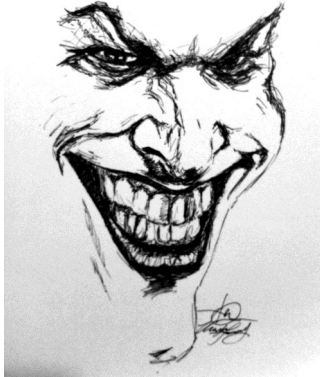


# Achieving Better Sketch Based SVG Files In Inkscape

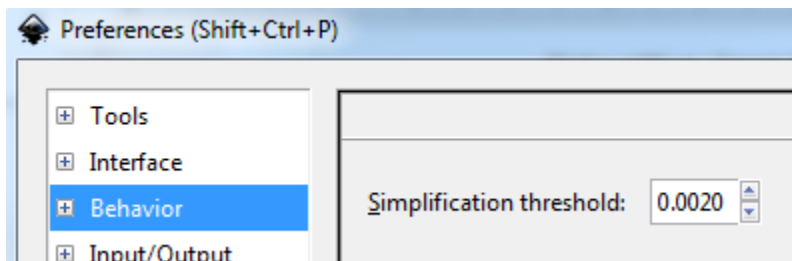
By Phil Johnson



The Goal: To get this image cleanly converted to a vector SVG file with as few nodes as possible.

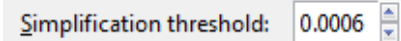
First a settings change to help control smoothing and simplifying the vector image.

EDIT->PREFERENCES (SHIFT+CTRL+P)



The default value for Simplification Threshold is 0.0020.

**Change this to 0.0006**

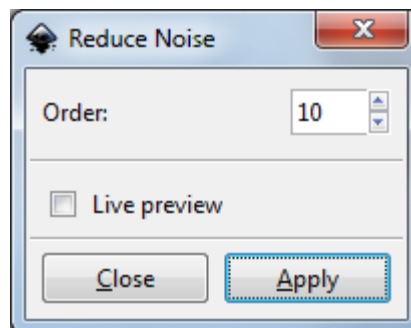


Remove noise from raster image before tracing.

