

# Modifying Images to Print

- [Converting Raw Image To STL](#)

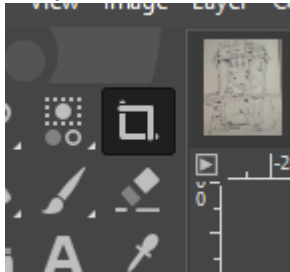
# Converting Raw Image To STL

This was a giant pain in the ass.

TL;DR: Gimp > png > Inkscape (trace bitmap) > svg > Blender (Import SVG > Convert to Curves > Convert to Mesh > Geometry Extrude) STL

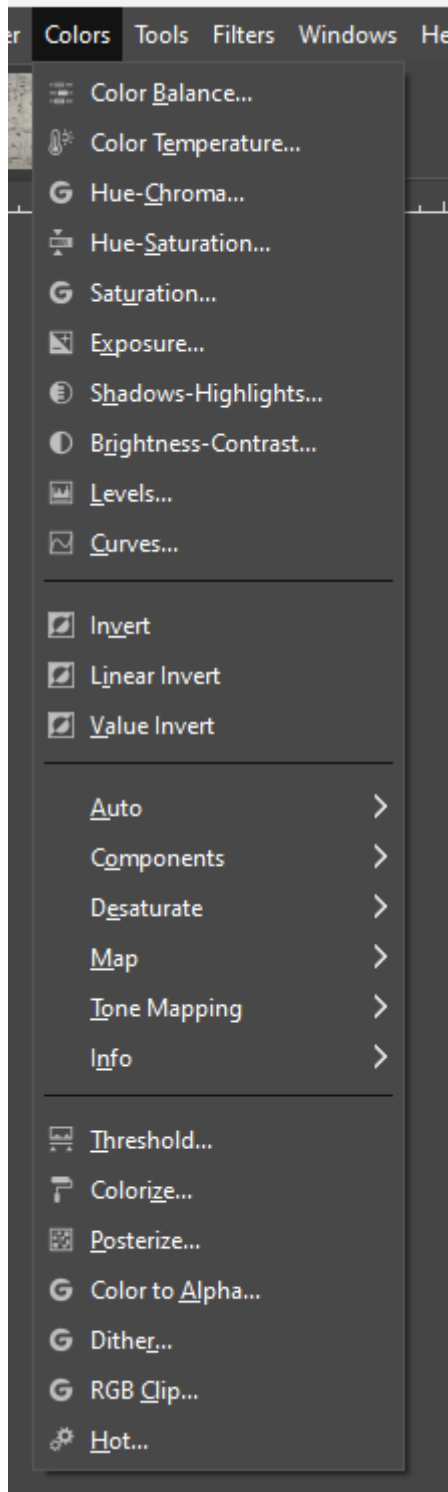
## 1. Gimp:

- Crop (Shift + C)

