

How to use Vector FX

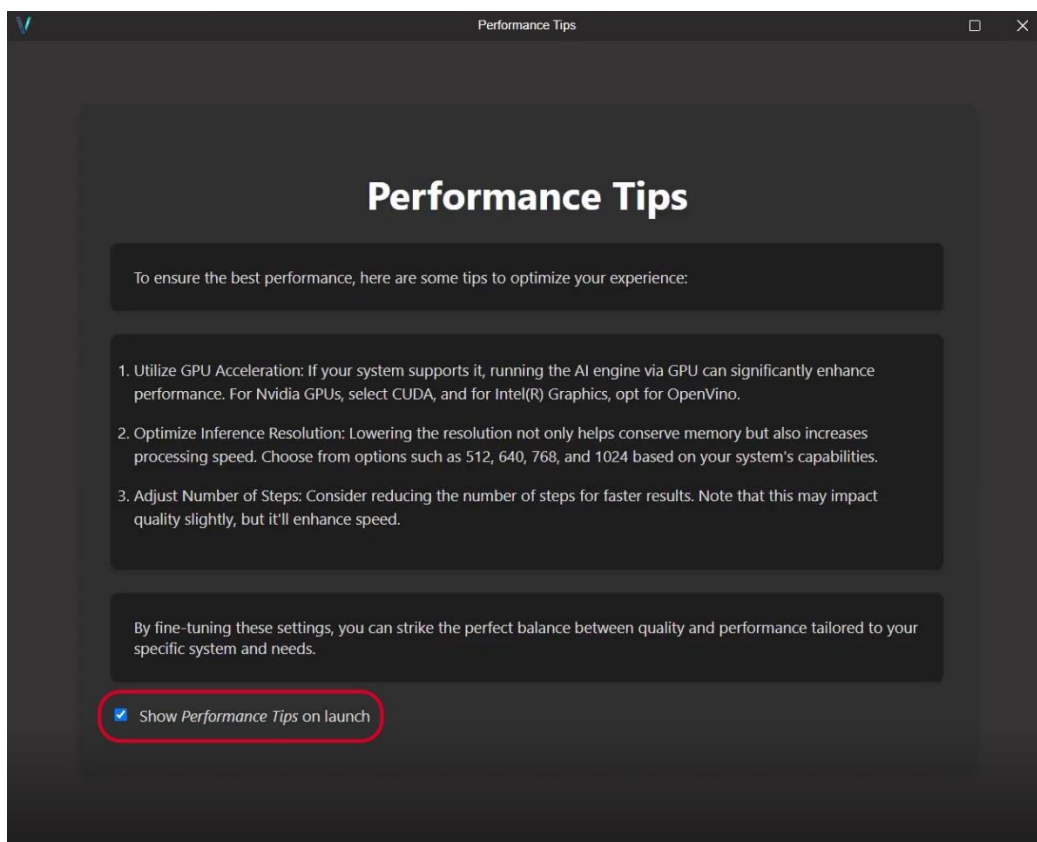
Vector FX is a standalone, generative AI program that uses text prompts to generate vector images in SVG format. Because it runs directly on your local device, and not in the cloud, your creations are limitless, and your data remains private and secure.

With Vector FX you can create all kinds of customizable, scalable vector graphics, from simple to complex and the resulting SVG files can be brought into CorelDRAW, or other vector editing software, for further editing and refinement.

Configure and customize Vector FX settings

Before you start using Vector FX, it's crucial to configure the program settings for optimal performance.

When first installed, the default settings are the lowest, and it's important that the settings be updated to match your system. Be sure to read over the **Performance Tips** that appear when you first open the program.



Tip: If you don't want to see the **Performance Tips** window each time you launch Vector FX, disable the checkbox **Show Performance Tips on launch**. You can open the **Performance Tips** window again under the **Help** menu.

