Turn an image into a 3D model

Prepare a front image in an A-pose or a T-pose, add it to an image to 3D model, check the settings, generate, and inspect the back and the wireframe.

GUIDE Step 1 · Learn

IN SHORT

- Start from one image: the character from the front, standing, arms away from the body, whole body in frame, on a plain background.
- An A-pose is the most common choice; a T-pose works too.
- Orbit around the result and check the back: the model guessed everything the image did not show.

You need ✓ Credits for one 3D model, on any plan; the example uses Tripo P2
✓ A full body image of your character on a plain background

This lesson turns one image of a character into a 3D model.

Prepare the image

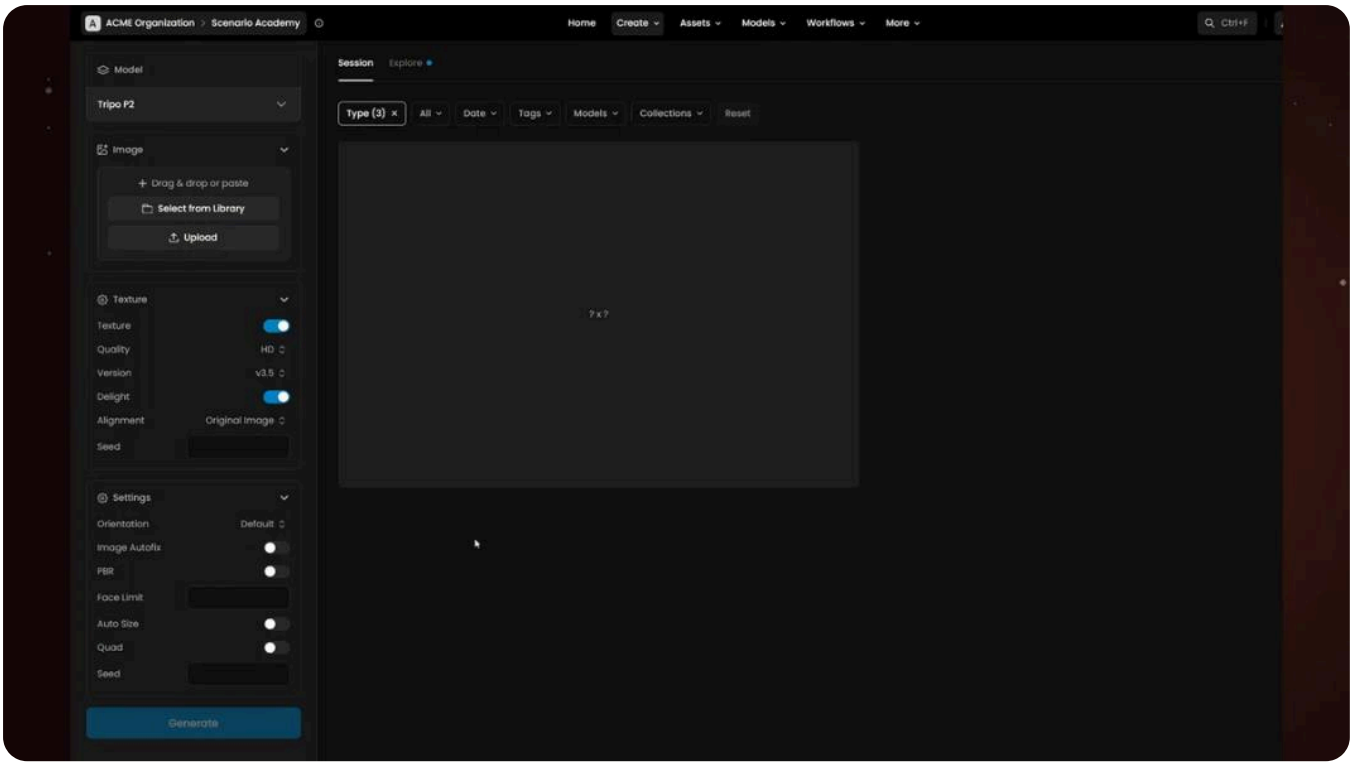


Everything starts with the image. Show your character:

- from the front, standing,
- with the arms away from the body,
- the whole body in frame,
- on a plain background.

