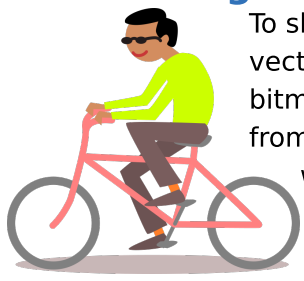


Vectorizing with Inkscape - Techniques

To show some techniques for vectorizing with Inkscape I took the bitmap version (800 px .png file) from 'Bike' by FX13 unchanged and with an added blue background.

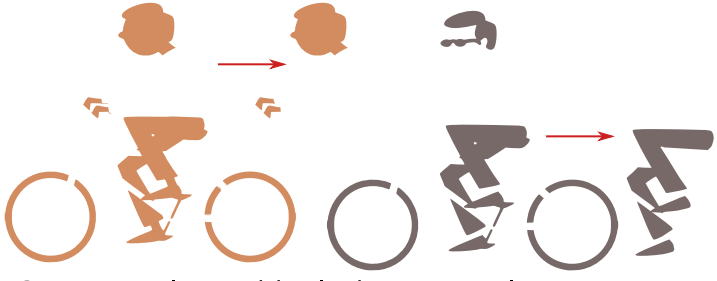


This style of graphic is widely used for simple info graphics.

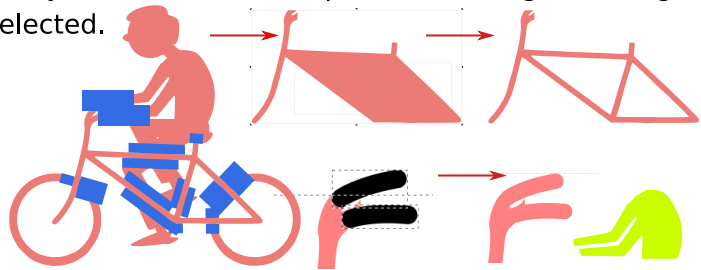
Both were vectorized to 8 colors. With no/white background we get after ungrouping easily usable layers.



Some parts can be gained by 'Path/Break apart' or with the Node tool.

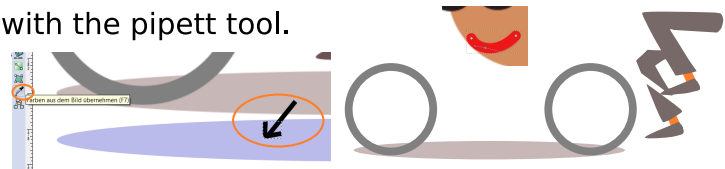


'Cut' parts clean with placing rectangles over unwanted sections and apply 'Path/Difference', always with the main shape and one single rectangle selected.

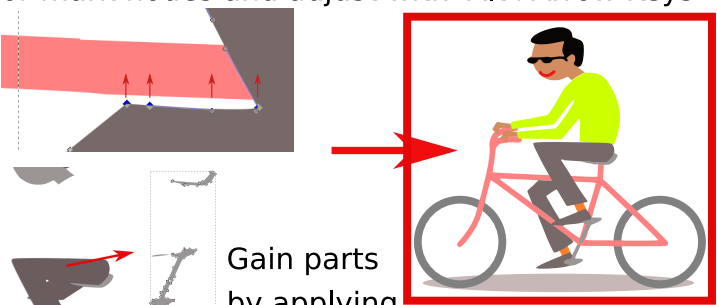


Redraw the handles (Line with 3 nodes), convert contour to path and join with bicycle frame.