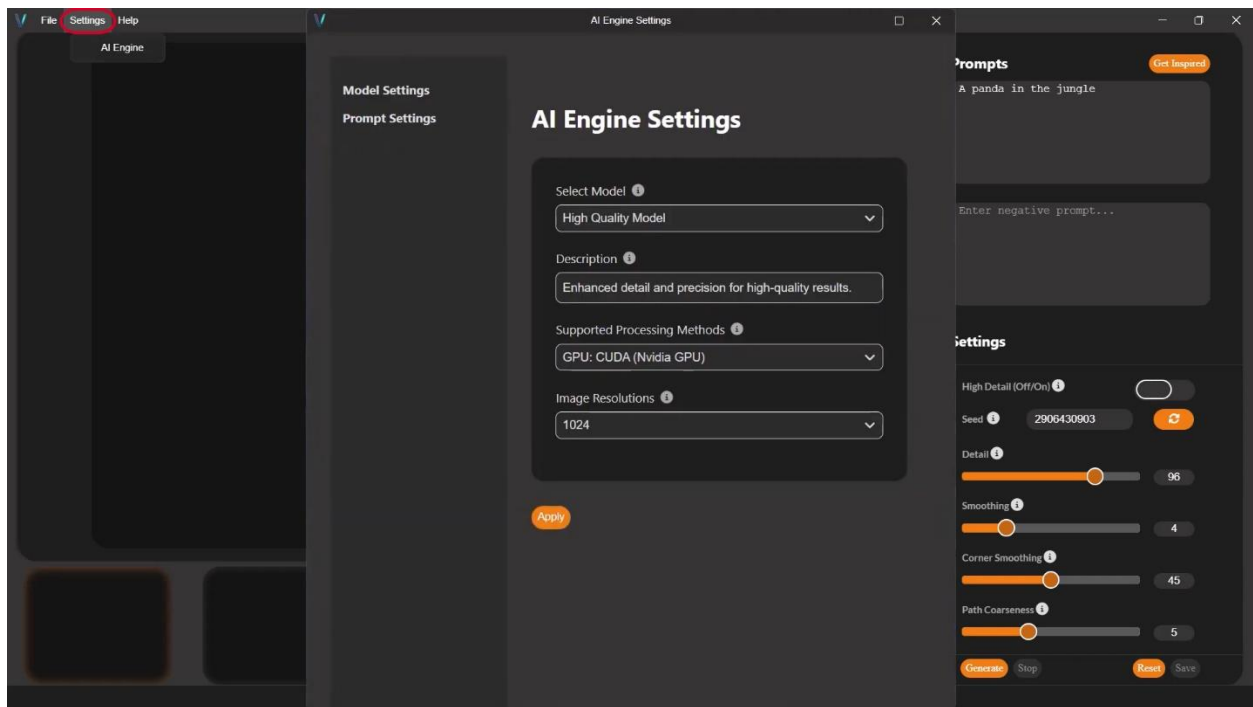
Settings menu

Open the **Settings** menu and choose **AI Engine**. This window has two tabs: **Model Settings** and **Prompt Settings**.

In **Model Settings**, the most important setting is **Supported Processing Methods**. Select the processing method that best matches your system specs.

The **Image Resolutions** setting determines the level of detail in the vector output, and ranges from 512 to 1024.

- A high resolution will produce cleaner or more detailed vectors but requires more processing time and power.
- A low resolution will speed up the processing time and still produce great results, just not as detailed or refined.



Tip: when experimenting with different prompts and settings, you can work at a low resolution to generate images more quickly. Once you are happy with the style of images being generated, you can increase the image resolution to produce more detailed images.

The **Select Model** setting is **High Quality** but future updates to Vector FX will offer additional models.

If you make changes, be sure to click **Apply** to reinitialize the AI engine.

Now let's look at **Prompt Settings**.

The **Inference Steps** setting adjusts the number of steps taken to create the image. The more steps you take, the more impact it has on the results. Think of it like this: the longer you spend working on

a piece of art, the more detail you'll put into it. This may not always mean better results, but you have more time to refine and add detail. The default setting of 25 will consistently produce good results with faster processing time.

For **Text Weight**, the default of 7.5 is fine for most users. Increasing this value means that every part of your prompt will be represented very literally, which you may want to do if you plan to use very detailed, intricate prompts to generate very specific results.

Lastly, we have **Batch Processing**. When enabled, Vector FX will generate five different options using the same prompt and settings. When disabled, you'll get one image at a time, and each of the five outputs can have its own prompt and settings. This means you can iteratively tweak prompts and settings to compare results and use the side-by-side options to gauge the impact of the prompt vs. settings.

Help menu

Let's now look at the **Help** menu:

- **FAQ** links to the Vector FX website with some frequently asked questions.
- **Performance Tips** opens the tips popup we saw earlier.
- **System Info** opens a handy window with your computer specs. This is where you can see your graphics card, so you know which processing method to select in **Model Settings**.
- **Check for Updates** is how you can check periodically for enhancements and new models.
- **About** displays version details for the software and AI engine.

If you click the **Get Inspired** button in the top right corner of the interface it will take you to the Vector FX gallery. You can click on any image to see the prompt used to generate it and copy the prompt if you want to use it.