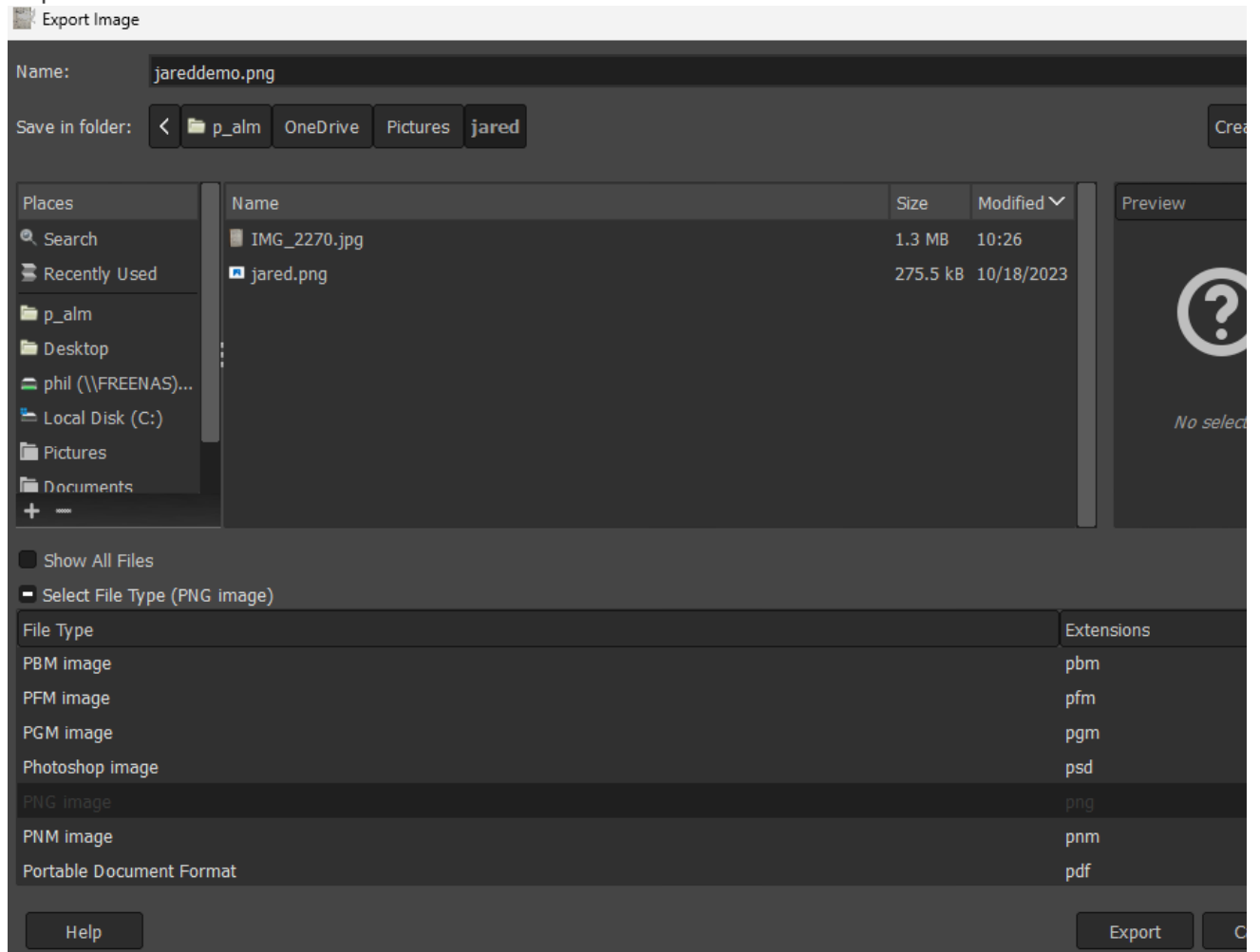


- Color Correct

for 8-bit gamma integer, GIMP built-in sRGB

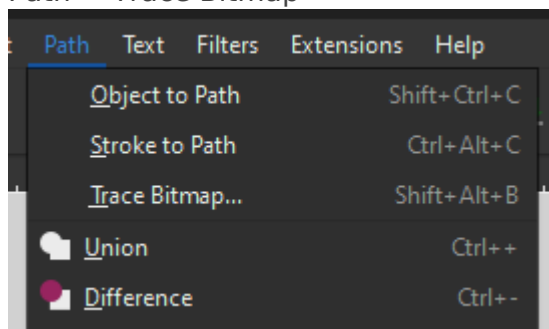


- Export as PNG

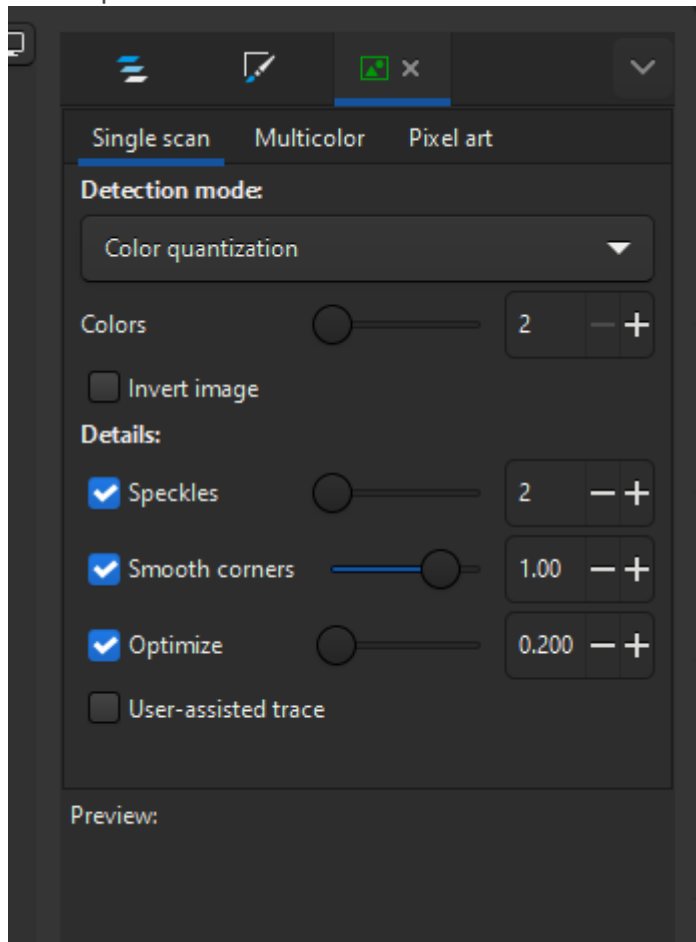