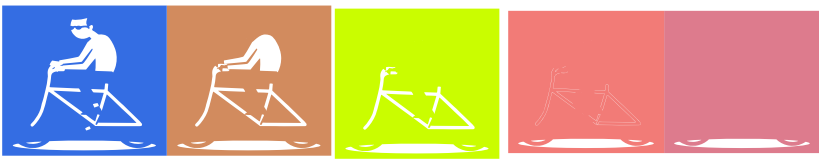
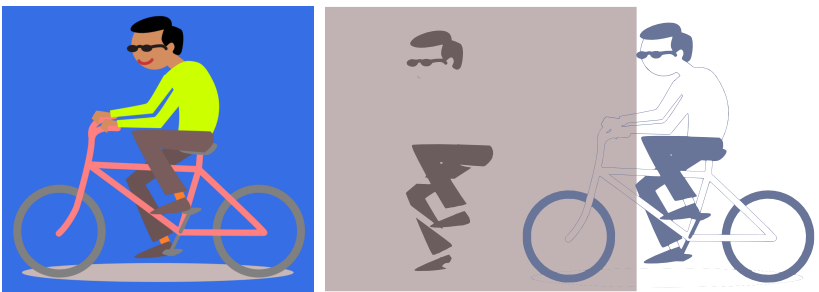
Simple objects are best redrawn and colored with the pipett tool.



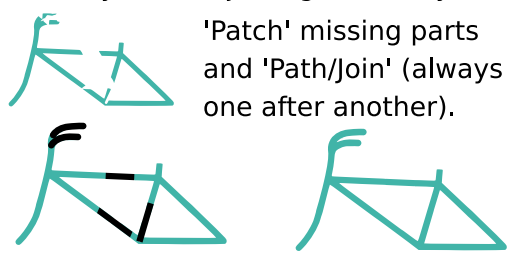
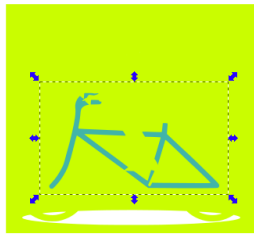
Some shapes get smaller by vectorizing, resize or mark nodes and adjust with 'Alt+Arrow Keys'.



Gain parts by applying 'Path/Difference' and clean up nodes.



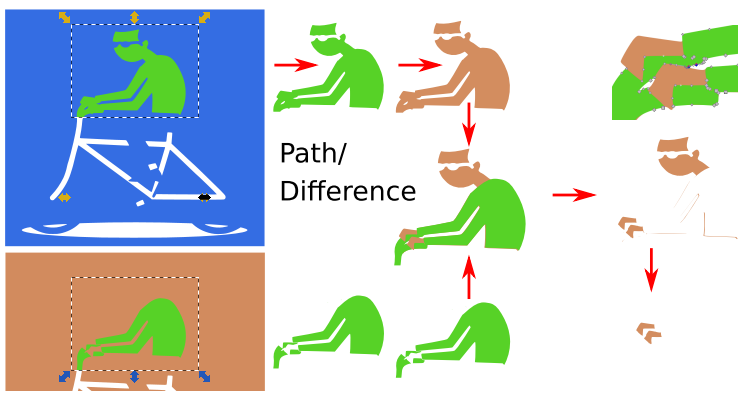
With darker backgrounds we get mostly 'negative' shapes. Put a rectangle below the negative shape, select both, apply 'Path/Difference' and obtain an usable frame (always use a copy of Your objects for all operations - usually both objects get destroyed...)



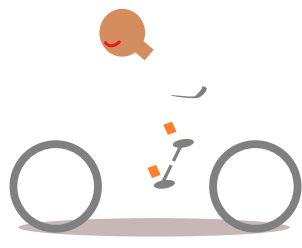
'Patch' missing parts and 'Path/Join' (always one after another).

If You cannot join, check whether it is really an object!

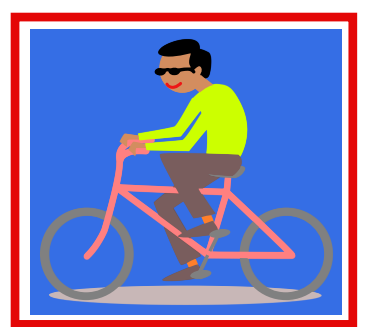
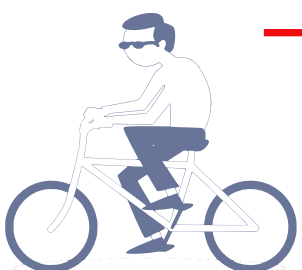
Inspect the layers gained by vectorization to choose those suitable to create final usable parts by applying 'Path/Difference'.



Carefully move nodes to get isolated shapes, cut with 'Path/Difference' and remove unneeded nodes.



Simple objects are best redrawn and colored with the pipett tool.



Nice byproduct