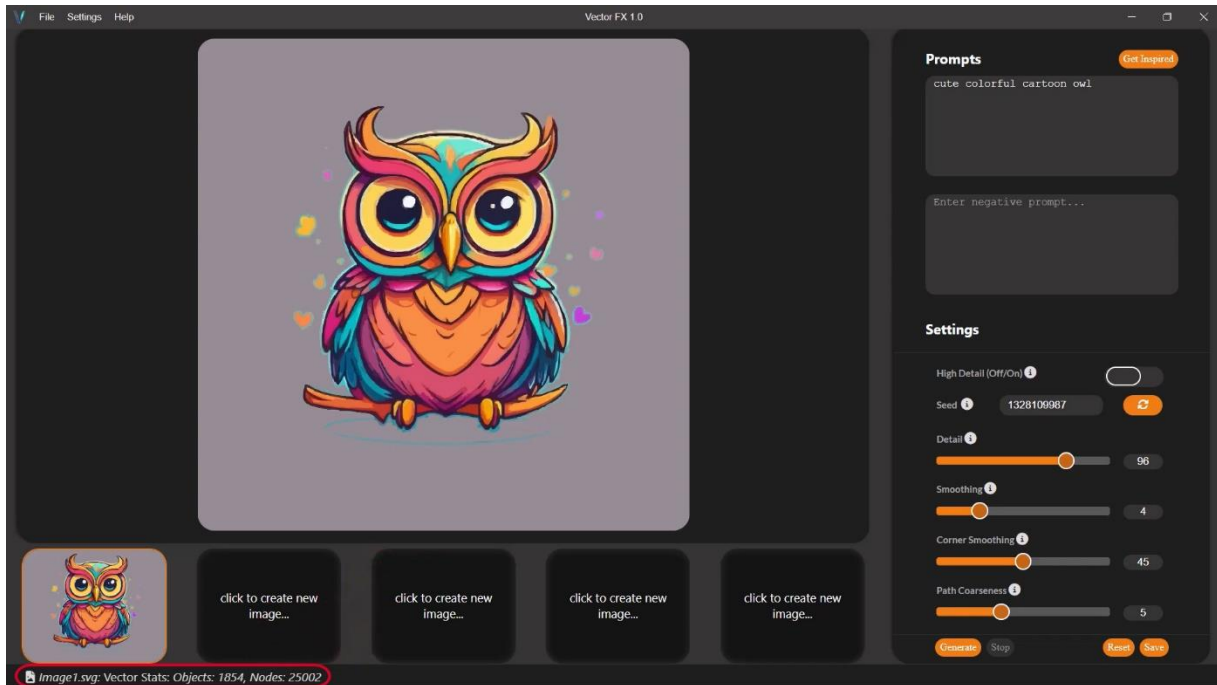
Generate a simple vector image

For our first example we'll create some cartoon birds. The **Batch Processing** setting (in the **Prompt Settings** menu) is off, so we can use a different prompt for each of the five output images. We'll start by typing the prompt "cute colorful cartoon owl" in the **Prompts** text box.

We have the **High Detail** setting toggled off to reduce processing time while we experiment with prompts. And we'll keep the rest of the slider settings at their default values to begin with.

Seed is a random ten-digit number, somewhat like a unique artistic interpretation. If you want to replicate results, you will need to use the same seed number, along with the same set of slider values and identical text prompts.

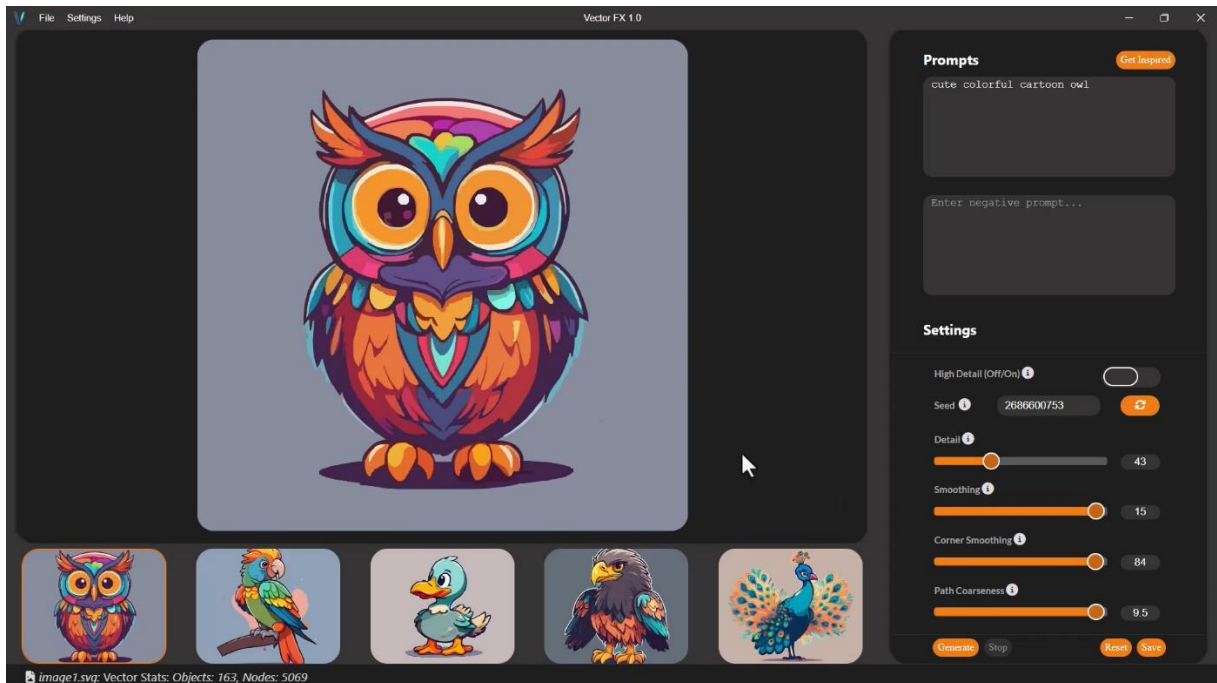
When we click the **Generate** button, Vector FX generates one image of a cartoon owl. The number of objects and nodes appears just below.



