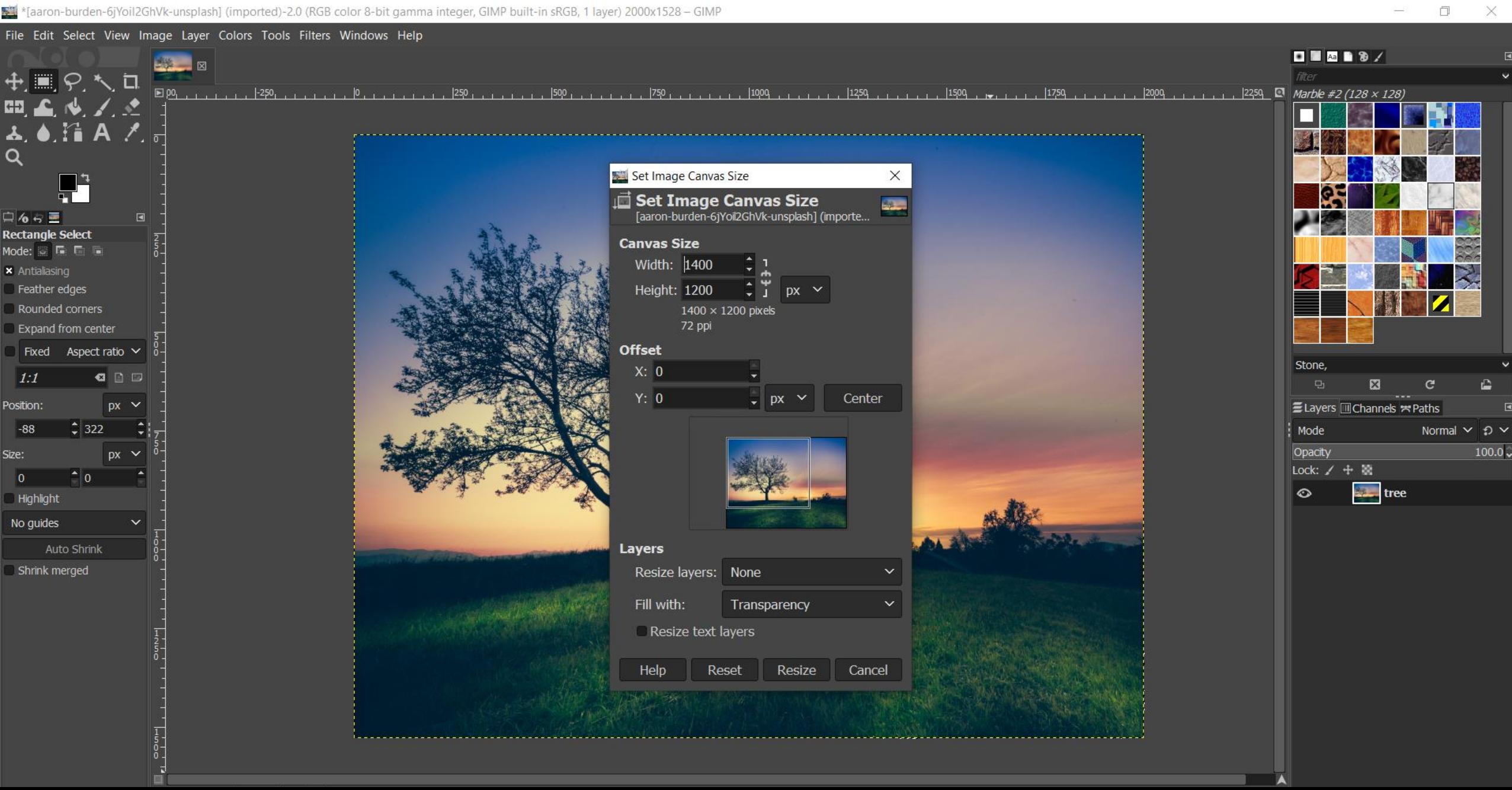
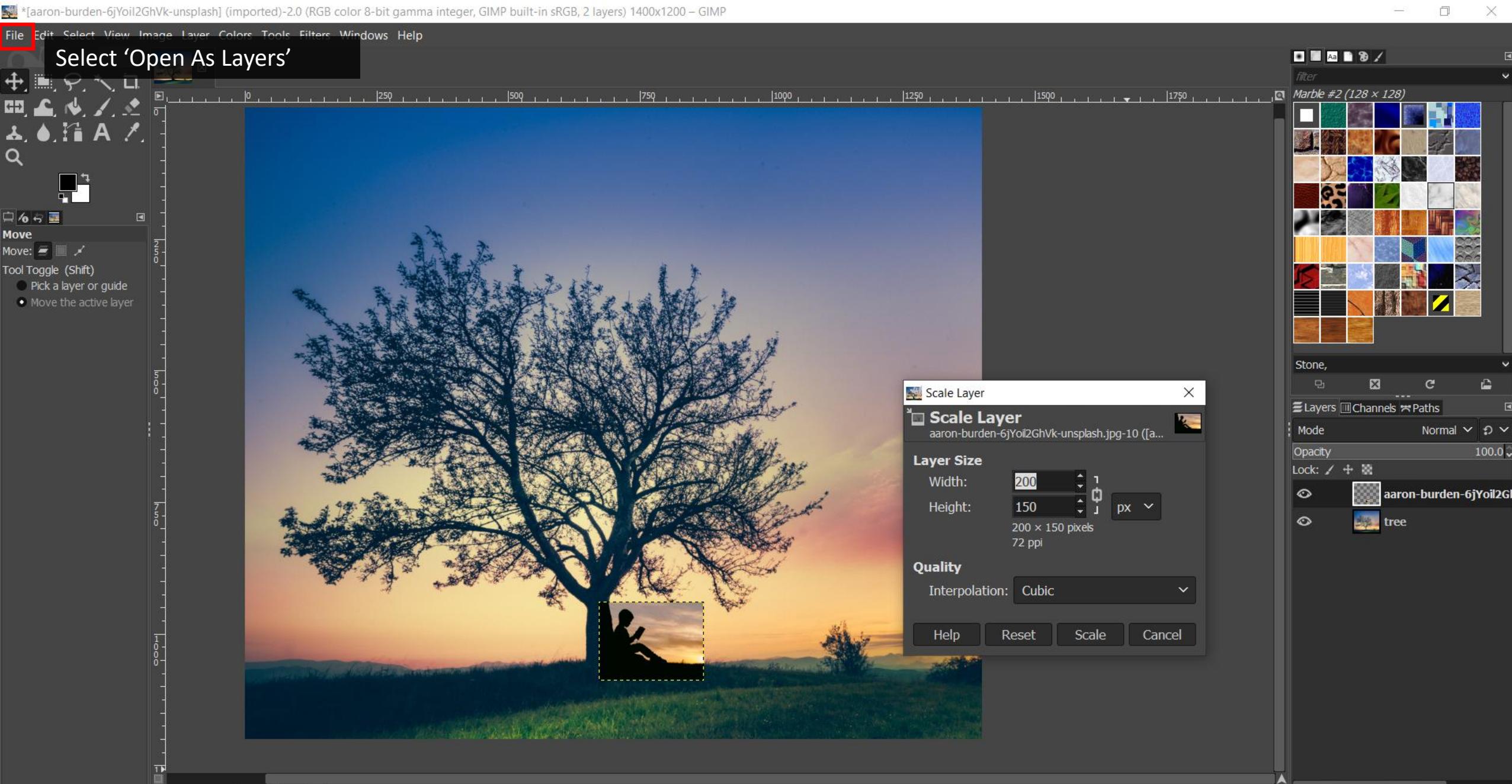


