



Corporate Flow



Illustration



Image Editing



Automation



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Canvas Tips and Techniques



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Creating Vector Graphics from Images



Very often you find yourself in a situation where you require a graphic but nothing you have on hand is suitable. Why not just create it yourself! It's easy to do in just a few steps with Canvas.

Step 1

First, find the image you want to "Vectorize"

Start by opening a new document and select Illustration as the Type of Document. Now place (File>Place) the image you want to "vectorize" in the document. In this example we are using an image of a mountain lion off of a commercial CD, but any scanned or digital image will work.



Creating Vector Graphics from Images (Continued)

Step 2

Posterize Image

Next with the image selected go to Image>Adjust>Posterize and set the level to about 5 and select OK. Posterizing the image will help you differentiate the color tones in the image. Basically adjust the Levels until you see large solid areas of color.



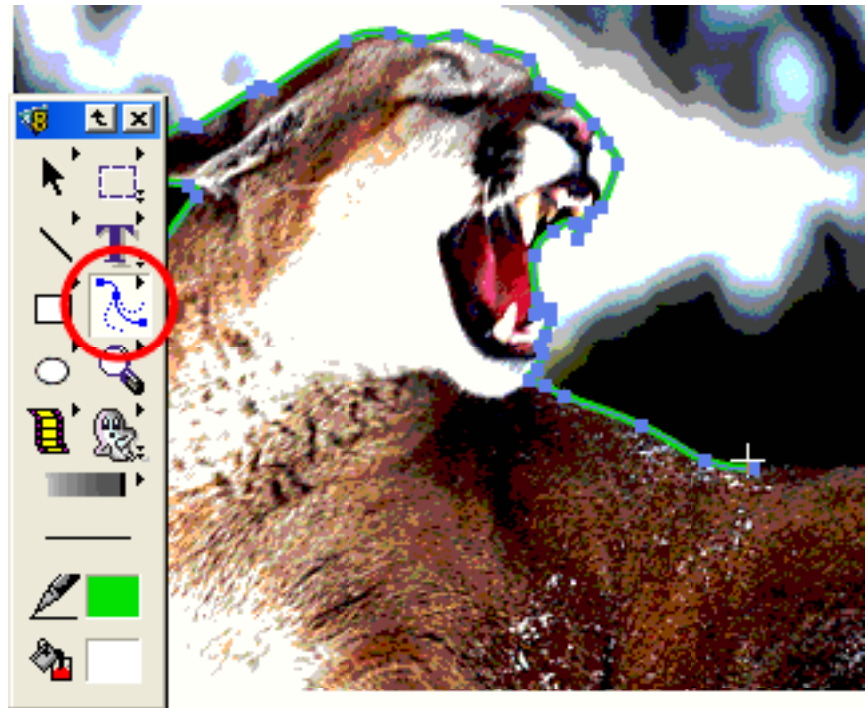
Use Posterize to help separate tones in the image.

Step 3

Draw over Image

Now select the Auto Curve or Freehand Tool and trace the areas around the different groups of tones. Use only a stroke with no fill and select a color that will have a strong contrast from the image. In this case we used bright green.

Tip: You can zoom into the image to help you see more detail. But don't worry if it's not exact, you can draw "outside the lines" here and still end up with a terrific looking graphic.



Creating Vector Graphics from Images (Continued)

When you're done drawing, your image should look something like this. Now, the fun part begins.



Step 4

Adding Color

Now, one by one, remove the stroke on the objects you just created in the previous step. Next, give each object a fill Ink as close as possible to the original image color of the section you are trying to duplicate.

Tip: You may find that some objects are in the wrong order or are blocking the view of smaller objects. This could be corrected by moving the objects up or down in stacking order. To reorder an object, select it, then holding a modifier key you can move the object up or down. (To move the object up: Windows: Ctrl>], Mac Command>]; to move the object down: Windows: Ctrl>[, Mac Command>[). Repeat this process until the object is in the desired stacking order.



Remove the stroke and add a fill color.

Creating Vector Graphics from Images (Continued)

When you are finished adding the fill colors, delete the original image and you're done.

Tips: You could use the Push tool to smooth out the curves of your objects.



Here is the final vector illustration. As you can see we added a gradient background to give it stronger contrast.

