Modeling a Grizzly Bear

Step 01

Modeling - Images

The first thing we need to do is find some images to use as references. In particular, we need a good side profile view. I have chosen to use the following image. It might not be the best if we were going to animated the model, e.g., give it a walk cycle, but for a still model it looks good.

It would also be good to have views of the front (face) and the back and some to see more detail than isn’t visible in the profile image above. I have chosen the following.
Create Project Folder

It's a good idea to start organized by creating a project folder. I called mine “Grizzly Bear Project”. Within I created a folder called Images in which I have stored all of the images I accumulated for the project. I also have created a folder called Grizzly Bear Blender Files to store all my saved Blender version of the project.

It's also a good idea to place any files you are going to import into Blender in the Grizzly Bear Blender Files folder. We are going to import the Grizzly Bear Right Side Profile image. The image can be obtained here (see website).
• Place the Grizzly Bear Right Side Profile image in the Grizzly Bear Blender Files folder.

Viewing Images in Blender

It is handy to have the reference images loaded into Blender so that they can be seen. The lower right-hand corner of the screen is convenient since we don’t need all the space that the Properties Editor is occupying.

• Close all of the panes in the Properties Editor then LMB click the lower or upper of the Splitter manipulator Widget Tool (hatched area) (see website) and drag into the editor to split the editor in two.
  • LMB click on the Editor Selection Icon in the lower left-hand corner of the header of the new editor frame and change it to a UV/Image Editor.
  • LMB click on the Image Menu in the header and select Open Image.
  • Open the Grizzly Bear Right Side Profile image.
  • SCROLL or use the NUMPAD-PLUS-KEY and NUMPAD-MINUS-KEY to enlarge or shrink.

When need be, the image can be viewed larger.

• Hover the mouse cursor over the image and press SHIFT + SPACEBAR to have the editor fill Blender’s interface window.
  • SCROLL or use the NUMPAD-PLUS-KEY and NUMPAD-MINUS-KEY to enlarge or shrink the image.
• Press SHIFT + SPACEBAR again to shrink the editor back to the corner of the interface.

**Importing the Image as a Plane**

We also need to import the image into the 3D Editor to reference for modeling using the Import Images as Planes Tool (see website).

• Delete the Default Cube (RMB select > X-KEY > Delete).
• In the Information Editor’s File Menu select Import and then Images as Planes and locate and select the side profile image of the grizzly bear.
• Bring the 3D Editor’s Properties Panel into view (N-KEY) and open the Shading Pane and check Texture Solid.
• Open the Transform Pane and under Rotation X: enter 90° and under Rotation Z: enter 90°.
• Press the NUMPAD-3-KEY to go to Right Side View and the NUMPAD-5-KEY to go to Ortho(graphic) View.
• Using the Transform Widget Tool (see website) drag the image up so that the bear’s feet sit on the Y-axis (i.e., on the ground).
• Press NUMPAD-PERIOD-KEY to center the image and NUMPAD-PLUS-KEY to zoom in.
Saving Blender Files

Now is a good time to save your Blender file.

- **Press SHIFT + CMD + S-KEY** and **name** the file “GrizzlyBear01” (the .blend extension will be added automatically).
- **Save** the file to your **Grizzly Bear Blender Files folder**.

I like to also save a screenshot of the file for reference.

- Right after you have saved your Blender file, under the **Information Editor’s Window Menu** select **Save Screenshot**. The screenshot will be saved with the same incremental number as the Blender file just saved.
Now we are ready to start modeling.