If the results aren't quite what you are looking for, you can try a new seed number and generate the image again.

To try some different prompts to generate other types of birds, click the space for second output image to select it, then enter a new prompt such as "cute colorful cartoon parrot." Keep the default slider settings for now and click **Generate**.

Follow the same process for each of the five output images. In our example, we also created a duck, an eagle, and a peacock.



When you click an output image you can see its prompt, slider settings, unique seed number, and the number of objects and nodes.

Adjust the slider settings to refine your image

Choose one of the output images to work with, and we'll explore the slider settings. Adjusting the sliders doesn't require a regeneration—the adjustments occur in real time.

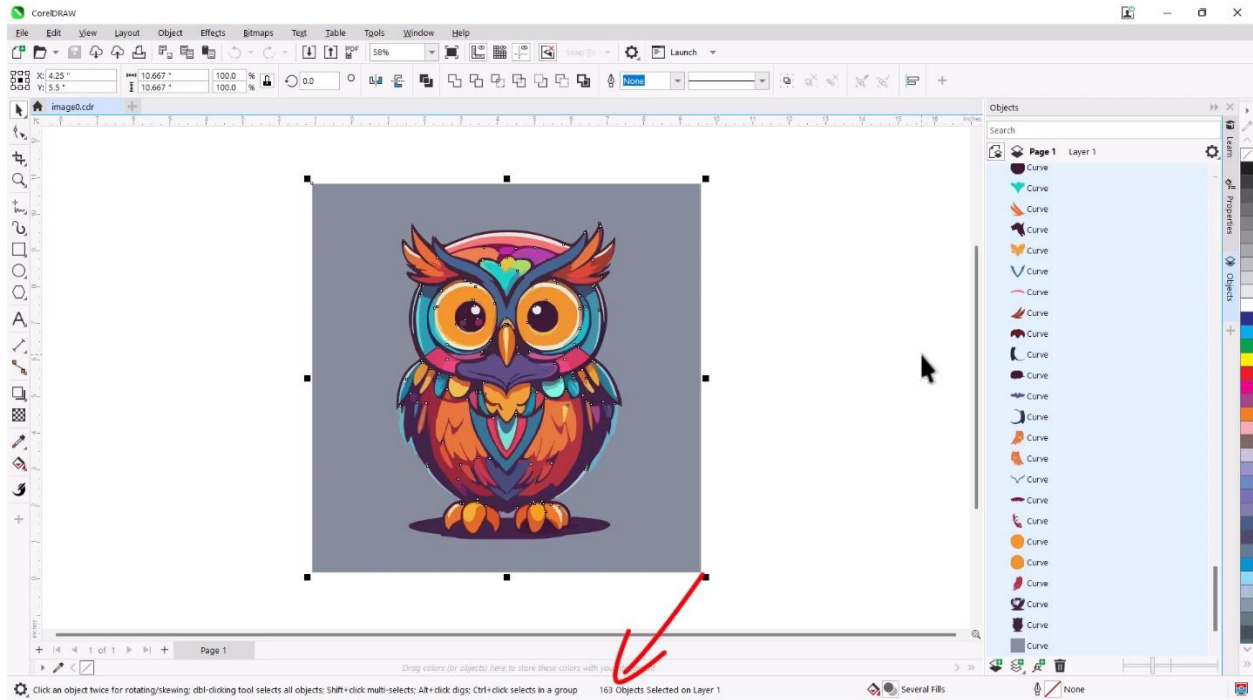
- The **Detail** slider controls the number of objects and nodes in the image. If you lower the **Detail** setting, it will reduce the object and node count, resulting in a more simplified version of the image.
- The **Smoothing** slider controls the number of small objects. If you increase the **Smoothing** setting, it will reduce the number of objects, resulting in a more streamlined image.
- The **Corner Smoothing** and **Path Coarseness** sliders control the actual node counts. Increasing either or both of those slides will reduce the number of nodes.