## 2. Inkscape:

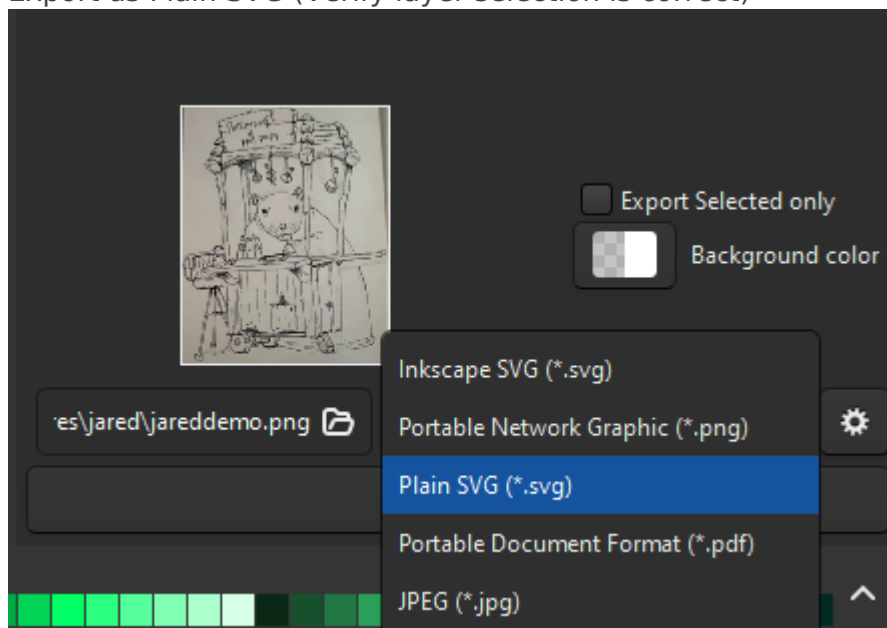
- Path > Trace Bitmap



- Color quantization

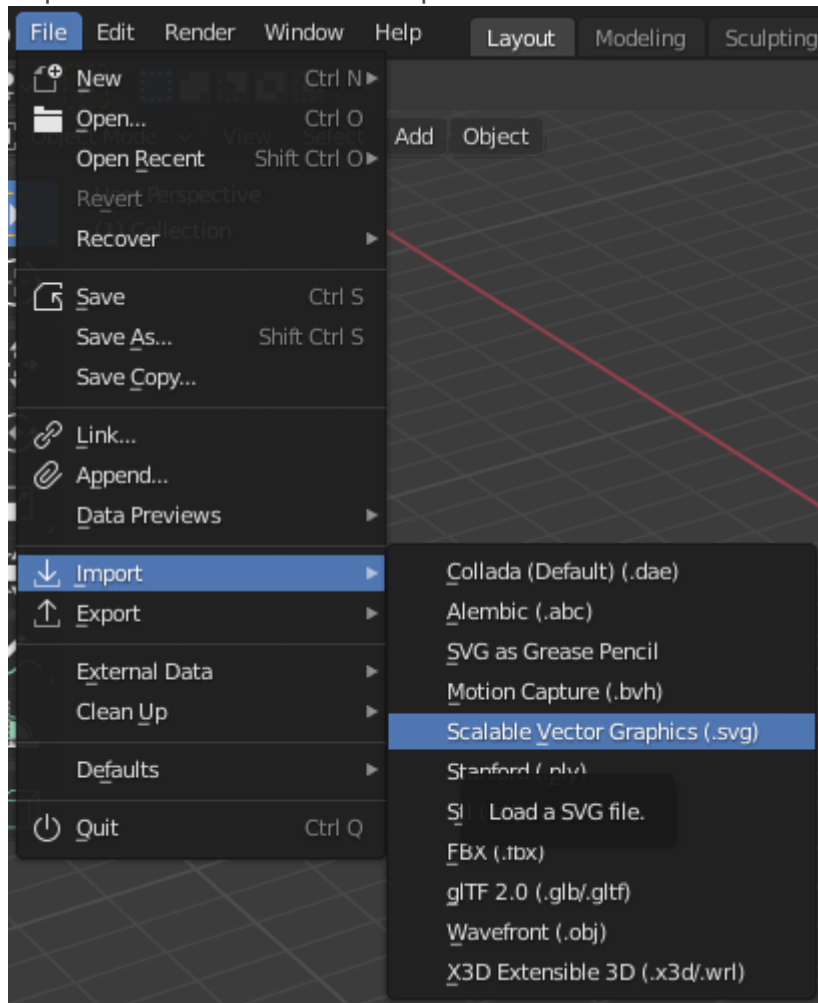


- Export as Plain SVG (Verify layer selection is correct)

