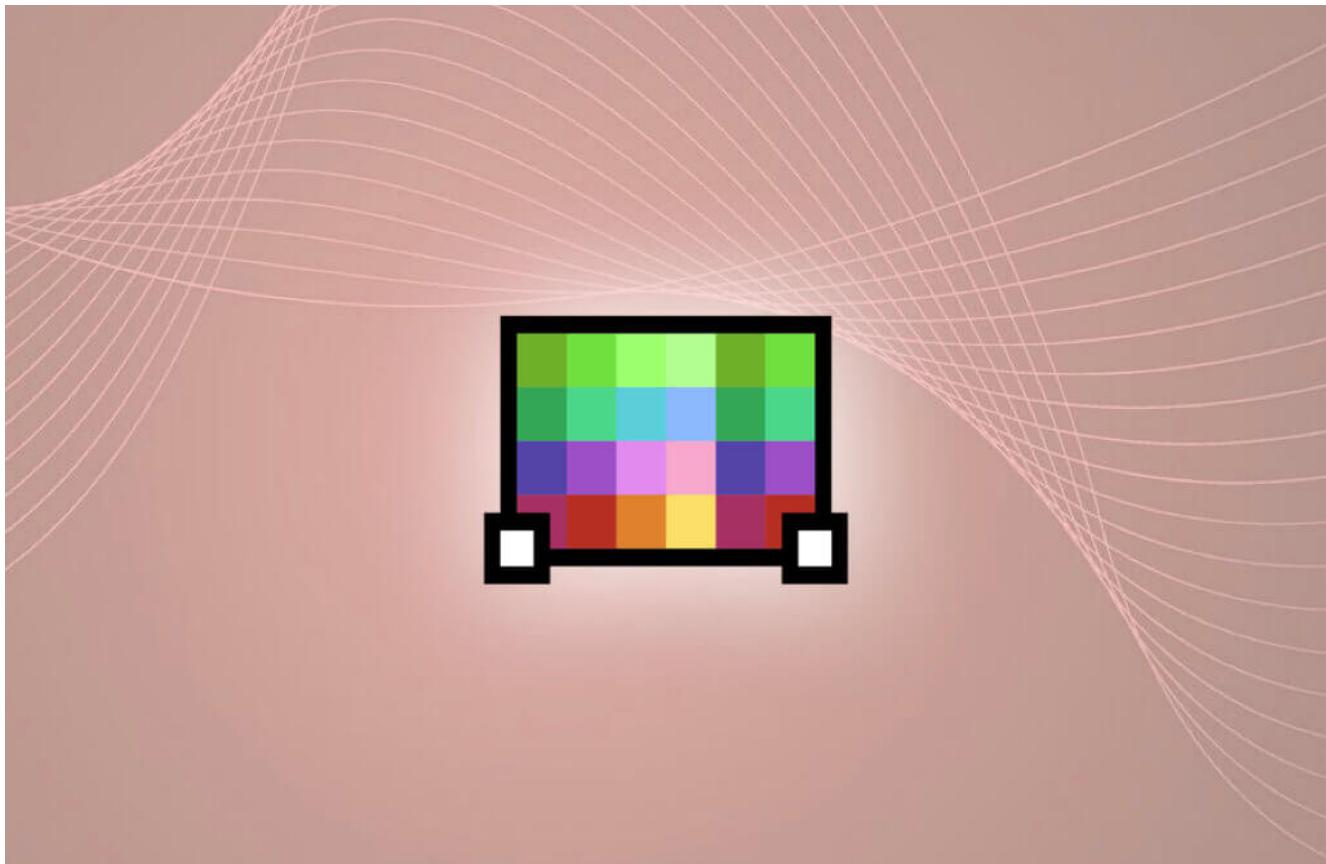


Tips & Tricks: Enhancing Image Placement and Scaling in Rhino 8

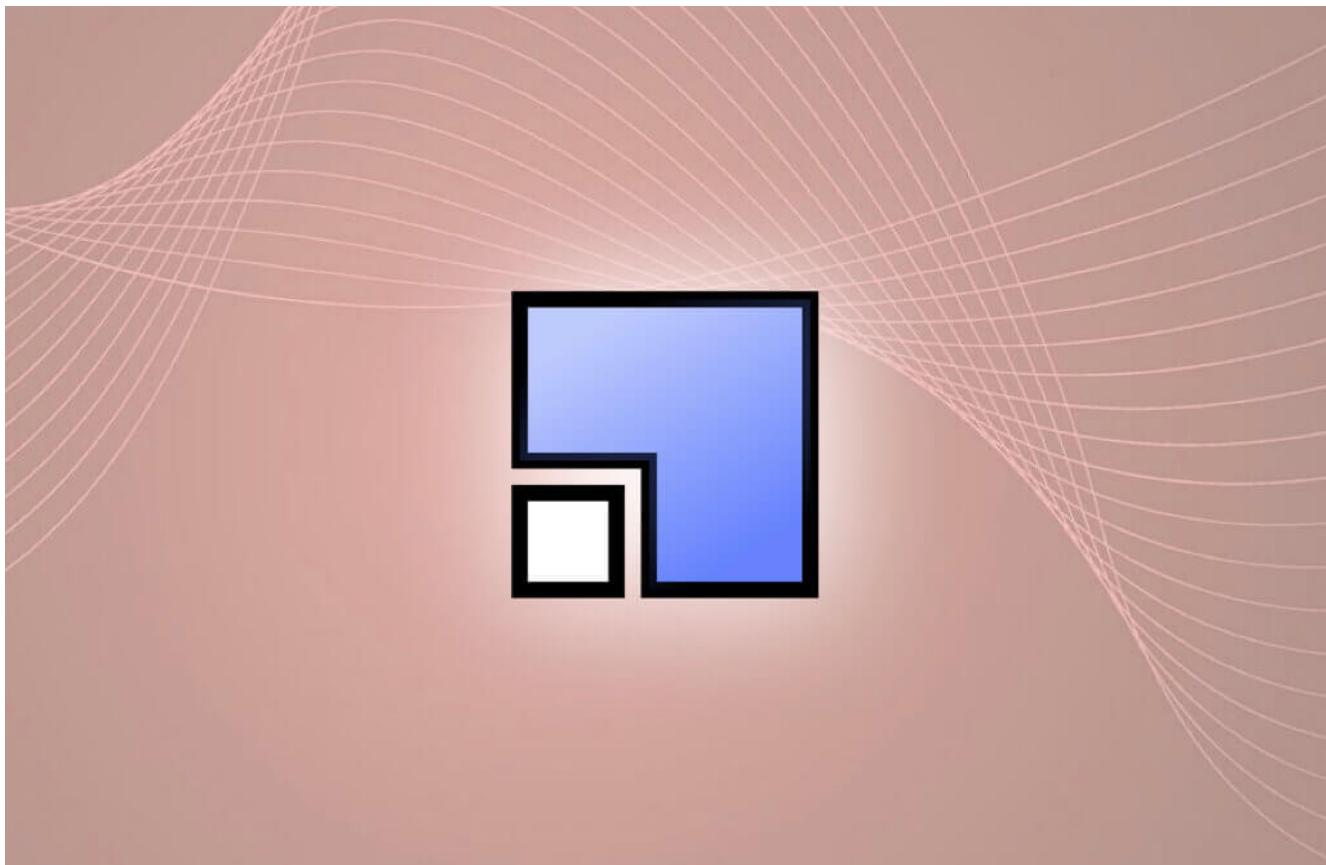
Working with reference images is a common task in 3D modeling. Rhino 8 offers robust tools to streamline this process, from inserting images to customizing their behavior with macros. This guide explores how to efficiently place and scale images in Rhino and automate the workflow using a macro inspired by Adobe Illustrator's "**Place**" command.

1. Insert Images with the Picture Plane Command



The **Picture** command in Rhino 8 allows you to place an image directly onto a rectangular surface while automatically setting it to [Rendered](#) display mode. This makes it easy to use reference images without manually adjusting display settings. You can further customize how images are displayed using the [SetObjectDisplayMode](#) command, which allows you to override the default display settings for selected objects.

