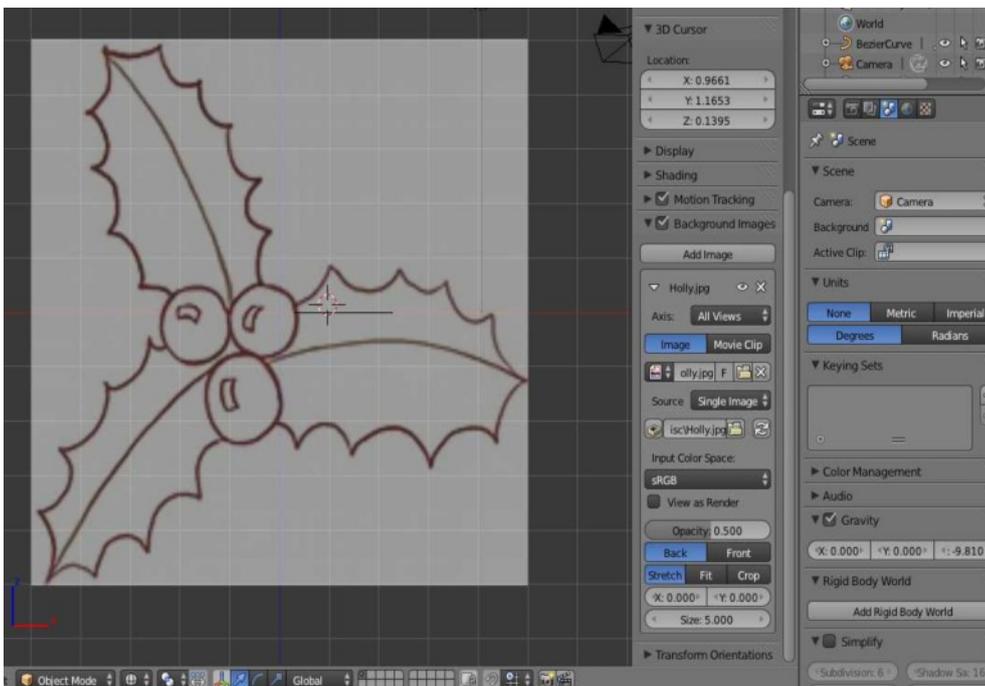


## Project 2 Copy a picture/drawing to make a model.

SET UP Start screen – remove cube and set up screen

Select cube/ delete/ return Numpad 7, 5 (Top view Ortho projection)

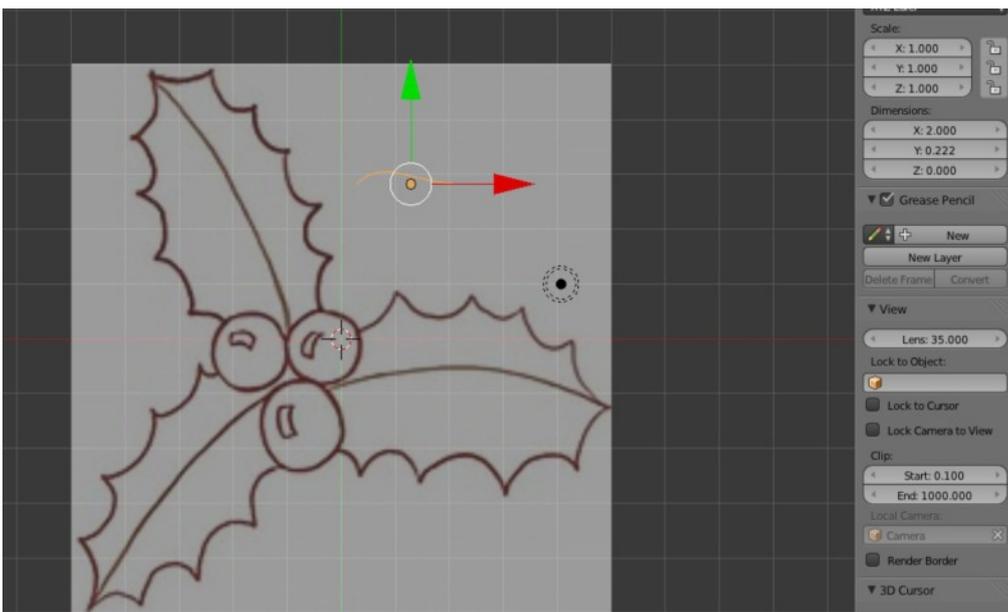
GET PICTURE FOR BACKGROUND



N (properties panel) scroll down to Background image / tick box / add image / browse to file / select / open

Picture should appear on screen. The slightest adverse movement will lose the picture usually Numpad 7.