Edit Vector FX images in CorelDRAW

Once you've adjusted the settings to produce an image to your liking, you can save it as an SVG file or open it directly in CorelDRAW.

- To save an image as an SVG file, select it and click the **Save** button or use **File > Save**. You can then open or import the SVG file in CorelDRAW or other vector editing software.
- To open an image directly in CorelDRAW, select it and use **File > Edit with CorelDRAW**.

In CorelDRAW, the objects will be listed in the **Objects** docker (**Objects** inspector for Mac users). The number of objects is the same as the number of objects listed in Vector FX.



Because this is a vector design, it can be resized or scaled up with no loss of image quality. And it can be edited and refined with numerous tools in CorelDRAW.

- Select an object or group of objects with the **Pick** tool to move, resize, or delete.
- Click a color swatch to change the color; right-click a color swatch to add an outline color.
- Select an object with the **Shape** tool and use the nodes to reshape an object.
- Use the **Interactive Fill** tool and **Transparency** tool to add gradients, patterns, and transparency effects.
- Use the shape and line drawing tools to create new objects to enhance the design.
- Use the **Text** tool to add text.
- Choose from a wide variety of effects to enhance your design, such as creative art styles, drop shadows, textures, and much more.

And once you're finished editing the image, it can be used to create print and online marketing materials like web banners, menus, flyers, social media posts, etc.

