# Guidelines for Cleaning Sketches

Please redraw the following rough sketch with clean strokes in a vector graphics drawing tool. This process is somewhat like inking, but your strokes should **not** revise the shape of what is drawn. Your goal is to create a neater version of the sketch while matching the original artist's intent.
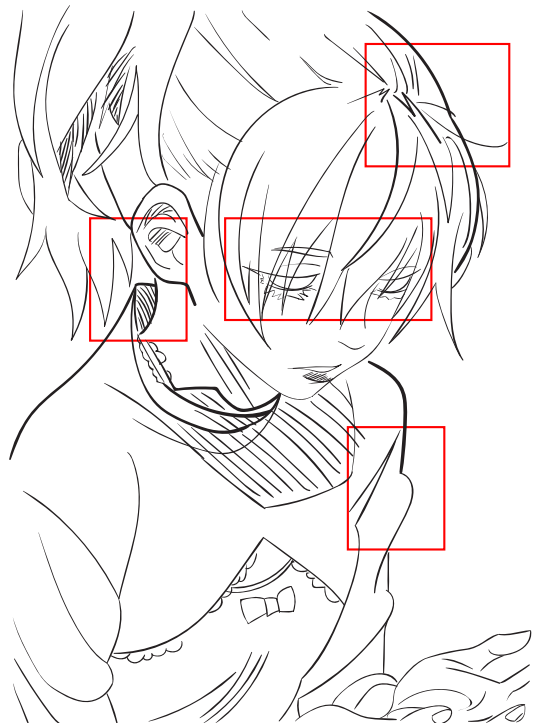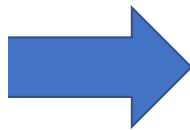
Guidelines

- Draw your strokes in pure black. Stroke thickness should be close to the original sketch. Remove strokes that are redundant, group strokes that are loose and messy into a single clean stroke, and modify strokes that are obviously wrong to match the artist's intention.
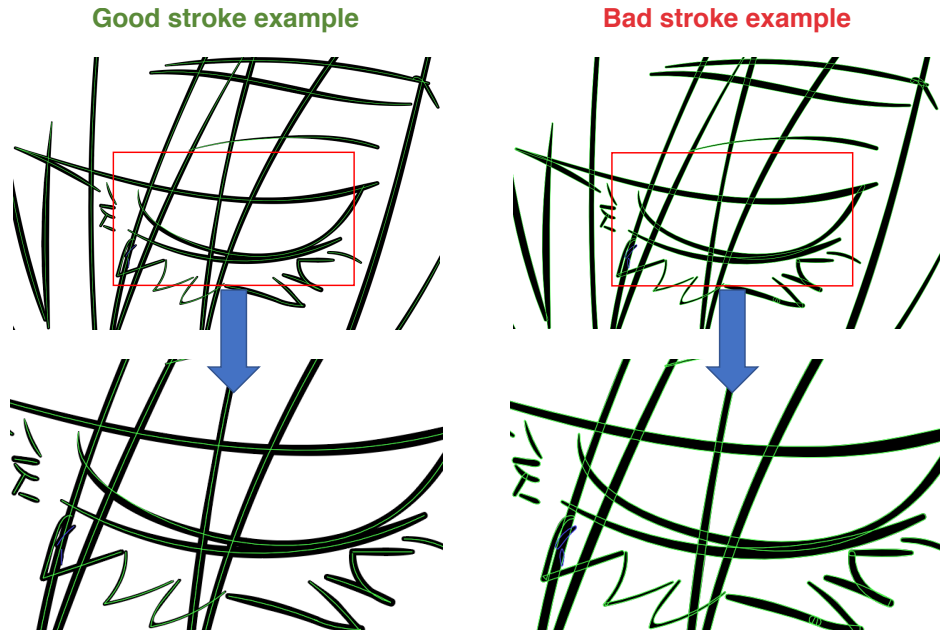
**Input rough sketch**   **Output clean sketch**
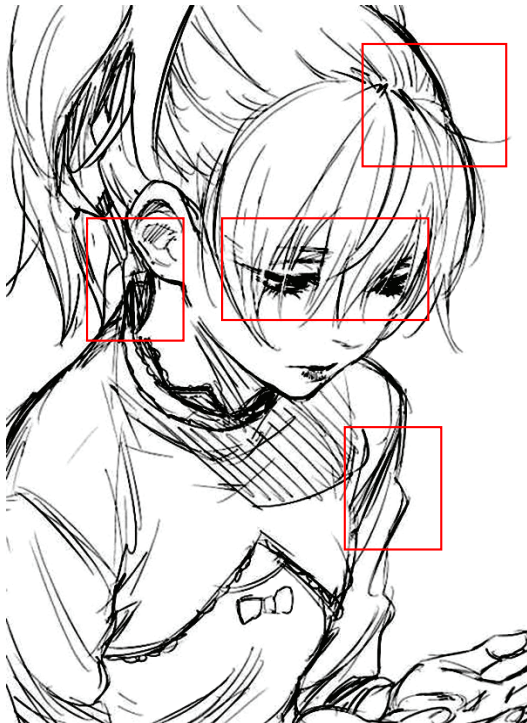
- Draw your strokes natively in **vector graphics** software like Adobe Illustrator. Your vector paths should be the spine of each stroke. Do not draw in raster drawing software and run automated vectorization. Do not outline paths.

