

# IMAGE TRACE OPTIONS

## **View**

Specifies the view of the traced object. A tracing object is made up of two components: the original source image and the tracing result (which is the vector artwork). You can choose to view the tracing result, source image, outlines, and other options. Click the eye icon to overlay the selected view over the source image.

## **Mode**

Specifies a color mode for the tracing result.

## **Palette**

Specifies a palette for generating a color or grayscale tracing from the original image. (This option is available only when Mode is set to Color or Grayscale.) To let Illustrator determine the colors in the tracing, select Automatic. To use the document swatches as a palette for the tracing, select Document Library.

## **COLOR SETTINGS**

Color settings appear based on the settings in the Mode and Palette options.

### **Colors**

Specifies the number of colors to use in a color tracing result. If you have selected Document Library as the palette, you can choose a swatch. (This option is available only when Mode is set to Color.)

### **Grays**

Specifies the number of grays to use in a grayscale tracing result. (This option is available only when Mode is set to Grayscale.)

### **Threshold**

Specifies a value for generating a black and white tracing result from the original image. All pixels lighter than the Threshold value are converted to white; all pixels darker than the Threshold value are converted to black. (This option is available only when Mode is set to Black and White.)

### **Paths**

Controls the distance between the traced shape and the original pixel shape. Lower values create a tighter path fitting; higher values create a looser path fitting.

**Corners**

Specifies the emphasis on corners. A higher value results in more corners.

**Noise**

Specifies an area in pixels that is ignored while tracing. A higher value results in less noise.

**Method**

Specifies a method for tracing. Choosing abutting creates cutout paths, while choosing overlapping creates stacked paths.

**Fills**

Creates filled regions in the tracing result.

**STROKES**

Creates stroked paths in the tracing result.

**Stroke**

Specifies the maximum width of features in the original image that can be stroked. Features larger than the maximum width become outlined areas in the tracing result.

**Snap Curves To Lines**

Specifies if slightly curved lines are replaced with straight lines.

**Ignore White**

Specifies if white fills areas are replaced with no fills.

*Note: Enable Preview in the Image Trace panel to preview the result of the current settings.*

**RELEASE A TRACING OBJECT**

To discard a tracing but keep the original placed image, release the tracing object.

Select the tracing object.

Choose Object > Image Trace > Release.