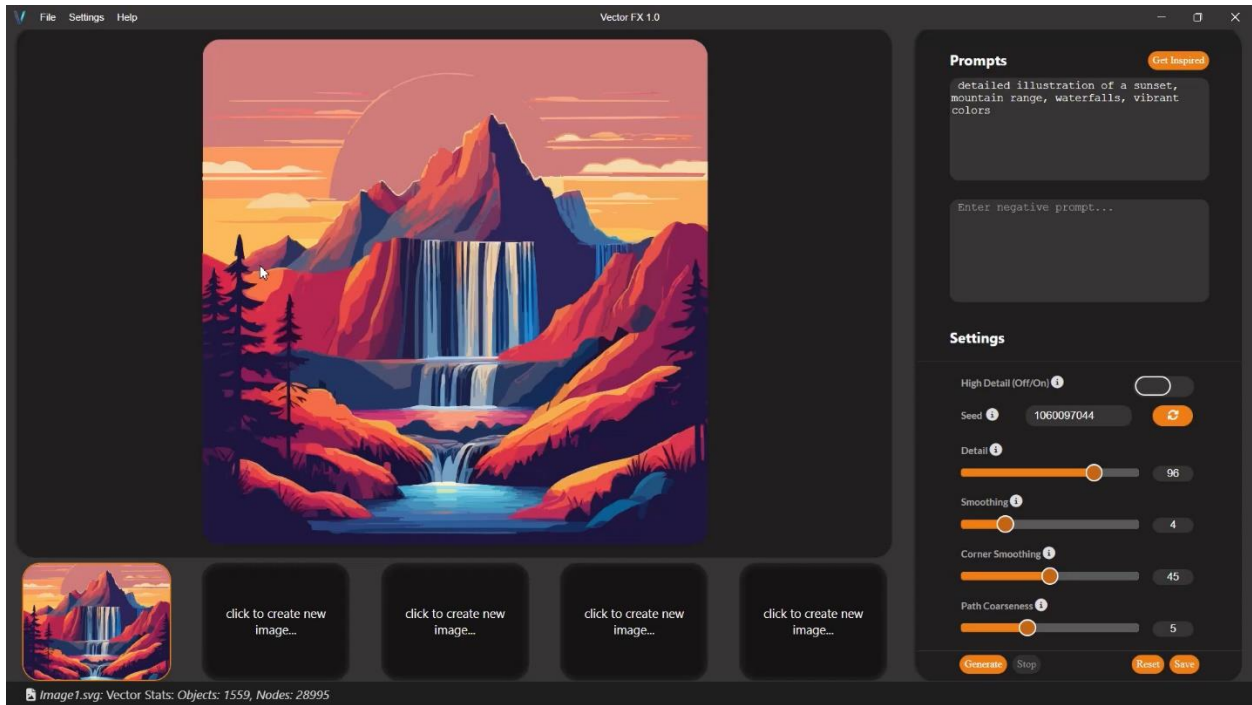


Create a detailed illustration

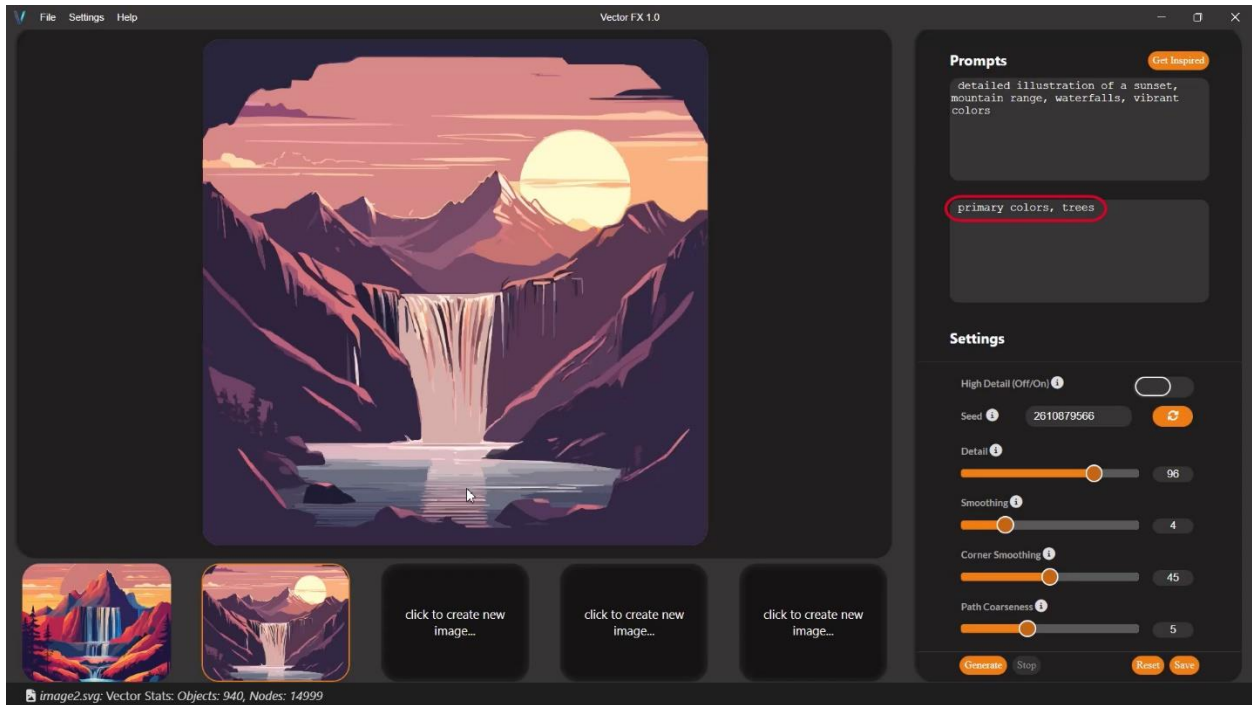
Now let's create a design with more detail and complexity. We'll start with the prompt "detailed illustration of a sunset, mountain range, waterfalls, vibrant colors" with terms separated by commas.

Tip: When creating prompts, it's important to be concise and descriptive, and not use any terms that conflict with one another.

Again, we'll keep the **High Detail** setting toggled off to save processing time as we experiment with different prompts and settings.

