



Xenetech Project #210: Engraving a scanned file.

Note: You need to have purchased the **Drawing Tools** option for following to work. This is a significant "add on" to XGW that I can't imagine not having.

1. Use your scanner to scan a file and save it to disk. While it is not possible for us to supply a "step by step" for this because every scanner and each version of the scanning software &/or driver is different; use your manual that came with your scanner or technical support from the scanner manufacturer if you have questions as to how to accomplish this task. General recommendations, however, would be:

- i. Scan and save the file as Black & White Artwork (again, different programs will have slightly different terms for this). As you save the file be sure to note where it is going on your hard drive; that is, in what file folder it is being stored.
- ii. Scan and save the file in .BMP format (this is one of many raster formats in which almost all PC based scanning software programs save). If you cannot save in .BMP format, use **BitMap Pro** (part of the Xenetech **Drawing Tools** option) to open the saved file and then save it as .BMP.
- iii. Scan and save the file in the appropriate resolution. For most this will simply take a bit of experimentation to match the resolution (DPI, dots per inch) to your anticipated outcome. If you use a resolution that is too high it will create very large file and be handled very slowly by your PC and the software and will take a long time to engrave (although the results are always better the higher the resolution).

Rule of thumb: scan at:

- 600 DPI if original artwork is under 1/2" tall
- 300 DPI if original artwork is between 1-2 " tall
- 100 DPI if original artwork is full 8.5" x 11" tall

[Check for notes at the end of this document for more understanding of the significance of the resolution.]

2. Run Xenetech Graphic Workstation with the **Drawing Tools** option

3. **File | To File Import ...**

4. Be sure the List of File Types listbox in lower left corner of dialog shows

5. Some recommended setting you may want to use before actually importing the scanned file:

- Line/Group | Wire Frame** should be OFF (not checked)
- Line/Group | Thin line** should be ON (checked)

6. Select the .BMP file you saved in step 1. Upon pressing OK, the selected graphic will appear on screen.

[If you don't understand how to "navigate" to the file you saved, use Xenetech OnLine Help to search for "**Item Selector**" and you will find explanations and examples.]

7. Resize and relocate the graphic as needed. Place additional "copy" as needed. That is, complete the layout.
8. **File | To Engraver...** and engrave the product.

Notes: The **Drawing Tools** option software will by default engrave every "raster" in the .BMP file. For instance, if you scan a 4" tall logo at 600 DPI the engraver will engrave 2,400 lines to complete the logo! To remedy the situation, you could go back and re-scan at a lower resolution or adjust the cutter size from the default setting.

Earlier we suggested setting **Wire Frame** to **Off**. The purpose for this was to speed up the layout process. With **Wire Frame** to **ON**, the actual vector path to engrave the graphic is regenerated every time it is sized or moved or the same is true any time the screen is redrawn. That's why it's best to leave **Wire Frame** to **OFF** until layout is completed. Now that the layout is completed, turn **Wire Frame** to **ON** and select the scanned logo and note the default (last item in the ToolKit on the left side of the layout screen). This can be increased thereby reducing the number of "raster" lines that will be used to complete the graphic. Rule of thumb: increase the cutter size by a multiple of the default cutter size. Normally, one would want to Zoom in on a small area of the graphic to better see the effect of the resized cutter. Also, one may often want to change the **Thin Line** to **Normal Line** to see the end result with the current overlap setting(found in **LineGroup | Hatch Fill Setup**).

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