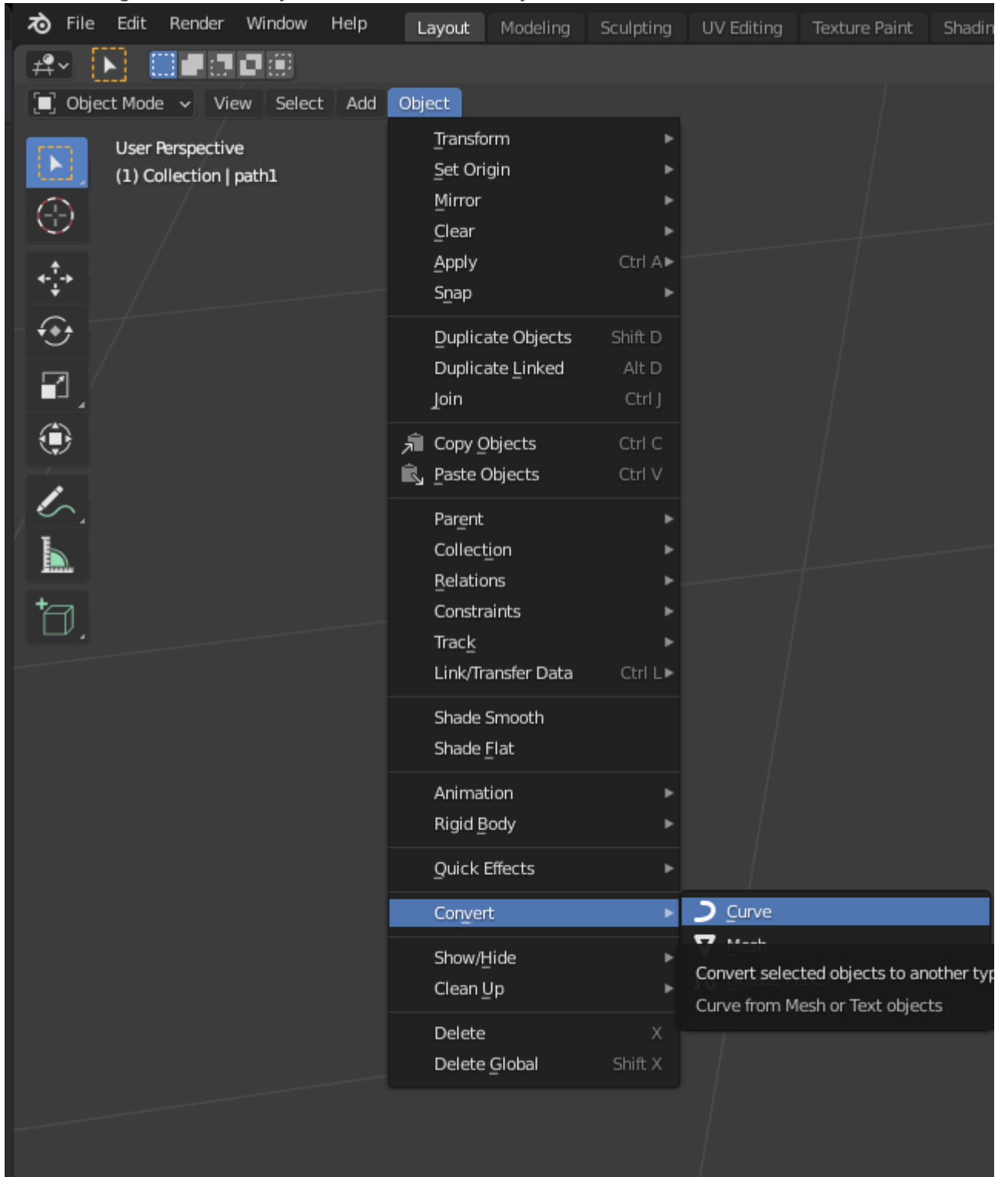


3. Blender:

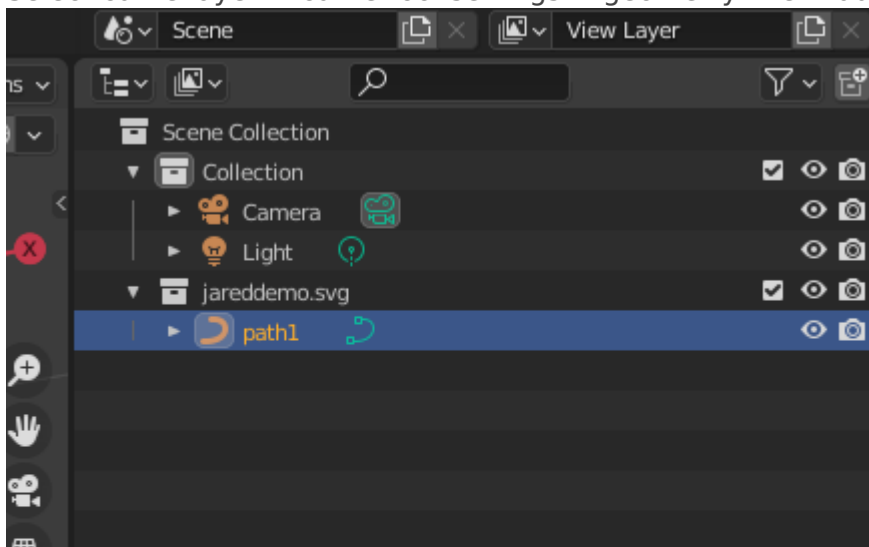
- Import > Scalable Vector Graphics

