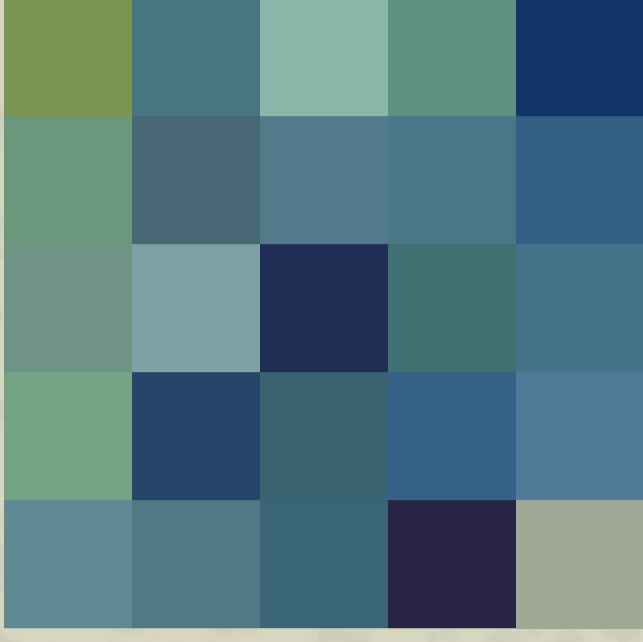
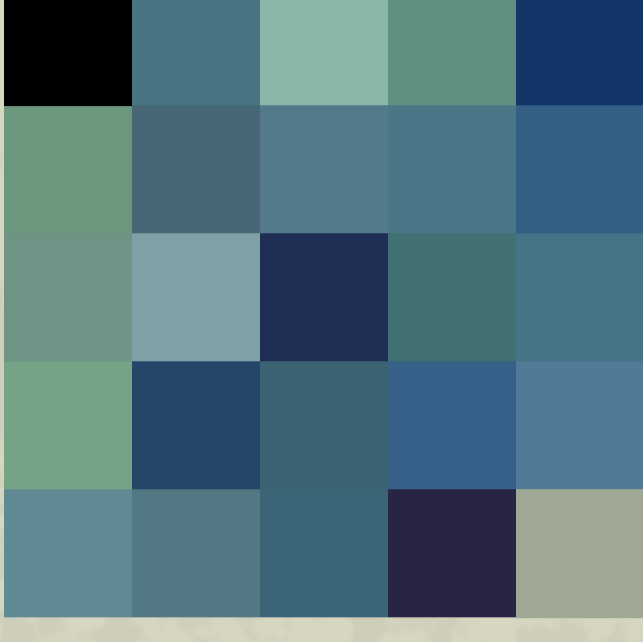


1.  open/import source image with blocky display setting

scale it up ten times the pixel size of the original (size displayed at the bottom)

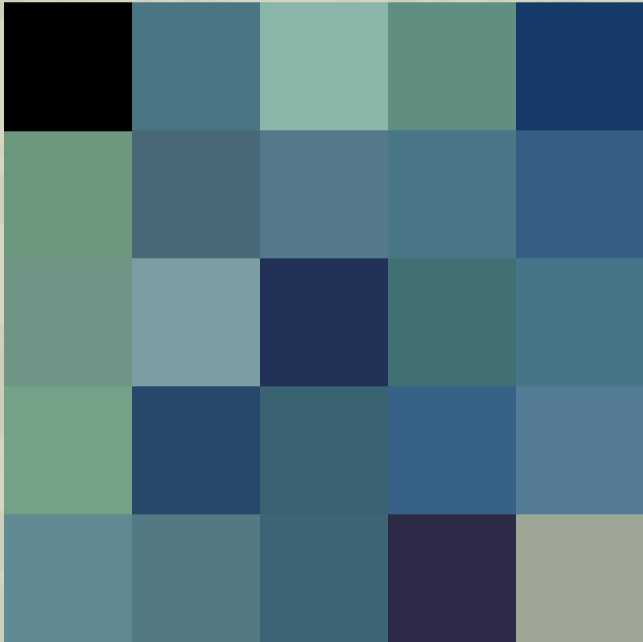
2.  adjust positioning to match with the pixel grid (type even coordinates)

draw a rectangle over the image's top left corner, covering one pixel

make sure it has exactly the same size (should have even width/height sizes)

convert object to path (Ctrl+Shift+C)

add undefined fill and no stroke in the fill and stroke panel (Shift+Ctrl+F)

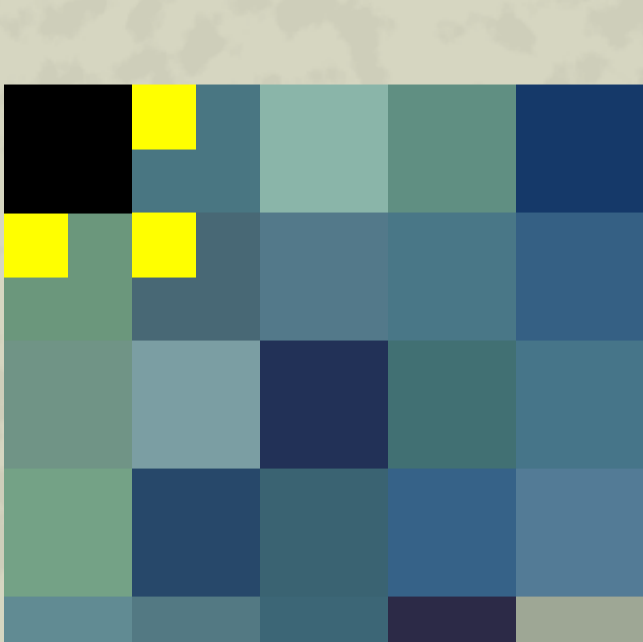
3.  make tiled clones of the path with as many rows and columns, as the image's pixel size

width - number of columns  
height - number of rows

P1 symmetry, no offsetting;