This is an **A-pose**, the most common choice. A **T-pose**, with the arms straight out to the sides, works too. This lesson continues with the A-pose.

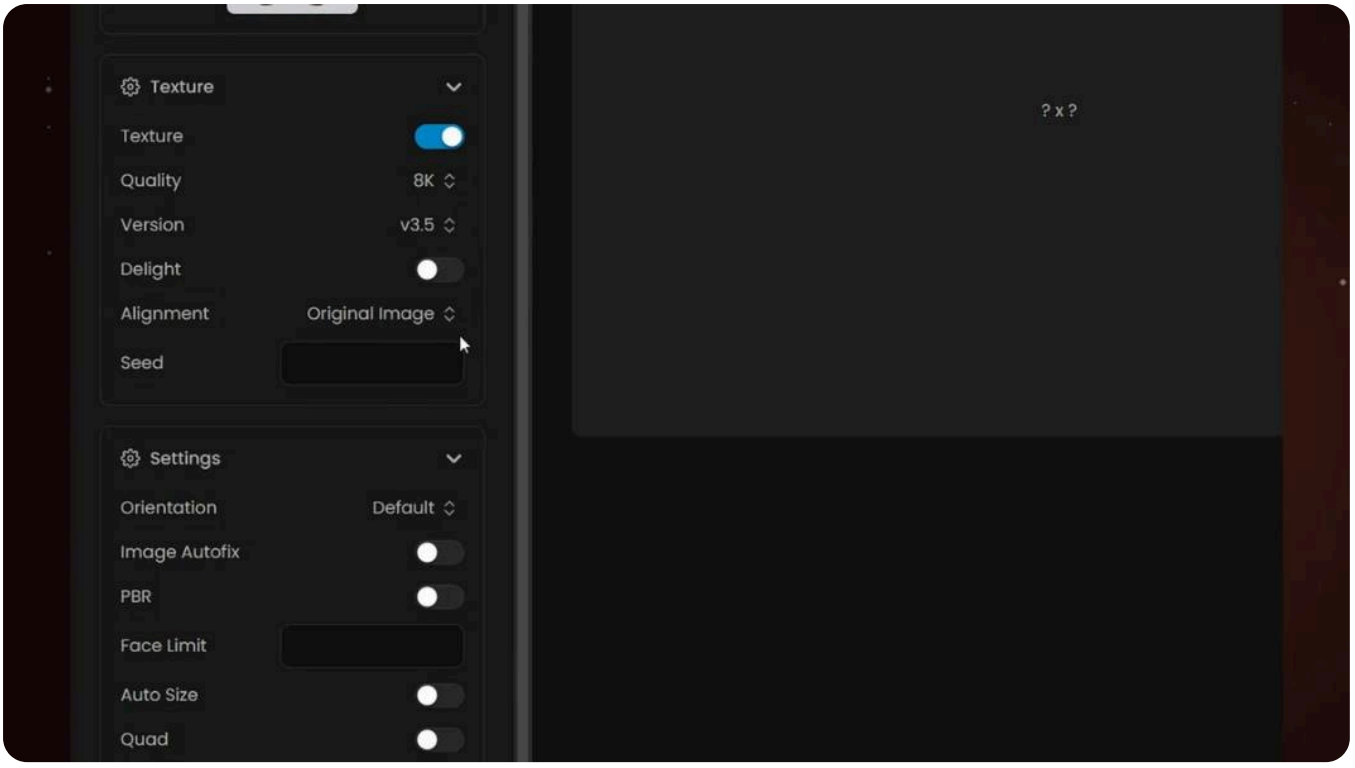
Open 3D and add the image



Open **Create**, then **3D**, and pick an image to 3D model from the model bar: here, **Tripo P2**.

