

Usability Test Tasks – VectorizeImage Plugin (Godot)

Estimated Duration: ~20-30 minutes

Instructions: Please read each task carefully. Let me know if anything feels unclear or doesn't work as expected.

Task 1 – Set up the Plugin

1. Follow the instructions in the [GitHub link](#) to **download** and **set up** the tool script in your Godot project.
 2. Before continuing, remember to read through the README file on the GitHub page.
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Task 2 – Load and Vectorize an Image

1. **Download** the provided [image file](#).
2. **Import** the image into your Godot project.
3. In the **VectorizeImage plugin**, set the imported image as the **Texture Image**.

Then apply the following plugin settings:

General > Down Scale Multiplier: 3

General > Generation Mode: Edge

General > Color: Single

Generation Mode Options > Edge > Edge Threshold: 0.2

Generation Mode Options > Edge and Segment > Color Contrast Threshold: 0.6

Generation Mode Options > Edge and Segment > Dot Spacing: 50

5. Enable **Vectorizing > Generate** to create the vectorized version.

Goal: To gain a basic understanding of the overall workflow.

Task 3 – Explore

1. Now try with a different image.
2. Test all three **Generation Modes**:
 - Random
 - Edge
 - Segment
3. Adjust settings for each mode and observe how the output changes.

Goal: To compare Generation Modes and see how different parameters affect the outputs.