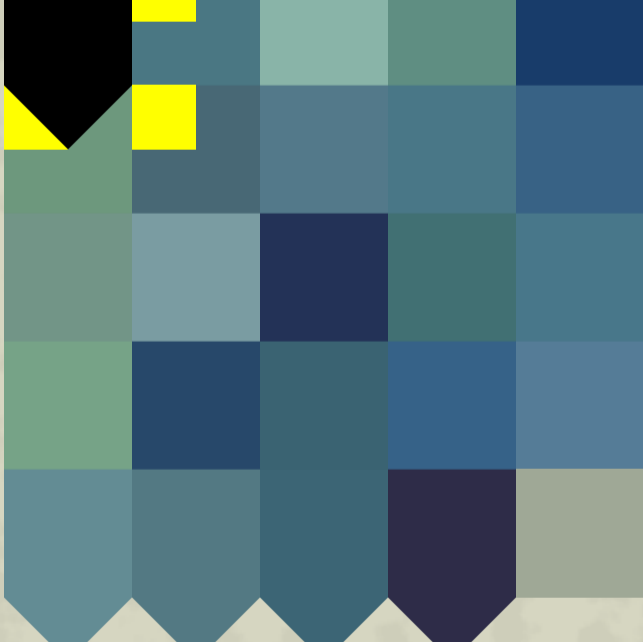
at the trace tab, select color to be taken from the drawing and apply it to color values of the clones

4.  should look like this already

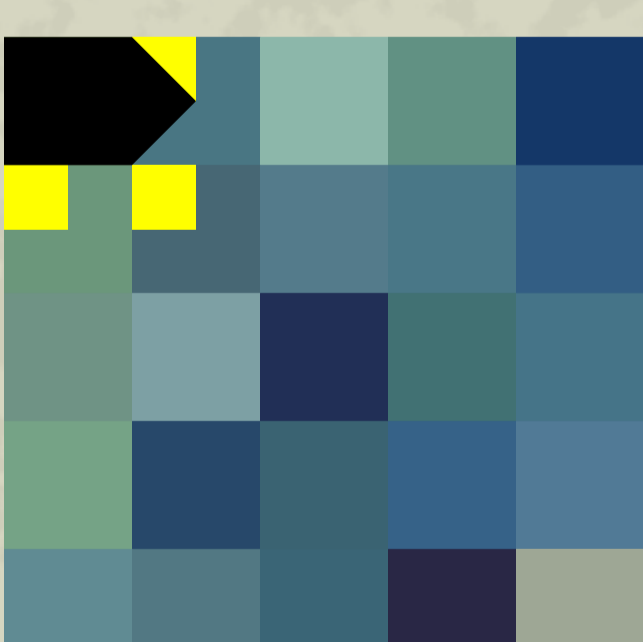
5.  move original file to top (Home)

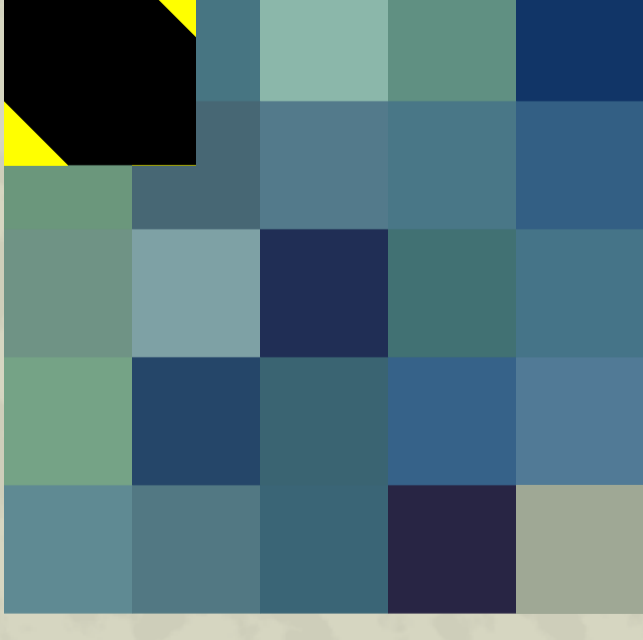
duplicate it (Ctrl+Shift+D), scale down 50%, add a vivid fill

make two more duplicants alike, and snap them to the original file's top right and bottom corners (snapping, snapping to nodes, snapping to cusp nodes should be enabled)

6.  select the bottom right file of the tiled clones and unlink it from parent (Shift+Alt+D)

select parent file add a new node to its bottom segment, and snap it to the next node below

7.  select files on the right edge and unlink them, then edit the base file to a similar shape as previously, this time with the new node at its right segment

8.  select files on the bottom edge and unlink them edit the base file to a hexagon shape with snapping

9.  after unlinking all clones deleting base file, and spacer objects, group files together (Ctrl+G) and enjoy your "seamless" pixelart