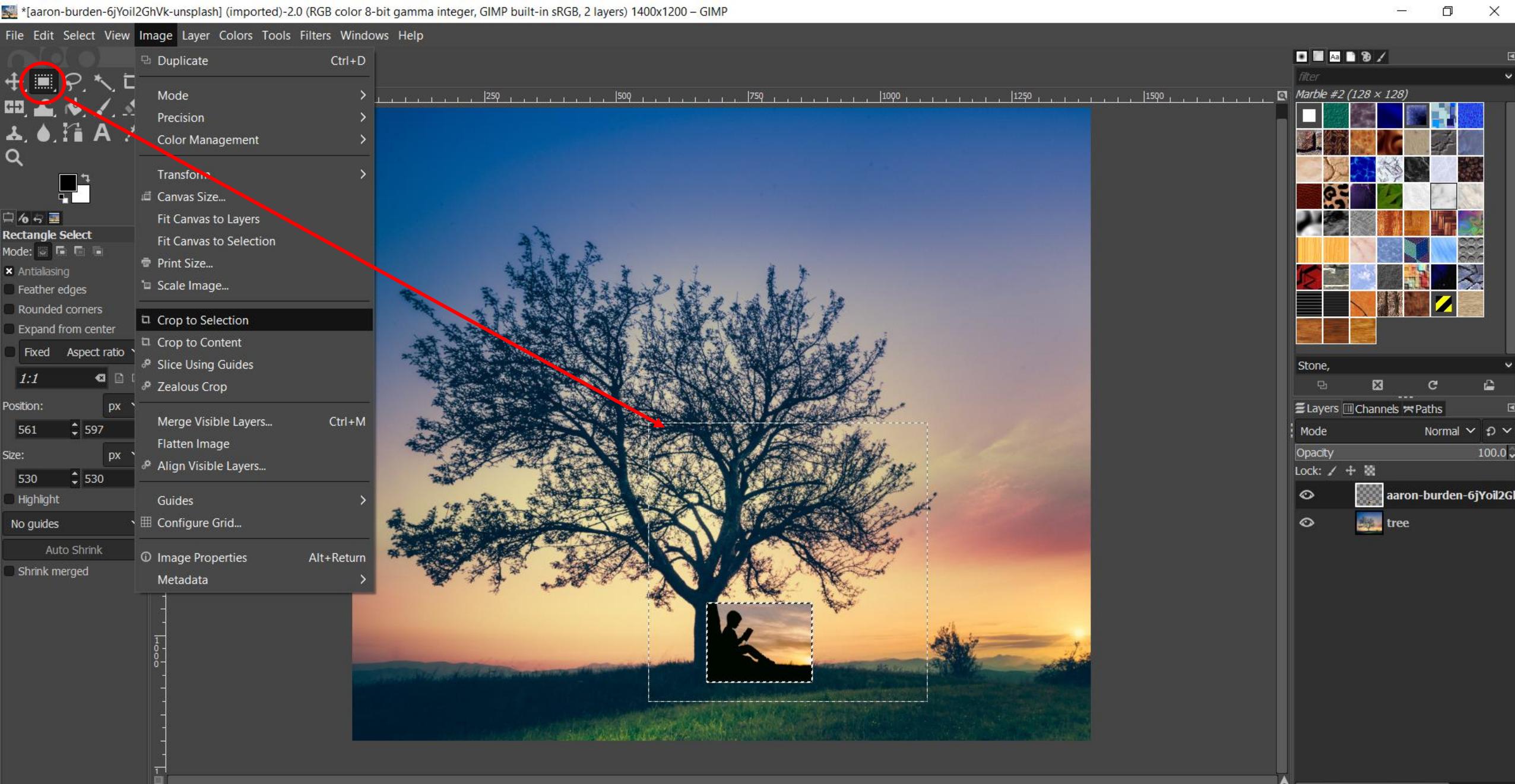
2. Go to Image > Crop to Content to make the canvas fit the picture.



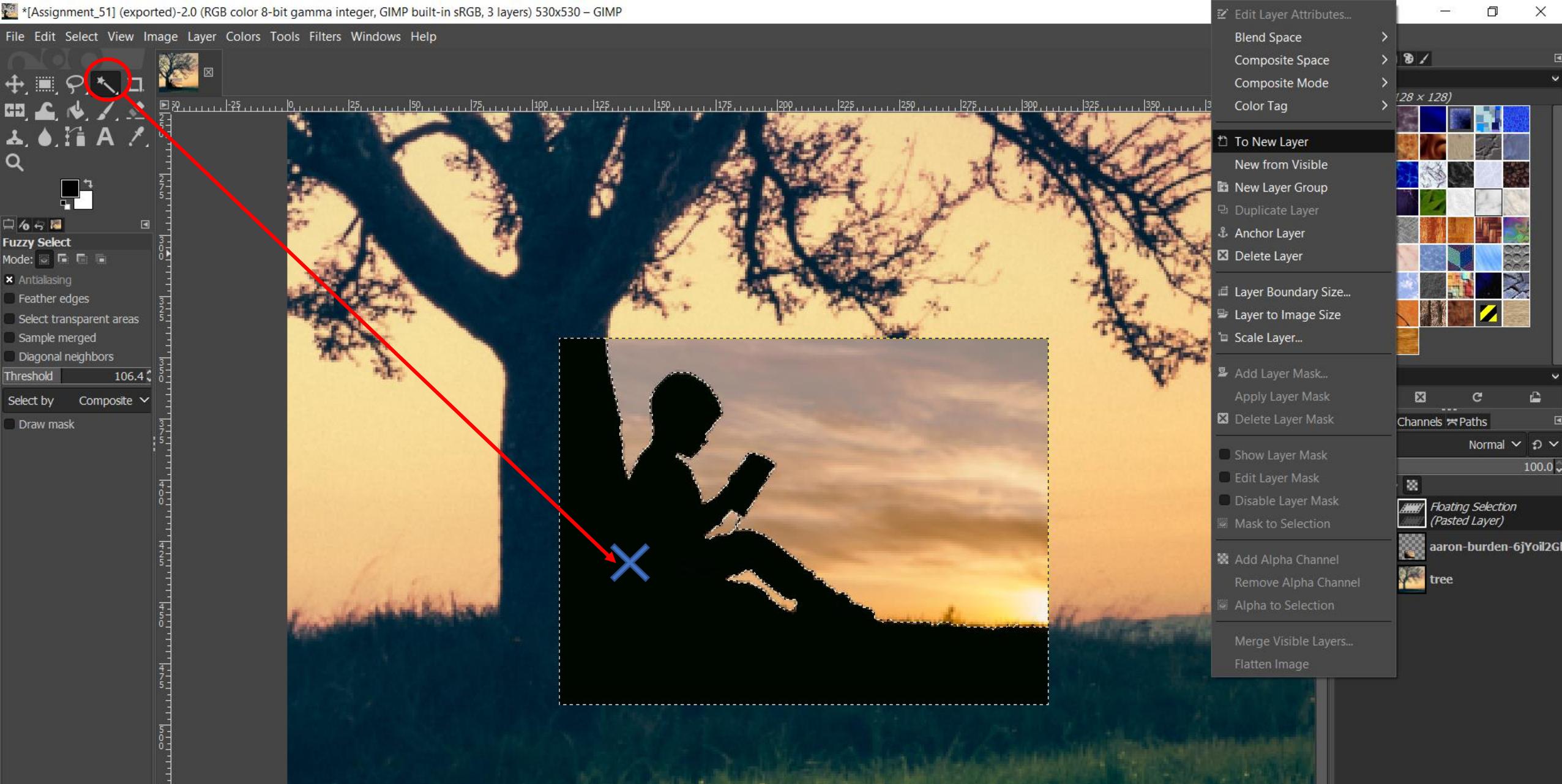
3. Change of mind – I want to zoom in to the tree. So I select ‘Canvas Size’ under Image.



