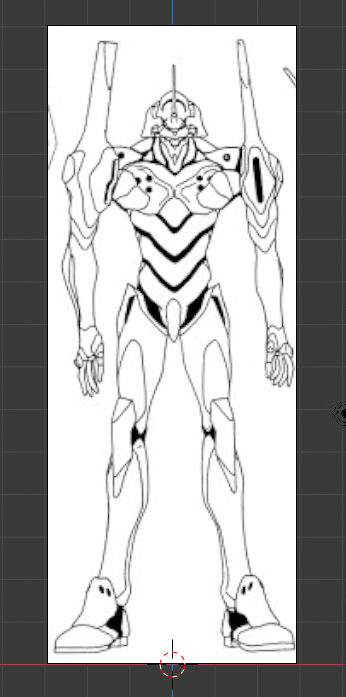
Blender model tutorial

Import front reference image into blender and scale the image to an appropriate size, I scaled the image to 3X3. Rotate the image on the x axis by 90 degrees.

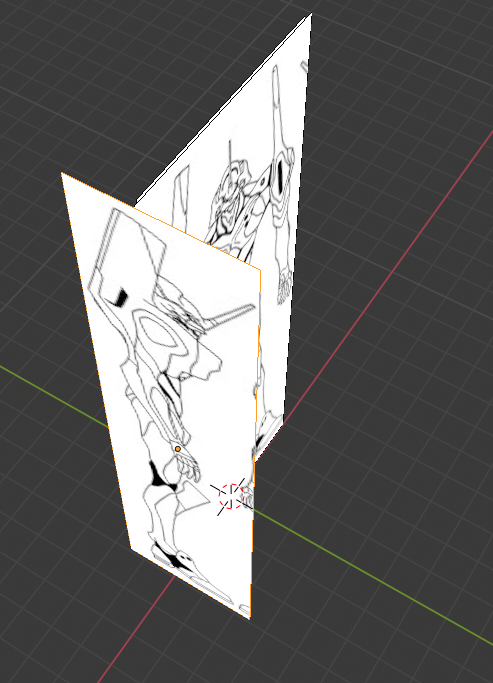


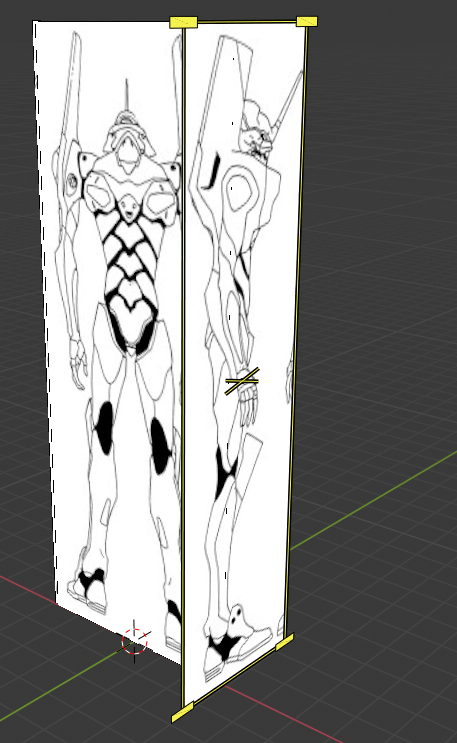
Now we’ll do the same for the side and rear images

Note for the side image, you will need to rotate the image on the z axis by 90 degress

And for the rear image you will need to move the image back by a small amount so it is not in the same space as the front image.

It should look like this





Now we can start modelling