Trace around the figure using bezier curves.



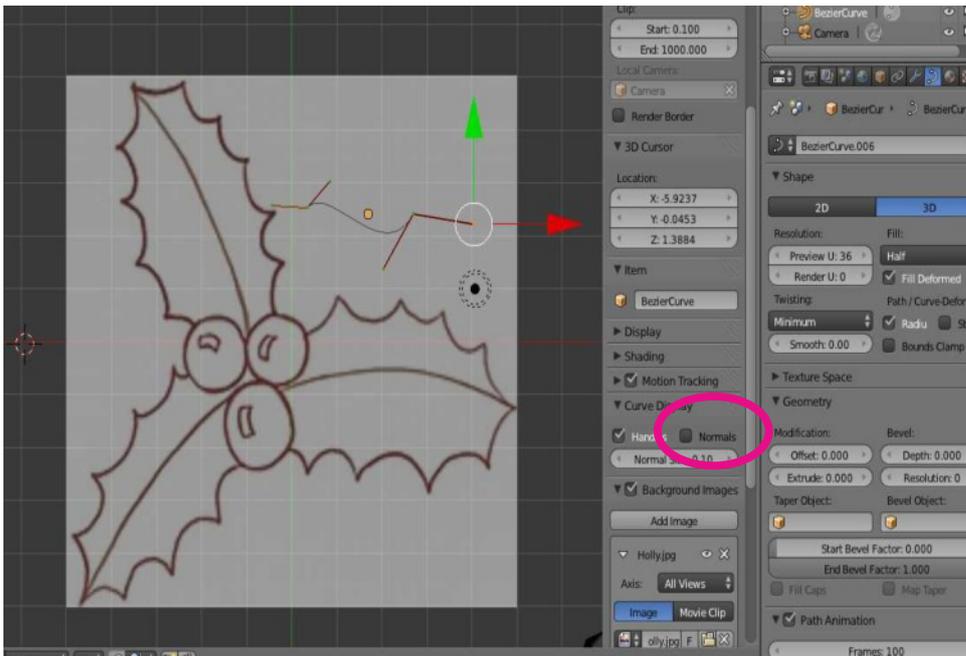
Left click on drawing to set the cursor

Object mode

Add/curve/bezier.

Curve appears in workspace at the cursor.

