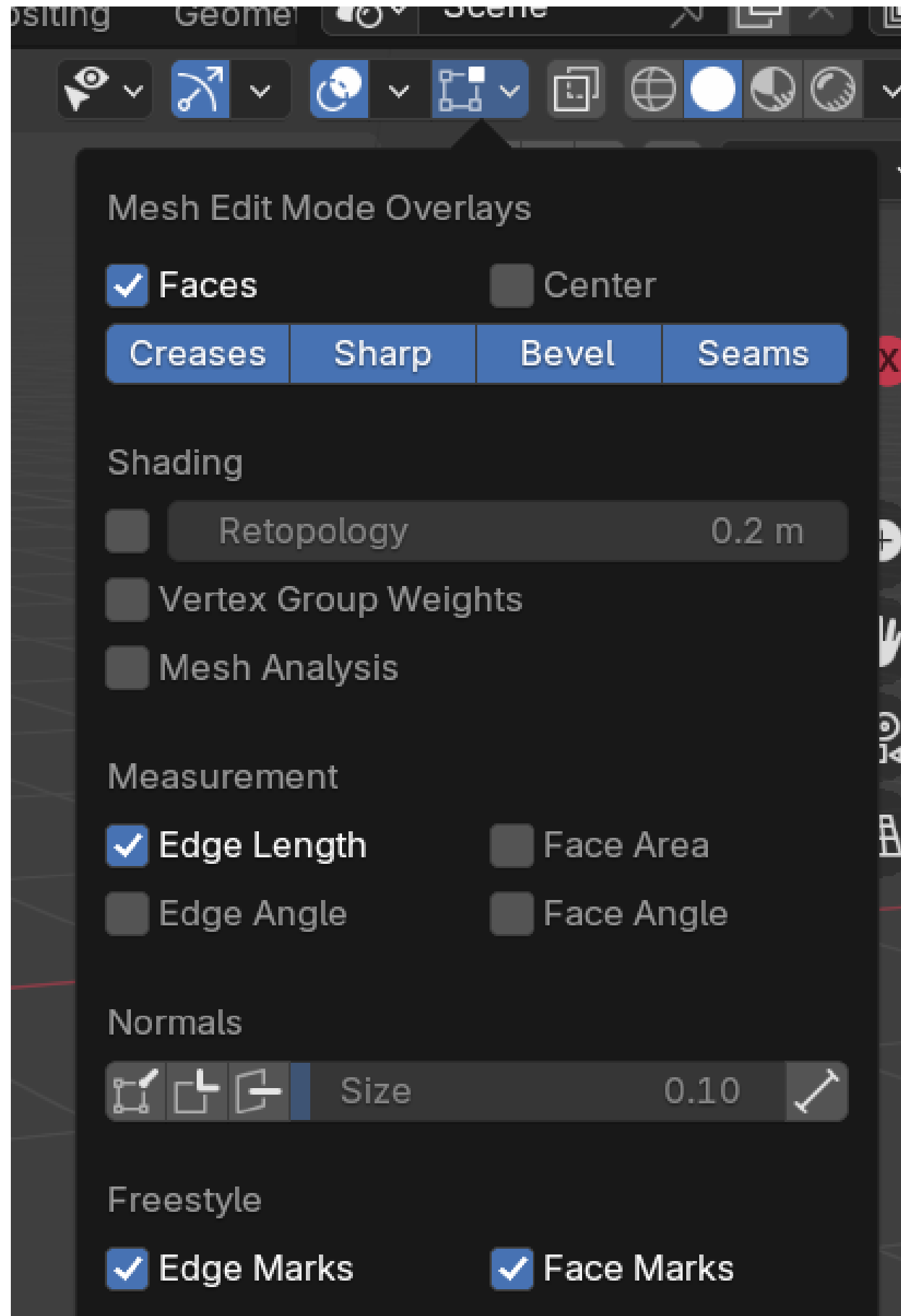


MEASUREMENTS

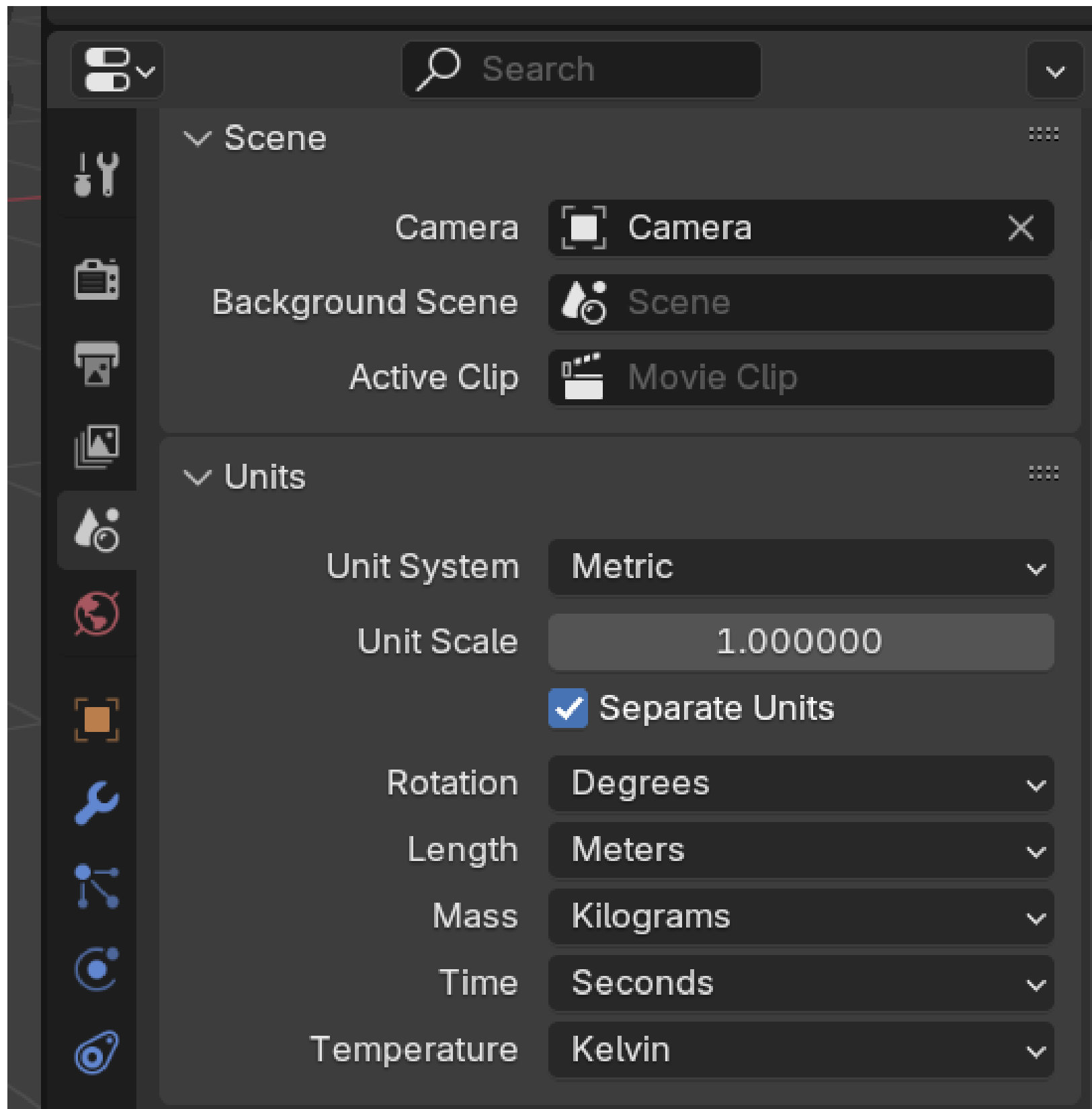
IN

BLENDER