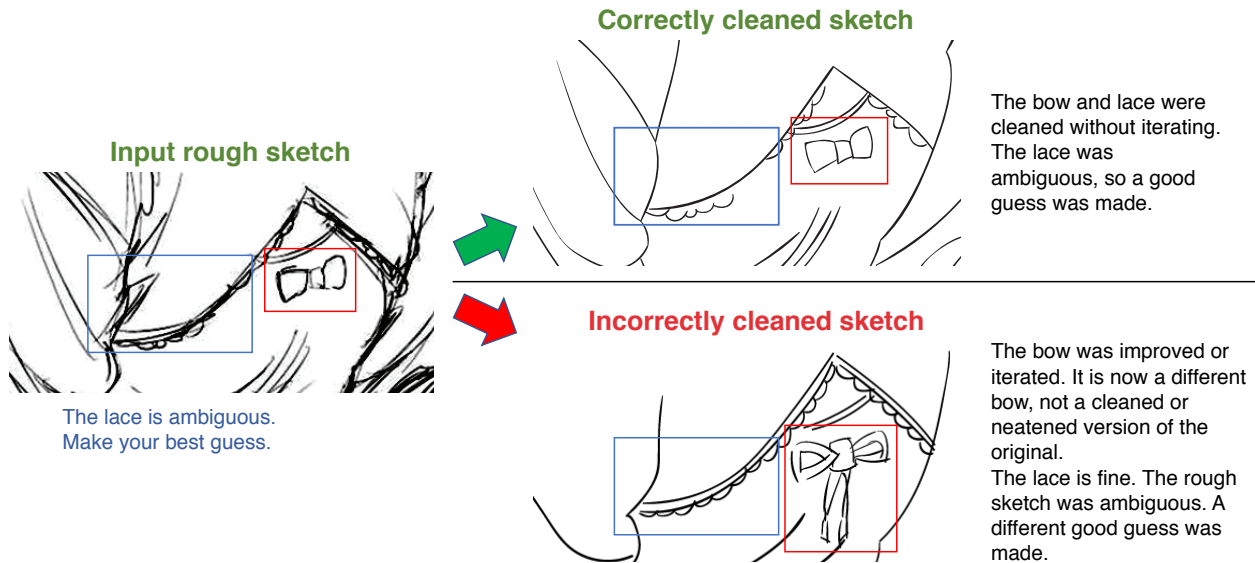**Good stroke example** **Bad stroke example**

