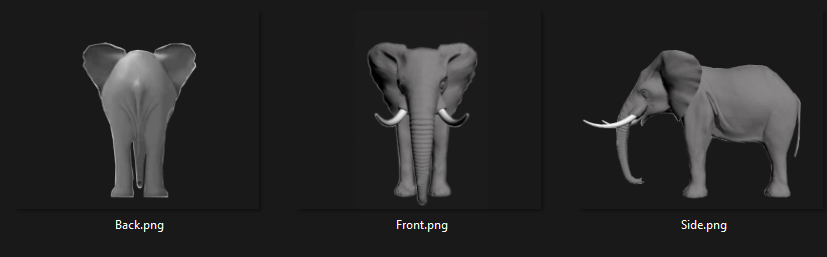
Bringing in a Reference Image

One of the first steps that you will want to be able to do is to bring in a reference image. So, either create, or bring in some stock images that are ready to take into the 3D world of Blender. You will want a front, back and side view image.

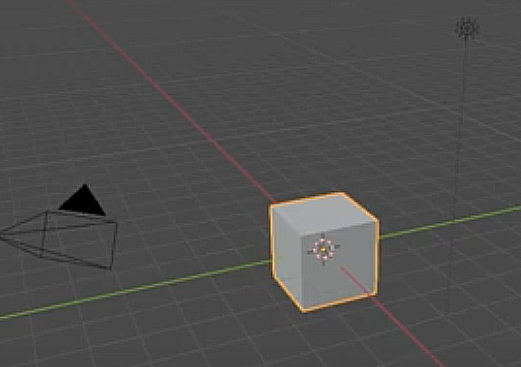
When you are a beginner, it might be easier to start off with some images that have already been made for this purpose, and that is because once you start modeling and find that things are not lined up correctly with the model, it can throw your entire project off. And then you are stuck fine tuning what you have.



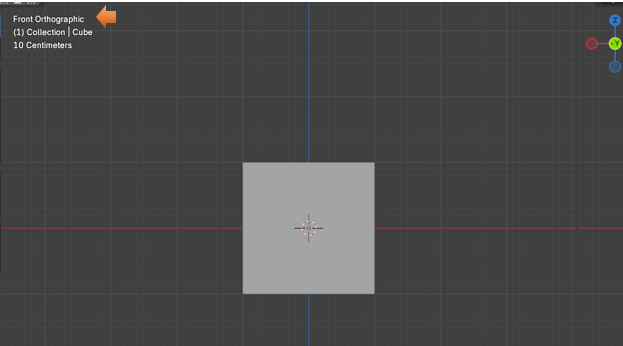
As we move along in this tutorial, you may find us using a few things that we have learned in previous tutorials.

# Setting up

Open Blender, we can begin with our cube on the page.

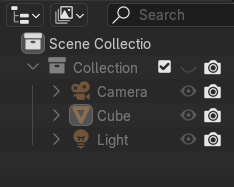


Hitting the 5 key on the numpad in Blender, will toggle us from Orthographic mode to Perspective mode. We want to be in Orthographic mode. Now hit 1 key on the numpad and that will put the cube front and center in the screen. You will want to be in this mode to bring in the Reference image.

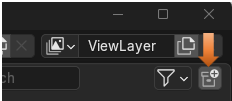


# Add a New Collection

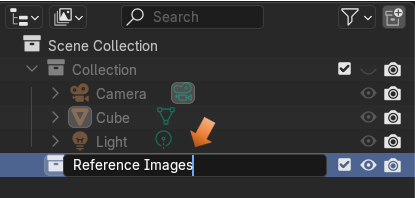
You can close the collection with the cube in it and hide it. Now your cube will no longer be visible on the screen. It will still be there; we just hid it so it will be out of the way.



Now add a New Collection to the Outliner. You might have to make your panel wider to see and have access to the New Collection button at the top of the outliner.

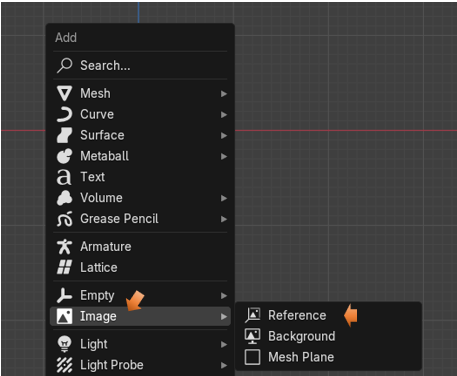


Rename this new collection to Reference Images.

