Turn several views into a 3D model

Make four matching views with an image editor or a turnaround workflow, add them to a multi view model, generate, and compare the back with a single image result.

GUIDE Step 1 · Learn

IN SHORT

- One image makes the model guess what it cannot see; more views stop the guessing.
- Keep the same proportions, angles, light, background and pose in every view.
- Each slot of a multi view model takes one view: front, left, back and right.

You need
- ✓ Credits for the views and one 3D model; the example uses Tripo P2 Multi View
- ✓ Front, left, back and right views of the same character

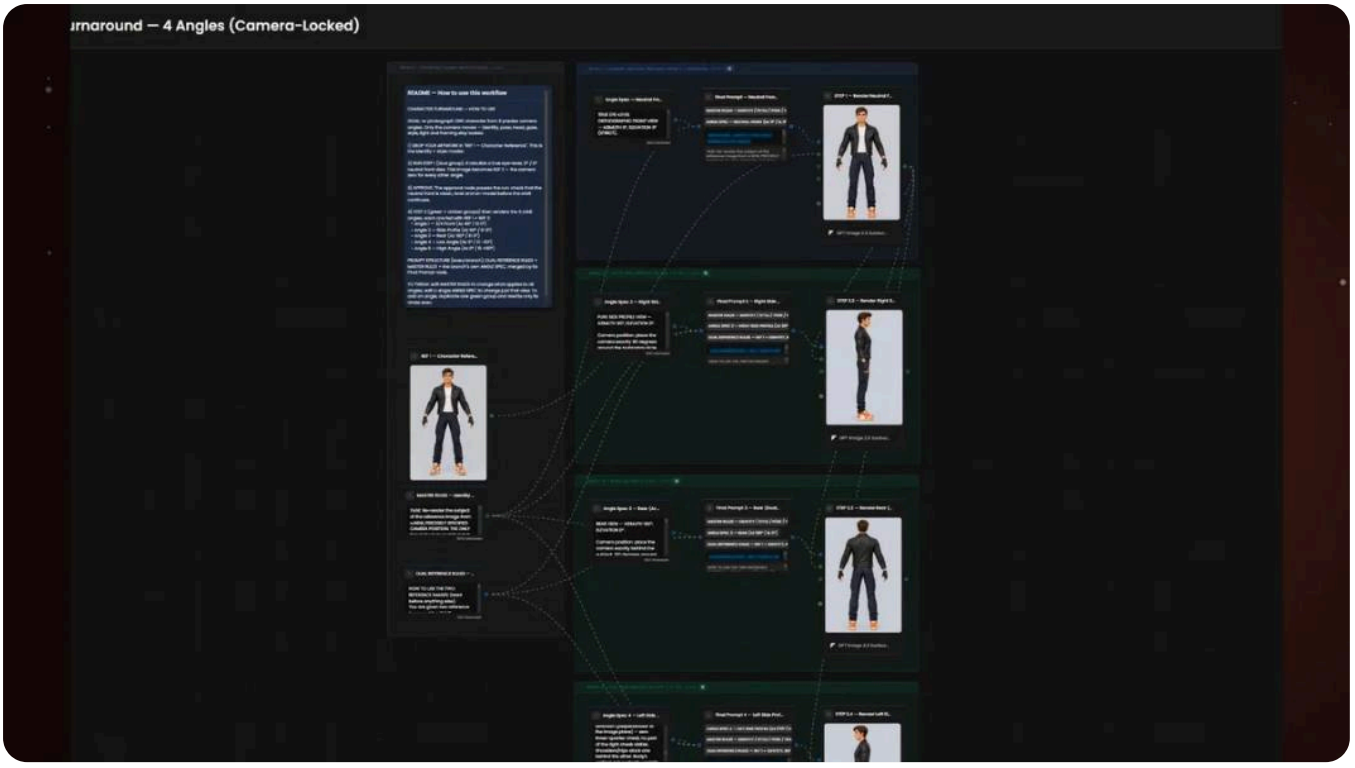
This lesson turns several views of one character into a 3D model.

Why several views



A single image makes the model guess what it cannot see. Give it more views, and it stops guessing.