In Edit Mode

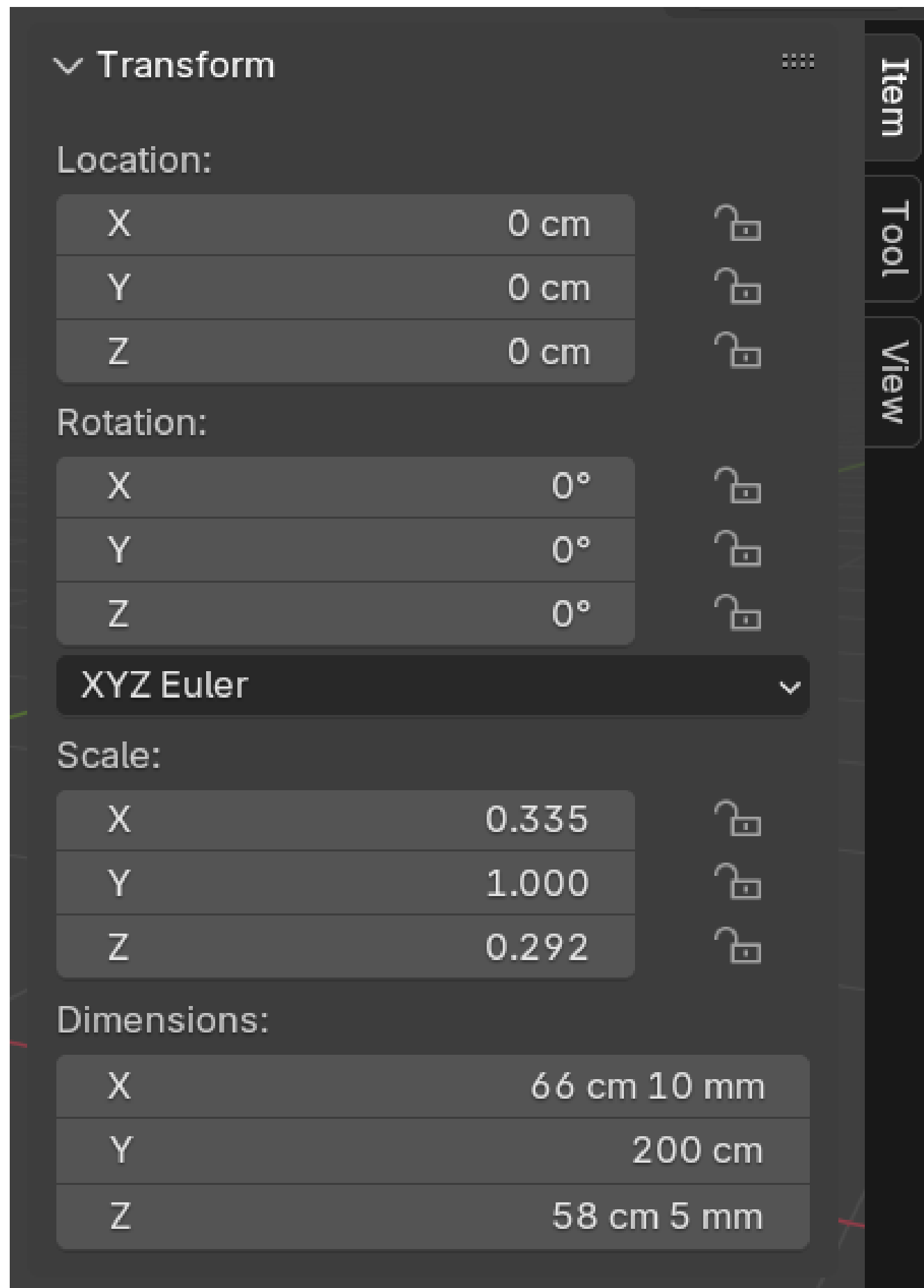
Go to the MESH
EDIT MODE button
and turn on EDGE
LENGTH

