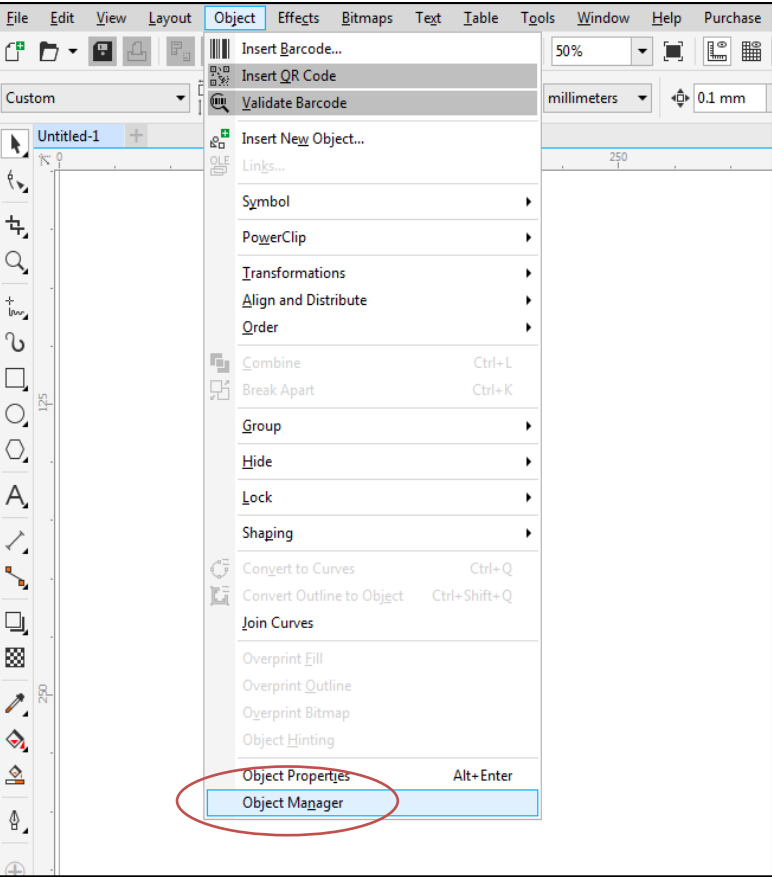


# CorelDRAW X8 Editing Bitmaps

Import a Bitmap image for raster and vector cutting.



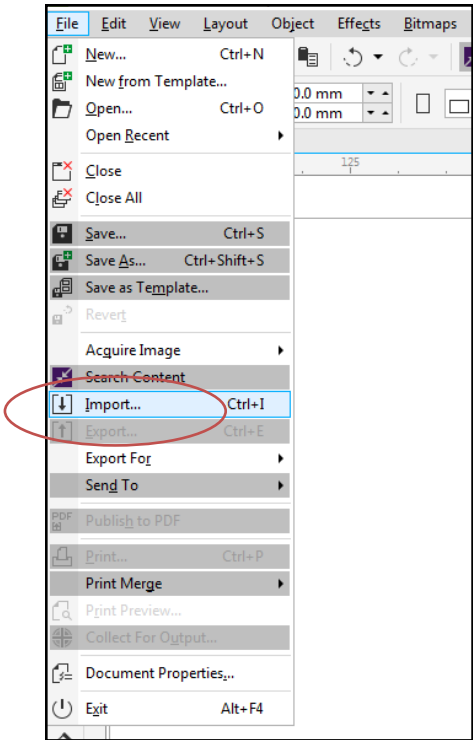
**Step # 1. Launch CorelDRAW X8.**

From the “Object Menu” select “Object Manager”

