

Exploring the Segmentation and Stroke Marks

The screenshot shows a software interface titled "KM_Optimised_V6". The central area displays a grayscale image of a dog's face with a green overlay indicating segmentation. Surrounding the image are several control panels:

- Machine Controls:** Includes buttons for "PRINT", "RECONNECT", and "DELTA".
- Machine Controls:** A "POINTS" dropdown menu.
- Segmentation Options:** A series of sliders for parameters like X GRN, Y GRN, EDGE GRN, TEXTURE GRN, HUE GRN, SATURATION GRN, and BRIGHTNESS GRN.
- Machine Controls:** A bar chart showing parameters for PEN DOWN, PEN UP, PEN MOVE, REFILL DOWN, and REFILL UP.
- Machine Controls:** Sliders for "REFILL DRIP" and "PATH SPEED".
- Stroke Options:** A panel with sliders for "UPDATE", "TEXTURE SMOOTHING", "PEN WIDTH", "PEN WIDTH (LAYER)", "PEN LENGTH (BLEED)", "PEN LENGTH (COLOR)", "BLEED", "OVER RUN", and "ZOOM".
- Path & Render Options:** Includes checkboxes for "RANDOM", "AUTO Z", "WHITE CHAINS", "ORBIT DR", "RED ONLY", "FILL", "SHOW INFO", and "FILTER POINTS".
- Interface:** A vertical "Y GRN" scroll bar on the right side.

Annotations with blue arrows point from text boxes to these specific interface elements:

- Machine Controls:** Print button
- Machine Controls:** USB Port select
- Segmentation Options:** Set the importance of visual aspects
- Machine Controls:** Paint brush height parameters
- Machine Controls:** Brush refill frequency
- Machine Controls:** Speed of movement
- Machine Controls:** Stop and Reconnect
- Interface:** Layer indicator.
- Stroke Options:** Explained in detail in document
- Path & Render Options:** Explained in detail in document
- Interface:** Image scroll bars

Interface:
Layer Render. Note, currently shows all layers drawn together. The machine will not print when viewing all layers. Keys – and + navigate to single layers.