## Prepare bezier curve for tracing

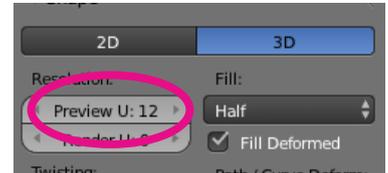


Edit Mode Untick Normals in Properties Panel

Select curve in Detail Rail



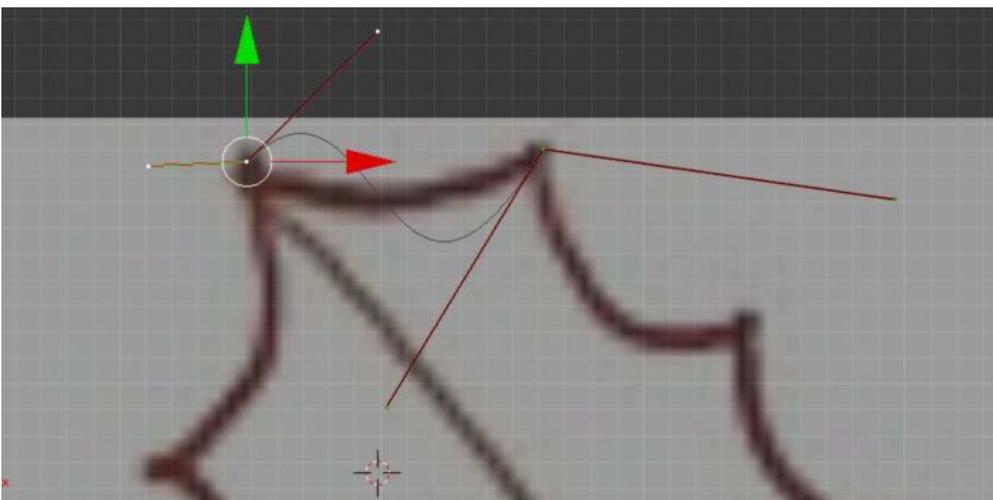
Scroll Down Click on Preview



Set to higher value to get a smooth curve. 24 or 36 say.

Select end of one outer handle press V and select Vector. Repeat for outer handle at the other end. This makes the handles work independently.

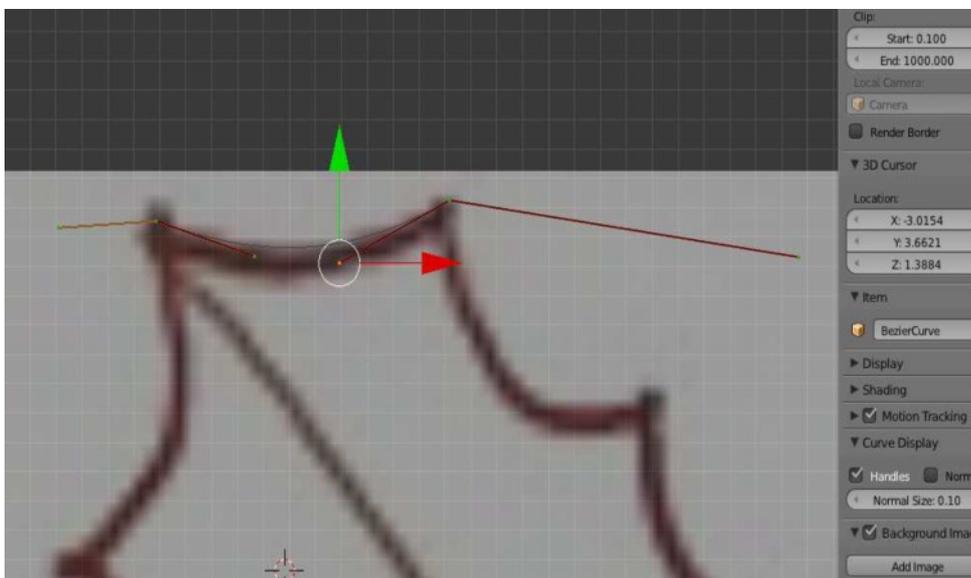
Copy the prepared curve (if needed) Object mode/S+D (duplicate)



Select one end of the curve press G and move to selected point. - usually at start of a curve or line.

Move either by dragging with mouse or using arrow keys.

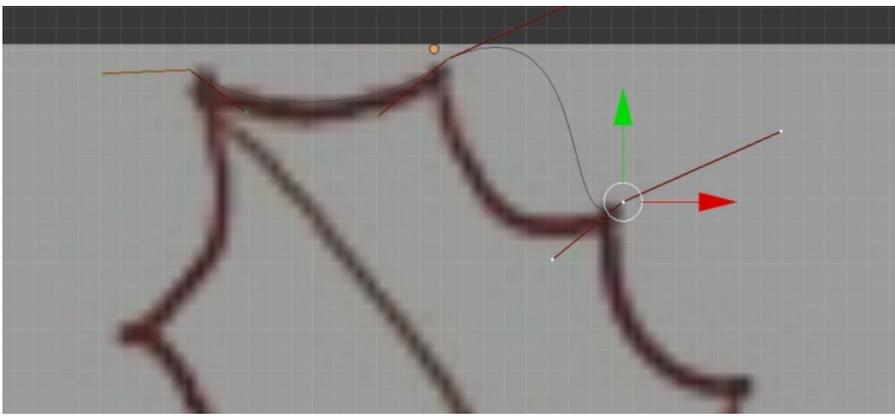
Select other end and move to next selected point.



