

Planes from Images

Access:

Keyboard shortcut: None

Mode: 3D Editor: Object Mode
3D Editor: Edit Mode

Panel: None

Menu: **Information Editor: File Menu > Import > Images as Planes**

Add-on:

Blender Add-ons Catalog: Import-Export Scripts

http://wiki.blender.org/index.php/Extensions:2.6/Py/Scripts/Add_Mesh/Planes_from_Images

Description:

The Planes from Images Tool imports an image and creates a plane with the image as the texture. The image can then be used as a background reference image for modeling.

Blender's Background Images Tool also allows you to import reference images, but with Planes from Images you can stretch the image if need be. However, unlike Blender's Background Images Tool with Planes from Images the image disappears when you go to Wireframe Mode, a distinct disadvantage for modeling.

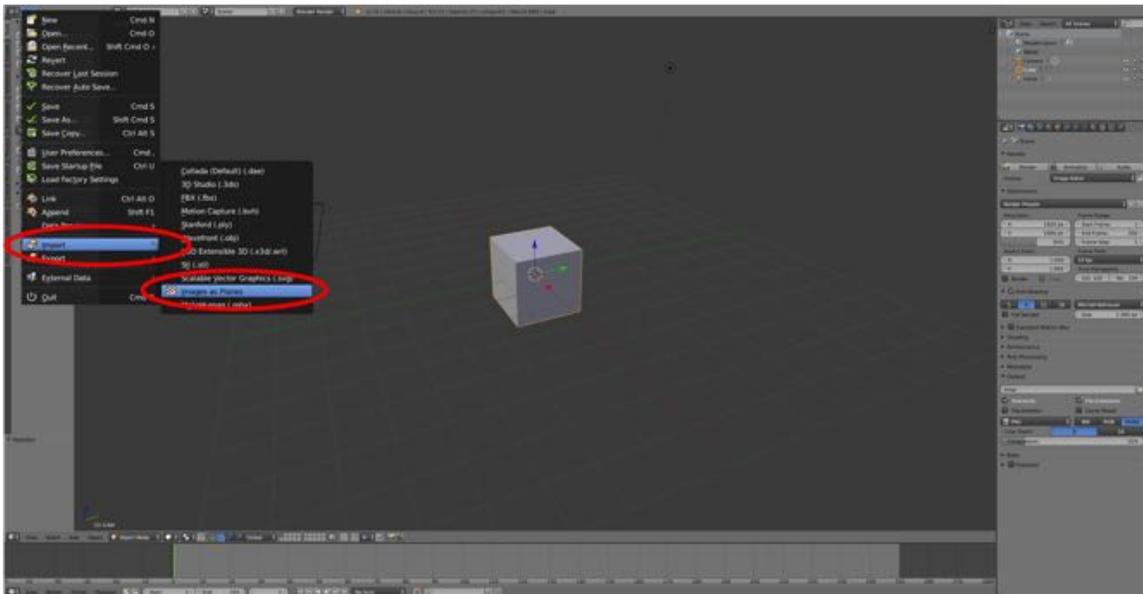
To Use the Tool:

- **Install** the **add-on** if it is not already installed.
(In recent versions of Blender, e.g., 2.76, the add-on has been included in the User Preference Add-ons but it has not been activated.)
- **Go** to **User Preferences**, if you have not already done so, and under the Add-on Tab find the Import Images as Planes add-on and **check the activation box** to the right.
- **Save** your changes by LMB clicking on Save User Preference in the lower left-hand corner and close User Preferences.

- **Open Blender** and in the **Information Editor's File Menu** select **Import** and then **Images as Planes**.
- Bring the 3D Editor's **Properties Panel** into view (**N-KEY**) and **open** the **Shading Pane** and **check Texture Solid**. Now you should see your image.

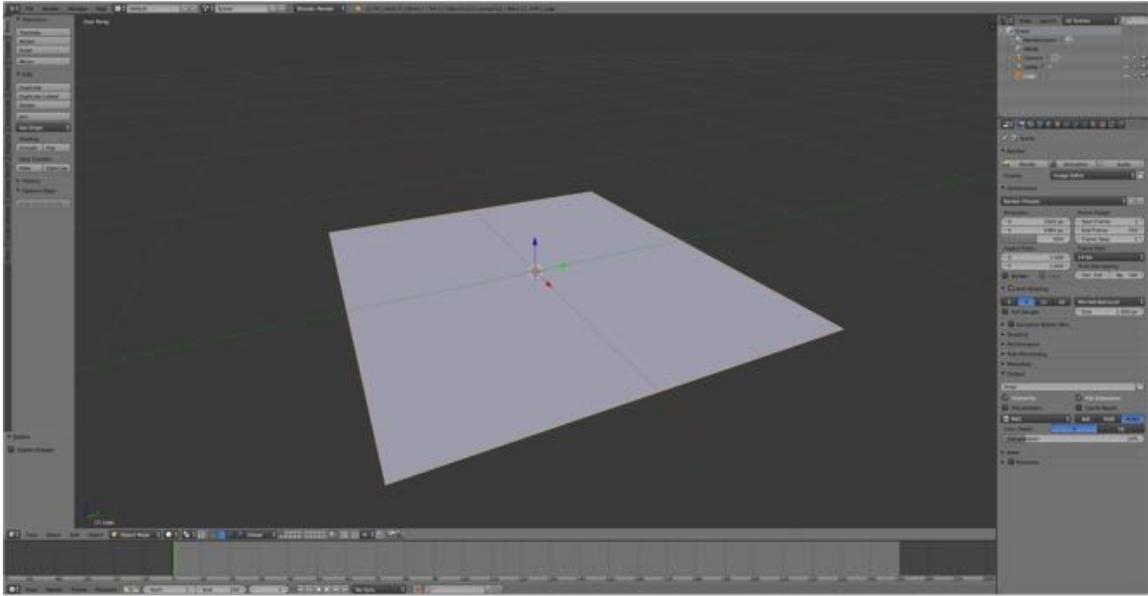
Let's Try It:

- Make a **copy** of the **Blender Logo** at the top right corner of the table of Contents page either by taking a screen shot and cropping or cropping then taking a screen shot (on a Mac the latter can be achieved by pressing SHIFT + CMD + 4-KEY and dragging around the logo. Try to make the image square).
- **Label** the image “**Logo**” and **place it on the desktop**.
- **Open Blender** and in the **Information Editor's File Menu** select **Import** and then **Images as Planes**.



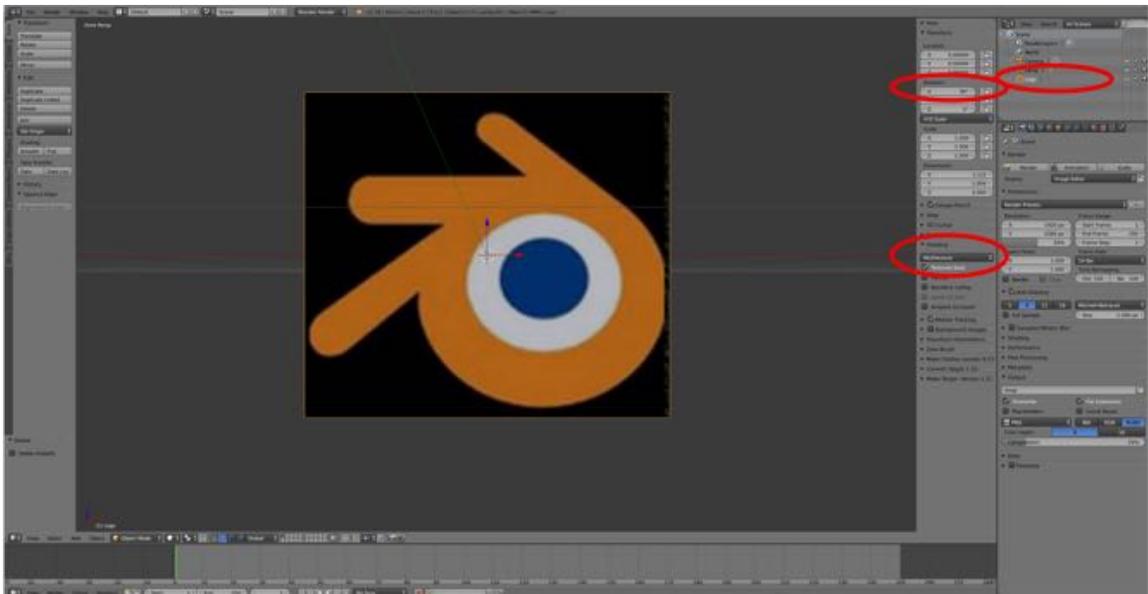
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- Nothing happened? **Delete** (or **hide**) the **Default cube** (**RMB select** > **X-KEY** > **select Delete**). The cube is **hiding** the plane.



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- Bring the 3D Editor's **Properties Panel** into view (**N-KEY**) and **open the Shading Pane** and **check Texture Solid**. Now you should see the logo.
- **Open the Transform Pane** and **under Rotation X: enter 90°** to rotate the logo 90° about the X-axis.
- **Press the NUMPAD-1-KEY** to go to **Front View**.