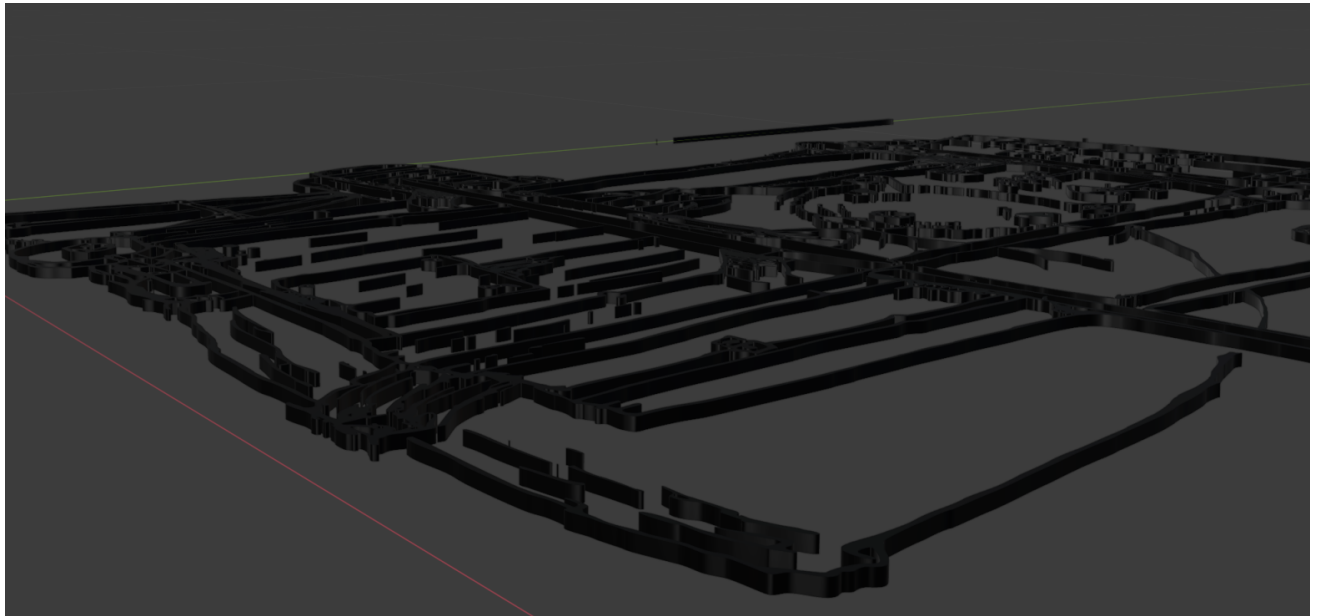


- Select image > Select Object Mode > Select Object button > Convert to Curve