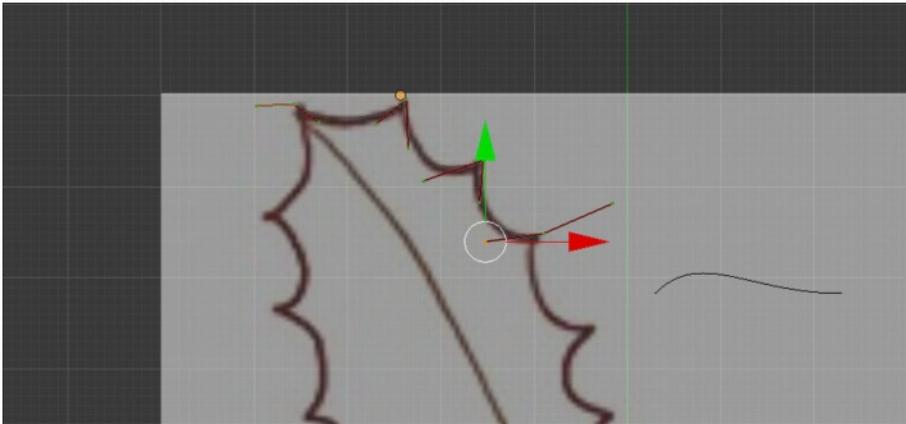
Select one curve handle and move to a tangent to the curve.

Repeat for other end.

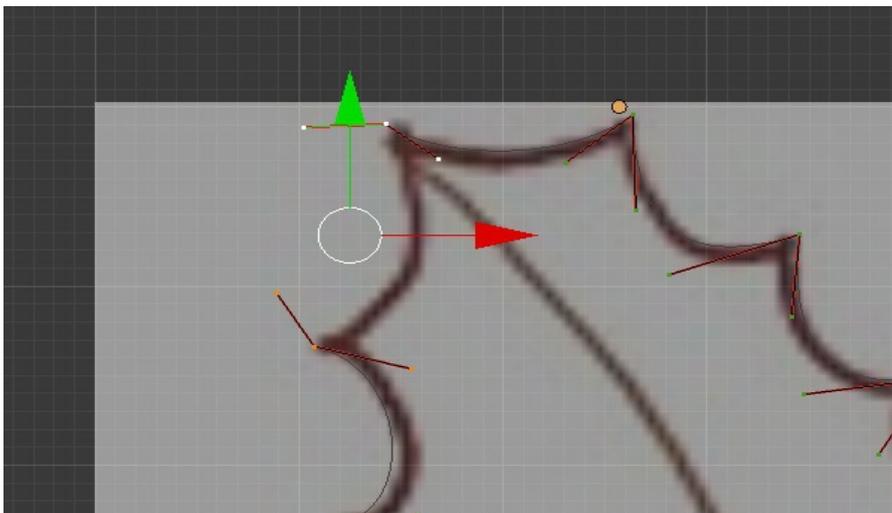
Adjust the length of tangent handles until the curve matches the picture.



Select one end of the curve Press E to extrude and move the end of the extruded to next point.  
Adjust the handles to fit the picture.



Repeat extrusion and adjusting around the outline until reach the start of the last segment