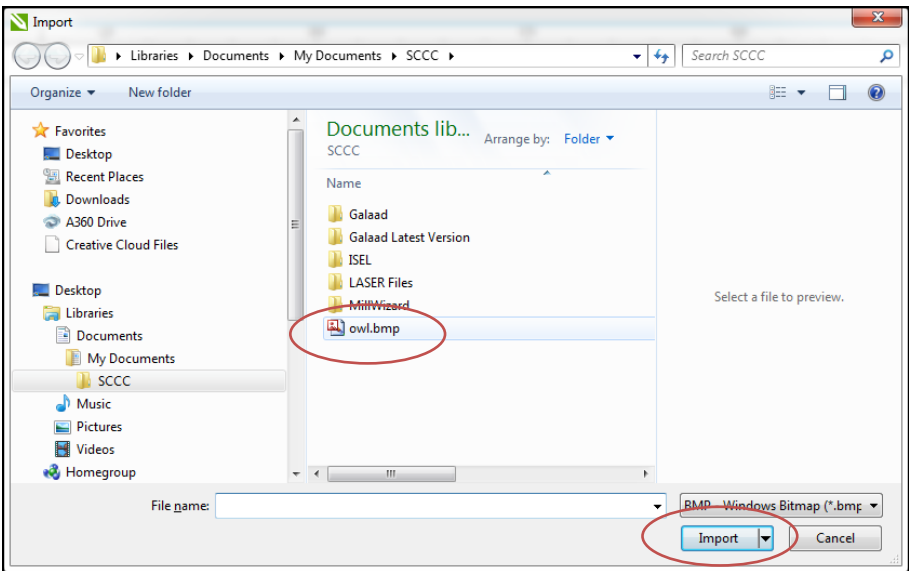
See Fig 1.0

The Object Manager will be displayed on the right side of the editor.

**FIG 1.0**



**FIG 2.0**



**FIG 3.0**

**Step # 2. Import a bitmap file.**

From the “File Menu” select “Import”

From the file browser select a Bitmap file (.BMP) then left click “Import”

See Fig 2.0 and Fig 3.0

### Step # 3. Creating a trace around the bitmap image.

Ensure the image is selected.

From the “**Toolbar**” select “**Trace Bitmap**” then “**Outline Trace**” then on the flyout select “**Clipart**”

See Fig 4.0

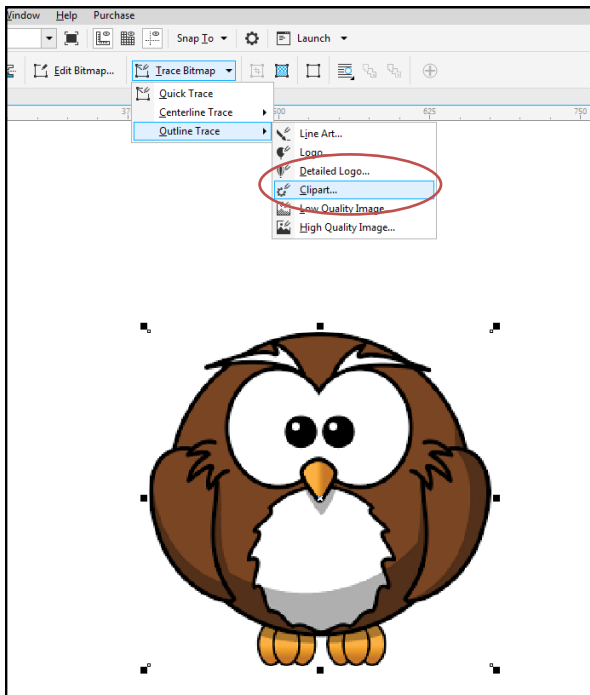


FIG 4.0

### Step # 4. Altering image settings.

On the PowerTRACE dialog box, the “**Settings Menu**” allows for manipulation of the image.