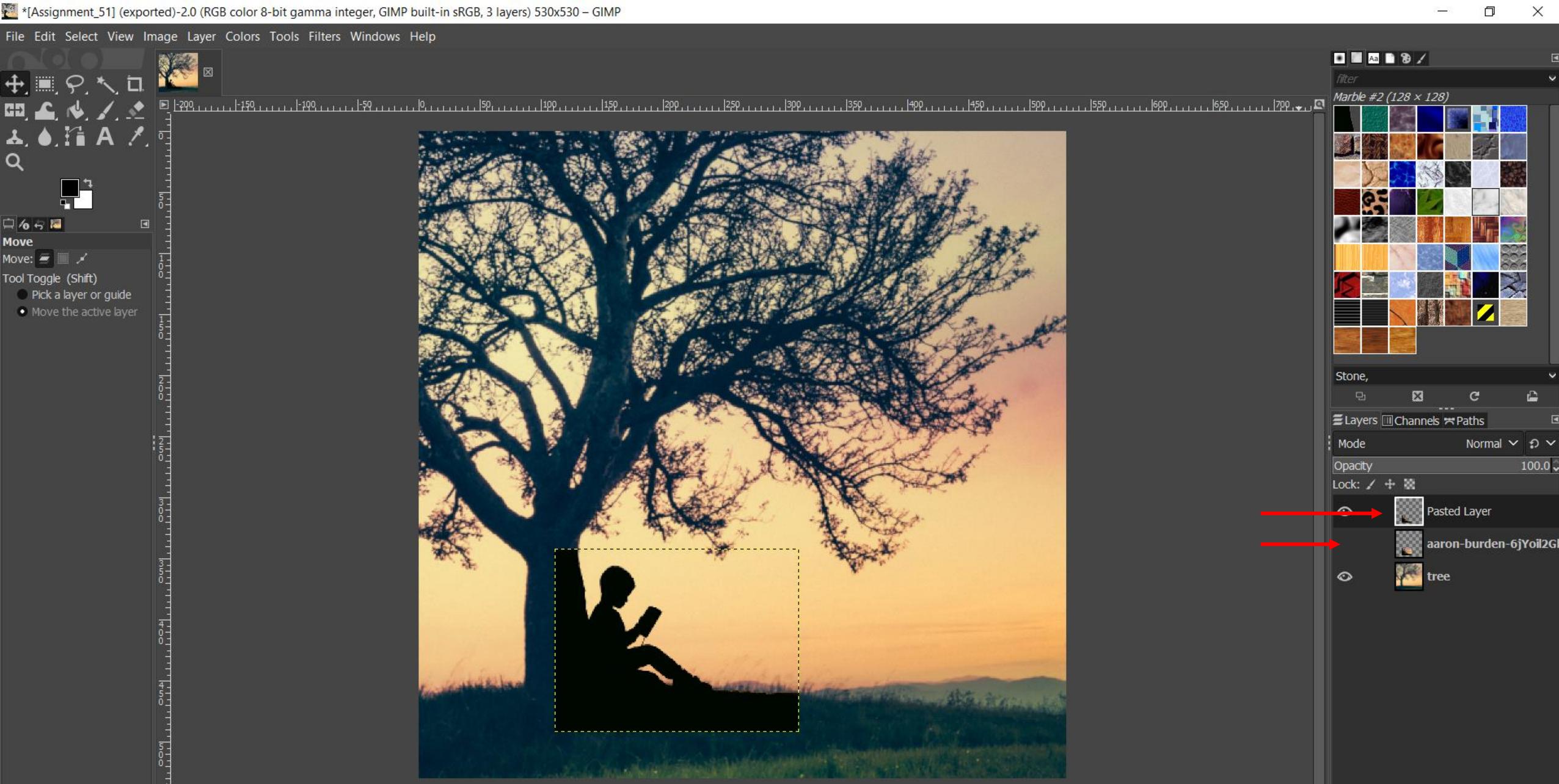
4. Took another picture from Unsplash and scale it down such that it can fit into the image of tree.



5. Zoom-in further: I used the Rectangle Selection Tool to set the parameters and then select Crop to Selection.

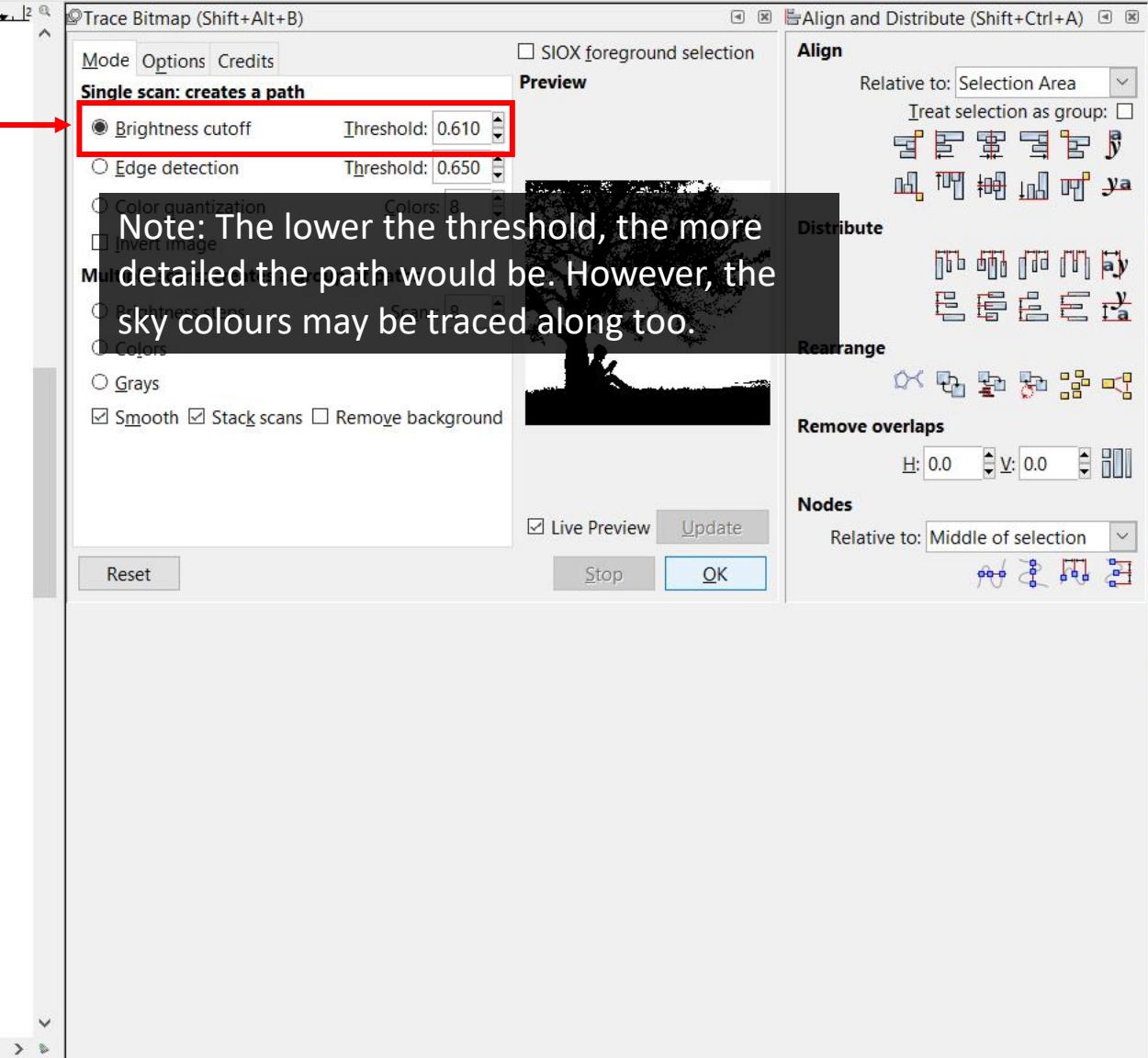
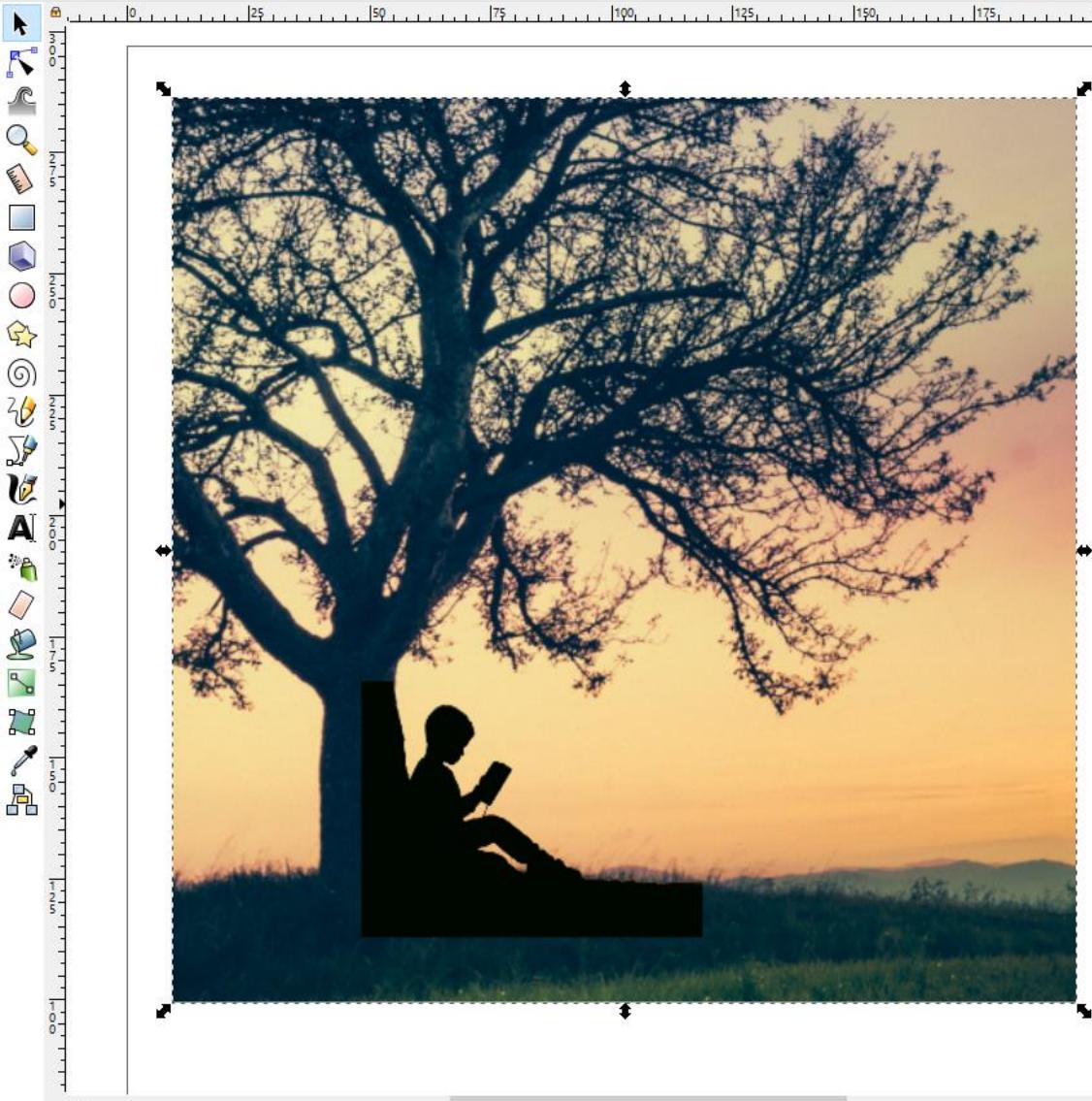


