

The screenshot shows the Android Studio interface with the following details:

- Project Structure:** The left sidebar displays the project structure under the **Android** tab. It includes the **app** module with **manifests**, **kotlin+java**, and **res** folders. The **res** folder contains **drawable**, **mipmap**, **values**, and **xml** subfolders. A specific **arrow_back.svg** file is highlighted with a red border in the **drawable** folder.
- Code Editor:** The right side shows the code for **Login_Screen.kt**. The code defines a **@Composable** function **Login_Screen** that returns a **Scaffold** component. The **Scaffold** has an empty **bottomBar** and an inner padding block that contains a **Column** with a **fillMaxSize** modifier and a **padding** block with the variable **innerPadding**.
- Toolbars and Status Bar:** The top bar shows tabs for **L1 Login_Action1-1**, **main**, **Pixel 7**, **app**, and various icons for search, refresh, and navigation.

Large Korean Text Overlay: The text "폴더 속 svg 이미지를 선택" is overlaid on the bottom left of the image, indicating the action to select an SVG image from a folder.

```
1 package com.jinkoo.login_action1_1.Screen
2
3 import androidx.compose.foundation.layout.Column
4 import androidx.compose.foundation.layout.fillMaxSize
5 import androidx.compose.foundation.layout.padding
6 import androidx.compose.material3.Scaffold
7 import androidx.compose.runtime.Composable
8 import androidx.compose.ui.Modifier
9 import androidx.navigation.NavController
10
11 @Composable
12 fun Login_Screen(
13     navController: NavController
14 ) {
15     Scaffold(
16         bottomBar = {}
17     ) { innerPadding ->
18         Column(
19             modifier = Modifier
20                 .fillMaxSize()
21         )
22         padding(innerPadding)
23     }
24 }
```



L1 Login_Action1-1

main

Pixel

Android

app

manifests

AndroidManifest.xml

kotlin+java

com.jinkool

Screen

Login

Navic

ui.theme

MainAct

com.jinkool

com.jinkool

res

drawable

arrow_ba

</> ic_launch

</> ic_launch

logo.vg

minmax

New

>

Add C++ to Module

Cut

Ctrl+X

Copy

Ctrl+C

Copy Path/Reference...

Paste

Ctrl+V

Find Usages

Alt+F7

Analyze

>

Rename...

Shift+F6

Refactor

>

Bookmarks

>

Show In Resource Manager

Ctrl+Shift+T

Reformat Code

Ctrl+Alt+L

Optimize Imports

Ctrl+Alt+O

Delete...

Delete

</> Drawable Resource File

Sample Data Directory

File

Scratch File

Ctrl+Alt+Shift+Insert

Directory

Ctrl+Alt+D

Image Asset

Vector Asset

CMakeLists.txt

Activity

Fragment

Folder

Service

UiComponent

Automotive

XML

Wear

AIDL

우클릭하고 New → Vector Asset



Asset Studio



Configure Vector Asset

Asset type: Clip art Local file (SVG, PSD)

