Icon Imaging

Lesson Two-Corel Trace

Wen dealing with old scans and old clip art learning to use the Trace program is a simple and effective way of dealing with Corel program changes and Window changes. To start follow the basic steps below.

Step 1- Find the image you want to trace. If you can save the image to a 3.5 floppy or use an existing 3.5.

Step 2- Open Corel Trace.

Step 3- Click on File

Step 4- Click on Open

Step 5- Click on 3.5 drive and locate your image

Step 6- Click on the image

On the left of your screen you will have the art in which you will be tracing. For now or until you become more familiar with Corel Trace we will want to do the following steps:

Step 7- Click on Trace

Step 8- Click on "by outline"

Your program will trace the image on your left and show it to you on your right. Before you were not able to do much with the image, but now you can do whatever you want. Continue on.

Step 9- Save your traced image back to the floppy. Name it something so you
        can identify it when you need to import it into Corel Draw.

Step 10- Close the Trace program

Step 11- Open Corel Draw

Step 12- Open a new page and import your image to your work page

Step 13- Select the entire image

Step 14- Click on Arrange and ungroup all

Now you can change the color to the one you want or even to a different color.
You will want to print this with the 4500 HP driver or if using the 4550 use the
PCL5 driver. For more information on when to use these drivers or why, read
the instructions that read DPI verses LPI.