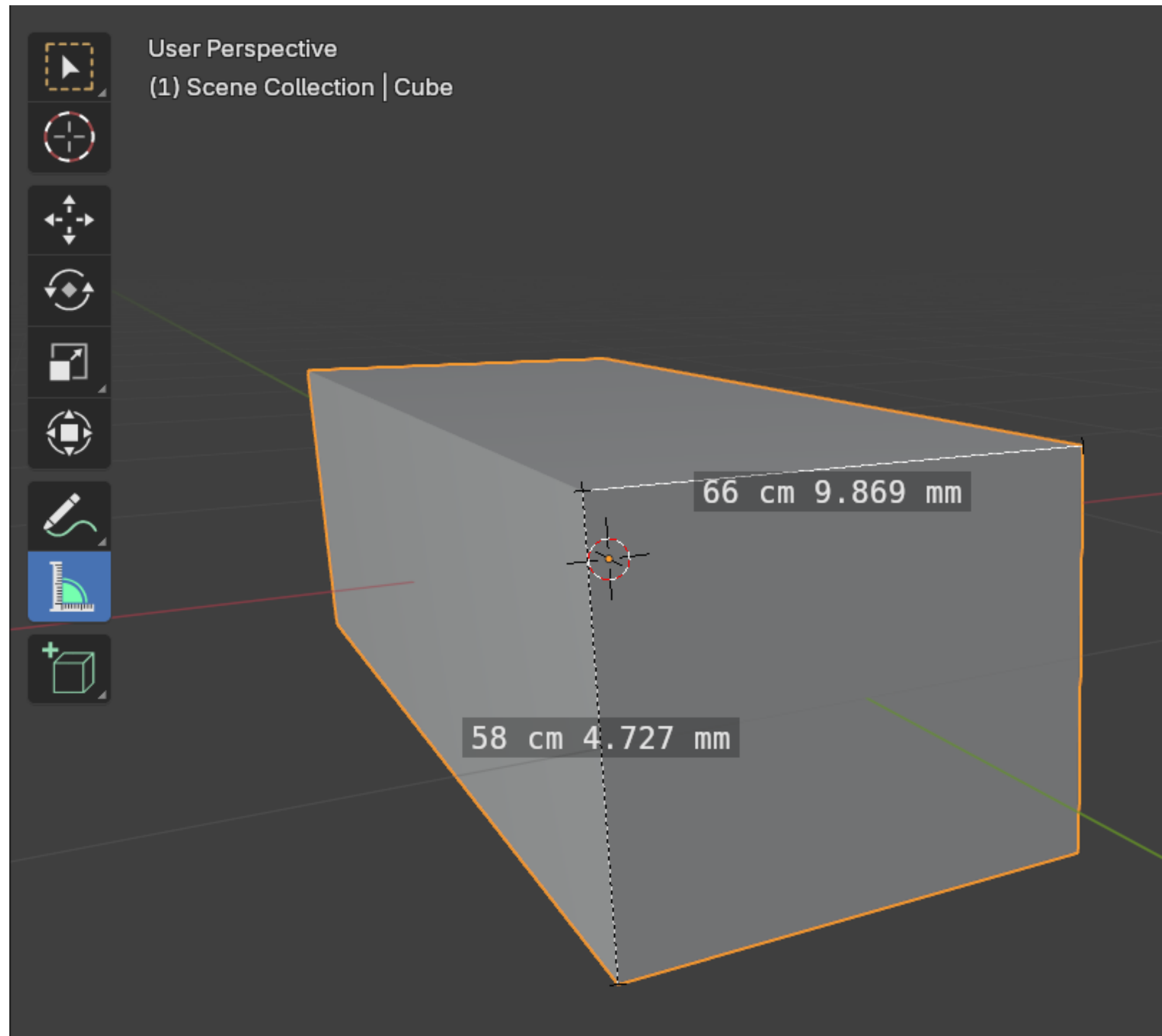


In Properties side
bar go to
SCENE.
You can change the
UNIT SYSTEM
