

Pixel2Brick Manual

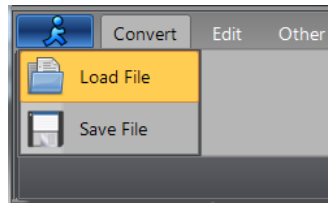
- Pre-requisite

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.



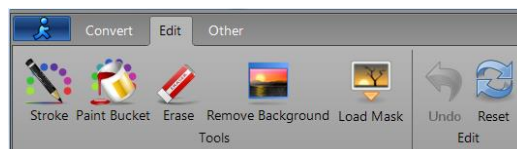
2. Or simply drag an image to the window.

✂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.

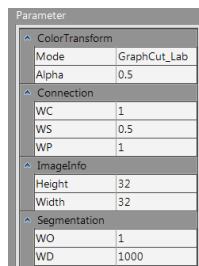


- Pixel Art to LEGO

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

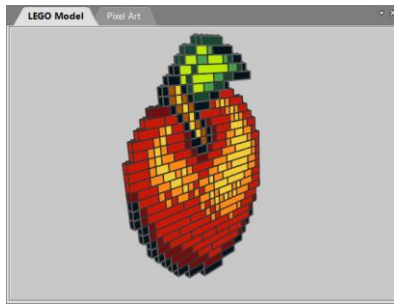


For more advanced user, you can modify the parameters on the right side panel.

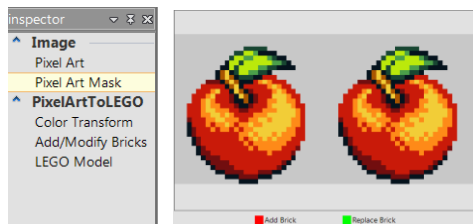


- Results

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.

