



SVG 3D Texture Tiles for Bambu Studio



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Summary

Create detailed 3D surface textures from SVG images in Bambu Studio for tiles, coasters, panels, wall art, and custom de

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Tags: [maker](#) [hexagon](#) [tile](#) [wall](#) [printed](#) [design](#) [art](#)
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These textures were created using **SVG images in Bambu Studio** to demonstrate how simple 2D patterns can be transformed into detailed **3D surface textures**.

By converting an image to SVG and applying it to a model, you can quickly create unique decorative surfaces for many 3D printing projects such as **tiles, coasters, panels, wall art, and custom designs**.

In this example, the same hexagonal tile was duplicated and different SVG textures were applied to each piece to show how easy it is to generate a wide variety of surface patterns.

If you want to learn exactly **how to convert images to SVG and apply them as textures step-by-step**, you can watch the full tutorial on my YouTube channel.

Full tutorial:

Turn Any Image into 3D Texture in Bambu Studio

<https://www.youtube.com/watch?v=QLzULF-W4C8>

In the video I explain:

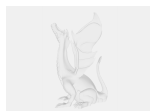
- how to convert images to SVG
- how to apply textures on your model
- how to control depth and size
- how to create custom surface patterns

Model files



part1.3mf

Other files



part1_stls.zip

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