Custom 2D Art on a 3D Printer

Goal

Using or designing a 2D image to make a 3D printed item.

Prerequisites

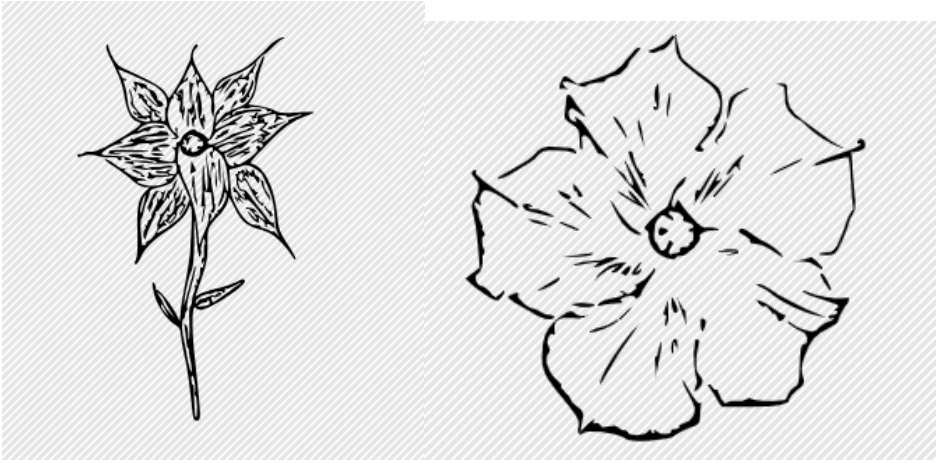
- TinkerCAD basics

Notice

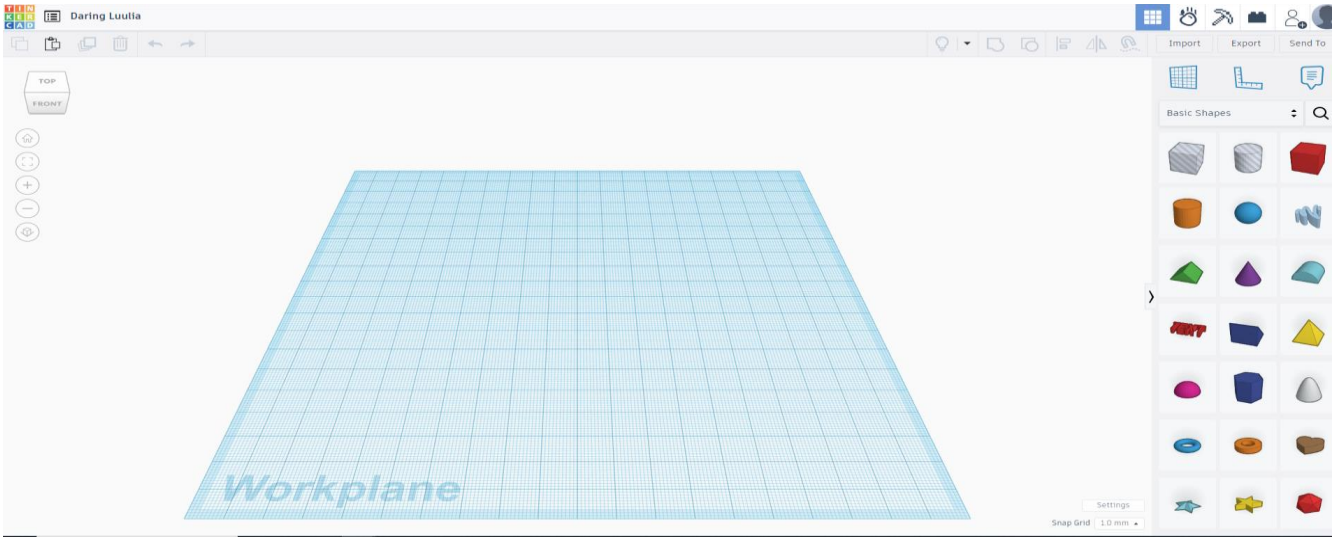
Converting a drawing to a 3D model will result in a flat-like look. If you want to convert to a more “3D models”, you will need to import your .svg as a base and model it in Blender to further sculpt.

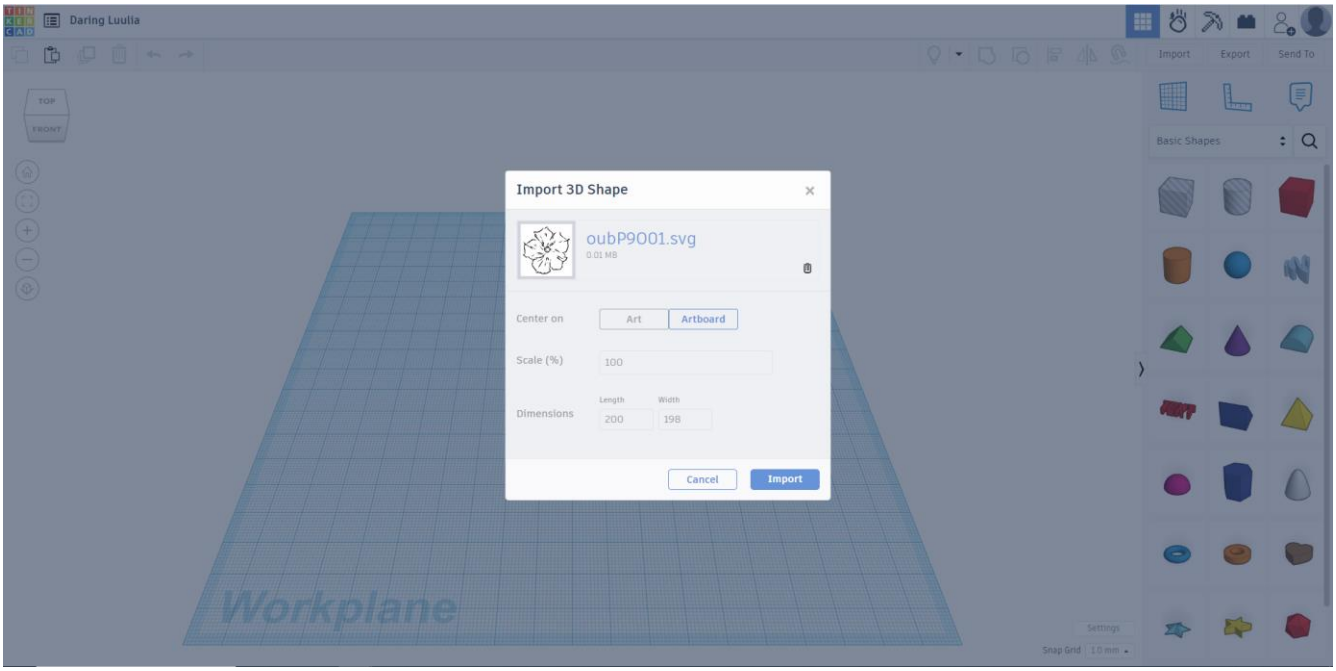
1. Take picture of hand drawing OR find a high-contrast photo online