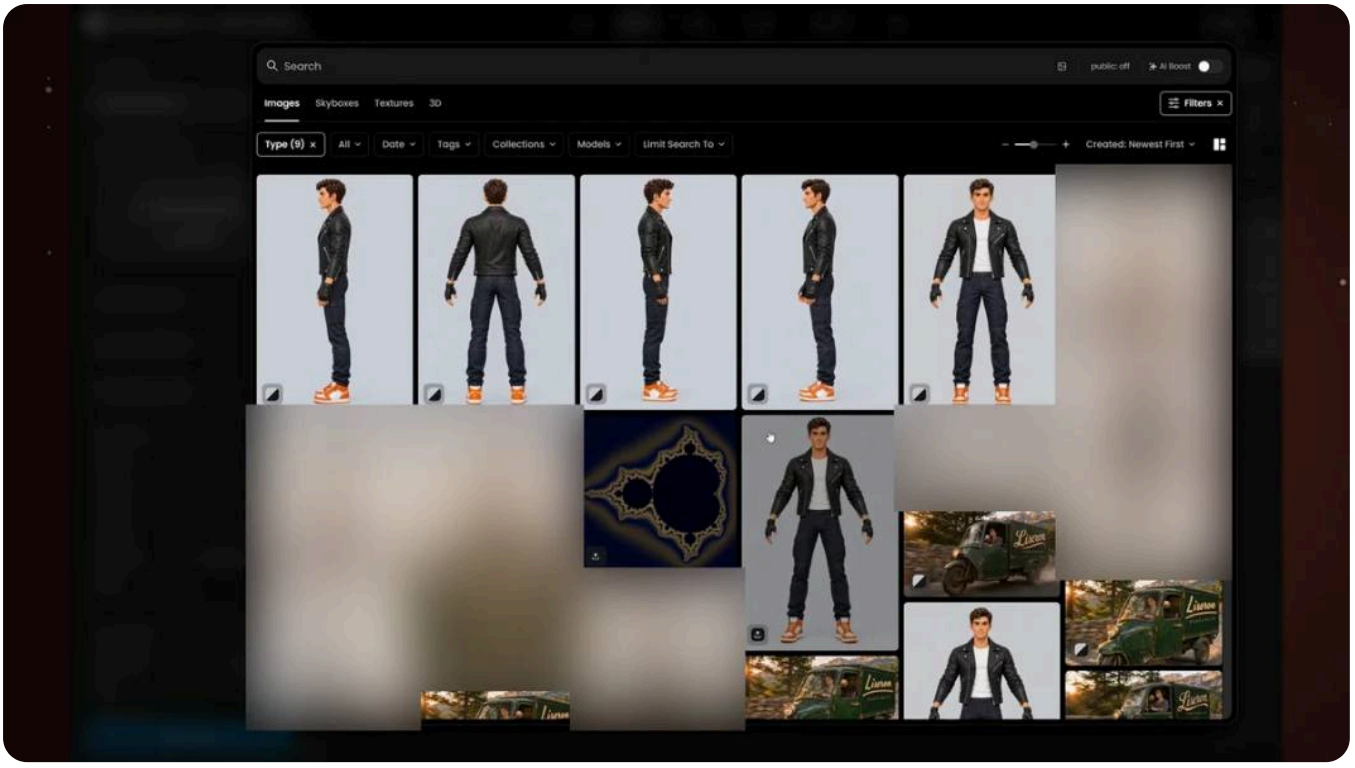
Make the views



To make the views, use an image editor or a workflow. The example uses a public turnaround workflow, adapted from six angles to four: **front**, **left**, **back** and **right**.

Whatever you use, keep the same proportions, angles, light, background and pose in every view.

