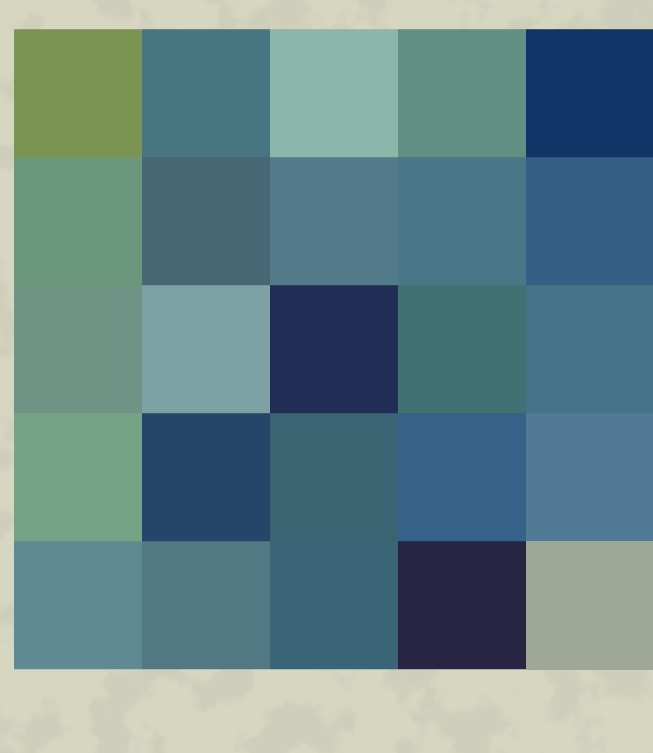


1.



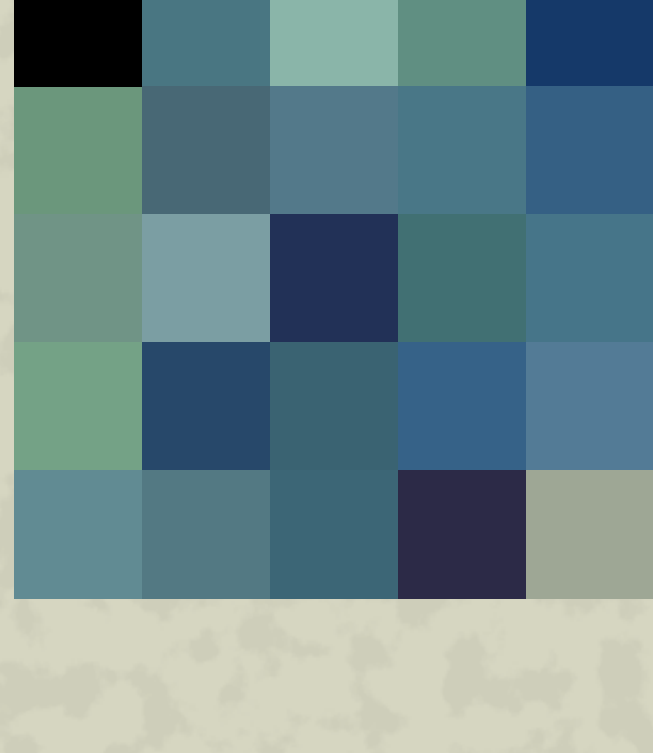
open/import source image with blocky display setting
adjust the height and width to ten times the size of the original raster image in pixels (raster image's pixel size is displayed at the bottom)

2.



adjust positioning to match with the pixel grid (type in even coordinate values)
draw a rectangle over the image's top left corner, covering one pixel
make sure it has exactly the same 10 px / 10 px size
convert object to path (Ctrl+Shift+C)
set fill UNSET and no stroke in the fill and stroke panel (Shift+Ctrl+F)

3.



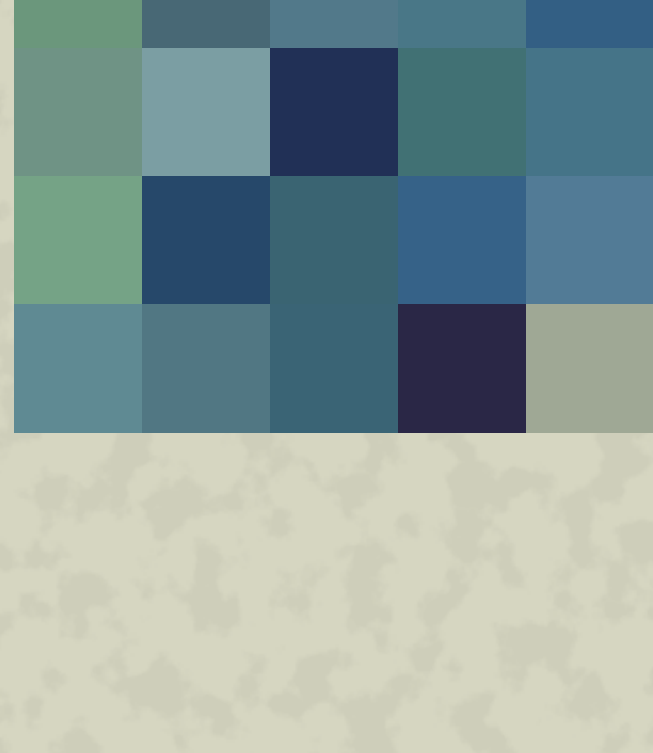
make tiled clones of the path with as many rows and columns, as the image's pixel size
width - number of columns
height - number of rows
P1 symmetry, no offsetting;
at the trace tab, select color to be taken from the drawing and apply it to color values of the clones

4.