6. I figured that the different skies may hinder my vector conversion later, so I used Fuzzy Select tool and clicked on the person. Dotted outline forms around the silhouette, and I copied and pasted to form a floating layer.



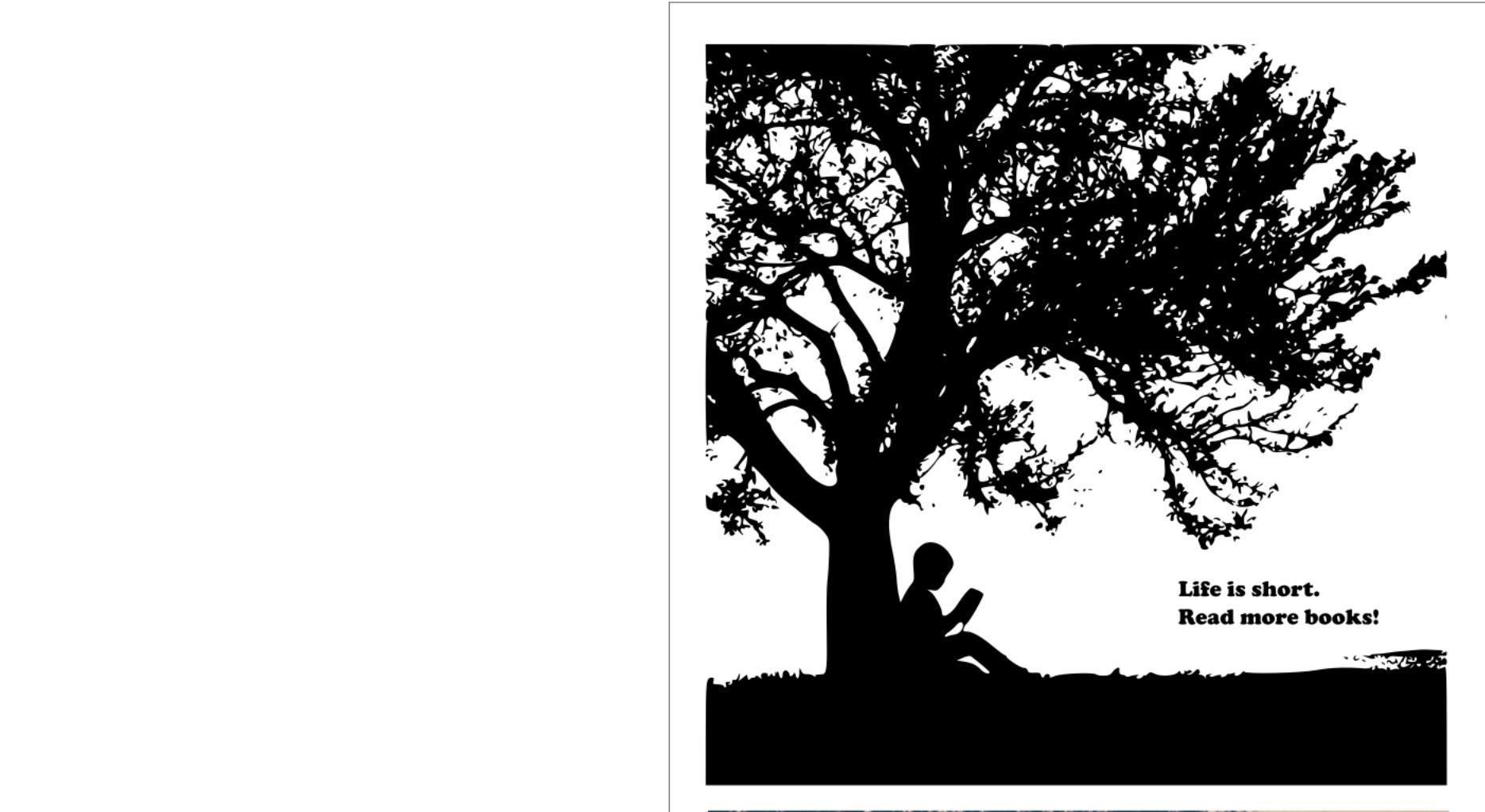
7. Once satisfied, I just clicked outside the canvas and the floating selection forms the 'Pasted Layer'. Then I hide the original picture by clicking on that eye icon. Now I can export this image as PNG.

