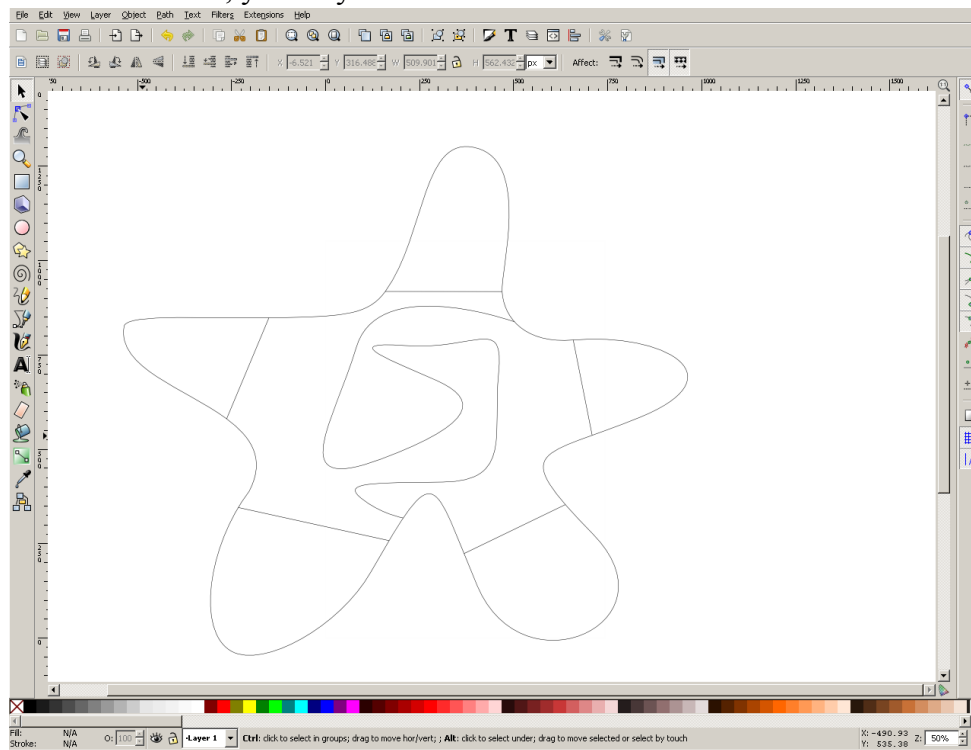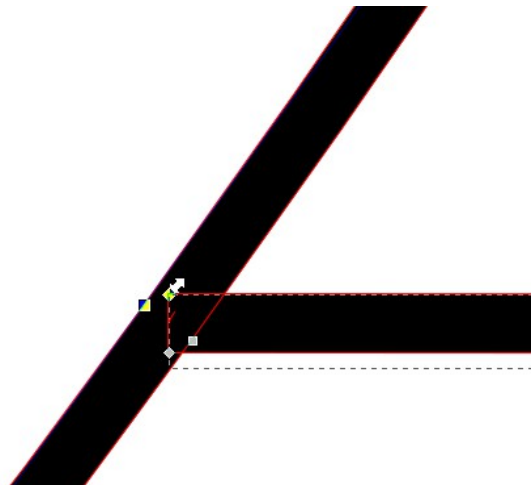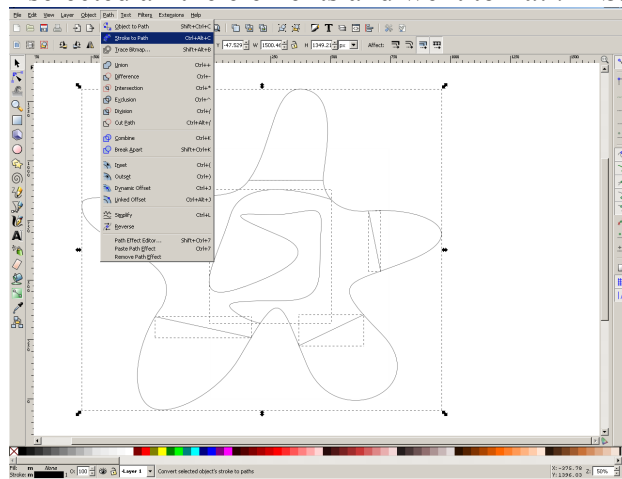I created my "complete" inked art in Inkscape. We want to easily color this in, but we were not careful and did not create individual regions; we only created a bunch of curves.