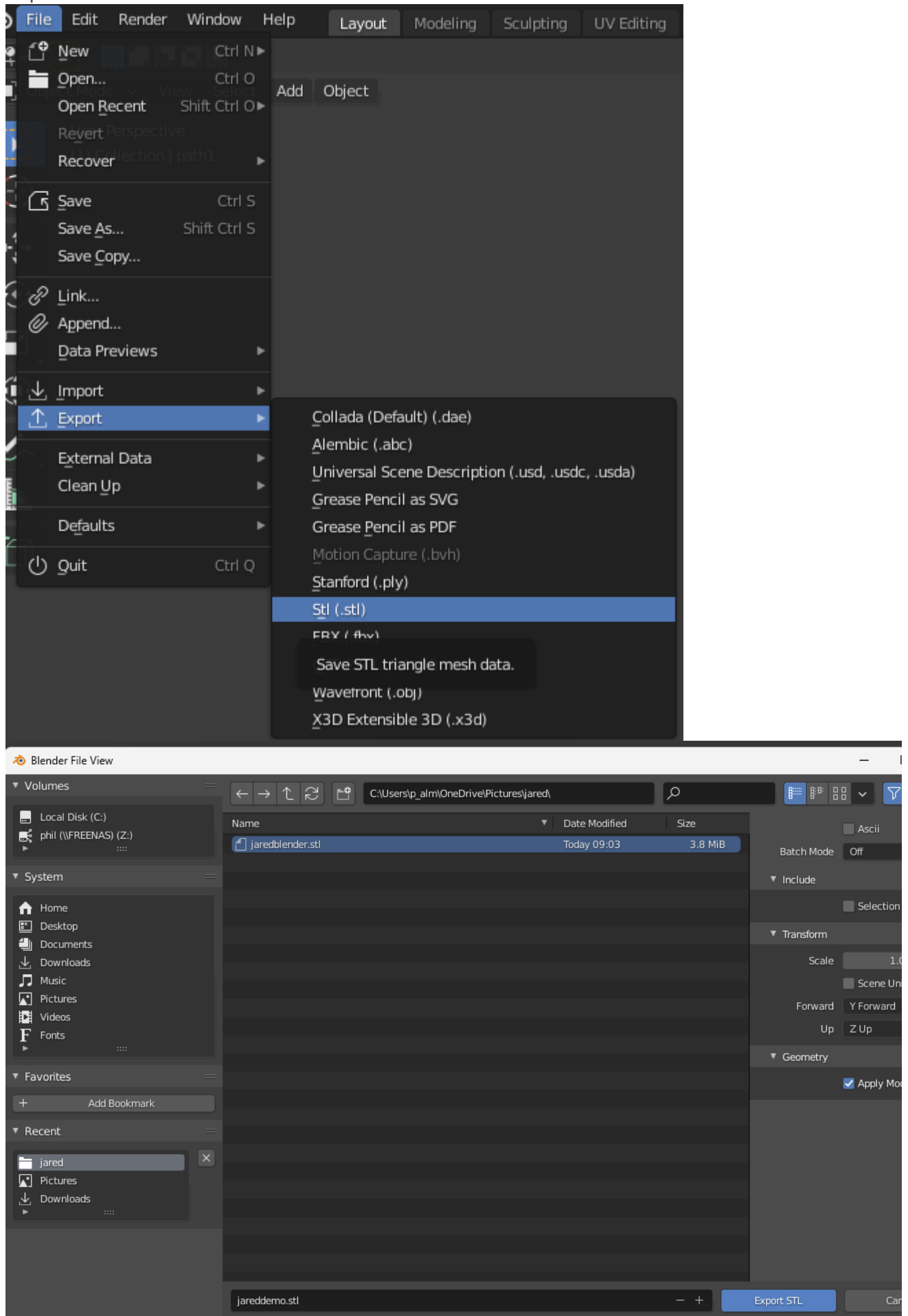
- Select curve layer > curve tool settings > geometry > extrude x mm