- Strokes should precisely meet at junctions. Stroke endpoints should be snapped together. You can use Adobe Illustrator's Smart Guides or Average tool.
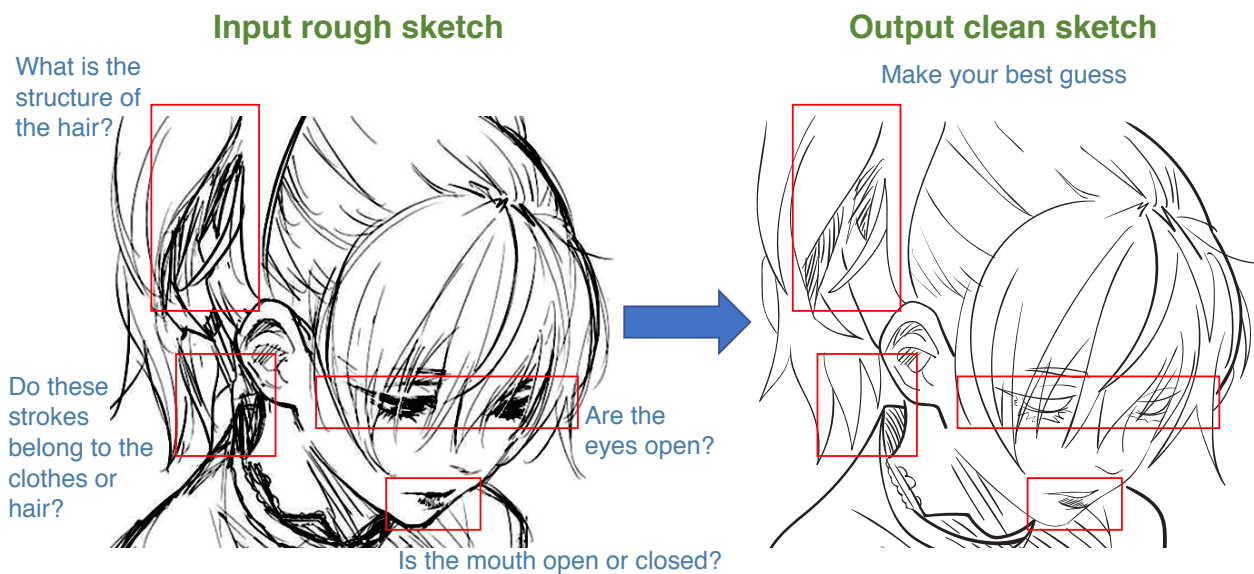
Best junction examples **Bad junction examples**
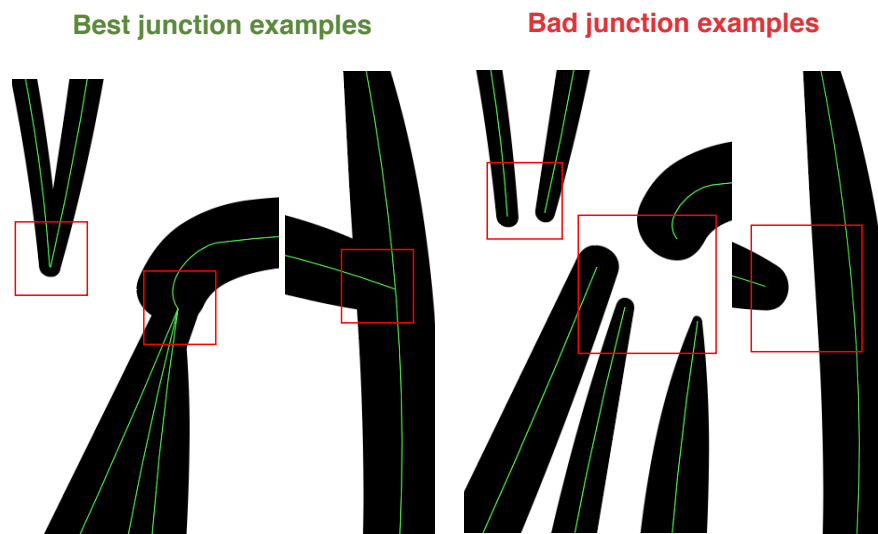
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- Do not improve or iterate on the underlying drawn object. The curves you draw should be cleaner or neater versions of strokes already present.

- Do not add strokes that don't exist or are merely implied by the rough sketch.

Correctly cleaned sketch

Input rough sketch

The bow and lace were cleaned without iterating. The lace was ambiguous, so a good guess was made.

The lace is ambiguous. Make your best guess.

Incorrectly cleaned sketch

The bow was improved or iterated. It is now a different bow, not a cleaned or neatened version of the original.
The lace is fine. The rough sketch was ambiguous. A different good guess was made.

- If you aren't confident about where a clean stroke should go, make your best guess.

Input rough sketch

What is the structure of the hair?

Do these strokes belong to the clothes or hair?

Are the eyes open?

Is the mouth open or closed?

Output clean sketch

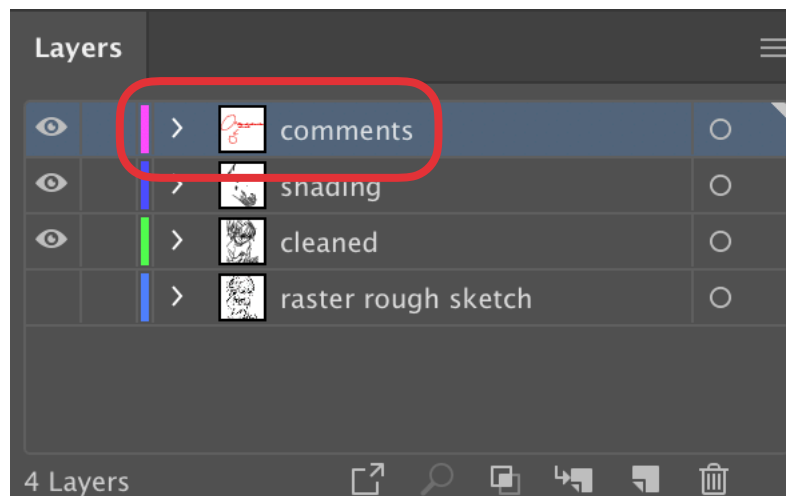Make your best guess

- Hatching, shading, and texture strokes need to be retained, but they don't need to be exactly retraced. Don't add them if they don't exist. Please clean the strokes and save them into a second layer. Junction quality is not important. If the strokes are too dense to be distinguishable, trace the boundary of the region and fill it with an appropriate color.