X: 9.323 Y: 99.282 W: 186.972 H: 186.972 mm

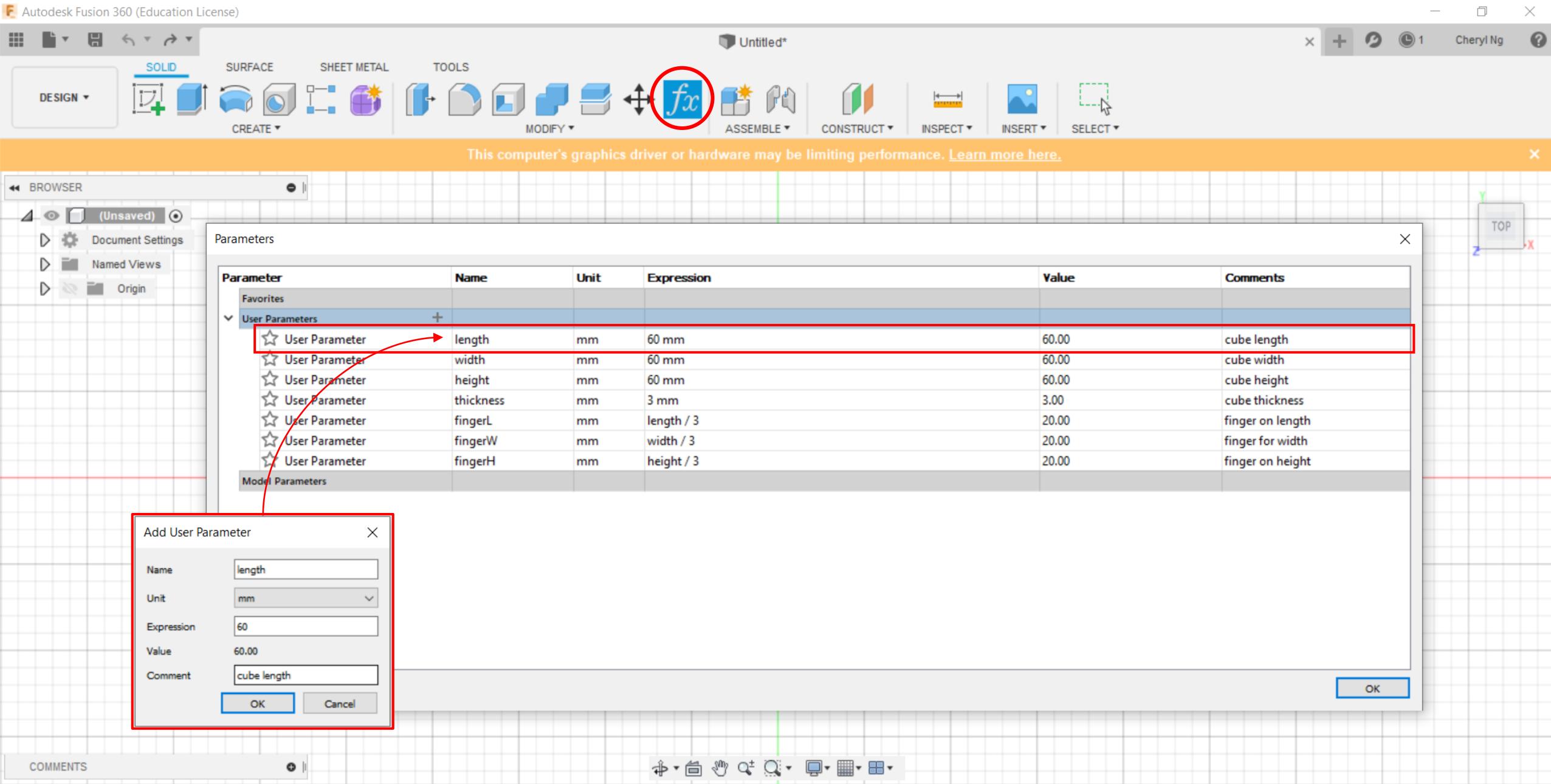


8. Open Inkscape, Import this image. Go to Path > Trace Bitmap, then set the desired threshold for Brightness cutoff.

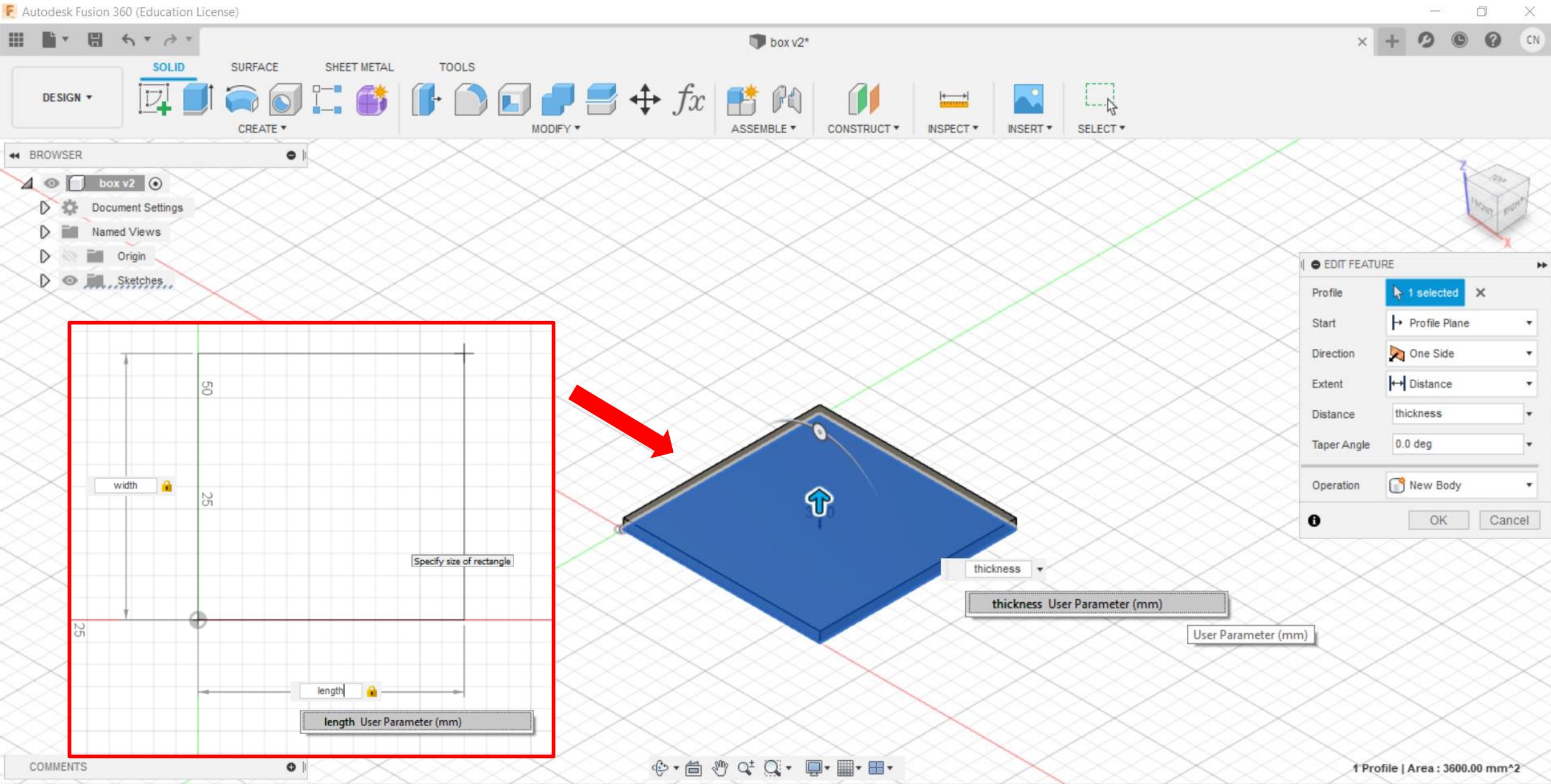
Go to 'Save', ensure the file format is SVG.



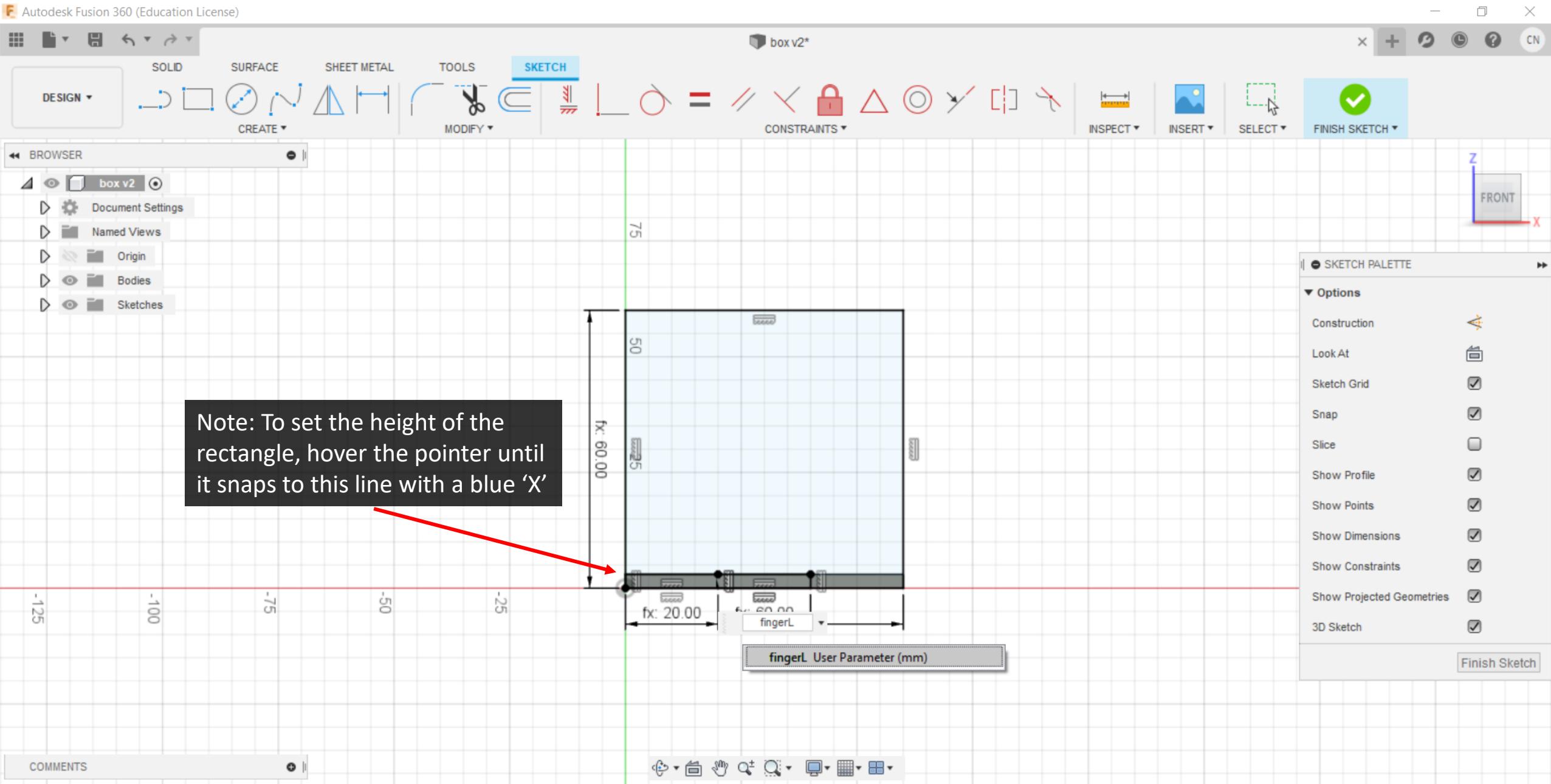
9. Shift the original image way and there you have it – a vector drawing! Last thing before I save this as SVG (for engraving), I added a quote using the Text Box function in Inkscape.