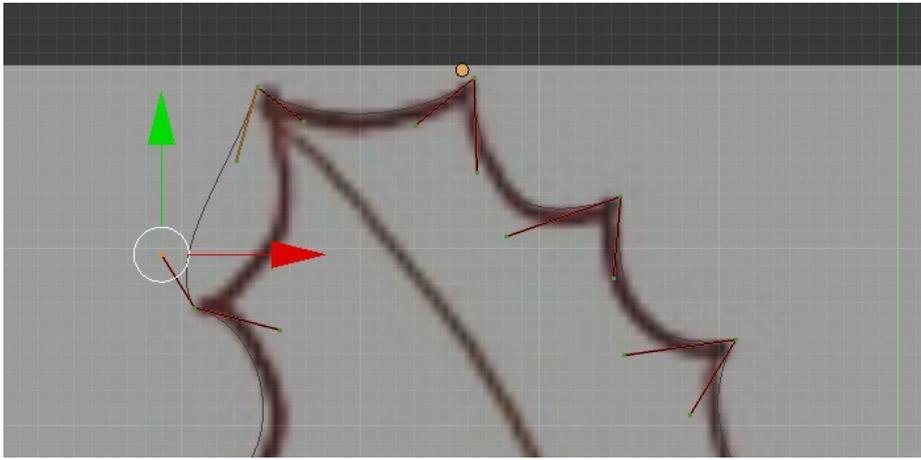


Select end of last curve hold down Shift and select beginning of first curve (end of curve not handles)



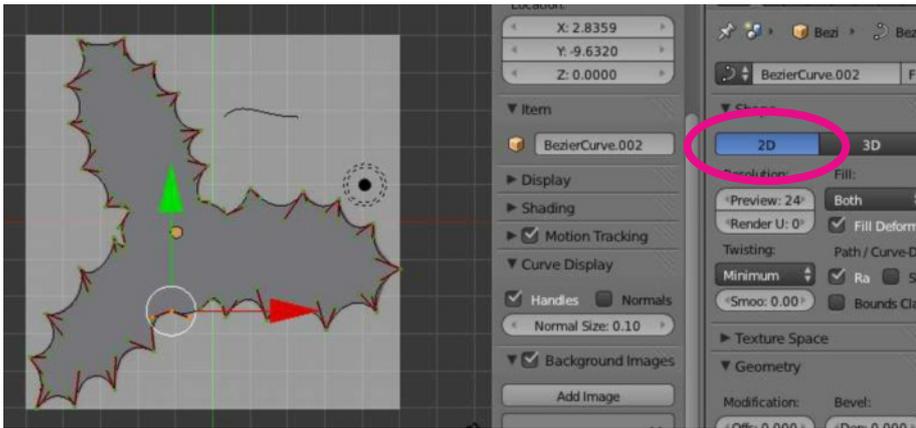
Press F – (create edge)

Adjust handles to fit



Press F – (create edge)

Adjust handles to fit

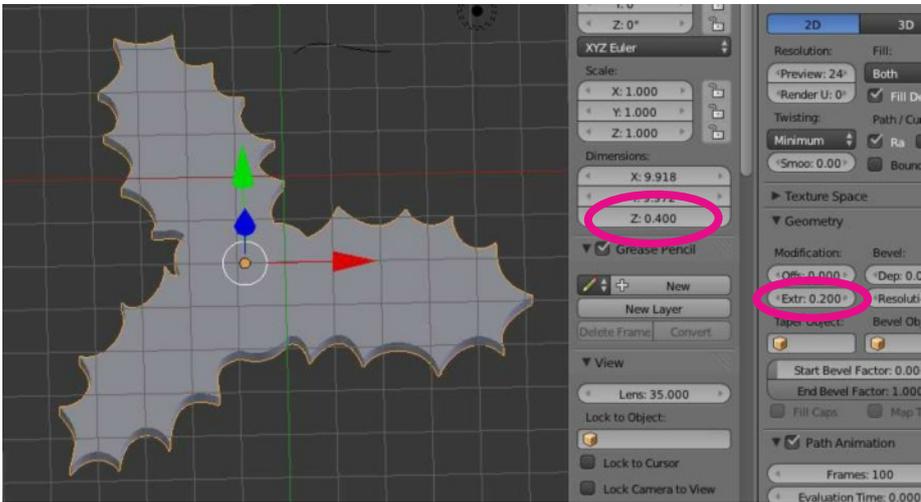


Press 2D to render object.

This can be a bit flakey

Z toggles between rendered and wireframe so if 2D doesn't render press Z.

If that doesn't work then open a new instance of blender and copy and paste the object.



Make 3D by expanding in Zdirection. In Detail panel Extr put in arbitrary figure in this case 0.2.

Set Z dimension to required value in the dimension frame of the Properties panel

This can be made into a Christmas tree bauble. The file for the Holly is available. Holly.jpg