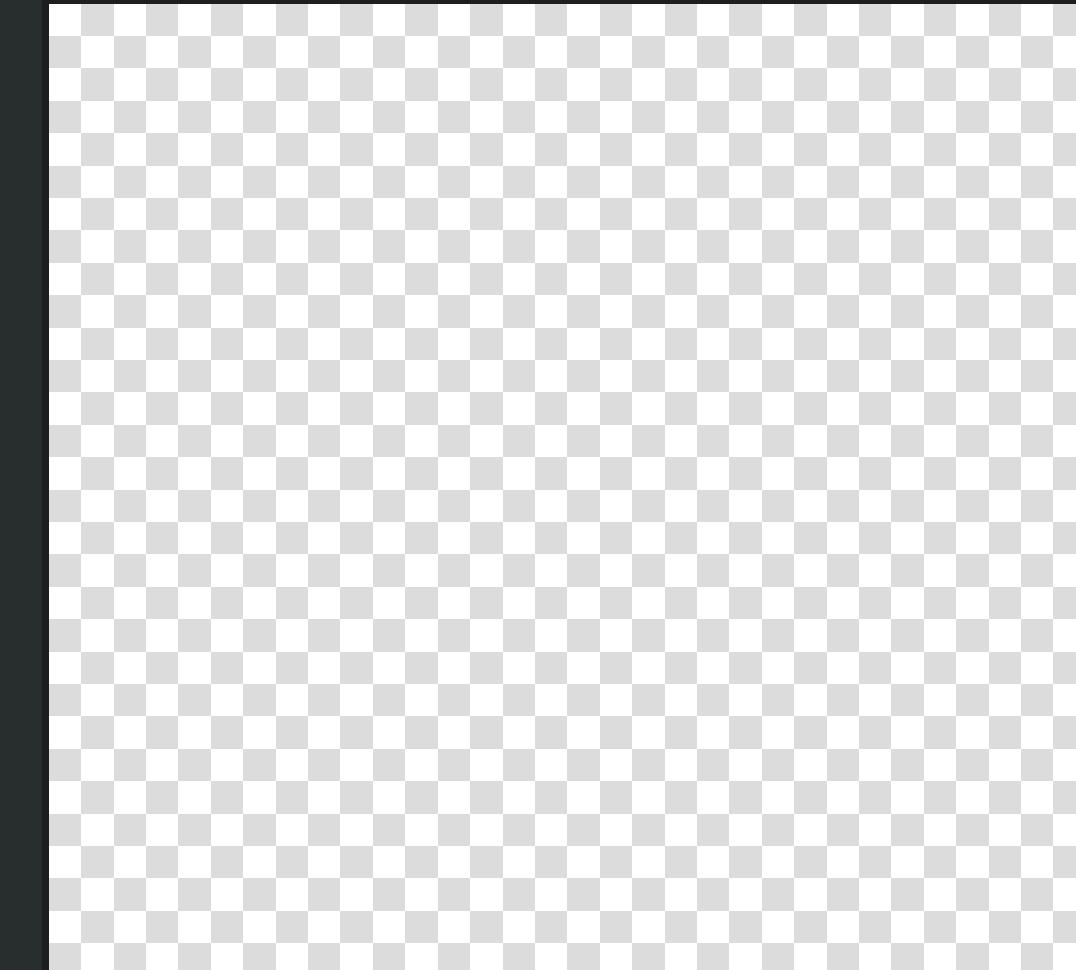
Name: vector_name

Path: #User#Desktop#Kodroid#Login_Action11

Size: [] dp X [] dp

Opacity: 100 %

Enable auto mirroring for RTL layout



Please select a file