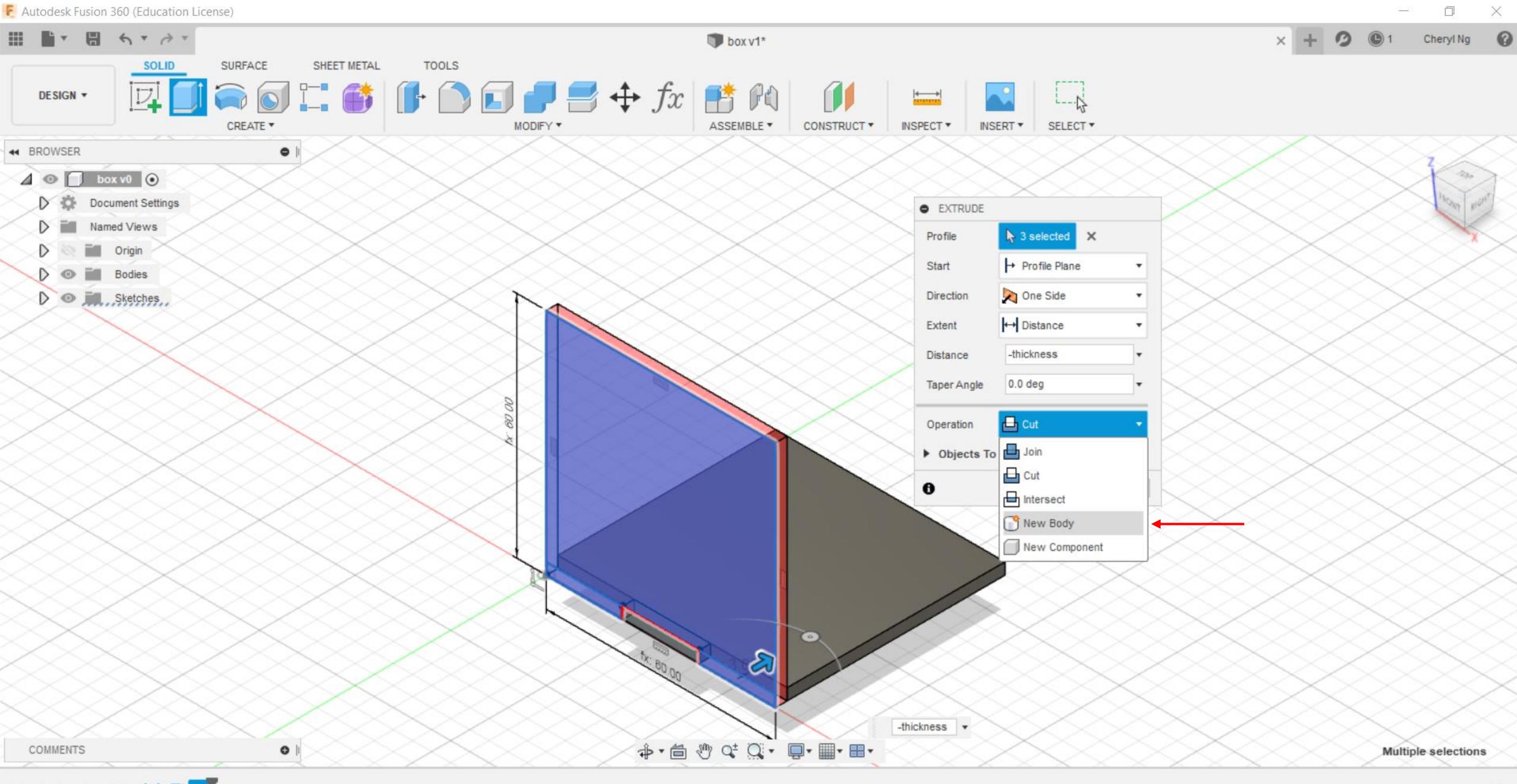
10. Launch Fusion 360. Set the parameters first. (This allows flexible changes in the future, when the design is similar.)



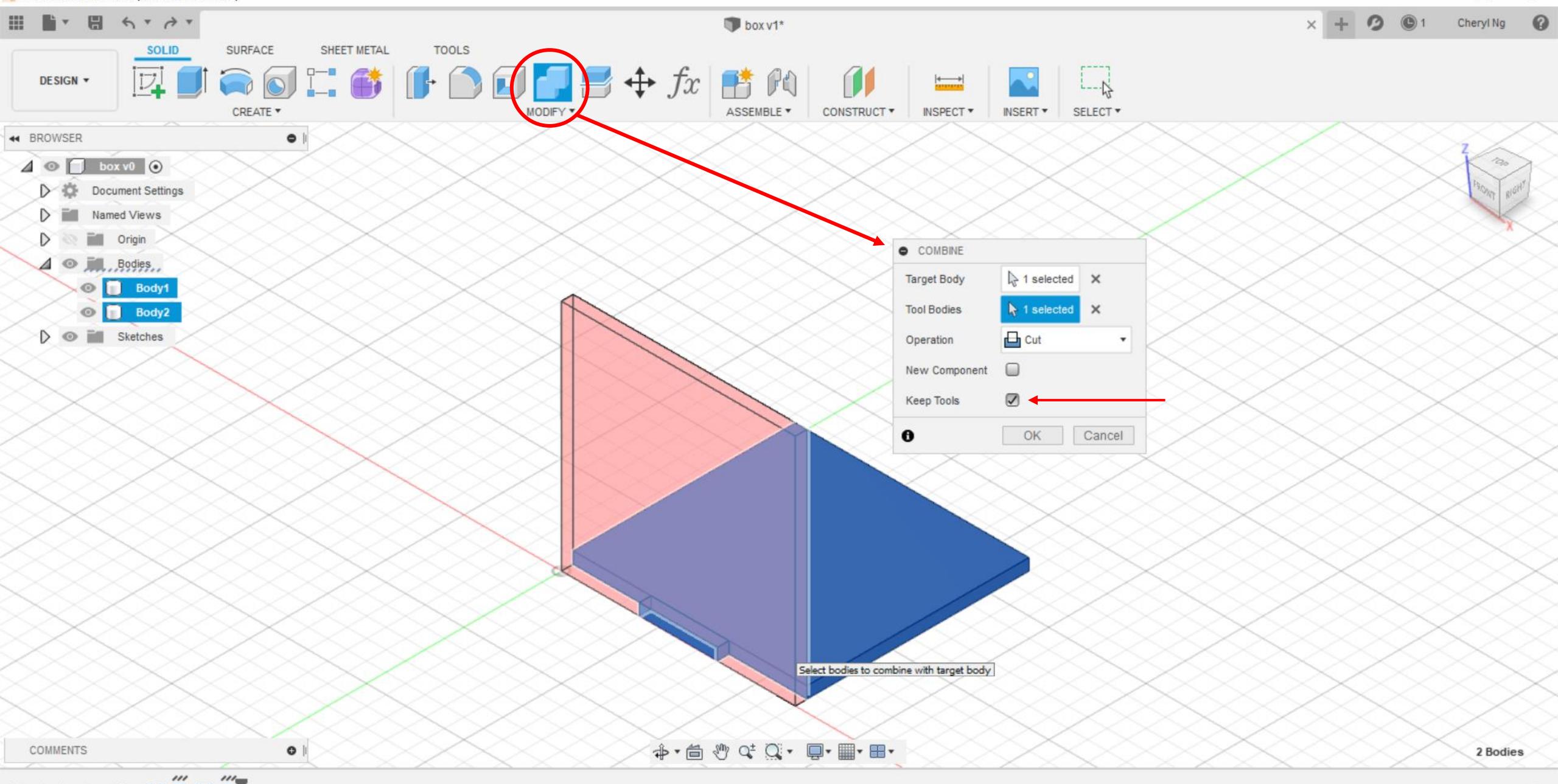
11. Create a new sketch on the X-Z plane. Draw a rectangle from the origin, with the following dimensions. Extrude to thickness.



