

MUTOH EUROPE NV

How to...

Prepare your print and cut contour design

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Goal

In this document, we will briefly explain to you how one can generate the contour lines around your *'print and cut images'*.

Depending on your type of image format (vector or bitmap), multiple approaches can be handled to obtain a correct contour preparation generated.

This present document will therefore show you how one can create these contours in Adobe Illustrator (vector, bitmap).

Adobe Illustrator CS/CS2/CS3/CS4/CS5 – vector image

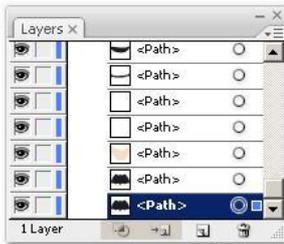
1. Open or import your **vector** image



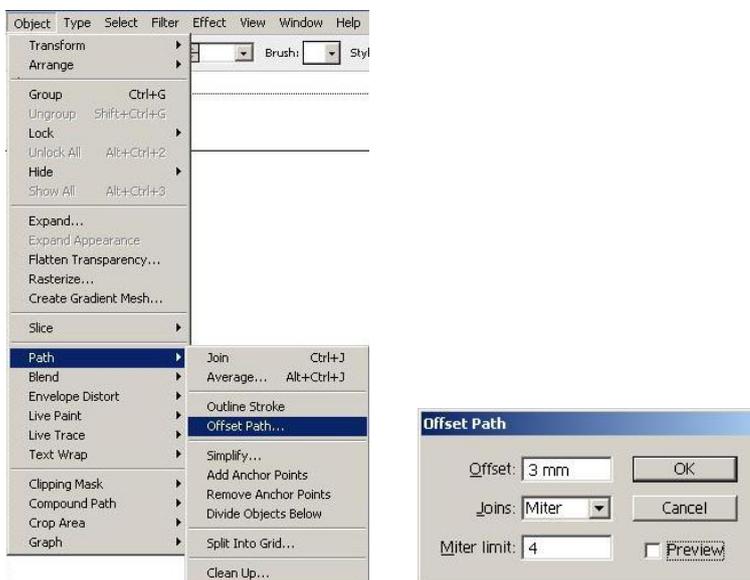
2. Select the outer vector shape to reference your contour line