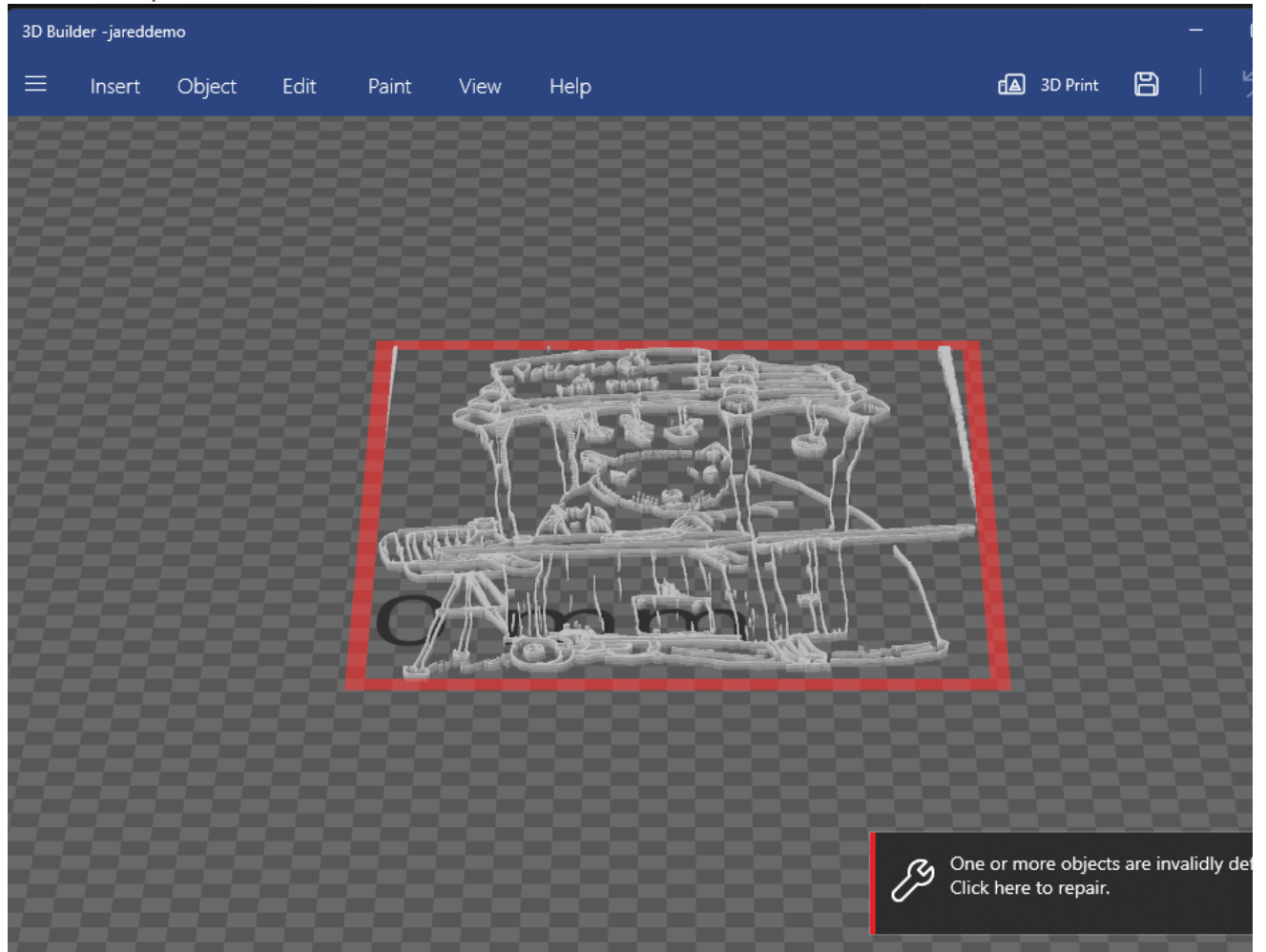


- Export to STL



#### 4. Microsoft 3D Builder:

- Open With 3D Builder
- Import Model
- Click to Repair



- Save As: Finished Model