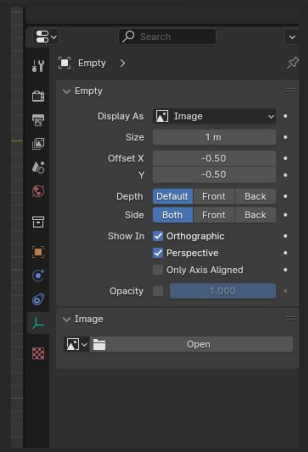
Add the reference images

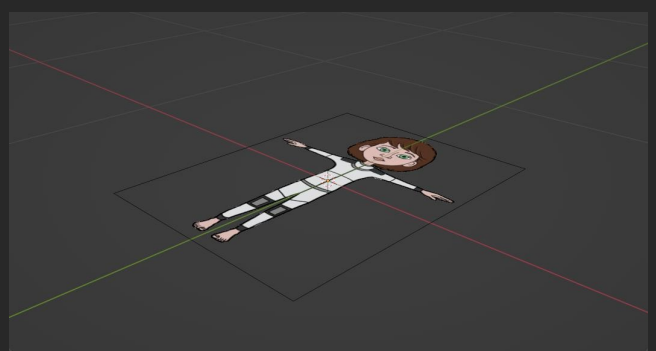
Create a new Image Empty [Shift+A -> Empty -> Image]

Select the new empty and head to the Data Panel

Under “Image”, click on Open and select one of your reference images

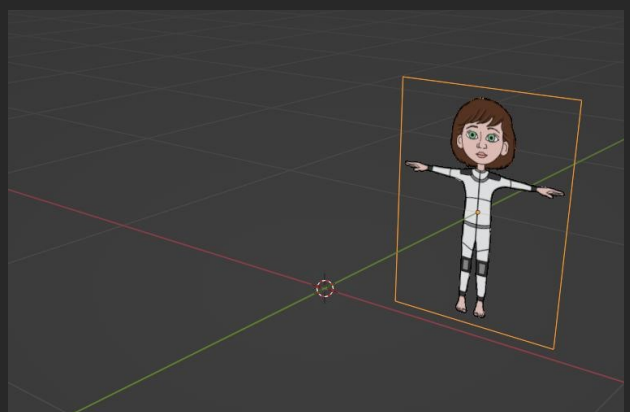


You should see your image appear:



Select image, press R (for rotation), X (to select the X axis), and type 90 to rotate the image 90 degrees.

Then, press G (for position), Y (to select the Y axis), and type 1 to move the image 1m back