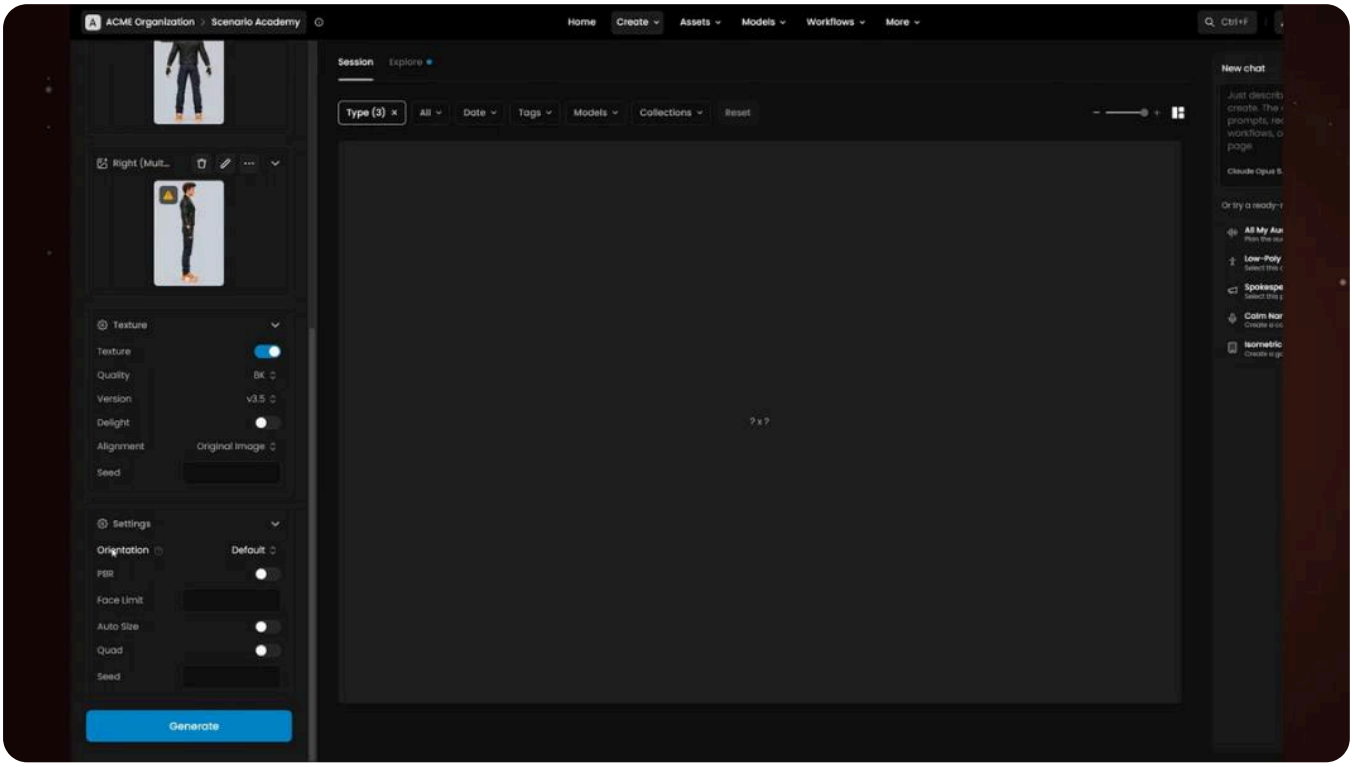
Add the views



Open **Create**, then **3D**, and pick a multi view model from the model bar: here, **Tripo P2 Multi View**.

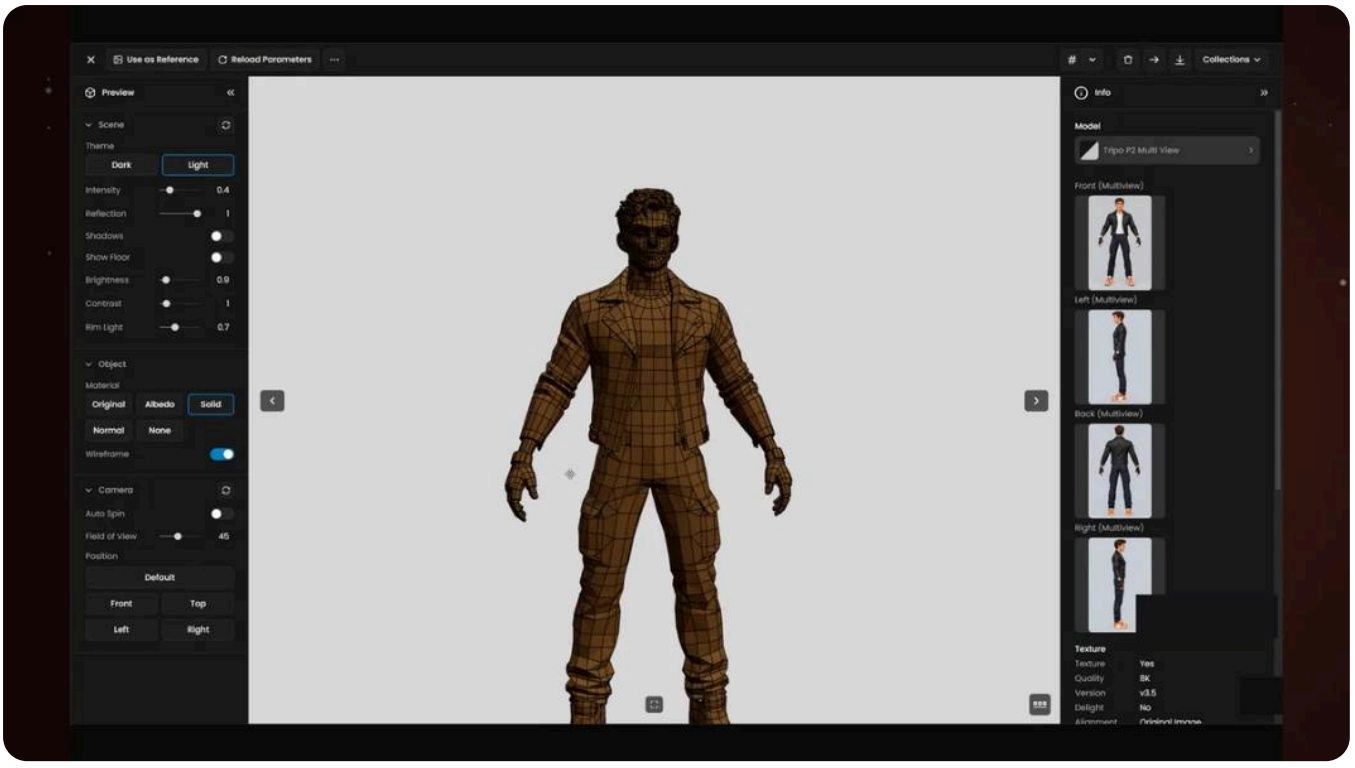
Each slot takes one view. Add the front, then the left, then the back, and the right view if you have it.

Settings and generate



The settings work like in image to 3D. Check them, then click **Generate**.

Inspect and compare



Orbit around the result and check the back. This time, the back comes from your own view, so nothing is guessed.

Turn on the **Wireframe** to check the topology. The panel on the right lists the four views you used. Next to the single image result, seen from behind, the difference is clear.

Related

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Verified in Scenario on Nov 10, 2026.