See Fig 5.0

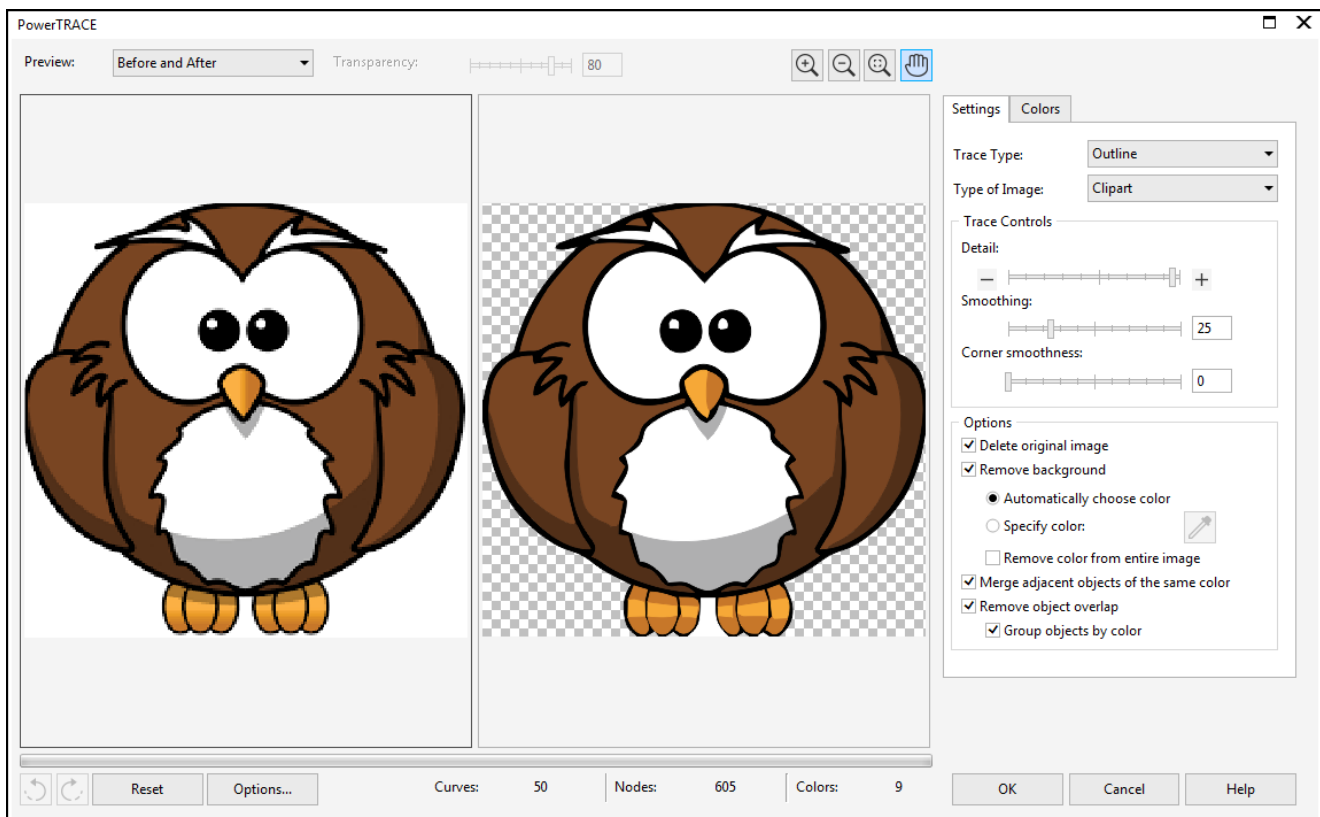


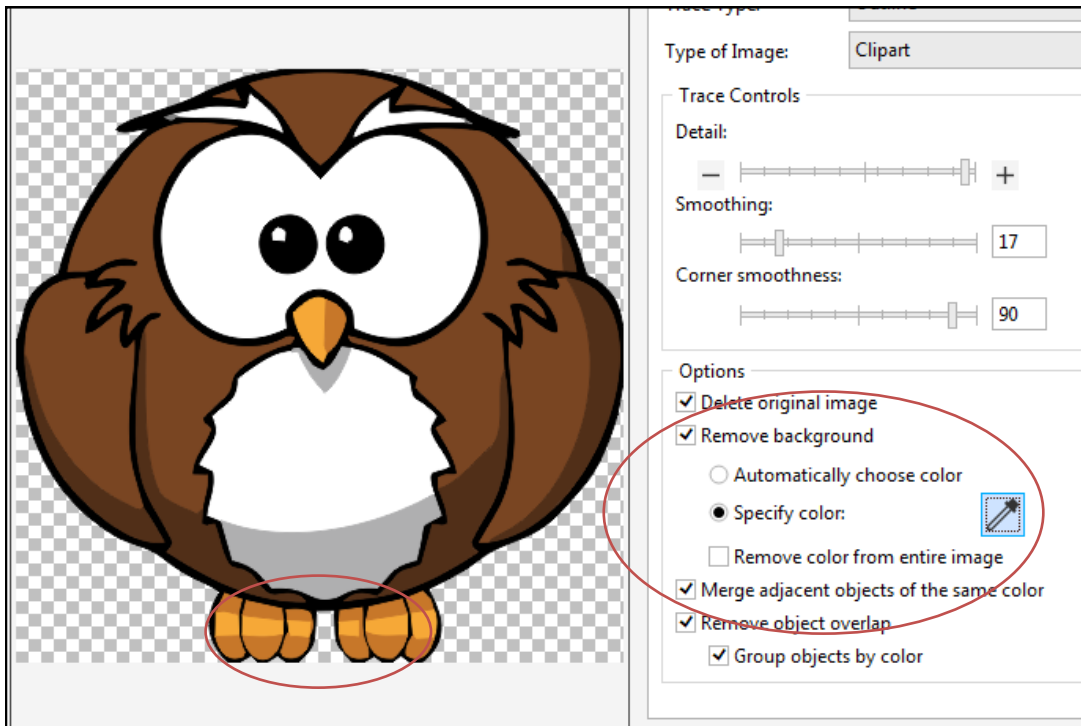
FIG 5.0

**Step # 5. Using the “Eye Dropper” to select colour regions.**

From the “Settings Menu” select “Specify Colour” then select the “Eye Dropper Icon”

If the “Remove Background” checkbox is ticked , you can use the eyedropper to select regions to be removed.

**Note:** To select multiple regions , hold the “Shift Key” while