2. Convert the picture to a vector file on PicSvg.com

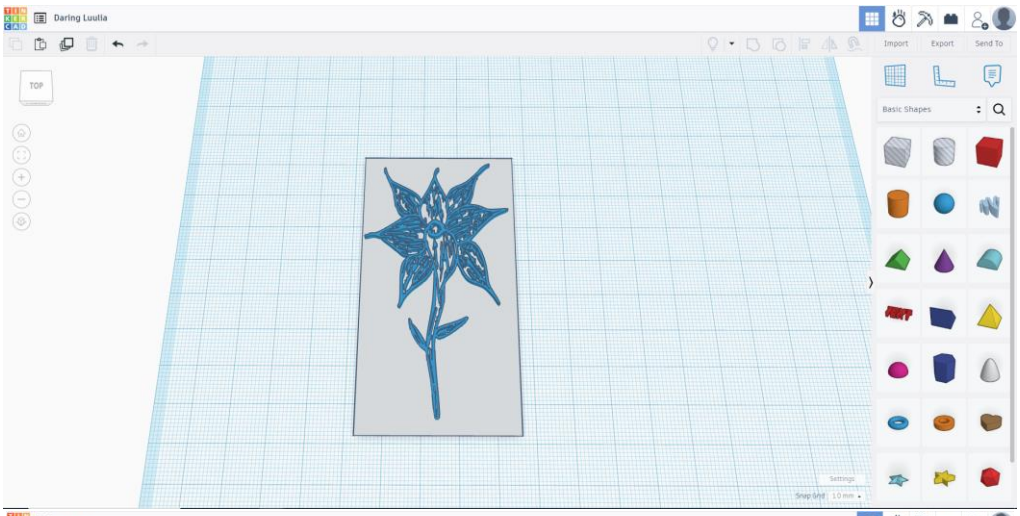


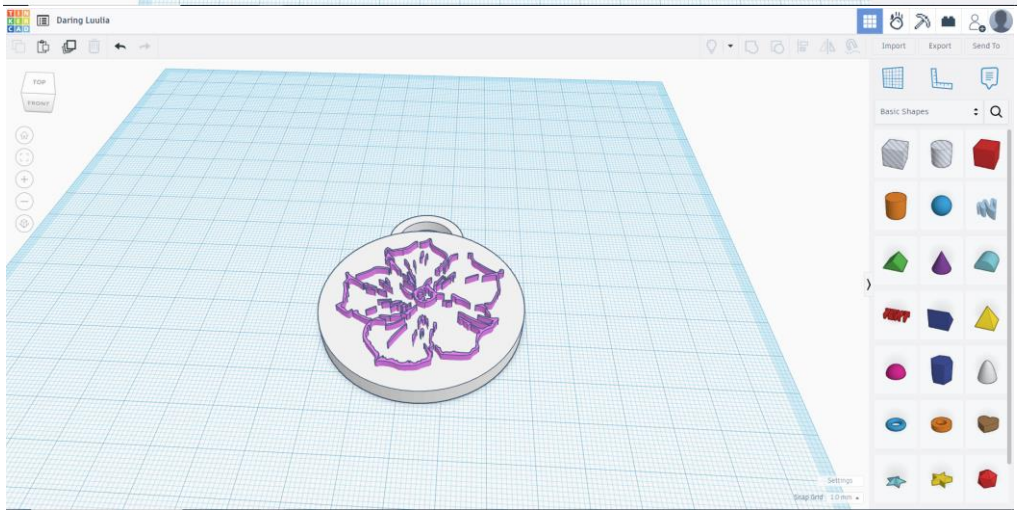
3. Import the .svg file into Tinkercad



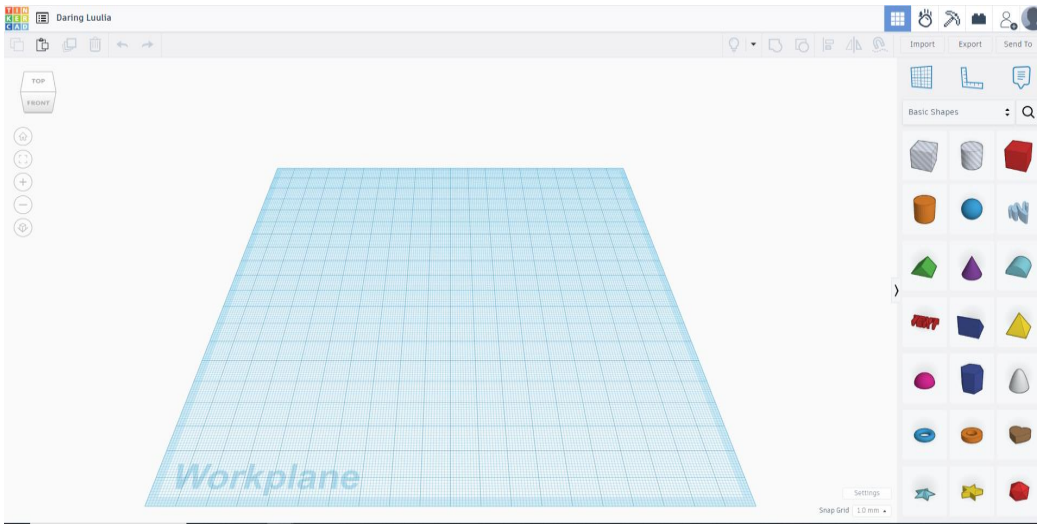


4. Modify the model to your liking

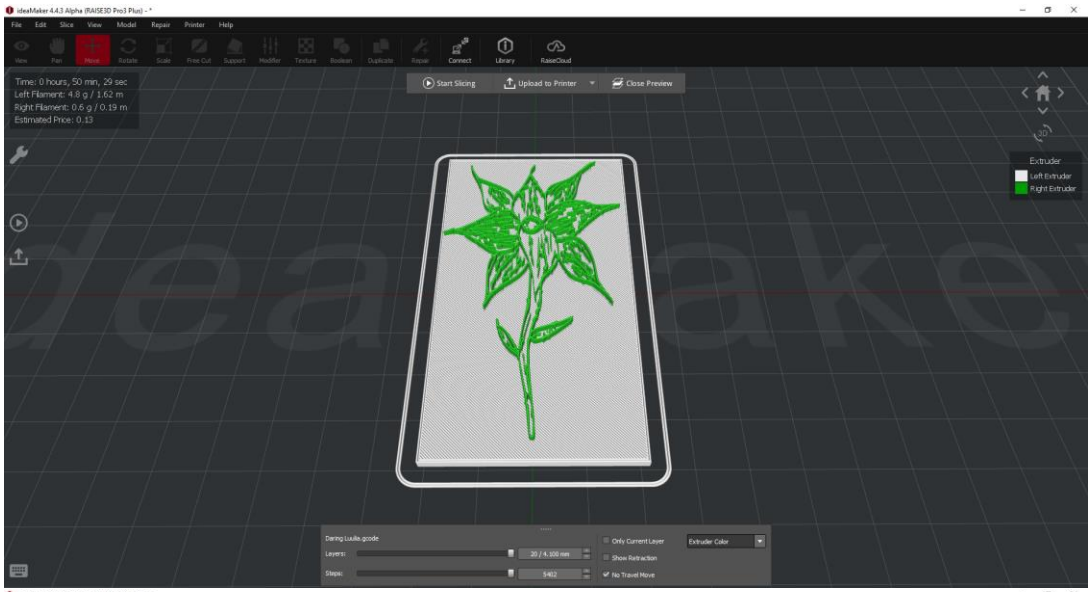


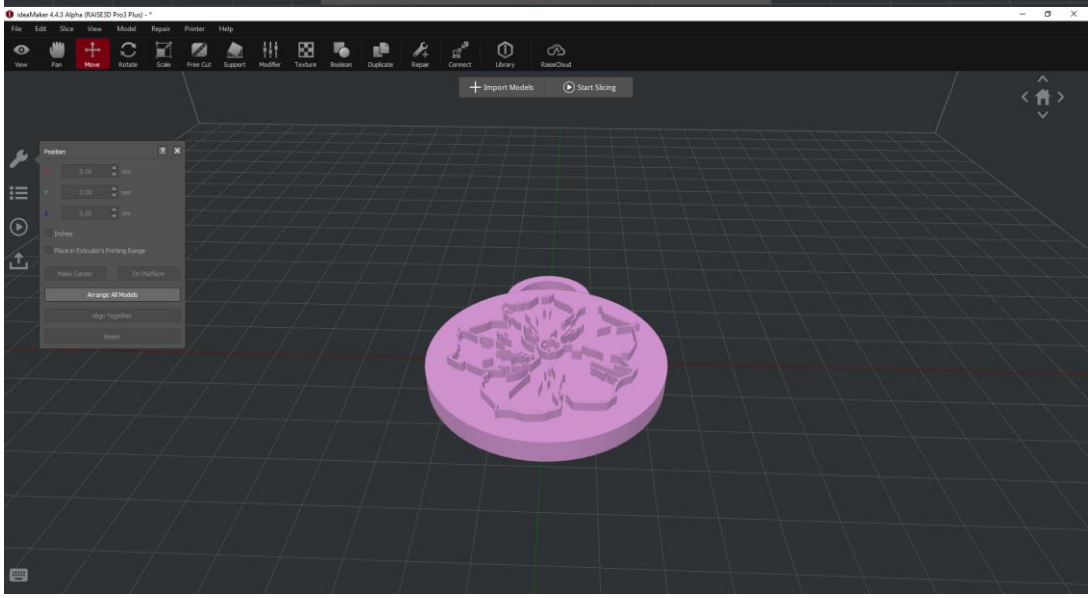


5. Export the file as .stl



6. Import .stl file to ideaMaker, modify to your liking, and slice your model


Time: 0 hours, 50 min, 29 sec
Left Filament: 4.8 g / 1.62 m
Right Filament: 0.6 g / 0.19 m
Estimated Price: 0.13
Start Slicing
Upload to Printer
Close Preview
Extruder
Left Extruder
Right Extruder


Import Models
Start Slicing
Position
Arrange All Models