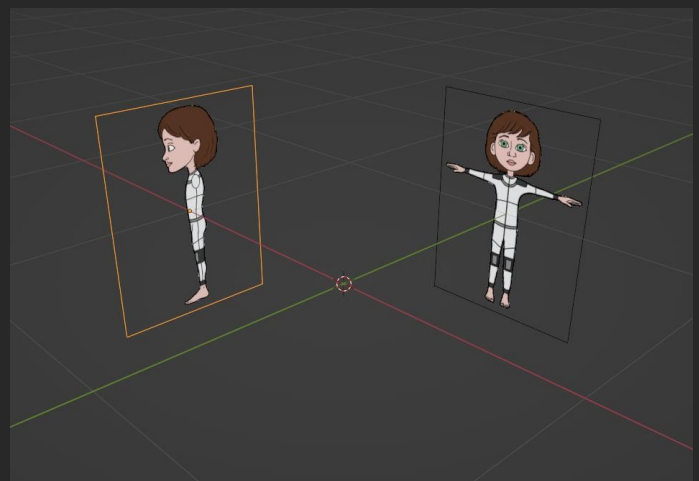


Add the reference images

Repeat this process to add the rest of your images in a similar fashion

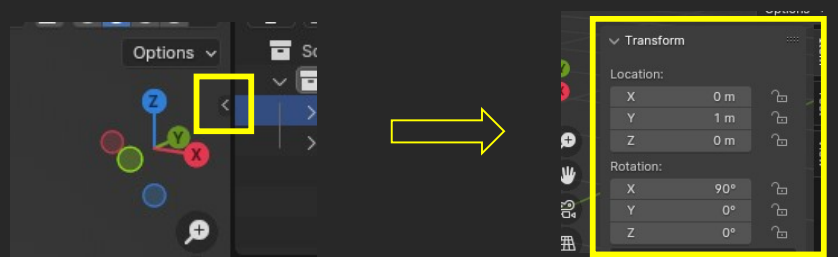
You may need to use different axis (X, Y, or Z) and a combination of transformations to place the other images

Your reference images should look something like this (this will depend on the number of reference images and the images themselves) but the center of each image should intersect one of the 3 axis.



Keep the scale of the images at default for now.

If you would prefer to not use transformation shortcuts, you can open up the transform panel and edit the values directly

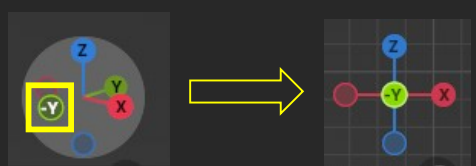


Add reference cube

Shift+A to create a new cube [Mesh -> Cube]

Scale it so that the height matches the desired height of your character and the bottom of the cube sits on the X-Y plane

You may find it easier to switch viewpoint for this, you can do this using the gizmo in the top right corner



Fun fact: this also switches your perspective to orthographic

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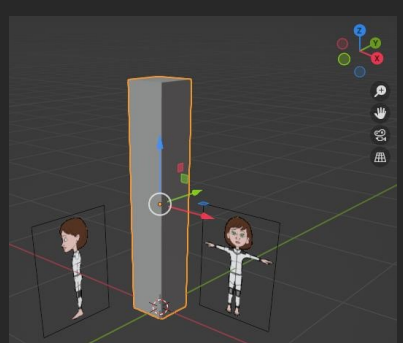
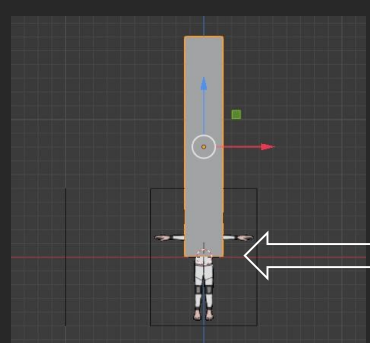
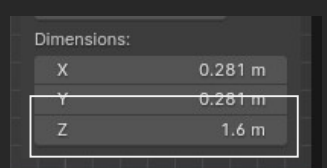
You should have a pillar-like object that looks something like this:







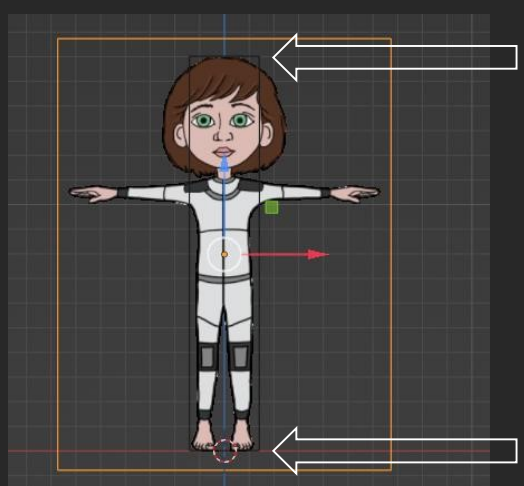
Bottom of cube is on the X-Y plane and height (Z) matches character

Scale and move reference images to match cube

Use transformation panel to scale and move your front reference image so that the bottom of the cube is at the same level as the bottom of the feet, and the top of the cube is at the same level as the top of the head. You may need to move the reference images in multiple axis to make sure it is centered.

To make this easier, press Z and select “Wireframe” so that you only see the outline of the cube

Scale the images uniformarly so that that the proportion of the images stays the same.



