

Background Images

Access:

Keyboard shortcut: None

Mode: 3D Editor

Panel: **Properties Panel > Background Pane**

Menu: None

Description:

A background image, or a set of images (side, front, back, top) is very useful when modeling, particularly when using the Edge Extension (Poly-to-Poly) modeling method. The advantage over adding a reference image as a plane (Planes from Images) is that the image remains visible when in Wireframe Mode. A potential disadvantage is that the image cannot be stretched from within Blender.

You designate the images to be viewed from a particular direction (e.g., Right Side NUMPAD-3-KEY) and are only visible when in Ortho View (NUMPAD-5-KEY).

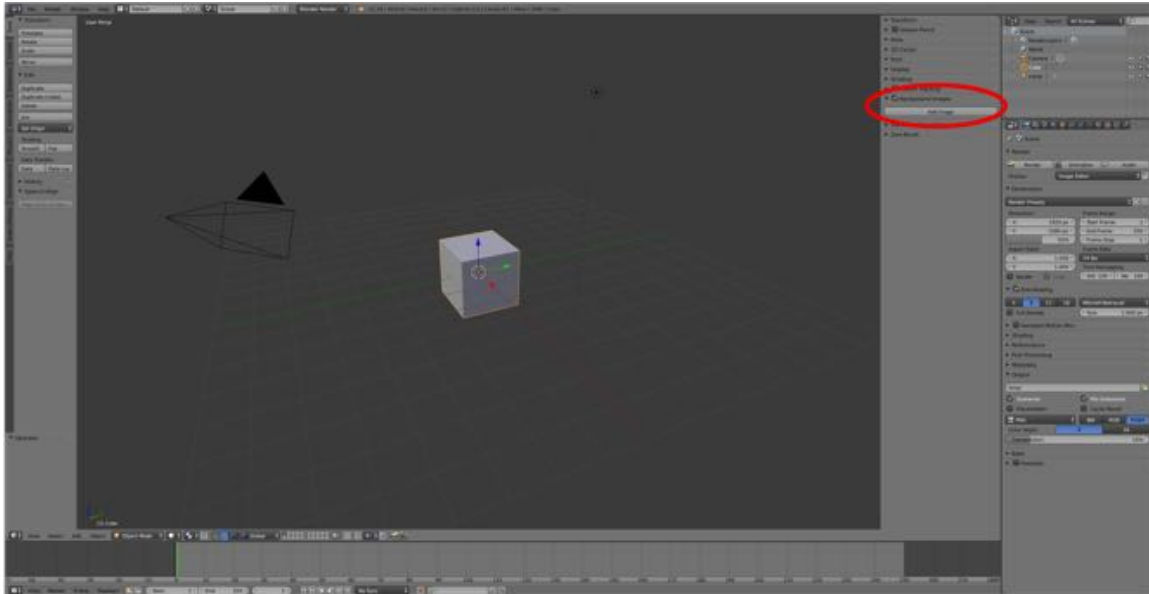
Images can be scaled, moved (left or right, up or down) after they are placed in Blender. The opacity can also be adjusted so that elements (vertices, edges and faces) can be seen more easily when placed on top of the image using Wireframe Mode.

To Use the Tool:

- **Open Blender** and the **3D Editor's Properties Panel (N-KEY)**.
- **Open the Background Pane** and **activate** Background Images by LMB clicking the check box.
- **Select the axis from which the image is to be viewed** (e.g., right, front, back or top).
- **Select Open** to import an **image** or LMB click on the Image Icon to the right to select an image already associated with the Blender file.
- Switch to the selected viewing direction (e.g., right, front, back or top) and Ortho View (NUMPAD-5-KEY).
- Adjust the size, placement and opacity.

