

Image Plane Modeling

Setting up and modeling to image planes

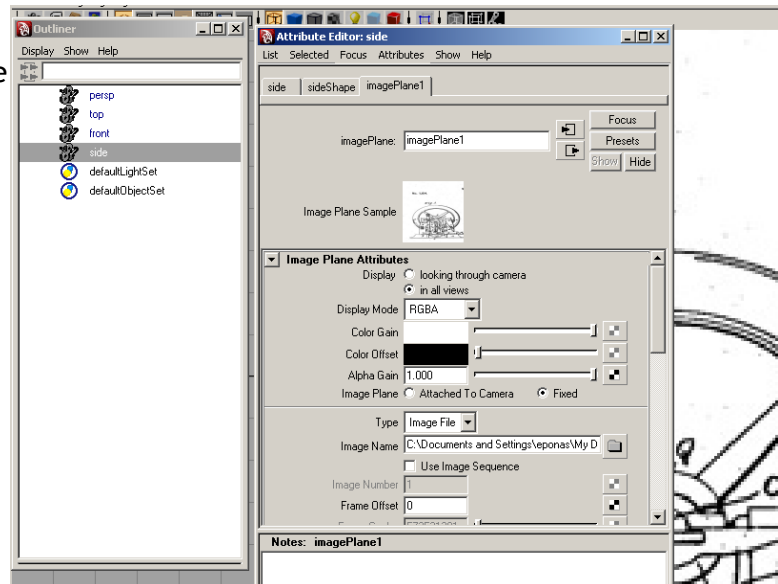
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Setting up image planes in Maya for modeling.

- 1) Open Maya, create your new project, set your project and make sure you have your settings and preferences the way you want them.
- 2) Save your scene using proper naming convention (g1_sewingmachine_model_v001.ma for example)
- 3) Switch to Side View. From the View drop down menu in the viewport panel, choose Image Plane > Import Image. Browse to the side view of your drawing or blueprint.

- 4) Select "Side Camera" in your Outliner and open its attribute editor (CTRL + A). Click on the ImagePlane1 tab.

- 5) In the ImagePlane1 attributes tab, make sure the Display option is set to All Views. This way when you switch to the perspective view, the image plane will still be visible. Also make sure that "Fixed" is on.
- 6) Color Gain and Color Offset sliders can be used to change the brightness and contrast. Alpha Gain controls transparency.



- 7) Under Placement Extras settings you can stretch the image as you need. The Center options allow you to offset the position of the plane in X, Y and Z space. Height and Width allow you to resize the plane itself.
- 8) To help you ensure that the different image planes are lined up, create a polygon plane and scale it up so it bisects both images. Move it up in the Y axis till it sit just at the top of the drawing's head in one picture. You can then use the plane to make sure the other views show the same scale and position of your drawing.
- 9) Follow these steps for each camera view that corresponds with one of your concept drawing views or blueprint views.