3. Make a copy of your selected outer vector shape
Edit > Paste in Front (Ctrl+F)



4. Generate your contour shape by specifying an offset path value



5. As a result, a new vector shape (contour) will be generated now

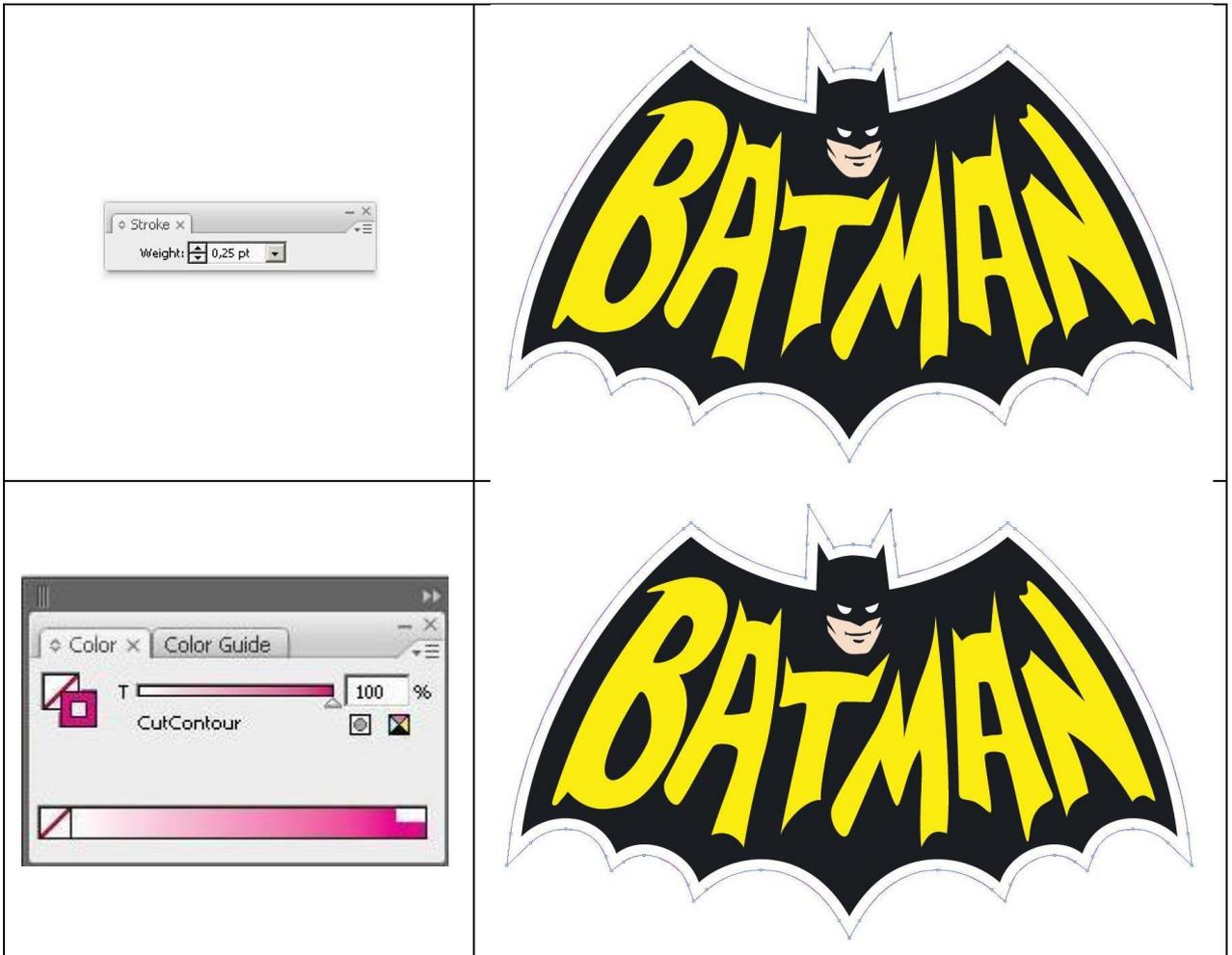


- Swap your background and stroke colors to obtain an empty fill and colored stroke path

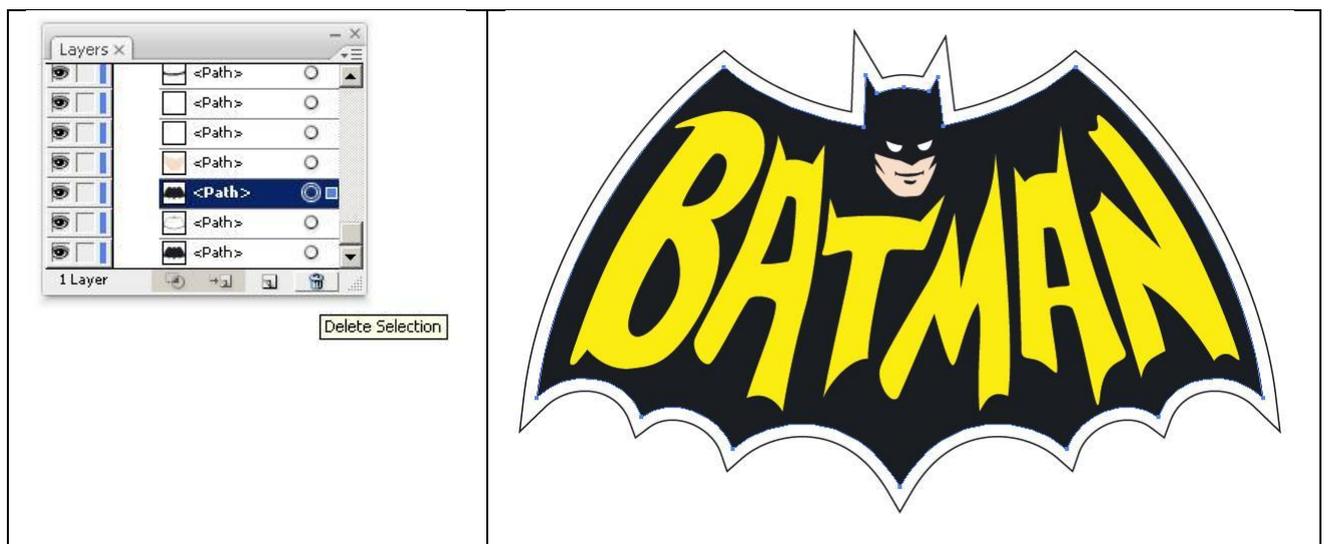


- Related to the RIP software module, the contour lines should be labeled accordingly. Therefore, create a new swatch and redefine your swatch options of your contour lines to distinguish contour data from other vector presences.