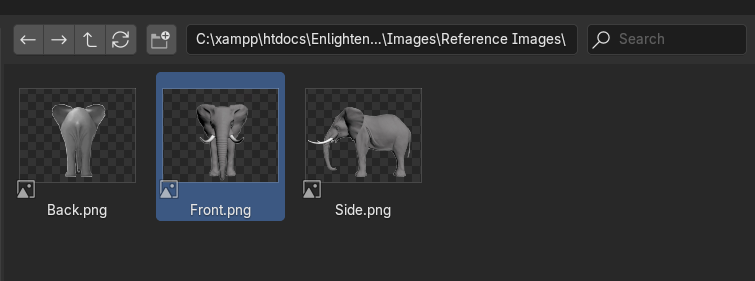


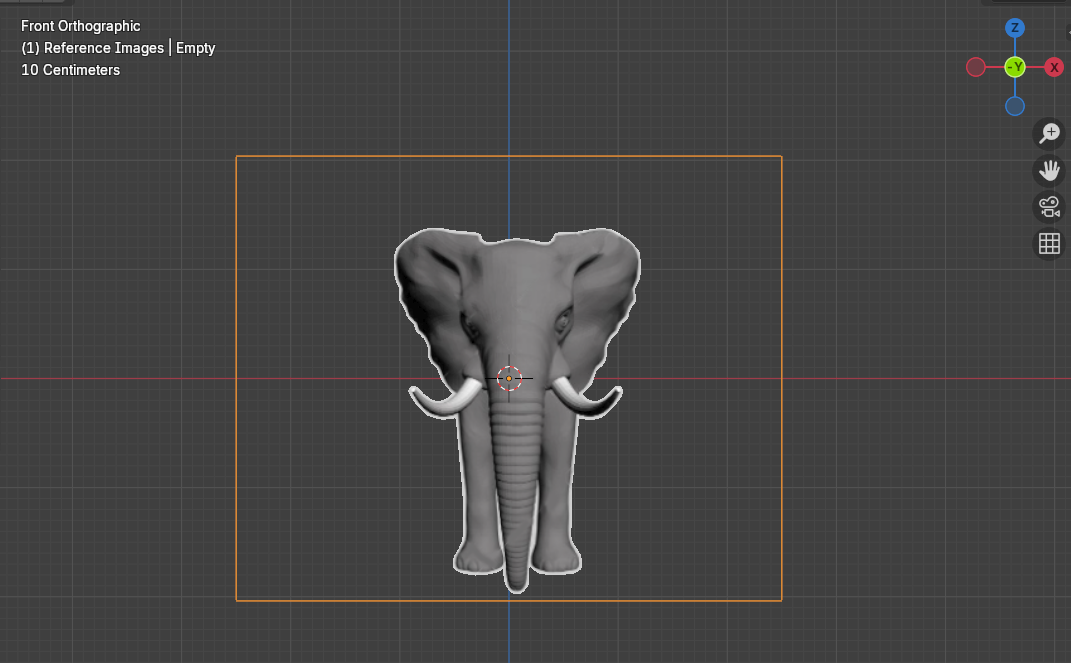
# Adding the Front Reference Image

Back in the Viewport of the program. Hit Shift A- Image -Reference.



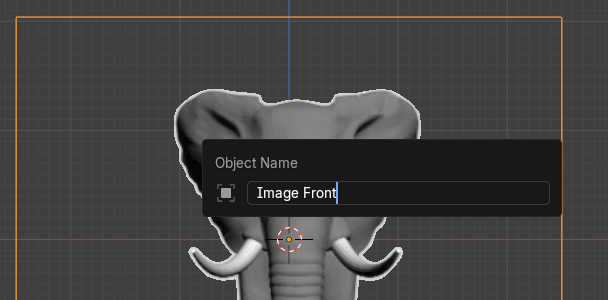
Browse to your images for your 3D model, and choose the one that represents the front orientation. Since we have the view in our viewport set to Orthographic mode front, this image should come in perfectly, at the angle that we want it.





