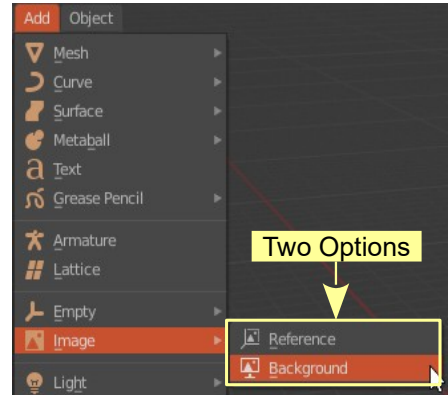


05 Background Images

Figure 05.1

An image saved on the computer may be used as a background to a Scene or as a template for modeling. The image may also be used in Blender's grease Pencil as a template for 2D Animation construction.

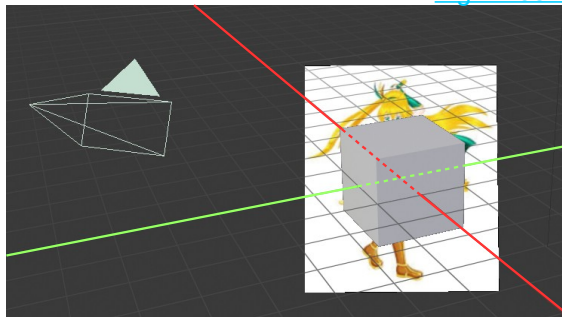
With the Blender 3D View Editor open, an image is entered by pressing **Shift + A Key** or clicking **Add** in the **3D View Editor Header**, and selecting **Image – Reference** or **Background** from the menu (Figure 05.1). You may consider **Reference** to be a template for modeling and **Background** to be a background to the Scene in the 3D View Editor.



Selecting either option opens the **File Browser Editor** where you navigate and find your image on the hard drive. Select the image and click **Load Background Image** or **Load Reference Image** in the upper RH corner of the File Browser Editor.

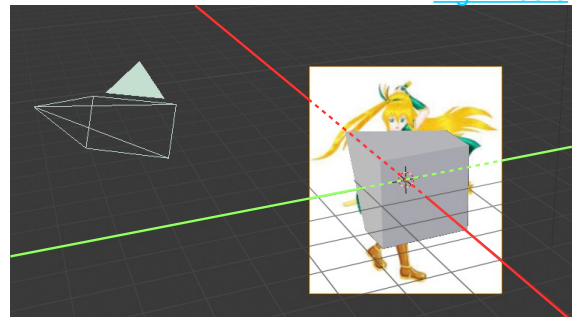
The options enter the Image in two different ways but always with the image center located at the position of the **3D View Editor Cursor** and square on with the **Viewport** (flat to the computer Screen).

Figure 05.2



Background Image

Figure 05.3



Reference Image

Spot the difference? In both Figures the **3D View Editor Cursor** is located at the center of the **World Origin**. The **Background Image** (Figure 05.2) displays behind the Cube Object and will always be behind the Object or any other Object in the Scene no matter where they are positioned. The **Reference Image** (Figure 05.3) is displayed bisecting the Cube. The Cube or any Object may be moved behind or in front of the Image. Of course the Image itself can be moved in the Scene like an Object.

With the Image entered as a **Reference Image** and the Scene rotated by pressing **Num Pad 4** three times you see how the Image is positioned (Figure 05.4). With the Image selected the **Properties Editor, Object buttons, Rotation values** (Figure 05.5) explain how the Image is orientated in the Scene.

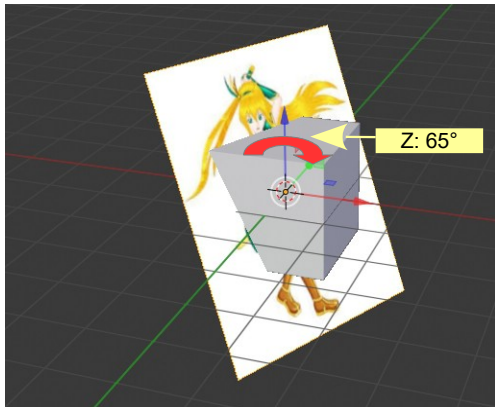


Figure 05.4

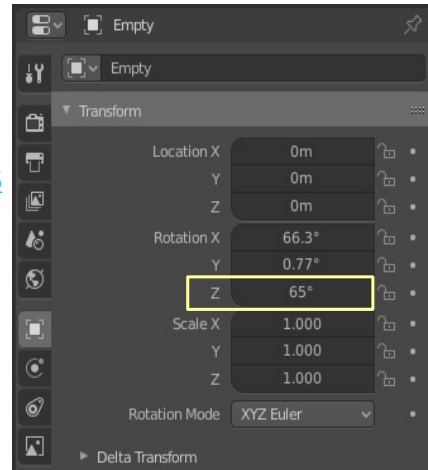


Figure 05.5

Make note of the **Properties Editor, Object Data** buttons for the Reference Image (Figure 05.6) and in particular the **Depth** and **Side** settings.

Figure 05.6

Figure 05.7 shows the same image added as a **Background Image** also rotated as in Figure 05.4.

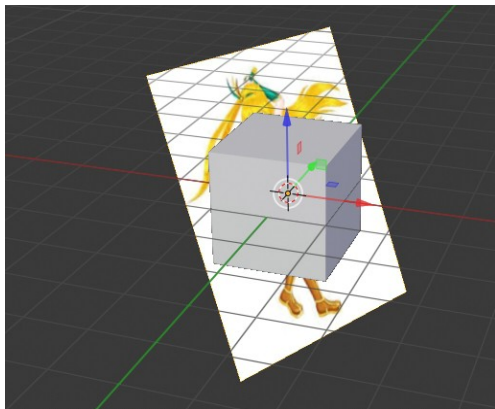
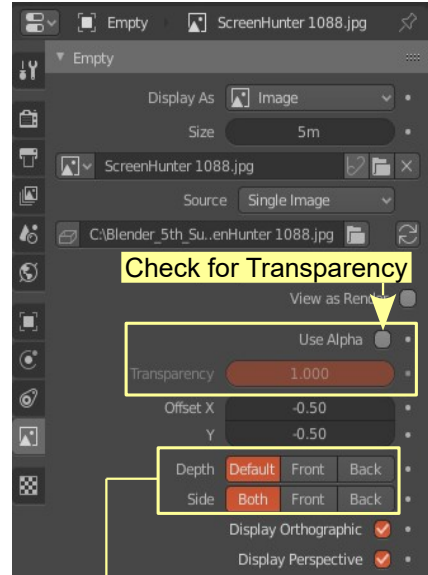


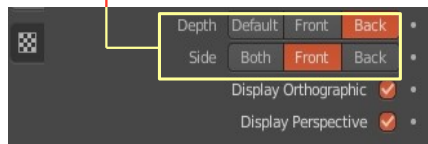
Figure 05.7



Check for Transparency

The **Properties Editor, Object Data** buttons for the **Background Image** are similar except for the **Depth** and **Side** settings (Figure 05.8).

Figure 05.8



It, therefore, follows that by changing the **Depth** and **Side** settings in the **Properties Editor** you can change an Image from a **Reference Image** to a **Background Image**.

Figure 05.9

By checking (ticking) **Use Alpha** you may adjust the **Transparency** of the Image using the Transparency Slider.

Note: The Image is listed in the **Outliner Editor** as **Empty** (Empty Object Figure 05.9).