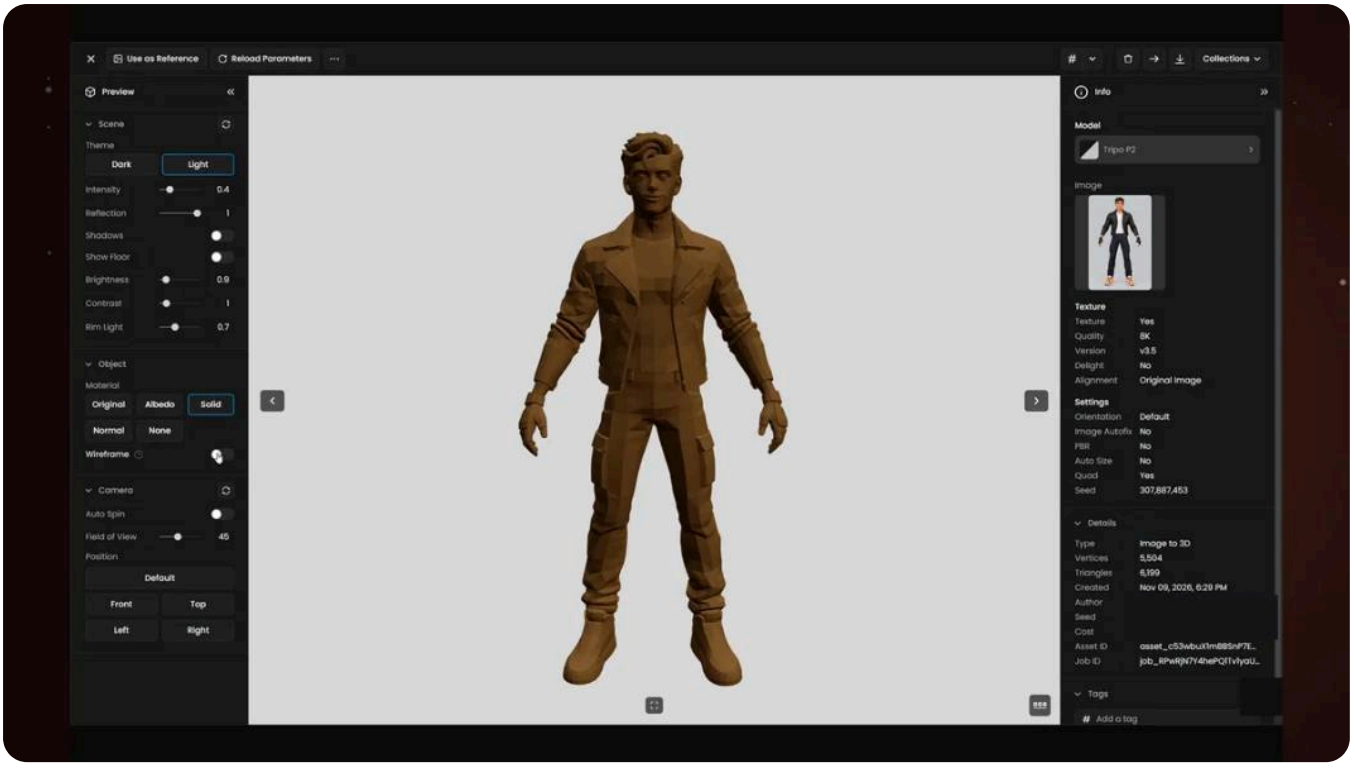
Add your image: upload one, or choose it from your library.

Settings



- The settings are the ones from lesson 1: **Texture**, **Quality**, **Face Limit** and **Quad** topology.
- Some options depend on the model, like **Delight** and **Alignment** here. Read what each one offers before you generate.

Generate and inspect



Click **Generate**. You can keep working while the model builds.

Orbit around the result and check the back: the model had to guess everything the image did not show. Turn on the **Wireframe** to check the topology, and use the panel on the right for the settings and the triangle count.

Related

Make your first 3D model from text

Turn several views into a 3D model

Process your 3D model

For All roles Page 2 of 11 in 3D

Verified in Scenario on Nov 10, 2026.