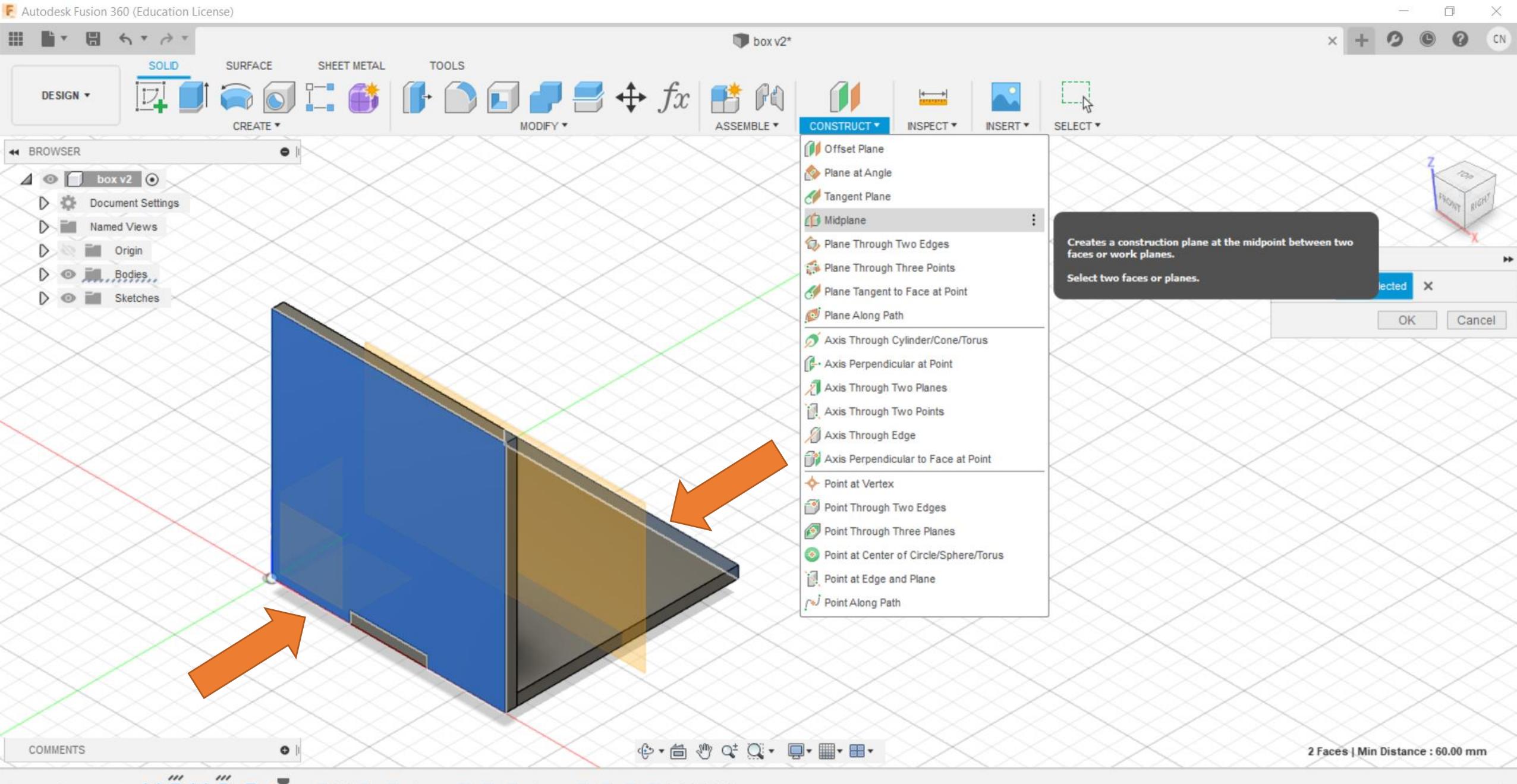
12. Create a new sketch. Select the right face of the bottom plate as the sketch surface. Draw 2 rectangles at the bottom.



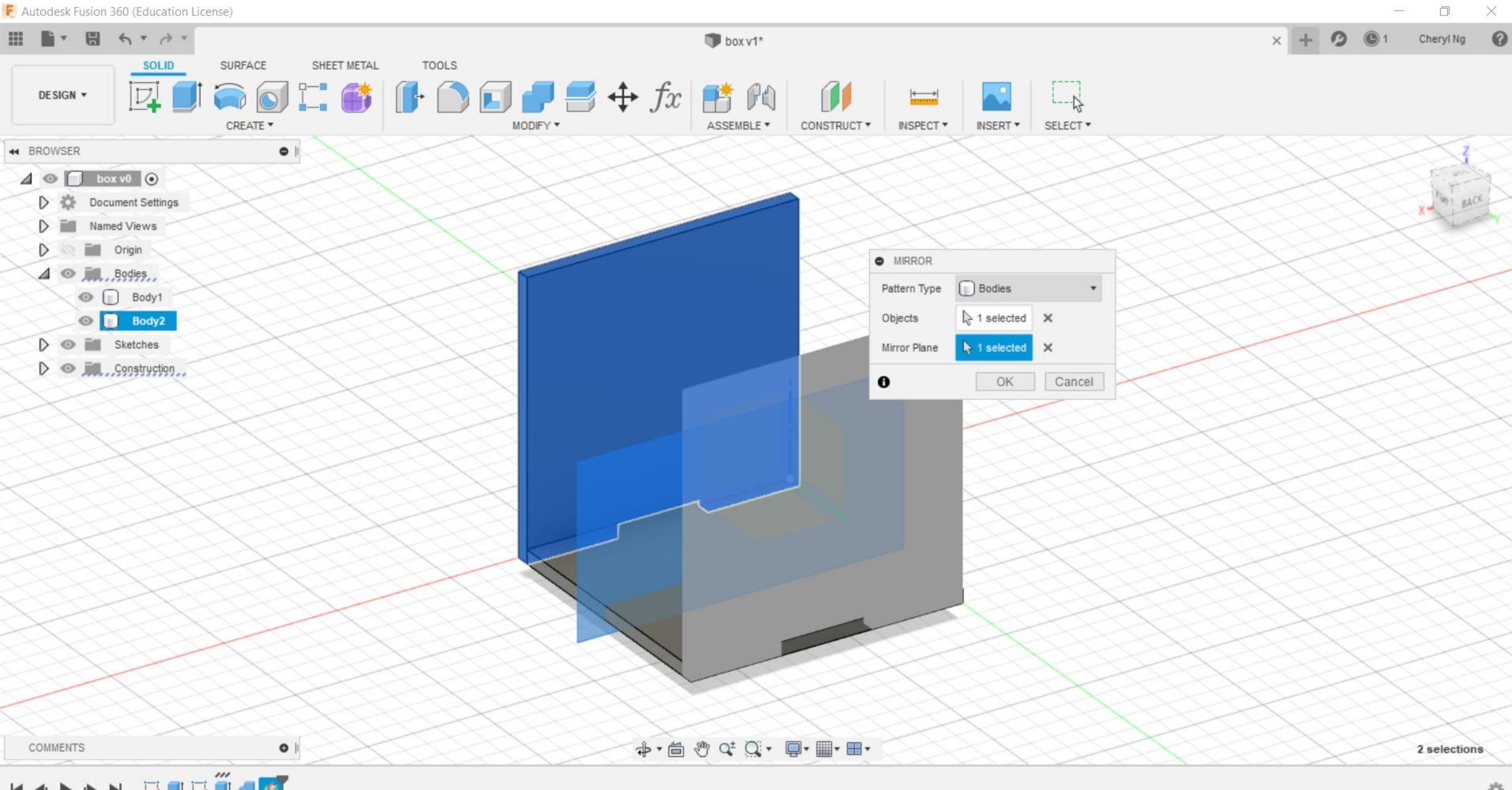
13. Finish Sketch and extrude the face without the finger. Select 'New Body'.



