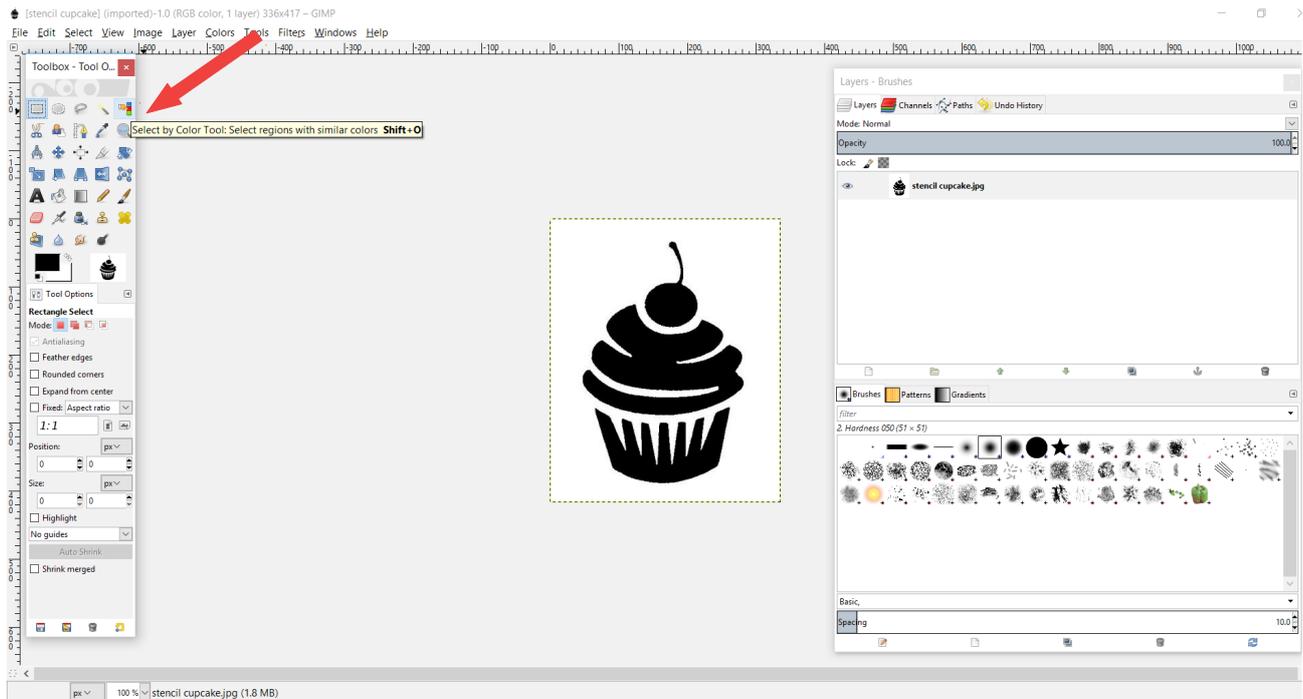
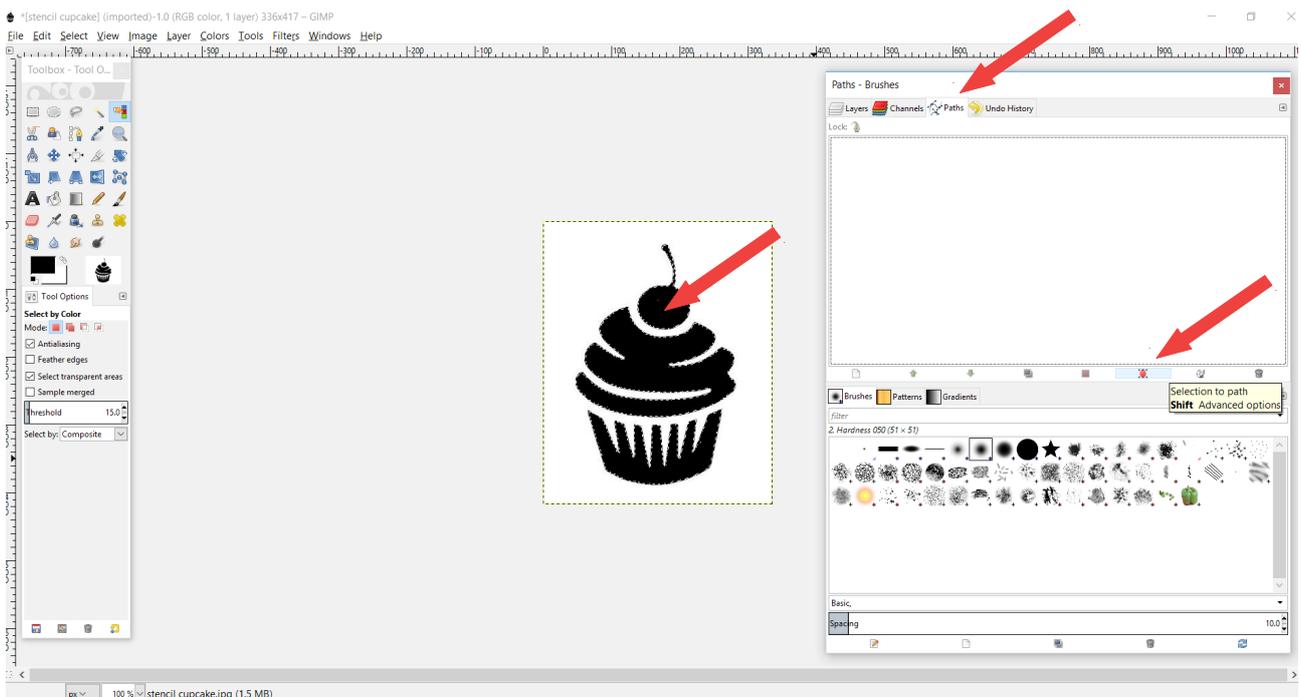


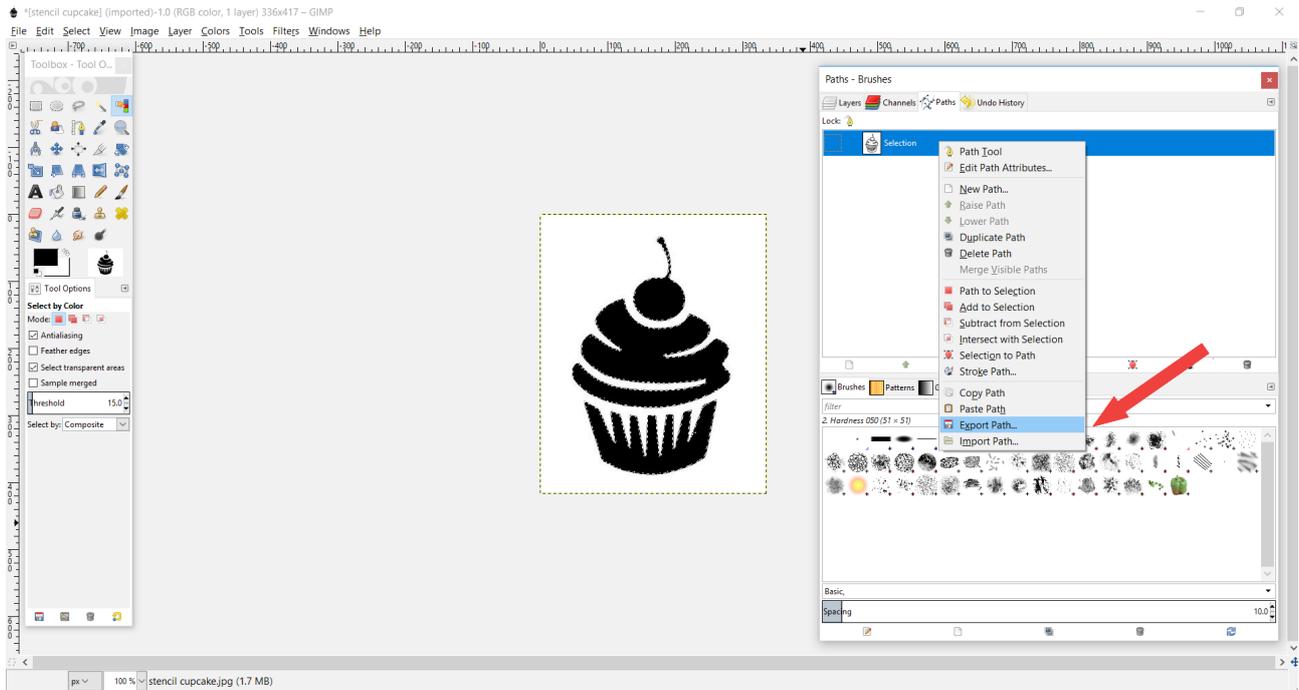
Open your 2d image with the Gimp Software.  
Click on the select color tool.



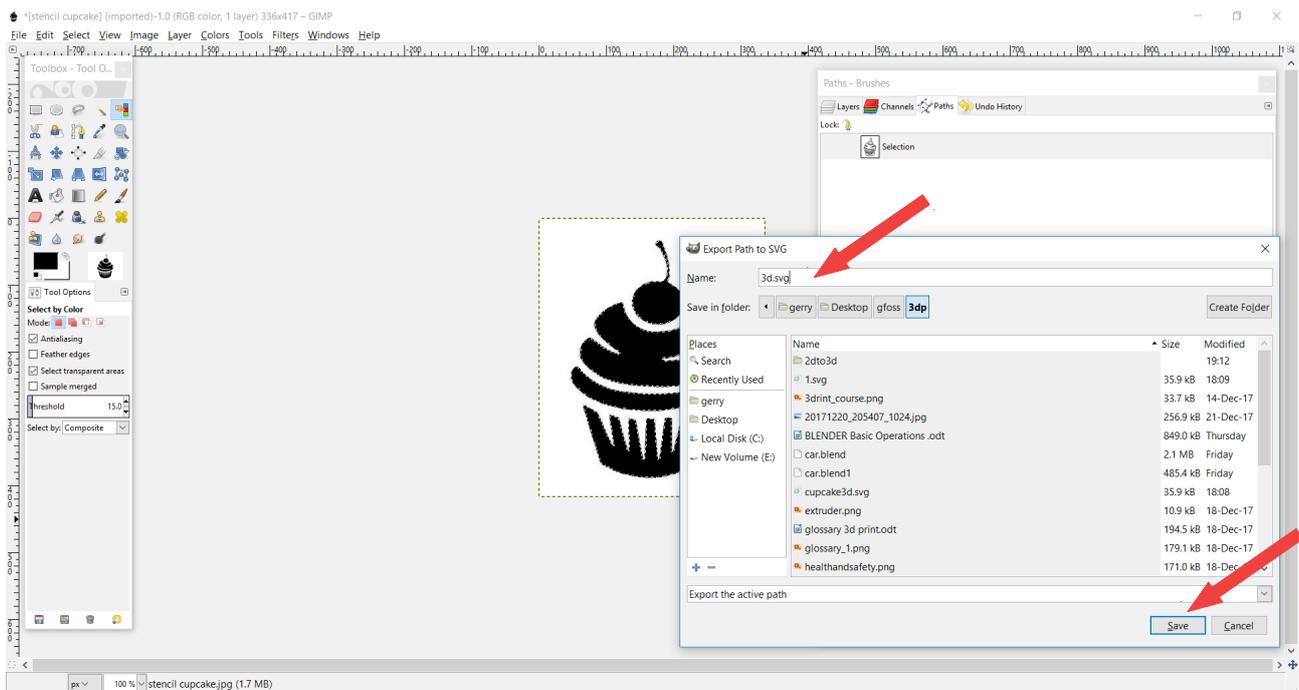
Then click on the black area of the image, then click the tab “Paths” and “the selection to path” icon.



A selection is appeared under the “Paths” tab. Right click on the “Selection” and click “Export Path”.

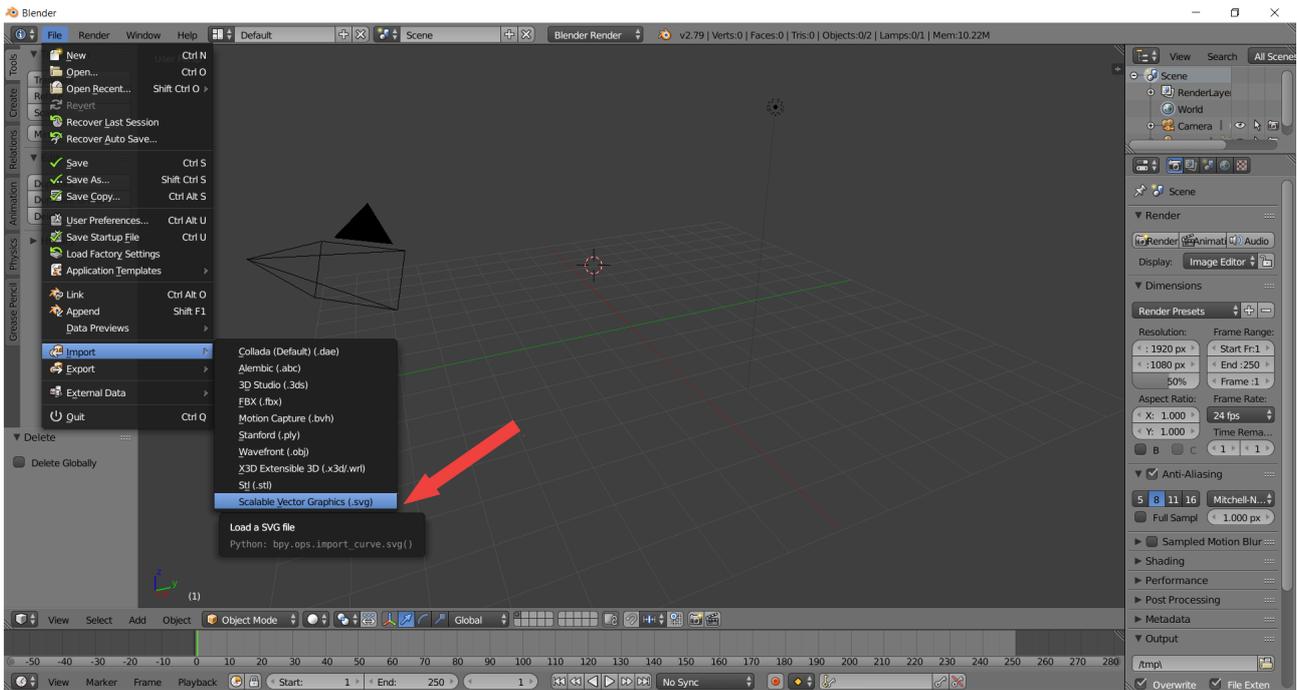


Save as with an “.svg” extension, for example “3d.svg” and click “Save”.



