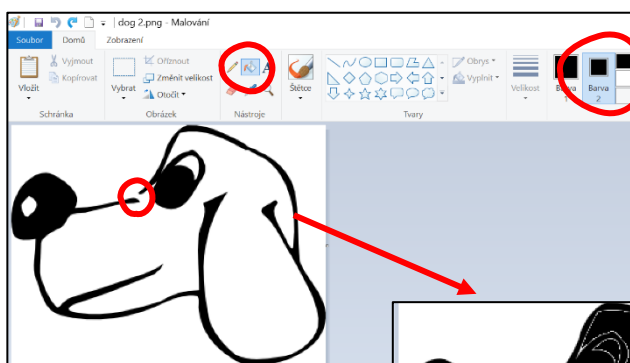
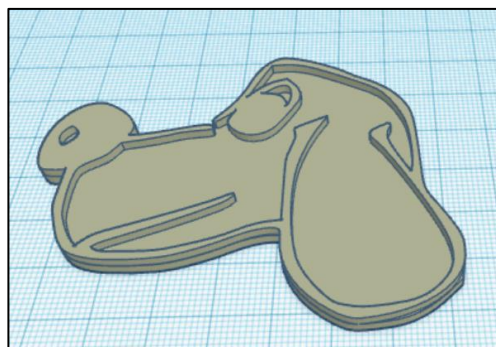


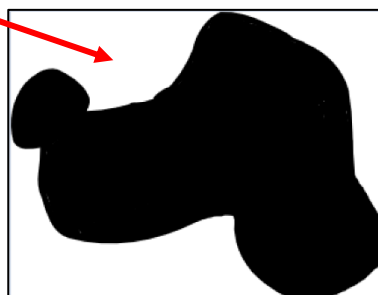
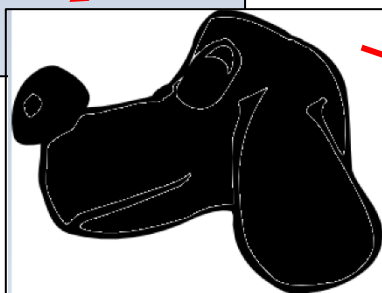
## 3D DOG

1. Choose image – some black and white, simple
2. Create a pad - open Painting
  - File => Open => dog 1.png
  - File => Save As => dog 2.png



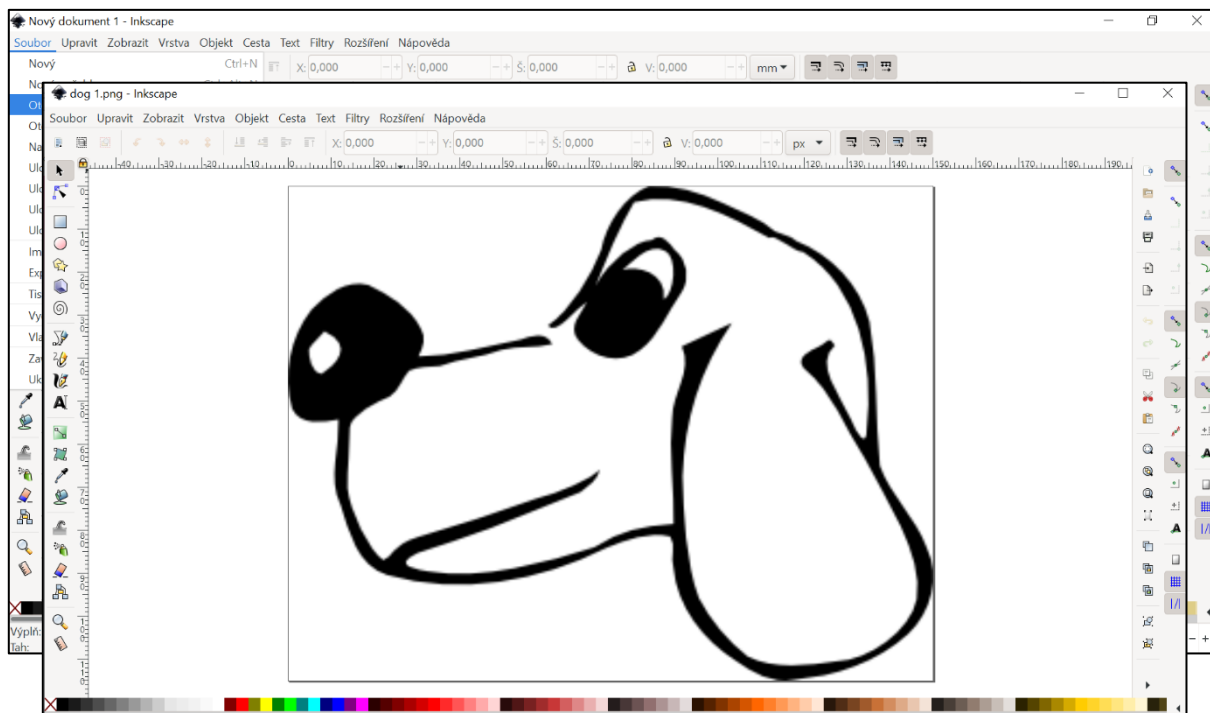
- 1 - use a brush to connect the contour
- set color 2 to black
- using Fill (bucket) to fill in white spaces

