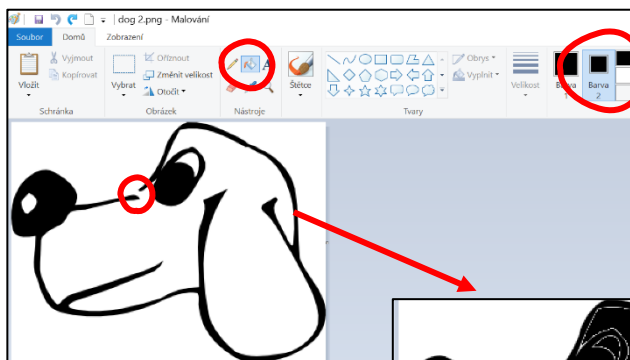# 3D DOG
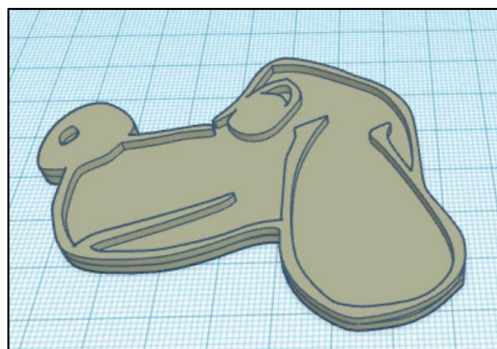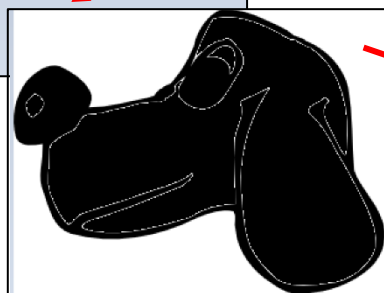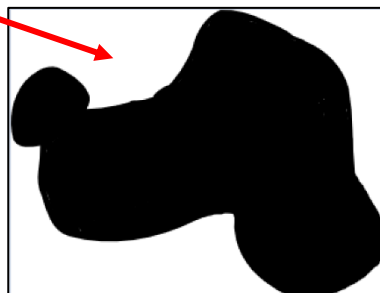

1. Choose image – some black and white, simple
2. Create a pad - open Painting
   - File => Open => dog 1.png
   - File => Save As => dog 2.png

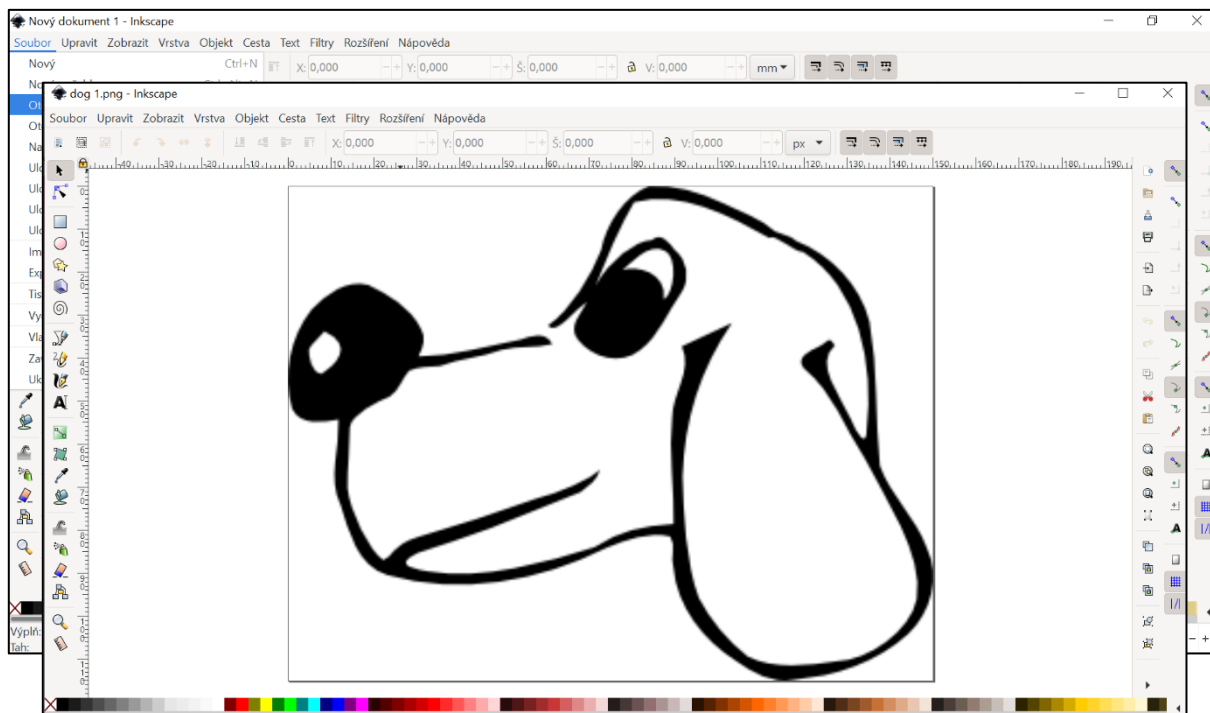| 1 | - use a brush to connect the contour |
| | - set color 2 to black |
| | - using Fill (bucket) to fill in white spaces |