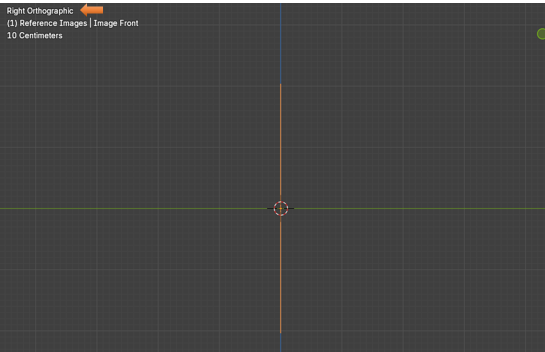
# Naming the Reference Image

With that Image Reference Selected, we can hit the F2 key at the top of our key board, and that will bring up a textbox where we can name the image that we just brought in.

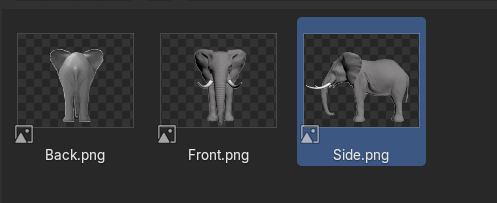


# Adding the Side View

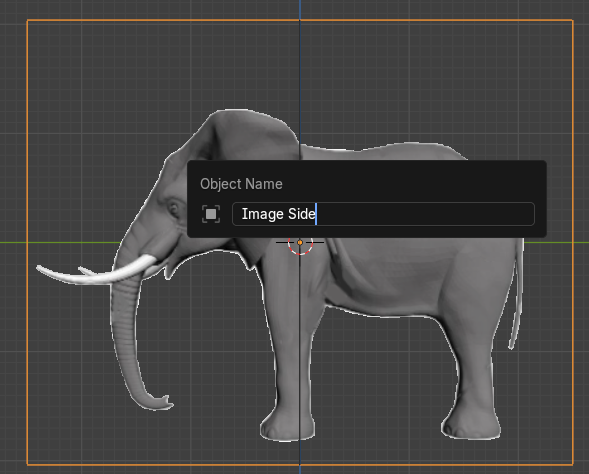
Now we are going to do the same thing and bring in the side view. This time in order to bring it in correctly we need to have the view port set to Right Orthographic view Hit the 3 key on the numpad to turn it to the side view. Our first image from this side view will be reduced to only seeing a very thin vertical line.



Now Shift – A – Image- Reference and bring in the Image Side.



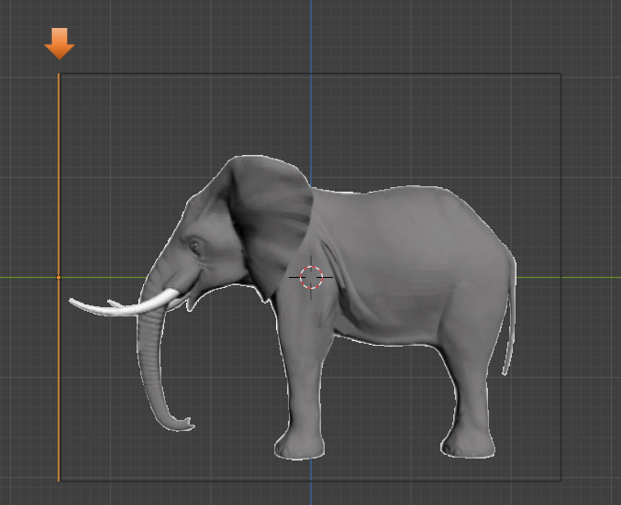
Press F2 and name this one Side Image.



# Move the Front Image Reference into Position

We don’t exactly want our Images on top of each other. So, while we are in side view, we want to move the Image Front to the left, so it lies directly at the left side of Image Side, instead of in the center of it.

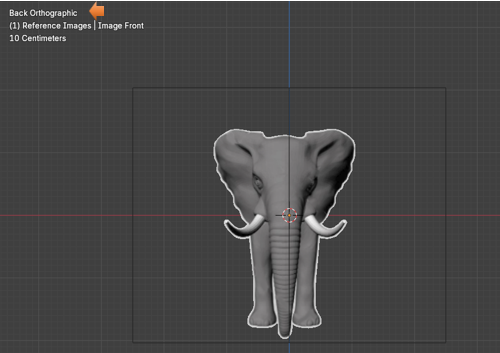
G for Move, and Y to constrain the move to the Y axis. Our image is sitting here now, to the left of the Image Side.



