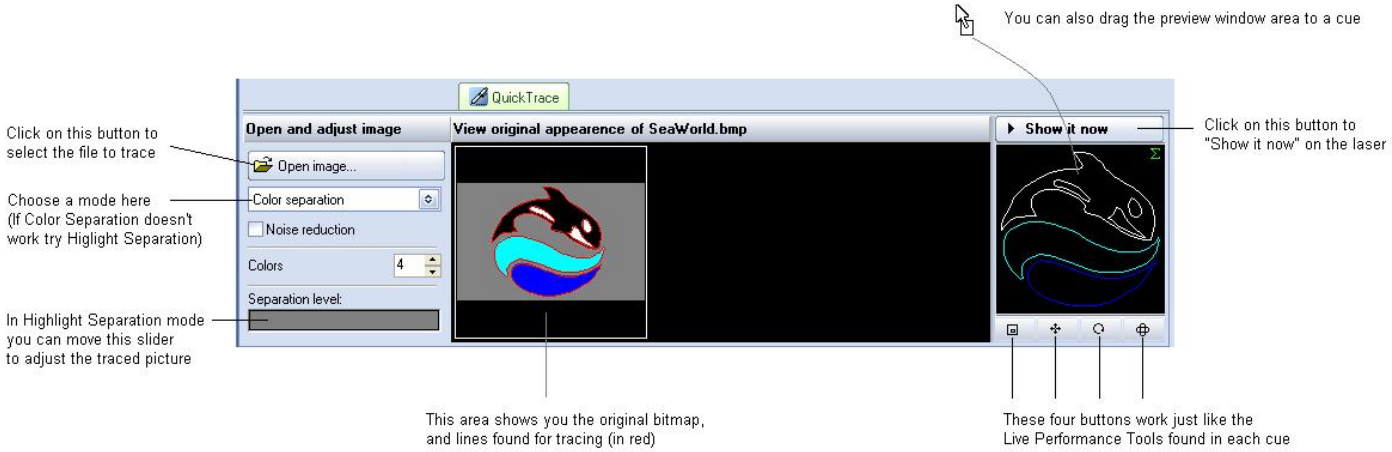
QuickTrace

The **QuickTrace** tool allows you to quickly trace graphic images such as bitmaps stored in BMP, JPEG or GIF format.

The main features of the **QuickTrace** tool are shown and described in the picture below.



As shown, you simply select a image file, choose a trace mode, make a few adjustments, and then either **Show it now**, or drag and drop the image to a cue for playback later.

Selecting the image file

To select an image file, click on the Open image button. This will display a standard Windows file dialog box, where you can navigate to and select the image to trace.

Choosing a tracing mode

The QuickTrace tool offers three separate tracing modes:

1. Color separation mode (best for high-quality company logos and business card graphics)
2. Highlight separation mode (best for lower-quality images and continuous-tone photographs)
3. Centerline mode (best for line-art such as hand drawn images)

Applying Noise Reduction

The **QuickTrace** tool has a check box that will apply a **Noise reduction** filtering. This may be handy for images that have small specks or severe JPEG compression artifacts. Just try checking and un-checking the box to see which way provides the best looking output image.

Choosing a number of colors

When the tracing mode is set to **Color separation**, you can choose the number of colors that **QuickTrace** will try to find in the image. The default is four. This is another control where you simply can increase and decrease the number of colors until you get the best looking output image.

Adjusting the Separation level

When the tracing mode is set to **Highlight separation** or **Centerline**, the **Separation Level** slider will be available for adjustment. Simply click and drag your mouse in the slider area, and move the slider back and forth until you get the best looking output image.

Modifying the overall size, position and rotation angle

The four buttons under the preview window allow you to control the size, position, and rotation angle of the shape. These work in exactly the same way as the Live Performance Tools within a cue. Simply click down the mouse over one of the controls, and then drag the mouse either upward or downward to affect the image.

Displaying the traced image momentarily

To display the traced image that you have created, simply click on the Show it now button.

Saving the QuickTrace to a cue

You can save the **QuickTrace** to a cue for more permanent storage or for use later. Simply drag and drop the preview window (or the **QuickTrace** tab itself) to a cue. Everything about the **QuickTrace** will be saved into the cue, including the size, position, rotation, speed, color and font as seen in the preview window.

Editing the image after it has been traced

Once you drag and drop the traced image to a cue, you can use the Frame/Animation editor to edit the traced image. For example, you could recolor all or part of the traced image, you could select and then delete certain parts, etc.

See Also

- QuickTools Overview
- Cue Grid
- Live Performance Tools

Return to Index

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Last update: **2020/06/11 19:21**