How to Convert JPG to Vector in CorelDRAW

In this tutorial you will learn how to use the PowerTRACE tool in CorelDRAW to convert a JPG to vector image. JPG is one type of raster image, but you could follow this tutorial with any other type of raster image: TIFF, PNG, etc.

Raster images have a fixed size and enlarging them beyond that size will result in a loss of quality. Converting a raster into a **vector image** allows you to scale your image to any size without loss of quality.

Step 1: Import Your Raster image

Open a new document in CorelDRAW, using the default document size.

Then go to **File > Place** (or hit \Re +I) to import the sample image [PizzaLogo.jpg].

TIP: Hit Shift+P to place your image in the middle of the blank document.



Step 2: Trace Bitmap Detail

About Bitmap Tracing

This tool identifies lines in a flat image and uses them to create a wireframe, separating distinct shapes inside your image. There are 3 options within the tracing tool:

- 1. **Quick Trace** automatically selects the most recently used tracing tool (or the tool you configure in **Preferences** > **CorelDRAW** > **PowerTRACE**).
- 2. **Outline Trace** used for images with clearly-defined shapes.
- 3. **Centerline Trace** used for more complex illustrations with many lines.

Select the logo with the **Pick** tool. On the interactive toolbar, click **Trace Bitmap** and choose **Outline Trace > Logo**. (You can also access the tracing tools through the **Bitmap** menu, or by right-clicking on the selected image.)

In the **Trace Bitmap** window, the original JPG image will appear on top, with the traced image on bottom.

In the **Settings** panel, drag the **Detail** slider until your trace adequately resembles your original image.



Drag the **Smoothing** slider to adjust edge smoothness.

Drag the **Corner Smoothness** slider to adjust the sharpness of your corners. This is particularly helpful in bringing definition to the text in your image.

TIP: In the **Preview** dropdown on the top left, switch to **Wireframe Overlay** to more easily view edge details.

Step 3: "Remove" Settings

By default, the **Remove** dropdown will be set to **Background Color**, with **Automatically** checked. The gray and white checkerboard behind your traced image represents transparency, indicating that the background has been removed.

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To remove your background manually, check **Specify**, click the color selector and click the **Eyedropper**. Then hold the **Shift** key while clicking each area of background that needs to be removed.

To remove that color from the entire image, not just the background, select **Color from entire image** under the **Remove** dropdown.

Step 4: "Object" Settings

Merge adjacent

This will merge adjacent objects of the same color within your trace.



Remove overlap

This will delete parts of objects that are hidden by overlapping objects.

Group by color

This will group all objects of the same color. When you are done creating your trace, if you have 6 total colors, you will also have 6 object groups.

Step 5: Option to Delete Original

Check **Delete original** to remove your original JPG from your document once you are done creating your trace.

TIP: You may want to hold onto the original image in case your preliminary trace does not turn out perfect, and you need to retrace the original image.

Step 6: Colors Panel

Select the **Colors** tab in the right panel.

Use **Color Mode** to change your color space, if necessary. (For example, if you are creating this file for print, you might change it to CMYK).

Lowering the **Number of Colors** will cause the program to prioritize the more prevalent colors, combining similar colors.



If you click on a color from the list, your traced image preview will show diagonal lines through areas of that color, to indicate it is selected.

To consolidate similar colors manually, hold the **Control** key and click to select multiple colors. Then click the **Merge** button. This will merge all objects of those colors into a single color that is the average of the colors you selected. In our case, the two whites merged into a slightly off white. To change it to pure white, select the color and click the **Edit** button. Then drag the color to pure white and hit **OK**.

Step 7: View Your Vector Image

Click **OK** to finish your trace and exit the PowerTRACE window.

Back on the page, your trace will be lying on top of your original JPG. Use the **Pick** tool to drag them side by side for comparison. If it is not quite right, you can always trace your original image again with a higher detail setting.

If you go to the **View Modes** dropdown menu on the interactive toolbar and switch to **Wireframe**, you will be able to see the vector lines created by PowerTRACE. To exit wireframe mode, go back into the dropdown and select **Enhanced**.



Step 8: Final Adjustments

Select the original JPG and hit **Delete** on your keyboard. Now select your trace and hit **Shift+P** to center it. In this case, the outer circle needs some improvement.

To improve the circular edge around our logo, follow these steps:

- Select the trace with the **Pick** tool. Holding down the **Shift** key, double-click the **Rectangle** tool on the left toolbar, creating a rectangle around your logo.
- Click on the **Shape** tool in the left toolbar. Holding down the **Shift** key, drag the corner of your rectangle in towards the center of the logo, until the rectangle becomes a perfect circle.
- Then on the interactive toolbar, click **Send to back**.



- Using the **Pick** tool, select your trace. Then click **Ungroup** on the interactive toolbar. Deselect the trace by clicking a blank spot on the page.
- Now select the black background areas of the logo individually and click **Delete**.
- Select the circle outline you created and double-click on the black square in the **Color** palette on the right-hand side, adding in a perfectly circular black background.
- Now click and drag around the entire logo to select all the objects then click **Group** in the interactive toolbar.

Select your vector image and drag the corners (holding **Shift** to keep it centered) to see it scale up and down without losing sharpness on its edges.