	<p>Caldera, Onyx, Scanvec Amiable, ...</p>
	<p>EasySign</p>

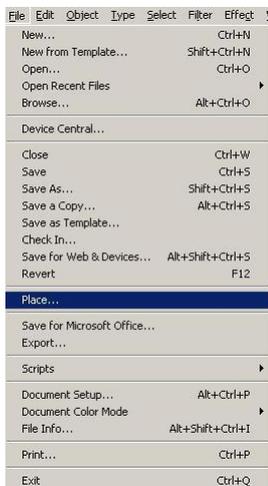


8. Finally, delete your copied layer to have your design contour compatible

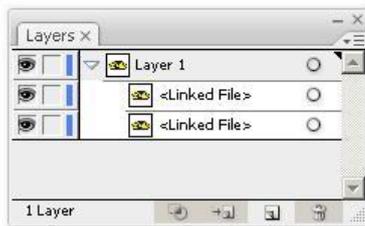


Adobe Illustrator CS/CS2/CS3/CS4/CS5 – bitmap image

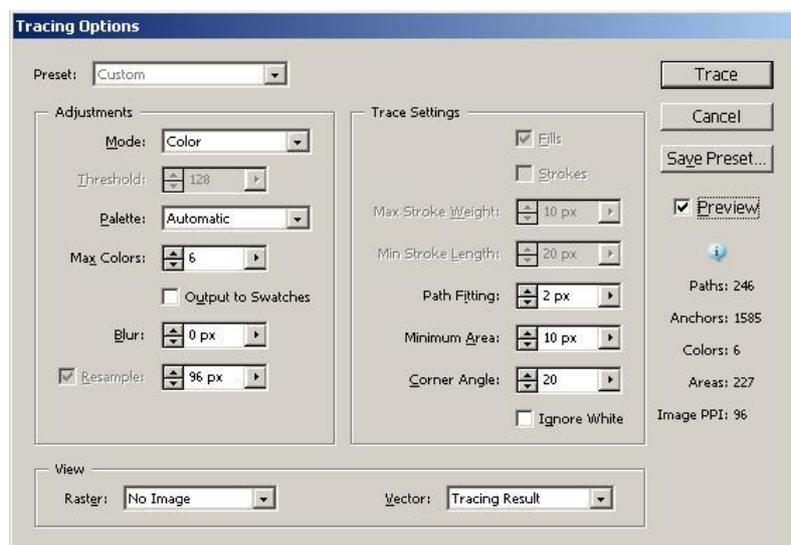
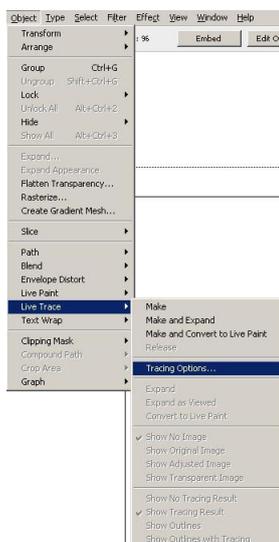
1. Place your *bitmap* image