이 화면이 뜬다 이제 이미지 경로를 검색하자

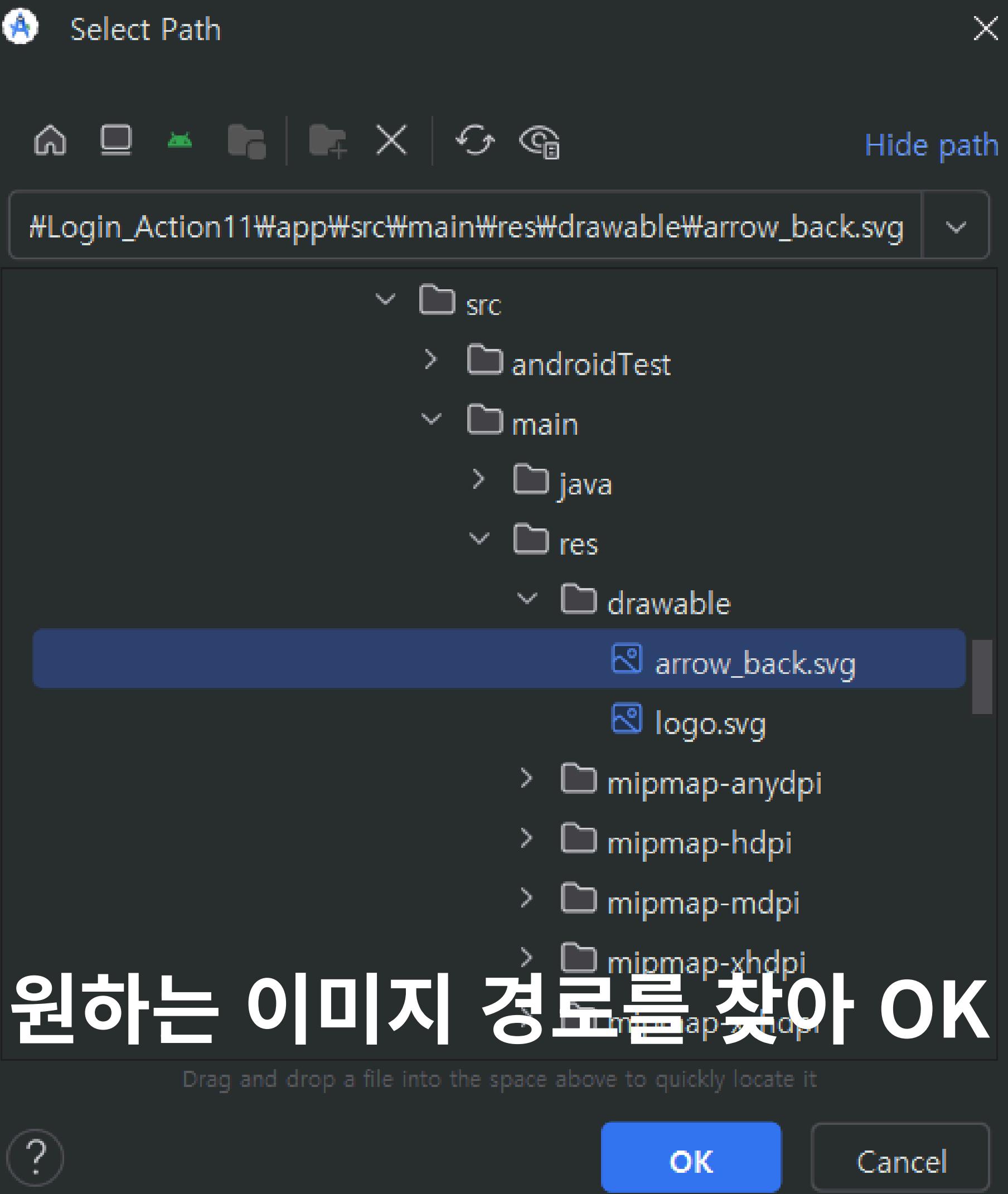


Previous

Next

Cancel

Finish





Asset Studio



Configure Vector Asset

Asset type: Clip art Local file (SVG, PSD)