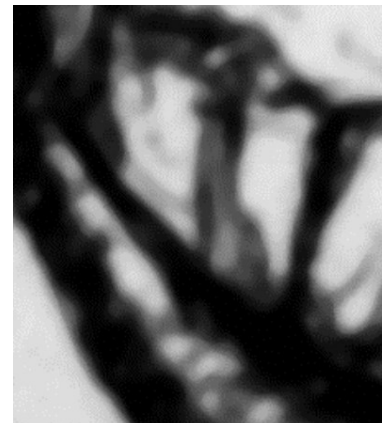
EXTENSIONS->RASTER->REDUCE NOISE



**BEFORE**



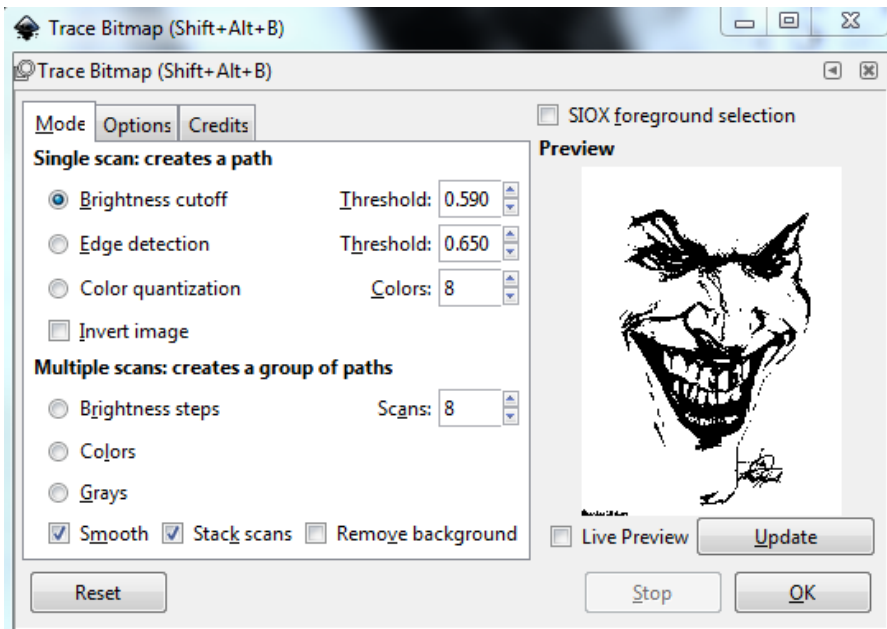
Try a setting of 10



**AFTER**

Next Trace the image.

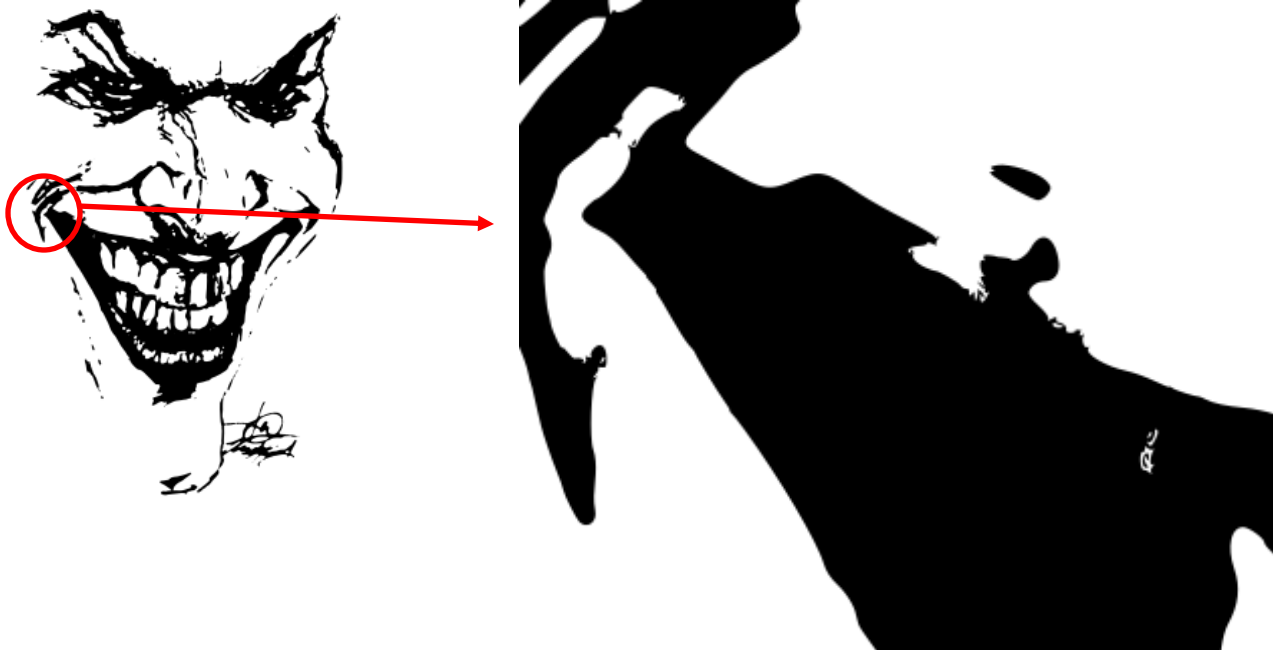
PATH->TRACE BITMAP (SHIFT+ALT+B)



These are good settings to start from. Use Brightness Cutoff at .59. If not enough of the image gets traced, increase the value. If it starts to fill in areas that aren't supposed to be, decrease the value. I have also had success with "Colors".

Multiple scans: creates a group of paths

- Brightness steps
- Colors



Next Simplify or smooth the image the image by reducing the amount of vector points or nodes..

PATH->SIMPLIFY (CTRL+L)



**BEFORE**



**AFTER**



END RESULTS FOLLOWING THESE STEPS:



END RESULTS **NOT** FOLLOWING THESE STEPS:

