

Pixel2Brick Manual

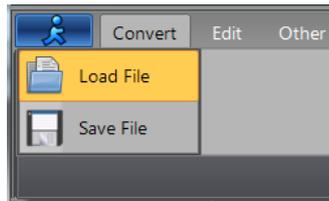
- **Pre-requisite**

Works on Windows with [Microsoft .NET Framework 4.5](#).

- **Select the Image**

To load an image you have two choice:

1. You can use the load file button on the top menu.



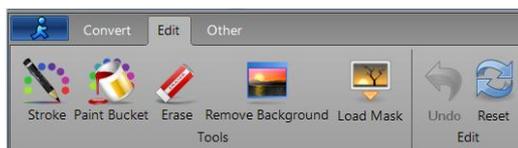
2. Or simply drag an image to the window.

✘ Only supports **PNG** files.

✘ We have provided some sample images in Image folder.

- **Editor**

We offer some useful tools to modify the Pixel Art image include paint, stroke, erase, remove background and so on.

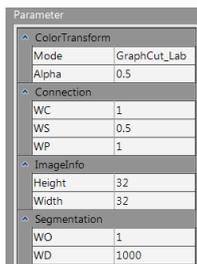


- **Pixel Art to LEGO**

Simply click on the run button, and it will run all steps automatically.

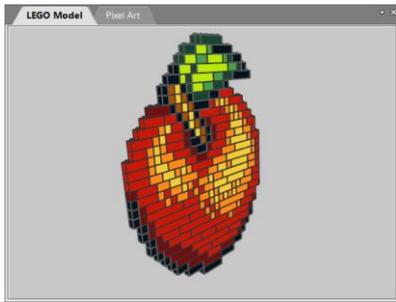


For more advanced user, you can modify the parameters on the right side panel.

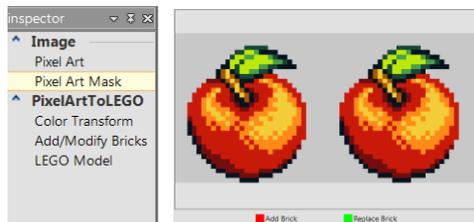


- **Results**

We offer a 3D view to observe the Lego model.



You can also see the intermediate steps which include color transform and connection through the left side panel.



- **Save files**

For each step we offer users to save the result.

You can just simply select the window you want to save and click the save button on the top menu.