selecting. See Fig 6.0

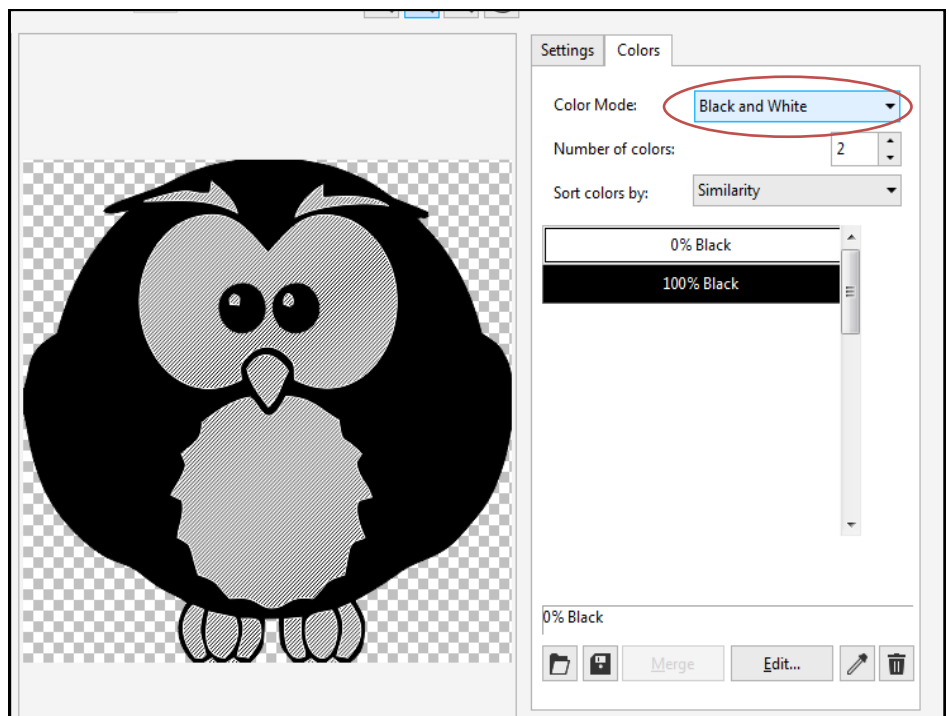


**FIG 6.0**

**Step # 6. The “Colour Tab” allows the image colour depth to be controlled.**

Reducing a bitmap to “Black and White” allows for laser engraving.

See Fig. 7.0



**FIG 7.0**

Once satisfied with the settings and colour, click OK to return to the editor.

## Step # 7. Ungrouping an image.

From the “**Properties Toolbar**” select “**Ungroup**” .