- Scaffold lines need to be retained and cleaned as well. Save them into a different layer. Not every drawing has scaffold lines.

Input rough sketch **Output clean sketch with shading** **Output clean sketch without shading**
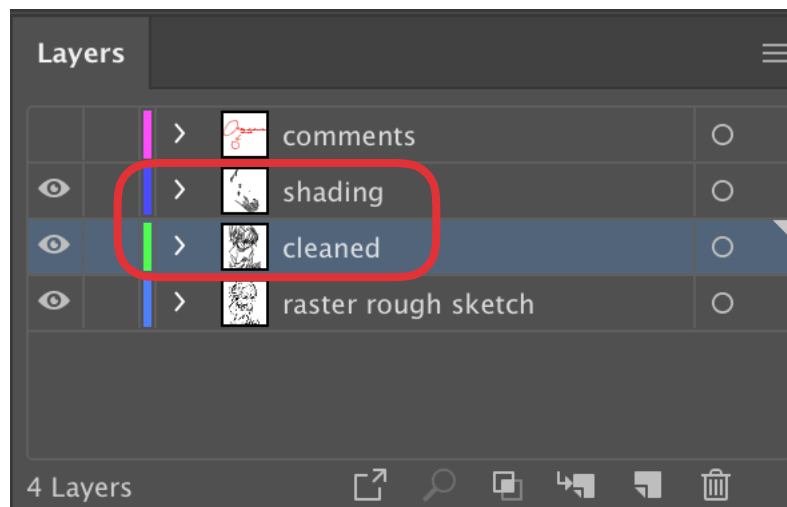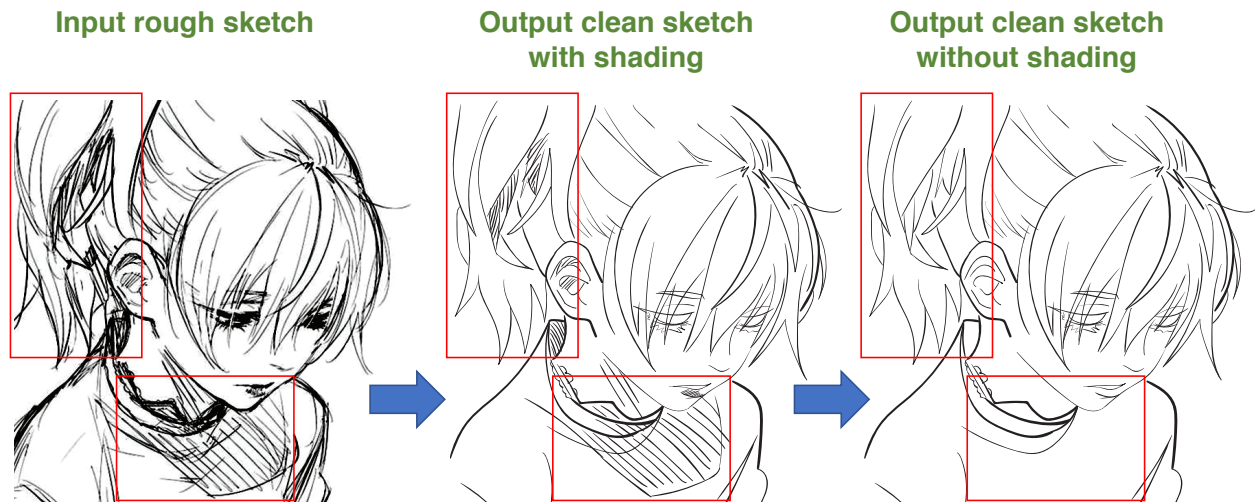
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• You may leave us a comment or drawing in another layer.

Not sure about these strokes, so I guessed.

If you have any questions for this guideline, feel free to leave me a message or refer to the attachment "Frequently Asked Questions.pdf" under "Project Files".

To inspect this example in more detail, please download the attachment "sketch clean up example.ai" under "Project Files".

End of guidelines