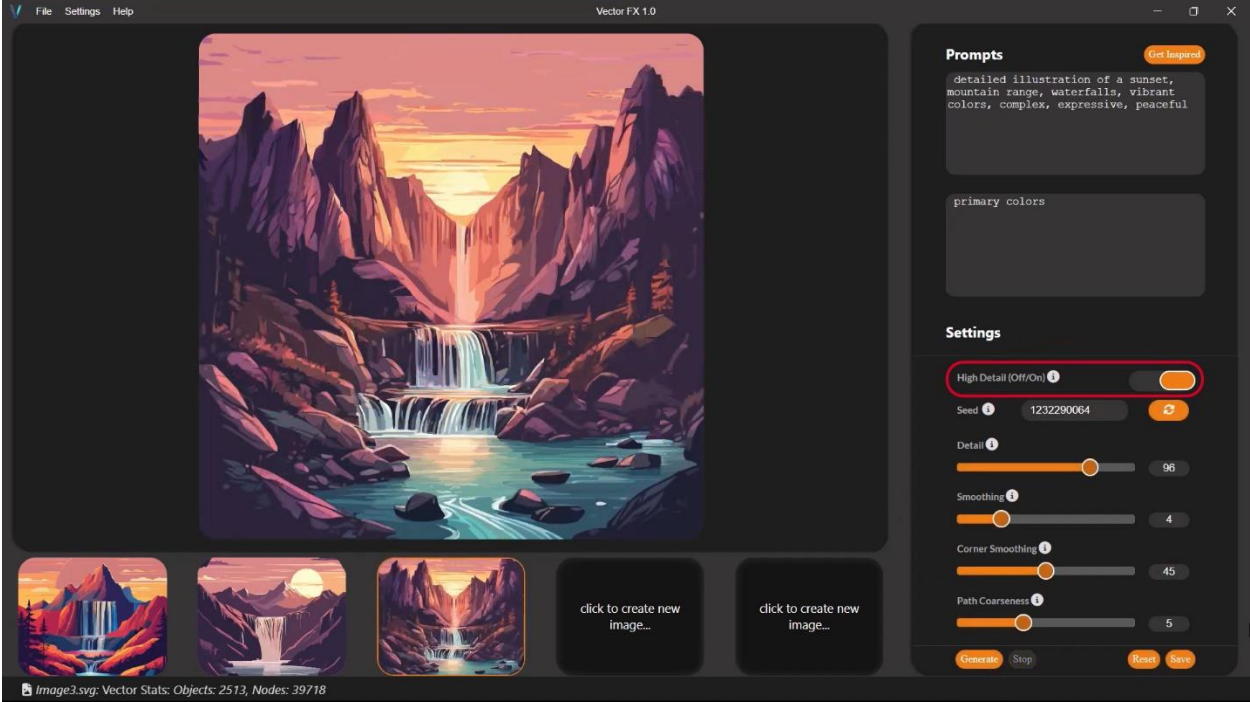


After generating the first image, we can use the second output image to see what that results are when we use the same prompt and settings but add a negative prompt. In the negative prompt field, we entered “primary colors, trees” so that the generated image would avoid saturated colors, and not include trees.

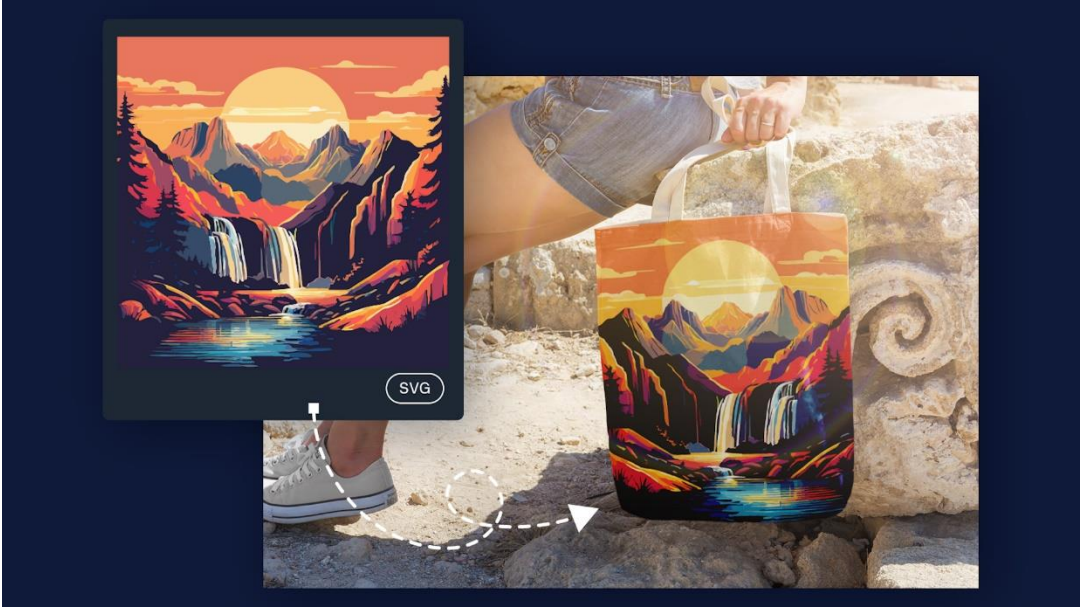


To try a third option, we added a few terms (complex, expressive, peaceful) to the original prompt, and updated the negative prompt to remove the word “trees).

Once you’re happy with the results generated from your prompt, you can use it as is or try toggling on the **High Detail** setting and regenerate the image to produce a more detailed version of the image.