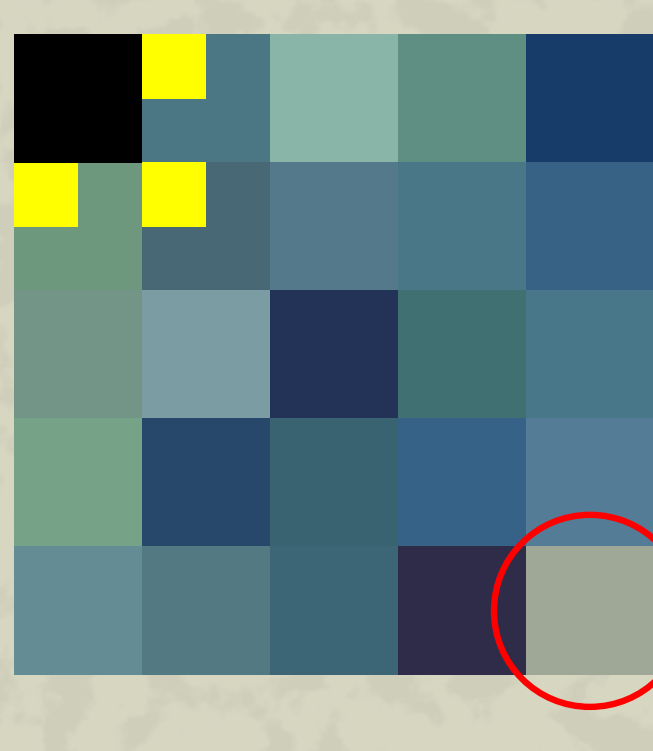
it should look this already, if the parent file and the source image is removed

5.



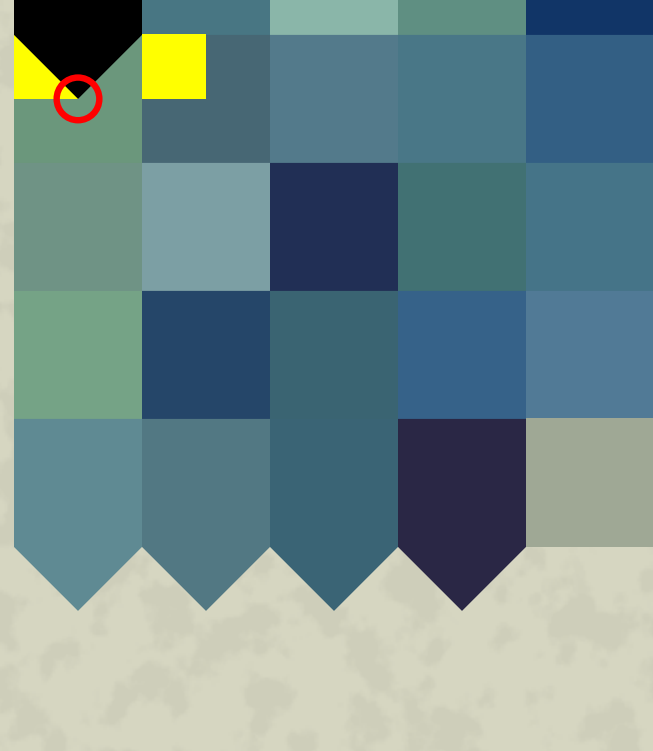
move original file to top (Home)
duplicate it (Ctrl+Shift+D), scale down 50%, add a vivid fill
make two more duplicants alike, and snap them to the original file's top right and bottom corners (snapping, snapping to nodes, snapping to cusp nodes should be enabled)

6.



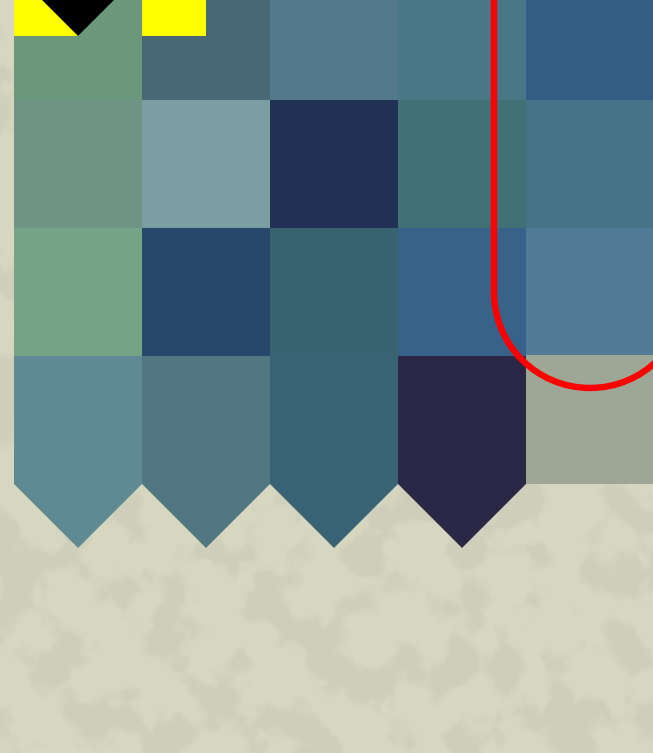
select the bottom right tile of the tiled clones and unlink it from parent (Shift+Alt+D)

7.



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

8.



select tiles on the right edge and unlink them

9.



edit the parent file to a similar shape as previously, this time with the new node at its right segment

10.



select tiles on the bottom edge and unlink them

11.



edit the base file to a hexagon shape with snapping

12.



unlink all clones
delete parent file
delete spacer objects and original raster image
group tiles together (Ctrl+G) and enjoy your "seamless pixelart"