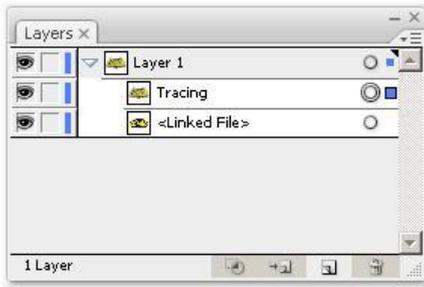


2. Create a new layer and copy your image



3. Select your object and set your live trace options proper

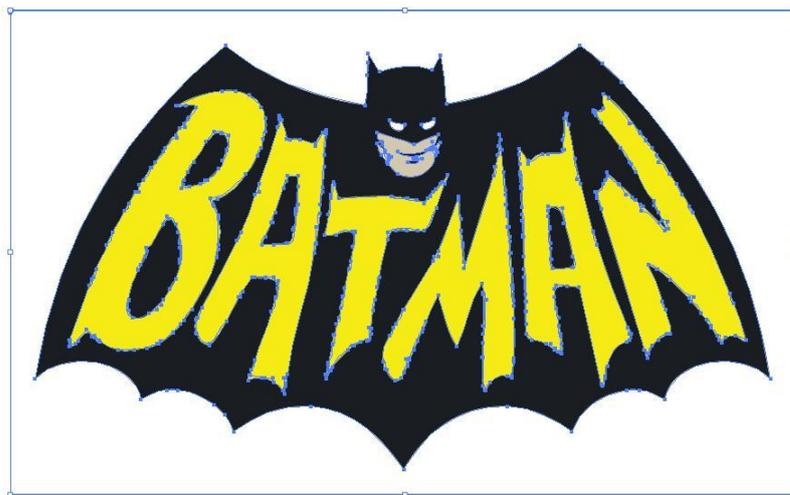




4. To convert your tracing result into paths, one should expand its outcome

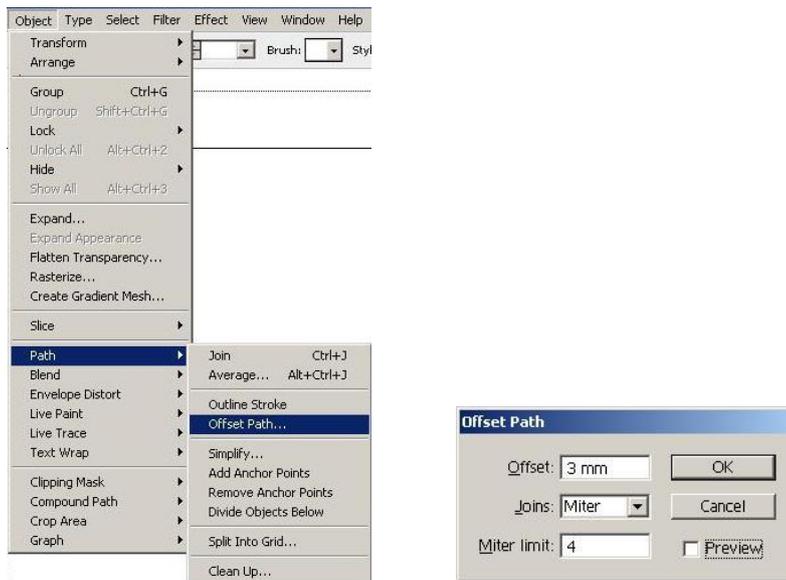


As a result, a total image contour has been generated of your contents



5. Ungroup your tracing result, if required, and select your contour shape to enlarge.

6. Generate your contour shape by specifying an offset path value



7. As a result, a new vector shape (contour) will be generated now

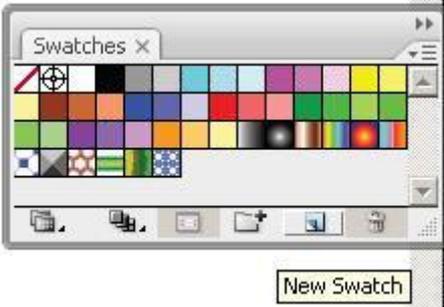
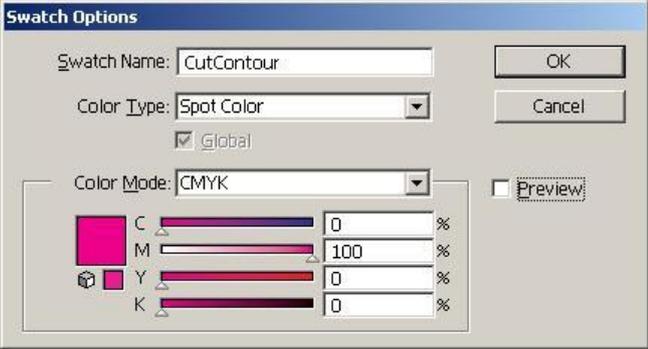
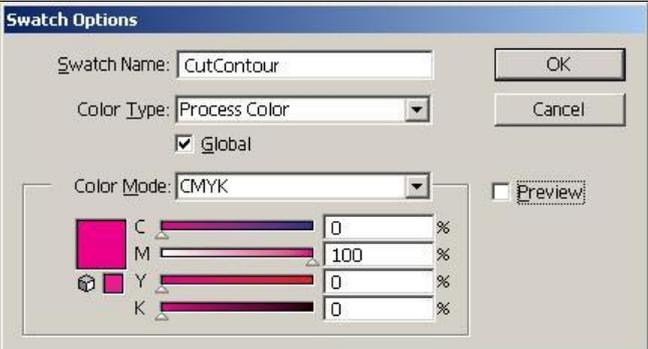
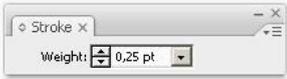


8. Swap your background and stroke colors to obtain an empty fill and colored stroke path



Remove all contour surpluses of vector leftovers

9. Related to the RIP software module, the contour lines should be labeled accordingly. Therefore, create a new swatch and redefine your swatch options of your contour lines to distinguish contour data from other vector presences.

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	 <p>EasySign</p>
	



10. Now, your bitmap image has been made contour compatible