- 2 use the brush to fill in the remaining white spaces



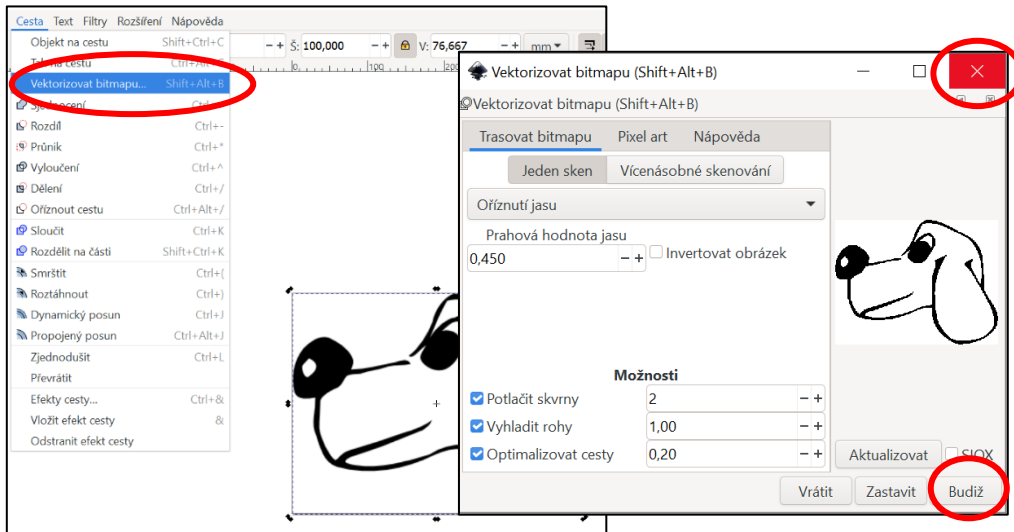
3. open Inkscape – we need to convert images to vector

- open dog 1.png



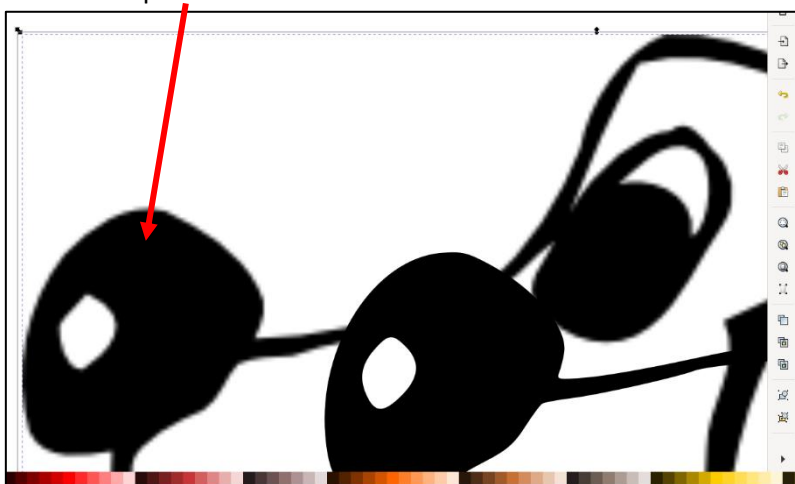
Convert to vector:

- card Cesta – Vektorizovat bitmapu – button Budiž – then close the window with a cross

