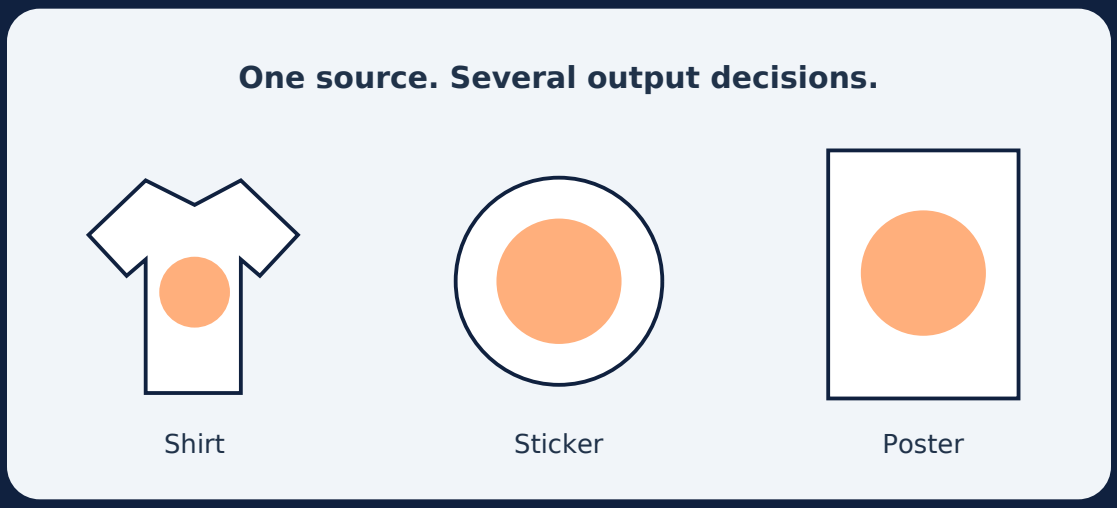
PNG2VECTOR

CREATOR LIBRARY

From Pixels to Products

Prepare Graphics for Shirts, Stickers, Posters, and Print on Demand



Ellis Trace

Learn it. Try it. Make it useful.

Read a sample

This sample includes the first chapter. The complete book includes the chapters and resources listed on its product page.

Explore the complete book at PNG2Vector

CHAPTER

Start Here: Give Your Graphic a Job

A graphic can look wonderful in a small window and still cause trouble on a real product. The shirt may need a transparent background. The sticker may need a separate cut outline. The poster may reveal a flaw that stayed hidden in a thumbnail. Product preparation is the work that joins an attractive design to a particular use. Once you learn that work, you can reuse your ideas with much more confidence.

This book takes you through that process from beginning to end. You will choose a product, examine the artwork, prepare a master, create suitable output files, check a proof, and organize a clear delivery package. You do not need drawing talent to understand the checks. You do need patience to inspect your result, because the last few minutes of review often prevent the most annoying mistakes.

Our continuing example is an imaginary collection called Grow at Your Pace. It uses a simple plant illustration with a short line of text. The example is a teaching scenario, not a claim about an existing business or a tested sales result. You can follow it with your own original artwork, a practice graphic, or a simple drawing made in a vector editor. A plant is convenient, but your project could use a food illustration, a pet portrait, or an abstract shape instead.

A computer, a way to view images, and an image or vector editor are enough for the core lessons. A vector editor lets you work with shapes and paths. A raster editor lets you work with pixels. Some applications do both. Inkscape is one free vector-editor option; the exact buttons in any application may change, so this book explains the action and the

result you need to check. You can complete the core project with shapes you draw yourself or with a supplied vector practice file.

PNG2Vector can help when your starting point is a PNG or JPEG. Its free PNG-to-SVG tracing lets you inspect a trace and download a watermarked PNG preview. Editable, watermark-free SVG exports require an active paid membership. A clearly marked optional project near the end shows where that can help a production workflow. Buying, reading, downloading, and learning from this book do not require that membership.

> **What success looks like**
>
> You finish with one reviewed master, three deliberately adapted layouts, a specification sheet, and an organized delivery folder. A physical sample or provider approval is still the next production check before selling an item.

Read the first four chapters before preparing output files. Then work through the shirt, sticker, and poster chapters in any order that fits your project. Keep a notebook or a document called Project Notes open as you go. Write down decisions instead of expecting your future self to remember why final-really-final-3 exists. Future you has other things to do.