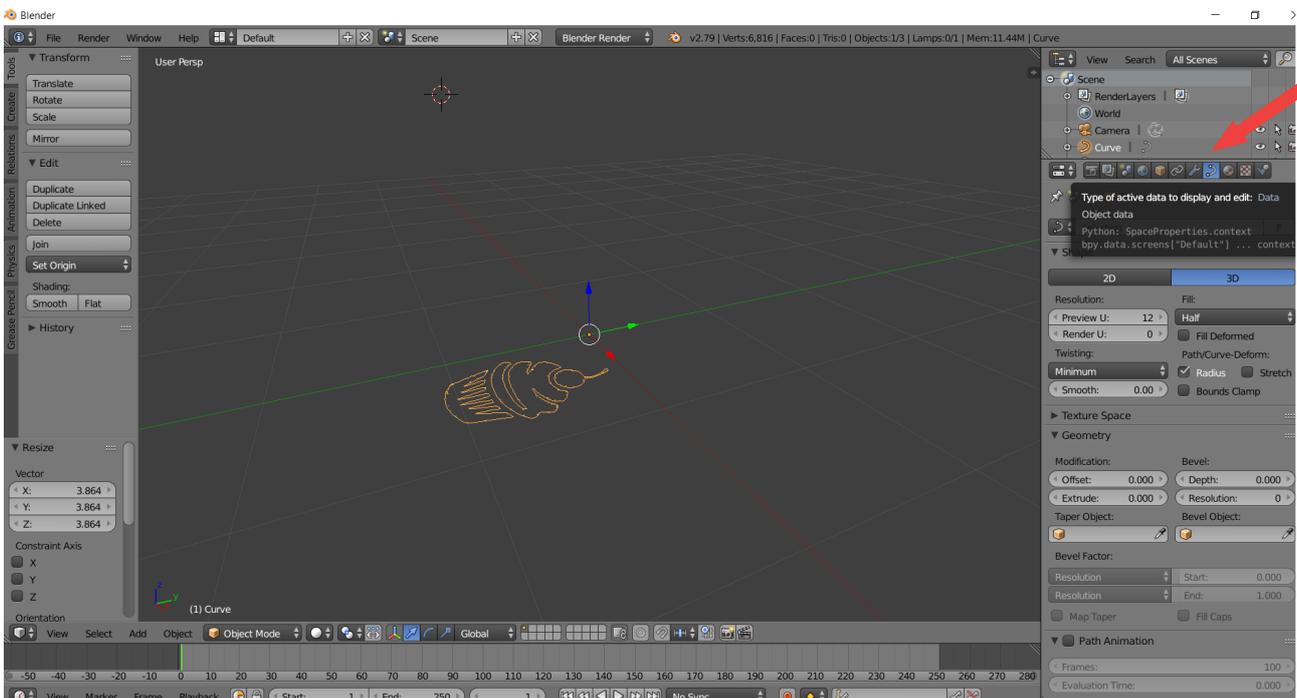
Now you are ready to open the blender software!!

Click File / Import / Scalable Vector Graphics (.svg) to load the .svg that you created.

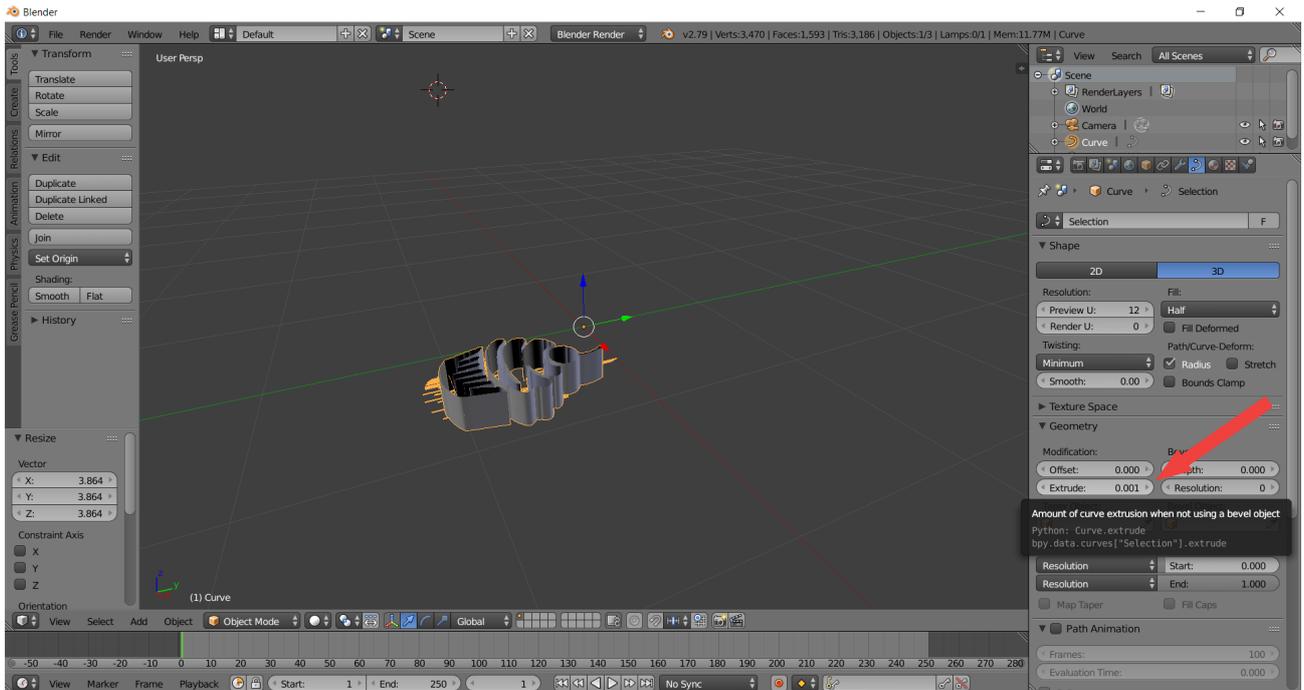


The object is really small. Select the object and scale it ( click “s” in your keyboard and move your mouse).

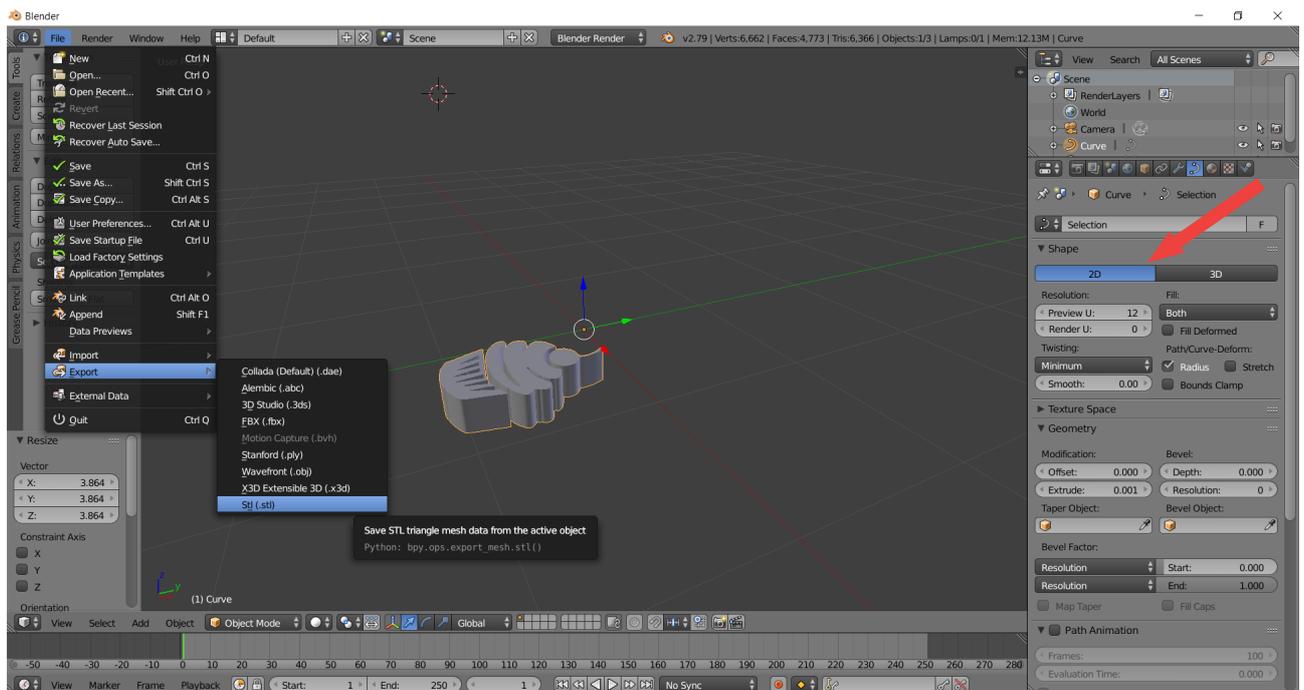
Now your object is bigger!! Click the tab  “Type of active data to display and edit”.



Click the right arrow to increase the value of the “Extrude” modification.



Finally click the 2D, and go to File/Export/Stl to export your creation in “.stl” format.



Now you can open the .stl with cura and print it!