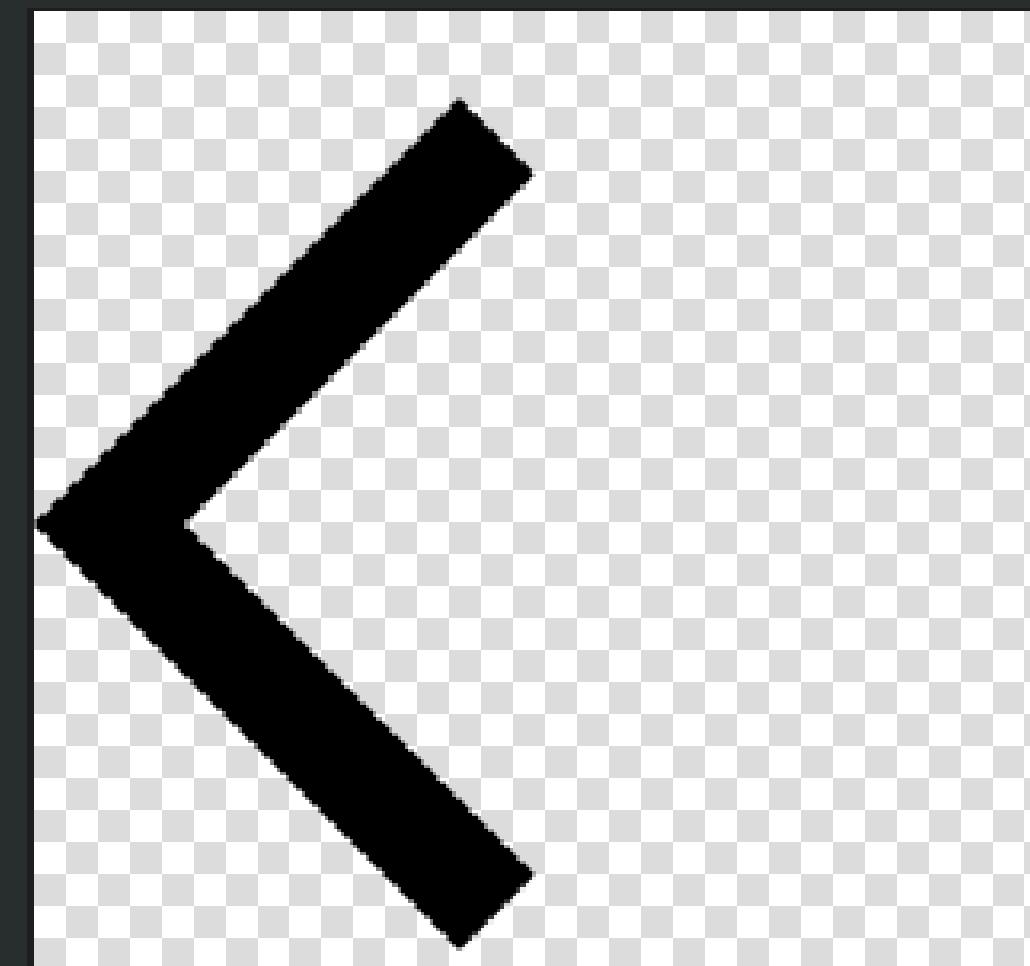
Name: `arrow_back`

Path: `src/main/res/drawable/arrow_back.svg`

Size: `24 dp X 24 dp`

Opacity: 100 %

Enable auto mirroring for RTL layout