NOTE: Ensure that nodes are present at the intersections. This is not entirely necessary, but if you want to animate a joint, this is important to do! If you have a joint that should deform slightly when it bends, such as an elbow, you may even want two more vertices around the bend to accommodate it!
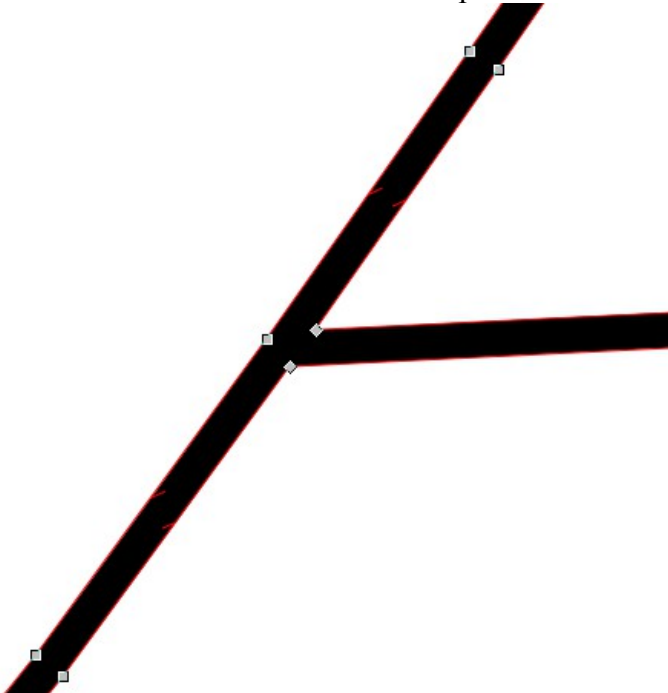

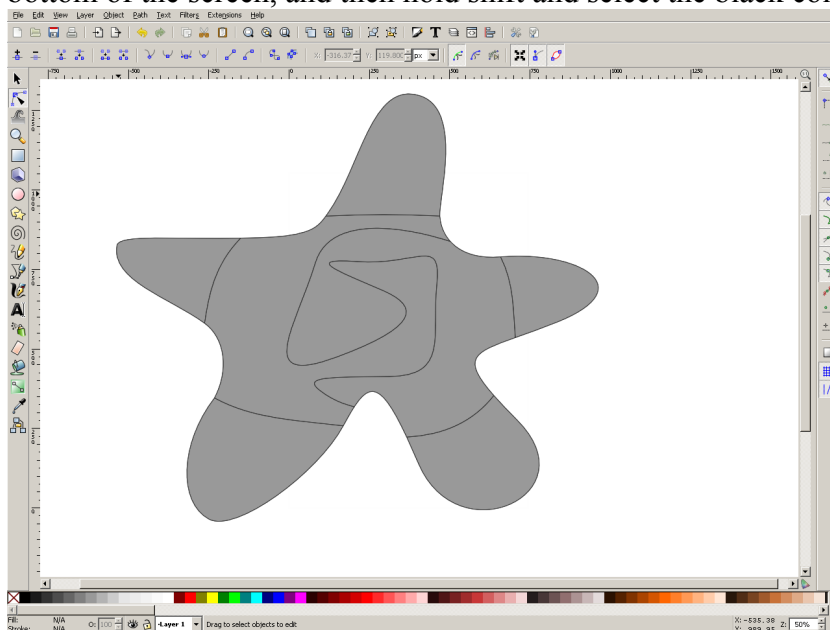I selected all the elements and went to *Path > Stroke Path*

This turns the strokes into a set of regions, still unconnected. The example to the right illustrates this: The strokes shown are now rectangular regions with outlines!