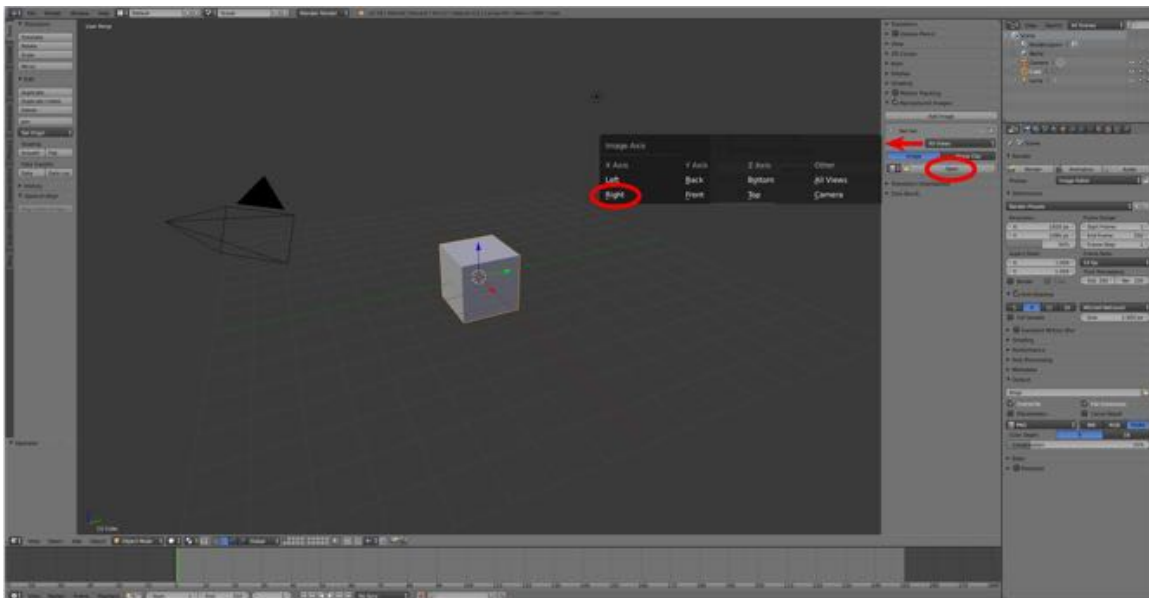
Let's Try It:

- **Open Blender** and the **3D Editor's Properties Panel (N-KEY)**.
- **Open the Background Pane** and **activate Background Images** by LMB clicking the check box.
- LBM click on **Add Image**.



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- **Select the viewing axis to be Right.**

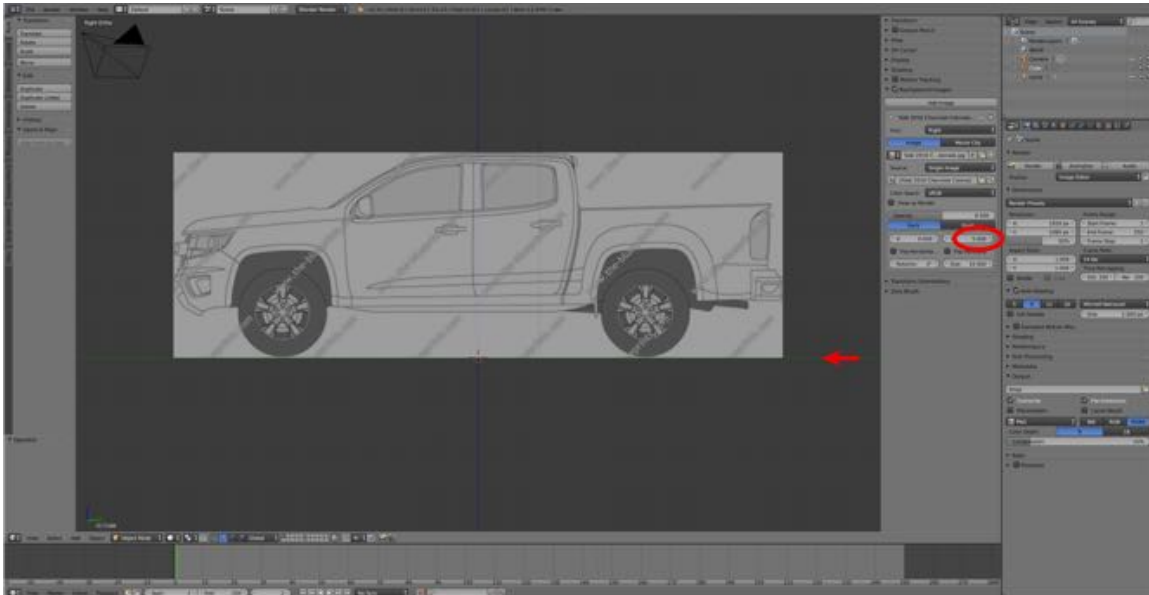


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- **Select Open**, locate and **import an image**.
- **Switch to Right Side View (NUMPAD-3-KEY)** and

Ortho View (NUMPAD-5-KEY).