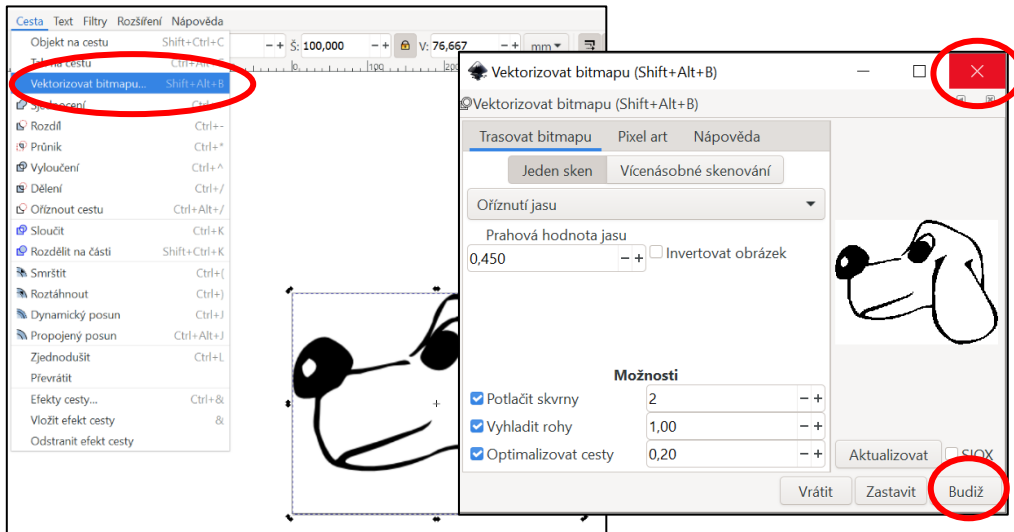| 2 | use the brush to fill in the remaining white spaces |

3. open Inkscape – we need to convert images to vector
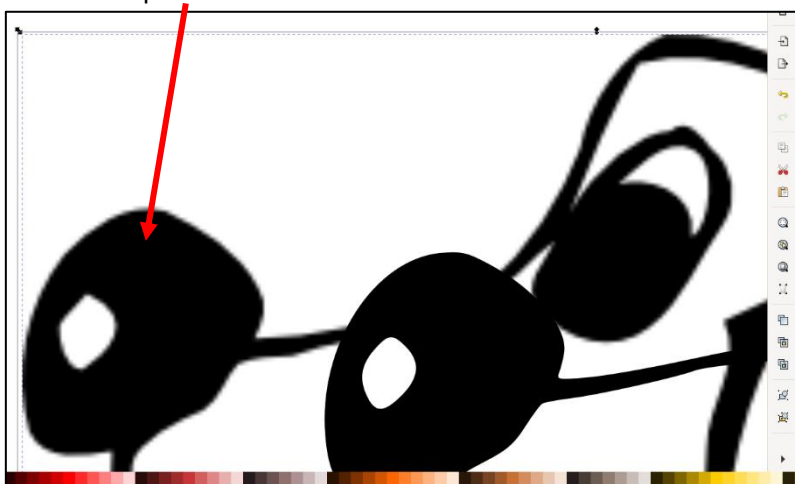
- open dog 1.png

Convert to vector:

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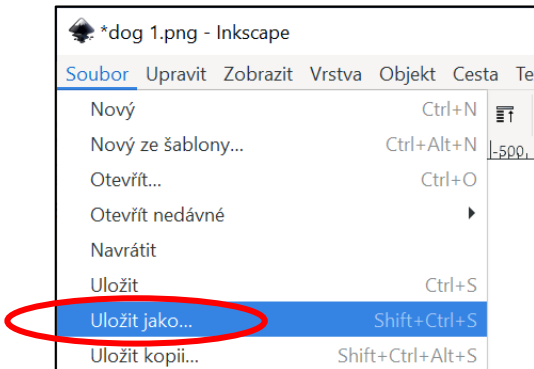

Delete original bitmap:

- 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)
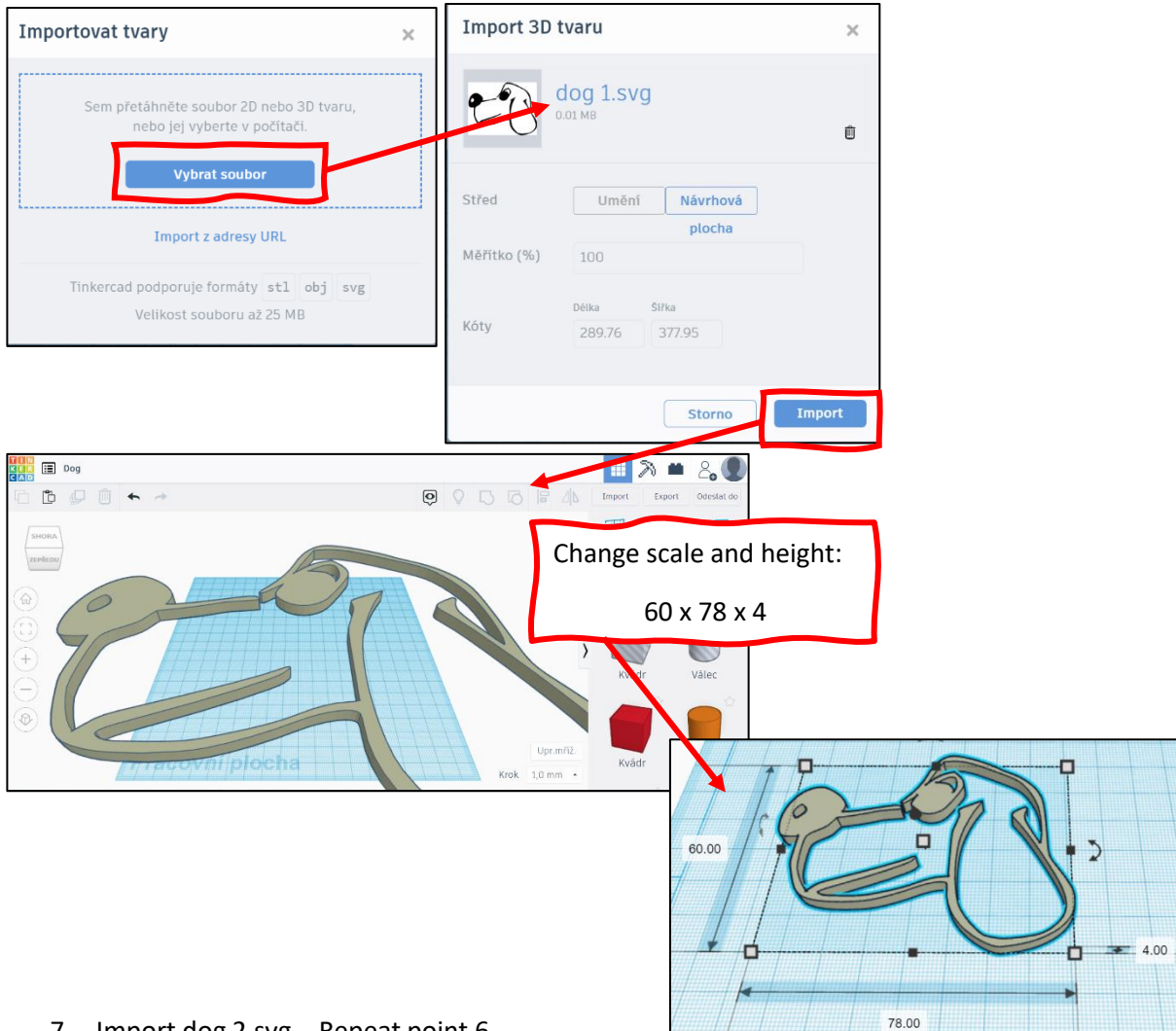 - delete blurred bitmap

