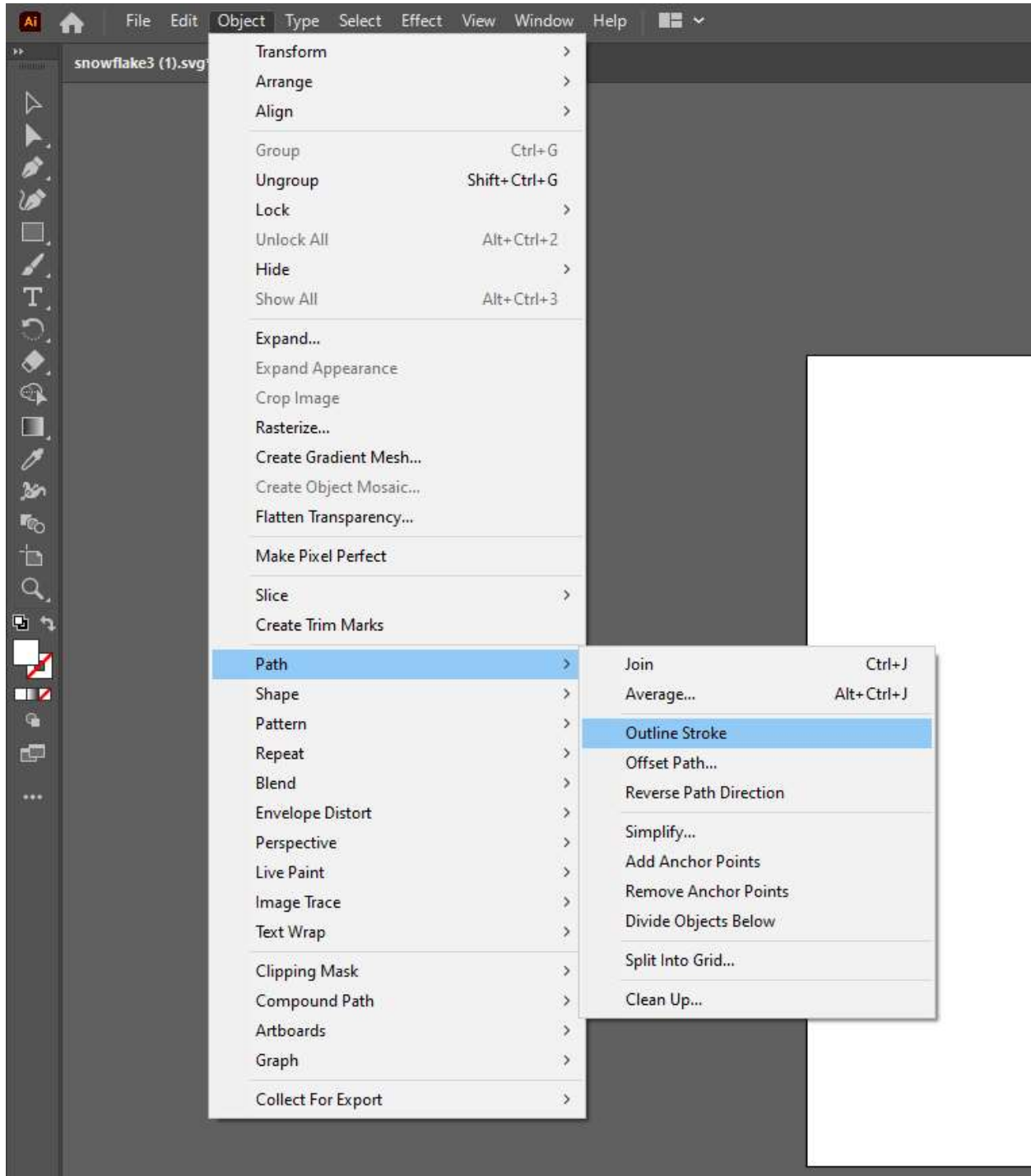
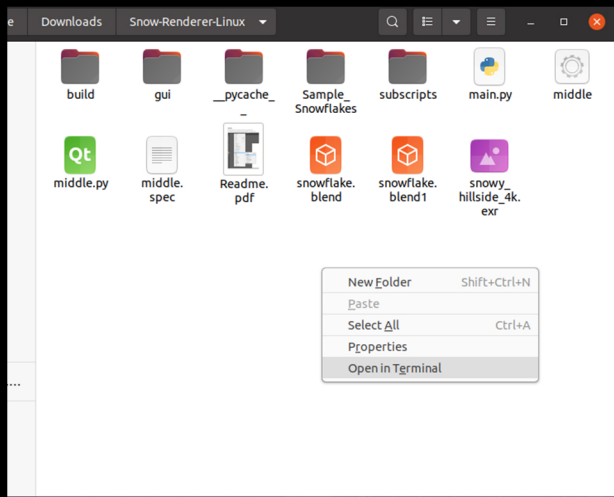


Readme

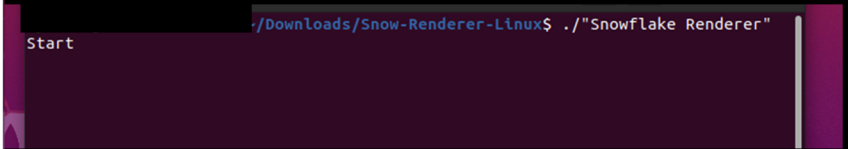
Make Sure the SVG File has no background and no colors. Only use black and white.

For Best Results Select the entire geometry in Illustrator and Object -> Path -> Outline Stroke.

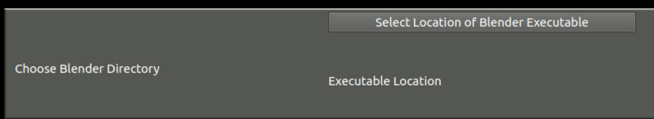




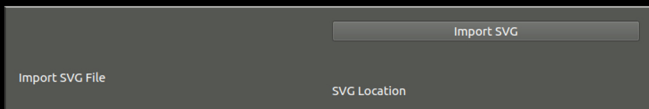
1. Open “Snowflake Renderer” in terminal



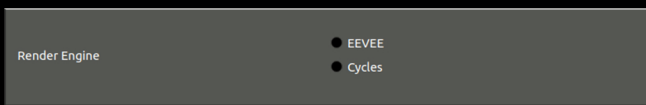
2. Choose Blender Directory
(Not necessary if you have Blender installed in your PATH)



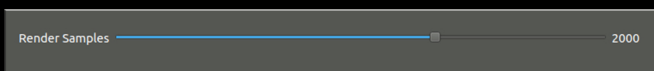
3. Choose your desired SVG File
(A snowflake is preferred but not necessary)



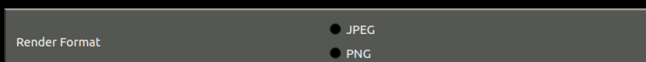
4. Choose Render Engine
(For Best Results use Cycles)



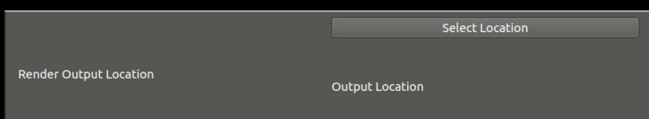
5. Choose the Amount of Samples for the render
(Recommended: 500 samples minimum)



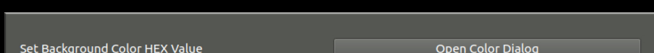
6. Choose Render Format



7. Choose Render Output Directory



8. Choose Background color



9.RENDER!!