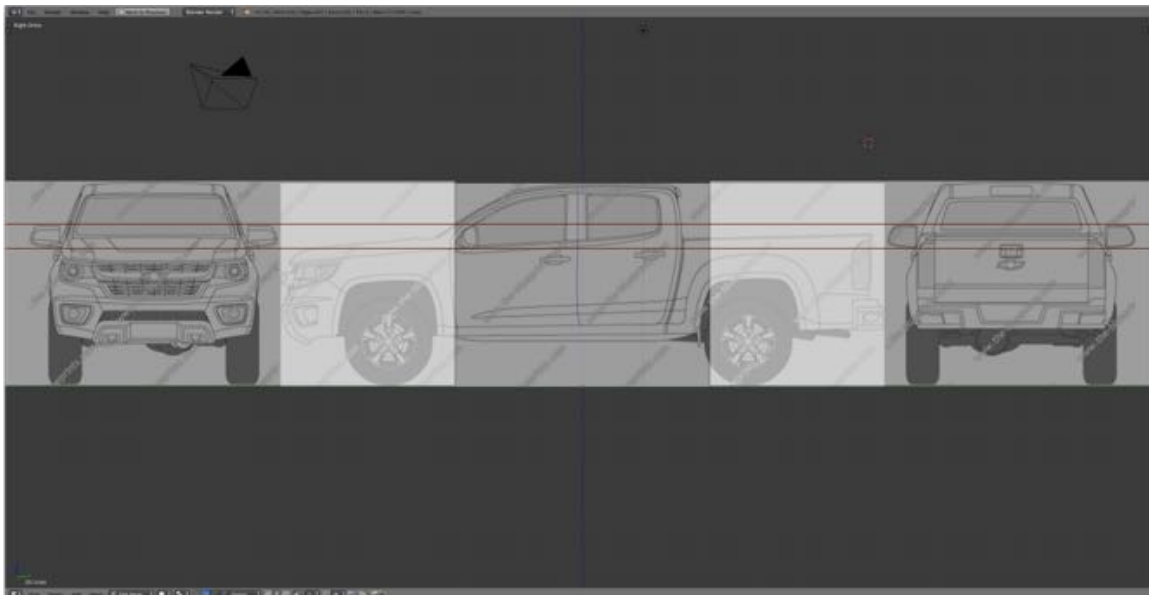
- **Adjust** the size, placement and opacity. (I moved the image up to place it on the Y-axis.)



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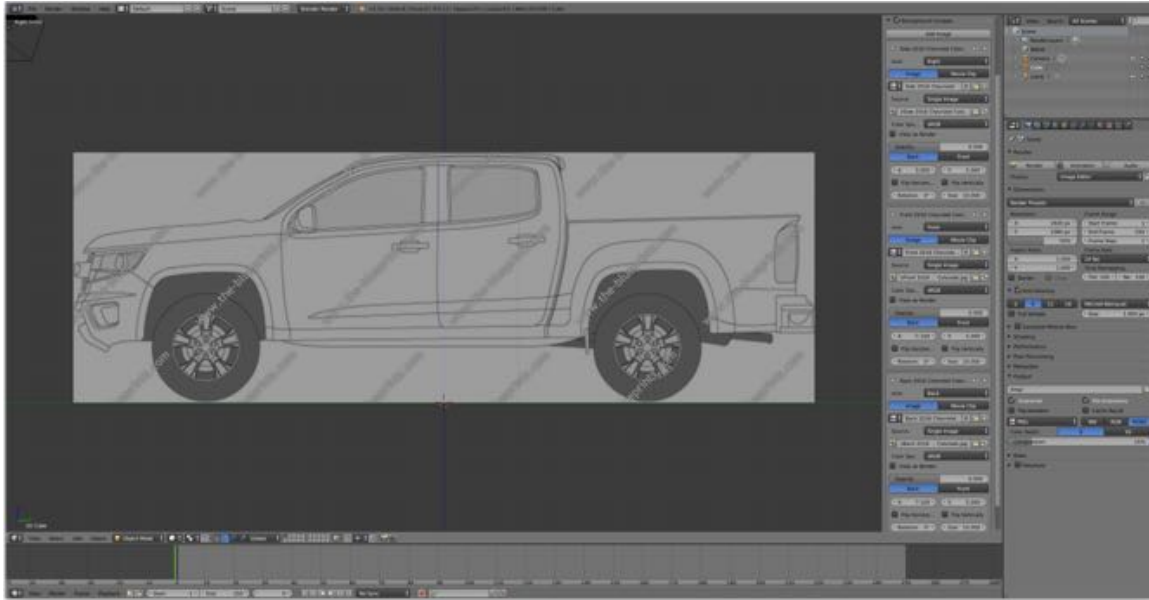
Additional Comments:

When using front, back and side views it is convenient to temporarily place them all in one view (e.g., ring side view) and use “Seam marked” edges (red) to view alignment.



Edges set as seams to mark them in red show the top and bottom of the side mirrors are aligned in all three views.

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Front, side and back views added but only side view currently visible because we are in Right Side View.

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For More Information:

Blender Reference Manual, **Background Images**

https://www.blender.org/manual/editors/3dview/background_images.html?highlight=background