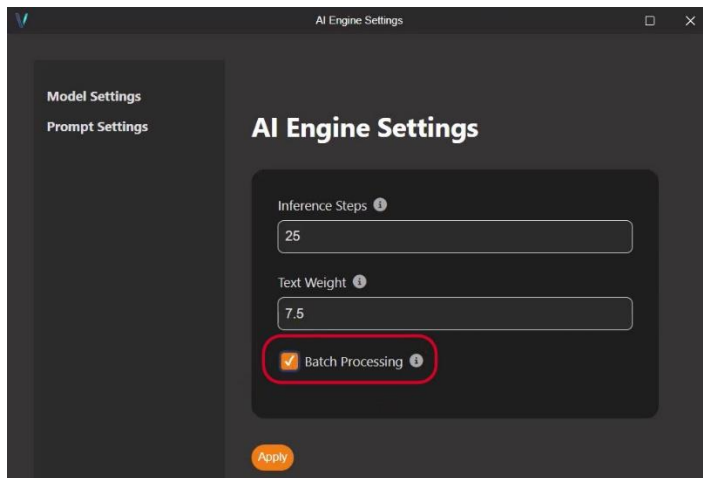
Your image can now be brought into CorelDRAW for further editing and refinement, and used to create marketing materials, t-shirts, merchandise, and more.



Create a logo

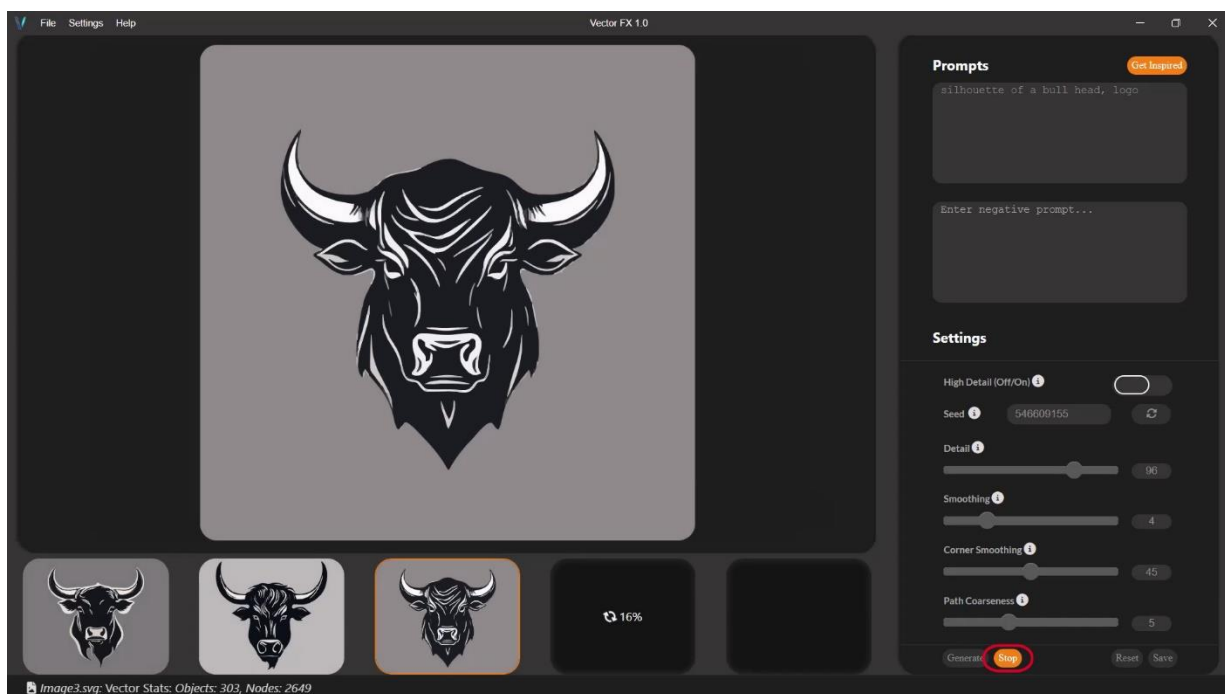
Vector FX can also be used to generate much simpler images, such as a logo. We'll generate this image using the **Batch Processing** mode so we can compare the different interpretations of our prompt.

To turn on **Batch Processing** mode, open the **Settings** menu, choose **Prompt Settings**, and enable **Batch Processing**.



The prompt we are using is “silhouette of a bull head, logo” and we'll disable the **High Detail** setting to keep the object count down.

As each option is generated, you can click the output image to view it. If you like one of the first output images you can click the **Stop** button to end the generation process without creating all five images.



To further simplify the results, you can adjust the settings to minimize object and node count, while keeping enough level of detail.

Here is the bull logo we created in Vector FX and edited in CorelDRAW. To enhance the logo, we used the **Ellipse** tool to add red ellipse with no outline.

Tip: To place the ellipse behind the bull, right-click on the ellipse and choose **Order > To Back of Page**.

We also used the **Text** tool to add the brand name and descriptive text.



Vector FX is a valuable addition to your graphic design toolkit, allowing you to turn your creative vision into fully editable vector graphics and making it easier than ever to produce custom designs for use in branding, marketing, and other professional design projects.