and LENGTH

Press N

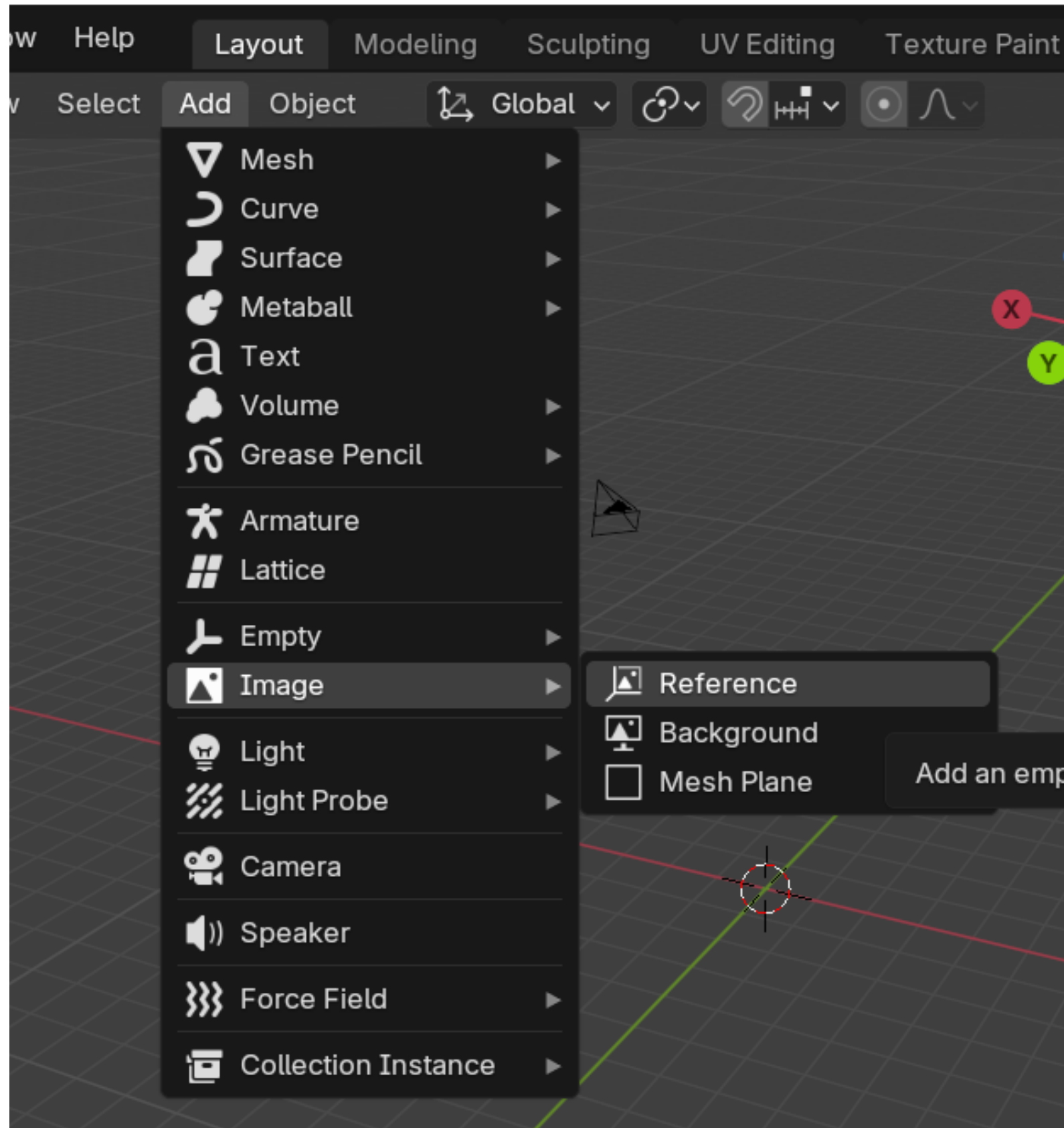
Look at ITEM
and DIMENSIONS
to see your current
sizes



