Using Live Trace & Live Paint in AI

Step 1: Find your class' scan PDF in Student Share > Maria McTighe - 2012 > MindMaps
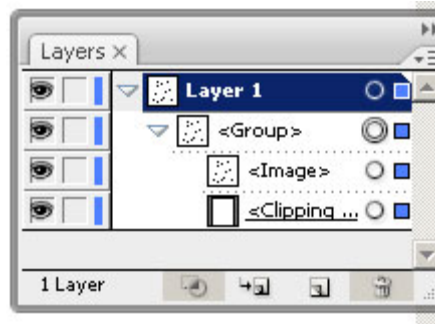**Step 2:** Open the PDF file in AI (File > Open) and find your scan.
**You will need to edit the File > Document Setup - change from portrait to landscape and then manually rotate your image

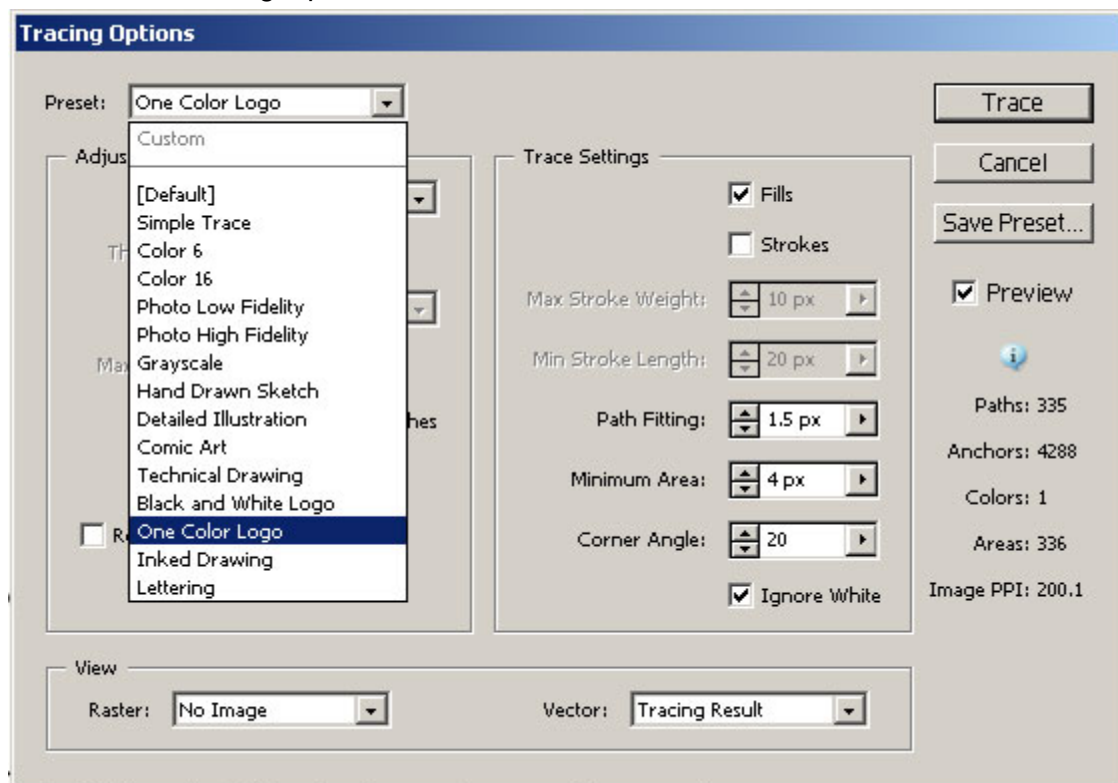**Step 3:** Open the layers panel in AI and open Layer 1 by clicking on the small triangle
SAVE YOUR FILE:
Change the file type to Adobe Illustrator
Save your file to your Documents