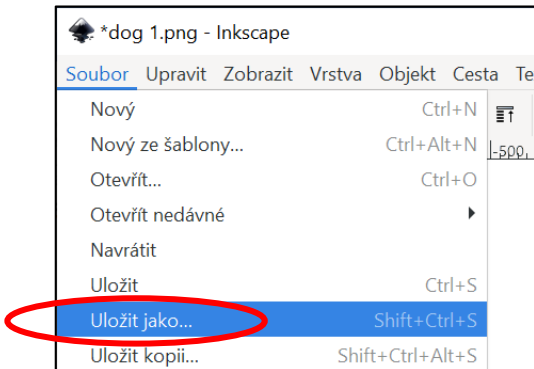


Delete original bitmap:

- move the dog with mouse and delete the original image, for sure it is better to enlarge the images (CTRL + scroll mouse wheel, or only the + key)
- delete blurred bitmap



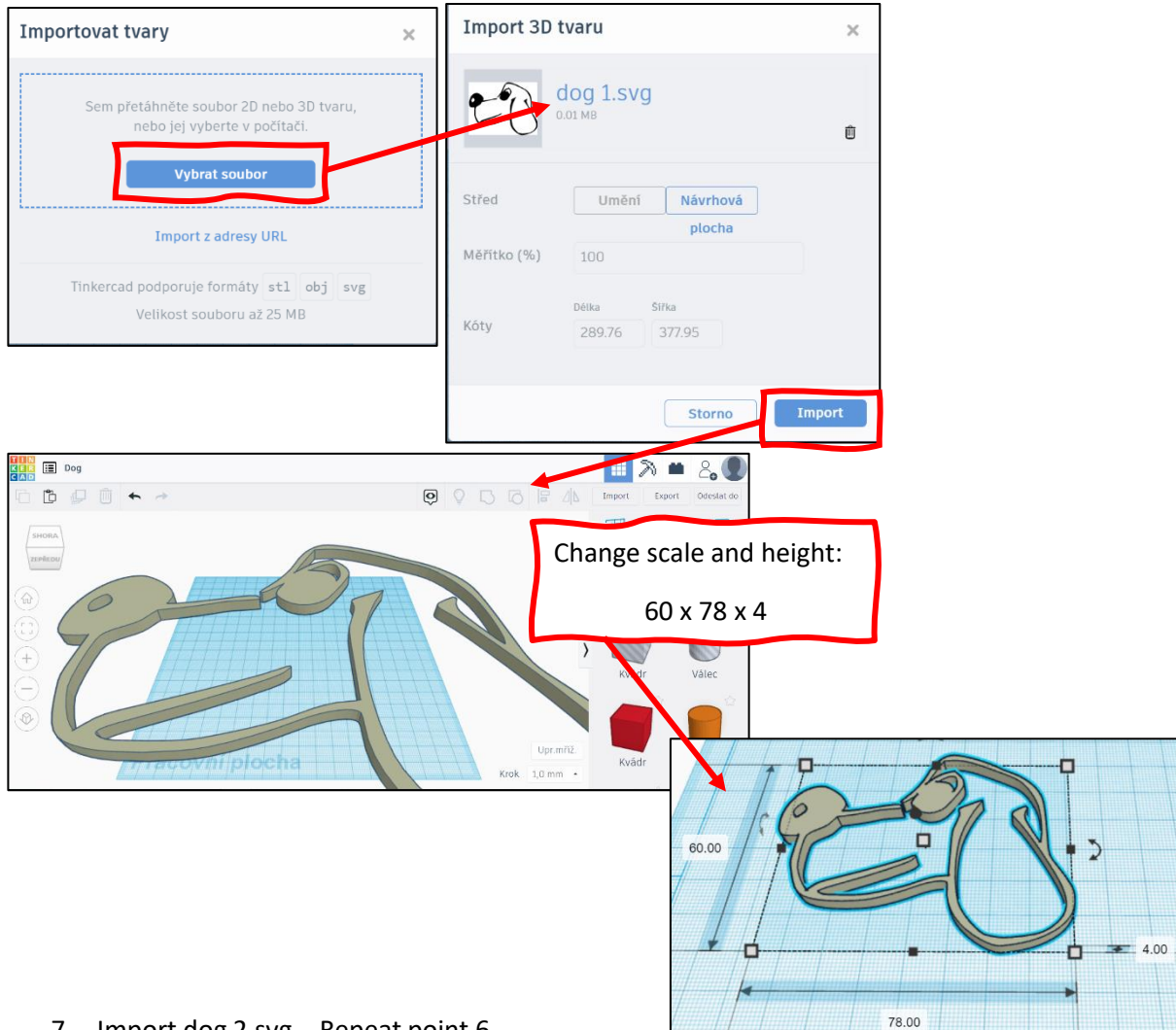
Save as dog 1.svg



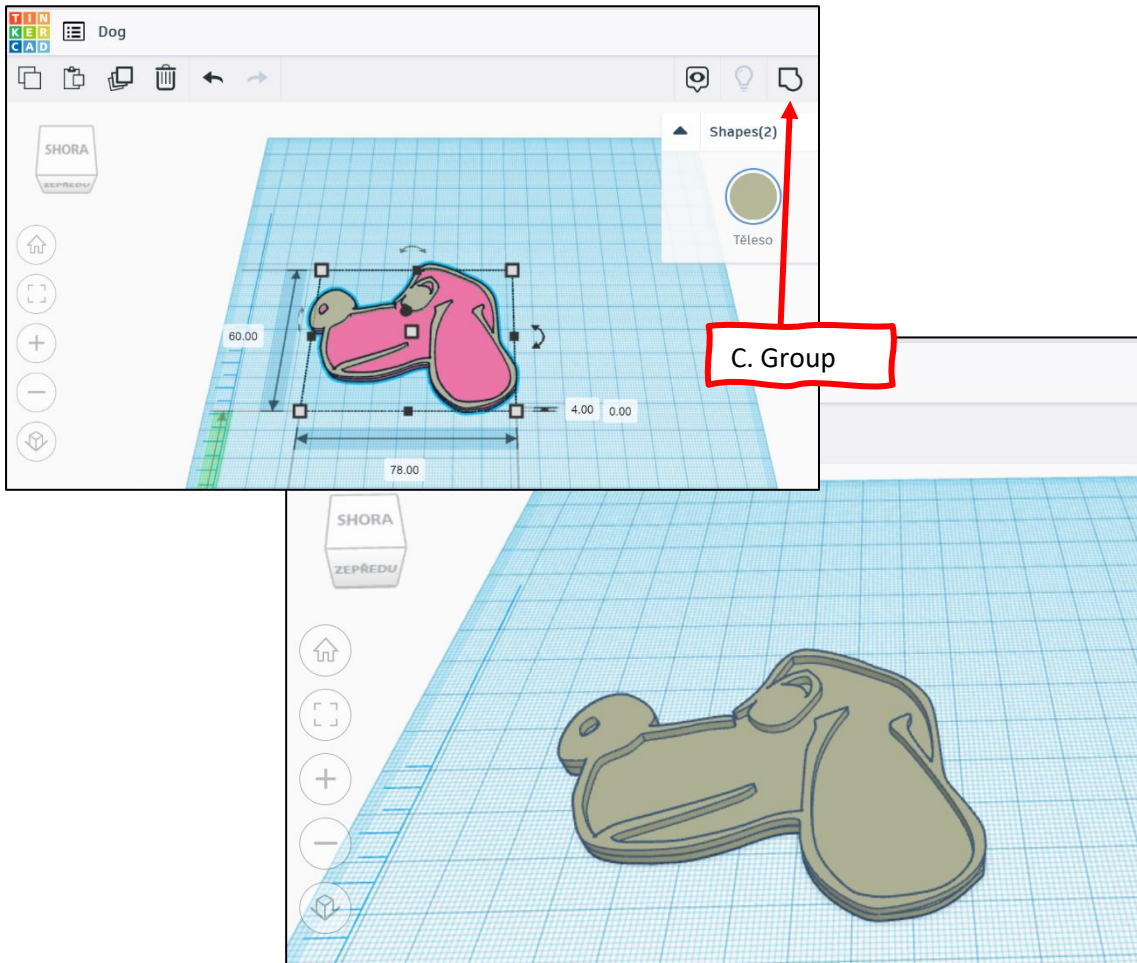
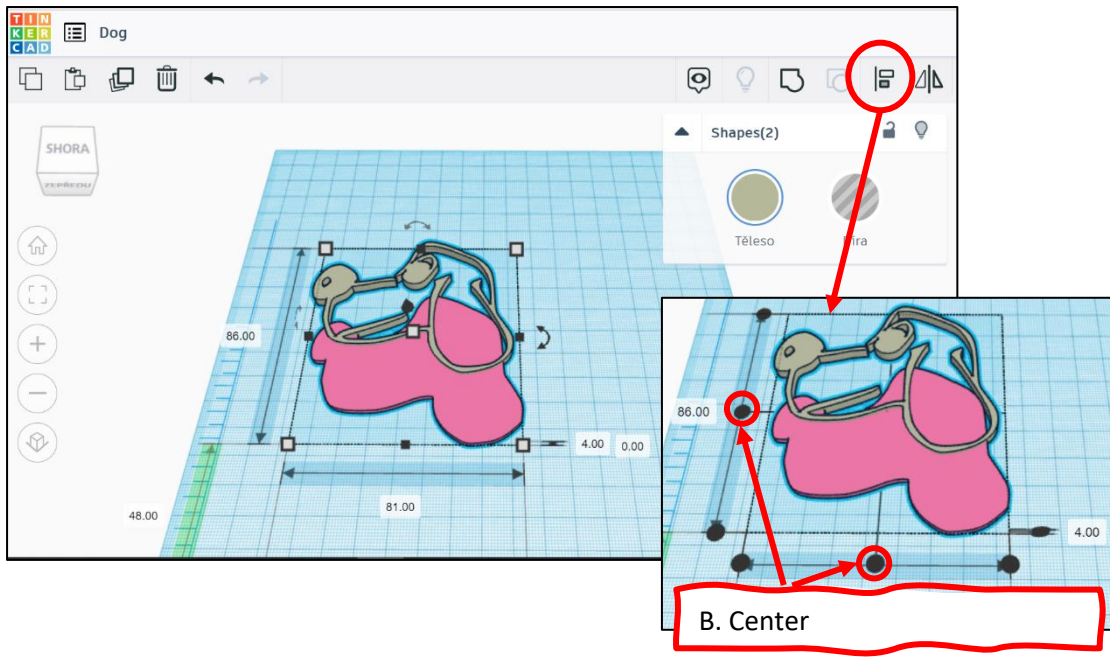
4. Repeat point 3 with the image dog 2.png and convert it to vector format dog 2.svg.