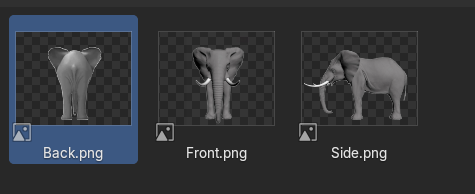
# Adding the Back View

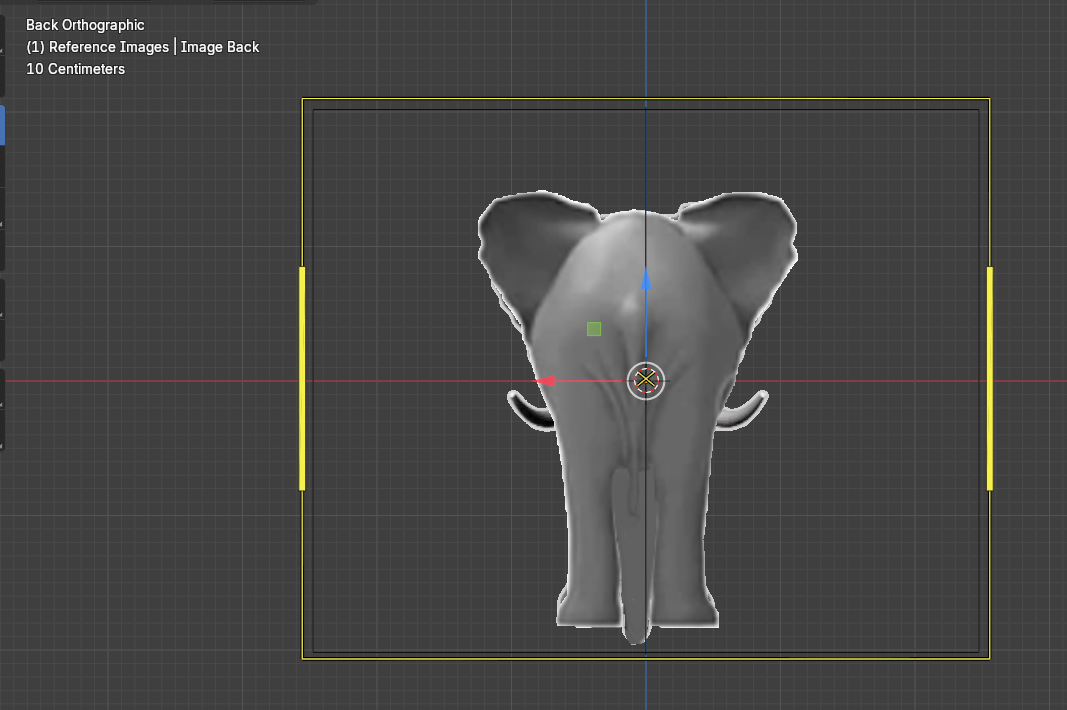
To view the scene from the back, we need to hit ctrl-1 on the numpad. The number 1 is for the front view, and since the back view is the opposite to the front view, it will be set by hitting the ctrl-1 button on the numpad of your keyboard.

Notice that when we go to the back view, we are still seeing the front view of the elephant. That is because we will need to change a few settings in the property panel to fix this.

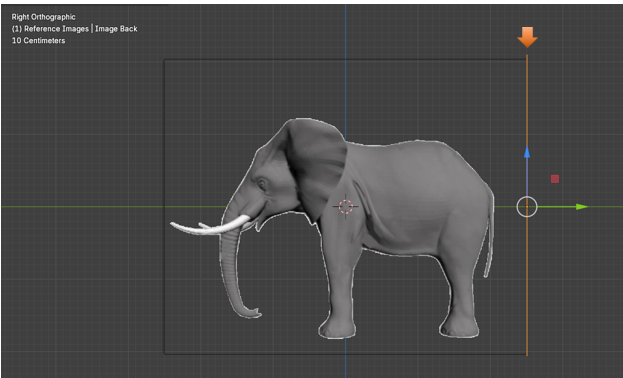


But for now, just hit the shift-A-Image-reference and bring in the reference image for the back.





Now Hit the 3 key on the key board numpad. This time we want to move this back image to the right side of Image Side. Like This. Use the G key and the Y key to move and constrain the move respectively.



<https://www.youtube.com/watch?v=kQa2o3tpV8U>