Step 4: Select the circle to the right of the Clipping Path layer and delete the Clipping Path
Step 5: Use the Selection Tool (V) to select your scanned image and under Object > Live Trace select Tracing Options...
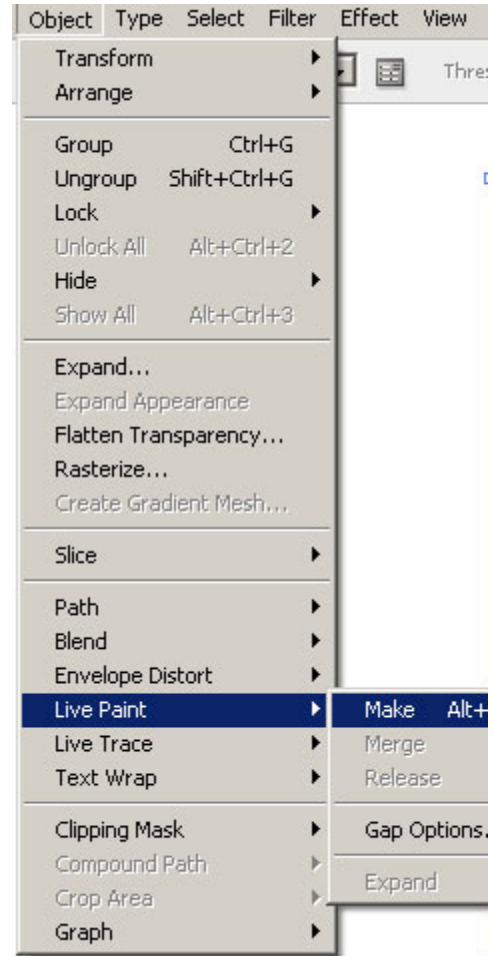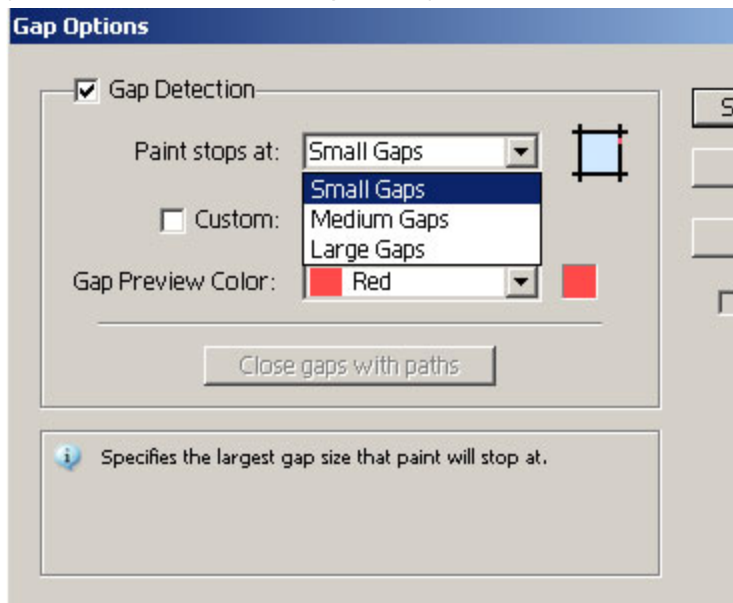
Step 6: Your Tracing Options will depend on your image:

      - Try experimenting with the treshold (128 is default and the lower you go the less detail you will get)

      - Try experimenting with various tracing presets (one color logo has been successful in the past)

      - Make sure you are only working in black & white (no color, no greyscale)

Step 7: Once you have created your live trace you need to Expand the image in order to create outlined shaped

Step 8: Once you have expanded your image you will then need to convert it to Live Paint under Object > Live Paint > Make **(see left)**

Step 9: You will first want to adjust the Gap Options (under the Live Paint drop down) - **See below**

Step 10: You can now use the Live Paint Bucket Tool to add color to your image! Yay!

** You will need to change the color mode from Greyscale to RGB in order to add color