- Open [Tinkercad.com](https://tinkercad.com).
  - create new project

- Import dog 1.svg and change scale

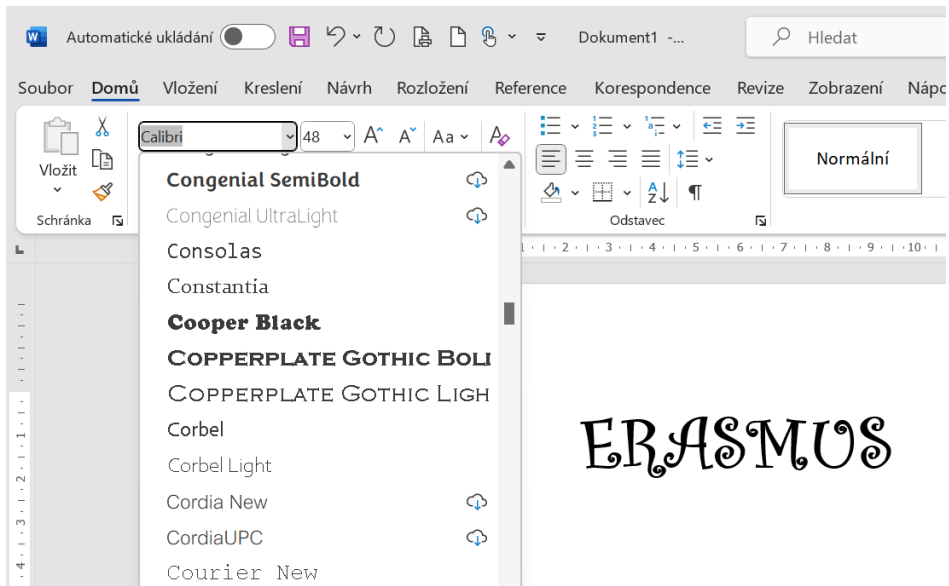


- Import dog 2.svg – Repeat point 6
  - CAUTION – SET THE HEIGHT TO 2 FOR THIS SHAPE
- Align and group shapes
  - select both shapes with the left mouse button using the Shift key (or press CTRL+A) and click Align



The same you can do with a text:

- open text editor and write something, change the size, you can bold it, then choose the font you like



- make a printscreen and open it in Painting program, cut it and save.



- then open Inkscape and convert it to svg format, which you can import to Tinkercad.