The Shadow/Contour of Change

Review the vocabulary words for this section: ***input/output, algorithm, shades/silhouette, contour, raster/bitmap vs. vector image, and SVG file.***
https://docs.google.com/document/d/159qWlTNXdo6wXtaCTpJtQV7dVNJpkSxH7z7KmXu6ISA/edit?usp=sharing

I. Gather Inputs: Follow the instructions in the Shape-fitting a Narrative tutorial.

- You need only one image, instead of four.
- There is no need to hand draw these images. It's up to you if you want to draw, trace, or use photos to build your silhouettes.

II. Image Trace: Follow the instructions in the Shape-fitting a Narrative tutorial.

- Use the same template file: TraceTemplate.ai
- Use the ***Silhouette Guide*** (square) layer instead of the ***Circle Guide***. This square guide fits a 512 x 512 px area (which the software requires).
- You may get better results with higher threshold values if starting from a photo rather than using a scanned ink drawing as your source.
- Instead of ***Saving As*** a ***SVG*** file, you'll want to ***Export As*** a ***PNG*** file.
    - The software uses a technique called "computer vision" and this operates on pixels than a vector graphics.
- You can name your PNG file any name.

III. Transforming Contours/Silhouettes

1. Launch the ContourTransform application (downloaded from github.com, avail for Windows & OSX)
2. Drag your silhouette image into the application window
   Note: image should be 512 x 512 pixels and saved as a PNG
3. Use the sliders to control number of dilate steps, step size, warp amount, warp direction and smoothness
4. Press ***Generate*** to create a new arrangement of transformed contours
5. Adjust the settings again, press ***Generate*** to update the composition
6. When satisfied with the results, press ***Save SVG*** to export the layers
7. Locate the exported files "silhouette_layer_X.svg" in the data folder (in the same directory as the application)

IV. Laser Cutting Instructions

- Follow instructions in **SVG Output Clean-up for Laser-ready Files**.