Top of black cube is on same level as top of head

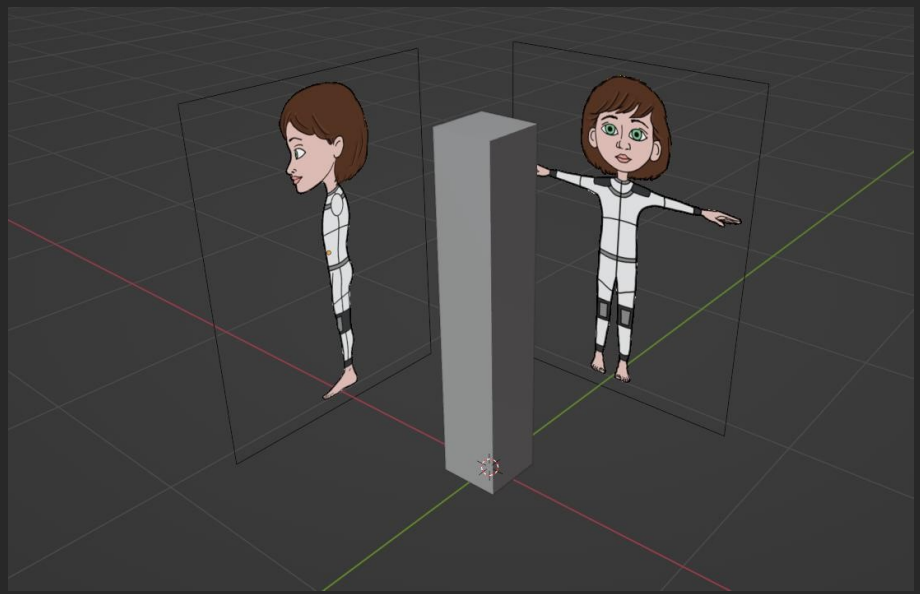
Bottom of black cube is on the same level as bottom of feet

Scale and move reference images to match cube

Repeat process for the other images (you will want to switch between different viewpoints for this)

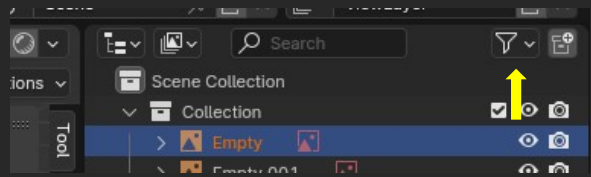
When done, press Z again and select “Solid” to show the cube faces

Your scene should look something like this:

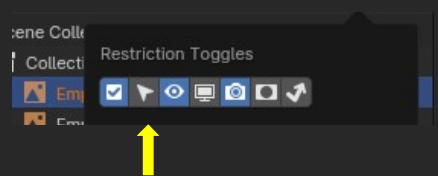


Lock objects in place

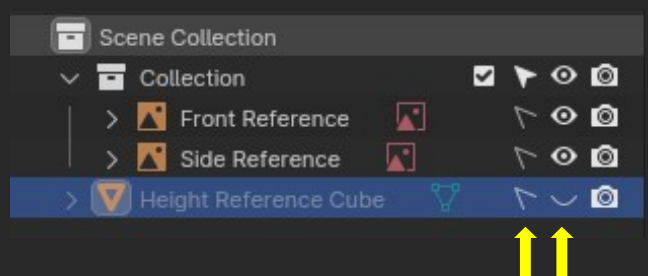
Click on the Filter icon in top-right corner of the hierarchy panel



This allows us to enable “Selectable” as a restriction that we can enable/disable on objects.



Double click on objects in the hierarchy to rename them, then set all of them as unselectable. Also set the height reference cube to invisible



This is a precaution so we don’t select and move our reference images by accident, and we wont need the height cube for now.

Set reference image opacity

To make modelling easier, reduce the opacity of your reference images.

My suggestion is 0.3 but other values may be more comfortable for you

Repeat for all reference images