Ensure the image is selected. See Fig 8.0



FIG 8.0

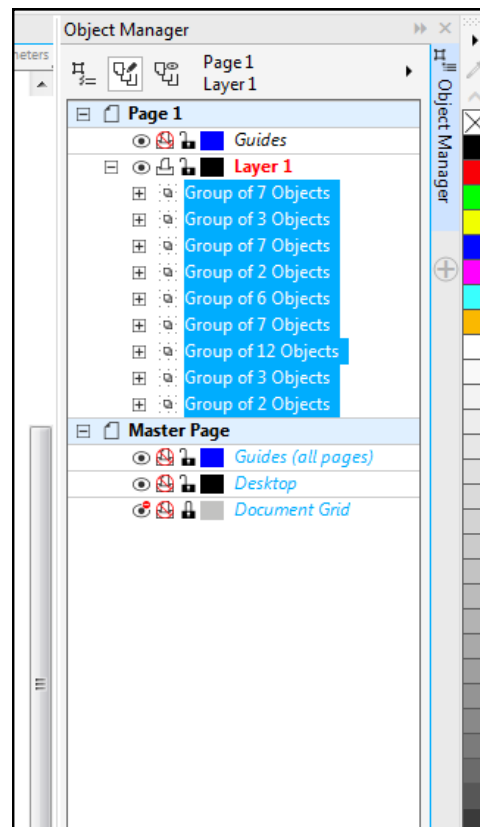
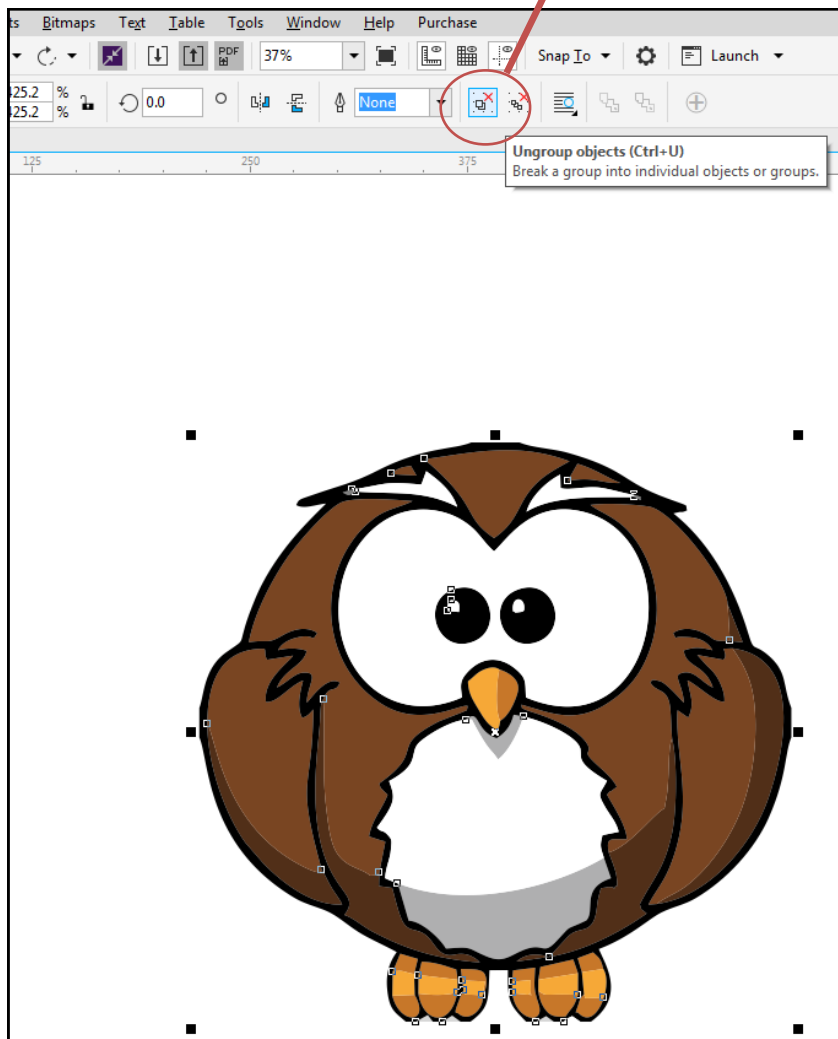


FIG 9.0

The **Object Manager** now displays individual objects which can be deleted or edited. See Fig 9.0



By highlighting all **Group 3** objects in the **Object Manager**, and using the “**Move**” command , an outline image can be easily extracted.

See Fig 10.0

FIG 10.0