

# Modelling with a background

Background image and pre-made model at [tapsanjutut.fi](https://tapsanjutut.fi)

## 1. Making the model

Press N on the keyboard for a new panel on the right.

Browse Background images -Add image – open to open your image

Numpad 5 OR **View Persp/Ortho** at the left bottom menu to change from Perspective view to Orthographic View

Select **View Left** OR Numpad 3. **You'll see the image only with Ortho view and Right View!**

Z to select Wireframe mode

Tab to Edit mode

S to Scale the cube

G to Grab and move it

B to Box select right side

E to Extrude it

Mesh -> Vertices → Remove Doubles + Merge distance to remove extra vertices when needed

**Expand the cube approximately over the image side view, it doesn't have to fit perfectly**

**Save your project now: if you get a mess you don't have to start from the beginning!**

## 2. UV mapping

Select Edge select, select the seams', cut of the both sides of the car body, the front end and the rear.

Mark seams at Shading UV tab OR "CTRL + E → Mark seam".

Press A to unselect everything, the seams are red lines now.

If you can't finish this or don't understand, download the car model with seams already and open it with Blender. Right click the link and select save to download.

**Check your seams, if they are not perfectly in the right places you'll get a mess!**

Change Default → UV Editing view at the top menu

A to select all

U → UV Unwrap

If the result is a mess try marking the seams again or download (right click the link!) and open the pre-made model from the web page.

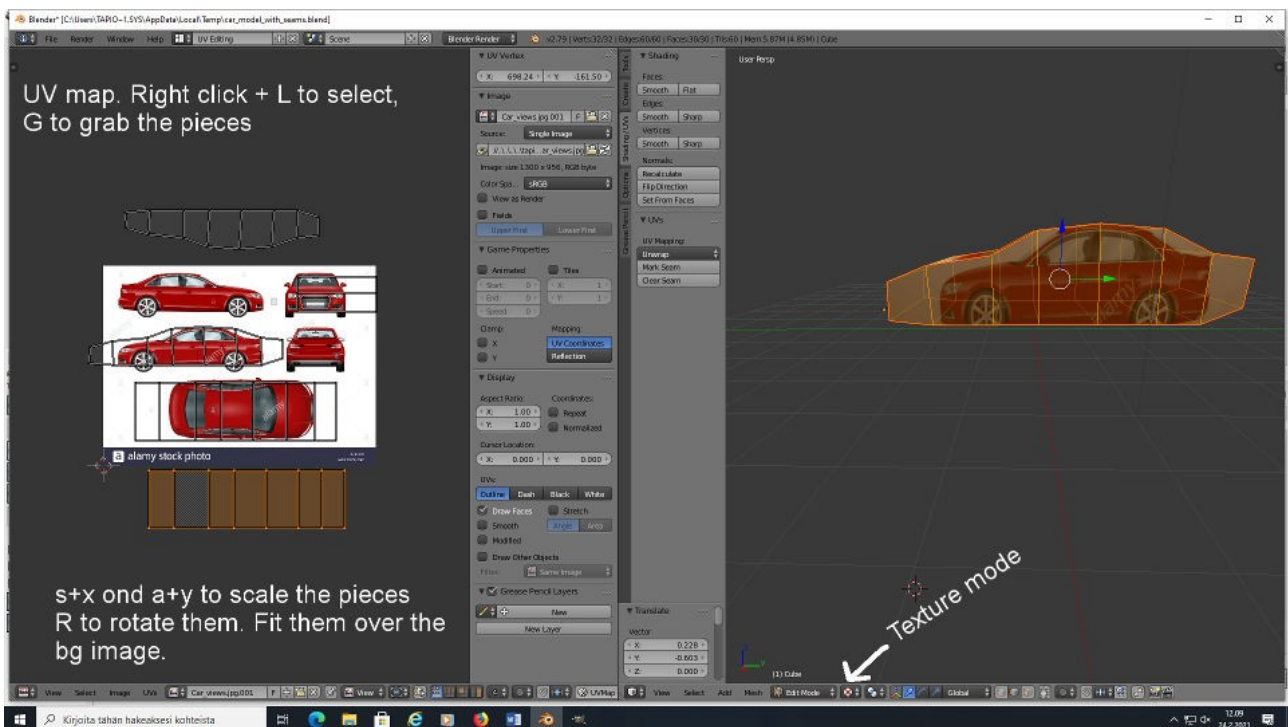
Open the background image in the UV Editor

Click a vertice of in the UV Editor and press L to link all the vertices of that part. Move it with G (Grab) or scale with S if needed. S +X to scale along X, S+Y to scale along Y.

Scale and adjust with the mouse the UV map parts to fit over the background image parts. If you have selected the Keep UV map and Mesh in sync -tab you can see which part is which in the car model.

In the **3D view select Texture view** to see the textures.

Tune the UV map to fit the car body.



Don't forget to save your project from time to time!

In Object mode add lamps to get more light. You can select the lamp and Shift + D to double it. Numpad 7 to see the top view. Add lamps around the mesh.

If you don't have a picture of the bottom or some other part, scale that UV map very small and set it over some continuously coloured black area.

### 3. Adding the wheels

In Object mode Shift +A OR Add → New mesh → Cylinder

Rotate, Scale and move it to a wheels place

Tab to Edit mode

A to select the whole wheel

U → UV Unwrap to unwrap it

On the UV map select a vertice and L to get all the other vertices of it linked, G to Grab and move it, take two wheels out of the stack.

B to Box select the rest of the layers in the UV map, S to Scale them very small and locate on tire to get black surface for the wheels

In Object mode G to Grab and move the tire in the right place, S+X to make it rounder, S to scale the size

Select the wheel and Shift +D to double it. Move the other wheel to the opposite side of the car body, R to Rotate if necessary

Select both wheels, Shift+D to make the second pair, G to move them on the right place

Select the wheels and then the car body, Ctrl +P to Parent the wheels to the body.

Save the result.