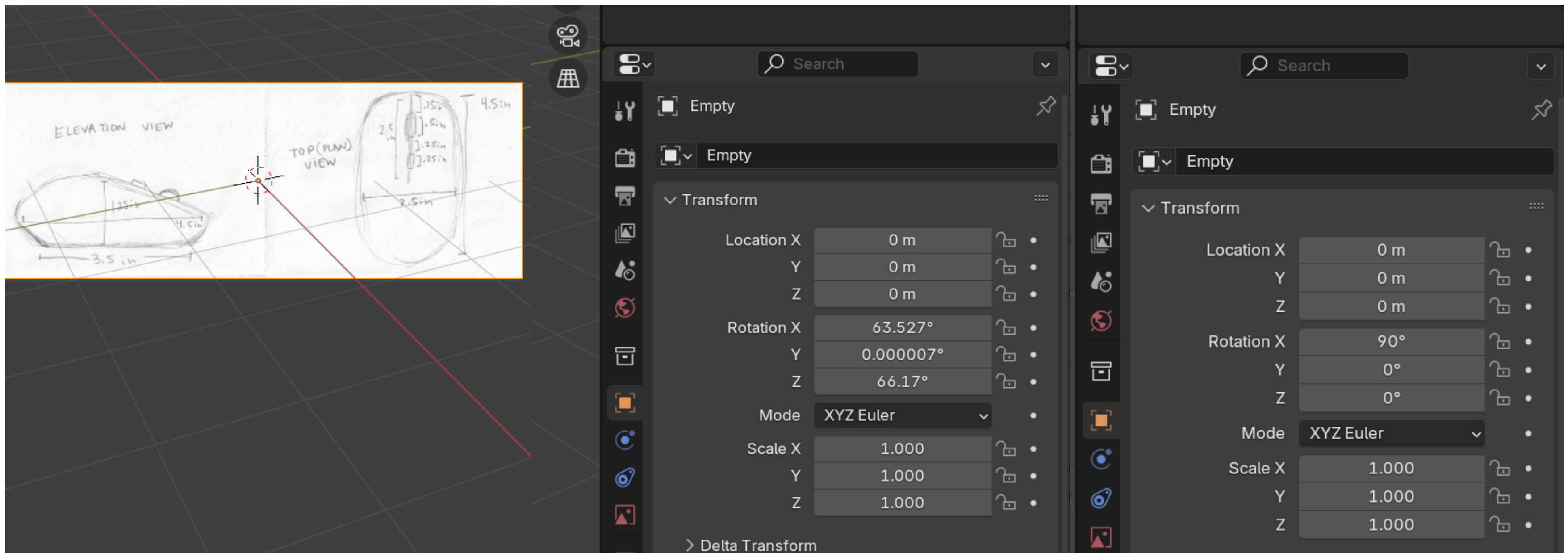


In Object mode,
use the MEASURE
tool, to add
measurements.

Hold CONTROL to
snap to the corners
before you drag.



Import your drawing to help you model your object.



Adjust the rotation settings to make the image flat.

Some of our images, were NOT drawn perfectly to scale, so you can use them to help you plan your drawing but your 3D model may be slightly different.