2. Scale Images Precisely with the Scale 2D Command

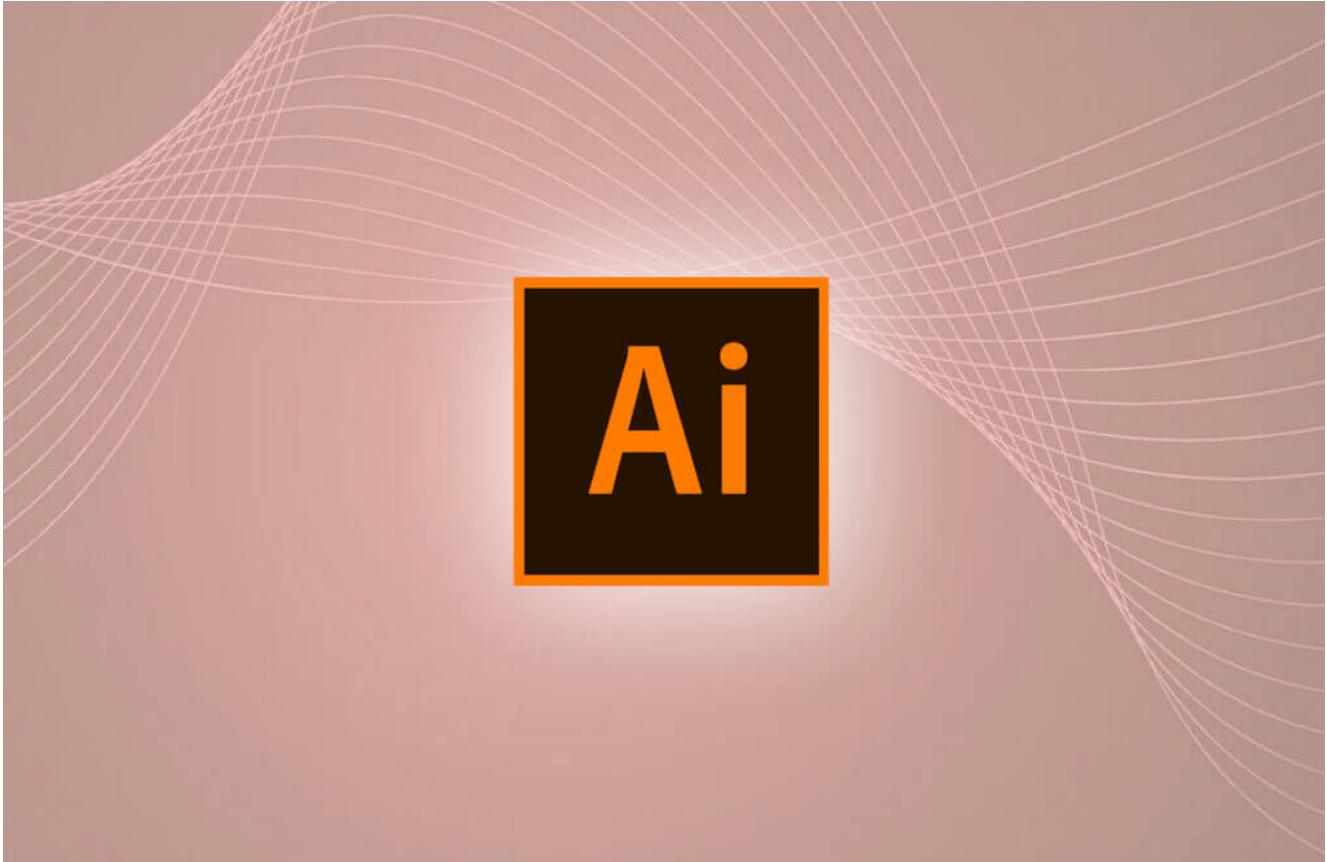


After inserting the image, use the **Scale 2D** command to resize it uniformly in two directions. This is especially useful when working with plans or reference images that need to match specific dimensions.

If you're working in different unit systems, check out these step-by-step tutorials for scaling and tracing images:

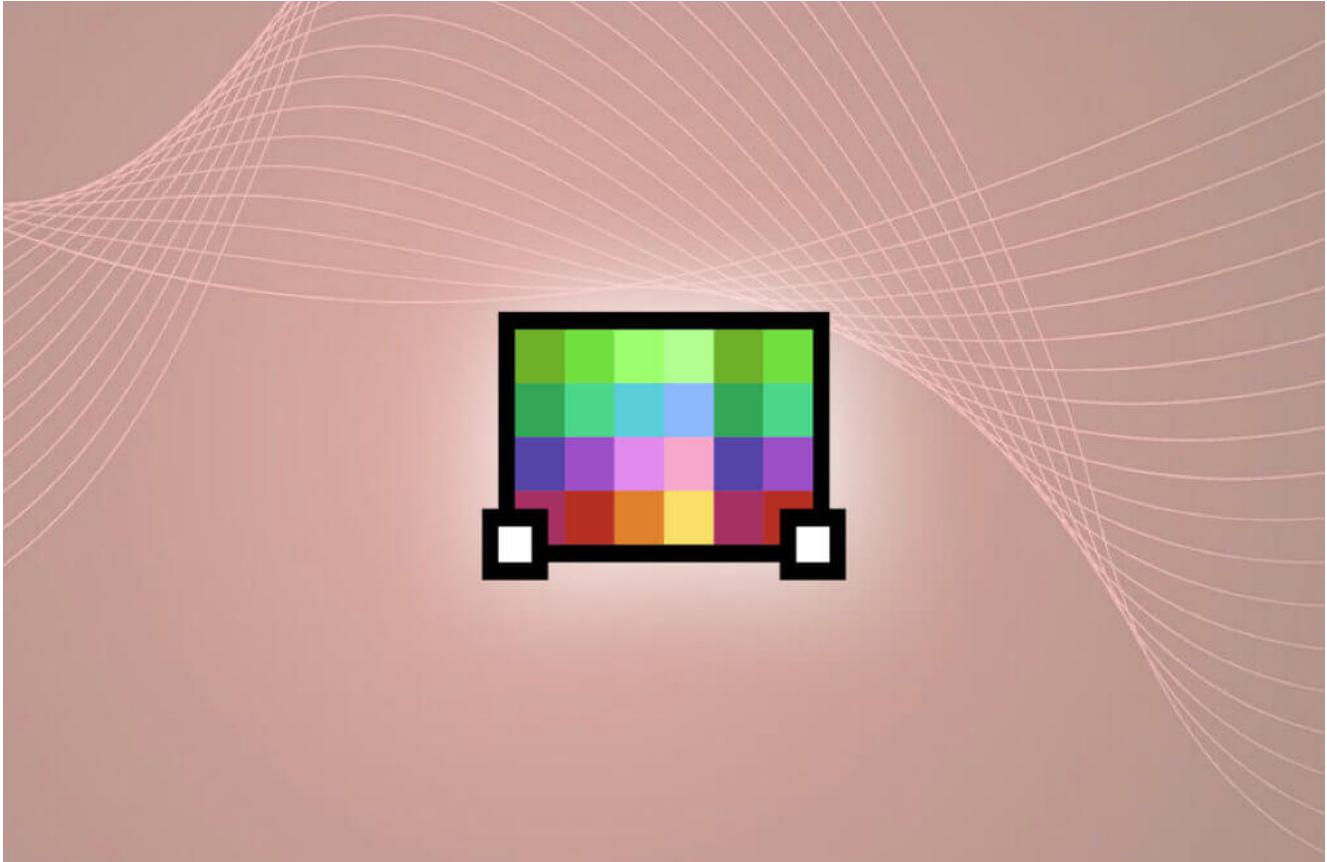
- [Imperial Unit System](#)
- [Metric Unit System](#)

3. Drawing Parallels with Adobe Illustrator's Place Option



Adobe Illustrator offers a **Place** command that allows users to insert and manipulate images with adjustable transparency. This concept aligns closely with Rhino's **Picture Plane** functionality but opens the door to improving automation through a macro.

[4. Automate Image Placement with a Custom Macro](#)



To improve the **Picture Plane** workflow, you can write a simple macro that automates image insertion, transparency settings, and layer management. Here is a step-by-step outline:

1. Create a new layer called “Picture.”
2. Switch to the **Picture** layer.
3. Use the **Picture** command to place the image at $(0,0)$ with the opposite corner at $(1,1)$.
4. Select the last object created (the image surface).
5. Set the image’s transparency to 75%.
6. Use the **SetObjectDisplayStyle** command to adjust the image’s display mode..
7. Return to the **Default** layer.
8. Lock the **Picture** layer to prevent accidental editing.

This macro simplifies repetitive steps and provides a consistent process for handling reference images in Rhino, enhancing both speed and accuracy in your modeling workflow.