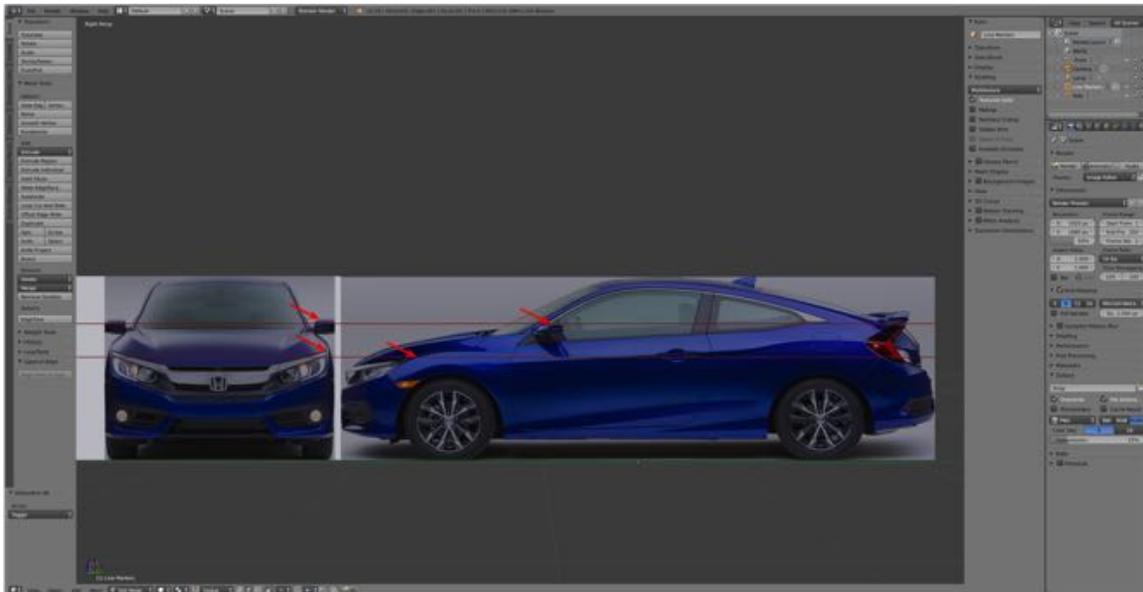
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You could now use this image as a reference for modeling Blender's logo.

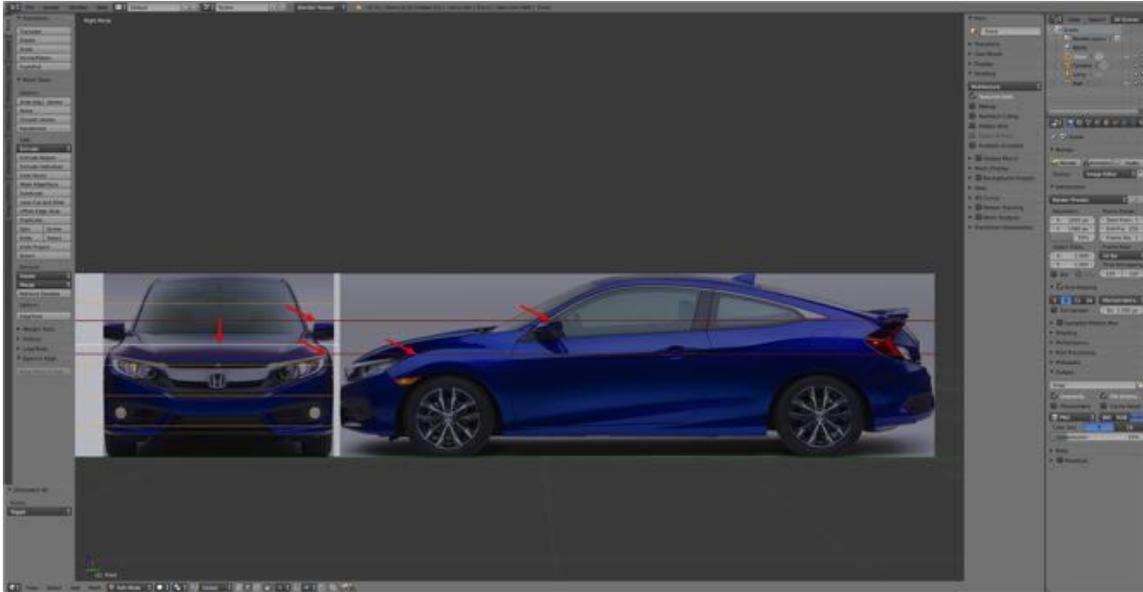
Additional Comments:

The plane created with the Planes from Images Tool is an object like any other in Blender. For example, it can be moved, scaled and rotated. This has some advantages over using the Background Image Tool. You can stretch images imported as Planes from Images.

For example, when modeling an automobile using the Edge Extension Method, it is almost impossible to have three reference images (front, side and back) that line up correctly. One has to choose one image as the primary image (usually the side image) and adjust the other images to match. Using temporarily placed edges, made more visible by marking them as red seams, can facilitate the alignment. Adjustment of the subordinate image (the front image) can be achieved by subdividing the image horizontally and dragging one or more horizontal edges to shrink or stretch the image vertically.



Temporary horizontal marker lines indicate that in the front view the top of the side mirror and the top edge of the headlight do not line up with the side view.



Subdividing the image of the front view (5 times) and dragging the second from the top subdivision down aligns the top of the side mirror and the top edge of the headlight to the side view.

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For More Information:

Blender Wiki, [Planes from Images](#)

http://wiki.blender.org/index.php/Extensions:2.6/Py/Scripts/Add_Mesh/Planes_from_Images