# Adding Orthos to the Scene

FIRST THINGS FIRST
1. Make sure that the images are taken from BlackBoard and placed into the source images folder in the directory you created for the project. (File>Project Window>New. Name the project ARTG3601_(YourSection)_LastFirst_ToyTruck_FA18)
2. Set the project. This always needs to be your first step. Don't ever open the scene directly. Always open Maya, then set the project. (File>Set Project) If you don't do this, Maya won't know where to import your textures or images from and may cause a slight heart attack on your part.

Moving along.
Make sure you are able to see all 4 viewports (Spacebar, or by clicking the four panels button on the left side of the screen)
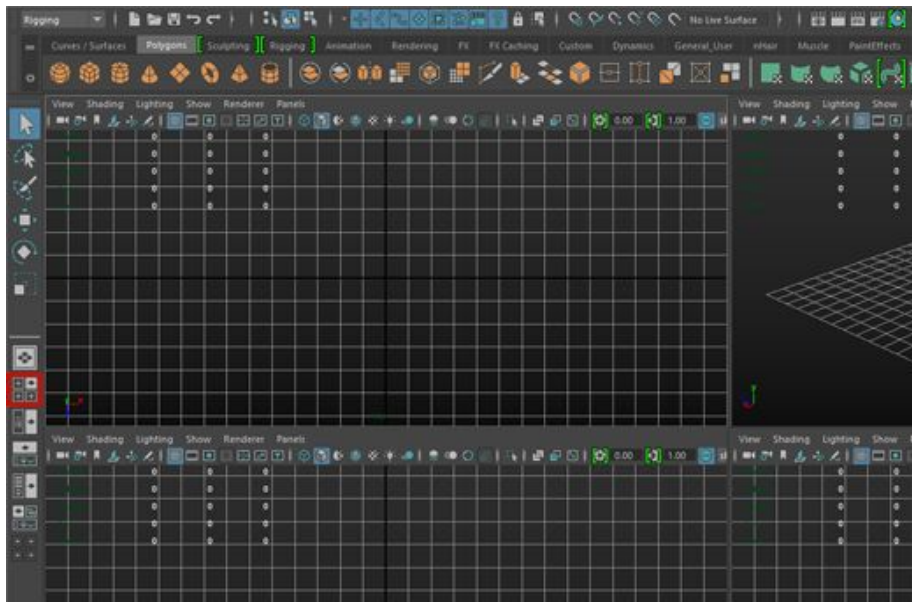
Adding the Orthographic Images
At the top left in each of the viewports, you have menu options. To add an orthographic image, which places the image on the camera allowing you to see it in its respective view, click View>Image Plane>Import Image and choose the file that corresponds with the viewport you chose. For example, the viewports are named at the bottom center of each one. I chose the side view.
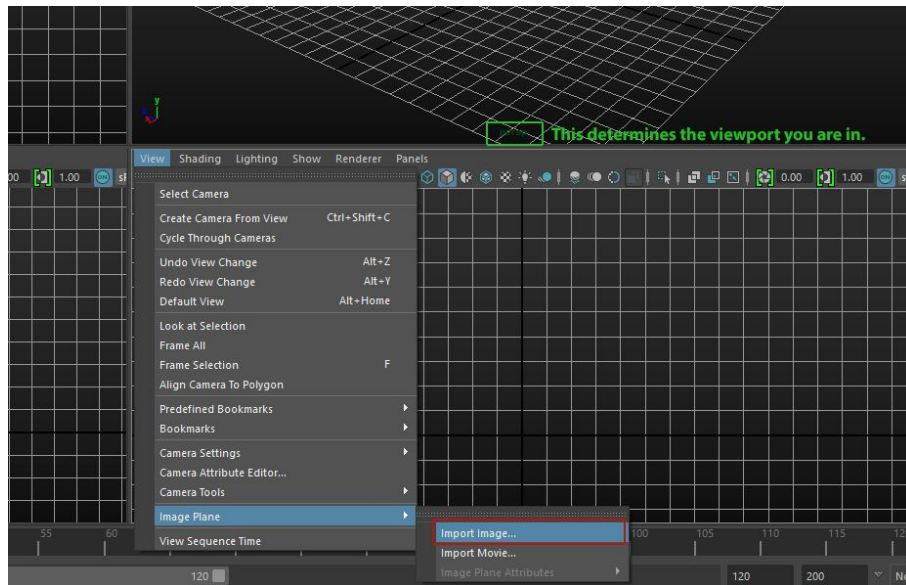
Once the image is imported, it will show up at 0(X),0(Y),0(Z). If we leave it there, it will get in the way in our perspective viewport, which needs to be clear once we start modeling, so we move it using the Image Center X,Y, and Z in the Channel Box Tab. Do this for all of the images.

Set the Side image to the following:

Side
X: -25
Y: 4 (which should place the bottom of the tires on the grid)
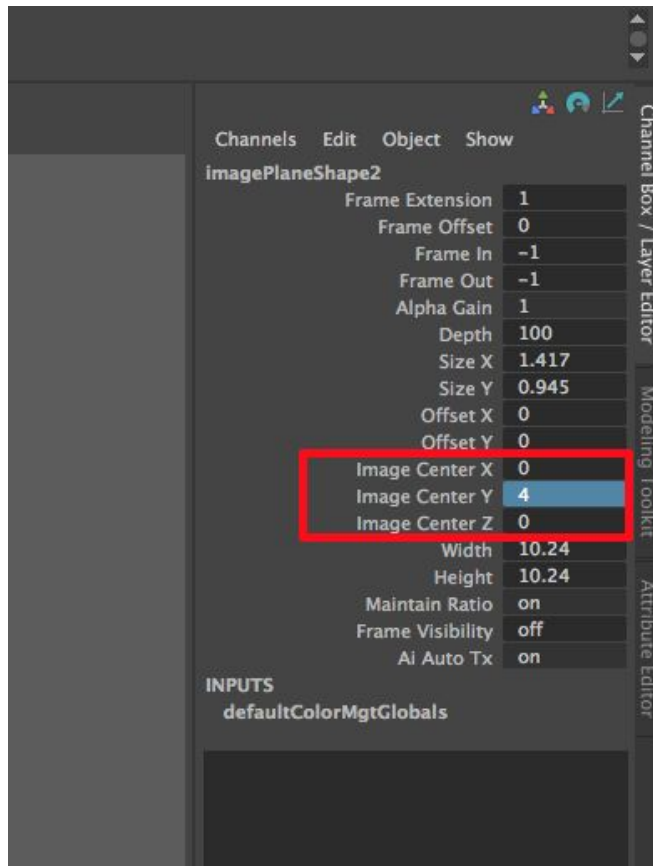Z: 0

Front
X: 0
Y: 4.1
Z: -25

Top
X: 0
Y: -25
Z: 1

**Note - The front image is a little bit taller than the side. It isn't a big deal, but it may make it difficult to make it "perfect". If you want to, you can try to change the scale of the image in the channel box. The closest I got was changing the scale of the Y to .96 (it's super close). The problem there is that it makes some of the other aspects a little bit off. It's really because of the way the toy sits. If you decide to change the scale, you may also want to put the image center at 4.2. Remember this is up to you. It isn't really necessary.