이제 OK를 눌러 변환한다

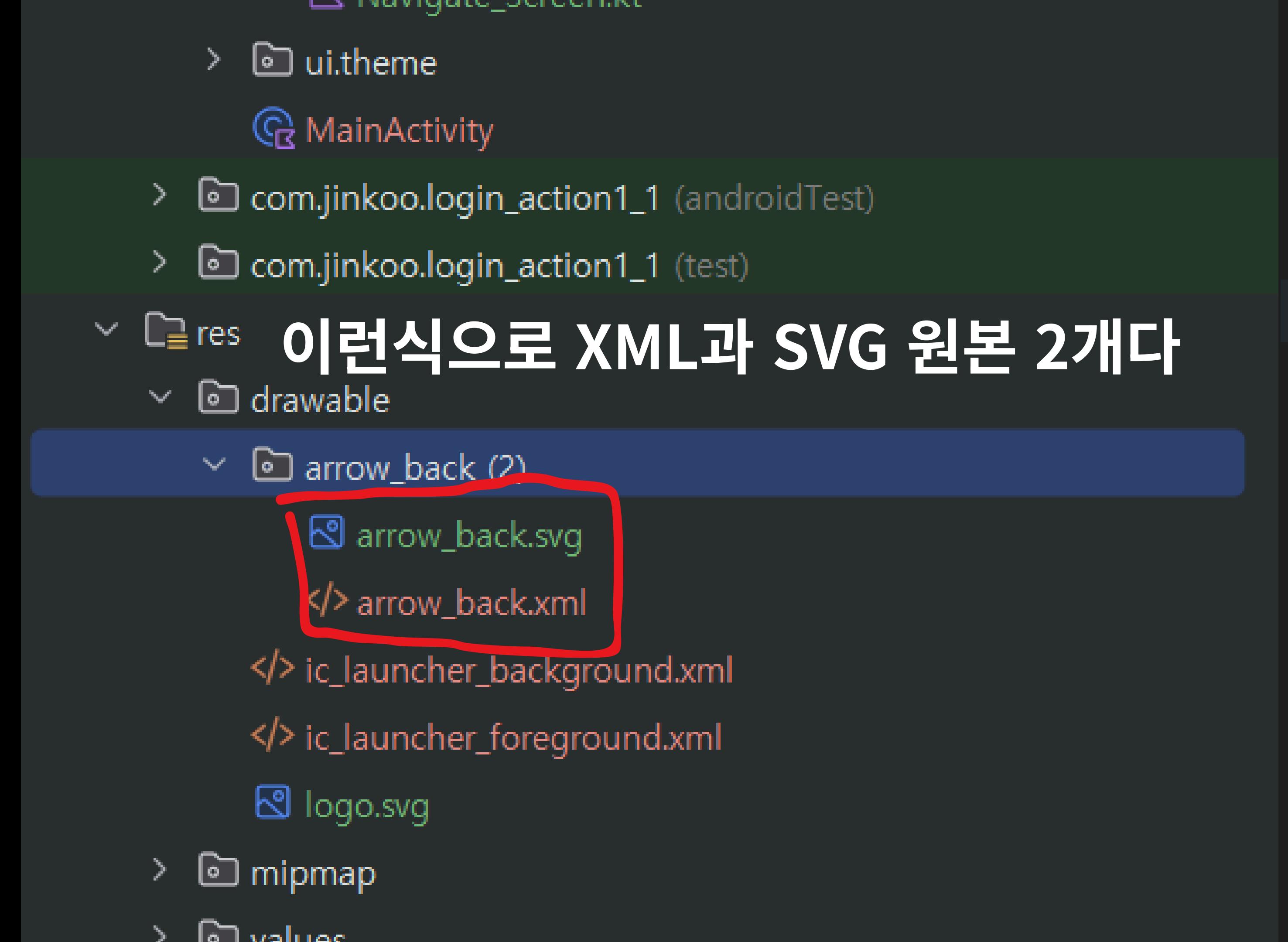


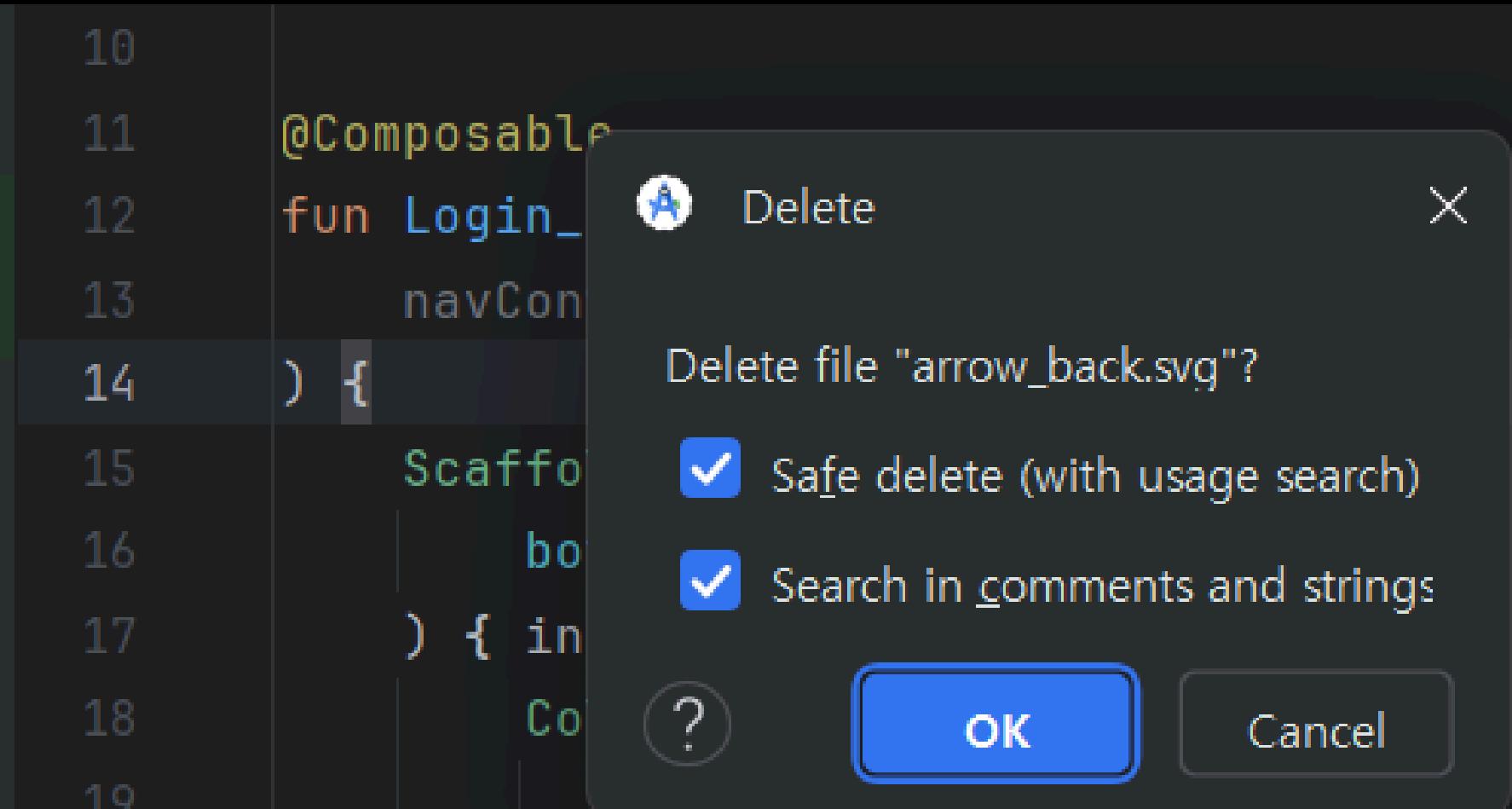
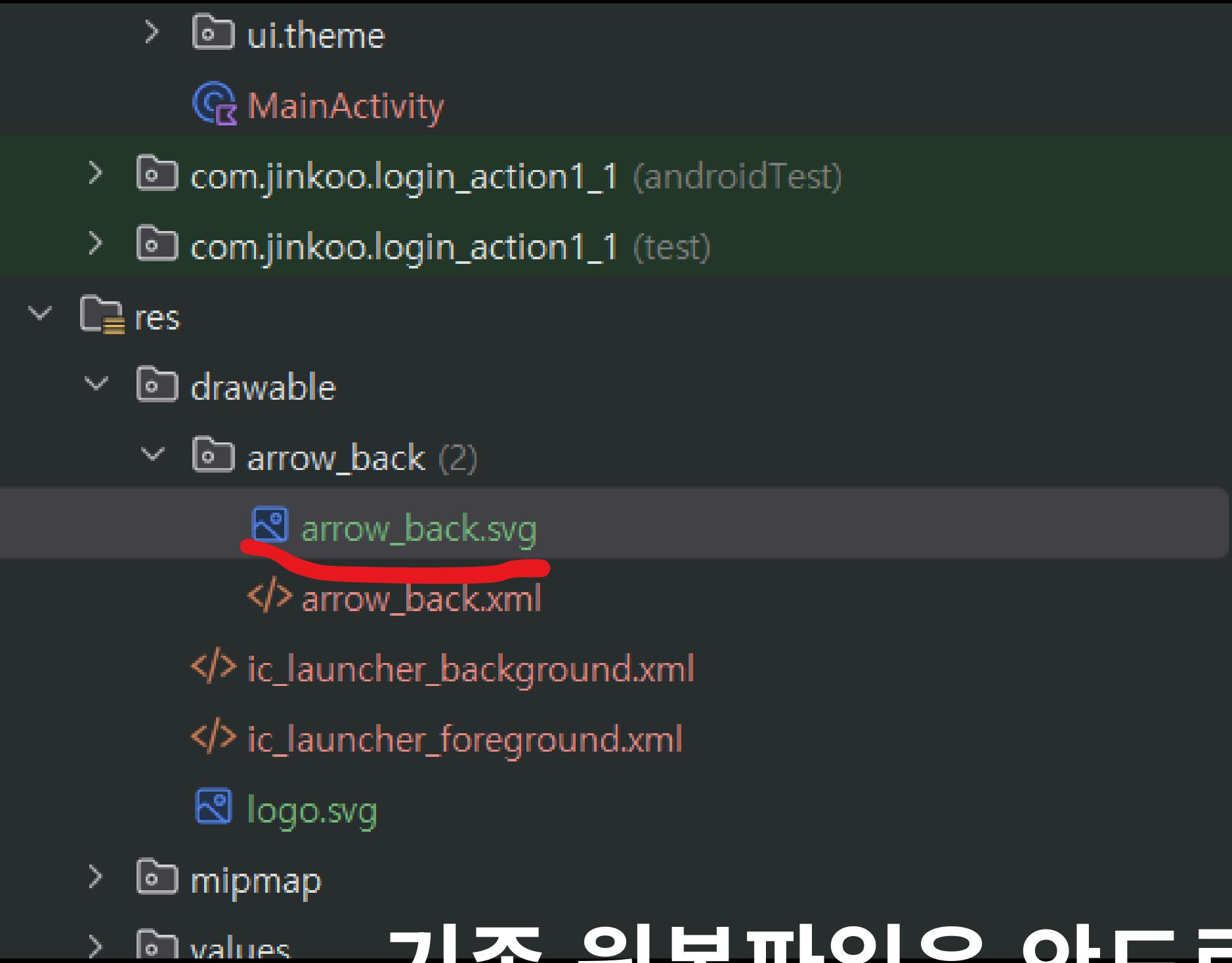
Previous

Next

Cancel

Finish





기존 원본파일은 안드로이드 스튜디오 내에 존재하면
오류가 나기에 원본 SVG는 삭제해야한다 꼭

drawable

```
</> arrow_back.xml  
</> ic_launcher_background.xml  
</> ic_launcher_foreground.xml  
logo.svg
```

이제 변환 끝이다 사용하기만 하면 된다.