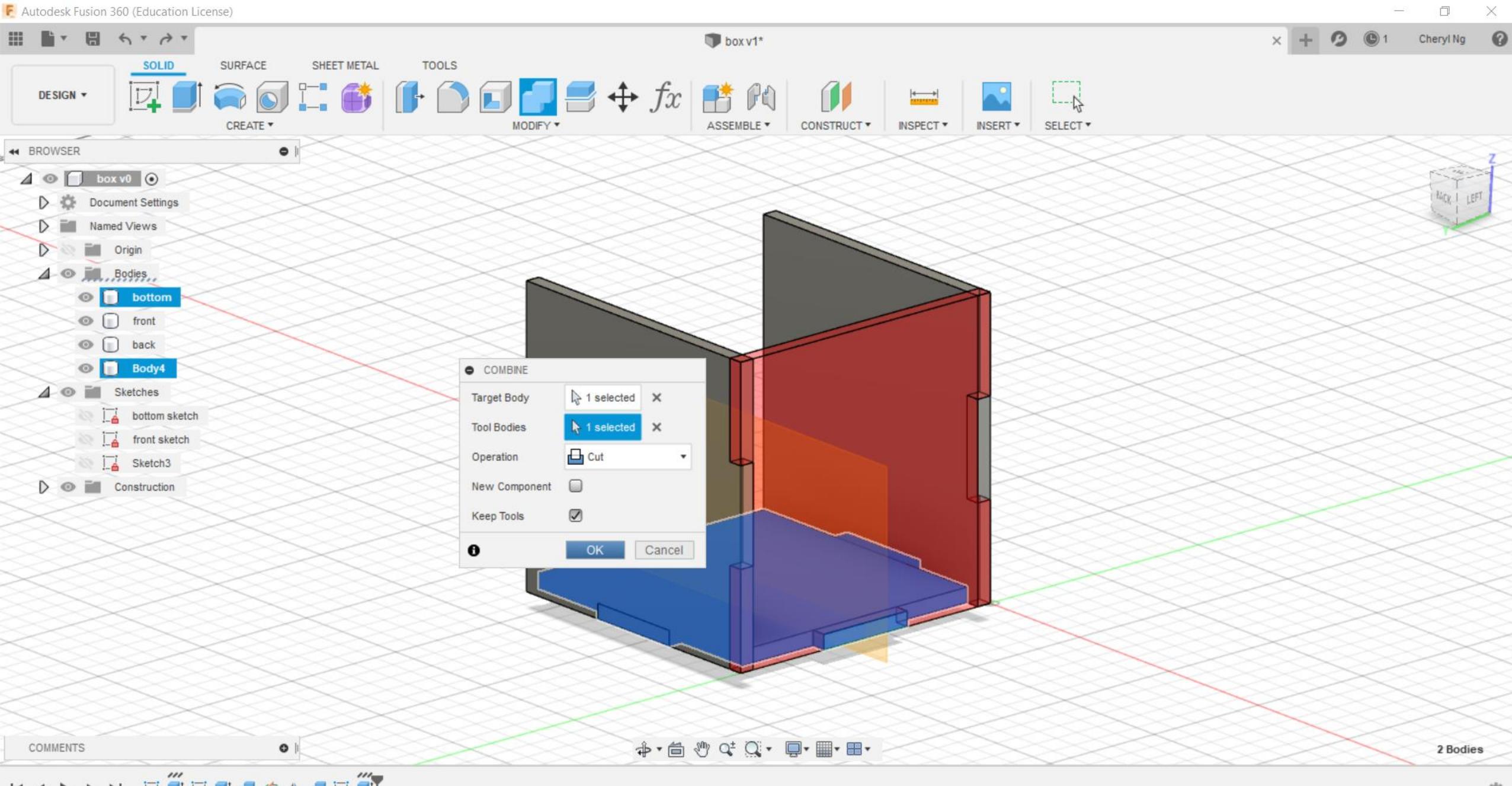
14. Using the new body as cutting tool, cut off the overlapping areas of the base piece. Remember to Keep Tool.



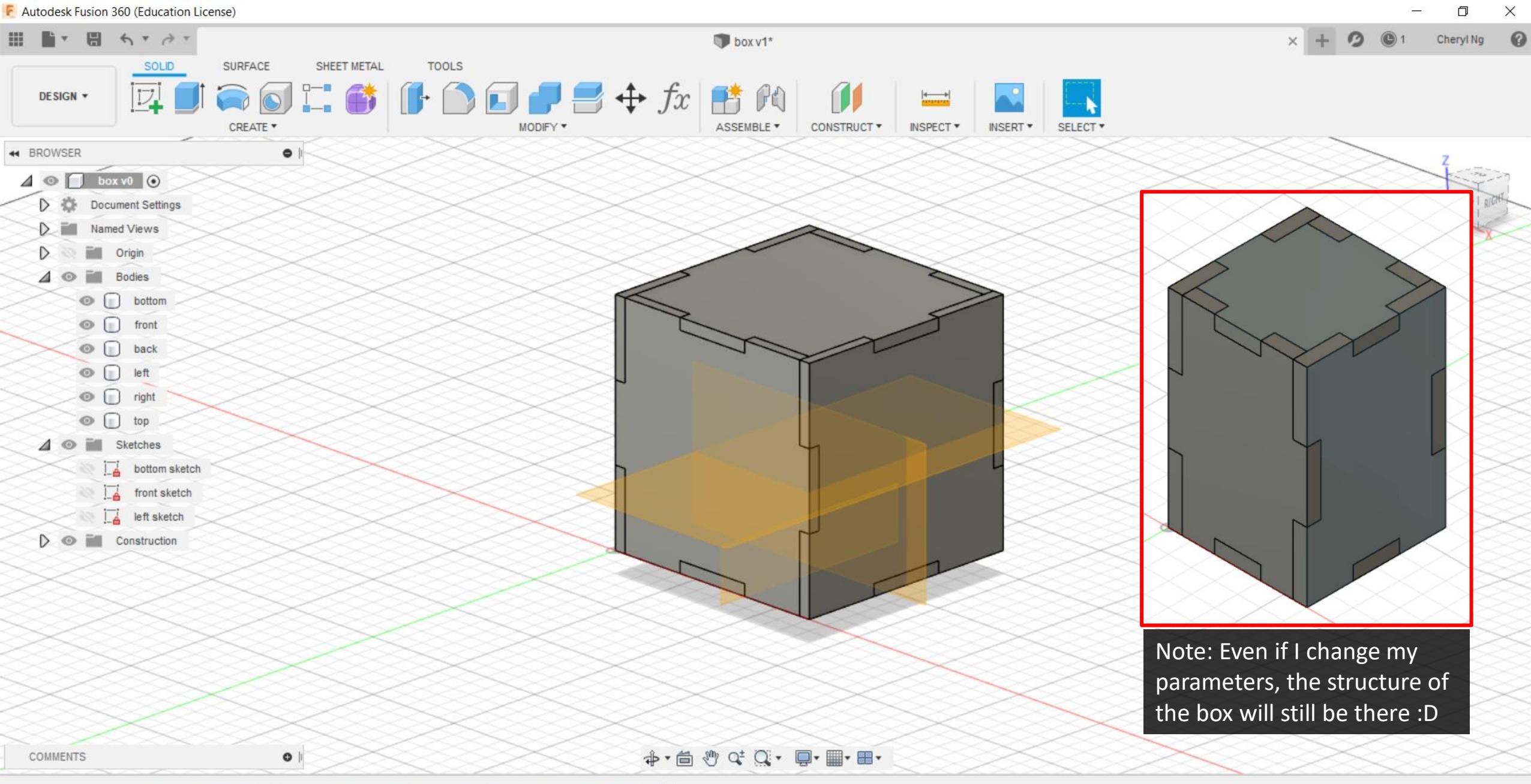
15. Construct a midplane between the front and back faces.



16. Mirror Body2 to the back using the midplane. Click OK when done.



17. Select the left face of any body, and create a sketch. Draw a rectangle from corner to corner, then extrude.



18. Repeat constructing midplane, mirroring and cutting for the remaining pieces (right & top). The box design is done!