Steps to Build a Model from an Image

**Step 1: Importing the 2D Reference Image**

1. **Clear the Workspace**: Start by deleting everything in the scene. Press A to select all objects and then X to delete them.
2. **Align the View**: Press 1 on the numpad to switch to the front view.
3. **Import the Reference Image**: Drag and drop your reference image into the Blender workspace. Center it on the grid to align it properly.

**Step 2: Creating the Base Shape**

1. **Add a Plane**: Press Shift + A to add a new mesh and select Plane.
2. **Enter Edit Mode**: Press Tab to switch to Edit Mode.
3. **Delete Extra Vertices**: Select a single vertex, press Ctrl + I to invert the selection, and then X to delete the other vertices, leaving just one vertex.
4. **Start Modeling**: Position this vertex and begin extruding by pressing E. Continue to extrude to match the shape of your character, working from the bottom to the top. Duplicate vertices as needed (Shift + D) to form the head and the hat.

**Step 3: Using the Screw Modifier**

1. **Align Vertices**: In Edit Mode, select the vertices on one side and align them by pressing S and X, then 0.
2. **Set Origin**: Go to Object Mode and set the origin to the 3D cursor (Shift + S > Cursor to Selected, then Object > Set Origin > Origin to 3D Cursor).
3. **Apply Screw Modifier**: In the Modifiers tab, add a Screw modifier to generate the character shape. Apply the modifier and add a Subdivision Surface modifier for added detail. Set it to level 2.

**Step 4: Refining the Model**

1. **Adjust the Hat**: Switch to the wireframe view (Z) and use the Proportional Editing tool to adjust the hat. Ensure you’re only affecting the hat by enabling “Connected Only.”
2. **Use the Mirror Modifier**: For symmetrical characters, cut the model in half and add a Mirror modifier. Make sure it’s placed above the Subdivision Surface modifier in the stack.

**Step 5: Modeling the Character’s Face**

1. **Create Eye Sockets**: In Edit Mode, select the faces where the eyes will be. Press I to inset, and scale the vertices to form the eye sockets. Delete the inner faces and extrude the sockets backwards.
2. **Add Eyeballs**: Add a UV Sphere (Shift + A > Mesh > UV Sphere) for the eyes. Scale it down and position it inside the eye sockets. Smooth the shading (Right-click > Shade Smooth).

**Step 6: Modeling the Mouth**

1. **Form the Mouth**: Select the appropriate faces, press E to extrude and shape the mouth. Use edge loops (Ctrl + R) to refine the mouth shape and add details like lips.
2. **Adjust Mouth Shape**: Use proportional editing to tweak the mouth’s appearance, ensuring it matches the reference image.

**Step 7: Modeling the Arms and Hands**

1. **Create Arm Base**: Use a circle mesh to start modeling the arms. Flatten and extrude the circle to form the arm and hand shapes.
2. **Detail the Hands**: Extrude the fingers from the hand base and shape them to look like fingers. Adjust the hand position and size as needed.

**Step 8: Modeling the Feet**

1. **Add Feet**: Start with a cube. Scale and position it to match the foot shape. Use edge loops and scaling to refine the shape.
2. **Apply Final Adjustments**: Rotate and scale the foot to fit the character’s proportions.

**Step 9: Adding Clothing**

1. **Create Clothing**: Use additional meshes or the Cloth simulation feature to model and drape clothing on your character. Adjust the clothing to fit your character’s body.