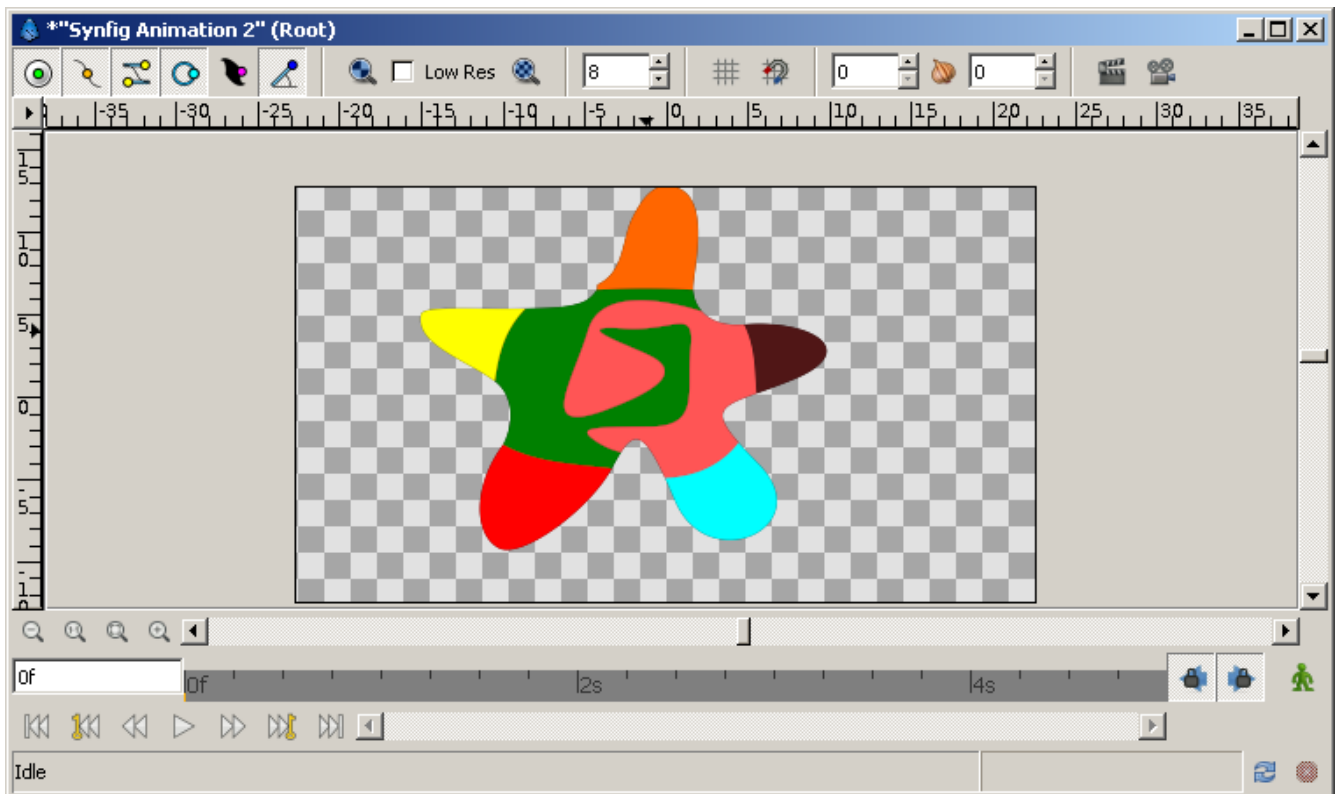Next, I selected *Paths > Union*. This computes a continuous path that factors in all the intersections:

Notice how I took the precaution of making sure vertices were present around that joint to make animation more fluid about that joint.

At this point, you may be wondering, "I still can't fill the insides!" Well, fret no more! Go to *Path > Break Apart*. Your entire image will go black! Quickly left click a gray color from the color bar at the bottom of the screen, and then hold shift and select the black color. Here's what you should see:

The picture looks like something out of a children's coloring book! Select the pieces and click on a color you like to color it in!

NOTE: Inkscape created individual regions for each color, and has a single "background region" that encompasses everything, providing the black lines. Make sure that the fill stays black for the background region. Once everything's set, save your object, and import it to Synfig!

There it is in all its glory. (I tweaked some vertices, so don't worry: that was me)
If you want individual layers, try using the "split path at selected nodes" tool in Inkscape to break up the black outline and match it up with the colored regions. Then link the broken vertices in Synfig. I', not too sure of what kind of advantage that may provide, though.