Save as dog 1.svg

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

5. Open Tinkercad.com.
   - create new project

6. Import dog 1.svg and change scale


Change scale and height:

60 x 78 x 4

7. Import dog 2.svg – Repeat point 6
   CAUTION – SET THE HEIGHT TO 2 FOR THIS SHAPE

8. Align and group shapes
- select both shapes with the left mouse button using the Shift key (or press CTRL+A) and click Align

B. Center

C. Group
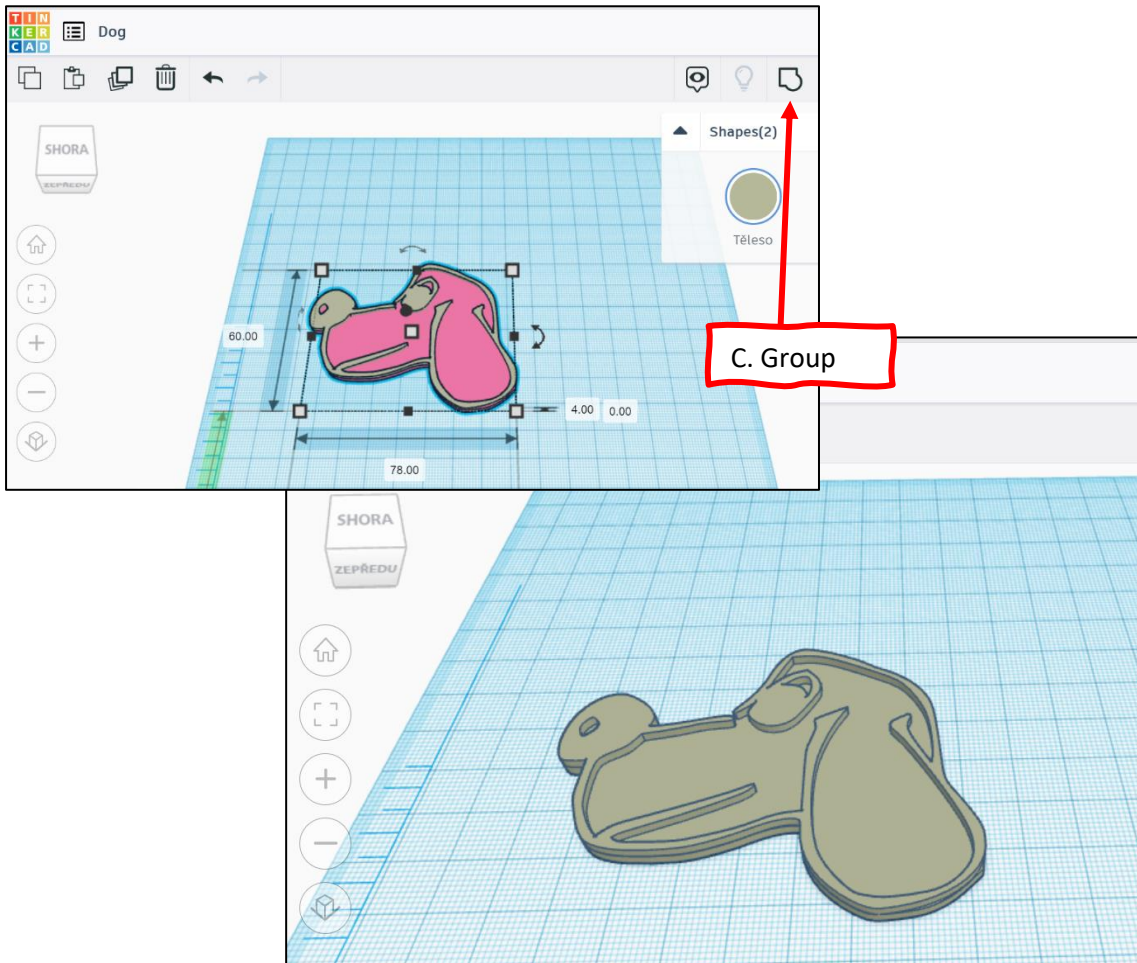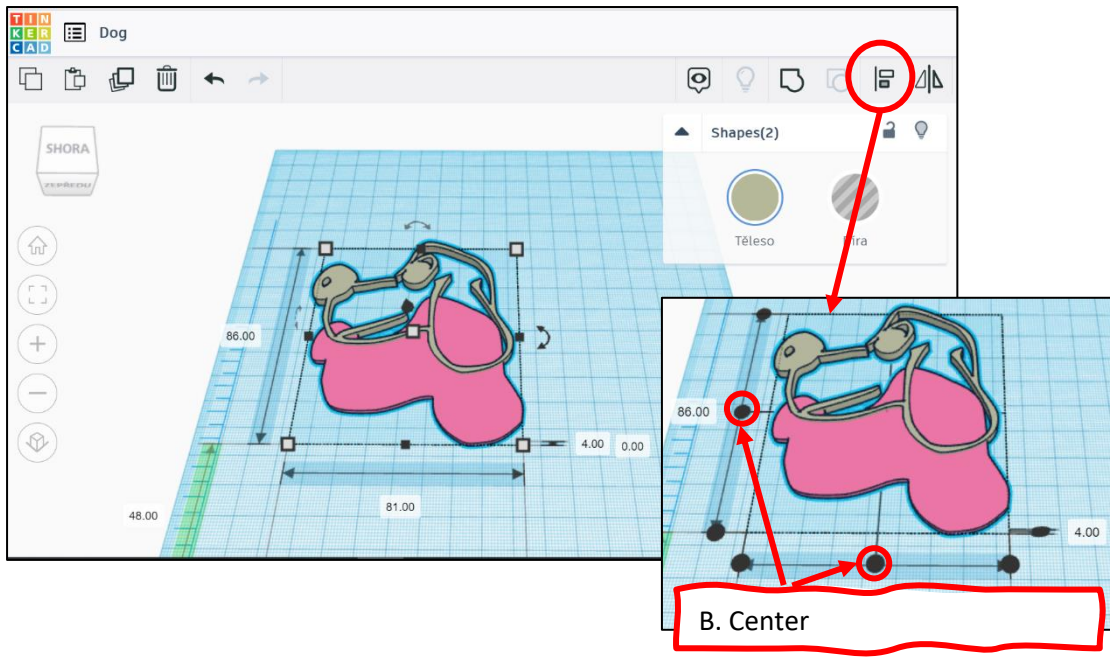
The same you can do with a text:

- open text editor and write something, change the size, you can bold it, then choose the font you like
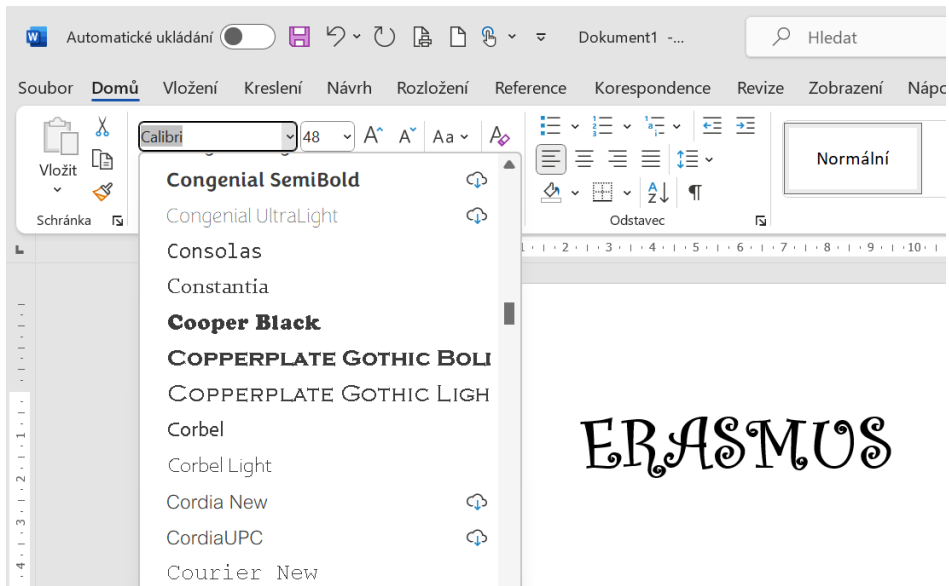
- make a printscreen and open it in Painting program, cut it and save.

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